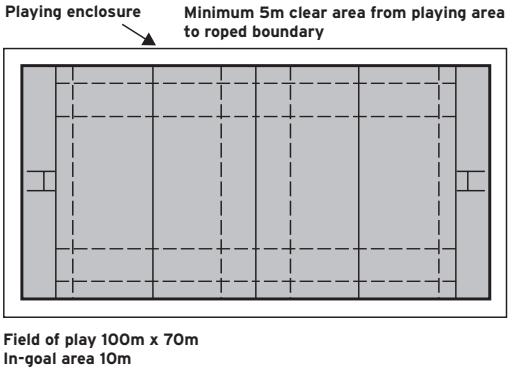
Under 12 Game Modifications 2013

Competitions	• Finals series, competition ladders and premierships allowed.
The Ground	• 100m x 70m maximum (ie. usually full field) 
The Ball	• Size 4
Number of Players	• 15 players • Teams **must** match numbers on the field during play. • If either team has fewer than 15 players during play, then teams **must** share players to get the maximum number of players on the field, while maintaining equal numbers. • If a team has few or no reserve players, the coach or manager should inform the opposing team **before the game starts** that they may be required to share players at some point during the game. • Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead. • It is recommended that the maximum size of a team's squad be 20 players.
Time	• 2 x 25min halves, 5min half time. • There is no time off for injury or other stoppages.
Scoring	• A try is awarded 5 points. • Drop Goals and Penalty Goals are not permitted. • Conversions are taken on a line through the place where the try was scored, up to but not beyond the 15-metre line. • Players may not charge a Conversion attempt.
Foul Play	• No fending to the face or head allowed (PK). • No jersey swinging tackles allowed (PK). • A red card = sent off and cannot return. • 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. • When a yellow or red card is issued, the player may be replaced.

Kick-off and Restarts	• Kick-offs and restarts are drop kicks. • No second chances for incorrect kick-offs and drop-outs.
Lineout setup	• No quick throw-ins allowed. • 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. • The thrower of the team in possession stands on the line of touch. • 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. • 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. • All other players not taking part in the lineout must be back at least 10 metres. • If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout play	• No second chance if the throw is incorrect (ie not straight). • There is no lifting or supporting allowed (FK).
Scrum setup	• 8 players from each team form the scrum. • Both scrum-halves must stand on the same side of the scrum. • All other players not taking part in the scrum must be back at least 5 metres. • If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum play	• Scrum engagement sequence is CROUCH – TOUCH – SET. The new sequence must be a controlled process with a clear non-verbal pause between 'touch' and 'set' to allow front-rowers to sight their target. • A team must not push the scrum more than 1 metre (FK).
Scrum offside	• 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). • 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. • Opposition players must stay onside or stay bound until the scrum is over. • If players are offside, the referee awards a Penalty Kick.