

LAWS READY REFERENCE

FOR 6-12 YEARS

AGE GROUP	6	7	8	9	10	11	12
NUMBER OF PLAYERS (MAXIMUM)	6	6	8	8	11	11	13
NUMBER OF PLAYERS (MINIMUM)	4		6	6	8		11
MATCH DURATION	4 X 8 mins				2 x 20 mins		
MINIMUM PLAYING TIME (UNBROKEN)	2 Periods				1 Period		
BREAK TIME	3 mins at half time			5 mins at half time			
FIELD SIZE	40 x 20m	40 x 20m	68 x 30m	68 x 30m	80 x 48m	80 x 48m	68m x 100m (full field)
DISTANCE FROM PLAY-THE-BALL							
TEAM IN POSSESSION	Behind the Dummy Half, except for the person playing the ball						
TEAM <u>NOT</u> IN POSSESSION	5 metres						
MARKERS	Not allowed			1			
MARKERS ALLOWED TO MOVE	N/A			When the First Receiver has ball in hand or Dummy Half fumbles, runs or kicks			
TEAM IN <u>DEFENCE</u> ALLOWED TO MOVE	When the First Receiver has the ball in hand or acting half back fumbles or runs						
RESULT FROM A KNOCK ON, FORWARD PASS OR PLAYER RUNS OR IS TACKLED INTO TOUCH	Chances. Play-the-ball to the team in possession, tackle count continues. Referees to call Chance and the next tackle count	Handover (unless an advantage is gained) to the non-offending team					
NUMBER OF TACKLES	6						
ZERO TACKLE	A zero tackle will be signalled when the non-offending team gains possession of the ball from a knock on, forward pass, or accidental offside. The initial tackle from a 20m restart will be a zero tackle						
PASSES REQUIRED TO CONTINUE THE TACKLE COUNT	1	2 Except when FR (from the FR position), elects to run with the ball, and is tackled without passing	2 Except when the nominated DH (from the DH position) or FR (from the FR position), elects to run the ball, and is tackled without passing				



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AGE GROUP	6	7	8	9	10	11	12
KICK-OFFS							
DISTANCE BALL TO TRAVEL AT START TO BEING PERIODS FROM HALF WAY	5 metres				10 metres		
AFTER SCORING	Tap to kick non-scoring team (at 5m line)		Non-scoring team takes a place kick from the centre of half way (i.e.: a tap kick) Ground cannot be made from the tap kick				
GOAL LINE & 20M DROP KICKS	5 metres		10 metres				
CONVERSIONS	No conversions		Drop or place kick in front of goal, no minimum distance back (taken in rotation)				Place kick opposite the scoring position, no minimum distance back, and at least 20m from touch line (taken in rotation)
KICKING IN GENERAL PLAY	No			Yes (no bombs)			
DISTANCE AWAY AT PENALTIES & FREE KICKS							
OFFENDING TEAM	5 metres			10 metres			
ATTACKING TEAM	Behind the ball in all grades						
OFFENCES AT PENALTIES AND FREE KICKS							
OFFENDING TEAM	Penalty 5m back from the original penalty mark			Penalty 10m back from the original penalty mark			
KICKER'S TEAM	Handover at the mark						
PENALTIES FOR BREACH IN TOUCH OR IN GOAL	5 metres directly in field opposite the breach 5 metres out from the goal line opposite the breach				10 metres directly in-field opposite the breach 10 metres out from the goal line opposite the breach		
SCRUMS	No scrums						
HANDOVERS							
» FOR INCIDENTS IN FIELD OF PLAY » FOR INCIDENTS IN GOAL » FOR BALL IN TOUCH » FOR BALL IN TOUCH WITHIN 10 METRES OF GOAL LINE	» Where the incident occurs » 10 metres (5 metres in ages 6-7) in field opposite the incident » 10 metres (5 metres in ages 6-7) in field opposite where the ball is deemed to be out » 10 metres (5 metres in ages 6-7) from touch and 10 metres from goal line						
MUTUAL INFRINGEMENT	PTB to attacking team (i.e. Team with territorial advantage). Zero tackle will apply						

LAWS READY REFERENCE

INTERNATIONAL (13 - SENIORS)

AGE GROUP	INTERNATIONAL (13 - Seniors)		
NUMBER OF PLAYERS (MAXIMUM)	13		
NUMBER OF PLAYERS (MINIMUM)	9		
MATCH DURATION	Under 13 / 14 / 15 / 16 years 25 mins each way	Under 17 / 18 / 19 years 30 mins each way	A Grade – Open age (Depending on Divisions) 35 mins / 40 mins each way
MINIMUM PLAYING TIME (UNBROKEN)	N/A		
BREAK TIME	5-10 min		
FIELD SIZE	68m X 100m		
DISTANCE FROM PLAY-THE-BALL			
TEAM IN POSSESSION	Behind the Dummy Half, except for the person playing the ball		
TEAM <u>NOT</u> IN POSSESSION	5m (13 & 14's) 10m (15's up)		
MARKERS	Optional (Maximum 2)		
MARKERS ALLOWED TO MOVE	Ball clears ruck		
TEAM IN <u>DEFENCE</u> ALLOWED TO MOVE	When the ball clears the ruck		
RESULT FROM A KNOCK ON, FORWARD PASS OR PLAYER RUNS OR IS TACKLED INTO TOUCH	Scrum (unless an advantage is gained), loose head and feed to the non-offending team		
NUMBER OF TACKLES	6		
ZERO TACKLE	A zero tackle will be signalled when the non-offending team gains possession of the ball from a knock on, forward pass, or accidental offside. The initial tackle from a 20m restart will be a zero tackle		
PASSES REQUIRED TO CONTINUE THE TACKLE COUNT	N/A		

AGE GROUP	INTERNATIONAL (13 - Seniors)
KICK-OFFS	
DISTANCE BALL TO TRAVEL AT START TO BEING PERIODS FROM HALF WAY	10 metres
AFTER SCORING	Non-scoring team takes a place kick from the centre of half way, which must travel 10 metres forward
GOAL LINE & 20M DROP KICKS	10 metres
CONVERSIONS	Place kick opposite the scoring position
KICKING IN GENERAL PLAY	Yes
DISTANCE AWAY AT PENALTIES & FREE KICKS	
OFFENDING TEAM	10 metres
ATTACKING TEAM	Behind the ball in all grades
OFFENCES AT PENALTIES AND FREE KICKS	
OFFENDING TEAM	Penalty 10 metres back from the original penalty mark
KICKER'S TEAM	Scrum at the mark
PENALTIES FOR BREACH IN TOUCH OR IN GOAL	10 metres directly in-field opposite the breach 10 metres out from the goal line opposite the breach
SCRUMS	Scrums, as per the International Laws of the Game
HANDOVERS	
» FOR INCIDENTS IN FIELD OF PLAY » FOR INCIDENTS IN GOAL » FOR BALL IN TOUCH » FOR BALL IN TOUCH WITHIN 10 METRES OF GOAL LINE	
MUTUAL INFRINGEMENT	