

MINI (INTRO) LEAGUE

(Coached Games for 5 - 6 YEARS)

Player Age	Player must have attained the age of 5 before commencement.
Size of Field	68m x 30m
Number of Players - Max - Min	8 6
Football Size	Mini
Coaches	Will be present on the field for under 6 age. Both Coaches will facilitate game. Coaches must ensure game is played in the right spirit of fun and full participation of all players.
Coach Qualification	A Modified Games Coach certificate is required to coach teams in the modified games, ages 6 -12.
Advantage Law	Applies
Finals Applicable	No Finals. End of season carnival for all teams.
Periods of Play	3 x 10 minutes
Injury Time	Nil
Interval	3 minutes
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 maximum amount of possible time on-field.
Replacement	A player may be replaced if injured. If he feels confident to continue and is cleared by the First Aid Officer, he may retake the field.
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. This should only apply to serious misconduct.
Play-the-Ball	<ul style="list-style-type: none"> No markers allowed. Football to be played backwards with the foot. Team not in possession must retire 5 metres from the play-the-ball. Team in possession must retire behind the acting half-back. Team not in possession must not move forward until the player with the football elects to run (Coach/referee can say 'go' to players as a signal to move forward).
Passing	1 pass only required but encouraged to pass again.
Passing within 10 metres of own Goal Line	1 only
No Count at the Tackle After	<ul style="list-style-type: none"> Player fields a kick from the start of play, restart of play, penalty kick or free kick and is tackled before passing. 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. Player tap kicks at a penalty or free kick and is tackled before passing.

Starts of Play	<ul style="list-style-type: none"> • The non-kicking team to retire 5 metres. • Football to travel 5 metres before either side touches the football.
Restarts of Play	<ul style="list-style-type: none"> • Non-kicking team to retire 5 metres. • Non-scoring side to restart play with a place kick from the centre of the halfway. • The football does not have to travel any prescribed distance. • The place kick restarts are to be taken in rotation by all members of the team. • For other kicks to start or restart play the non-kicking team is to retire at least 5 metres. • 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.
Kicking in General Play	Not allowed
Goal Line Drop Out	The non-kicking team to retire 5 metres
1/4 Way Place Kick	The non-kicking team to retire 5 metres
Penalty Kicks	The non-kicking team to retire 5 metres
Goal Kicks (Optional)	<ul style="list-style-type: none"> • Only after try. • Punt kick in front of goal posts 5 metres out. • Players to take kicks in turn.
Try	No points recorded
Penalty Try	No points recorded
Tackle Count will Start	After each set play or change of possession.
Change of Possession	<ul style="list-style-type: none"> • Acting half-back runs with the football and is tackled before scoring. • The fourth tackle. • A player runs or is forced into touch. • Football carrier held up over opponent's goal line after 3 play-the-balls. <p>PLEASE NOTE: Dropped ball or knock-ons, if recovered by the team in possession it is play on. If the player falls on the loose ball, call tackle, and continue the tackle count. Forward passes may be judged by the on field coaches as play on (if marginal) or have the player stop and play the ball.</p>
Scrum	No scrums
Stripping of the Football	At any tackle, there is to be <u>NO</u> stripping or stealing of the ball.
# Held-Up In-Goal	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.

Length of Season	Season to be restricted to 10 weeks of fixtures between teams. An end of season carnival (where possible with a combination of zones or Leagues can be played)
Training	Teams only permitted to train once a week for no more than a 45 minute session.
Footwear and Jerseys	All players are to play in 'joggers' not in boots or bare feet. Playing jerseys may just be t-shirt with club logo. Numbering is optional.
Player turning 6 in the playing year	Players turning 6 in the playing year can continue to play Under 6s but would be permitted, if both the club and the player's parents wish, to join the Under 7 team for the remainder of the season