



JUNIOR COMPETITION RULES - MINIS

To be played in conjunction with the rules of the NSW Touch Association, with the following local rules to apply.

Regular Season

1. All games will be ten-minute halves, no time off.
2. Seven (7) players allowed on the playing field at any given time, with a maximum of six reserves allowed. Unlimited interchange.
3. Tap offs from the centre of the team in possession's own 10m line to resume each half. Tap offs to also occur from the non-scoring team after a try.
4. No markers allowed. All defending players to be back in line with the referee.
5. Defending team is not allowed to move until the dummy half passes the ball or elects to run with it.
6. The referee will call tag when there is any type of body contact between the attacking and defending player(s).
7. Dummy half cannot score a try, but can be tagged with the ball without forfeiting possession.
8. A player tagged over any goal line will result in a play-the-ball to the team in possession five metres out from the line.