



**Australian
Law variations**
UNDER-19

RUGBY
AU

LAW 3: TEAM

33. Unless an exemption has been sought from and approved by Rugby Australia, all games of age group U14 and below will play with rolling replacements that are unlimited in number, and all games of age group U15 and above will play with rolling replacements that are limited to 12 movements. The implementation of rolling replacements must adhere to the guidelines provided to all Unions by Rugby Australia.

LAW 5: TIME

1. **Add:** The maximum playing time for a team is to be 90 minutes in any one day, no matter what the games are called (trial, knockout, carnival or tournaments).

Comment

- This Law protects players from excessive playing time during carnivals and championships by preventing teams from engaging in numerous games on any one day.
- Individual players standing by as a replacement for another team may play more than 90 minutes on one day, so long as a proper duty of care is exercised by his or her coaches in relation to the position they play, the environmental conditions, the age group played, and common sense is exercised in regard to total playing time.
- It is expected that due care is taken by coaches with regards to replacement of players and that the amount of time a player has played should always be the coach's over-riding consideration.

LAW 9: FOUL PLAY

11. At age groups U15 and below, lifting of a team-mate on the legs in open play is not permitted. **Sanction: Free-kick**
12. Players who punch or stamp other players must be sent-off (red card).

28. If a player is temporarily suspended, they shall remain with their team coach and shall not enter the playing area until permitted to do so by the referee.
30. At age groups U14 and below, Member Unions may adopt provisions in their Competition Rules to reduce the time of a temporary suspension (yellow card) to 5 minutes playing time.

LAW 15: RUCK and LAW 16: MAUL

Comment

- It is dangerous for players to enter a ruck or maul at speed.
- Players should sight an entry position, slow down and be sure that the shoulders are above the hips with the head up. The referee needs to manage this phase of play diligently.

LAW 18: TOUCH, QUICK THROW AND LINEOUT

19. **Add:** At age groups U15 and below, players in the lineout who are going to lift or support a team-mate jumping for the ball may pre-grip that team-mate providing they do not grip below the shorts. There is to be no lifting on the legs.

Sanction: Free Kick

LAW 19: SCRUM

- 7(c). **Add:** At age groups U15 and below, binding between the legs of either prop by either lock is illegal. **Sanction:** Penalty kick

Common Pathway Laws for U6 to U12

NUMBER OF PLAYERS

- Equal number of players on each team. If one team is short, teams MUST share players to reach the maximum number of equal players possible. Unlimited rolling replacements.

SCRUM

- Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'.
- Defending scrum-half can't go past midline and cannot leave scrum.

SCORING

- No Drop Goals
- No Penalty Goals

TACKLE

- Slinging tackles, fending to the head and squeeze ball illegal

LINEOUT

- No Quick Throw-ins
- No variation in numbers allowed
- Must have a lineout receiver

FOUL PLAY

- Yellow card = 5 minutes
- A player given a Yellow card or Red card may be replaced

	U6	U7	U8	U9
Player Numbers	7		7	10
Playing Area	1/4 field L:40m, W:25m		1/2 field L:60m, W:35m	
Playing Time	2 x small-sided games, then 2 x 10min halves	2 x 15mins	2 x 15mins	2 x 20mins
Ball size	Size 2		Size 3	
Conversions	No		Optional In front, 10m back	
Kick-off	Punt 5m Exclusion zone		Punt or drop 5m Exclusion zone	
Restart after score	Tap on half way by non-scoring team		Tap on half way by non-scoring team	
Kicking	No		No	
Tackle	2 handed tag on shorts No offside line for defence		Yes	
Lineout	Tap restart	2 players No contest	2 players No contest	4 players No contest
Lineout receiver		Must pass	Must pass	
Scrum	Tap restart	3 players No contest	3 players No contest	5 players No contest
Scrum half		Must pass	Must pass	
When is Lineout and Scrum over?	Played by fly-half or bounces		Played by fly-half or bounces	
Penalty Kicks and Free Kicks	Tap only Opp 5m back		Tap only Opp 5m back	

	U10	U11	U12
Player Numbers	12		15
Playing Area	Full field less 10m L:100m, W:60m		Full field L:100m, W:70m
Playing Time	2 x 20mins		2 x 25mins
Ball size	Size 4		Size 4
Conversions	Yes Not past 15m-line		Yes Not past 15m-line
Kick-off	Drop		Drop
Restart after score	Kick-off by non-scoring team		Kick-off by non-scoring team
Kicking	Yes		Yes
Tackle	Yes		Yes
Lineout	5 players Contested No lifting		7 players Contested No lifting
Lineout receiver	All options		All options
Scrum	6 players Contested 1m push		8 players Contested 1m push
Scrum half	All options #8 moves illegal		All options
When is Lineout and Scrum over?	Ball out		Ball out
Penalty Kicks and Free Kicks	All options Opp 10m back		All options Opp 10m back

1 CODE OF CONDUCT - PLAYERS

- 1.1 Your safety and the safety of your team mates and opponents comes first. Be aware of, and always comply with, the Rugby AU Safety Policies and Guidelines.
- 1.2 Be a good sport, displaying modesty in victory and graciousness in defeat.
- 1.3 Treat everyone equally, fairly and with dignity regardless of gender or gender identity, sexual orientation, ethnicity, cultural or religious background, age or disability. Any form of bullying, harassment or discrimination has no place in Rugby.
- 1.4 Do not repeatedly breach the Laws of the Game relating to Foul Play or Misconduct (as those terms are defined in World Rugby Regulations).
- 1.5 Accept and respect the authority of a referee, assistant referee, touch judge or other match or team official. Do not abuse, threaten or intimidate, use crude language or gestures, or show unnecessary obvious dissension, displeasure or disapproval towards a referee, touch judge or other match official, whether on or off the field, or a selector, coach, manager or other team official.
- 1.6 Do not make any public comment that is critical of the performance of a match official, player, team official, coach or employee/officer/volunteer of any club or a Union; or on any matter that is, or is likely to be, the subject of an investigation or disciplinary process; or otherwise make any public comment that would likely be detrimental to the best interests, image and welfare of the Game, a team, a club, a competition or Union.
- 1.7 Use Social Media appropriately. By all means share your positive experiences of Rugby but do not use Social Media as a means to breach any of the expectations and requirements of you as a player contained in this Code or in any Union, club or competition rules and regulations.
- 1.8 Do not otherwise act in a way that may adversely affect or reflect on, or bring you, your team, club, Rugby Body or Rugby into disrepute or discredit. If you commit a criminal offence, this is likely to adversely reflect on you and your team, club, Rugby Body and Rugby.
- 1.9 You must assist in any investigation or disciplinary proceedings and ensure that no inaccurate and/or misleading information is provided by you during the course of an investigation or hearing under this Code or in relation to any other disciplinary proceedings.
- 1.10 You must disclose any incident, matter or set of circumstances (irrespective of when it occurred) that does, or has the potential to, render you an unfit or improper person to be a Participant in Australian Rugby. This includes any incident, matter or set of circumstances that could damage the game of Rugby or bring into question the integrity and good character of its Participants.

2 CODE OF CONDUCT - COACHES

- 2.1 The safety, health and welfare of players comes first. Be aware of, and always comply with, the Rugby AU Safety Policies and Guidelines and be alert to minimise dangerous or foul play.
- 2.2 Treat everyone equally regardless of gender or gender identity, sexual orientation, ethnicity, cultural or religious background, age or disability. Any form of bullying, harassment or discrimination has no place in Rugby.
- 2.3 Be aware of, and always comply with, the Rugby AU Participation and Inclusion Policy(s) and Guidelines.
- 2.4 Obtain and maintain all required coaching accreditation/s and complete all training and education associated with such accreditation.
- 2.5 Maintain a thorough knowledge of the Laws of the Game and current coaching methods.
- 2.6 Actively discourage foul play and/or unsportsmanlike behaviour of players.
- 2.7 Accept and respect the authority of a referee, assistant referee, touch judge or other match or team official. Do not abuse, threaten or intimidate, use crude language or gestures, or show unnecessary obvious dissension, displeasure or disapproval towards a referee, touch judge or other match official, whether on or off the field, or a selector, coach, manager or other team official.
- 2.8 Maintain appropriate, professional relationships with players at all times.
- 2.9 Do not make any public comment that is critical of the performance of a match official, player, team official, coach or employee/officer/volunteer of any club or a Union; or on any matter that is, or is likely to be, the subject of an investigation or disciplinary process; or otherwise make any public comment that would likely be detrimental to the best interests, image and welfare of the Game, a team, a club, a competition or Union.
- 2.10 Use Social Media appropriately. By all means share your positive experiences of Rugby but do not use Social Media as a means to breach any of the expectations and requirements of you as a coach contained in this Code or as required in any Union, club or competition rules and regulations.
- 2.11 Do not encourage, promote or turn a blind eye to any fixing or attempt to achieve a contrived outcome in a match or any moment or aspect of a match. If you notice something, you must report it immediately.

- 2.12** Do not otherwise act in a way that may adversely affect or reflect on, or bring you, your team, club, Union or Rugby into disrepute or discredit. If you commit a criminal offence, this is likely to adversely reflect on you and your team, club, Union and Rugby.
- 2.13** You must assist in any investigation or disciplinary proceedings and ensure that no inaccurate and/or misleading information is provided by you during the course of an investigation or hearing under this Code or in relation to any other disciplinary proceedings.
- 2.14** You must disclose any incident, matter or set of circumstances (irrespective of when it occurred) that does, or has the potential to, render you an unfit or improper person to be a Participant in Australian Rugby. This includes any incident, matter or set of circumstances that could damage the game of Rugby or bring into question the integrity and good character of its Participants.

3 CODE OF CONDUCT - ADMINISTRATORS, OFFICERS OF A RUGBY BODY

- 3.1** The safety, health and welfare of players comes first. Be aware of, and always comply with, the Rugby AU Safety Policies and Guidelines and be alert to minimise dangerous or foul play.
- 3.2** Treat everyone equally regardless of gender or gender identity, sexual orientation, ethnicity, cultural or religious background, age or disability. Any form of bullying, harassment or discrimination has no place in Rugby.
- 3.3** Be aware of, always comply with, and ensure that your Rugby Body (and, where applicable, clubs and other bodies and persons in membership with it or affiliated to it) comply with, the Rugby AU Participation and Inclusion Policy(s) and Guidelines.
- 3.4** Ensure that your Rugby Body (and, where applicable, clubs and other bodies in membership with it or affiliated to it) appoint appropriate complaint handling personnel in accordance with the Rugby AU Complaint Handling Guidelines and that the name and contact details of such personnel are notified to all relevant Participants.

Note: *Rugby bodies are responsible for ensuring that policies are complied with. Sanctions can and will be imposed on rugby bodies if their staff, volunteers or members fail to comply (See Annexure 1, section 3 'Sanctions' for more information).*

- 3.5** Ensure that your Rugby Body complies with (and, where applicable, clubs and other bodies and persons in membership with it or affiliated to it comply with), this Code. This includes ensuring that any code of conduct and reporting and disciplining procedures introduced by your Rugby Body are consistent with this Code.

- 3.6 Put in place appropriate measures to ensure that spectator behaviour is free from any verbal or physical abuse, bullying, harassment or discrimination. This includes, but is not limited to, ensuring that appropriate Conditions of Entry Guidelines and Ground Marshall Guidelines are implemented and enforced. Each match must have at least one Ground Marshall appointed, with one per club being recommended.

Note: Clubs are responsible for the behaviour of their players, spectators, parents of players, coaches, and officials. Sanctions can and will be imposed on clubs irrespective of whether those players, spectators or parents are members or affiliates of a club (See Annexure 1, section 3 'Sanctions' for more information).

- 3.7 Act in good faith and in the best interests of your Rugby Body. This responsibility includes avoiding all conflicts of interest.
- 3.8 Keep confidential and do not use or disclose any confidential information obtained as a result of your position with and relationship to the Rugby Body, including but not limited to, deliberations of the board of directors, committee or other governing organ of the Rugby Body.
- 3.9 Ensure that your players, staff and volunteers are educated on this Code, the Rugby AU Safety Policies and Guidelines, the Rugby AU Member Protection Policy, the Rugby AU Participation and Inclusion Policy(s) and Guidelines, the Rugby AU Anti-Doping Code, Rugby AU Registration Regulations and any other policy notified by Rugby AU and/or a Union.
- 3.10 Accept and respect the authority of a referee, assistant referee, touch judge or other match or team official. Do not abuse, threaten or intimidate, use crude language or gestures, or show unnecessary obvious dissension, displeasure or disapproval towards a referee, touch judge or other match official, whether on or off the field, or a selector, coach, manager or other team official.
- 3.11 Do not make any public comment that is critical of the performance of a match official, player, team official, coach or employee/officer/volunteer of any club or a Union; or on any matter that is, or is likely to be, the subject of an investigation or disciplinary process; or otherwise make any public comment that would likely be detrimental to the best interests, image and welfare of the Game, a team, a club, competition or a Union.
- 3.12 Use Social Media appropriately. By all means share your positive experiences of Rugby but do not use Social Media as a means to breach any of the above expectations and requirements of you as an officer.
- 3.13 Do not encourage, promote or turn a blind eye to any fixing or attempt to achieve a contrived outcome in a match or any moment or aspect of a match. If you notice something, you must report it immediately.

- 3.14** Do not otherwise act in a way that may adversely affect or reflect on, or bring you, your team, club, Union or Rugby into disrepute or discredit. If you commit a criminal offence, this is likely to adversely reflect on you and your team, club, Union and Rugby.
- 3.15** You must assist in any investigation or disciplinary proceedings and ensure that no inaccurate and/or misleading information is provided by you during the course of an investigation or hearing under this Code or in relation to any other disciplinary proceedings.
- 3.16** You must disclose any incident, matter or set of circumstances (irrespective of when it occurred) that does, or has the potential to, render you an unfit or improper person to be a Participant in Australian Rugby. This includes any incident, matter or set of circumstances that could damage the game of Rugby or bring into question the integrity and good character of its Participants.

4 CODE OF CONDUCT - MATCH OFFICIALS

- 4.1** The safety, health and welfare of players comes first. Be aware of, and always comply with, the Rugby AU Safety Policies and Guidelines.
- 4.2** Treat everyone equally regardless of gender or gender identity, sexual orientation, ethnicity, cultural or religious background, age or disability. Any form of bullying, harassment or discrimination has no place in Rugby.
- 4.3** Be impartial, consistent and courteous. Always set the example in the way you communicate with players, coaches, officials, parents or spectators.
- 4.4** Condemn any unsporting behaviour and promote respect for all Participants.
- 4.5** Actively discourage foul play and/or unsportsmanlike behaviour of players.
- 4.6** Maintain appropriate, professional relationships with players at all times.
- 4.7** Obtain and maintain all required match official accreditation/s and complete all training and education associated with such accreditation.
- 4.8** Maintain a thorough knowledge of the Laws of the Game and current match officiating methods and best practice.
- 4.9** Do not make any public comment that is critical of the performance of another match official, player, team official, coach or employee/officer/volunteer of any club or a Union; or on any matter that is, or is likely to be, the subject of an investigation or disciplinary process; or otherwise make any public comment that would likely be detrimental to the best interests, image and welfare of the Game, a team, a club, competition or a Union.

- 4.10** Use Social Media appropriately. By all means share your positive experiences of Rugby but do not use Social Media as a means to breach any of the above expectations and requirements of you as a match official.
- 4.11** Do not to encourage, promote or turn a blind eye to any fixing or attempt to achieve a contrived outcome in a match or any moment or aspect of a match. If you notice something, you must report it immediately.
- 4.12** Do not otherwise act in a way that may adversely affect or reflect on, or bring you, a team, a club, a Union or Rugby into disrepute or discredit. If you commit a criminal offence, this is likely to adversely reflect on you and Rugby.
- 4.13** You must assist in any investigation or disciplinary proceedings and ensure that no inaccurate and/or misleading information is provided by you during the course of an investigation or hearing under this Code or in relation to any other disciplinary proceedings.
- 4.14** You must disclose any incident, matter or set of circumstances (irrespective of when it occurred) that does, or has the potential to, render you an unfit or improper person to be a Participant in Australian Rugby. This includes any incident, matter or set of circumstances that could damage the game of Rugby or bring into question the integrity and good character of its Participants.

5 CODE OF CONDUCT - SPECTATORS/PARENTS

- 5.1** The safety, health and welfare of players comes first. Be aware of, and always comply with, the Rugby AU Safety Policies and Guidelines and be alert to minimise dangerous or foul play.
- 5.2** Treat everyone equally regardless of gender or gender identity, sexual orientation, ethnicity, cultural or religious background, age or disability. Any form of bullying, harassment or discrimination has no place in Rugby.
- 5.3** Be aware of, and always comply with the Rugby AU Participation and Inclusion Policy(s) and Guidelines.
- 5.4** Accept and respect the authority of a referee, assistant referee, touch judge or other match official. Do not abuse, threaten or intimidate, use crude language or gestures, or show unnecessary obvious dissension, displeasure or disapproval towards a referee, assistant referee, touch judge or other match official, whether on or off the field, or a selector, coach, manager or other team official.
- 5.5** Accept that everyone makes mistakes. Do not ridicule or yell at players.
- 5.6** Encourage children to play by the Laws of the Game and have fun.

- 5.7 At all times comply with any conditions of entry and follow the directions of Ground Marshalls and/or other duty officials.
- 5.8 Take an active role in eliminating bad behaviour of other spectators by reporting incidents to Ground Marshalls.
- 5.9 If consuming alcohol at a match or a Rugby related activity, do so responsibly and in a respectable manner.
- 5.10 Use Social Media appropriately. By all means share your positive experiences of Rugby but do not use Social Media as a means to breach any of the above expectations and requirements of you as a Participant of Rugby.
- 5.11 Do not otherwise act in a way that may adversely affect or reflect on, or bring you, your team, club, Union or Rugby into disrepute or discredit. If you commit a criminal offence, this is likely to adversely reflect on you and your team, club, Union and Rugby.
- 5.12 You must assist in any investigation or disciplinary proceedings and ensure that no inaccurate and/or misleading information is provided by you during the course of an investigation or hearing under this Code or in relation to any other disciplinary proceedings.
- 5.13 You must disclose any incident, matter or set of circumstances (irrespective of when it occurred) that does, or has the potential to, render you an unfit or improper person to be a Participant in Australian Rugby. This includes any incident, matter or set of circumstances that could damage the game of Rugby or bring into question the integrity and good character of its Participants.

6 CODE OF CONDUCT - ALL OTHER PARTICIPANTS

- 6.1 The safety, health and welfare of players comes first. Be aware of, and always comply with, the Rugby AU Safety Policies and Guidelines and be alert to minimise dangerous or foul play.
- 6.2 Treat everyone equally regardless of gender or gender identity, sexual orientation, ethnicity, cultural or religious background, age or disability. Any form of bullying, harassment or discrimination has no place in Rugby.
- 6.3 Be aware of, and always comply with the Rugby AU Participation and Inclusion Policy(s) and Guidelines.
- 6.4 Accept and respect the authority of a referee, assistant referee, touch judge or other match official. Do not abuse, threaten or intimidate, use crude language or gestures, or show unnecessary obvious dissension, displeasure or disapproval

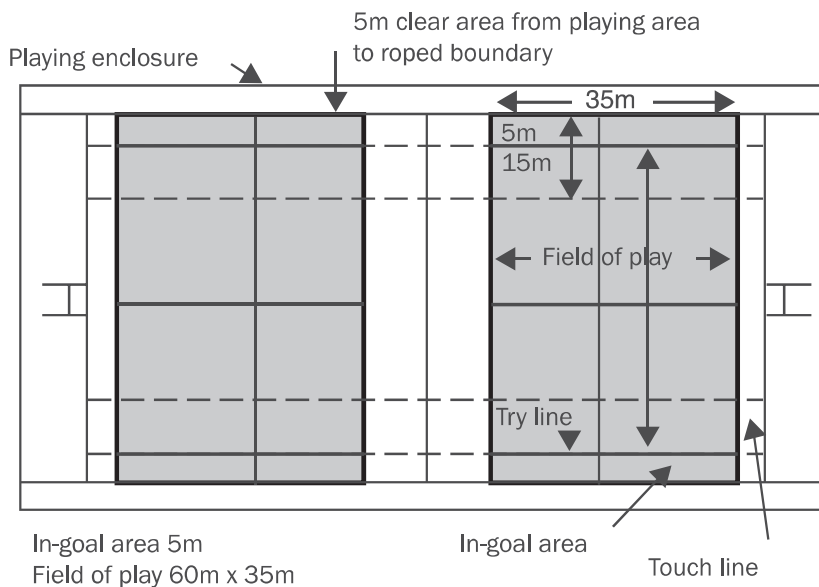
towards a referee, assistant referee, touch judge or other match official, whether on or off the field, or a selector, coach, manager or other team official.

- 6.5** Accept that everyone makes mistakes. Do not ridicule or yell at players.
- 6.6** Encourage children to play by the Laws of the Game and have fun.
- 6.7** At all times comply with any conditions of entry and follow the directions of Ground Marshalls and/or other duty officials.
- 6.8** Take an active role in eliminating bad behaviour of spectators by reporting incidents to Ground Marshalls.
- 6.9** If consuming alcohol at a match or a Rugby related activity, do so responsibly and in a respectable manner.
- 6.10** Use Social Media appropriately. By all means share your positive experiences of Rugby but do not use Social Media as a means to breach any of the above expectations and requirements of you as a Participant of Rugby.
- 6.11** Do not make any public comment that is critical of the performance of a match official, player, team official, coach or employee/officer/volunteer of any club or a Union; or on any matter that is, or is likely to be, the subject of an investigation or disciplinary process; or otherwise make any public comment that would likely be detrimental to the best interests, image and welfare of the Game, a team, a club, competition or a Union.
- 6.12** Do not otherwise act in a way that may adversely affect or reflect on, or bring you, your team, club, Union or Rugby into disrepute or discredit. If you commit a criminal offence, this is likely to adversely reflect on you and your team, club, Union and Rugby.
- 6.13** You must assist in any investigation or disciplinary proceedings and ensure that no inaccurate and/or misleading information is provided by you during the course of an investigation or hearing under this Code or in relation to any other disciplinary proceedings.
- 6.14** You must disclose any incident, matter or set of circumstances (irrespective of when it occurred) that does, or has the potential to, render you an unfit or improper person to be a Participant in Australian Rugby. This includes any incident, matter or set of circumstances that could damage the game of Rugby or bring into question the integrity and good character of its Participants.

LAW 15: RUCK and LAW 16: MAUL

There are two options:

1. Half field (60m x 35m)
2. Third field (60m x 25m)



THE BALL

- Size 4,
- Under 11 and below - Size 3

NUMBER OF PLAYERS

- 7 Players
- A team may have up to 5 substitutes.
- Teams can make an unlimited amount of substitutions during play.
- A player being substituted must cross the touch line and tag their replacement player (slap hands) before the replacement player can enter the field of play.
- If a player is injured, the referee may signal to allow a replacement player to enter the field of play before the injured player has left the field of play.
- If there is a serious injury, the referee should stop play so that player can be treated.

TIME

- 2 x 7 minute halves, 2 min half time.
- There is no time off for injury or other stoppages.
- If time expires and the ball is still in play, the match finishes upon the next Ball Place or Turnover, or when the ball is next dead. (If played in a gala day format, immediate finish mid-play on a central signal is acceptable.)

SCORING

- A try is awarded 5 points.

KICK-OFF and RESTARTS

- All kick-offs are punt kicks. After a try, the scoring team kicks off from the centre of the half-way line.
- The receiving team at a kick-off must be at least 10m back from half-way.
- If a kick-off is unsuccessful in any way (eg. wrong kick, doesn't go 10m, goes dead, in touch on the full, etc) a Ball Place is awarded at the centre of half-way to the receiving team. (In matches with young players or low skill players, another chance to kick off correctly may be provided by the referee).
- There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off where the ball is kicked above head height on the full. No opposing player can enter this zone until the receiving player has played the ball or the ball bounces (Pen).

THE TOUCH

- A touch is when the player with the ball is touched by an opposing player with a minimum of one hand.
- A player making a touch has the option to call "Touch!" as they make a successful touch if they think the touch may not be recognised.
- Touches are not permitted above the shoulders (Pen).
- Touches with force are regarded as dangerous play (Pen).
- When a player is touched, the player has two options: to Offload or Ball Place.
- The referee will keep a count of how many times a team has been touched.
- If the ball or the ball-carrier touches the referee and either team gains an advantage, the referee adds one to the touch count and the game is restarted with a Ball Place.

THE OFFLOADS

- After a player has been touched, they can pass the ball to a teammate.
- This must happen within 2 seconds of the touch.
- The player can take a maximum of 2 steps before passing.
- If the player offloads the ball, there is no offside line for defending players and general play continues.
- If a player takes longer than 2 seconds or runs further than 2 steps, the referee will blow the whistle and order a Ball Place.
- The third time the referee needs to intervene to order a Ball Place during a set of seven touches, a Turnover will be awarded to the defending team. (For more experienced players this may be reduced to three interventions in the match, with all further interventions resulting in a Turnover).
- If a player is touched within 2 metres of their opponent's goal line, they may Offload or Ball Place (on the 5m line), but will not be able to score a try themselves. They may score if their foot is on the goal line when touched.

THE BALL PLACE

Attacking team

- After a player has been touched, they can turn and face their own goal-line and place the ball on the ground.
- A Ball Place must take place at or directly behind the mark where the touch occurred.
- A supporting attacking player then plays the ball and play continues.
- If a supporting attacking player doesn't immediately play the ball, the referee may call "Use it! If the attacking team do not then use the ball the referee may award a Turnover.

Defending team

- If a touched player opts for a Ball Place, defending players must move back behind an offside line 5 metres from the mark of the Ball Place.
- Defending players cannot move forward until the ball is played by the supporting attacking player (Pen).
- A defending player who is offside at a Ball Place can only take part in play after retreating behind the 5 metres line from the previous Ball Place (Pen).

THE TURNOVER

- Once a team has been "touched" seven times, the referee should immediately award a Turnover to the other team. The touch count restarts at zero.
- That team restarts play with an Offload at the place of the seventh touch. The opposing team must stand 5 metres back from this Offload.

KNOCK-ON and FORWARD PASS

- A knock-on or forward pass by either team results in a Turnover.
- If the referee judges that the non-infringing team may gain an advantage from play continuing, the referee should allow play to continue, but call out the infringement and reset the touch count to zero as play continues.
- Any intentional contact with the ball from the defending team where the ball is re-gathered by the attacking team results in the touch count being reset to zero

QUICK THROW-IN

- When the ball or a player with the ball goes into touch, play is restarted by a quick throw-in.
- The team who did not last touch the ball before it went into touch will take the throw-in.

Attacking team

- The throw-in may be taken anywhere from where the ball crossed the touch line into touch, back to the goal-line of the team throwing in.
- If the ball is kicked out over the touch line on the full, the throw-in may be taken anywhere from the place in line with where the ball was kicked, back to the goalline of the team throwing in.
- A quick throw-in must travel straight or towards the throwing team's own goal-line.
- The quick throw-in must travel 5 metres before being caught or played by a teammate of the thrower. The thrower cannot throw-in to themselves.
- The referee may award a Turnover if the quick throw is taken incorrectly.

Defending team

- Defending players at a quick throw-in must be behind an offside line 10 metres from the place where the quick throw-in is taken. Defending players cannot move forward until the ball is thrown in.
- A defending player who is offside at a quick throw-in can only take part in play after retreating behind the 10 metres line from the quick throw-in (Pen).

KICKING

There are two options with respect to kicking in general play depending on age group and skill set of the participants.

Option 1

- No kicking in general play allowed.
- If a player kicks the ball, the referee awards a Turnover to the non-infringing team, at the place where the ball was kicked.

Option 2

- Kicking is permitted at any time during the game.
- Heavy contact is not allowed when trying to regather the ball after a kick (see Foul Play).
- If a player from the kicking team re-gathers the ball, the touch count is not reset and continues. If an opponent first plays the ball following a kick and it is regathered by the kicking team, the touch count is reset to zero.

- Any player in front of a teammate kicking the ball must not move forward or toward the ball until they are run outside by the kicker or a player who was behind the kicker (Pen).
- There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick where the ball is kicked above head height on the full. No opposing player can enter this zone until the receiving player has played the ball or the ball bounces (Pen).
- If an opponent charges a kick down, or the ball is touched in flight by an opponent after being kicked, the exclusion zone no longer applies.
- If a player is touched in the act of kicking, the referee should play on unless the touch clearly preceded the kick. If a player kicks after clearly being touched, the referee will blow the whistle and order a Ball Place.

PENALTIES and ADVANTAGE

- If the referee stops play for a Penalty infringement, play restarts with an Offload by the non-infringing team. The infringing team must stand back 5m from this Offload. The touch count is reset to zero.
- If the infringement occurs before the first touch of a set of 7, the referee may advance the mark for the Penalty 10 metres up the field from the place of the first infringement. The referee will manage the infringing team back 5 metres from the new mark before allowing the Offload to be taken.
- When a Penalty infringement occurs, and the referee judges that a team may gain an advantage from play continuing, the referee should allow play to continue, but call out the infringement and reset the touch count to zero as play continues.

IN-GOAL

- If the ball becomes dead in in-goal (except when kicked dead from in the field of play), play restarts with a Ball Place to the defending team, 5m out from their goal line.
- If a team kicks the ball through their opponents' in-goal and it goes dead, the defending team chooses to have a Ball Place either 5m from the defending team's goal line, or at the place where the ball was kicked.
- If a player is touched inside their own in-goal, play restarts with a Ball Place to the team in possession, 5m out from their goal line
- If a player is touched inside their opponents' in-goal (at least one foot on the goal line), they may ground the ball to score a try.

FOUL PLAY

- Tackling is not permitted. Any action intended to bring an opponent to ground is considered dangerous play (Pen).
- When the ball is loose on the ground and being contested, there is to be no heavy contact. This includes bumping, pushing or driving another player from the ball. The primary responsibility for this is with the team who last played the ball.
- Yellow Cards (2 mins temporary suspension) and Red Cards (Send Off) may be used. There is no replacement of a player who receives a card.
- Dangerous play, dissent, or any act contrary to good sportsmanship, will not be tolerated (Pen). A Yellow Card may be appropriate.
- Kicking or throwing the ball into an opponent intentionally is considered foul play (Pen). A Yellow Card may be appropriate.
- Time wasting is considered foul play and players who intentionally waste time (including by intentionally or repeatedly infringing) should be strongly sanctioned. A Yellow Card may be appropriate.

1. IS THE ATTEMPTED TACKLE LEGAL?

2. IS THERE A TACKLE?

3. IS THERE A TACKLER?

- ▶ **YES** – Player making tackle goes to ground = ‘Tackler’
 - Releases and rolls away ————— **“Roll away!”**
 - Gets to feet and comes through gate to play ball
- ▶ **NO** – Player making tackle stays on feet = ‘Tackle Assist’
 - Releases ————— **“Let him/her go!”**
 - Comes through gate if not already in gate

4. TACKLED PLAYER RELEASING THE BALL

- ▶ If no-one is around, give the player a couple of seconds to place, pass or release the ball
- ▶ If someone is legally attempting to play the ball, communicate to tackled player, and/or penalise if appropriate ————— **“Play it!”**

5. ARRIVING PLAYERS AT THE TACKLE

- ▶ Must come through the gate
- ▶ Must stay on their feet
 - Going off feet after legally contesting a threat ————— **OK**
 - Going off feet sealing the ball ————— **not OK**
- ▶ Arriving player over ball – offside lines form at the last feet

6. DEFENDER CONTESTING POSSESSION

- ▶ If body weight is on their feet, let them win the turnover
- ▶ If off feet, communicate and/or penalise if appropriate ————— **“Hands off!”**
- ▶ If two opponents make physical contact over the ball first, no hands can be used ————— **“No Hands!”**

1.



CROUCH

Front rowers should adopt a **CROUCH** position with their head and shoulders at or above the level of the hips, feet square, and knees bent sufficiently to make a simple forward movement into engagement. Players should keep their head straight, in order to maintain the normal and safe alignment of the cervical spine.

Once all front-rowers are crouched, there must be a non-verbal pause, during which time the referee should be checking that:

- the distance between opposing front rows should be close enough that players' heads are interlinked (approximately ear to ear)
- the height of the two packs is the same
- all players are balanced, and are set up straight (not at an angle)

2.



BIND

The **BIND** call requires each prop to bind on the side or back of their opposing prop (not on the arm or shoulder). Props should grab onto the jersey, not just rest their hand in place.

Once all front-rowers are bound, there must be a non-verbal pause, during which time the referee should check that all players are balanced and stationary.

3.



SET

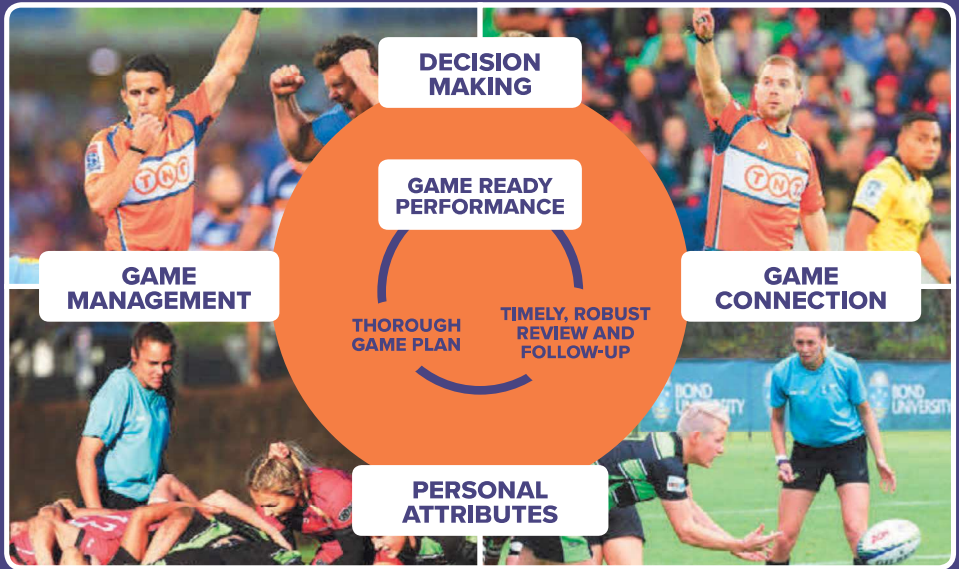
On the **SET** call, and not before, the front rows should engage the opposition firmly with a short horizontal movement and the props should draw with their outside binds. In this position, all players must be able to maintain body shape and pressure on the opposition scrum.

4.

FEED

The scrum must be stationary and stable before the feed – no hit and chase off the mark allowed (FK). There will be **NO SIGNAL** from the referee to the scrum-half to feed the ball. There must be no delay of feed from the scrum-half once the ball has been presented (FK). One player from the team who put the ball in must strike for the ball (FK).

REFEREE PROFILE



DECISION MAKING

- Tackle - clear release, tackler roll, players on feet
- Scrum - set up, stability, pushing straight
- Lineout to Maul - legal sack, transfer, obstruction, entry
- Space - pillars, set piece offside, kicks in general play
- Foul Play - applies appropriate sanctions

GAME MANAGEMENT

- Communication (verbal comms, presence, body language)
- Captain Management (clarity of messages)
- Strong and accurate in high impact moments

GAME CONNECTION

- Credibility - earns respect through logical decision making
- Reads game context and adapts
- Balances relevance vs technical (gets what matters)
- Identification of trends and timing of interventions (warnings, YC)

PERSONAL ATTRIBUTES

- Physical preparation non-negotiable
- Game ready - match preparation non-negotiable
- Demonstrates team values (accountable, authentic, professional)
- Respects and is respected by game stakeholders
- OWN IT - drives own development

