

# 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.