



Junior Rugby League Laws:

6-7 Years
Official 2020



playrugbyleague.com

Junior Rugby League Laws: 6–12 Years

First Edition 2017

Fourth Edition 2020

The “Pathways Review”, initiated in 2010, included representation from a broad cross-section of the Rugby League Community in developing a blueprint for future game modelling.

The NRL Education, Training and Research Team promoted trials and engaged researchers from Sydney University to assess trial data to provide a basis for any possible modelling into the future.

Original law books for the “modified games”

First Published 1981 – as ‘Mini Footy – A Game of Rugby League for Youngsters’ designed and developed by Peter D. Corcoran OAM. Subsequently reprinted in this form in 1982, 1983 and 1984 and then, in annual editions, in various forms, from 1985 – 2016.

2016 Publication Thirty Eighth Edition: “Laws of Modified Games” by Peter D. Corcoran OAM



2020 RUGBY LEAGUE PARTICIPATION - INTRODUCTION

What I love most about Rugby League is that it is much more than a game.

It is a place to express yourself, to have fun, stay healthy, make friends and be part of a community.

Rugby League played a big part in my life from a young age, providing me with an opportunity to connect with my local community that no other sport could.

That's the beautiful power of this great game. Teammates can become lifetime friends. Your family, just fans in amongst the crowd and your local club another pleasant extension of your family.

Central to my role as Chairman of the Australian Rugby League Commission (ARLC) is ensuring as many people of all ages and abilities enjoy themselves playing rugby league. Whatever the program, format and team they are involved in.

As our game evolves, we must continue to improve and enhance our guidelines to ensure rugby league offers simple, safe formats for everyone to enjoy.

It is why the ARLC, together with the NRL and States, worked tirelessly to develop and establish a suite of modernised game modules across all age groups that focus on player safety, teamwork, and most importantly, fun.

We have also invested significantly into making the most efficient technology, training and coaching available to all rugby leagues participants, clubs and schools online, for free and all at the touch of a button.

The results have been pleasing to date, with female participation leading the charge, but we have much more work to do.

We will continue to invest in the research and resources that our game and community require and expect, just as we will continue to value everyone involved in our game, at all levels, equally.

Thank you for being playing your part already, and I trust you, like me, will continue to enjoy your rugby league, whichever way you like, for life.

Peter Vlandys AM
Chairman, Australian Rugby League Commission



CONTENTS

6 & 7 YEARS

General	5
Team/Playing Time	5
Field/Ball	5
Tackles/Tackle Count	6
Play-the-ball	6
Scrum/Handover	6
Try/Conversions	7
Starts/Re-starts of Play	7
Kicking	7
Player Misconduct – Rotations and Replacements	7
Appendices:	
Size of Field/Field of Play	8
The Ball	9
Safe Play Code	10
Glossary	11

6 & 7 YEARS GAME MODEL

UNDER 6 & 7



6
Tackles



40x20m
Field Size



6 Players
Per Team



8 mins x 4
Game Time



No Scrums



1 Pass
Minimum



Defenders Stand
Back 5m
(No Markers)



No Kicking
or Conversions



Tap Restart
on 5m Line



Chance Rule
(6s Only)

NOTE

The Laws of the International Game of Rugby League shall apply in the 6 & 7 years age groups subject to the following modifications, where applicable.

GENERAL

- (1) Classification of groups is by age. Age applies as on January 1 of each year.
- (2) Players, in each age level of competition, must be of the same age group. Players are not to play "up an age" (to a maximum of one age group) or in higher age groups without parental approval. Where combined age competitions exist state governing bodies may apply playing criteria.

TEAM/PLAYING TIME

- (3) Maximum number of players on the field at any one time is 6. When more than 6 players are in attendance at a match then all players MUST play in accordance with Law 6. Where possible, team numbers should not exceed 10, in order to allow maximum opportunity for all players to participate in game time.
- (4) Minimum number of players allowed on the field per team per match is 4. Games should commence with two teams of equal numbers on the playing field. If there is a discrepancy between team numbers that doesn't allow this in the first instance, to facilitate a game, it is permissible and recommended that the team with greater playing numbers provides players to the team with fewer players.

If recommended minimum playing numbers cannot be satisfied a game may commence at the discretion of the local league.

During a game, should the number of players on the field for a team fall below the stipulated minimum number, and the team has no further replacements that can be used the game may continue at the discretion of the local league.

- (5) All matches are to be played over four eight (8) minute quarters with a one (1) minute interval between quarters. This may be extended to 3 minutes for half time.
- (6) Each player is to play a MINIMUM OF TWO UNBROKEN QUARTERS of eight (8) minutes. [This is a MINIMUM playing time only and, should numbers allow, all present should be given a maximum amount of time possible on-field.]
- (7) A player may be temporarily replaced if injured - but, for a maximum of three (3) minutes at any one time. If the three minute period is exceeded the replacement is permanent (for the purpose of compliance with Law 6). The replacement player shall play another unbroken period of play (to comply with Law 6).

NOTE: Temporary replacement of three (3) minutes is to count as part of the injured player's playing time. (Refer to Law 6). The injured player may return to the field later in the match if able to do so.

FIELD/BALL

- (8) The field at ages 6 and 7 years measures 40 metres x 20 metres. A full description is in Appendices under "Size of Field/Field of Play".
- (9) A smaller ball (size 3) is used in the 6 & 7 years age groups (refer to page 9).

TACKLES/TACKLE COUNT

- (10) Possession is retained for a period of six (6) tackles unless a nullification of the count occurs in that time. The Referee will both signal and call out the number of tackles with the “5th and last” being signalled by the raising of an arm vertically with five fingers fully extended [Reference : International Law; Section 11; Note to Law 6 should be noted here regarding a tackle being completed.]. On the sixth (6th) tackle the Referee will blow the whistle and signal the change of possession in accordance with International Law. The tackle count will commence after each set play or change of possession.

Zero tackle occurs as per the International Laws of Rugby League (Glossary Pg 7, Section 11, Pg 25, Law 7(c);Section 8, Pg 18, Law 2.)

NOTE (1) There is no “stripping” or stealing the ball in any contact situation at any time.

NOTE (2) For under 6 years, when a player knocks-on, runs into touch, is tackled into touch, or passes the ball forward to a teammate in the field of play, the Referee shall call “chance” (and then direct the ball to be played) and the number of the tackle advanced by one, so that the team in possession retains possession, other than after the 5th (and last) tackle, at which time a handover will occur. Should a player lose possession forward and an opposing player gain possession, it should be play on, and zero tackle. Should a player knock-on and the ball is gathered by an onside teammate, then the “Chance Rule” shall apply.

NOTE (3) Any breaches in goal by the team in possession normally resulting in a drop out will result in the team in possession retaining it, the tackle count being advanced by one and a play-the-ball in line with the breach, 5 metres out from the goal line.

Should the breach in goal by the team in possession team occur on the last tackle, a change of possession will result with the non-offending team receiving possession 5 metres out from the goal line, in line with the breach and the game restarting with a play-the-ball.

PLAY-THE-BALL

- (11) The play-the-ball shall be as normal in the International Laws. However:
- (a) No markers are allowed.
 - (b) The Dummy Half (DH) may, on receiving the ball, either pass the ball or run themselves. Should they elect to run, not score and be tackled, then their team forfeits possession. A member of the opposite team will then play the ball for play to recommence. (One Pass Law)
 - (c) At the play-the-ball, no member of the team not in possession is to move forward until the ball is in the hands of the First Receiver or the Dummy Half elects to run or mishandles the ball. Each member of the team not in possession must retire 5 metres from the play-the-ball and any player who is within this area shall be deemed to be offside. Members of the team in possession must retire behind the Dummy Half.

SCRUMS/HANDOVER

NOTE: Scrums are not to be formed in the 6 – 12 year age groups.

- (12) Where an infringement, or an error, has occurred and a scrum normally be formed (in the International Laws), the non-offending team shall play the ball to recommence play, but no closer than 5 metres from the touch line and goal line.

Where there has been an infringement involving the Referee, a Touch Judge or a spectator (a mutual infringement), the Referee accidentally blows the whistle, or the ball bursts, the team which would have had the scrum feed (in the International Laws of the Game) will be awarded a play-the-ball. For a mutual infringement, this will be the attacking team (team with the territorial advantage). The initial play-the-ball will not be counted for the purposes of the tackle count (i.e. A new set of 6 tackles will begin).

NOTE: Refer to page 6 for Chance Rule (Under 6's only)

TRY/CONVERSIONS

- (13) A try is scored in the normal way and is worth 4 points.

There are no conversion attempts after a try in the 6 & 7 year age groups.

STARTS/RE-STARTS OF PLAY

The kick off to commence each quarter is by place kick from the centre of the halfway line. The ball must travel at least 5 metres toward the opponent's goal line and land in the playing field. Following a try, the non-scoring team will re-start play with a tap kick. The ball must be placed on the ground in the centre of the field 5m forward of the non-scoring teams goal line. The ball need not travel any prescribed distance. Ground cannot be made from the tap kick re-start.

NOTE: Should a team kick the ball downfield, the Referee will blow the whistle and instruct the team to retake the tap kick re-start in a correct manner.

@ha usq u} flus Tffid\q fu, T taTr ,a] aiCsg T } asTd" if tu ,afT, t} q" ' ith T fT} p] pè@ha sus p] p]sg taTr r tft, a]i, a fl r at, a f, ur tha } asTd" r T, pè'f T } q" a, fTpa'f tha \Tq\T} p f, ur T } asTd" p] p] tha u, igisTqr T, p' iqa\ a] Ts] aq\ Ts_ tha sa' r T, p if ' ha, a tha \Tq\ f tu \a fT} } a_ Ts_ u} } usas t' r T" T_ fTs] a' i this fl r at, af uf tha sa' r T, pè

Penalties for any breach in the in goal will be taken 5 metre from goal line in line with the infringement.

KICKING

Kicking is NOT ALLOWED in the 6 & 7 year age groups except at -

- » starts of a, iu_ uf play - i.e. p] p uff
- ö>aa fiq tfa ²µ fu, : asTd" , afT, t'

NOTE 1: Should a kick (other than the above) be attempted during a match there will be a change of possession at the spot at which the kick was taken unless ADVANTAGE LAW applies.

NOTE 2: Any permitted kick must not be a "bomb". A "bomb" can be regarded as any kick aimed at gaining time for the "chasers", rather than distance, and to exert pressure on the receiver.

PLAYER MISCONDUCT – ROTATIONS AND REPLACEMENTS

- (17) Should a player be guilty of such conduct that it "merits" a suspension from the field, then the Referee is to advise the player's team coach of the problem and direct that the player be replaced for either the remainder of the quarter or remainder of the game. A player replaced for the remainder of the quarter, who resumes playing in a later quarter and is guilty of further misconduct must be dismissed for the remainder of the game but may be replaced.

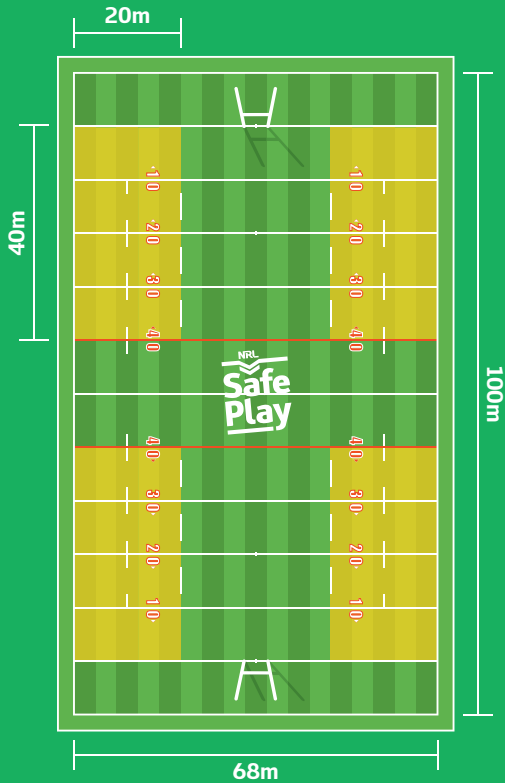
Any further action would be taken at the discretion of the match's controlling body.

NOTE: Match officials should signal whether a player has been rotated until the end of the period or permanently dismissed for the duration of the match. To differentiate between the two, the Referee will rotate his/her arms several times for a player needing to be rotated; a permanent dismissal shall be signalled as per the International Laws of the Game.

APPENDICES

1. SIZE OF FIELD/FIELD OF PLAY

40x20m – 4 Field Matrix



NOTE 1: When using witches' hats or cones, care must be taken in their placement to ensure the safety of the players.

NOTE 2: In-goal depth is normally 5 metres (maximum) to be added to the ends of the fields.

2. 6 & 7 YEARS: THE BALL

- A. A Size 3 football is to be used in all 6 & 7 years matches.
- B. The WIDTH of the ball is to be 154mm (with up to 2mm variation).
- C. The LENGTH of the ball is to be 250mm (with up to 2mm variation).
- D. The colour of the ball may either be yellow or white.
- E. The ball should be inflated to a pressure of approx. 60kpa



SAFE PLAY CODE

6 TO 15 YEARS (SUMMARY)

The Safeplay Code is to be enforced across all 6-15 years matches. In summary:

- » Tackles above the armpits are not permitted;
- » Dangerous tackles:
 - » The tackler's legs cannot be used to trip, or in a throw movement;
 - » Adopting a crotch hold is not permitted;
 - » Shoulder charges are not permitted;
 - » A ball-carrier cannot be lifted
 - » Ankle taps are not permitted
- » Aggressive palms are not permitted. The ball-carrier cannot "thrust" out an arm to contact the defender above the shoulder.
- » Slinging/swinging is not permitted, nor is a player able to push an opponent.
- » Dangerous flops are not permitted. A defender cannot drop or fall on a player who is lying on the ground (placing a hand on the player to affect the tackle is most suitable).
- » Surrender (in the tackle). The ball-carrier may surrender in the tackle. Defenders must not complete the tackle.
- » Verbal abuse/Foul language is not permitted. The use of threatening or offensive language is not permitted.
- » Scrums: Pushing or pulling in, or rotating a scrum is not permitted.

ADVANTAGE AND THE SAFEPLAY CODE

When a try has been scored in the same play in which the act of misconduct occurred, 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 re-started from the centre on the half-way line irrespective of the outcome of the kick.

In the Under 6 and Under 7 age groups (in the absence of conversions, and subsequent penalty kick for goal) the act of misconduct must still be dealt with, and shall result in the offending player being cautioned, being asked to be replaced for the remainder of the period or, in more serious instances, for the duration of the match.



GLOSSARY

BOMB:

Any kick which is aimed at gaining time for the chasers, rather than distance, and exerts pressure on the receiver. Also referenced as "bomb-like."

CHANCE:

As applied only in Under 6 age groups, is to be awarded to a team when one of their players knocks on or throws a forward pass in the field of play and the player, or an onside teammate, regathers the ball, or the ball/ball-carrier enters touch.

DUMMY HALF (DH):

The player who first plays at, or takes possession of, the ball after a teammate completes a play-the-ball.

FIRST RECEIVER (FR):

The player who first plays at, or takes possession of, the ball after it is transferred to that player by an onside transfer/pass from the Dummy Half.

PERIOD OF PLAY:

The section of time during a quarter (6-9 years) or a half (10-12 years).

QUARTERWAY LINE:

Is the line stretching from touchline to touchline, 20m out from the goal line of the prescribed age group.

REPLACE PLAYER:

Means for the Referee to direct a player, who is guilty of misconduct which merits suspension, from the playing field. This may be for the period of play, or for the remainder of the match. The player who is directed from the playing field is allowed to be replaced by a teammate.

SAFEPLAY CODE:

A set of rules, additional to the Laws of the Game, to be applied from the Under 6 to Under 15 age groups (inclusive) which emphasises safety and good conduct within Rugby League. It is mandatory that a penalty be awarded for any infringement of the SafePlay Code.

SUBSTANTIALLY

ACTIVE:

Refers to the Two Pass Variation Law where DH and FR vests are used. Players are required to be in a position to perform these vested roles for the majority of plays in each set of tackles.

TAP KICK RE-START:

Is the re-start taken from the centre of the Halfway Line, after points have been awarded, by the non-scoring team. The ball must be placed on the ground and released, and the player must make contact with the ball with the foot. The ball need not travel a prescribed distance. This re-start must be rotated amongst the players on the field.

TRANSFERS/PASS:

Means for a player to intentionally pass, throw, hit or kick the ball to a teammate. A pass, throw, hit or kick to oneself is not a **transfer/pass**.

UNBROKEN PERIOD OF PLAY:

Is from the start of the quarter/half through to when the Referee calls time on that quarter/half. Each player must play at least two full quarters or one full half (depending on age) unless prevented to do so through injury. A player may be temporarily replaced if injured – but, for a maximum of three (3) minutes at any one time. If the three minute period is exceeded the replacement is permanent. The replacement player shall play another unbroken period of play (to comply with Law 7). Temporary replacement of three (3) minutes is to count as part of the injured player's playing time. (Refer to Law 7).

VESTED PLAYER:

Refers to a player in the 8-12 years game who is wearing a vest to signify that they are the designated Dummy Half (DH) or First Receiver (FR).

At a minimum, vests must be rotated at the end of each period of play in the 8 – 12 year age groups.

IMPORTANT NOTES 6 – 12 YEAR AGE GROUPS:

1. Law 6:

"Each player in the team is to play a MINIMUM of ONE UNBROKEN HALF of a match (i.e. twenty (20) minutes). A player, having played an unbroken half of a match and been replaced, may be used in the latter half of a match to replace a player who has also completed an unbroken half or for a player who has been injured or suspended."

In the 10 -12 year age groups, this means that:

Players are able to be replaced in either half of the match, however:

- If a player replaces another player during the first half of a match , both these players must play the entire second half of the match.
- If no players are replaced in the first half, then all replacement players must play the full second half.
- A player who is replaced in the second half of a match must have played the full first half of the match.

In the 6 – 9 years age groups, the above applies, but in respect to (two) quarters rather than halves.

Please note that Law 7 refers to the replacement of injured players, and should be read in conjunction with the above.

2. Weight/Age Models – State Leagues

League Governing Bodies may choose to adopt weight/age models where the relevant (age-based) Laws shall apply.

Rugby League's Beliefs

Positive

- › The ability to see opportunities in the face of adversity.
- › The willingness to stand up for our beliefs and empowering others to do the same.
- › The commitment to stand up and be recognised as a brand ambassador.
- › The tenacity to do something despite how hard it is or how long it takes to achieve.

United

- › Recognising and respecting our differences in the pursuit of achieving a common goal.
- › Putting the game ahead of individual needs and personal agenda.
- › Be a source of motivation and support to those around me.
- › Commitment to a culture of respect, honesty, and trust.

Disciplined

- › Say what we are going to do and do what we say.
- › Have the strength to make the right decisions, placing facts ahead of emotion.
- › Take responsibility for your own actions and the impact they have on others and the wider game.
- › Champion processes, procedures, and the governing principles of the game.

Inclusive

- › Engaging and empowering everyone to feel welcome in our game.
- › Reaching out to new participants and supporters.
- › Promoting equality of opportunity in all its forms.
- › Respecting and celebrating diversity in culture, gender, sexuality and social background.



playrugbyleague.com