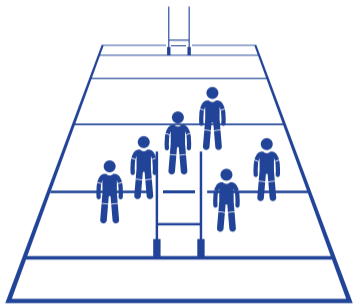




JUNIOR LEAGUE

UNDER 12's

A SUMMARY OF MAJOR ASPECTS OF PLAY FOR UNDER 12'S



100X68M
FIELD SIZE

13
players

TEAM



GAME TIME



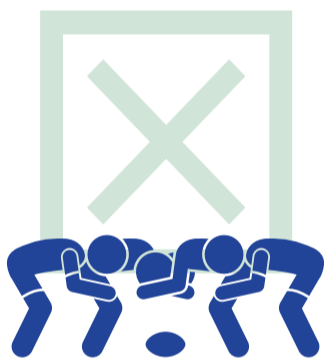
2 Pass

OF PASSES

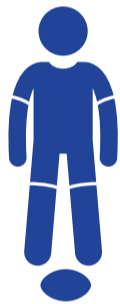


6 per
Set

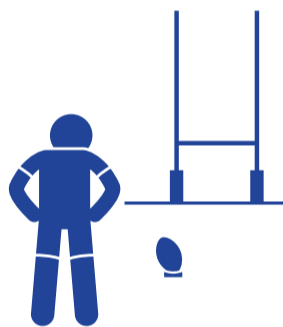
OF TACKLES



NO SCRUMS



TAP RE-START
AT HALF WAY



CONVERSIONS
ALLOWED



KICKING ALLOWED
IN GENERAL PLAY
(NO BOMBS)

DEFENDERS
STAND BACK

5M

National Safeplay Code 6-15 yrs

A SUMMARY OF KEY ASPECTS OF THE CODE:

- ✘ Tackles above the armpits are not permitted
- ✘ Dangerous tackles are not permitted (trips, lifting, pushing, ankle taps)
- ✘ Shoulder charges are not permitted
- ✘ Aggressive palms are not permitted
- ✘ Slinging / swinging is not permitted
- ✘ Dangerous flops are not permitted
- ✘ Verbal abuse / foul language is not permitted
- ✘ No pushing in scrums (13-15 years)

A PENALTY WILL BE AWARDED FOLLOWING A BREACH OF THIS CODE.

A DIFFERENT LEAGUE

PLAY JUNIOR LEAGUE

NRL.COM/PLAY