

South Australia - LAWS SUMMARY FOR U6 TO U12

	U6 / U7	U8	U10	U12
Player Numbers	7	7	12	15
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 15mins	2 x 15mins	2 x 20mins	2 x 25mins
Ball size	Size 3	Size 3	Size 4	Size 4
Conversions	No	No	Yes Not past 15m-line	Yes Not past 15m-line
Kick-off (Start of half)	Punt 5m Exclusion zone	Punt 5m Exclusion zone	Drop	Drop
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	No	No	Yes	Yes
Tackle	2 handed tag on shorts No offside 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	8 players Contested 1m push
Scrum half	N/A	Must pass	All options #8 moves illegal	All options
When is Lineout and 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

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 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 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'. Defending scrum-half can't go past midline and cannot leave scrum.		
Scoring	No Drop Goals No Penalty Goals	Tackle	Slinging tackles, fending to the head and squeeze ball 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 card or Red card may be replaced