



MINI FOOTY




(6 & 7 YEARS)

RULE CHANGES 2019 SEASON



Subject	Old Rules	New Rules
Classification of Groups by age	Players in the relevant age group to be under that age prior to 1st January	✓
Size of Field U9 Yrs. Only in exceptional circumstance	68 x 30 metres. For physically bigger teams U9 – 68 x 40m. But, both teams must agree otherwise regulation field to be used.	40M x 20M
No. of Players on Field	Maximum 8; Minimum 6. Teams must have equal playing numbers on the field (the referee can direct a player be replaced)	6
Coaches	As a guide coaches may be present on the field to assist their young players in the following circumstances: <ul style="list-style-type: none">• All year for under 6's• The first half of the season for Under 7's	Game Leaders <ul style="list-style-type: none">• Does not have to be the coach on the field, can be another parent.• One Game Leader from each team referees• Game Leaders are allowed to be on the field.
Tackles	The game is of 4 tackles	6
Scrum	There are no scrums in Mini Footy	✓
No Finals	No finals are played. Competition points are not applied in these grades	✓
Periods of Play	3 x 10 minute periods	✓
Intervals	3 minutes between periods	2 minutes between periods
Minimum Playing Time per Player	Each player to play a minimum of one unbroken period of 10 minutes	Coaches must do their best to ensure all players get a minimum of 2/3 thirds of playing time per game.
Injury Time	No time off for injury	✓
Replacement	A player may only be replaced as a result of injury or after playing one full 10 minute 'period' of play	✓

Player Misconduct	Sin Bin is not applicable. The referee may direct that a player be replaced	✓
Play the Ball (P.t.B) Team not in possession	<ul style="list-style-type: none"> • No markers allowed • Team not in position must retire 5 metres from the P.t.B. and, • Cannot advance unless the acting halfback runs or the ball has been passed and is in the hands of the first receiver 	✓
Passing from P.t.B	2 or more passes to retain possession	1 pass to retain possession
Passing within 20m of own Goal Line	One pass only. The acting half-back must pass the ball for the team to retain possession, or run and score (hard yards)	✗
Zero Tackle Count No count at first tackle if	<ul style="list-style-type: none"> • A player fields a kick from (1) the start of play; (2) restart of play; (3) a penalty kick • A player (1) picks up the ball dropped by an opponent; (2) intercepts a pass; (3) gains possession after the ball has been deliberately touched by an opponent 	✗
Starts of Play Commencement of each period of play Restarts of Play After Points Scored Goal Line Drop-out 20 Metre Tap	<ul style="list-style-type: none"> • The non-kicking side to retire 5 metres • The ball to travel 5 metres forward before either side touches the ball <p>In all following instances the non-kicking team is to retire 5 metres</p> <ul style="list-style-type: none"> • Non-scoring team to restart play with a place-tap kick from the centre of half way • Ball made dead by defending team. Ball must travel 5 metres forward • Ball made dead by opposition. Restart with a tap kick at the centre of the 20 metre line 	<ul style="list-style-type: none"> • The Team who wins the toss taps the ball from half way on the first and third periods. Opposition will tap off in the 2nd period. • 5m tap restart for non-scoring teams • No general play kicking or drop kicking, which removes goal line drop out and 20m tap.
Ball into Touch – From Starts & Restarts	When the ball is required to travel 5 metres forward and it lands in the field of play and then enters touch, the kicking side will P.t.B 10 metres in field opposite where the ball entered touch, with a zero tackle	✗
Try	All tries scored are worth 4 points	✓
Goal Kicks	<ul style="list-style-type: none"> • Only after a try has been scored • Place or drop kick in front of goal posts • Goal kicks to be taken in rotation by all members of the team 	✓

Change of Possession Occurs after –	<ul style="list-style-type: none"> • The 4th tackle • Knock-on or forward pass • Acting half-back or 1st receiver runs with the ball and is tackled before scoring (refer Passing within 20 metres of own Goal Line – ‘hard yards’) • Player in possession runs into or is tackled into touch 	<p style="text-align: center;">CHANCE RULE</p> <ul style="list-style-type: none"> • Forward pass, running or forced into touch, knock on counts as a tackle. • No Hard Yards
Kicking In general play	Is not allowed	
Held up in Goal	<ul style="list-style-type: none"> • Play is restarted by the player in possession. P.t.B. 5 metres out from the goal line and opposite where held up 	
Held up in Goal Cont'd	<ul style="list-style-type: none"> • If a player in possession is held up on the 4th tackle, the opposition will P.t.B. 5 metres out and the tackle count is zero 	
Stripping of the Ball	No stripping or stealing of the ball in a tackle	