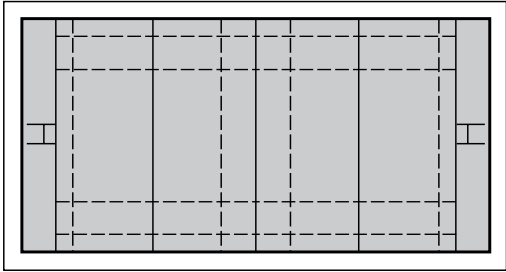


## Under 12 Game Modifications 2012

<b>Competitions</b>	<ul style="list-style-type: none"> <li>• Finals series, competition ladders and premierships allowed.</li> </ul>
<b>The Ground</b>	<ul style="list-style-type: none"> <li>• 100m x 70m (ie. full field)</li> </ul> <div style="text-align: center;"> <p>Playing enclosure      Minimum 5m clear area from playing area to roped boundary</p>  <p>Field of play 100m x 70m In-goal area 10m</p> </div>
<b>The Ball</b>	<ul style="list-style-type: none"> <li>• Size 4</li> </ul>
<b>Number of Players</b>	<ul style="list-style-type: none"> <li>• 15 players</li> <li>• Teams <b>must</b> match numbers on the field during play.</li> <li>• If either team has fewer than 15 players during play, then teams <b>must</b> share players to get the maximum number of players on the field, while maintaining equal numbers.</li> <li>• If a team has few or no reserve players, the coach or manager should inform the opposing team <b>before the game starts</b> that they may be required to share players at some point during the game.</li> <li>• Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead.</li> <li>• It is recommended that the maximum size of a team's squad be 20 players.</li> </ul>
<b>Time</b>	<ul style="list-style-type: none"> <li>• 2 x 25min halves, 5min half time.</li> <li>• There is no time off for injury or other stoppages.</li> </ul>
<b>Scoring</b>	<ul style="list-style-type: none"> <li>• A try is awarded 5 points.</li> <li>• Drop Goals and Penalty Goals are not permitted.</li> <li>• Conversions are taken on a line through the place where the try was scored, up to but not beyond the 15-metre line.</li> <li>• Players may not charge a Conversion attempt.</li> </ul>
<b>Foul Play</b>	<ul style="list-style-type: none"> <li>• No fending to the face or head allowed (PK).</li> <li>• No jersey swinging tackles allowed (PK).</li> <li>• A red card = sent off and cannot return.</li> <li>• A yellow card = 5 mins in the sin-bin and if the time period has not expired when half-time or full-time is called, the temporary suspension ends.</li> <li>• When a yellow or red card is issued, the player may be replaced.</li> </ul>

<b>Kick-off and Restarts</b>	<ul style="list-style-type: none"> <li>• Kick-offs and restarts are drop kicks.</li> <li>• No second chances for incorrect kick-offs and drop-outs.</li> </ul>
<b>Lineout setup</b>	<ul style="list-style-type: none"> <li>• No quick throw-ins allowed.</li> <li>• 7 players from each team stand as catchers 1 metre from the opposition players in a single line 5 metres away from the touch line.</li> <li>• The thrower of the team in possession stands on the line of touch.</li> <li>• The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch.</li> <li>• There must be a receiver (scrum-half) 2 metres back from the lineout. The receiver may not switch positions or join the lineout until the ball is thrown.</li> <li>• All other players not taking part in the lineout must be back at least 10 metres.</li> <li>• If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.</li> </ul>
<b>Lineout play</b>	<ul style="list-style-type: none"> <li>• No second chance if the throw is incorrect (ie not straight).</li> <li>• There is no lifting or supporting allowed (FK).</li> </ul>
<b>Scrum setup</b>	<ul style="list-style-type: none"> <li>• 8 players from each team form the scrum.</li> <li>• Both scrum-halves must stand on the same side of the scrum.</li> <li>• All other players not taking part in the scrum must be back at least 5 metres.</li> <li>• If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.</li> </ul>
<b>Scrum play</b>	<ul style="list-style-type: none"> <li>• A team must not push the scrum more than 1 metre (FK).</li> </ul>
<b>Scrum offside</b>	<ul style="list-style-type: none"> <li>• The scrum is not over until the ball is completely out of the scrum (eg. even if the scrum-half has hands on the ball it is not out).</li> <li>• The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over.</li> <li>• Opposition players must stay onside or stay bound until the scrum is over.</li> <li>• If players are offside, the referee awards a Penalty Kick.</li> </ul>