

# 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>	Slinging 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 on 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 area No replacement	10 minutes Sit on allocated chair on half-way	10 minutes Sit on allocated chair on half-way

## SCRUM SUMMARY FOR U14 to U18

Scrum Cadence	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 Scrums	The following scrum patterns apply when one team is playing with less than 15 players on the pitch. The opposition team are required to match these numbers in the contested scrum: 14 players = 7 in scrum = 3-4 formation (i.e no No. 8) 13 players = 6 in scrum = 3-2-1 formation (i.e no flankers) 12 or 11 players = 5 in scrum = 3-2 formation (i.e. no flankers or No. 8)
Uncontested Scrums	<p>Uncontested Scrums as a result of sending off, temporary suspension or injury must be played with eight (8) players from each team in the scrum. See the RUSA <i>Player Numbers and Contested + Uncontested Scrums</i> policy for more information where teams turn up with less than 15 players for the match.</p> <p>The team feeding the ball must win the ball. Number 8 can pick from the base of the scrum.</p> <p><b>Where only one team is required to nominate uncontested scrums</b>, then the team concerned must play with one player fewer on the pitch than would otherwise be allowed (i.e. play with a maximum of 14 players on the pitch).                      If, subsequently, a qualifies front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.</p> <p><b>If neither team has a suitably training front row available to commence the match</b>, then the match will be played entirely with uncontested scrums, even if suitably trained front row players for either team subsequently become available. Both teams will be permitted to play with their full complement of players.</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 and meet Contested Scrum obligations described below.  If unable to meet Contested Scrum obligations match will be recorded as a forfeit*

## SCRUM SUMMARY FOR SENIORS

Scrum Cadence	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 Scrums	<p><b>All Senior Grades</b></p> <p>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>Premier Grade / Reserve Grade*</b></p> <p>There must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.</p> <p>Should a Premier Grade or Reserve Grade* team not be able to meet this obligation for any reason during a game, the team will be deemed to have forfeited the match, and the Uncontested Scrums (below) will be followed.</p> <p><b>*Exemption from commencing a match with contested scrums for the Reserve Grade team,</b> 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.</p>
Uncontested Scrums	<p>Uncontested Scrums as a result of sending off, temporary suspension or injury must be played with eight (8) players from each team in the scrum. See the RUSA <i>Player Numbers and Contested + Uncontested Scrums</i> policy for more information where teams turn up with less than 15 players for the match.</p> <p>The team feeding the ball must win the ball. Number 8 can pick from the base of the scrum.</p> <p><b>Where one team is required to nominate uncontested scrums,</b> then the team concerned must play with one player fewer on the pitch than would otherwise be allowed (i.e. play with a maximum of 14 players on the pitch).</p> <p>If, subsequently, a suitably trained front row player becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of on-field players.</p> <p><b>If neither team has a suitably trained front row available to commence the match,</b> then the match will be played entirely with uncontested scrums, even if suitably trained front row players for either team subsequently become available. Both teams will be permitted to play with their full complement of players.</p>