

8. VERBAL ABUSE / FOUL LANGUAGE

The Code: The use of obscene expletives, threatening or denigrating words is not permitted.

Application: Verbal abuse, obscene language and sledging, including comments or words that threaten or denigrate an opponent, referee or supporter is an infringement. (If the individual cannot be identified, the team should be cautioned through the captain).

9. SCRUMS

The Code: Pushing or pulling in, or rotating a scrum is not permitted.

Application: All scrums are to be de-powered.

Scrum will form as per the following instructions: Form, Engage & Hold. A team that deliberately **pushes or pulls** in, or **rotates** a scrum is guilty of an infringement.

Once the ball has been fed into the scrum, hookers **only** may strike for the ball. Second row players can **lift** a foot to rake the ball out of the scrum, but cannot step forward over the ball to cause the ball to come out of the scrum.

IMPORTANT NOTE:

It is mandatory that any act that transgresses the Safeplay code be followed by a penalty, plus a caution & instruction to the offender. The 'sin-bin' does not apply to mini-mod football. Any additional action to a penalty is "temporary suspension" with a replacement of the offender for the remainder of that period of play. A player returning to the field after suspension and who is guilty of further misconduct is to be dismissed without replacement.

For players aged 13-15 years, international law will apply for misconduct.

ADVANTAGE PLAY & THE SAFEPLAY CODE

A penalty kick must follow any infringement.

1. If no advantage occurs, the penalty is to be awarded immediately.
2. If an advantage occurs, the penalty is to be awarded either at the breakdown in play immediately after the misconduct occurred (unless a try is imminent) or where the act of misconduct occurred, whichever is to the greater advantage to the non-offending team.
3. When a try has been scored in the same play in which the act of misconduct occurred or in the immediate play thereafter (the imminent factor) the penalty kick, additional to the conversion, will be awarded in front of the goal posts. A kick at goal must be taken from the penalty kick (place or drop) and play restarted from the centre on the half-way line irrespective of the outcome of the kick.

2010 SAFEPLAY CODE



More than just a game

NATIONAL SAFEPLAY CODE FOR PLAYERS IN TEAMS AGED 15 YEARS AND UNDER

The Safeplay Code was developed to emphasise safety and good conduct within the game of Rugby League by creating the best possible on-field environment and actively controlling undesirable actions. The code applies to all players up to and including the under 15 years age group.

The NZRL trusts that players, coaches, parents and supporters will wholeheartedly embrace the code for the benefit of the players and the game.

Coaches and referees are the key to the successful application of the Safeplay code.

1. TACKLE ZONE

The Code: Tackles above the armpits are not permitted.

Application:

- (a) When the ball-carrier is running with an upright posture, any tackle in which the defender's arm(s) make contact above the armpit constitutes an infringement.
- (b) It is an infringement for a defender/tackler to set upon the head or neck region of the ball-carrier.
- (c) A defender, in front of a ball-carrier who is diving or running with a "stooped" or "burrowing" posture, is permitted to come in contact with the ball-carriers shoulder provided the defender's arm(s) extends down the **shoulder** and **trunk** i.e. underneath the ball-carrier.

2. DANGEROUS TACKLES

The Code: 2.1 The tacklers legs cannot be used to trip or to throw.

Application: The use of the legs in a tackle is not permissible. Using the legs (even if the defender has a handhold on the ball-carrier) to **trip** or **throw** constitutes an infringement.

The Code: 2.2 Adopting a crotch hold is misconduct.

Application: Adopting a crotch hold i.e. by placing either a hand or arm in the crotch region is an infringement.

The Code: 2.3 No vertical lift in a tackle is permitted.

Application: Vertical lifting in a tackle is an infringement.

No defender(s) during the course of a tackle are permitted to vertically lift the ball-carrier.

If the possibility of a **vertical** lift occurs i.e. **one** or both feet of the ball-carrier have been lifted off the ground, the referee must immediately blow the whistle to prevent the tackle from continuing. (This is not to be confused with a tackle that, in the same motion, knocks a player off his feet).

The Code: 2.4 Ball-Carrier cannot be lifted and driven.

Application: A tackle that results in the ball-carrier being lifted and remaining off the ground while the tackler takes two (2) or more steps to drive the player (in any direction and while the ball-carriers feet are off the ground) is an infringement.

The Code: 2.5 The additional following action(s) by a tackler will also incur an immediate penalty.

Application: When a player in possession is running, it is an infringement for a defender chasing from behind to lift and attempt to lift (hitch up) the trailing foot of the ball-carrier.

3. SHOULDER CHARGE

The Code: A defender cannot "shoulder charge" a ball-carrier to affect a tackle.

Application: A defender who runs at a ball-carrier and **without attempting to tackle, grab or hold the ball-carrier**, charges to make contact with the shoulder or with the upper arm (tucked into the side) is guilty of an infringement.

4. VICIOUS PALM

The Code: An attacking player cannot thrust out an arm to contact the defender above the shoulder.

Application: Any **attacking** player who violently **punches or thrusts** out an arm or uses an outstretched stiff arm so that the hand or fist contacts the neck, face or head of a defender commits an infringement. (This section does not state that a player cannot legitimately 'palm' the head, neck or face).

5. SLINGING

The Code: The use of the ball-carriers arm, or jersey to sling or swing a player is prohibited.

Application: A defender who uses the arm or jersey of the ball-carrier to **sling or swing** the player in a tackle commits an infringement.

6. FLOPPING

The Code: A defender cannot drop or fall on a prone player.

Application: It is an infringement for a defender to drop, dive or fall on a player in possession of the ball who is prone or stationary on the ground and not attempting to play-on. (A simple hand-on completes the tackle).

7. SURRENDER (IN THE TACKLE)

The Code: Ball-carriers may surrender in the tackle. When small and/or inexperienced players are involved in a "surrender", defenders must not complete the tackle.

Application: This rule is designed to protect beginners and small players by minimising risk and eliminating excessively robust play.

The referee, not the player, calls "held". Players who are at an obvious disadvantage because of low levels of experience, are of small stature or show a lack of skill are to be protected when in possession of the ball and being tackled.

A halt to play is called (by the referee) when these players submit to the tackle or are held, subdued or their progress is halted by bigger or more experienced players. Failure by a tackler(s) to respond to the referees call is an infringement.