

# LAWS SUMMARY FOR U6/7 to U12



**RUGBY**  
UNION SA

	U6/7	U8	U10	U12
<b>Playing Numbers</b>	7 (min = 5; max = 10)	7 (min = 5; max = 10)	12 (min = 9; max = 18)	15 (min = 11; max = 23)
<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 15 mins	2 x 15 mins	2 x 20 mins	2 x 25 mins
<b>Ball Size</b>	Size 3	Size 3	Size 4	Size 4
<b>Conversions</b>	No	No	Yes Not past 15m line No Charge Down	Yes Not past 15m line No Charge Down
<b>Kick-Off (Start of Half)</b>	Punt 5m Exclusion Zone	Punt 5m Exclusion Zone	Drop-kick	Drop-kick
<b>Restart after Score</b>	Tap on half-way by non-scoring team	Tap on half-way by non-scoring team	Kick-off (drop-kick) by non-scoring team	Kick-off (drop-kick) by non-scoring team
<b>Kicking (general play)</b>	No	No	Yes	Yes
<b>Tackle</b>	2-handed tag on shorts No off-side line for defence	Yes	Yes	Yes
<b>Lineout</b>	Tap restart	2 players No contest	5 players Contested No lifting	7 players Contested No lifting
<b>Lineout receiver</b>	N/A	Must pass	All options	All options
<b>Scrum</b>	Tap restart	3 players No contest	6 players Contested 1m push (maximum)	8 players Contested 1m push (maximum)
<b>Scrum Half</b>	N/A	Must pass	All options #8 moves illegal	All Options
<b>When is a Lineout or Scrum Over?</b>	N/A	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

## OTHER LAWS TO NOTE FOR U6/7 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 replacements		
<b>Scrum</b>	Scrum engagement sequence is CROUCH – BIND – SET. When crouched, the distance between opposing front row should be close enough that players' heads are interlinked approximately ear-to-ear. Must be a clear, non-verbal pause between "BIND" and "SET" Defending scrum-half cannot go past midline and cannot leave scrum In contested Scrums, teams must match numbers in the Scrum (min = 5; max = 8) In uncontested Scrums, must have max. players in the scrum (i.e. 6 in U10, 8 in U12)		
<b>Scoring</b>	No drop goals No penalty goals	<b>Tackle</b>	Slingshot tackles, fending to the head and squeeze ball are 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 or Red card may be replaced

# LAWS SUMMARY FOR U14 to U18



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	U14	U16	U18
Playing Numbers	15 (min = 11; max = 23)	15 (min = 11; max = 23)	15 (min = 11; max = 23)
Rolling Replacements	Unlimited	12 movements (maximum)	12 movements (maximum)
Playing Time	2 x 25 mins	2 x 30 mins	2 x 35 mins
Ball Size	Size 5	Size 5	Size 5
Lifting teammate in Lineout	Can pre-grip shorts Lifting on legs not permitted	N/A	N/A
Lifting teammate in general play	Not permitted (free-kick to opposition)	N/A	N/A
Scrum	1.5m push (maximum) Crotch-bind (binding between the legs) is not permitted	1.5m push	1.5m push
Foul Play (Yellow Card)	5 minutes Sit within team box No replacement Permitted to take the field after half-time	10 minutes Sit on allocated chair on half-way Not permitted leave allocated area for warm-ups etc	10 minutes Sit on allocated chair on half-way Not permitted leave allocated area for warm-ups etc

## OTHER LAWS TO NOTE FOR U14 to U18

Scrum	Scrum engagement sequence is CROUCH – BIND – SET. When crouched, the distance between opposing front row should be close enough that players' heads are interlinked approximately ear-to-ear. Must be a clear, non-verbal pause between "BIND" and "SET"
Contested and Uncontested Scrums	<p><b>Contested Scrums:</b> The following scrum patterns apply when a team is playing with less than 15 players on the field and require the opposition to match numbers in the scrum 7 players = 3-4 (i.e no No. 8) 6 players = 3-2-1 (i.e no flankers) 5 players = 3-2 (i.e. no flankers or No. 8)</p> <p><b>Uncontested Scrums:</b> The team who nominates to have uncontested scrums (either before or during a match) must also then play the remainder of the match with one player short, unless a suitably trained front row becomes available.</p> <p>If neither team can commence a match with suitably trained front row (i.e. both teams call uncontested scrums) then neither team will be required to drop a player. In this circumstance, the match will be played with uncontested scrums regardless of if/when a suitably trained front row becomes available.</p> <p>The team feeding the ball must win the ball. Number 8 can pick.</p> <p>Uncontested Scrums must be played with 8 players from each team in the scrum. <b>UNLESS</b> - Where a team is starting with 13 players or less, then uncontested scrum numbers may be reduced accordingly (e.g. 13 players in starting team, 7 in uncontested scrum; 12 players in starting team, 6 in uncontested scrum etc)</p>

# LAWS SUMMARY FOR SENIORS



	Third Grade / Women	Premier Grade / Reserve Grade
Playing Numbers	15 (min = 11; max = 23)	15 (min = 11; max = 23)
Rolling Replacements	12 movements (maximum)	8 movements (maximum)
Playing Time	2 x 35 min	Reserve Grade = 2 x 35 min Premier Grade = 2 x 40 min <i>plus</i> injury time
Foul Play (Yellow Card)	10 minutes Sit on allocated chair on half-way Not permitted leave allocated area for warm-ups etc	10 minutes Sit on allocated chair on half-way Not permitted leave allocated area for warm-ups etc
Contested/ Uncontested Scrums	Permitted to commence match with uncontested scrums (where required)	Must commence match with contested scrums.  If required to commence match with uncontested scrums, match will be recorded as a forfeit *

## OTHER LAWS TO NOTE FOR SENIORS

Scrum	Scrum engagement sequence is CROUCH – BIND – SET. When crouched, the distance between opposing front row should be close enough that players' heads are interlinked approximately ear-to-ear. Must be a clear, non-verbal pause between "BIND" and "SET"
Contested and Uncontested Scrums	<p><b>Contested Scrums:</b> When a team is reduced to fewer than 15 for any reason, then the number of players in each team in the scrum may be similarly reduced. Where a permitted reduction is made by one team, there is no requirement for the other team to make a similar reduction. However, a team must not have fewer than five players in the scrum.</p> <p><b>Uncontested Scrums:</b> The team who nominates to have uncontested scrums (either before or during a match) must also then play the remainder of the match with one player fewer on the pitch than the team had prior to nominating uncontested scrums, unless a suitably trained front row becomes available.</p> <p>If neither team can commence a match with suitably trained front row (i.e. both teams call uncontested scrums) then neither team will be required to drop a player. In this circumstance, the match will be played with uncontested scrums regardless of if/when a suitably trained front row becomes available.</p> <p>The team feeding the ball must win the ball. Number 8 can pick.</p> <p>Uncontested Scrums must be played with 8 players from each team in the scrum <b>UNLESS</b> - Where a team is starting with 13 players or less, then uncontested scrum numbers may be reduced accordingly (e.g. 13 players in starting team, 7 in uncontested scrum; 12 players in starting team, 6 in uncontested scrum etc)</p> <p><b>* Exemption from commencing a match with contested scrums for the Reserve Grade team, where the lowest Senior Mens team in the Club is Reserve Grade, can be considered on a case by case basis by the Competition Manager.</b></p>