



JUNIOR LEAGUE

WHAT STAGE?

A SUMMARY OF MAJOR ASPECTS OF PLAY FOR 6 YEARS TO ADULT

Under 6's & 7's

 40X20M FIELD SIZE	06 players TEAM	 8 mins X4 GAME TIME	 1 Pass # OF PASSES	 6 per Set # OF TACKLES	DEFENDERS STAND BACK 5M
 NO SCRUMS	 TAP RE-START AT 5M LINE	 NO CONVERSIONS	 NO KICKING IN GENERAL PLAY	 6's only forward pass run into touch knock on CHANCE RULE	

Under 8's & 9's

 68X30M FIELD SIZE	08 players TEAM	 8 mins X4 GAME TIME	 9 yrs FR DH 2 Pass # OF PASSES	 8 yrs FR 2 Pass # OF PASSES	DEFENDERS STAND BACK 5M
 6 per Set # OF TACKLES	 NO SCRUMS	 TAP RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 U8 s NO KICKING IN GENERAL PLAY	 U9s KICKING ALLOWED (NO BOMBS)

Under 10's & 11's

 80X48M FIELD SIZE	11 players TEAM	 20 mins X2 GAME TIME	 FR DH 2 Pass # OF PASSES	 6 per Set # OF TACKLES	
 NO SCRUMS	 TAP RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 KICKING ALLOWED IN GENERAL PLAY (NO BOMBS)	DEFENDERS STAND BACK 5M	

Under 12's

 100X68M FIELD SIZE	13 players TEAM	 20 mins X2 GAME TIME	 FR DH 2 Pass # OF PASSES	 6 per Set # OF TACKLES	
 NO SCRUMS	 TAP RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 KICKING ALLOWED IN GENERAL PLAY (NO BOMBS)	DEFENDERS STAND BACK 5M	

International 13's & Above

 100X68M FIELD SIZE	13 players TEAM	 25- 40 mins X2 GAME TIME	0 MINIMUM # OF PASSES	 6 per Set # OF TACKLES	
 SCRUMS	 KICK OFF RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 KICKING ALLOWED IN GENERAL PLAY	U13s & U14s DEFENDERS STAND BACK 5M U15s DEFENDERS STAND BACK 10M	

National Safeplay Code 6-15 yrs

A SUMMARY OF KEY ASPECTS OF THE CODE:

- ✗ Tackles above the armpits are not permitted
- ✗ Dangerous tackles are not permitted (trips, lifting, pushing, ankle taps)
- ✗ Shoulder charges are not permitted
- ✗ Aggressive palms are not permitted
- ✗ Slinging / swinging is not permitted
- ✗ Dangerous flops are not permitted
- ✗ Verbal abuse / foul language is not permitted
- ✗ No pushing in scrums (13-15 years)

A PENALTY WILL BE AWARDED FOLLOWING A BREACH OF THIS CODE.

A DIFFERENT LEAGUE
PLAY JUNIOR LEAGUE

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