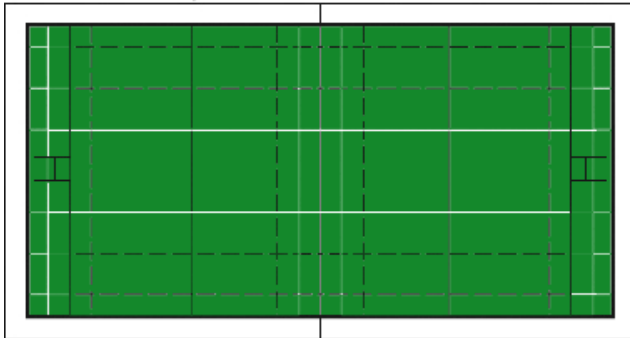


GAME MODIFICATIONS

PLAYING AREA

The standard playing area for 15-a-side at this age level is 120m x 70m (includes in-goal area). For 12-a-side, the playing area is reduced to 120m x 60m

Playing enclosure Minimum 5m clear area from playing area to roped boundary



Field of play 100m x 70m
In-goal area 10m

The corner posts are no longer considered to be touch in-goal except when the ball is grounded against the post.

PLAYING TIME

Two x 20 minute halves and a 5 minute half time.

TEAM SIZE

A Midi team has twelve (12) players however may include up to fifteen (15) players if both teams have equal numbers. If a match is played with fewer than 12 players, then teams must play with equal numbers.

BALL SIZE

The recommended ball size is 4 Midi.

SCORING

A try is scored when a player places the ball on or over the opponent's goal-line, and it is awarded 5 points.

Following a try a conversion is successful when a player place kicks or drop kicks the ball between the opponents' goal posts and over the cross-bar. It is taken from a position in line with where the try was scored (no wider than the 15 metre lines) and is awarded 2 points.

In Midi, penalty goals and drop goals are not permitted.

PENALTIES AND FREE KICKS

After an offence a penalty or free kick is awarded to the non-offending team.

In Midi, teams receiving a penalty are able to use a kick for touch, a kick for territory, a scrum or a tap restart. If a free kick is awarded, a scrum or tap restart are the available options.

A tap restart is taken by placing the ball either on the ground or in two hands and propelling it by the foot it in any direction before regathering.

Please note that the amount of penalty kicks awarded in 2010 may rise. Selected offences that were awarded a free kick in 2009 are now penalty kicks.

SUBSTITUTIONS AND REPLACEMENTS

Players may be substituted after a try is scored or at other times when the ball is dead with the permission of the referee. There is no limit to the number of substitutions that can be made in Midi.

Injured players should be replaced temporarily and returned to the field only if they are able to resume playing.

FINALS SERIES

For this age level, it is acceptable to maintain a competition ladder, promote a finals series and award premierships.



LAW MODIFICATIONS

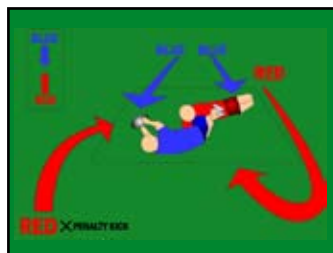
TACKLE

A tackle occurs when the ball carrier is held by one or more opponents and is brought to ground. Brought to ground includes being on one knee, sitting on the ground or being on top of another player on the ground.



At the tackle, the tackler must release the ball carrier and roll away or get to their feet. The ball carrier is then required to present the ball immediately by placing it, passing it or pushing it away.

To play the ball at the tackle, support players must arrive on their feet from their own side of the tackle and enter through the 'gate'. The gate is defined by the extremities of the tackled player and tackler/s across the field.



RUCK

A ruck is a phase of play where one or more players from each team, who are on their feet and in physical contact, close around the ball on the ground. Players must use their feet to win possession of the ball and not their hands.



Players from both teams not taking part must retire to an offside line behind the player furthest back in the ruck on their side.

Offside and foul play are penalty offences and if the ball becomes unplayable, a scrum will be awarded to the team moving forward before the ball became unplayable.

MAUL

After an incomplete tackle, in which the ball carrier is held but not brought to the ground, a maul forms when a team-mate joins onto the ball carrier and his immediate opponents. Players must use their hands to win possession of the ball.



Players from both teams not taking part must retire to an offside line behind the player furthest back in the maul on their side.

Offside and foul play are penalty offences and if the ball becomes unplayable, a scrum will be awarded to the team not in possession when the maul began.

SCRUM

The Midi scrum restarts the game after a minor infringement. It is contested which means there is pushing to a maximum of 1 metre and there is competition for possession of the ball.



Six (6) players from each team bind up as a front row, second row and a No.8 and come together on the referees call – Crouch, Touch, Pause, Engage. If both teams have 15 players, two extra players are added as flankers to the second row to form eight (8) player scrums.

The scrum-halves from each team stand on the mid-line of the scrum. After the ball is thrown in by the scrum-half, the scrum ends when the hooker strikes it backward and the scrum-half passes the ball to a team-mate.

At the scrum the defending scrum-half must not go past the mid-line of the scrum and the defending players not taking part in the scrum must retire 5 metres.

The offside line for the attacking players not taking part in the scrum is now 5 metres behind the hindmost foot of the scrum.



LAW MODIFICATIONS

LINEOUT

The Midi lineout restarts the game after the ball carrier or ball goes over the sideline. It is contested which means there is competition for possession of the ball, however lifting of catchers is not permitted.

Five (5) players from each team stand as catchers in a single line 5 metres away from the sideline. If both teams have 15 players, two extra players are added to the line to form seven (7) player lineouts.



The thrower of the team in possession stands on the sideline at the point where the ball crossed the line.

After the ball is thrown in, the lineout ends when the ball is caught or deflected by the catchers and the scrum-half passes the ball to a team-mate.

The receiver or scrum-half at the lineout must be 2 metres back and away from the lineout.

At the lineout, the throwers immediate opponent must stand in the area between the sideline and the catchers but must be 2 metres away from the lineout. The defending players not taking part in the lineout must retire 10 metres.

A quick throw may be thrown in straight or towards the throwing teams own goal line.

KICKING

In Midi, kicking is permitted in general play. The kickoff to begin each half and kick restart following a try is taken using a drop kick and it must travel 10 metres towards the opponent's goal-line.

IN-GOAL

A 5 metre scrum is awarded to the attacking team when defending players ground the ball in-goal, make the ball dead in-goal, or are tackled in-goal.

A drop kick restart is awarded to the defending team when attacking players lose the ball in-goal, make it dead in-goal, or kick it in-goal and it is subsequently grounded by a defending player. It is taken on or behind the 22 metre line.

ADVANTAGE

It is recommended the referee allow play to continue after an infringement that is followed by an obvious advantage to the non-offending team. This is called advantage and is at sole discretion of the referee.

OFFSIDE

In general play, a player is offside if they are in front of a team-mate who is carrying the ball, or if they are in front of a team-mate who last played the ball. A player who is offside is liable to be penalised if they take part in the game.

MORE INFORMATION

Go to rugby.com.au/kidsrugby

