



JUNIOR LEAGUE WHAT STAGE?

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

Under 6's & 7's

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|--------------------------|--------------------------------|-------------------------------|-----------------------------------|---|--------------------------------------|
| 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

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|----------------------------------|------------------------------|---------------------------------|---|--|---|
| 60X30M 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 | U9's KICKING ALLOWED (NO BOMBS) |

Under 10's & 11's

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|--------------------------|---------------------------------|--------------------------------|--|----------------------------------|--------------------------------------|
| 80X40M FIELD SIZE | 11 players TEAM | 20 mins X2 GAME TIME | FR DH 2 Pass # OF PASSES | 6 per Set # OF TACKLES | DEFENDERS STAND BACK 5M |
| NO SCRUMS | TAP RE-START AT HALF WAY | CONVERSIONS ALLOWED | KICKING ALLOWED IN GENERAL PLAY (NO BOMBS) | | |

Under 12's

| | | | | | |
|---------------------------|---------------------------------|--------------------------------|--|----------------------------------|--------------------------------------|
| 100X60M FIELD SIZE | 13 players TEAM | 20 mins X2 GAME TIME | FR DH 2 Pass # OF PASSES | 6 per Set # OF TACKLES | DEFENDERS STAND BACK 5M |
| NO SCRUMS | TAP RE-START AT HALF WAY | CONVERSIONS ALLOWED | KICKING ALLOWED IN GENERAL PLAY (NO BOMBS) | | |

International 13's & Above

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|---------------------------|---|---------------------------------------|---|--|--------------------------------------|
| 100X60M FIELD SIZE | 13 players TEAM | 25- 40 mins X2 GAME TIME | 0 MINIMUM # OF PASSES | 6 per Set # OF TACKLES | DEFENDERS STAND BACK 5M |
| SCRUMS | KICK OFF RE-START AT HALF WAY | CONVERSIONS ALLOWED | KICKING ALLOWED IN GENERAL PLAY | U13's & U14's 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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