

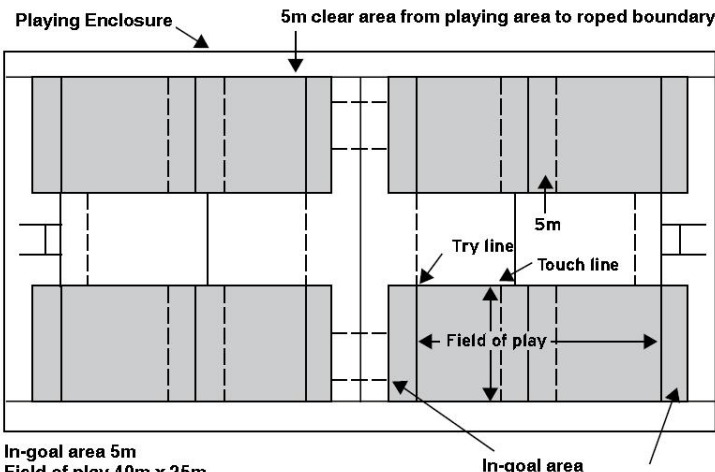
LAWS SUMMARY FOR U6 TO U12

	U6	U7	U8	U9	U10	U11	U12
Player Numbers	7		7	10	12		15
Playing Area	1/4 Field L:40m, W:25m		1/3 Field L:60m, W:25m	1/2 Field L:60m, W:35m	Full field less 10m width L:100m, W:60m		Full Field L:100m, W:70m
Playing Time	1 x 15 mins	2 x 15 mins	2 x 15 mins	2 x 20 mins	2 x 20 mins		2 x 25 mins
Ball Size	Size 2		Size 3		Size 4		Size 5
Conversions	No		Optional In front, 10m back		Yes Not past 15m line		Yes Not past 15m line
Kick Off	Punt 5m Exclusion zone		Punt or Drop 5m Exclusion zone		Drop		Drop
Restart after Score	Tap on half way		Tap on half way		Kick-Off		Kick-Off
Kicking	No		No		Yes		Yes
Tackle	2 handed tag on shorts No offside lines		Yes		Yes		Yes
Lineout	2 players No contest		2 players No contest	4 players No contest	5 players Contested No lifting		7 players Contested No lifting
Lineout Receiver	Must pass		Must pass		All options		All Options
Scrum	3 players No contest		3 players No contest	5 players No contest	6 players Contested 1m push		8 players Contested 1.5m push
Scrum-Half	Must pass		Must pass		All options #8 moves illegal		All options
When Lineout and Scrum is over?	Played by fly-half or bounces		Played by fly-half or bounces		Ball out		Ball out
PK + FK	Tap Only Opp 5m back		Tap only Opp 5m back		All options Opp 10m back		All options Opp 10m back

Common Pathway Laws for U6 to U12

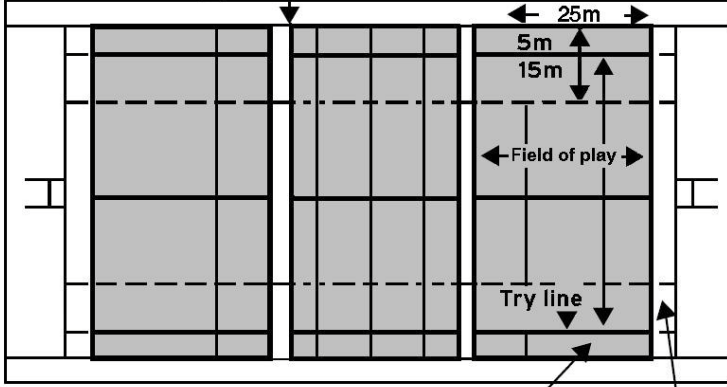
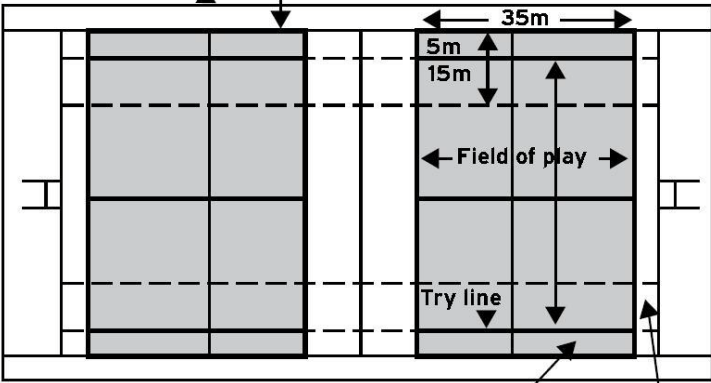
Player Numbers	Equal number of players on each team. If one team is short, teams MUST share players to reach maximum number of equal players. Unlimited rolling substitutions.		
Scoring	No Drop Goals No Penalty Goals	Tackle	Sling tackles illegal Fending to the head illegal
Lineout	No quick Throw-ins. No variation in numbers allowed. Must have a lineout receiver.	Foul Play	Yellow card = 5 mins YC and RC player may be replaced
Scrum	Defending scrum-half can't go past midline and cannot leave scrum	Advantage	Should be played as much as possible to ensure continuity.

Under 6 and Under 7 Game Modifications

Competitions	<ul style="list-style-type: none"> No finals series, no competition ladders and no premierships allowed. Coaches are allowed on the field for the duration of the game.
The Ground	<ul style="list-style-type: none"> 40m x 25m (ie 1/4 field)  <p>Playing Enclosure</p> <p>5m clear area from playing area to roped boundary</p> <p>Try line</p> <p>5m</p> <p>Touch line</p> <p>Field of play</p> <p>In-goal area 5m</p> <p>Field of play 40m x 25m</p> <p>In-goal area</p>
The Ball	<ul style="list-style-type: none"> Size 2
Number of Players	<ul style="list-style-type: none"> 7 players If either team has fewer players than 7 players, team must match numbers. If one team has fewer than 7 players, teams must share players to get the maximum number of players while maintaining equal numbers. Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead.
Time	<ul style="list-style-type: none"> Under 6: 1st half consists of 15 min of small sided rugby games, a 5 min half time follows, then 2nd half consists of a 15 min tag rugby match. Under 7: 2 x 15 min halves, 5 min half time. There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> A try is awarded 5 points. Conversions, Drop Goals and Penalty Goals are not permitted.
Foul Play	<ul style="list-style-type: none"> No tackling allowed (PK) No fending allowed (PK). No kicking allowed in general play (scrum). A red card = sent off and cannot return. A yellow card = 5 mins in the sin-bin and if the time period has not expired when half-time or full-time is called, the temporary suspension ends. When a yellow or red card is issued, the player may be replaced.
Knock on and Forward Pass	<ul style="list-style-type: none"> Referees are encouraged to be lenient. The assumption should be that the ball has gone backwards unless it is clearly and obviously forward.
Kick-off and Restarts	<ul style="list-style-type: none"> Kick-offs to begin each half are punt kicks. The receiving team at a kick-off must be at least 5m back from half-way. If the kick-off is unsuccessful in any way (eg. wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). After a try, the non-scoring team takes a tap restart from the centre of the half-way line.
The Tag	<ul style="list-style-type: none"> A tag is a two-handed touch on the shorts only. Tags are not permitted on the jersey above the waist, nor on the legs. Kids' jerseys should be tucked in. Referee will call "TAG" if performed correctly, or "PLAY ON" if not. Once the referee has called "TAG", the coach may then call "TURN AND PASS". Once tagged, players are required to stop as quickly as possible and turn and pass to a team mate. They are not required to return to the mark where they were tagged.

	<ul style="list-style-type: none"> ◆ There are no offside lines. This ensures game continuity and forward progress by removing a fully set line of defence. ◆ No opposing player may block or prevent the tagged player from passing the ball to a team mate (PK). ◆ If a player cannot pass for any reason, a scrum is awarded and the team in possession gets the throw-in.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 2 players from each team stand as catchers 1 metre from the opposition players in a single line 3 metres away from the touch line. ◆ The thrower of the team in possession stands opposite their teams first catcher. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrum-half) 2 metres back from the lineout. The receiver must stay in position until they receive the ball from the lineout. ◆ All other players not taking part in the lineout must be back at least 5 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ The team throwing the ball must win it. ◆ The ball is passed or knocked to the receiver who must then pass it to a team mate. ◆ If the wrong team wins the ball or the receiver doesn't pass, the referee awards another lineout with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Setup	<ul style="list-style-type: none"> ◆ 3 players from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ There is no pushing in the scrum and the team throwing in the ball must win it. ◆ After gathering the ball, the scrum-half must pass it to a team mate. ◆ If the scrum-half doesn't pass, the referee awards another scrum with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum does not end until the ball is either played by a team mate, or touches the ground, after being passed by the receiver. ◆ The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards another scrum with the same team throwing in. so the players get it right (if there is repeated infringement a PK may be awarded).
Penalty Kicks	<ul style="list-style-type: none"> ◆ All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart. ◆ The opposing team must run back at least 5 metres from the mark. ◆ At a tap restart the ball must be either kicked out the hands, or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provide until taken correctly.
In-Goal	<ul style="list-style-type: none"> ◆ If a player grounds the ball in the opposition in-goal, but is tagged in the act of scoring, a try is awarded. ◆ If a player is tagged in the opposition in-goal, the referee should encourage the player to ground the ball then award the try. ◆ A player is not permitted to 'dive' when scoring a try (either through a defensive line or when in the clear). A player must be on their feet to score a try, otherwise a scrum is set with the team in possession getting thrown-in. ◆ If the ball becomes dead in-goal, play restarts with a tap restart to the defending team, 5m out from their goal line.

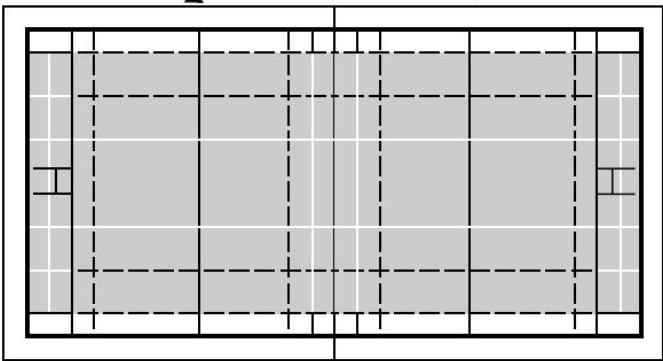
Under 8 and Under 9 Game Modifications

Competitions	<ul style="list-style-type: none"> ◆ No finals series allowed ◆ Competition ladders and premierships are actively discouraged ◆ Coaches are not allowed on the field beyond the first half of the season in the U9 age group.
The Ground	<p>◆ Under 8: 60m x 25m (ie 1/3 field)</p> <p>◆ Under 9: 60m x 35 m (ie 1/2 field)</p> <p>Under 8 Field Setup (1/3 field) 5m clear area from playing area to boundary</p> <p>Playing enclosure</p>  <p>In-goal area 5m Field of play 60m x 25m</p> <p>In-goal area Touch line</p> <p>Under 9 Field Setup (1/2 field) 5m clear area from playing area to roped boundary</p> <p>Playing enclosure</p>  <p>In-goal area 5m Field of play 60m x 35m</p> <p>In-goal area Touch line</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 3
Number of Players	<ul style="list-style-type: none"> ◆ Under 8: 7 players ◆ Under 9: 10 players ◆ If either team has fewer players than standard, teams must match numbers. ◆ If one team has fewer standard players, teams must share players to get the maximum number of players while maintaining equal numbers. ◆ Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead.
Time	<ul style="list-style-type: none"> ◆ Under 8: 2 x 15 min halves, 5 min half time. ◆ Under 9: 2 x 20 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions, if allowed by the competition organiser, can be either a drop kick or a place kick, and are taken on a line through the centre of the goal posts from 10m away. ◆ Players may not charge a Conversion attempt.

Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed. (PK). ◆ No kicking allowed in general play (scrum). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced.
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs to begin each half are punt kicks or drop kicks. ◆ The receiving team at a kick-off must be at least 5m back from half-way. ◆ If the kick-off is unsuccessful in any way (eg. Wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. ◆ There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). ◆ After a try, the non-scoring team takes a tap restart from the centre of the half-way line. ◆ Where a drop-out would normally occur under Law, the team entitled to the drop out will restart play with a tap restart at the centre of the 15 metre line.
Tackle/Ruck	<ul style="list-style-type: none"> ◆ Referees are reminded to encourage player to only play for the ball when they are on their feet. After the tackled player has passed or released the ball, no player may play the ball while on their knees.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 2 players (in Under 8s) or 4 players (in Under 9s) from each team stand as catchers 1 metre from the opposition players in a single line 4 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrum-half) 2 metres back from the lineout. The receiver must stay in position until they receive the ball from the lineout. ◆ All other players not taking part in the lineout must be back at least 5 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ The team throwing the ball must win it. ◆ The ball is passed or knocked to the receiver who must then pass it to a team mate. ◆ If the wrong team wins the ball or the receiver doesn't pass, the referee awards another lineout with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Lineout Offside	<ul style="list-style-type: none"> ◆ The lineout does not end until the ball is either played by a team mate, or touches the ground, after being passed by the receiver. ◆ Opposition backline players must stay onside and lineout players must stay in the lineout until the lineout is over. ◆ If players are offside, the referee awards a Penalty Kick.
Scrum Setup	<ul style="list-style-type: none"> ◆ 3 players (in Under 8s) or 5 players (in Under 9s) from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ There is no pushing in the scrum and the team throwing in the ball must win it. ◆ After gathering the ball, the scrum-half must pass it to a team mate. ◆ If the scrum-half doesn't pass, the referee awards another scrum with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum does not end until the ball is either played by a team mate, or touches the ground, after being passed by the receiver. ◆ The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over.

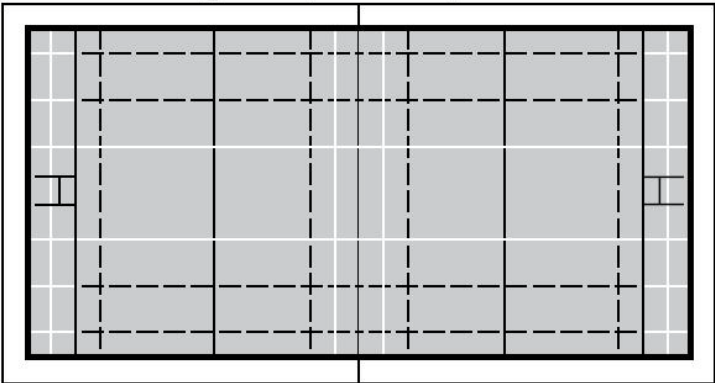
	<ul style="list-style-type: none">◆ If players are offside, the referee awards a Penalty Kick.
Penalty Kicks	<ul style="list-style-type: none">◆ All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart.◆ The opposing team must run back at least 5 metres from the mark.◆ At a tap restart the ball must be either kicked out the hands, or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provide until taken correctly.

Under 10 and Under 11 Game Modifications

Competitions	<ul style="list-style-type: none"> ◆ Finals series, competition ladders and premierships allowed.
The Ground	<ul style="list-style-type: none"> ◆ 100m x 60m (ie full field minus 10m width) <p>Playing enclosure Minimum 5m clear area from playing area to roped boundary</p>  <p>Field of play 100m x 60m In-goal area 10m</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 4
Number of Players	<ul style="list-style-type: none"> ◆ 12 players ◆ If either team has fewer than 12 players, teams must match numbers. ◆ If one team has fewer than 12 players, teams must share players to get the maximum number of players while maintaining equal numbers. ◆ Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead.
Time	<ul style="list-style-type: none"> ◆ 2 x 20 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions are taken on a line through the place where the try was scored, up to but not beyond the 15 metre line (ie 10 metres from the touch line). ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed. (PK). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced.
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs and restarts are drop kicks. ◆ If a kick-off or drop kick is unsuccessful in any way (eg. wrong kick, goes dead etc), another chance is provided, and if the second kick is also unsuccessful, then a scrum is awarded at the centre of the half way line or 22m line with the throw in to the non-infringing team.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 5 players from each team stand as catchers 1 metre from the opposition players in a single line 5 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrum-half) 2 metres back from the lineout. The receiver may not switch positions or join the lineout until the ball is thrown. ◆ All other players not taking part in the lineout must be back at least 10 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ If the throw is incorrect (eg not straight), the referee awards another lineout with the same team throwing in, so the players can get it right. If the second attempt is also incorrect, a scrum is awarded to the non-

	<p>infringing team.</p> <ul style="list-style-type: none"> ◆ There is no lifting or supporting allowed (FK).
Scrum Setup	<ul style="list-style-type: none"> ◆ 6 players from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ A team must not push the scrum more than 1 metre (FK). ◆ No Number 8 moves allowed (FK).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum is not over until the ball is completely out of the scrum (eg even if the scrum-half has hands on the ball it is not out). ◆ The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.

Under 12 Game Modifications

Competitions	<ul style="list-style-type: none"> ◆ Finals series, competition ladders and premierships allowed.
The Ground	<ul style="list-style-type: none"> ◆ 100m x 70m (ie full field) <p>Playing enclosure Minimum 5m clear area from playing area to roped boundary</p>  <p>Field of play 100m x 70m In-goal area 10m</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 5
Number of Players	<ul style="list-style-type: none"> ◆ 15 players ◆ If either team has fewer than 15 players, teams must match numbers. ◆ If one team has fewer than 15 players, teams must share players to get the maximum number of players while maintaining equal numbers. ◆ Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead.
Time	<ul style="list-style-type: none"> ◆ 2 x 25 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions are taken on a line through the place where the try was scored, up to but not beyond the 15 metre line. ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed. (PK). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced.
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs and restarts are drop kicks. ◆ No second chance for incorrect kick-offs or drop-outs.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 7 players from each team stand as catchers 1 metre from the opposition players in a single line 5 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrum-half) 2 metres back from the lineout. The receiver may not switch positions or join the lineout until the ball is thrown. ◆ All other players not taking part in the lineout must be back at least 10 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ No second chance if the throw is incorrect (ie not straight). ◆ There is no lifting or supporting allowed (FK).
Scrum Setup	<ul style="list-style-type: none"> ◆ 8 players from each team form the scrum.

	<ul style="list-style-type: none"> ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ A team must not push the scrum more than 1.5 metre (FK).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum is not over until the ball is completely out of the scrum (eg even if the scrum-half has hands on the ball it is not out). ◆ The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.