**For use in modified and junior versions of rugby league.**

**Introduction**

This RFL *Safe Play Code* has been written in order to promote safety and good conduct within the modified and junior versions of rugby league. In doing so, it will provide the best possible on-field environment for the development of young rugby league players, particularly in the areas of actively controlling undesirable actions and behaviour.

**Section 1 – The Tackle Zone**

**The Code**

Tackles above the armpits

**Application**

When a ball carrier is advancing in an upright posture, any tackle by the defender in which contact is made above the armpits is termed to be an infringement.

**Section 2 – Dangerous Tackles**

**The Code**

Tripping or throwing an opponent

**Application**

It is an infringement if the tackler trips or uses his legs in any way during a tackle. This applies even if the defender already has a hand on the ball carrier (i.e. the Cumberland throw).

**The Code**

Lifting 1

**Application**

Adopting a crotch hold is not permitted. Placing either the hand or arm in the crotch region at any time is an infringement.

**The Code**

Lifting 2

**Application**

Vertical lifting is an infringement. Should a referee anticipate this is going to happen in a tackle, he or she should blow the whistle immediately to prevent it from occurring.

**The Code**

Lifting 3

**Application**

The ball carrier cannot be lifted and driven. A tackle in which the ball carrier is lifted and remains off the ground for two or more steps is an infringement. However, this should not be confused with a driving tackle, when the ball carrier is knocked off his or her feet.

**The Code**

Shoulder charge

**Application**

Defenders are not allowed to shoulder charge the ball carrier in order to effect a tackle. A defender who runs at a ball carrier and makes no attempt to tackle, grab or hold the ball

carrier, but merely makes an attempt to affect the tackle by the use of the shoulder, shall be deemed to have committed an infringement.

**The Code**

Flopping

**Application**

A defender cannot drop or fall on a prone player. If the ball carrier is prone or stationary on the ground, it is an infringement to drop, dive or fall on that player. The tackle will be deemed complete by the defender simply putting a hand on the ball carrier.

**The Code**

Slinging

**Application**

The use of the ball carrier’s arm or jersey to sling a player to the ground is not permitted. Any defender who uses the arm or jersey of the ball carrier to complete a tackle is committing an infringement.

**Section 3 – Hand-off or Fend**

**The Code**

Dangerous use of the hand

**Application**

An attacking player cannot thrust out his or her arm and contact a defender above the shoulder. Any player that hands off or fends above the shoulder will be deemed to have infringed.

**Section 4 – Scrums**

**The Code**

Forming, pushing and rotating

**Application**

No pushing or rotating of the modified scrum is permitted. All scrums are passive. Any team attempting to push or rotate the scrum shall be deemed to have infringed. Referees should instruct the teams at the scrum to crouch, engage and hold.

**Section 5 – Verbal Abuse and Foul Language**

**The Code**

Unacceptable language

**Application**

The use of obscene, threatening, racist, denigrating or abusive language is not permitted. Any  
form of verbal abuse, threatening language or sledging will be deemed an infringement.