<table>
<thead>
<tr>
<th>Rugby Description</th>
<th>Year 5 Competition (Under 11 Maximum Age)</th>
<th>Year 6 Competition (Under 12 Maximum Age)</th>
<th>Year 7 Competition (Under 13 Maximum Age)</th>
</tr>
</thead>
</table>
| **Playing Area**  | Standard Field – 120m X 60m (included in-goal area)  
Line of touch - 5m in from each side. | Standard Field – 120m X 60m (included in-goal area)  
Line of touch - 5m in from each side. | Standard Field – 120m X 70m |
| **Team Size**     | Twelve (12) | Twelve (12) | Fifteen (15) |
| **Ball Size**     | Midi Ball - Size 4 | Midi Ball - Size 4 | Size 4 |
| **Playing Time**  | Two X 20 minute halves - No injury time | Two X 20 minute halves - No injury time | Two X 20 minute halves - No injury time |
| **Scoring**       | Try = 5 points  
Conversion = 2 points  
No penalty goals or drop goals | Try = 5 points  
Conversion = 2 points  
No penalty goals or drop goals | Try = 5 points  
Conversion = 2 points  
Penalty Goal = 3 points  
Drop Goal = 3 points |
| **Kick-Off**      | Drop Kick  
If ball doesn’t travel 10m, another kick.  
Scrum if 2nd kick not 10m | Drop Kick  
If ball doesn’t travel 10m, another kick.  
Scrum if 2nd kick not 10m | Drop Kick.  
If incorrect, defending team to choose restart or scrum at halfway line. |
| **Kicking in General Play** | Kicking is allowed in general play  
Mark allowed in own 22m area from kick in general play | Kicking is allowed in general play  
Mark allowed in own 22m area from kick in general play | Kicking is allowed in general play  
Mark allowed in own 22m area from kick in general play |
| **Offside**       | From Ruck and Maul – hind most foot | From Ruck and Maul – hind most foot | From Ruck and Maul – hind most foot |
| **Scrum**         | CONTESTED – MAXIMUM PUSH = 1m  
Defending scrum half cannot go past the midline of the scrum.  
No 8 cannot play the ball – repack scrum should infringment take place  
No holding ball at scrum base – must be released  
No wheeling of scrum  
Halfback must pass from the scrum  
Offside line is 5m from the last feet of their scrum | CONTESTED – MAXIMUM PUSH = 1m  
Defending scrum half cannot go past the midline of the scrum.  
No 8 cannot play the ball – repack scrum should infringment take place  
No holding ball at scrum base – must be released  
No wheeling of scrum  
Halfback must pass from the scrum  
Offside line is 5m from the last feet of their scrum | CONTESTED – MAXIMUM PUSH = 1.5m  
No holding ball at scrum base – must be released  
No wheeling of scrum  
Offside line is 5m from the last feet of their scrum |
| **Lineouts**      | CONTESTED – No lifting or supporting  
6 Players (including hooker) plus Halfback  
Halfback/receiver must be 2m back away from | CONTESTED – No lifting or supporting  
6 Players (including hooker) plus Halfback  
Halfback/receiver must be 2m back away from | CONTESTED – No lifting or supporting  
No restriction on numbers  
Halfback/receiver must be 2m back away from |
### NOTES – ADDITIONAL MATTERS:

1. **Maximum Age Limitations for Years.** The ARU ‘Two Year Window’ policy allows players with adequate skill and maturation level to participate in a game one year above their chronological age group e.g. an 11 year old player who turns 12 during the season, may play in the U13’s. Adoption of the “Two Year Window” and maximum age limitations for Year groups should provide flexibility to allow students in respective years to participate with students in their year group.

2. **Table of Laws.** The table above provides only a summary of some of the laws applicable to the conduct of the respective Year groups – it does not set out in detail all of the applicable laws and reference should be made to the ARU Junior Player pathway Guidelines for and Rules of the game for U/19 for further explanation or
(3) **Boots.** Moulded-sole boots are preferable. “Blades” are acceptable. (CIC Meeting of 31 March 2003)

(4) **Injury.** In the event of a player being injured and the referee continues with the game, the coach (or similar) should immediately take the field and signal to the referee to halt play if further treatment is required. (CIC Meeting of 19 May 2003)

(5) **Mouthguards.** The wearing of mouthguards is compulsory. (CIC Meeting of 31 March 2003)

(6) **Playing Time.** Reiteration of ARU policy – “No boy can play more than 90 minutes of Rugby in one day”. (ARU Memorandum of 26 May 2004)

(7) **Scrum.**
   **(a)** If a coach believes that his players are in danger during a scrum, the coach must demand non-contested scrums. If the referee is unwilling to have uncontested scrums, then the coach should remove his players from the field. (CIC Meeting of 31 March 2003)

(8) **Send Offs.** A player sent off for foul or dangerous play should automatically miss one-week minimum. (CIC Meeting 19 May 2003)

(9) **Shoulder Pads.** The wearing of fitted shoulder pads is acceptable. (CIC Meeting of 31 March 2003)

(10) **Substitutions.** When substitutions from different teams are required, schools should endeavour to find replacements from a lower grade team. If this is not possible then players of most suitable standard should be used. (CIC Meeting of 19 May 2003)