

# READY REFERENCE TABLE - CRJRL

## Identified Differences Between Mini, Mod, Mod+ and Australian

AGE GROUPS	Mini			Mod			Mod+	Inter	
	6	7	8	9 #	10	11	12	13+	
<b>NUMBER OF PLAYERS</b>	Maximum	8	8	8	11	11	11	13	13
	Minimum	6	6	6	8	8	8	11	10 ##
	Reserve Players	4	4	4	5	5	5	5	7
# Note. In some districts 9's may play Mini Rules    ## Note. Local rule for Canberra Competitions									
<b><u>MATCH DURATION</u></b>									
No. of Periods	3x10	3x10	3x10	2x20	2x20	2x20	2x20	2x25 U16 = 2 x 30	
Minimum Playing Time (unbroken)	1P	1P	1P	1P	1P	1P	1P	N/A	
Break Time	3	3	3	5	5	5	5	5-10	
<b><u>FIELD SIZE</u></b>									
	Mini	Mini	Mini	Mod	Mod	Mod	Full	Full	
<b><u>PLAY-THE BALL</u></b>									
Distance from Play-the-Ball	Team in Possession			Behind the line drawn across field behind the acting Half-back					
	Team NOT in Possession			5	5	5	5	5	10m
Markers Mandatory	No	No	No	Yes	Yes	Yes	Yes	Optional	
Markers Allowed to Move	Not Applicable			1 <sup>st</sup> Receiver <b>HAS</b> the ball				Ball Clears the Ruck	
Team <b>NOT</b> in Possession to move	** 1 <sup>st</sup> Receiver <b>HAS</b> the ball in hands							Ball Clears the Ruck	
	** 2 <sup>nd</sup> Receiver in CRJRL Under 6's								
Team in Possession to move	The ball has been played Backwards, or Clears the Ruck								
ALL PLAYERS	The acting Half-Back fumbles, runs or, in <b>Mod</b> , Kicks							N/A	
<b><u>NUMBER OF TACKLES</u></b>									
Passes required to continue tackle count	4	4	4	6	6	6	6	6	
One Pass Zone	2	2	2	2	2	2	2	N/A	
Note: (In CRJRL) 6's and early 7's, the Ball is not played until all players are ready	10	10	10	20	20	20	20	N/A	
<b><u>KICK OFFS</u> (Distance Ball to Travel)</b>									
Half Way. (At start and to begin Periods)	5	5	5	10	10	10	10	10	
After Scoring	Ball Touched (Tap)			10	10	10	10	10	
Goal Line and 20 metre Drop Kick	5	5	5	10	10	10	10	10	
20m or ½ way Restart	Any kind of kick, any direction, no specified distance								
<b><u>VALUE OF TRIES</u></b>									
Scorer interfered with	4	4	4	4	4	4	4	4	
Penalty Try	Value of Try is 4 points + Additional Kick at Goal.								
	4	4	4	4	4	4	4	4	
<b><u>KICKING IN GENERAL PLAY</u></b>									
	No	No	No	Yes	Yes	Yes	Yes	Yes	
<b><u>CONVERSIONS</u></b>									
	<b>Up to Under 11's.</b> Drop or Place kick from in front of goal posts. Mini 5m, Mod 10m from goal line.								
	<b>Under 12's.</b> Place kick only, opposite scoring position, 10m from goal line, at least 20m from touch								

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<b><u>DISTANCE AWAY AT PENALTIES &amp; FREE KICKS</u></b>								
Offending Team	5m	5m	5m	10m	10m	10m	10m	10m
Kicker's Team	<b>Behind the ball. In all Grades</b>							
<b><u>OFFENCES AT PENALTIES AND FREE KICKS</u></b>								
Offending Side	5m	5m	5m	10m	10m	10m	10m	10m
	i.e. Back from the Mark but Opposite the Breach							
Kicker's Side	Handover at the Mark						Scrum at mark	
<b><u>SCRUM DISTANCES (NOT CLOSER THAN)</u></b>								
From Goal Line	10	10	10	10	10	10	10	10
From Touch Line	10	10	10	10	10	10	10	20
Backs to Retire	Behind Last Row of Forwards						5m	
<b><u>PENALTIES FOR BREACHES IN-TOUCH OR IN-GOAL</u></b>	10m directly in Field opposite breach (All Grades)							
<b><u>HANDOVERS (WHEN APPLICABLE)</u></b>								
For an Incident in the Field of Play	<b>WHERE THE INCIDENT OCCURS</b>							
For an Incident In-Goal (eg Held Up - last tackle)	10m in field opposite incident							
For Ball in Touch	10m in field opposite where ball deemed to be out							
In Touch on the Full	Where the ball was kicked							
For Ball in Touch within 10m of Goal Line	10m in from Touch x 10m from Goal Line							
<b><u>SCRUMS</u></b>								
Players in Scrum	3	3	3	5	5	5	6	6
Maximum Number of Backs	5	5	5	6	6	6	7	7
Can half run without passing ?	NO. There is a Handover if Tackled						Yes	Yes

### **REMINDERS**

#### **SCRUM OCCASIONS – MINI AND MOD**

- Accidental breach by both teams.
- From a Penalty Kick the ball is touched by an opponent and goes into Touch.
- Player with Ball runs into Referee, Touch Judge or Spectator and Play is Affected. *Attacking Team has Loose Head and Feed. (Mutual Infringement)*

#### **ZERO TACKLES IN MINI AND MOD**

**General Principle:** Whenever a team first gets possession of the ball and the player is tackled, without passing, that tackle is a **Zero Tackle**. The "Tackle Count Restart" signal is given **AFTER** the ball has been played.

Gaining possession of the ball can be:

- From a Kick Off or a Kick to Restart Play. Regardless of which team gains the ball.
- From a Penalty Kick or a Free Kick. e.g. Taking a tap and running with the ball.
- From a Knock-On or other dropped or lost ball by the opposition.
- From an Intercept or, in Mod, gathering a kick in general play.

If, FROM ANY OF THE ABOVE, the ball is touched by a team-mate before possession is gained or the ball is **PASSED**, THE NEXT TACKLE IS **ONE**.

NOTE: You cannot get a Zero tackle from a scrum.