



**NEW ZEALAND
RUGBY LEAGUE®**

**GUIDE TO THE LAWS
OF MINI-MOD FOOTY**

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THIS BOOKLET IDENTIFIES THE MAJOR MODIFICATIONS TO THE LAWS OF MODIFIED GAMES. WHERE NO MODIFICATIONS ARE MENTIONED, INTERNATIONAL LAW APPLIES.

The **Mini-Mod** programme is unashamedly about young players first, their interests and needs as a child – then, and importantly their development and preparation for the International Law game and its demands.

In this way children can develop a 'love' of the game.

Mini-Mod has two strands.

Mini is an introductory phase that emphasises a positive experience through fun and enjoyment, participation, a safe playing environment and the development of basic movement skills.

Mod, still emphasising all those aspects mentioned above, now focuses on technical skills.

The League has taken great care to ensure youngsters experience their football in a controlled way that reflects their needs.

Mini-Mod games are designed so that the player's development can be matched gradually, progressively and sequentially to the complexities and demands of the adult game.

All of this, a child oriented philosophy, is conditioning bright and happy children to be drawn to Rugby League through rewarding and satisfying experiences. In this way **Mini-Mod** is a recruitment and retention tool which must necessarily be supported by good club climate, coaches and parents.

This booklet should be read in conjunction with the

SAFE PLAY CODE

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MINI FOOTY

(Under 6 - Under 9 Years)

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.
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)
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
4 Tackles	The game is of 4 tackles
No Scrums	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
Minimum Playing Time per Player	Each player to play a minimum of one unbroken period of 10 minutes
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 half-back 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
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	<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
Restarts of Play	In all following instances the non-kicking team is to retire 5 metres
After Points Scored	<ul style="list-style-type: none"> • Non-scoring team to restart play with a place-tap kick from the centre of half way

Goal Line Drop-out	<ul style="list-style-type: none"> • Ball made dead by defending team. Ball must travel 5 metres forward
20 Metre Tap	<ul style="list-style-type: none"> • Ball made dead by opposition. Restart with a tap kick at the centre of the 20 metre line
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
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

NOTES

MOD LEAGUE

(Under 10 - Under 11 Years)

Classification of Groups by age	Players in the relevant age group to be under that age prior to 1st January
Size of Field	80 x 48 metres
No. of Players on Field At any one time	Maximum 11; Minimum 8. Teams must have equal playing numbers on the field (unless a player has been dismissed without replacement)
Coaches	Not permitted on the field at any time during play
Finals	Points are not awarded for fixtures/ matches. No Finals are Played.
6 Tackles	The game is of 6 tackles
Periods of Play	2 x 20 minute halves
Intervals	5 minutes
Minimum Playing Time per Player	Each player to play a minimum of one unbroken half, 20 minutes, of the match
Injury Time	No time off for injury
Replacement	A player may only be replaced as a result of injury or after playing one full 20 minute half of the match
Player Misconduct	Sin Bin is not applicable. The referee may direct that a player be replaced

<p>Play the Ball P.t.B Team not in possession</p>	<ul style="list-style-type: none"> • Only one marker allowed and must always be present • Team not in possession must retire 5 metres from the P.t.B. and, • Cannot advance unless the acting half-back runs or the ball has been passed and is in the hands of the first receiver
<p>Passing from P.t.B</p>	<p>2 or more passes to retain possession</p>
<p>Passing within 20m of own Goal Line</p>	<p>One pass only. The acting half-back must pass the ball for the team to retain possession or run and score (hard yards)</p>
<p>Zero Tackle Count No count at first tackle if -</p>	<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 football has been deliberately touched by an opponent
<p>Starts of Play Commencement of each period of play</p>	<ul style="list-style-type: none"> • The non kicking side to retire 10 metres • The ball to travel 10 metres forward before either side touches the ball
<p>Restarts of Play</p>	<p>In all following instances the non kicking team is to retire 10 metres</p>
<p>After Points Scored</p>	<ul style="list-style-type: none"> • Non scoring team to restart play with a place kick from the centre of half way
<p>Goal Line Drop-out</p>	<ul style="list-style-type: none"> • Ball made dead by defending team. Ball must travel 10 metres forward

<p>20 Metre Tap</p>	<ul style="list-style-type: none"> • Ball made dead by opposition. Restart with a tap kick at the centre of the 20 metre line
<p>Ball into Touch – From Starts & Restarts</p>	<p>When the ball is required to travel 10 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</p>
<p>Try</p>	<p>All tries scored are worth 4 points</p>
<p>Goal Kicks</p>	<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 taken in rotation by all members of the team
<p>Change of Possession Occurs after –</p>	<ul style="list-style-type: none"> • The 6th tackle • Knock on or forward pass • Acting half-back or first receiver runs with the ball and is tackled before scoring (refer Passing within 20 metres of own Goal Line – ‘hard yards’) • Ball kicked in general play and bounces into touch. P.t.B 10 metres in from where the ball crossed the touch line – zero tackle • Ball kicked in general play goes into touch on the full. P.t.B where kicked –zero tackle

<p>Change of Possession Cont'd</p>	<ul style="list-style-type: none"> • Ball ricochets or rebounds from a player of the non-kicking team and goes into touch. Non-kicking team P.t.B. 10 metres in-field from where the ball crossed the touch line – 1st tackle • 'Bombs' or attempted field goals, change over where kick took place • Scrum half or first player to pick the ball up from the scrum runs and is caught in possession without scoring. Change over where tackle occurs • Ball carrier is held up over opponents goal line after 5 tackles
<p>No Change of Possession</p>	<p>Ball kicked in general play and touched by the opposition before going into touch. P.t.B by the kicking team 10 metres in from where the ball crossed the touch line – zero tackle</p>
<p>Kicking In general play</p>	<p>Allowed, but no bombs or field goals. Refer Change of Possession for Kicks into Touch</p>
<p>Scrum Occur if -</p>	<ul style="list-style-type: none"> • Player in possession runs into or is tackled into touch • Infringements by both sides except on the last tackle • From a penalty kick if the opposition touches the ball before it crosses the touch line • Following an infringement involving the referee, touch judge or spectator (team last in possession feeds the scrum)
<p>Number in Scrum</p>	<p>5 players</p>

<p>Scrum Formation Refer Safe Play Code</p>	<ul style="list-style-type: none"> • Scrums are completely de-powered and form up to the instruction: Form – Engage – Hold • All players, except the hooker, to keep both feet on the ground • No pushing, pulling or rotating • Ball to go into the tunnel, i.e. in front of the foremost feet of the loose head front row forwards • Only the hookers may strike for the ball
<p>Scrum Set Down</p>	<p>Scrum is set where the infringement occurs but no less than 10 metres from touch or the goal line</p>
<p>Ball from Scrum</p>	<ul style="list-style-type: none"> • Possession is forfeited if the first player picking up the ball from the scrum runs and is tackled without scoring (see Change of Possession previous page) • If the player picking up the ball from the scrum is immediately tackled, or falls on the ball, play continues with P.t.B. – 1st tackle
<p>Held-up In-Goal</p>	<ul style="list-style-type: none"> • Play is restarted by the player in possession. P.t.B 10 metres out from the goal line and opposite where held up • If a player in possession is held-up on the 6th tackle, the opposition will P.t.B. 10 metres out and the tackle count is zero
<p>Stripping the Ball</p>	<p>No stripping of the ball in a tackle</p>

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MOD LEAGUE (Under 12 Years)

Classification of Groups by age	Players in the relevant age group to be under that age prior to 1st January
Size of Field	100 x 68 metres
No. of Players on Field At any one time	Maximum 13; Minimum 11. Teams must have equal playing numbers on the field. (Unless a player has been dismissed without replacement)
Coaches	Not permitted on the field at any time during play
Finals	Points are not awarded for fixtures/ matches. No Finals are Played.
6 Tackles	The game is of 6 tackles
Periods of Play	2 x 20 minute halves
Intervals	5 minutes
Minimum Playing Time per Player	Each player to play a minimum of one unbroken half, 20 minutes, of the match
Injury Time	No time off for injury
Replacement	A player may only be replaced as a result of injury or after playing one full 20 minute half of the match
Player Misconduct	Sin Bin is not applicable. The referee may direct that a player be replaced

<p>Play the Ball P.t.B Team not in possession</p>	<ul style="list-style-type: none"> • Only one marker is allowed and must always be present • Team not in possession 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
<p>Passing from P.t.B</p>	Two or more passes to retain possession
<p>Passing within 20m of own Goal Line</p>	One pass only. The acting half-back must pass the ball for the team to retain possession or , run and score
<p>Zero Tackle Count No count at first tackle if -</p>	<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
<p>Starts of Play Commencement of each period of play</p>	<ul style="list-style-type: none"> • Non kicking side to retire 10 metres • The ball to travel 10 metres forward before either side touches the ball
<p>Restarts of Play</p>	In all following instances the non kicking team is to retire 10 metres
<p>After Points Scored</p>	<ul style="list-style-type: none"> • Non scoring team to restart play with a place kick from the centre of half way
<p>Goal Line Drop-out</p>	<ul style="list-style-type: none"> • Ball made dead by defending team Ball must travel 10 metres forward

<p>20 Metre Tap</p>	<ul style="list-style-type: none"> • Ball dead by opposition. Restart with a tap kick at the centre of the 20 metre line
<p>Ball into Touch Starts & Restarts</p>	When the ball is required to travel 10 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
<p>Try</p>	All tries scored are worth 4 points
<p>Goal Kicks</p>	<ul style="list-style-type: none"> • Only after a try has been scored • Place kick only • Conversion attempts for tries are to be taken in line with where the try was scored but not closer than 10 metres to the touch line • Goal kicks to taken in rotation by all members of the team
<p>Change of Possession Occurs after –</p>	<ul style="list-style-type: none"> • The 6th tackle • Knock on or forward pass • Acting half-back or first receiver runs with the ball and is tackled before scoring (refer Passing within 20 metres of own Goal Line – ‘hard yards’) • Ball kicked in general play and bounces into touch. P.t.B. 10 metres in from where the ball crossed the touch line –zero tackle • Ball kicked in general play goes into touch on the full. P.t.B. where kicked – zero tackle

<p>Change of Possession Cont'd</p>	<ul style="list-style-type: none"> • Ball ricochets or rebounds from a player of the non-kicking team and goes into touch. Non-kicking team P.t.B. 10 metres in-field from where the ball crossed the touch line - 1st tackle • 'Bombs' or attempted field goals, change over where kick took place • Scrum half or first player to pick up the ball from the scrum runs and is caught in possession without scoring. Change-over where tackle occurs • Ball carrier is held up over opponents goal line after 5 tackles
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<p>Number in Scrum</p>	<p>6 players</p>
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<p>Stripping the Ball</p>	<p>No stripping of the ball in a tackle</p>

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More than just a game

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