

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)		
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 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"
Tackle	Slinging tackles, fending to the head and squeeze ball are not permitted
Contested and Uncontested Scrums	<p>Contested Scrums: 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>Uncontested Scrums: 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. 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. The team feeding the ball must win the ball There is no requirement to match numbers in the scrum (but maintain min = 5; max = 8)</p>
90 Minute Rule	<p>Individual players standing by as a replacement for another team may not play more than 90 minutes in a 24 hour period.</p> <p>The 90 minute rule does not apply to a U18 player who has been dispensated to play Senior Rugby. However, U18 eligible players must play the U18 match for their Club first.</p>

LAWS SUMMARY FOR SENIORS



	Premier Grade Thirds / Division 1 Reserve / Women	Premier Grade / Premier Grade Reserve / Division 1
Playing Numbers	15 (min = 11; max = 23)	15 (min = 11; max = 23)
Rolling Replacements	12	8
Playing Time	2 x 35 min	Premier Grade Reserve = 2 x 35 min Division 1 = 2 x 40 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
Uncontested Scrums	Permitted to commence match with uncontested scrums (where required)	Not permitted to commence match with uncontested scrums (if required, match 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"
Tackle	Slinging tackles, fending to the head and squeeze ball are not permitted
Contested and Uncontested Scrums	<p>Contested Scrums: 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>Uncontested Scrums: 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. 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. The team feeding the ball must win the ball There is no requirement to match numbers in the scrum (but maintain min = 5; max = 8)</p>