

This document contains Law modifications applicable to all games played under the Australian Kids Pathway. This covers games played from the U6 to U12 age groups inclusive.

Not all applicable Laws are contained in this document, only modifications from standard Law. Where there is no modification, the IRB Laws of the Game 2015, the IRB International U19 Law Variations and Australian U19 Law Variations all apply.

The IRB's 2013 global Law Amendment Trial laws have now been incorporated into Law for 2015 and so apply, where relevant, in all Pathway age groups throughout 2015.

Laws of the Game

2015 Kids Pathway

U6 to U12

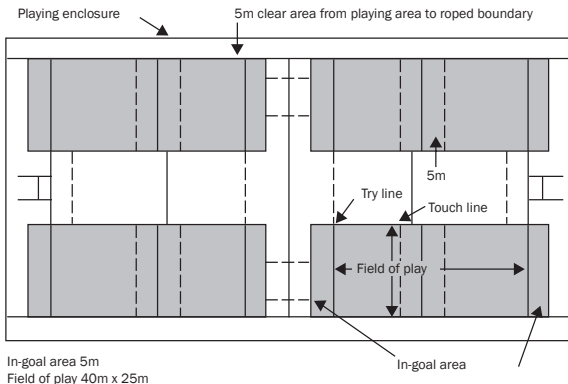


Competition

No finals series, no competition ladders and no premierships allowed.
Coaches are allowed on the field for the duration of the game.

Law 1 The Ground

- 1.2** (a) The playing area does not exceed 50 metres in length and 25 metres in width (ie. quarter field). The field of play does not exceed 40 metres in length. Each in-goal does not exceed 5 metres in length.



Law 2 The Ball

- 2.7** Balls used are to be Size 2

Law 3 Number of Players - The Team

- 3.1** Each team must have no more than seven (7) players on the playing area during play. It is recommended that the minimum number of players is six (6). Competitions may determine a minimum number of players, but there should always be an attempt to play a match with whatever numbers are present.
- 3.3** Teams **must** match numbers on the field during play. If either team has fewer than 7 players during play, then teams **must** share players to get the maximum number of players on the field, while maintaining equal numbers.
- 3.4** It is recommended that the maximum size of a team's squad be 10 players.
- 3.13** Rolling substitutions are allowed and these are unlimited in number. Substitutions may only be made when the ball is dead.

Law 5 Time

- 5.1** Two (2) small-sided games are to be played by each team amongst themselves or with the opposing team. This is followed by a match, which lasts no longer than 20 minutes, divided into two halves of not more than 10 minutes. There is no allowance for time lost. There is a half time of 5 minutes. This should make a total activity time of approximately 35 minutes.

Law 8 Advantage

It is recommended that referees play advantage generously to maximise playing time and reduce the number of infringements. Its application is at the sole discretion of the referee.

Law 9 Method of Scoring

- 9.A.1** Conversion Goals, Penalty Goals and Dropped Goals are not permitted.

Law 10 Foul Play

- 10.2** (d) Kicking (including toeing the ball through) in general play is not permitted.
Sanction: A tap restart is awarded to the non-infringing team at the place of infringement.
- 10.4** (e) Tackling
Tackling is not permitted. Any action intended to bring an opponent to ground is considered dangerous play.
Sanction: Penalty kick
Fending is not permitted. Any action taken by a ball carrier to fend off an opponent by using the palm of the hand is considered dangerous play.
Sanction: Penalty kick
- 10.5** Any player cautioned (yellow card) is temporarily suspended for 5 minutes actual time. If this time period has not expired when half-time or full-time is called, the temporary suspension ends. When a yellow card is issued, the player may be replaced.
- 10.7** When a red card is issued, the player may be replaced.

Law 12 Knock-on or Throw Forward

For the sake of game continuity, referees are encouraged to be lenient on the application of this Law. When the ball is dropped or thrown, the assumption should be that the ball has gone backwards unless it is clearly and obviously forwards.

Law 13 Kick-off and Restart Kicks

- 13.1** A team kicks off with a punt kick.
Sanction: If the kick is taken incorrectly, another chance is provided until the kick is successfully taken.
- 13.2** (c) After a score, the non-scoring team restarts play with a tap restart from the centre of the half-way line.
- 13.3** Once the ball has been kicked off, all players on the kicker's team must stay outside of an imaginary circle of 5 metres radius from where a player on the receiving team is attempting to field the ball. Once the receiving player has caught or picked up the ball, the kicker's team may now move within this exclusion zone.
Sanction: Penalty kick

- 13.4** All the opposing team must stand at least 5 metres from the half way line.
- 13.7** If a kick-off does not travel 5 metres and is not first played by an opponent, or goes directly into touch, or goes dead, or is grounded in the in-goal by a defender, then another chance is provided until the kick is successfully taken.

Laws 15-17 Tag

Tackling is not permitted, and in its place there is a 'tag'.

15.3 The Tag Defined

A tag **MUST** be:

- a two-handed touch, and
- on the shorts only.

Tags are not permitted on the jersey above the waist from either in front or behind. A tag is not permitted on the legs.

The referee MUST apply this strictly, as this will allow attacking players to continue running when incorrectly tagged, and reinforce good habits in defence.

If an attempted tag is performed incorrectly, the Referee will call "PLAY ON".

Once a tag takes place the Referee will call "TAG".

Once the Referee has called "TAG", the coach of the team in possession may call "TURN AND PASS".

- 15.5** Once a tag takes place, the tagged player must stop as quickly as possible and turn and pass to a team-mate. The tagged player is not required to return to the place where they were tagged.
- 15.6** No opposing player may block or prevent the tagged player from passing the ball to a teammate.
Sanction: Penalty kick
- 15.8** If a player is unable to pass the ball for any reason (including confusion, panic or no available players to pass to), the referee will award a tap restart to the team in possession.

- 16.5** There are no offside lines at a tag for the defence. The players of the team not in possession of the ball do not need to retreat to any line. This ensures game continuity and forward progress for the team in possession by removing a fully set line of defence.

To defend effectively, players may need to be encouraged by their coaches to retreat backwards to remain in front of the attacking team.

Law 19 Lineout

Where a lineout would normally be played, the team who would normally be given the throw-in is awarded a tap restart, 5 metres in from the touch line.

Law 20 Scrum

Where a scrum would normally be played, the team who would normally be given the throw-in is awarded a tap restart at the place where the scrum would be formed.

Law 21 Penalty and Free Kicks

- 21.3** All penalty and free kicks are taken as a tap restart.
A tap restart is taken by placing the ball on the ground at the mark. The ball must then be kicked a visible distance in any direction from the mark before the player picks the ball up. The ball may also be kicked out of the hands a visible distance. The player must not hold the ball in the hands and touch the ball with his foot without letting go.
Sanction: Another Penalty kick or Free kick is awarded to the team in possession until the kick is taken correctly.
- 21.7** The opposing team must immediately run towards their own goal line until they are at least 5 metres away from the mark.
Sanction: Any infringement by the opposing team at a Penalty kick or Free kick results in a second Penalty kick or Free kick, 5 metres in front of the original mark.

Law 22 In-Goal

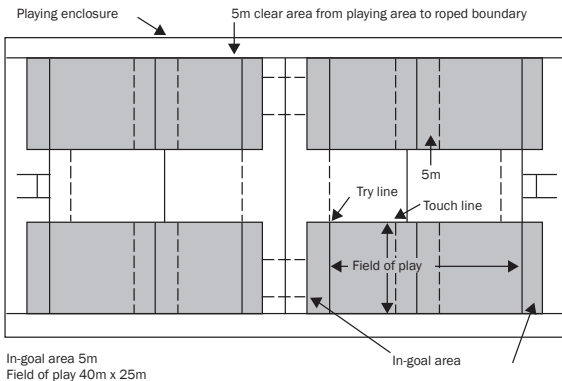
- 22.1** (a) If an attacking player touches the ground with the ball but is tagged in the act of scoring, a try is awarded.
- 22.4** A player is not permitted to 'dive' when scoring a try (whether this be through a defensive line or when in the clear). A player must be on their feet to score a try.
Sanction: A tap restart is awarded to the team in possession, 5 metres out from the goal line in line with where the player attempted to score the try.
- 22.5** When a defending player is tagged in their own in-goal, or a defending player grounds the ball in their own in-goal, or either team puts the ball.

Competition

No finals series, no competition ladders and no premierships allowed.
Coaches are allowed on the field for the duration of the game.

Law 1 The Ground

- 1.2** (a) The playing area does not exceed 50 metres in length and 25 metres in width (ie. quarter field). The field of play does not exceed 40 metres in length. Each in-goal does not exceed 5 metres in length.



Law 2 The Ball

- 2.7** Balls used are to be Size 2

Law 3 Number of Players - The Team

- 3.1** Each team must have no more than seven (7) players on the playing area during play. It is recommended that the minimum number of players is six (6). Competitions may determine a minimum number of players, but there should always be an attempt to play a match with whatever numbers are present.
- 3.3** Teams **must** match numbers on the field during play. If either team has fewer than 7 players during play, then teams **must** share players to get the maximum number of players on the field, while maintaining equal numbers.
- 3.4** It is recommended that the maximum size of a team's squad be 10 players.
- 3.13** Rolling substitutions are allowed and these are unlimited in number. Substitutions may only be made when the ball is dead.

Law 5 Time

- 5.1** A match lasts no longer than 30 minutes, divided into two halves of not more than 15 minutes. There is no allowance for time lost. There is a half time of 5 minutes.

Law 8 Advantage

It is recommended that referees play advantage generously to maximise playing time and reduce the number of infringements. Its application is at the sole discretion of the referee.

Law 9 Method of Scoring

- 9A.1** Conversion Goals, Penalty Goals and Dropped Goals are not permitted.

Law 10 Foul Play

- 10.2** (d) Kicking (including toeing the ball through) in general play is not permitted.
Sanction: Scrum at the place of infringement. The non-infringing team throws in the ball.
- 10.4** (e) Tackling
Tackling is not permitted. Any action intended to bring an opponent to ground is considered dangerous play.
Sanction: Penalty kick
Fending is not permitted. Any action taken by a ball carrier to fend off an opponent by using the palm of the hand is considered dangerous play.
Sanction: Penalty kick
- 10.5** Any player cautioned (yellow card) is temporarily suspended for 5 minutes actual time. If this time period has not expired when half-time or full-time is called, the temporary suspension ends. When a yellow card is issued, the player may be replaced.
- 10.7** When a red card is issued, the player may be replaced.

Law 12 Knock-on or Throw Forward

For the sake of game continuity, referees are encouraged to be lenient on the application of this Law. When the ball is dropped or thrown, the assumption should be that the ball has gone backwards unless it is clearly and obviously forwards.

Law 13 Kick-off and Restart Kicks

- 13.1** A team kicks off with a punt kick.
Sanction: If the kick is taken incorrectly, another chance is provided until the kick is successfully taken.
- 13.2** (c) After a score, the non-scoring team restarts play with a tap restart from the centre of the half-way line.
- 13.3** Once the ball has been kicked off, all players on the kicker's team must stay outside of an imaginary circle of 5 metres radius from where a player on the receiving team is attempting to field the ball. Once the receiving player has caught or picked up the ball, the kicker's team may now move within this exclusion zone.
Sanction: Penalty kick

- 13.4** All the opposing team must stand at least 5 metres from the half way line.
- 13.7** If a kick-off does not travel 5 metres and is not first played by an opponent, or goes directly into touch, or goes dead, or is grounded in the in-goal by a defender, then another chance is provided until the kick is successfully taken.

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The referee MUST apply this strictly, as this will allow attacking players to continue running when incorrectly tagged, and reinforce good habits in defence.

If an attempted tag is performed incorrectly, the Referee will call "PLAY ON".

Once a tag takes place the Referee will call "TAG".

Once the Referee has called "TAG", the coach of the team in possession may call "TURN AND PASS".

- 15.5** Once a tag takes place, the tagged player must stop as quickly as possible and turn and pass to a team-mate. The tagged player is not required to return to the place where they were tagged.
- 15.6** No opposing player may block or prevent the tagged player from passing the ball to a teammate.
Sanction: Penalty kick
- 15.8** If a player is unable to pass the ball for any reason (including confusion, panic or no available players to pass to), the referee will award a tap restart to the team in possession.

- 16.5** There are no offside lines at a tag for the defence. The players of the team not in possession of the ball do not need to retreat to any line. This ensures game continuity and forward progress for the team in possession by removing a fully set line of defence.

To defend effectively, players may need to be encouraged by their coaches to retreat backwards to remain in front of the attacking team.

Law 19 Lineout

Referees are to ensure that lineouts are played according to Law. There is no option to have a tap restart instead of a lineout (unless the game is being played with fewer than six players).

- 19.2** Quick throw-ins are not permitted.

- 19.7** If the throw-in at a lineout is taken incorrectly, another lineout is awarded with the throw-in to the team originally throwing in the ball.

- 19.8** Forming a Lineout

(a) Two (2) players from each team must form a lineout.

(h) The front of the lineout is not less than 3 metres from the touchline. The player throwing the ball in must stand opposite the first catcher on his team.

(i) Both teams must have a receiver. The receiver must stand at least 2 metres towards that player's goal line from that player's team-mates who are lineout players and between 3 and 10 metres from the touchline.

(j) The team not throwing in must have a player standing between the touchline and the 3-metre line on that team's side of the line of touch when the lineout is formed. That player must stand 2 metres from the line of touch and 2 metres from the 3-metre line.

Sanction: If the lineout is incorrectly formed in any way, another lineout is awarded with the throw-in to the team originally throwing in the ball.

- 19.9** (a) After gaining possession of the ball at the lineout, the lineout player must pass or knock the ball to the receiver, who must gather the ball and pass it to a team-mate.

Sanction: Another lineout is awarded with the throw-in to the team originally throwing in the ball.

Note: Repeated infringement may be penalised under Law 10.3(a).

- 19.9** (b) The lineout does not end until the ball is either played by a team-mate, or touches the ground, after being passed by the receiver.
- 19.10** The lineout is uncontested. An uncontested lineout is the same as a normal lineout, except that the teams do not compete for the ball, there is no lifting, the team throwing in the ball must win it, and neither team is allowed to touch an opponent.
Sanction: If the non-throwing team wins possession, the referee should award another lineout until the lineout is successfully completed.
Note: Repeated infringement may be penalised under Law 10.3(a).
- 19.13** (c) The offside line for players not taking part in the lineout is 5 metres behind the line of touch. A player is offside if that player oversteps the offside line before the lineout has ended. All lineout players must remain in the lineout until the lineout has ended.
Sanction: Another lineout is awarded with the throw-in to the team originally throwing in the ball.
Note: Repeated infringement may be penalised under Law 10.3(a).

Law 20 Scrum

Referees are to ensure that scrums are played according to Law. There is no option to have a tap restart instead of a scrum (unless the game is being played with fewer than six players).

- 20.1** (e) Number of players. A scrum must have three (3) players from each team.
- 20.9** (j) The scrum is uncontested. An uncontested scrum is the same as a normal scrum, except that the teams do not compete for the ball; the team throwing in the ball must win it, and neither team is allowed to push.
- 20.9** (k) After gaining possession of the ball, the scrum-half must pass to a team-mate.
Sanction: Another scrum is awarded with the throw-in to the team originally throwing in the ball.
Note: Repeated infringement may be penalised under Law 10.3(a).

- 20.10** The scrum does not end until the ball is either played by a team-mate, or touches the ground, after being passed by the scrum-half.
- 20.12** Offside at the Scrum
- (a) When the scrum is set, both scrum-halves must stand on the side of the scrum where the ball is to be thrown in.
Sanction: Another scrum is awarded with the throw-in to the team originally throwing in the ball.
- (c) When a team has won the ball in a scrum, the scrum-half of the opposing team is offside if that scrum-half steps in front of the midline of the scrum (ie the line between the two front rows). This scrum-half may not move further than one (1) metre away from the scrum, or move to the non-feeding side of the scrum, until the scrum is over.
Sanction: Another scrum is awarded with the throw-in to the team originally throwing in the ball.
Note: Repeated infringement may be penalised under Law 10.3(a).
- 20.12** (g) The offside line for players not in the scrum is a line parallel to the goal lines and 5 metres behind the hindmost player of each team in a scrum. A player is offside if that player oversteps the offside line before the scrum has ended.
Sanction: Another scrum is awarded with the throw-in to the team originally throwing in the ball.
Note: Repeated infringement may be penalised under Law 10.3(a)

Law 21 Penalty and Free Kicks

- 21.3** All penalty and free kicks are taken as a tap restart.
A tap restart is taken by placing the ball on the ground at the mark. The ball must then be kicked a visible distance in any direction from the mark before the player picks the ball up. The ball may also be kicked out of the hands a visible distance. The player must not hold the ball in the hands and touch the ball with his foot without letting go.
Sanction: Another Penalty kick or Free kick is awarded to the team in possession until the kick is taken correctly.
- 21.7** The opposing team must immediately run towards their own goal line until they are at least 5 metres away from the mark.
Sanction: Any infringement by the opposing team at a Penalty kick or Free kick results in a second Penalty kick or Free kick, 5 metres in front of the original mark.

Law 22 In-Goal

- 22.1** (a) If an attacking player touches the ground with the ball but is tagged in the act of scoring, a try is awarded.
- 22.4** A player is not permitted to 'dive' when scoring a try (whether this be through a defensive line or when in the clear). A player must be on their feet to score a try.
Sanction: A tap restart is awarded to the team in possession, 5 metres out from the goal line in line with where the player attempted to score the try.
- 22.5** When a defending player is tagged in their own in-goal, or a defending player grounds the ball in their own in-goal, or either team puts the ball into the in-goal and it becomes dead, play restarts with a tap restart to the defending team on the centre of the line 5 metres from the defending team's goal line.
- 22.10** When an attacking player is tagged in the opposition in-goal the referee should encourage the player to place the ball and then award the try.

Competition

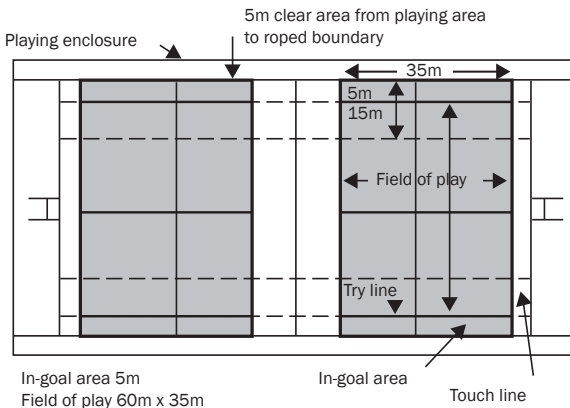
No finals series allowed. Competition ladders and premierships are actively discouraged.

Competitions may have their own guidelines for at what point in a season coaches are no longer allowed on the field. However, coaches are not allowed on the field beyond the first half of the season in the Under 9 age group.

Law 1 The Ground

- 1.2** (a) The playing area does not exceed 70 metres in length and 35 metres in width (ie. half field). The field of play does not exceed 60 metres in length. Each in-goal does not exceed 5 metres in length.

Under 8 only: Only when it is absolutely necessary to accommodate 3 playing areas on a full field, field width may be reduced to 25 metres.



Law 2 The Ball

- 2.7** Balls used are to be Size 3

Law 3 Number of Players - The Team

3.1 Maximum Number of Players

Under 8: Each team must have no more than seven (7) players on the playing area during play. It is recommended that the minimum number of players is six (6).

Under 9: Each team must have no more than ten (10) players on the playing area during play. It is recommended that the minimum number of players is seven (7).

Competitions may determine a minimum number of players for competition purposes (forfeits etc), but there should always be an attempt to play a match with whatever numbers are present.

- 3.3** Teams **must** match numbers on the field during play. If either team has fewer than the standard number of players during play, then teams **must** share players to get the maximum number of players on the field, while maintaining equal numbers.
- 3.4** Players nominated as substitutes
- Under 8:** It is recommended that the maximum size of a team's squad be 10 players.
- Under 9:** It is recommended that the maximum size of a team's squad be 14 players.
- 3.7** Referees are reminded that players permanently replaced due to injury may not return to the field of play.
- 3.13** Rolling substitutions are allowed and these are unlimited in number. Substitutions may only be made when the ball is dead.

Law 5 Time

5.1 Duration of a Match

Under 8: A match lasts no longer than 30 minutes, divided into two halves of not more than 15 minutes. There is a half time of 5 minutes.

Under 9: A match lasts no longer than 40 minutes, divided into two halves of not more than 20 minutes. There is a half time of 5 minutes.

There is no allowance for time lost in either age group.

Law 8 Advantage

It is recommended that referees play advantage generously to maximise playing time and reduce the number of infringements. Its application is at the sole discretion of the referee.

Law 9 Method of Scoring

9.A.1 Penalty Goals and Dropped Goals are not permitted. Conversion Kicks are taken on a line through the centre of the goal posts from 10 metres away. A competition may decide not to allow Conversion Kicks depending on availability of goal posts at grounds.

9.B.3 (a) Teams may not charge Conversion Kicks.

Sanction: If the kick is unsuccessful, the kicker may take another kick.

Law 10 Foul Play

10.2 (d) Kicking (including toeing the ball through) in general play is not permitted.

Sanction: Scrum at the place of infringement. The non-infringing team throws in the ball.

10.4 (e) Tackling

A tackle where the tackler grabs a ball-carrier by the jersey and swings them, letting go before the ball-carrier hits the ground, is considered dangerous play.

Sanction: Penalty kick

Fending to the neck or head of an opponent is not permitted. Any action taken by a ball carrier to fend off an opponent by using the palm of the hand making contact above the line of the shoulders of an opponent is considered dangerous play.

Sanction: Penalty kick

- 10.5** Any player cautioned (yellow card) is temporarily suspended for 5 minutes actual time. If this time period has not expired when half-time or full-time is called, the temporary suspension ends. When a yellow card is issued, the player may be replaced.
- 10.7** When a red card is issued, the player may be replaced.

Law 13 Kick-off and Restart Kicks

- 13.1** A team kicks off with a punt kick or a drop-kick.
Sanction: If the kick is taken incorrectly, another chance is provided until the kick is successfully taken.
- 13.2** (c) After a score, the non-scoring team restarts play with a tap restart from the centre of the half-way line.
- 13.3** Once the ball has been kicked off, all players on the kicker's team must stay outside of an imaginary circle of 5 metres radius from where a player on the receiving team is attempting to field the ball. Once the receiving player has caught or picked up the ball, the kicker's team may now move within this exclusion zone.
Sanction: Penalty kick
- 13.4** All the opposing team must stand at least 5 metres from the half way line.
- 13.7** If a kick-off does not travel 5 metres and is not first played by an opponent, or goes directly into touch, or goes dead, or is grounded in the in-goal by a defender, then another chance is provided until the kick is successfully taken.
- 13.10** Where a drop-out would normally occur under Law, the team entitled to take the drop-out will restart play with a tap restart at the centre of the 15 metre line (ie. 10 metres from the defending team's goal-line).

Law 15 Tackle

Referees are reminded to encourage players to only play the ball when they are on their feet. After the tackled player has passed or released the ball, no player may play the ball while on their knees.

- 15.5** (h) A tackled player must not use the technique known as “squeeze ball” (where the ball carrier goes to ground head forward, usually keeping parallel to the touchline, holding and protecting the ball close to the chest and, when on the ground, pushing the ball back between the legs).

Sanction: Penalty kick

Law 19 Lineout

- 19.2** Quick throw-ins are not permitted.

- 19.7** If the throw-in at a lineout is taken incorrectly, another lineout is awarded with the throw-in to the team originally throwing in the ball.

- 19.8** Forming a Lineout

(a) **Under 8:** Two (2) players from each team must form a lineout.

Under 9: Four (4) players from each team must form a lineout. If teams are short one player (ie 9 per side) then each lineout remains with 4 players each. If teams are short two or more players, then each lineout should have 2 players from each team.

(h) The front of the lineout is not less than 4 metres from the touchline. The player throwing the ball in must stand on the line-of-touch.

(i) Both teams must have a receiver. The receiver must stand at least 2 metres towards that player’s goal line from that player’s team-mates who are lineout players and between 4 and 10 metres from the touchline.

(j) The team not throwing in must have a player standing between the touchline and the 4-metre line on that team’s side of the line of touch when the lineout is formed. That player must stand 2 metres from the line of touch and 2 metres from the 4-metre line.

Sanction: If the lineout is incorrectly formed in any way, another lineout is awarded with the throw-in to the team originally throwing in the ball.

- 19.9** (a) After gaining possession of the ball at the lineout, the lineout player must pass or knock the ball to the receiver, who must gather the ball and pass it to a team-mate.

Sanction: Another lineout is awarded with the throw-in to the team originally throwing in the ball.

Note: Repeated infringement may be penalised under Law 10.3(a).

- 19.9** (b) The lineout does not end until the ball is either played by a team-mate, or touches the ground, after being passed by the receiver.

- 19.10** The lineout is uncontested. An uncontested lineout is the same as a normal lineout, except that the teams do not compete for the ball, there is no lifting, the team throwing in the ball must win it, and neither team is allowed to touch an opponent.

Sanction: If the non-throwing team wins possession, the referee should award another lineout until the lineout is successfully completed.

Note: Repeated infringement may be penalised under Law 10.3(a).

- 19.13** (c) The offside line for players not taking part in the lineout is 5 metres behind the line of touch. A player is offside if that player oversteps the offside line before the lineout has ended. All lineout players must remain in the lineout until the lineout has ended.

Sanction: Penalty kick

Law 20 Scrum

- 20.1** (e) Number of players

Under 8: A scrum must have three (3) players from each team.

Under 9: A scrum must have five (5) players from each team. If teams are short one player (ie 9 per side) then each scrum remains with 5 players each. If teams are short two or more players, then each scrum should have 3 players from each team.

- 20.9** (j) The scrum is uncontested. An uncontested scrum is the same as a normal scrum, except that the teams do not compete for the ball; the team throwing in the ball must win it, and neither team is allowed to push.

- 20.9** (k) After gaining possession of the ball, the scrum-half must pass to a team-mate.
Sanction: Another scrum is awarded with the throw-in to the team originally throwing in the ball.
Note: Repeated infringement may be penalised under Law 10.3(a).
- 20.10** The scrum does not end until the ball is either played by a team-mate, or touches the ground, after being passed by the scrum-half.
- 20.12** Offside at the Scrum
(a) When the scrum is set, both scrum-halves must stand on the side of the scrum where the ball is to be thrown in.
Sanction: Another scrum is awarded with the throw-in to the team originally throwing in the ball.
(c) When a team has won the ball in a scrum, the scrum-half of the opposing team is offside if that scrum-half steps in front of the midline of the scrum (ie the line between the two front rows). This scrum-half may not move further than one (1) metre away from the scrum, or move to the non-feeding side of the scrum, until the scrum is over.
Sanction: Penalty kick.

Law 21 Penalty and Free Kicks

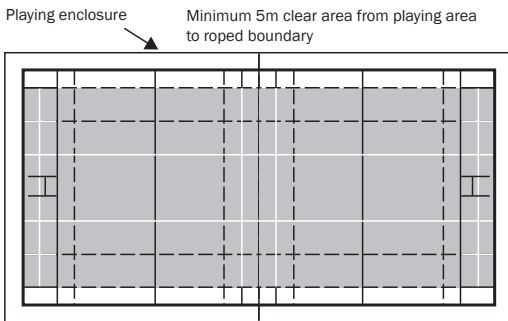
- 21.3** All penalty and free kicks are taken as a tap restart.
A tap restart is taken by placing the ball on the ground at the mark. The ball must then be kicked a visible distance in any direction from the mark before the player picks the ball up. The ball may also be kicked out of the hands a visible distance. The player must not hold the ball in the hands and touch the ball with his foot without letting go.
Sanction: Another Penalty kick or Free kick is awarded to the team in possession until the kick is taken correctly.
The opposing team must immediately run towards their own goal line until they are at least 5 metres away from the mark.
Sanction: Any infringement by the opposing team at a Penalty kick or Free kick results in a second Penalty kick or Free kick, 5 metres in front of the original mark.

Competition

Finals series, competition ladders and premierships allowed.

Law 1 The Ground

- 1.2** (a) The playing area does not exceed 120 metres in length and 60 metres in width (ie. full field minus 10m width). The field of play does not exceed 100 metres in length. Each in-goal does not exceed 10 metres in length.



Field of play 100m x 60m
In-goal area 10m

Law 2: The Ball

- 2.7** Balls used are to be Size 4

Law 3 Number of Players - The Team

- 3.1** Each team must have no more than twelve (12) players on the playing area during play. It is recommended that the minimum number of players is ten (10). Competitions may determine a minimum number of players for competition purposes (forfeits etc), but there should always be an attempt to play a match with whatever numbers are present.
- 3.3** Teams **must** match numbers on the field during play. If either team has fewer than 12 players during play, then teams **must** share players to get the maximum number of players on the field, while maintaining equal numbers.
- 3.4** It is recommended that the maximum size of a team's squad be 17 players.
- 3.7** Referees are reminded that players permanently replaced due to injury may not return to the field of play.
- 3.13** Rolling substitutions are allowed and these are unlimited in number. Substitutions may only be made when the ball is dead.

Law 5 Time

- 5.1** A match lasts no longer than 40 minutes, divided into two halves of not more than 20 minutes. There is no allowance for time lost. There is a half time of 5 minutes.

Law 9 Method of Scoring

- 9.A.1** Penalty Goals and Dropped Goals are not permitted. Conversion Kicks are taken on a line through the place where the try was scored, up to but not beyond the 15-metre line (ie. 10 metres from the touch line).
- 9.B.3.** (a) Teams may not charge Conversion Kicks.
Sanction: If the kick is unsuccessful, the kicker may take another kick.

Law 10 Foul Play

10.4 (e) Tackling

A tackle where the tackler grabs a ball-carrier by the jersey and swings them, letting go before the ball-carrier hits the ground, is considered dangerous play.

Sanction: Penalty kick

Fending to the neck or head of an opponent is not permitted. Any action taken by a ball carrier to fend off an opponent by using the palm of the hand making contact above the line of the shoulders of an opponent is considered dangerous play.

Sanction: Penalty kick

10.5 Any player cautioned (yellow card) is temporarily suspended for 5 minutes actual time. If this time period has not expired when half-time or full-time is called, the temporary suspension ends. When a yellow card is issued, the player may be replaced.

10.7 When a red card is issued, the player may be replaced.

Law 13 Kick-off and Restart Kicks

13.1 A team kicks off with a drop-kick.

13.7 If a kick-off is kicked with the wrong kick, or does not reach the 10-metre line and is not first played by an opponent, or goes directly into touch, or goes dead, or is grounded in the in-goal by a defender, then another chance is provided.

Sanction: If the second kick is also unsuccessful, then a scrum is awarded at the centre of half-way with the throw-in to the non-infringing team.

13.15 If a drop-out is kicked with the wrong kick, or does not cross the 22-metre line, or goes directly into touch, or goes dead, or is grounded in the in-goal by a defender, then another chance is provided.

Sanction: If the second kick is also unsuccessful, then a scrum is awarded at the centre of half-way with the throw-in to the non-infringing team.

Law 15 Tackle

- 15.5** (h) A tackled player must not use the technique known as “squeeze ball” (where the ball carrier goes to ground head forward, usually keeping parallel to the touchline, holding and protecting the ball close to the chest and, when on the ground, pushing the ball back between the legs).

Sanction: Penalty kick

Law 19 Lineout

- 19.2** Quick throw-ins are not permitted.

- 19.7** If the throw-in at a lineout is taken incorrectly, another lineout is awarded with the throw-in to the team originally throwing in the ball.

Sanction: If the second throw-in is also unsuccessful, then a scrum is awarded with the throw-in to the non-infringing team.

- 19.8** (a) Five (5) players from each team must form a lineout. If teams are short one player (ie 11 per side) then each lineout remains with 5 players each. If teams are short two players, then each lineout should have 4 players from each team.

Sanction: Another lineout is awarded with the throw-in to the team originally throwing in the ball.

- 19.8** (i) Both teams must have a receiver. The receiver may not switch positions with any lineout player before the ball is thrown, and may not join the lineout until the ball is thrown.

Sanction: Another lineout is awarded with the throw-in to the team originally throwing in the ball.

- 19.10** (d) Players must not lift or support team-mates in the lineout.

Sanction: Free Kick on the 15-metre line

Law 20 Scrum

- 20.1** (e) Number of players. A scrum must have six (6) players from each team. If teams are short one player (ie 11 per side) then each scrum remains with 6 players each. If teams are short two players, then each scrum should have 5 players from each team. These arrangements also apply if scrums are uncontested for any reason.
- 20.9** (j) Maximum 1 metre push. A team must not push the scrum more than 1 metre towards their opponents' goal line.
Sanction: Free Kick
- 20.9** (k) The No.8 must not unbind from the scrum and pick up the ball at his feet (ie. no No.8 moves allowed).
Sanction: Free Kick
- 20.12** Offside at the Scrum
- (a) When the scrum is set, both scrum-halves must stand on the side of the scrum where the ball is to be thrown in.
Sanction: Another scrum is awarded with the throw-in to the team originally throwing in the ball.
- (c) When a team has won the ball in a scrum, the scrum-half of the opposing team is offside if that scrum-half steps in front of the midline of the scrum (ie the line between the two front rows). This scrum-half may not move further than one (1) metre away from the scrum, or move to the non-feeding side of the scrum, until the scrum is over.
Sanction: Penalty kick
- 20.14** If a team does not have enough suitably trained players to contest scrums, uncontested scrums will be played. There are to be no other sanctions applied.
An uncontested scrum is the same as a normal scrum, except that the teams do not compete for the ball; the team throwing in the ball must win it, and neither team is allowed to push.

Competition

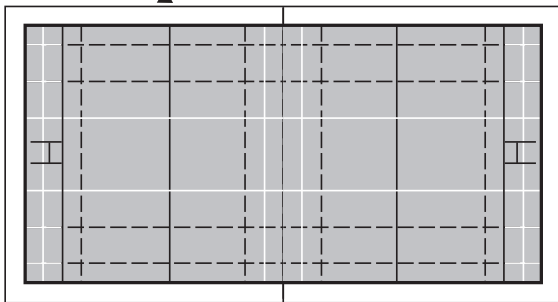
Finals series, competition ladders and premierships allowed.

Law 1 The Ground

- 1.2** (a) The playing area does not exceed 120 metres in length and 70 metres in width (ie. full field). The field of play does not exceed 100 metres in length. Each in-goal does not exceed 10 metres in length.

Playing enclosure

Minimum 5m clear area from playing area to roped boundary



Field of play 100m x 70m

In-goal area 10m

Law 2 The Ball

- 2.7** Balls used are to be Size 4

Law 3 Number of Players - The Team

- 3.1** Each team must have no more than fifteen (15) players on the playing area during play. It is recommended that the minimum number of players is twelve (12). Competitions may determine a minimum number of players for competition purposes (forfeits etc), but there should always be an attempt to play a match with whatever numbers are present.
- 3.3** Teams **must** match numbers on the field during play. If either team has fewer than 15 players during play, then teams **must** share players to get the maximum number of players on the field, while maintaining equal numbers.
- 3.4** It is recommended that the maximum size of a team's squad be 20 players.
- 3.7** Referees are reminded that players permanently replaced due to injury may not return to the field of play.
- 3.13** Rolling substitutions are allowed and these are unlimited in number. Substitutions may only be made when the ball is dead.

Law 5 Time

- 5.1** A match lasts no longer than 50 minutes, divided into two halves of not more than 25 minutes. There is no allowance for time lost. There is a half time of 5 minutes.

Law 9 Method of Scoring

- 9.A.1** Penalty Goals and Dropped Goals are not permitted. Conversion Kicks are taken on a line through the place where the try was scored, up to the 15-metre line.
- 9.B.3** (a) Teams may not charge Conversion Kicks.
Sanction: If the kick is unsuccessful, the kicker may take another kick.

Law 10 Foul Play

10.4 (e) Tackling

A tackle where the tackler grabs a ball-carrier by the jersey and swings them, letting go before the ball-carrier hits the ground, is considered dangerous play.

Sanction: Penalty kick

Fending to the neck or head of an opponent is not permitted. Any action taken by a ball carrier to fend off an opponent by using the palm of the hand making contact above the line of the shoulders of an opponent is considered dangerous play.

Sanction: Penalty kick

10.5 Any player cautioned (yellow card) is temporarily suspended for 5 minutes actual time. If this time period has not expired when half-time or full-time is called, the temporary suspension ends. When a yellow card is issued, the player may be replaced.

10.7 When a red card is issued, the player may be replaced.

Law 15 Tackle

15.5 (h) A tackled player must not use the technique known as "squeeze ball" (where the ball carrier goes to ground head forward, usually keeping parallel to the touchline, holding and protecting the ball close to the chest and, when on the ground, pushing the ball back between the legs).

Sanction: Penalty kick

Law 19 Lineout

19.2 Quick throw-ins are not permitted.

19.8 (a) Seven (7) players from each team must form a lineout. If teams are short one player (ie 14 per side) then each lineout remains with 7 players each. If teams are short two players, then each lineout should have 6 players from each team. If teams are short three players, then each lineout should have 5 players from each team.

Sanction: Another lineout is awarded with the throw-in to the team originally throwing in the ball.

- 19.8** (i) Both teams must have a receiver. The receiver may not switch positions with any lineout player before the ball is thrown, and may not join the lineout until the ball is thrown.
Sanction: Another lineout is awarded with the throw-in to the team originally throwing in the ball.
- 19.10** (d) Players must not lift or support team-mates in the lineout.
Sanction: Free Kick on the 15-metre line

Law 20 Scrum

- 20.1** (e) Number of players. A scrum must have eight (8) players from each team. If teams are short one player (ie 14 per side) then each scrum remains with 8 players each. If teams are short two players, then each scrum should have 7 players from each team. If teams are short three players, then each scrum should have 6 players from each team. These arrangements also apply if scrums are uncontested for any reason.
- 20.9** (j) Maximum 1 metre push. A team must not push the scrum more than 1 metre towards their opponents' goal line.
Sanction: Free Kick
- 20.12** Offside at the Scrum
- (a) When the scrum is set, both scrum-halves must stand on the side of the scrum where the ball is to be thrown in.
Sanction: Another scrum is awarded with the throw-in to the team originally throwing in the ball.
- (c) When a team has won the ball in a scrum, the scrum-half of the opposing team is offside if that scrum-half steps in front of the midline of the scrum (ie the line between the two front rows). This scrum-half may not move further than one (1) metre away from the scrum, or move to the non-feeding side of the scrum, until the scrum is over.
Sanction: Penalty kick
- 20.14** If a team does not have enough suitably trained players to contest scrums, uncontested scrums will be played. There are to be no other sanctions applied.
An uncontested scrum is the same as a normal scrum, except that the teams do not compete for the ball; the team throwing in the ball must win it, and neither team is allowed to push.

