



Mini & Modified Law Matrix - Queensland 2015



	Mini				Mod		
AGE GROUPS	6	7	8	9	10	11	12
NUMBER OF PLAYERS (MAXIMUM)	8	8	8	8	11	11	13
NUMBER OF PLAYERS (MINIMUM)	6	6	6	6	8	8	11
MATCH DURATION	3 x 10 min	3 x 10 min	3 x 10 min	3 x 10 min	2 x 20 min	2 x 20 min	2 x 20 min
MINIMUM PLAYING TIME (UNBROKEN)	1 period	1 period	1 period	1 period	1 period	1 period	1 period
BREAK TIME	3 min	3 min	3 min	3 min	5 min	5 min	5 min
FIELD SIZE	30 x 68 m	30 x 68 m	30 x 68 m	30 x 68 m	48 x 80m	48 x 80m	68 x 100m
PLAY THE BALL	Behind the acting half back (Dummy Half), except for the person playing the ball						
DISTANCE - TEAM IN POSSESSION	Behind the acting half back (Dummy Half), except for the person playing the ball						
DISTANCE - TEAM NOT IN POSSESSION	5 metres	5 metres	5 metres	5 metres	5 metres	5 metres	5 metres
MARKERS	Not Allowed	Not Allowed	Not Allowed	Not Allowed	must have 1	must have 1	must have 1
MARKERS ALLOWED TO MOVE	N/A	N/A	N/A	N/A	** See below	** See below	** See below
TEAM IN DEFENCE ALLOWED TO MOVE	**When the 1st reciever has ball in hand or dummy half mishandles, runs, or kicks (in Mod)						
RESULT FROM A KNOCK ON OR FORWARD PASS	Chances (Play the ball to team in possession, tackle count continues. Referees to call Chance and the next tackle count)	Handover (unless an advantage is gained) to the non offending team					
NUMBER OF TACKLES	4	4	4	4	6	6	6
ZERO TACKLE	A zero tackle will be signalled when the non-offending team gains possession of the ball from a knock on, forward pass, or accidental offside. The initial tackle from a 20m restart will be a zero tackle.						
PASSES REQUIRED TO RETAIN POSSESSION	2	2	2	2	2 Except when the nominated DH (from the DH position) or FR (from the FR position), elects to run the ball, and is tackled without passing.		
PASSING	One pass required if the team in possession play the ball <u>within</u> their own quarter way.				Does not apply		
	Mini				Mod		
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STARTS AND RESTARTS		
DISTANCE BALL MUST TRAVEL AT START TO BEGIN PERIODS FROM ½ WAY.	5 metres	10 metres
FOLLOWING TRY	A tap off is awarded to a team conceding a try. The ball does not need to travel any prescribed distance.	
GOAL LINE AND 20M DROP KICKS	5 metres	10 metres
KICKING		
CONVERSIONS - FOLLOWING A TRY	No conversions	Drop or place kick in front of goal 10m from goal line
		Under 10's and 11's - Drop or place kick in front of goal minimum of 10m from goal line. Under 12's, Place kick opposite the scoring position but not closer than 20m from touch and a minimum of 10m from the goal line
		Must be taken in rotation
KICKING IN GENERAL PLAY	No	Yes (No bombs)
PENALTIES		
OFFENDING TEAM	5 metres	10 metres
NON OFFENDING TEAM	Behind the ball	Behind the ball
BREACHES IN GOAL	10 metres into field of play opposite the breach	
SCRUMS	No scrums. Handover occurs at the point where a scrum would have been packed, unless stated below.	
HANDOVERS		
-For infringements in field of play -Held up in Goal on 4th (Mini) or 6th (Mod) -For ball in touch -For ball in touch within 10 metres of goal line	where the incident occurs - but not closer than 10 metres from touch and goal lines 10 metres in field opposite where player held up 10 metres in field opposite where ball is deemed to be out 10 metres from goal line and touch line	
MUTUAL INFRINGEMENT	PTB to the team with territorial advantage where occurred - as per International Laws - except after last PTB (a handover would then take place at point of infringement)	