

## **Blacktown PSSA** **Mod League Rules**

Refer to “Rugby League: A Preliminary Course” which has been provided to all schools. Please make this booklet and the following rules familiar to any parents from your school that are assisting with coaching. Please discuss the rules with your teams during training.

Coaches must have a minimum Level One (League Safe) coaching accreditation.

Please ensure that your players are in the correct age group. Juniors should not play in seniors unless your team is short - please let the other coach know before you play juniors up in the seniors. Seniors cannot play with the juniors.

Unlimited interchange - please do your best, during your interchanges, to give all players half a game, eg. for juniors 3 five minute patches of play equals 15 minutes total time on field.

Each team is to provide one touch judge each Friday. The touch judge may be a senior with good decision making skills.

The ARL “Safe Play Code” will form the basis for all rulings regarding coaching, refereeing and safety. A copy is available at <http://crlnsw.com.au/wp-content/uploads/2015/04/National-Safeplay-Code-2013.pdf>

### **Specifics For Blacktown PSSA**

***The following rules are specific for our competition and overrule any other rules.***

**Tap Restart** - At a start or re-start, a tap off is awarded to a team conceding a try.

**No scrums** - play the first infringement and award a turnover (play the ball by the opposition).

**No bombs** - any kick which travels higher in the air than the distance it travels along the ground. Award a turnover from where the ball was kicked.

**After six tackles** - or a non deliberate infringement award a turnover.

**After a deliberate or dangerous infringement** - award a penalty.

**If a player is tackled after less than two passes (unless inside their own quarter, or in accordance with the explanation below)** - award a turnover.

#### ***Explanation:***

*The two-pass rule is applied, with the following exemption: Player at first receiver will be identified with a vest or armband of one colour, and a player at dummy half will be identified with a vest/armband of another colour.*

*A player identified with vest/armband is permitted to run from their nominated position, and be tackled, before a minimum of two passes is performed, without their team turning over possession. If any player without the FR vest (including the player nominated as Dummy Half) runs from First Receiver, is tackled in possession without a minimum of two passes being performed, then his/her team will forfeit possession.*

If any player without the DH vest (including the player nominated as First Receiver) runs from Dummy Half, is tackled in possession without a minimum of two passes being performed, then his/her team will forfeit possession.

At all ages, players will be required to rotate vests or armbands following each period of play. A player may wear one vest, once only, in a game.

A zero tackle is awarded if the following situations:

- first tackle after a kick off
- first tackle after any kick in general play
- first tackle after a tap, or
- first tackle after a player collects a loose ball.
- NB. If the ball is passed or kicked it is counted as tackle 1.

Zero tackle to be implemented as per International Laws

*Accidental breach "Zero tackle" 7. (b) Where an accidental breach occurs (i.e. knock-on, forward pass) and possession changes hands, the following tackle will be a zero tackle, notwithstanding that the team gaining possession may have gained a territorial advantage.*

### **Offside**

- Defending players may not move forward until the first receiver gets the ball  
(This is an important rule as offside players from the play-the-ball really shut down junior football games, especially against inexperienced sides)
- Award a penalty at the point where the offside player should have been standing.

### **One marker –**

the marker must stay square with the player who plays the ball. They must stay on side - cannot move until the first receiver gets the ball.

### **Play the Ball**

- Player must use their foot to play the ball

### **Stripping**

- Stripping of the ball is not permitted.

**Back chatting** will not be tolerated.

- If player/s back chats, give the whole team a warning. Next offence by any player/s in that team is a sin bin for 5 minutes (they may be replaced) for all offending players then or after. If a player returns from the sin bin and continues to backchat they will be sent off for the rest of the game. (They may be replaced)

### **Sending off**

- if a player displays aggressive, dangerous or rude behaviour of a serious nature they are to be sent off. They may be replaced by another player but may take no further part in the game. Coaches, time permitting, are to discuss the send off after the game and must inform the Convener who will record names.

### **Points –**

- All tries will be scored as 4 points and all conversions will be scored as 2 points.

### **Juniors (10 years and under)**

- 9 players on the field.
- Modified field - sidelines to be brought in 10 metres. Use domes to mark the modified field
- Kicks for goal to be taken 10 metres out from in front of goal posts - may be drop kicks or place kick.
- You must alternate your goal kickers after each try. No player may kick twice unless all other players on the field have had a turn.

### **Seniors (11-13 years)**

- 9 players on the field.
- Modified field - sidelines to be brought in 10 metres. Use domes to mark the modified field
- Kicks for goal to be taken in line with where the try was scored, apart from tries which are scored near the sideline which are to be brought in 10 metres from the sideline. Must be a place kick.
- You must alternate your goal kickers after each try. No player may kick twice unless all other players on the field have had a turn.