

# MINI FOOTY

## (7 - 8 YEARS)

# Please note these changes in 2005.

Classification of Groups by Age	1st January
Player Age	Same age or one year under
Size of Field	68m x 30m
Number of Players - Max - Min	8 6
Football Size	Mini
Coaches	May be present on the field for under 7 age during Round 1 only. Should any comment at any time be directed at the referee or made concerning the referee's performance, the referee will direct the coach's immediate removal from the field.
Coach Qualification	A Modified Games Coach certificate is required to coach teams in the modified games, ages 7 -12.
Advantage Law	Applies
Finals Applicable	No
# Periods of Play	# 4 x 10 minutes ( <b>maximum</b> )
Injury Time	Nil
Intervals	<b>Max</b> 5 minutes halftime; 2 minutes after 1st & 3rd quarters
Minimum Playing Time per Player	Each player is to play a minimum of one unbroken period of 10 minutes. This is a minimum and all players present should be given the <b>maximum</b> amount of possible time on-field.
Replacement	A player may be temporarily replaced if injured but for a maximum of 3 minutes at any one time. If the 3 minute period is exceeded, the replacement is permanent. Temporary replacement (3 minutes) is to count as part of the injured player's playing time. Should a blood bin situation arise, the 3 minutes of injury time does <u>not</u> apply.
Sin Bin	Not applicable. If further action is required, this will be taken at the discretion of the match's controlling body.
Send Off	A player may be replaced for the balance of a period or for the rest of the game. However, a player replaced for a period who resumed playing in a later period <b>AND</b> is guilty of <b>further</b> misconduct <b>MUST</b> be dismissed without replacement.
Play-the-Ball	<ul style="list-style-type: none"> <li>• No markers allowed.</li> <li>• Football to be played backwards with the foot.</li> <li>• Team not in possession must retire not less than 5 metres from the play-the-ball. Any player who is within this area shall be deemed to be out of play.</li> <li>• Team in possession must retire behind the acting half-back.</li> <li>• Team not in possession must not move forward until the football is in the hands of the first receiver or the acting half-back elects to run or mishandles the ball.</li> </ul>
Passing	2 or more to retain possession.
Passing within 10 metres of own Goal Line	1 only

<b>No Count at the Tackle After</b>	<ul style="list-style-type: none"> <li>• Player fields a kick from the start of play, restart of play, penalty kick or free kick and is tackled before passing.</li> <li>• Player picks up a football dropped by an opponent, intercepts a pass or gains possession immediately after the football is deliberately played at by an opponent and is tackled before passing the football.</li> <li>• Player tap kicks at a penalty or free kick and is tackled before passing.</li> </ul>
<b>Starts of Play</b>	<ul style="list-style-type: none"> <li>• The non-kicking team to retire 5 metres.</li> <li>• Football to travel 5 metres before either side touches the football.</li> </ul>
<b>Restarts of Play</b>	<ul style="list-style-type: none"> <li>• Non-kicking team to retire 5 metres.</li> <li>• Non-scoring side to restart play with a place kick from the centre of the halfway.</li> <li>• The football does not have to travel any prescribed distance.</li> <li>• The place kick restarts are to be taken in rotation by <b>all</b> members of the team.</li> <li>• For other kicks to start or restart play the non-kicking team is to retire at least 5 metres.</li> <li>• At starts and restarts of play when the football travels the required 5 metres and, after landing in the field of play, enters touch then the kicking side will have a play-the-ball 10 metres in-field opposite to where the football entered touch with a <u>zero</u> tackle count.</li> </ul>
<b>Kicking in General Play</b>	Not allowed
<b>Goal Line Drop Out</b>	The non-kicking team to retire 5 metres
<b>1/4 Way Place Kick</b>	The non-kicking team to retire 5 metres
<b>Penalty Kicks</b>	The non-kicking team to retire 5 metres
<b>Goal Kicks</b>	<ul style="list-style-type: none"> <li>• Only after a try.</li> <li>• Place kick or drop kick in front of goal posts 5 metres out.</li> <li>• Goal kicks are to be taken in rotation by <b>all</b> members of the team.</li> </ul>
<b>Try</b>	All tries scored are worth 4 points.
<b>Penalty Try</b>	4 points
<b>Tackle Count will Start</b>	After each set play or change of possession.
<b>Change of Possession</b>	<ul style="list-style-type: none"> <li>• Knock-on/forward pass</li> <li>• Acting half-back or first receiver runs with the football and is tackled before scoring. * See passing within 10 metres of own goal line section.</li> <li>• An onside player runs from the scrum and is caught in possession.</li> <li>• The fourth tackle.</li> <li>• A player runs or is forced into touch.</li> <li>• Football kicked in general play (subject to advantage law).</li> <li>• Football carrier held up over opponent's goal line after 3 play-the-balls.</li> </ul>
<b>Number in Scrum</b>	3
<b>Scrum Options</b>	10 metres in from touch 10 metres from the goal line
<b>Scrum</b>	<ul style="list-style-type: none"> <li>• Infringement by both sides except at last tackle. eg double knock on</li> </ul>

	<ul style="list-style-type: none"> <li>• From a penalty kick the football is touched by a member of the non-kicking side before entering touch.</li> <li>• Following an infringement involving the referee, touch judge or spectator.</li> <li>• Referee accidentally blows whistle.</li> <li>• Football bursts in general play.</li> </ul>
<b>Scrum Formation</b>	<ul style="list-style-type: none"> <li>• Two sets must pack with backs parallel to the ground.</li> <li>• Face opponent's goal line until football has emerged from scrum.</li> <li>• Props keep both feet on the ground.</li> <li>• No pushing, pulling or rotating.</li> <li>• Football to go in the tunnel.</li> <li>• Only the hooker to strike for the football.</li> <li>• Football to emerge from behind the outside leg of the prop forwards.</li> </ul>
<b>General Note on Kicking</b>	The International Law that applies to 40/20 kicks does not apply to the modified game.
<b>General Note on Scrums</b>	Scrums are to be completely de-powered and form up to satisfy the following instructions: Form - Engage - Hold.
<b>Ball Emerging from Scrum</b>	In 7 - 11 years, to avoid a changeover there must be one pass if the onside player runs and does not score. In 12 years the onside player can run from the base of the scrum without risking a changeover.
<b>Second Conversion</b>	Refer to Safeplay Code page 7 - Advantage Play and the Code Item 3. When a try has been scored in the same play in which the act of misconduct occurred or in the immediate play thereafter, the penalty kick awarded for the offence will be deemed a 'second conversion' (place or drop kick).
<b>Stripping of the Football</b>	At any tackle, there is to be <u>NO</u> stripping or stealing of the ball.
<b>Held-Up In-Goal</b>	When an attacking player is held-up in his opponent's in-goal area and is unable to ground the ball, play will be restarted by the player in possession playing the ball 10 metres out from the goal line directly opposite the point where he was held-up. The tackle count will then continue in the normal manner (ie. if a player is held-up on tackle 2, play will resume with a play-the-ball 10 metres from the goal line and the following tackle will be tackle 3). Please note that if a player in possession is held-up on the 4th tackle, there is no change to the existing rule.