

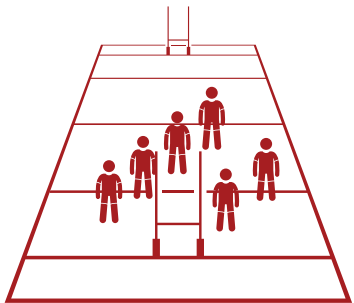


# JUNIOR LEAGUE

## UNDER 6's

### NON-COMPETITIVE GAME

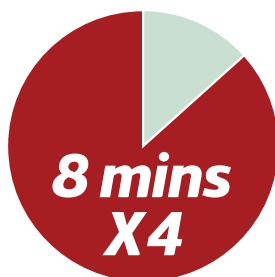
#### A SUMMARY OF MAJOR ASPECTS OF PLAY FOR UNDER 6's



**40X20M**  
FIELD SIZE

**06**  
players

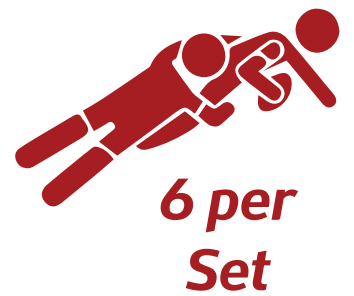
TEAM



GAME TIME



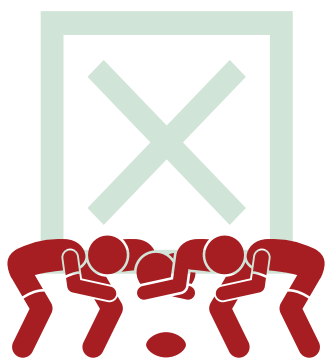
# OF PASSES



# OF TACKLES

DEFENDERS  
STAND BACK

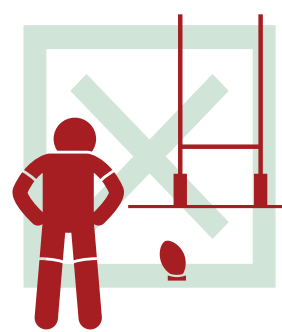
**5M**



NO SCRUMS



TAP RE-START  
AT 5M LINE



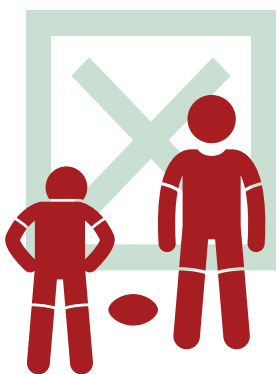
NO  
CONVERSIONS



NO KICKING IN  
GENERAL PLAY

*Forward pass  
run into touch  
knock on*

CHANCE RULE



NO MARKER



MINI BALL

#### 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.

**#RESPECT**  
**PLAY JUNIOR LEAGUE**



**NRL.COM/PLAY**