

# MINI / MOD / JUNIOR TAG RULES

THIS HANDOUT 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, and then most 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. NZTFI Tag 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 the game of Tag through rewarding and satisfying experiences.

In this way **MINI-MOD** is a recruitment and retention tool which must necessarily be supported by good club or module climate, coaches and parents.

This booklet should be read in conjunction with the NZTFI Rules of the game.



## MINI RULES: U6 - U9

### GENERAL PLAY

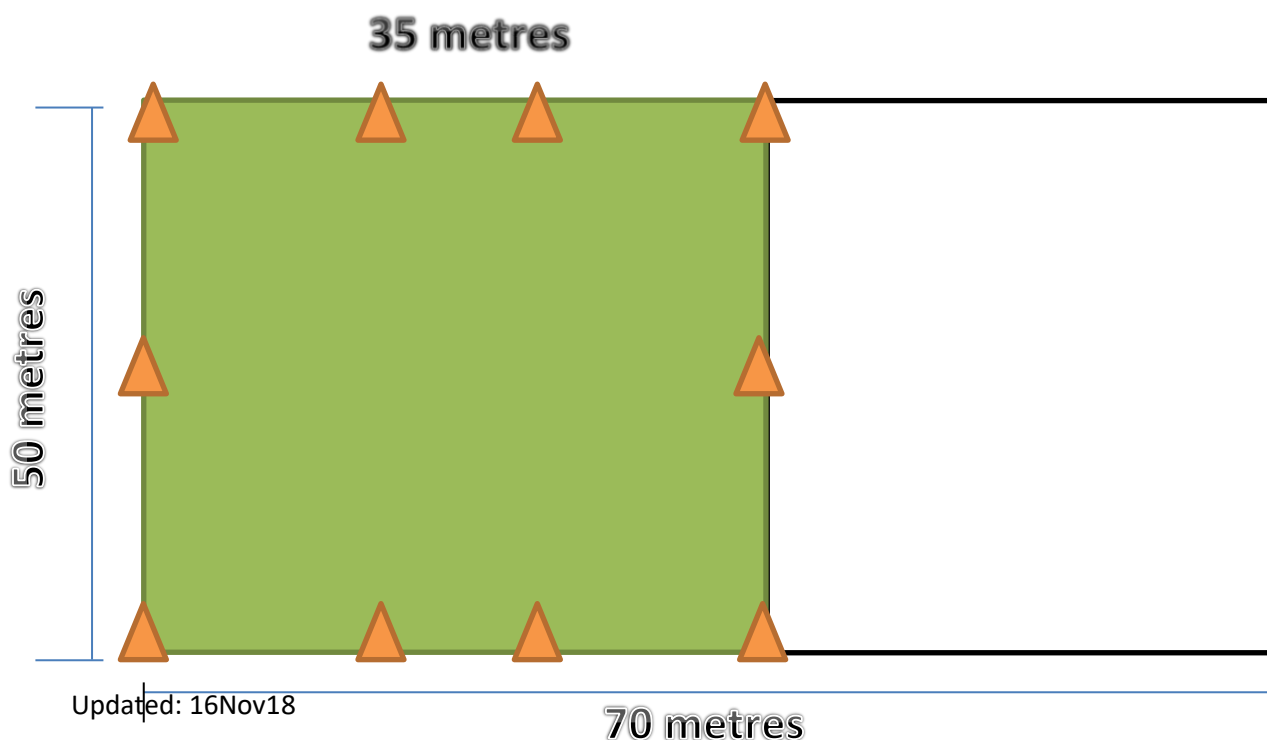
- Maximum 8 players on the field - minimum 5 players to start
- 15-20 minute halves with a 2-5 minute break
- Non-contact (no tackling/no running into players)
- Kick to start play ONLY at the start of the game & after the 2 minute break (half-time) - no kicking in general play
- Non scoring team TAPS for the restart of play
- Attacking team has the ball for a set of 6 Tags
- Ball must be heeled after each tag (No Touch Roll)
- There are no 2 point zones in Mini Games
- Shirts to be tucked in not hindering/hiding the tags

### ATTACK

- 2 pass rule: ball must be passed twice before being tagged by a defensive player to retain possession
- No jumping/dipping
- Cannot protect your tags using your hands, ball or crouching - No fending
- Players can dive to score (don't worry about knees touching the ground first)
- Hard yard rule (dummy half run or 1 pass) applies only when coming out of your own 10 metre zone
- Attacking Zone (10 metres from opposition Try line) Dummy Half can score, but if Tagged hand over will occur

### DEFENSE

- No Markers
- The defensive line cannot move until the first receiver has been passed the ball
- Defensive line must be 5 metres back with the referee



## MOD RULES: U10 - U11

### GENERAL PLAY

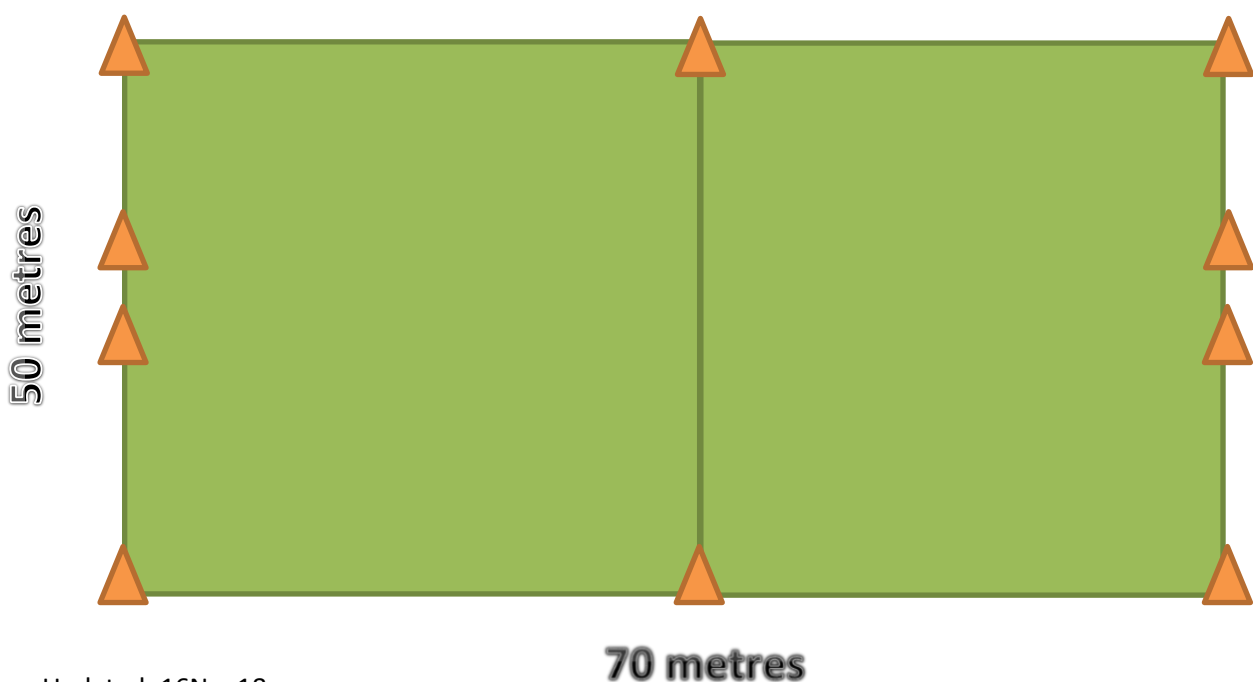
- Maximum 8 players on the field - minimum 5 players to start
- 15-20 minute halves with a 2-5 minute break
- Non-contact (no tackling/no running into players)
- Kick to start play at the start of the game & after the 2 minute break (half-time) - scoring team to restart play with a place kick from the centre of half way
- Kicking is allowed in this grade in general play - NO BOMBS or above Referees shoulder
- Attacking team has the ball for a set of 6 Tags
- Ball must be heeled after each tag (No Touch Roll)
- 2 points scored within the 2 point cones
- Shirts to be tucked in not hindering/hiding the tags

### ATTACK

- 2 pass rule: ball must be passed twice before being tagged by a defensive player to retain possession
- No jumping/dipping
- Cannot protect your tags using your hands, ball or crouching - No fending
- Players can dive to score
- Hard yard rule (dummy half run or 1 pass) applies only when coming out of your own 10 metre zone
- Attacking Zone (10 metres from opposition Try line) Dummy Half can score, but if Tagged hand over will occur

### DEFENSE

- 1 Marker
- The defensive line cannot move until the first receiver has been passed the ball
- Defensive line must be 5 metres back with the referee





# NZTFI Modified Rules for JUNIOR Age Groups

## JUNIOR RULES: U12 - U18



**The Junior Grades ALL Play the International Rules - refer to the NZTFI Rule Book**

*\*The Rules and content in this booklet has been up-dated by the National Referees Director and Rules Committee to allow the pathway of young players to be able to transition into the Adult version of NZTFI Tag*

Updated: 16Nov18