

# LAWS SUMMARY FOR U6 TO U12

	U6	U7	U8	U9	U10	U11	U12
<b>Player Numbers</b>	7		7	10	12		15
<b>Playing Area</b>	1/4 field L:40m, W:25m		1/2 field L:60m, W:35m		Full field less 10m L:100m, W:60m		Full field L:100m, W:70m
<b>Playing Time</b>	2 x small-sided games, then 2 x 10min halves	2 x 15mins	2 x 15mins	2 x 20mins	2 x 20mins		2 x 25mins
<b>Ball size</b>	Size 2		Size 3		Size 4		Size 4
<b>Conversions</b>	No		Optional In front, 10m back		Yes Not past 15m-line		Yes Not past 15m-line
<b>Kick-off</b>	Punt 5m Exclusion zone		Punt or drop 5m Exclusion zone		Drop		Drop
<b>Restart after score</b>	Tap on half way by non-scoring team		Tap on half way by non-scoring team		Kick-off by non-scoring team		Kick-off by non-scoring team
<b>Kicking</b>	No		No		Yes		Yes
<b>Tackle</b>	2 handed tag on shorts No offside line for defence		Yes		Yes		Yes
<b>Lineout</b>	Tap restart	2 players No contest	2 players No contest	4 players No contest	5 players Contested No lifting		7 players Contested No lifting
<b>Lineout receiver</b>		Must pass		Must pass		All options	All options
<b>Scrum</b>	Tap restart	3 players No contest	3 players No contest	5 players No contest	6 players Contested 1m push		8 players Contested 1m push
<b>Scrum half</b>		Must pass	Must pass		All options #8 moves illegal		All options
<b>When is Lineout and Scrum over?</b>	Played by fly-half or bounces		Played by fly-half or bounces		Ball out		Ball out
<b>Penalty Kicks and Free Kicks</b>	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

<b>Player Numbers</b>	Equal number of players on each team. If one team is short, teams MUST share players to reach the maximum number of equal players possible. Unlimited rolling substitutions.		
<b>Scrum</b>	Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. When the scrum is steady, the referee should give a non-verbal indication to the scrum-half and the ball should then be fed without delay. Defending scrum-half can't go past midline and cannot leave scrum.		
<b>Scoring</b>	No Drop Goals No Penalty Goals	<b>Tackle</b>	Slinging tackles, fending to the head and squeeze ball illegal
<b>Lineout</b>	No Quick Throw-ins No variation in numbers allowed Must have a lineout receiver	<b>Foul Play</b>	Yellow card = 5 minutes A player given a Yellow card or Red card may be replaced