

LAWS SUMMARY FOR U6/7 to U12



RUGBY
UNION SA

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

Player Numbers	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		
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" 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)		
Scoring	No drop goals No penalty goals	Tackle	Slinging tackles, fending to the head and squeeze ball are illegal
Lineout	No quick throw-ins No variation in numbers allowed Must have a lineout receiver	Foul Play	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	Uncontested Scrums must be played with eight (8) players from each team in the scrum. The team feeding the ball must win the ball. Number 8 can pick from the base of the scrum. <i>Where only one team is required to nominate uncontested scrums</i> , 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. <i>If neither team has a suitably training front row available to commence the match</i> , 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.

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 Scrum	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>All Senior Grades 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>Premier Grade / Reserve Grade* 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>*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.</p>
Uncontested Scrums	<p>Uncontested Scrums must be played with eight (8) players from each team in the scrum. The team feeding the ball must win the ball. Number 8 can pick from the base of the scrum.</p> <p>Where one team is required to nominate uncontested scrums, 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 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>If neither team has a suitably trained front row available to commence the match, 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>