



Guides to the Laws for Kiwi League Kids

(Kiwi League Kids is the new name for the grades previously known as the Mini-Mod program)

This booklet identifies the major modifications to the laws of modified games.
Where no modifications are mentioned, International Law applies.

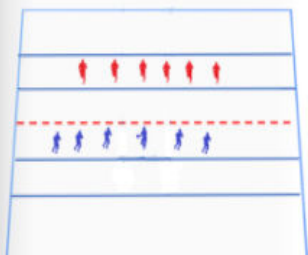
This booklet should be read in conjunction with the 'Safe Play Code'.



Whitehead
Plumbing & Gas Ltd



6s Grade



40M x 20M
FIELD SIZE

6

PLAYERS ONLY ON THE
FIELD PER TEAM



6 TACKLES PER SET



1 PASS TO RETAIN
POSSESSION

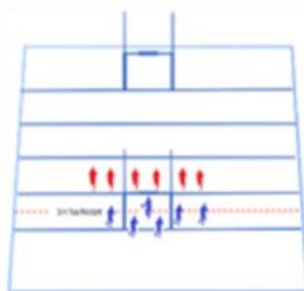
CHANCE RULE

FORWARD PASS
RUN INTO TOUCH
KNOCK ON

COUNTS AS A
TACKLE



ONE GAME LEADER
FROM EACH TEAM
REFEREES



5M TAP RESTART FOR
THE NON-SCORING
TEAM

DEFENDERS
STAND BACK

5M



4 x 8 MINUTE
PERIODS



NO MARKERS



NO SCRUMS

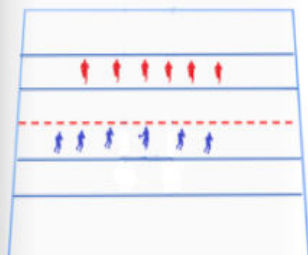


NO KICKING IN
GENERAL PLAY

INTERCHANGE RULE: COACHES MUST DO THEIR BEST TO ENSURE ALL PLAYERS
GET A MINIMUM OF 2/4 QUARTERS OF PLAYING TIME PER GAME



7s Grade



40M x 20M
FIELD SIZE

6

PLAYERS ONLY ON THE
FIELD PER TEAM



6 TACKLES PER SET



1 PASS TO RETAIN
POSSESSION

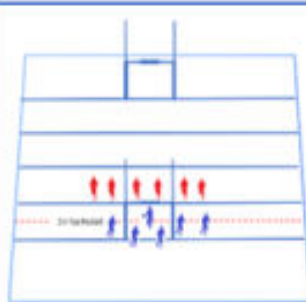
CHANCE RULE

FORWARD PASS
RUN INTO TOUCH
KNOCK ON

COUNTS AS A
TACKLE



ONE GAME LEADER
FROM EACH TEAM
REFEREES



5M TAP RESTART FOR
THE NON-SCORING
TEAM

DEFENDERS
STAND BACK

5M



4 x 8 MINUTE
PERIODS



NO MARKERS



NO SCRUMS



NO KICKING IN
GENERAL PLAY

INTERCHANGE RULE: COACHES MUST DO THEIR BEST TO ENSURE ALL PLAYERS
GET A MINIMUM OF 2/4 QUARTERS OF PLAYING TIME PER GAME

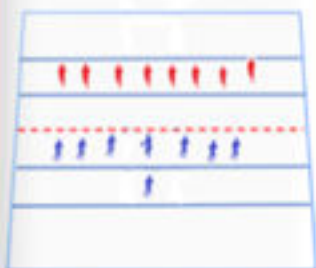
Kiwi League Kids (Educational) 6s and 7s Grades

Classification of Groups by age	Players in the relevant age group to be under that age prior to 1st January.
Size of Field	40 x 20 metres
No. of Players on Field	Maximum 6; Minimum 4 Teams must have equal playing numbers on the field.
Game Leaders	A Game Leader is a person to be present on the field to help organise, structure and facilitate the game for their respective teams. (The GL does not have to be the coach on the field, it could be a parent, family member or junior referee).
6 Tackles	6 tackles per set. The Team in possession must complete ALL tackles in the set regardless of knock-ons, forward passes etc.
Chance Rule	A play the ball will occur on any infringement made by the team in possession, resulting in a tackle. i.e. if a player runs in to touch on tackle 3, a play the ball will occur 2 metres in field, in line of where the player went into touch. Play will commence from tackle 4. i.e. if a player knocks the ball forward on tackle 1, a play the ball will occur at the point of infringement. Play will commence from tackle 2. It is important to understand at this age, these mistakes are going to be frequent. The Chance Rule allows a free-flowing game, while not penalising players for making errors in this crucial learning stage of development.
Change of Possession	Occurs after the 6th tackle has been completed.
Periods of Play	4 x 8-minute periods.
Intervals	1 minute between periods with a 3-minute half time.
Minimum Playing Time per Player	Each player should play at least 2 unbroken quarters of 8 minutes.
Injury Time	No time off for injury
Replacement	A player may only be replaced as a result of injury or after playing two full 8 minute 'quarters' of play. There are no interchanges during the quarter.
Player Misconduct	Sin Bin is not applicable. The Game Leaders may direct that a player be replaced.
Play the Ball P.T.B. Team not in possession	No markers allowed. Team not in possession must retire 5 metres from the P.T.B. Defending team cannot advance until the first receiver has caught the ball.
Passing from P.T.B.	One pass to retain possession. Dummy-half MUST pass the ball. A changeover will be given if repeated offences occur. (The chance rule does not apply here)
Scrum	No scrums
Finals	There are no finals played. Competition points are non-applicable.
Starts of Play After Points Scored	A place tap at half-way will commence each 8-minute period of play. Defending team to retire 5 metres from place tap. Non-scoring team to restart play with a tap restart, 5 metres from their own try line. Defending team to retire 5 metres from all tap restarts.
Goal Line Drop-out	Is not applicable, the Chance Rule will apply, should a player be tackled in goal.
Try	Tries will be awarded, however as an educational format of rugby league no official scores will be recorded.

Goal Kicks	Does not apply
Change of Possession After	<p>After the 6th tackle, where the tackle was made.</p> <p>If a player leaves the field, over the touch-line on the 6th tackle, a changeover will occur 2m in from where the player left the field of play.</p> <p>If the chance rule is used on the 6th tackle, a changeover will occur. I.E. If a player knocks the ball forward on tackle 6, a changeover will occur</p>
Kicking In general play	Is not allowed.
Held up in Goal	<p>Prior to tackle 6, play is restarted by the player in possession. P.T.B. 5 metres out from the goal line and opposite where held up.</p> <p>If a player in possession is held up on the 6th tackle, a changeover will occur and the opposition will P.T.B. 5m from the goal line.</p>
Stripping of the Ball	No stripping or stealing of the ball in a tackle.



8s Grade



68 x 30M
FIELD SIZE

8

PLAYERS ON THE
FIELD PER TEAM



6 TACKLES PER SET



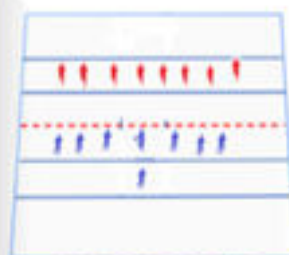
2 PASSES TO RETAIN
POSSESSION



FIRST RECIEVER VEST
IMPLEMENTED



REFEREE FACILITATES



TAP RE-START AT
HALFWAY FOR THE
NON-SCORING TEAM

DEFENDERS
STAND BACK

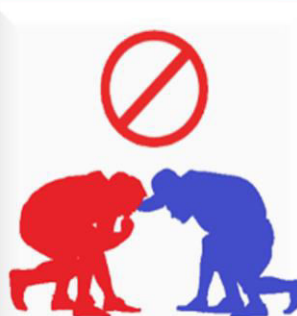
5M



4 x 8 MINUTE
PERIODS



NO MARKERS



NO SCRUMS



NO KICKING IN
GENRAL PLAY

INTERCHANGE RULE: COACHES MUST DO THEIR BEST TO ENSURE ALL PLAYERS
GET A MINIMUM OF 2/4 QUARTERS OF PLAYING TIME PER GAME

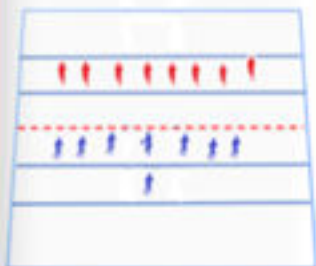
Kiwi League Kids (Educational) 8s Grade

Classification of Groups by age	Players in the relevant age group to be under that age prior to 1st January.
Size of Field	68 x 30 metres
No. of Players on Field	Maximum 8; Minimum 6 Teams must have equal playing numbers on the field.
Coaches	Not to be on field during match
6 Tackles	6 tackles per set.
Scrum	No scrums
Finals	There are no finals played. Competition points are non-applicable.
Periods of Play	4 x 8-minute periods.
Intervals	1-minute break between quarters with a 3-minute half-time.
Minimum Playing Time per Player	Coaches must do their best to ensure all players get a minimum of 2/4 quarters of playing time per game.
Injury Time	No time off for injury
Replacement	A player may only be replaced as a result of injury or after playing two full 8 minute 'quarters' of play. There are no interchanges during the quarter.
Player Misconduct	Sin Bin is not applicable. The referee may direct that a player be replaced.
Play the Ball P.T.B. Team not in possession	No markers allowed. Team not in possession must retire 5 metres from the P.T.B. Defending team cannot advance until the first receiver has caught the ball.
Passing from P.T.B.	Two passes to retain possession unless designated first receiver gets tackled. (see First Receiver Role). Your team does not need to pass the ball twice to score a try, however if tackled in an attempt to score and two passes have not been completed, a change-over will occur. Dummy-half MUST pass the ball. No player can score from dummy-half. A handover will be given if no passes have been completed from dummy-half.
First Receiver Role	The designated 'First Receiver' can run, score and be tackled without a handover occurring if wearing the authorised ID gear. At the end of each 8-minute period of play the 'FR' ID gear must be swapped with a different member of the team who has not previously played that position during the game.
Zero Tackle Count No count at first tackle if	A player picks up the ball dropped by an opponent. A player gains possession after the ball has been deliberately touched by an opponent.
Starts of Play Commencement of each period of play.	Each 8-minute period will start with a tap from the centre of halfway. The non-kicking side to retire 5 metres.
Restarts of Play After Points Scored	Non-scoring team to restart play with a place-tap restart at centre of half-way. Defending team to retire 5 metres from all tap restarts.
Ball Going Dead	No goal line drop-outs. If the ball is made dead by the team in possession in their own in goal the opposition will be given a play the ball 20 metres from the try line in the centre of the field. If the ball is made dead by the attacking team, the opposition will be given a place tap 10 metres from the try line in the centre of the field.
Try	Tries will be awarded, however as an educational format of rugby league no official scores will be recorded.
Goal Kicks	Does not apply

Change of Possession Occurs After-	After the 6th tackle. Knock on or forward pass. Dummy half runs and does not pass. First Receiver runs with the ball and is tackled before scoring without the designated FR ID. Player in possession runs into or is tackled into touch.
Kicking In general play	Is not allowed.
Held up in Goal	Play is restarted by the player in possession. P.T.B. 10 metres out from the goal line and opposite where held up. If a player in possession is held up on the 6th tackle, the opposition will P.T.B.10 metres out, centre field and the tackle count is zero.
Stripping of the Ball	No stripping or stealing of the ball in a tackle.



9s Grade



68 x 30M
FIELD SIZE

8

PLAYERS ON THE
FIELD PER TEAM



6 TACKLES PER SET



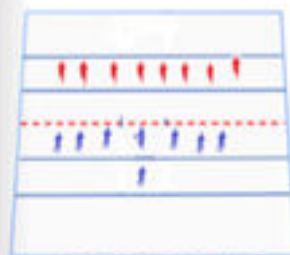
2 PASSES TO RETAIN
POSSESSION



FIRST RECIEVER AND
DUMMY HALF VEST
IMPLEMENTED



REFEREE FACILITATES



TAP RE-START AT
HALFWAY FOR THE
NON-SCORING TEAM

DEFENDERS
STAND BACK

5M



4 x 8 MINUTE
PERIODS



1 DEFENSIVE MARKER



NO SCRUMS



NO KICKING IN
GENRAL PLAY

INTERCHANGE RULE: COACHES MUST DO THEIR BEST TO ENSURE ALL PLAYERS
GET A MINIMUM OF 2/4 QUARTERS OF PLAYING TIME PER GAME

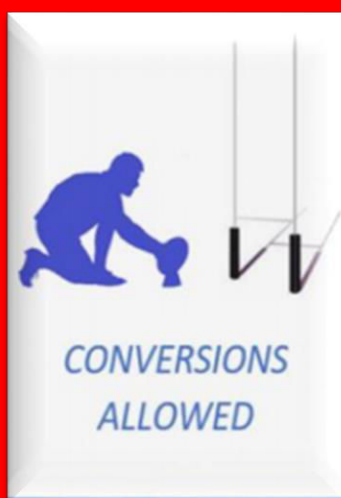
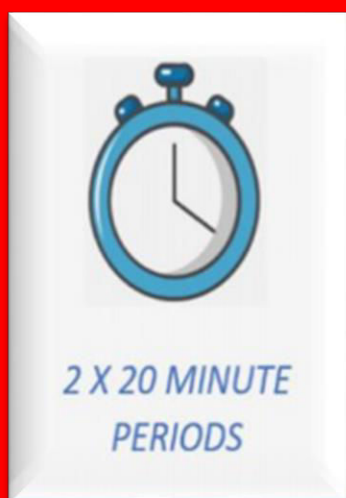
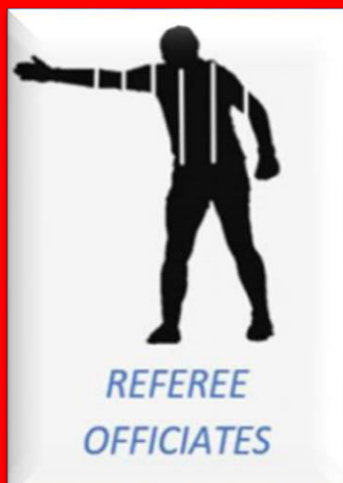
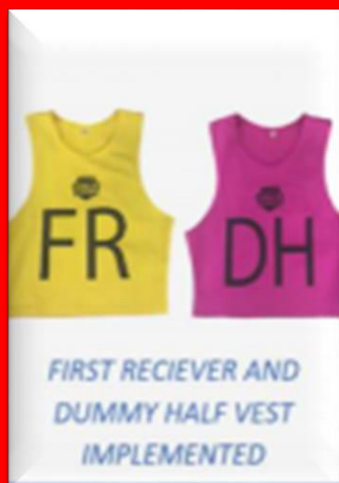
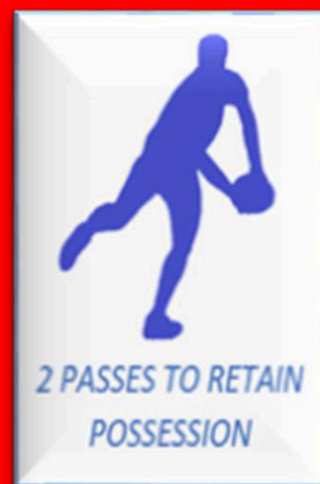
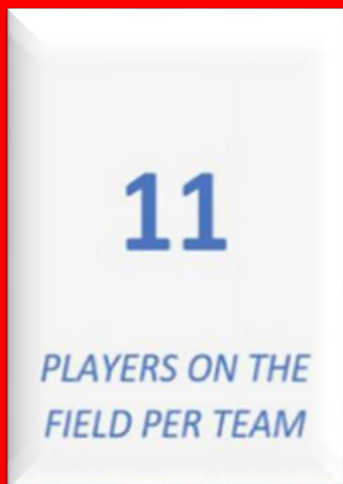
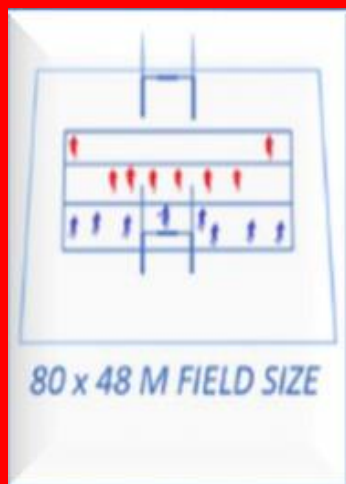
Kiwi League Kids (Educational) 9s Grade

Classification of Groups by age	Players in the relevant age group to be under that age prior to 1st January.
Size of Field	68 x 30 metres
No. of Players on Field	Maximum 8; Minimum 6 Teams must have equal playing numbers on the field.
Coaches	Not to be on field during match
6 Tackles	6 tackles per set.
Scrum	No scrums
Finals	There are no finals played. Competition points are non-applicable.
Periods of Play	4 x 8-minute periods.
Intervals	1 minute between periods with a 3-minute half time.
Minimum Playing Time per Player	Each player should play a minimum of 2 unbroken periods of 8 minutes.
Injury Time	No time off for injury
Replacement	A player may only be replaced as a result of injury or after playing two full 8-minute periods of play. There are no interchanges during the quarter.
Player Misconduct	Sin Bin is not applicable. The referee may direct that a player be replaced.
Play the Ball P.T.B. Team not in possession	1 marker allowed. Team not in possession must retire 5 metres from the P.T.B. Defending team cannot advance until the first receiver has caught the ball, or the dummy half begins to run.
Passing from P.T.B.	Two passes to retain possession unless designated first receiver or dummy half gets tackled. (see First Receiver and Dummy Half Role). Your team does not need to pass the ball twice to score a try, however if tackled in an attempt to score and two passes have not been completed, a change-over will occur.
First Receiver Role	The designated 'First Receiver' can run, score and be tackled without a handover occurring if wearing the authorised FR ID gear. At the end of each 8-minute period of play the 'FR' ID gear must be swapped with a different member of the team who has not previously played that position during the game.
Dummy-half Role	The designated 'Dummy Half' can, from the dummy-half position only; run, score and be tackled without a handover occurring if wearing the authorised DH ID gear. At the end of each 8-minute period of play, the 'DH' ID gear must be swapped with a different member of the team who has not previously played that position during the game.
Zero Tackle Count No count at first tackle if	A player picks up the ball dropped by an opponent. A player gains possession after the ball has been deliberately touched by an opponent.
Starts of Play Commencement of each period of play.	Each 8-minute period will start with a tap from the centre of halfway. The non-kicking side to retire 5 metres.
Restarts of Play After Points Scored	Non-scoring team to restart play with a place-tap restart at centre of half-way. Defending team to retire 5 metres from all tap restarts.
Ball Going Dead	No goal line drop-outs. If the ball is made dead by the team in possession in their own in goal the opposition will be given a play the ball 20 metres from the try line in the centre of the field. If the ball is made dead by the attacking team, the opposition will be given a place tap 10 metres from the try line in the centre of the field.

Try	Tries will be awarded, however as an educational format of rugby league no official scores will be recorded.
Goal Kicks	Does not apply
Change of Possession Occurs After-	After the 6th tackle. Knock on or forward pass. Acting dummy half or first receiver runs with the ball and is tackled before scoring without wearing the designated ID gear. Player in possession runs into or is tackled into touch.
Kicking In general play	Is not allowed.
Held up in Goal	Play is restarted by the player in possession. P.T.B. 10 metres out from the goal line and opposite where held up. If a player in possession is held up on the 6th tackle, the opposition will P.T.B.10 metres out, centre field and the tackle count is zero.
Stripping of the Ball	No stripping or stealing of the ball in a tackle.



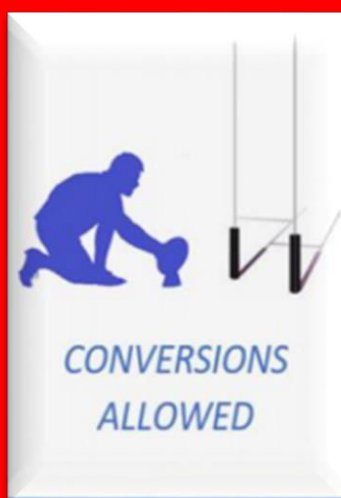
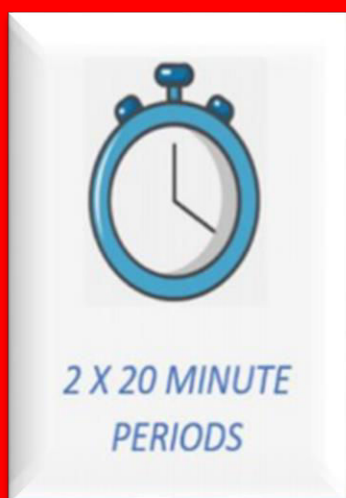
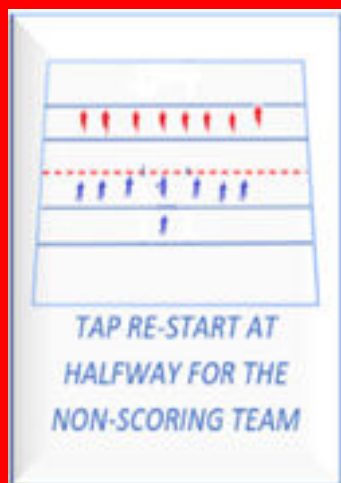
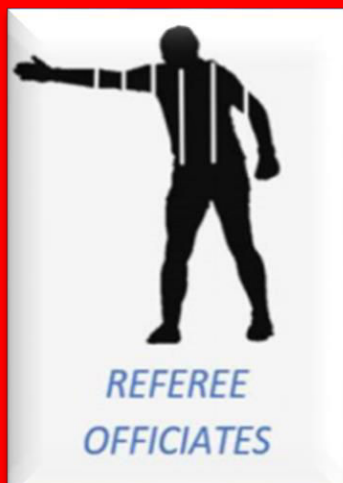
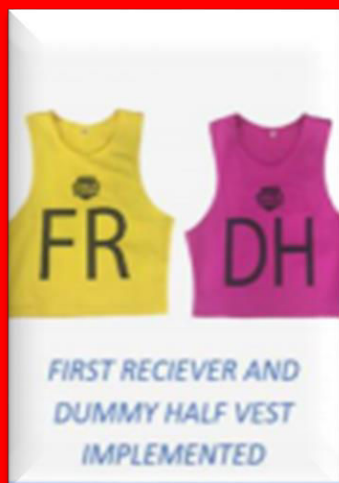
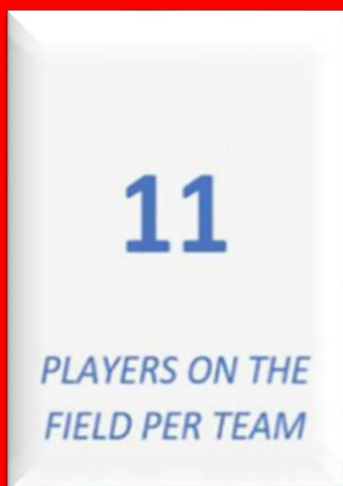
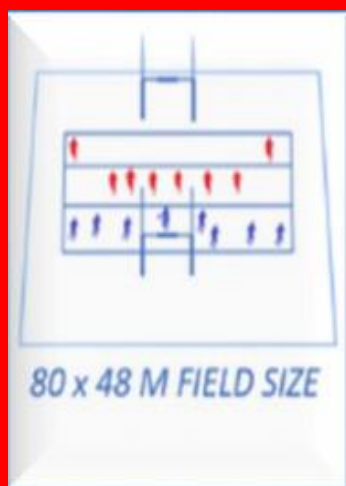
10s Grade



INTERCHANGE RULE: COACHES MUST DO THEIR BEST TO ENSURE ALL PLAYERS GET A MINIMUM OF 1/2 HALVES OF PLAYING TIME PER GAME



11s Grade



INTERCHANGE RULE: COACHES MUST DO THEIR BEST TO ENSURE ALL PLAYERS GET A MINIMUM OF 1/2 HALVES OF PLAYING TIME PER GAME

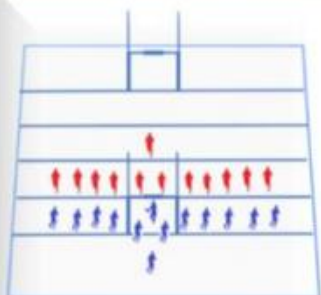
Kiwi League Kids (Development) 10s and 11s Grades

Classification of Groups by age	Players in the relevant age group to be under that age prior to 1st January.
Size of Field	80 x 48 metres
No. of Players on Field	Maximum 11; Minimum 8 Teams must have equal playing numbers on the field.
Coaches	Not to be on field during match.
6 Tackles	6 tackles per set.
Scrum	No scrums
Finals	There are no finals played. Competition points are non-applicable.
Periods of Play	2 x 20-minute halves.
Intervals	5 minutes
Minimum Playing Time per Player	Each player should play a minimum of one unbroken half (20 minutes of the match).
Injury Time	No time off for injury
Replacement	A player may only be replaced as a result of injury or after playing one full 20-minute half of the match.
Player Misconduct	Sin Bin is not applicable. The referee may direct that a player be replaced.
Play the Ball P.T.B. Team not in possession	1 marker allowed. Team not in possession must retire 5 metres from the P.T.B. Defending team cannot advance until the first receiver has caught the ball, or the dummy half begins to run or throws a dummy.
Passing from P.T.B.	Two passes to retain possession unless designated first receiver or dummy half gets tackled. (see First Receiver and Dummy Half Role). Your team does not need to pass the ball twice to score a try, however if tackled in an attempt to score and two passes have not been completed, a change-over will occur.
First Receiver Role	The designated 'First Receiver' can run, score and be tackled without a handover occurring if wearing the authorised FR ID gear. At halftime, the 'FR' ID gear must be swapped with a different member of the team who has not previously played that position during the game.
Dummy-half Role	The designated 'Dummy Half' can, from the dummy-half position only; run, score and be tackled without a handover occurring if wearing the authorised DH ID gear. At halftime, the 'DH' ID gear must be swapped with a different member of the team who has not previously played that position during the game.
Zero Tackle Count No count at first tackle if	A player picks up the ball dropped by an opponent. A player gains possession after the ball has been deliberately touched by an opponent.
Starts of Play Commencement of each period of play.	Each 20-minute half will start with a tap from the centre of halfway. The defending side to retire 5 metres.
Restarts of Play After Points Scored	Non-scoring team to restart play with a tap from the centre of half way Defending team to retire 5 metres from all tap restarts.
Goal Line Drop-out	Ball made dead by defending team. Ball must travel 10 metres forward.
Ball Going Dead	If the ball is made dead by attacking team the opposition will be given a place tap 20 metres from the try line in the centre of the field. If the ball made dead in a team's own in-goal a goal line drop out will occur.

Try	Tries will be awarded, however as an educational format of rugby league no official scores will be recorded.
Goal Kicks	<p>Only after the try has been scored.</p> <p>U10s: Place kick or drop kick in front of the goal posts. This must be taken by the try scorer.</p> <p>U11s: Conversions or place kicks are taken from where the try is scored. If the try is scored near either sideline, the kicker brings the conversion into the closest scrum line. This must be taken by the try scorer.</p>
Change of Possession Occurs After-	<p>After the 6th tackle.</p> <p>Knock on or forward pass.</p> <p>Acting dummy half or first receiver runs with the ball and is tackled before scoring without wearing the designated ID gear.</p> <p>Player in possession runs into or is tackled into touch.</p> <p>Ball carrier is held up over opponent's goal line after the 5th tackle.</p> <p>'Bombs' or attempted field goals change over where kick took place.</p>
Kicking In general play	<p>Allowed but no bombs or field goals.</p> <p>Ball must travel further in distance than it does in height.</p>
Held up in Goal	<p>Play is restarted by the player in possession. P.T.B. 10 metres out from the goal line and opposite where held up.</p> <p>If a player in possession is held up on the 6th tackle, the opposition will P.T.B. 10 metres out, centre field and the tackle count is zero.</p>
Stripping of the Ball	No stripping or stealing of the ball in a tackle.



12s Grade



100 X 68 M FIELD
SIZE

13

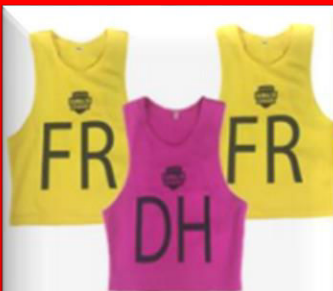
PLAYERS ON THE
FIELD PER TEAM



6 TACKLES PER SET



2 PASSES TO RETAIN
POSSESSION



2 x FIRST RECIEVER
AND 1 DUMMY HALF
VEST IMPLEMENTED



REFEREE
OFFICIATES



KICK OFFS FOR
STARTS / RESTARTS

DEFENDERS STAND BACK

7M



2 X 20 MINUTE
PERIODS



2 MARKERS



CONVERSIONS
ALLOWED



KICKING IN GENERAL
PLAY ALLOWED (NO
BOMBS)

INTERCHANGE RULE: COACHES MUST DO THEIR BEST TO ENSURE ALL PLAYERS
GET A MINIMUM OF 1/2 HALVES OF PLAYING TIME PER GAME

Kiwi League Kids (Development) 12s Grades

Classification of Groups by age	Players in the relevant age group to be under that age prior to 1st January.
Size of Field	100 x 68 metres (Full Field)
No. of Players on Field	Maximum 13; Minimum 11. Teams must have equal playing numbers on the field.
Coaches	Not to be on field during match.
6 Tackles	6 tackles per set.
Periods of Play	2 x 20-minute halves.
Intervals	5 minute half-time.
Minimum Playing Time per Player	Each player should play a minimum total of one half (20 minutes of the match).
Injury Time	No time off for injury
Interchanges	A player may be replaced if interchanged by the coach.
Player Misconduct	Sin Bin is not applicable. The referee may direct that a player be replaced.
Play the Ball P.T.B. Team not in possession	Two markers allowed. Team not in possession must retire 7 metres from the P.T.B. Defending team cannot advance until the first receiver has caught the ball, or the dummy half begins to run or throws a dummy.
Passing from P.T.B.	Two passes to retain possession unless designated first receivers or dummy half gets tackled. (see First Receiver and Dummy Half Role). Your team does not need to pass the ball twice to score a try, however if tackled in an attempt to score and two passes have not been completed, a change-over will occur.
First Receiver Role (x2)	The designated 'First Receivers' can run, score and be tackled without a handover occurring if wearing the authorised FR ID gear. The 'FR' ID gear is advised to be swapped to a new player at each half, however this is not compulsory in the 12s Grade
Dummy-half Role	The designated 'Dummy Half' can, from the dummy-half position only; run, score and be tackled without a handover occurring if wearing the authorised DH ID gear. The 'DH' ID gear is advised to be swapped over at halftime to give more players an opportunity to play dummy half, however this is not compulsory 12s Grade.
Zero Tackle Count No count at first tackle if	A player picks up the ball dropped by an opponent. A player gains possession after the ball has been deliberately touched by an opponent.
Starts of Play Commencement of each period of play.	Each 20-minute half will start with a place kick. The non-kicking side to retire 10 metres. The ball to travel 10 metres forward before either side touches the ball.
Restarts of Play After Points Scored	Non-scoring team to restart play with a place kick from the centre of half way
Goal Line Drop-out	Ball made dead by defending team. Ball must travel 10 metres forward.
Ball Going Dead	If the ball is made dead by attacking team the opposition will be given a place tap 20 metres from the try line in the centre of the field. If the ball made dead in a team's own in-goal a goal line drop out will occur.

Ball into Touch – Commencement of each period of play	From a kick-off the ball is required to travel 10 metres forward, if it lands in the field of play and then enters touch, the receiving side will P.T.B 10 metres in field opposite where the ball entered touch, with a zero tackle.
Goal Kicks	Conversions or place kicks are taken from where the try is scored. If the try is scored near either sideline, the kicker brings the conversion into the closest scrum line. This must be taken by the try scorer.
Kicking In general play	Allowed but no bombs or field goals. Ball must travel further in distance than it does in height.
Change of Possession Occurs After-	After the 6th tackle. Knock on or forward pass. Acting dummy half or first receiver runs with the ball and is tackled before scoring without wearing the designated ID gear. Ball carrier is held up over opponent's goal line after the 5th tackle. 'Bombs' or attempted field goals change over where kick took place.
Held up in Goal	Play is restarted by the player in possession. P.T.B. 10 metres out from the goal line and opposite where held up. If a player in possession is held up on the 6th tackle, the opposition will P.T.B.10 metres out, in line of where the player was tackled unless that distance is shorter than 10m to the sideline, therefore the ball will be brought in to the 10m line and 10 metres from touch, tackle count is zero.
Scrum Occur if -	Player in possession runs into or is tackled into touch. Infringements by both sides except on last tackle. Following an infringement involving the referee, touch judge or spectator (team last in possession feeds the scrum).
Number in Scrum	6 players.
Scrum Formation Refer Safe Play Code	All players, except the hooker to keep both feet on the ground. No pushing, pulling or rotating. Ball to go into tunnel, i.e. in front of the foremost feet of the loose head front row forwards. Only the hookers may strike for the ball.
Scrum Set Down	Scrum is set where the infringement occurs but no less than 10 metres from the goal line. All scrums are to be set on the 20-metre scrum line unless infringement is made within the middle of the two 20-metre scrum lines, this will result in a scrum where the infringement occurred.
Ball from Scrum	There must be at least one pass from the scrum to retain possession.
Stripping of the Ball	No stripping or stealing of the ball in a tackle.

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.



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