

## Laws of the Game – Competition Summary

The following table has been produced as a guide to the Laws of the Game only and is an amalgam of ARU, NSWJRU and SJRU published documents. If there is any conflict between this summary and the Rules or the Variations to the Laws of the Game set out in Appendix A then the Rules shall have priority, then the Variations to the Laws of the Game.

### Management Laws

|                        | Under 10  | Under 11   | Under 12 to Under 18   |
|------------------------|---|--|--|
| <b>Laws applicable</b> | Midi with variations  | Midi with variations   | ARU U19 Laws with variations   |
| <b>Field of Play</b>   | Maximum of 100m x 60m + in goal (maximum 10m)<br>(ie touch lines taken 5m in) | Maximum of 100m x 70m + in-goal (maximum 10m)  | Maximum of 100m x 70m + in-goal (maximum 22m)  |
| <b>Player Numbers</b>  | 12 per side; minimum 10   | Either<br>- 15 per side (min 12), OR<br>- 12 per side (min 10) as determined by the Zone Committee | 15 per side; minimum 12  |
| <b>Send Offs</b>       | May be replaced   | May be replaced  | U12 - may be replaced (MNZ)<br>U13-U18 - may NOT be replaced                           |
| <b>Sin Bins</b>        | a) 5 min<br>b) May be replaced  | a) 5 min<br>b) May be replaced   | U12 – 5min, may be replaced<br>U13-U18- 10min, not replaced                            |
| <b>Time</b>            | 20 mins each way  | 20 mins each way   | U12-U14 - 25 mins each way<br>U15-U16 - 30 mins each way<br>U17-U18 – 35 mins each way |
| <b>Ball</b>            | Midi - Size 4   | Midi - Size 4  | Full Size - Size 5   |

### Kicking Laws

|                      | Under 10   | Under 11   | Under 12 to Under 18   |
|----------------------|--|--|--|
| <b>Start game</b>    | Drop kick + 2 <sup>nd</sup> chance   | Drop kick + 2 <sup>nd</sup> chance   | Drop kick  |
| <b>Restart</b>       | Drop kick + 2 <sup>nd</sup> chance   | Drop kick + 2 <sup>nd</sup> chance   | Drop kick  |
| <b>Penalty</b>       | Tap, kick for touch or kick for territory  | Tap, kick for touch or kick for territory  | Tap, kick for touch, kick for territory and kick for goal  |
| <b>Drop out</b>      | Drop kick on or behind 22m line  | Drop kick on or behind 22m line  | Drop kick on or behind 22m line  |
| <b>General play</b>  | Kicking in general play allowed.<br>Drop goals NOT allowed   | Kicking in general play allowed.<br>Drop goals NOT allowed   | Kicking in general play allowed.<br>Drop goals allowed   |
| <b>Kick for goal</b> | No kicks for goal allowed other than conversions.<br>The conversion kick (place or drop kick) is taken in line with where the try was scored but no further from the goal posts than the marked 15m line or 10m from the match's touch line if no line is marked.<br>No charging at conversion kick. | No kicks for goal allowed other than conversions.<br>The conversion kick (place or drop kick) is taken in line with where the try was scored but no further from the goal posts than the marked 15m line or 10m from the match's touch line if no line is marked.<br>No charging at conversion kick. | Kicks for goal allowed.<br>The conversion kick (place or drop kick) in line with where the try is scored.<br>Charging at conversion allowed. |

### Scrum Laws [Law 20]

|                                 | Under 10  | Under 11   | Under 12 to Under 18  |
|---------------------------------|---|--|---|
| <b>Features</b>                 | Contested   | Contested  | Contested   |
| <b>Safety</b><br>[Law 20.1]     | The tight five (props, hooker, locks) must have been suitably trained for these positions. If not uncontested scrums.<br>No wheeling.<br>1 metre push<br>Ball must be released from scrum, no holding at scrum base.<br>Any collapse = “mayday” proc.<br>[Pathway 1B] | The tight five (props, hooker, locks) must have been suitably trained for these positions. If not uncontested scrums.<br>No wheeling.<br>1 metre push<br>Ball must be released from scrum, no holding at scrum base<br>Any collapse = “mayday” proc.<br>[Pathway 1B] | The tight five (props, hooker, locks) must have been suitably trained for these positions. If not uncontested scrums.<br>No wheeling.<br>1.5 metre push<br>Ball must be released from scrum, no holding at scrum base<br>Mayday procedure if called |
| <b>Numbers</b><br>[Law 20.1(f)] | 6 players; (numbers must match)<br>[+Pathway 18.1]  | 6-8 players (depending on team numbers) at all times, numbers must match) [Pathway]  | 6-8 players (depending on team numbers) at all times, numbers must match) [Pathway]   |

## Appendix B

### Scrum Laws (cont)

|                                    | Under 10   | Under 11   | Under 12 to Under 18   |
|------------------------------------|--|--|--|
| <b>Formation</b><br>[Law 20.1(f)]  | Must be 3-2-1 formation  | If a team has 12-14 players the scrum for <u>both</u> teams must be:<br>14 players = 3-4 formation<br>(ie. no No.8).<br>13 players = 3-2-1 formation<br>(ie. no flankers).<br>12 players = 3-2-1 formation<br>(ie. no flankers). | If a team has 12-14 players the scrum for <u>both</u> teams must be:<br>14 players = 3-4 formation<br>(ie. no No.8).<br>13 players = 3-2-1 formation<br>(ie. no flankers).<br>12 players = 3-2 formation<br>(front rows and locks) |
| <b>Binding</b><br>[Law 20 (3) (e)] | Binding between the legs by the lock is illegal – FK<br>Breaking away early = offside -PK              | Binding between the legs by the lock is illegal- FK<br>Breaking away early = offside -PK   | Binding between the legs by the lock is illegal- FK<br>Breaking away early = offside -PK   |
| <b>Scrumhalf Attacking</b>         | Must pass - cannot run or kick   | Can run, pass or kick  | Can run, pass or kick  |
| <b>Scrumhalf Defending</b>         | Defending scrumhalf cannot go past the mid line of the scrum [Pathway 4i] or go to the hindmost foot.. | Defending scrumhalf's cannot go past the mid line of the scrum [Pathway 4i], or go to the hindmost foot.   | Defending scrumhalf can either<br>- follow ball thru (correctly),<br>- or retreat to the hindmost foot<br>- stand 5m back.   |
| <b>No. 8</b>                       | Cannot play the ball<br>[Pathway 4g]   | Cannot play the ball<br>[Pathway 4g]   | Can play the ball  |
| <b>Offside line</b>                | 5 metres behind last feet  | 5 metres behind last feet  | 5 metres behind last feet  |
| <b>Uncontested Scrums</b>          | Team feeding scrum must win<br>No pushing<br>Other Laws unchanged<br>Option of free kick               | Team feeding scrum must win<br>No pushing<br>Other Laws unchanged<br>Option of free kick   | Team feeding scrum must win<br>No pushing<br>Other Laws unchanged<br>Option of free kick   |

### Lineout Laws [Law 19]

|                                    | Under 10  | Under 11  | Under 12 to Under 18  |
|------------------------------------|---|---|---|
| <b>Features</b>                    | Contested   | Contested   | Contested   |
| <b>Numbers</b>                     | 5-7 players from each team plus hooker – all forwards in lineout<br>Quick lineouts allowed              | 5-7 players from each team plus hooker - all forwards in lineout<br>Quick lineouts allowed              | Minimum of 2, no max, numbers do not need to match<br>Quick lineouts allowed                            |
| <b>Throw</b>                       | Down the line of touch<br>2 <sup>nd</sup> chance if not correct   | Down the line of touch<br>2 <sup>nd</sup> chance if not correct   | Down the line of touch<br>(no 2 <sup>nd</sup> chance)   |
| <b>Beginning</b>                   | Ball leaves throwers hands  | Ball leaves throwers hands  | Ball leaves throwers hands  |
| <b>End</b>                         | Ball clears the lineout or travels beyond/ off the line of touch including all feet if involved in maul | Ball clears the lineout or travels beyond/ off the line of touch including all feet if involved in maul | Ball clears the lineout or travels beyond/ off the line of touch including all feet if involved in maul |
| <b>Receiver/Opposition Thrower</b> | Must be 2m away from lineout (Opposition Thrower must be in between the touchline and 5m line)          | Must be 2m away from lineout (Opposition Thrower must be in between the touchline and 5m line)          | Must be 2m away from lineout (Opposition Thrower must be in between the touchline and 5m line)          |
| <b>Offside</b>                     | 10m from line of touch  | 10m from line of touch  | 10m from line of touch  |
| <b>Support</b>                     | No lifting  | No lifting  | Lifting – grip on shorts or jumper  |

### Other

|  | Under 10   | Under 11   | Under 12 to Under 18   |
|--|--|--|--|
| <b>Tackle</b><br>[Law 15, Pathway Law & Game Management] | Shoulder charges, collar, jersey and shoulder slings are illegal.<br>Squeeze ball (between legs) not permitted. PK<br>If the ball becomes unplayable the team not in possession at the commencement of the tackle is awarded a Free Kick | Shoulder charges, collar, jersey and shoulder slings are illegal.<br>Squeeze ball (between legs) not permitted. PK<br>If the ball becomes unplayable the team not in possession at the commencement of the tackle is awarded a Free Kick | Shoulder charges, collar, jersey and shoulder slings are illegal.<br>Squeeze ball (between legs) not permitted. PK<br>If the ball becomes unplayable the team not in possession at the commencement of the tackle is awarded a Free Kick |
| <b>Maul</b><br>[Law 17, U19 variations]                  | A player must not intentionally collapse a maul. PK  | A player must not intentionally collapse a maul. PK  | A player must not intentionally collapse a maul. PK  |
| <b>Mixed Gender Rugby</b><br>[Policy COM006]             | Permitted  | Permitted  | U12 – permitted<br>U13 – not permitted   |