

MINI & YOUTH
LAW VARIATIONS



LEAGUES &
TOURNAMENTS

	U6-U7 TAG	U8s Quick Rip	U9s (Year-4)	U10s Quick Rip	U10s (Year-5)	U11s (Year-6)	U12 Girls Quick Rip	U12s (Year-7)	U13s (Year-8)	U14 Girls Quick Rip	U14 Girls (Year-8/9)	U14s (Year-9)	U16 Girls (Years-10&11)	U15s/16s (Years-10&11)	U18 Girls (Years-12&13)	U18s (Years-12&13)
Team Size (Format)	7s	7s	7s (Scrum = 3 Line = 2)	7s (Scrum = 3 Line = 2)	10s (Scrum = 3+2 Line = 5)	12s (Scrum = 3+2+1 Line = 6)	7s (Scrum = 3 Line = 2)	15s Scrum = 8 Line = 7)	15s Scrum = 8 Line = 7)	7s (Scrum = 3 Line = 2)	10s (Scrum = 3 Line = 2)	15s Scrum = 8 Line = 7)	10s (Scrum = 3+2 Line = 5)	15s Scrum = 8 Line = 7)	10s/12s/15s	10s/12s/15s
Squad Size (Max)	12	12	12	12	15	18	12	22	22	12	15	22	15	22	15/18/22	15/18/22
Field Size	Max 25m x 35m	Max 35m x 60m	Max 35m x 60m	Max 35m x 60m	Max 35m x 60m	Max 40m x 70m (‘Half Pitch’)	Max 40m x 70m (‘Half Pitch’)	Max 60m x 90m (‘Full Pitch’ -5m each side/end)	Max 70m x 100m (‘Full Pitch’)	Max 40m x 70m (‘Half Pitch’)	Max 40m x 70m (‘Half Pitch’)	Max 70m x 100m (‘Full Pitch’)	Max 70m x 100m (‘Full Pitch’)	Max 70m x 100m (‘Full Pitch’)	Max 70m x 100m (‘Full Pitch’)	Max 70m x 100m (‘Full Pitch’)
Ball Size	Size 2 or 3	Size 3	Size 3	Size 3	Size 3	Size 4	Size 3	Size 4	Size 4	Size 3	Size 4	Size 4	Size 5	Size 5	Size 5	Size 5
Sustitutions	Rolling	Rolling	Rolling	Rolling	Rolling	Rolling	Rolling	Rolling	Rolling	Rolling	Rolling	Rolling	Rolling	Rolling	Rolling	Rolling
Discipline and Sanctioning	N/A	Misconduct must be handled with a 2- min substitution for the offending player	Misconduct must be handled with a 2- min substitution for the offending player	Misconduct must be handled with a 2- min substitution for the offending player	Misconduct must be handled with a 5- min substitution for the offending player	Misconduct must be handled with a 5- min substitution for the offending player	Misconduct must be handled with a 10- min substitution for the offending player	Misconduct must be handled with a 10- min substitution for the offending player	Misconduct must be handled with a 10- min substitution for the offending player	Misconduct must be handled with a 10- min substitution for the offending player	Misconduct must be handled with a 10- min substitution for the offending player	Misconduct must be handled with a 10- min substitution for the offending player	As per World Rugby	As per World Rugby	As per World Rugby	As per World Rugby
Match Duration (League)	2 x 15-mins (Max.) -or- 4 x 7-mins (Max.)	2 x 15-mins (Max.) -or- 4 x 7-mins (Max.)	2 x 15-mins (Max.) -or- 4 x 7-mins (Max.)	2 x 15-mins (Max.) -or- 4 x 7-mins (Max.)	2 x 20-mins (Max.) -or- 4 x 10-mins (Max.)	2 x 20-mins (Max.) -or- 4 x 10-mins (Max.)	2 x 15-mins (Max.) -or- 4 x 7-mins (Max.)	2 x 25-mins (Max.)	2 x 30-mins (Max.)	2 x 15-mins (Max.)	2 x 15-mins (Max.)	2 x 30-mins (Max.)	2 x 20-min (Max.)	2 x 35-mins (Max.)	As per World Rugby	As per World Rugby
Match Duration (Tournaments)	2 x 10-mins (Max.)	2 x 10-mins (Max.)	2 x 10-mins (Max.)	2 x 10-mins (Max.)	2 x 10-mins (Max.)	2 x 15-mins (Max.)	2 x 10-mins (Max.)	2 x 15-mins (Max.)	2 x 15-mins (Max.)	2 x 10-mins (Max.)	2 x 10-mins (Max.)	2 x 15-mins (Max.)	2 x 10-mins (Max.)	2 x 20-mins (Max.)	2 x 20-mins (Max.)	2 x 20-mins (Max.)
Playing Time (Per Player)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)	90-mins per day (Max.)
Everyone Plays	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	"50% Rule" applies - all players must play a mininum of half the match	As per World Rugby	As per World Rugby
Kick-Off / Re-Starts	Tap-and-Pass to start each half	Tap-and-Pass to start each half	Drop Kick to Start each half	Drop Kick to Start each half	Drop Kick to Start each half	Drop Kick to Start each half	Drop Kick to Start each half	Drop Kick to Start each half	Drop Kick to Start each half	Drop Kick to Start each half	Drop Kick to Start each half	Drop Kick to Start each half	Drop Kick to Start each half	Drop Kick to Start each half	Drop Kick to Start each half	Drop Kick to Start each half
	Opposition must be back 5m - 7m	Opposition must be back 5m - 7m	Opposition must be back 5 - 7m	Opposition must be back 5 - 7m	Opposition must be back 7m	Opposition must be back 7m	Opposition must be back 7m	Opposition must be back 10m	Opposition must be back 10m	Opposition must be back 10m	Opposition must be back 10m	Opposition must be back 10m	Opposition must be back 10m	Opposition must be back 10m	Opposition must be back 10m	Opposition must be back 10m
	Non Scoring Team re- starts with a tap-and- pass	Non Scoring Team re- starts with a tap-and- pass	Ball must travel 5m - 7m	Ball must travel 5m - 7m	Ball must travel 7m	Ball must travel 7m	Ball must travel 7m	Ball must travel 10m	Ball must travel 10m	Ball must travel 10m	Ball must travel 7m	Ball must travel 10m	Ball must travel 10m	Ball must travel 10m	Ball must travel 10m	Ball must travel 10m
			Non Scoring Team re- starts with a tap-and- pass	Scoring Team re- starts with a tap-and- pass	Non-scoring team re- starts with a drop kick	Non-scoring team re- starts with a drop kick	Scoring Team re- starts with a tap-and- pass	Non-scoring team re- starts with a drop kick	Non-scoring team re- starts with a drop kick	Scoring Team re- starts with a tap-and- pass	Scoring team re- starts with a drop kick	Non-scoring team re- starts with a drop kick	Non-scoring team re- starts with a drop kick	Non-scoring team re- starts with a drop kick	Non-scoring team re- starts with a drop kick	Non-scoring team re- starts with a drop kick
		Optional: 7-pt "Try Zone" in centre of tryline (3m x 2m)	Optional: 7-pt "Try Zone" in centre of tryline (3m x 2m)	Optional: 7-pt "Try Zone" in centre of tryline (3m x 2m)	Optional: 7-pt "Try Zone" in centre of tryline (3m x 2m)	Optional: 7-pt "Try Zone" in centre of tryline (3m x 2m)	7-pt "Try Zone" in centre of tryline (3m x 2m)	Conversions to be taken in front of	Conversions to be taken in line from where trv is scored	7-pt "Try Zone" in centre of tryline (3m x 2m)	7-pt "Try Zone" in centre of tryline (3m x 2m)	Conversions to be taken in line from where trv is scored	Conversions to be taken in line from where trv is scored	Conversions to be taken in line from where trv is scored	Conversions to be taken in line from where trv is scored	Conversions to be taken in line from where trv is scored

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	U6-U7 TAG	U8s Quick Rip	U9s (Year-4)	U10s Quick Rip	U10s (Year-5)	U11s (Year-6)	U12 Girls Quick Rip	U12s (Year-7)	U13s (Year-8)	U14 Girls Quick Rip	U14 Girls (Year-8/9)	U14s (Year-9)	U16 Girls (Years-10&11)	U15s/16s (Years-10&11)	U18 Girls (Years-12&13)	U18s (Years-12&13)
Scoring	Try = 5-pts	Try = 7-pts if inside "Try Zone"	Try = 7-pts if inside "Try Zone"	Try = 7-pts if inside "Try Zone"	Try = 7-pts if inside "Try Zone"	Try = 7-pts if inside "Try Zone"	Try = 7-pts if inside "Try Zone"	post 10m back from tryline	10m back from tryline	Try = 7-pts if inside "Try Zone"	Try = 7-pts if inside "Try Zone"	10m back from tryline	10m back from tryline	10m back from tryline	10m back from tryline	10m back from tryline
		Otherwise Try = 5-pts	Otherwise Try = 5-pts	Otherwise Try = 5-pts	Otherwise Try = 5-pts	Otherwise Try = 5-pts	Otherwise Try = 5-pts	Try = 5-pts	Try = 5-pts	Otherwise Try = 5-pts	Try = 5-pts	Try = 5-pts	Try = 5-pts	Try = 5-pts	Try = 5-pts	Try = 5-pts
	No Conversions	No Conversions	No Conversions	No Conversions	No Conversions	No Conversions	No Conversions	Conversion = 2-pts	Conversion = 2-pts	No Conversions	No Conversions	Conversion = 2-pts	Conversion = 2-pts	Conversion = 2-pts	Conversion = 2-pts	Conversion = 2-pts
	No Penalty Goals	No Penalty Goals	No Penalty Goals	No Penalty Goals	No Penalty Goals	No Penalty Goals	No Penalty Goals	No Penalty Goals	Penalty Goal = 3-pts	No Penalty Goals	No Penalty Goals	Penalty Goal = 3-pts	Penalty Goal = 3-pts	Penalty Goal = 3-pts	Penalty Goal = 3-pts	Penalty Goal = 3-pts
	No Drop Goals	No Drop Goals	No Drop Goals	No Drop Goals	No Drop Goals	No Drop Goals	No Drop Goals	No Drop Goals	Drop Goal = 3-pts	No Drop Goals	No Drop Goals	Drop Goal = 3-pts	Drop Goal = 3-pts	Drop Goal = 3-pts	Drop Goal = 3-pts	Drop Goal = 3-pts
In Goal	N/a	N/a	Tap & Pass to defending team 5m from goal line, opposition 7m back	N/a	Tap & Pass to defending team 5m from goal line, opposition 7m back	Tap & Pass to defending team 5m from goal line, opposition 7m back	N/a	If the ball is 'held up' a goal-line drop-out is awarded to the defending team	If the ball is 'held up' a goal-line drop-out is awarded to the defending team	N/a	If the ball is 'held up' a goal-line drop-out is awarded to the defending team	If the ball is 'held up' a goal-line drop-out is awarded to the defending team	If the ball is 'held up' a goal-line drop-out is awarded to the defending team	If the ball is 'held up' a goal-line drop-out is awarded to the defending team	If the ball is 'held up' a goal-line drop-out is awarded to the defending team	If the ball is 'held up' a goal-line drop-out is awarded to the defending team
Tackle/ TAG/RIP	"RIP" if with TAG Belts, otherwise a 2- handed Touch	"RIP" TAG Belts.	As per World Rugby Law 14. No 'swinging tackles' by arms or clothing.	"RIP" TAG Belts.	As per World Rugby Law 14. No 'swinging tackles' by arms or clothing.	As per World Rugby Law 14. No 'swinging tackles' by arms or clothing.	"RIP" TAG Belts.	As per World Rugby Law 14. No 'swinging tackles' by arms or clothing.	As per World Rugby Law 14. No 'swinging tackles' by arms or clothing.	"RIP" TAG Belts.	As per World Rugby Law 14. No 'swinging tackles' by arms or clothing.	As per World Rugby Law 14. No 'swinging tackles' by arms or clothing.	As per World Rugby Law 14. No 'swinging tackles' by arms or clothing.	As per World Rugby Law 14. No 'swinging tackles' by arms or clothing.	As per World Rugby Law 14. No 'swinging tackles' by arms or clothing.	As per World Rugby Law 14. No 'swinging tackles' by arms or clothing.
	Tags must be at least 30cm long with velcro contact patch	Tags must be at least 30cm long with velcro contact patch		Tags must be at least 30cm long with velcro contact patch			Tags must be at least 30cm long with velcro contact patch			Tags must be at least 30cm long with velcro contact patch						
	Defending 'Tagger' must come from an onside position - and hand TAG back to attacking player only <u>after</u> the pass has been made	Defending 'Tagger' must come from an onside position - and hand TAG back to attacking player only <u>after</u> the pass has been made		Defending 'Tagger' must come from an onside position - and hand TAG back to attacking player only <u>after</u> the pass has been made			Defending 'Tagger' must come from an onside position - and hand TAG back to attacking player only <u>after</u> the pass has been made			Defending 'Tagger' must come from an onside position - and hand TAG back to attacking player only <u>after</u> the pass has been made						
	Player must pass within 3 steps from the TAG	Player must pass within 3 steps from the RIP		Player must pass within 3 steps from the RIP			Player must pass within 3 steps from the RIP			Player must pass within 3 steps from the RIP						
	Defending players must not obstruct the pass and retreat to an onside position - Offside line is the Ball (not TAG location)	Defending players must not obstruct the pass and retreat to an onside position - Offside line is the Ball (not TAG location)		Defending players must not obstruct the pass and retreat to an onside position - Offside line is the Ball (not TAG location)			Defending players must not obstruct the pass and retreat to an onside position - Offside line is the Ball (not TAG location)			Defending players must not obstruct the pass and retreat to an onside position - Offside line is the Ball (not TAG location)						
	If a player takes more than 3 steps after a TAG a Penalty is awarded to the opposition	If a player takes more than 3 steps after a RIP a Penalty is awarded to the opposition		If a player takes more than 3 steps after a RIP a Penalty is awarded to the opposition			If a player takes more than 3 steps after a RIP a Penalty is awarded to the opposition			If a player takes more than 3 steps after a RIP a Penalty is awarded to the opposition						
	Turn-over possession after 6th TAG	Turn-over possession after 6th RIP		Turn-over possession after 6th RIP			Turn-over possession after 6th RIP			Turn-over possession after 6th RIP						

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Ruck	N/A	N/A	"Semi-contested"	N/A	"Semi-contested"	Contested	N/A	Contested	Contested	N/A	"Semi-contested"	Contested	Contested	Contested	Contested	Contested		
			One or more players from attacking team can bridge over the ball and tackled player.		One or more players from attacking team can bridge over the ball and tackled player.						One or more players from attacking team can bridge over the ball and tackled player.							
			One player over the ball creates the offside line as per WR regulations		One player over the ball creates the offside line as per WR regulations	Counter Ruck and Jackal permitted as per World Rugby Law 15		Counter Ruck and Jackal permitted as per World Rugby Law 15	Counter Ruck and Jackal permitted as per World Rugby Law 15		One player over the ball creates the offside line as per WR regulations	Counter Ruck and Jackal permitted as per World Rugby Law 15	Counter Ruck and Jackal permitted as per World Rugby Law 15	Counter Ruck and Jackal permitted as per World Rugby Law 15	Counter Ruck and Jackal permitted as per World Rugby Law 15	Counter Ruck and Jackal permitted as per World Rugby Law 15		
			Only the main tackler and the next defender can contest and counter-ruck for the ball, but must enter from an onside position		Two defenders (incl. tackler) can contest and counter-ruck for the ball, but must enter from an onside position ie: tackler can roll away						Only the main tackler and the next defender can contest and counter-ruck for the ball, but must enter from an onside position							
Maul	No driving from lineout	No driving from lineout	If the ball is unplayable with ball carrier held up for 5-secs, scrum to attacking or team in possession as per World Rugby Law 16	No driving from lineout	If the ball is unplayable with ball carrier held up for 5-secs, scrum to attacking or team in possession as per World Rugby Law 16	If the ball is unplayable with ball carrier held up for 5-secs, scrum to attacking or team in possession as per World Rugby Law 16	No driving from lineout	If the ball is unplayable with ball carrier held up for 5-secs, scrum to attacking or team in possession as per World Rugby Law 16	If the ball is unplayable with ball carrier held up for 5-secs, scrum to attacking or team in possession as per World Rugby Law 16	No driving from lineout	If the ball is unplayable with ball carrier held up for 5-secs, scrum to attacking or team in possession as per World Rugby Law 16	If the ball is unplayable with ball carrier held up for 5-secs, scrum to attacking or team in possession as per World Rugby Law 16	If the ball is unplayable with ball carrier held up for 5-secs, scrum to attacking or team in possession as per World Rugby Law 16	If the ball is unplayable with ball carrier held up for 5-secs, scrum to attacking or team in possession as per World Rugby Law 16	If the ball is unplayable with ball carrier held up for 5-secs, scrum to attacking or team in possession as per World Rugby Law 16	If the ball is unplayable with ball carrier held up for 5-secs, scrum to attacking or team in possession as per World Rugby Law 16		
Kicking in General Play	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Kicking allowed out of hand. No "Fly Hacking"	Kicking allowed out of hand. No "Fly Hacking"	Allowed	Kicking allowed out of hand. No "Fly Hacking"	Allowed	Allowed	Allowed	Allowed	Allowed	Allowed		
Mark	N/A	N/A	N/A	N/A	N/A	N/A	N/A	Allowed as per Law 18	Allowed as per Law 18	N/A	Allowed as per Law 18	Allowed as per Law 18	Allowed as per Law 18	Allowed as per Law 18	Allowed as per Law 18	Allowed as per Law 18		
22 Drop out	N/A		Free Tap and Pass for team in possession 10m out from tryline		Free Tap and Pass for team in possession 10m out from tryline	Free Tap and Pass for team in possession 10m out from tryline	Offside line is 7m back from Lineout	Taken from on or behind the 22m line	Taken from on or behind the 22m line		Free Tap and Pass for team in possession 15m out from tryline	Taken from on or behind the 22m line	Taken from on or behind the 22m line	Taken from on or behind the 22m line	Taken from on or behind the 22m line	Taken from on or behind the 22m line		
Lineout	Free pass 1m in from the sideline; Opposition must be back 5m and only move forward after pass	Uncontested	Uncontested	Uncontested	Uncontested	Contested; No Lift	Contested; No Jump or Lift	Contested; No Lift	Contested; No Lift	Contested; No Lift	Contested ONLY IF NO LIFT	Contested ONLY IF NO LIFT	Contested	Contested	Contested	Contested		
		2 players per team plus thrower (3)	2 players per team plus thrower (3)	2 players per team plus thrower (3)	4 players per team plus thrower (5)	5 players per team plus thrower (6)	2 players per team plus thrower (3)	7 players per team plus hooker (8)	Minimum 2 plus hooker	2 players per team plus thrower (3)	4 players per team plus thrower (5)	Minimum 2 plus hooker	4 players per team plus thrower (5)	Minimum 2 plus hooker	Minimum 2 plus hooker	Minimum 2 plus hooker		
		Lineout occurs 3m in from the sideline	Lineout occurs 3m in from the sideline	Lineout occurs 3m in from the sideline	Lineout occurs 3m in from the sideline	Lineout occurs 3m in from the sideline	Lineout occurs 3m in from the sideline	Lineout occurs in between the 5m & 15m in from the sideline	Lineout occurs in between the 5m & 15m in from the sideline	Lineout occurs 3m in from the sideline	Lineout occurs in between the 5m & 15m in from the sideline	Lineout occurs in between the 5m & 15m in from the sideline	Lineout occurs in between the 5m & 15m in from the sideline	Lineout occurs in between the 5m & 15m in from the sideline	Lineout occurs in between the 5m & 15m in from the sideline	Lineout occurs in between the 5m & 15m in from the sideline		
		No Lifting	No Lifting	No Lifting	No Lifting	No Lifting	Scrum half must pass	No Lifting	No lifting	No Lifting	No lifting	Lifting Encouraged Throwing team only	Lifting Allowed	Lifting Allowed	Lifting Allowed	Lifting Allowed		
		No driving from lineout	No driving from lineout	No driving from lineout	No driving from lineout	No driving from lineout	No driving from lineout	No driving from lineout	Catch n Drive 5m only	Catch n Drive 5m only	No driving from lineout	Catch n Drive 5m only	Catch n Drive 5m only	Catch n Drive allowed as per WR Laws	Catch n Drive allowed as per WR Laws	Catch n Drive allowed as per WR Laws	Catch n Drive allowed as per WR Laws	

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		Offside line is 7m back from Lineout	Offside line is 7m back from Lineout	Offside line is 7m back from Lineout	Offside line is 7m back from Lineout	Offside line is 7m back from Lineout	Offside line is 7m back from Lineout	Offside line is 10m back from Lineout	Offside line is 10m back from Lineout	Offside line is 7m back from Lineout	Offside line is 7m back from Lineout	Offside line is 10m back from Lineout	Offside line is 10m back from Lineout	Offside line is 10m back from Lineout	Offside line is 10m back from Lineout	Offside line is 10m back from Lineout
Scrum	Tap & Pass; Opposition must be back 5m and only move forward after pass (not tap)	Uncontested Scrums	Uncontested Scrums	Uncontested Scrums	Uncontested Scrums	Contested	Uncontested Scrums	Contested	Contested	Contested Hook only; No Push	Contested Hook only; NO PUSH	Contested	Contested	Contested	Contested	Contested
		3-player scrum	3-player scrum	3-player scrum	5-player scrum (3+2)	6-player scrum (3+2+1)	3-player scrum	8-player scrum (3+2+2+1)	8-player scrum (3+2+2+1)	3-player scrum	5-player scrum (3+2)	8-player scrum (3+2+2+1)	5-player scrum (3+2)	8-player scrum (3+2+2+1)	8-player scrum (3+2+2+1)	8-player scrum (3+2+2+1)
		No push	No push	No push	No push	Max 1m push allowed	No push	Max 1m push allowed	Max 1m push allowed	No push	No push	Max 1m push allowed	Max 1m push allowed	Max 1m push allowed	Max 1.5m push allowed	Max 1.5m push allowed
		Offside line is 5m back from scrum	Offside line is 5m back from scrum	Offside line is 5m back from scrum	Offside line is 5m back from scrum	8 cannot play the ball from base	Offside line is 7m back from scrum	8 cannot play the ball from base	8 open option to run	Offside line is 7m back from scrum	Offside line is 7m back from scrum	8 open option to run	Offside line is 7m back from scrum	8 open option to run	8 open option to run	8 open option to run
		Scrum half must pass	Scrum half must pass	Scrum half must pass	Scrum half must pass	Scrum half can pass or run	Scrum half can pass or run	Scrum half can pass or run	Scrum half can pass or run	Scrum half can pass or run	Scrum half can pass or run	Scrum half can pass or run	Scrum half can pass or run	Scrum half can pass or run	Scrum half can pass or run	Scrum half can pass or run
		Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum	Defending 9 (Scrum Half) cannot go past the mid-line of the scrum
Penalty	Tap & Pass; Opposition must be back 5m and only move forward after pass (not tap)	Tap & Pass; Opposition must be back 5m	Tap & Pass opposition 7m back	Tap & Pass; Opposition must be back 5m	Tap & Pass opposition 7m back or Uncontested scrum option	Tap & Pass opposition 7m back or Uncontested scrum option	Tap & Pass; Opposition must be back 5m	Tap & Pass option or Scrum option or kick for touch and lineout option. Opposition must be 10m back	Tap & Pass option or Scrum option or kick for touch and lineout option. Opposition must be 10m back	Tap & Pass; Opposition must be back 5m	Tap & Pass option or Scrum option or kick for touch and lineout option. Opposition must be 7m back	Tap & Pass option or Scrum option or kick for touch and lineout option. Opposition must be 10m back	Tap & Pass option or Scrum option or kick for touch and lineout option. Opposition must be 10m back	Tap & Pass option or Scrum option or kick for touch and lineout option. Opposition must be 10m back	Tap & Pass option or Scrum option or kick for touch and lineout option. Opposition must be 10m back	Tap & Pass option or Scrum option or kick for touch and lineout option. Opposition must be 10m back
								No kicking for goal	Kicking Allowed		No kicking for goal	Kicking Allowed	Kicking Allowed	Kicking Allowed	Kicking Allowed	
WR Variations	Fending not allowed to any part of the Defender's body - with either the body or ball TAGs must not be protected / obstructed with body or ball	Fending not allowed to any part of the Defender's body - with either the body or ball TAGs must not be protected / obstructed with body or ball	Fending allowed BUT to chest and below only.	Fending not allowed to any part of the Defender's body - with either the body or ball TAGs must not be protected / obstructed with body or ball	Fending allowed BUT to chest and below only.	Fending allowed BUT to chest and below only.	Fending not allowed to any part of the Defender's body - with either the body or ball TAGs must not be protected / obstructed with body or ball	Fending allowed BUT to chest and below only.	As per World Rugby	Fending not allowed to any part of the Defender's body - with either the body or ball TAGs must not be protected / obstructed with body or ball	Fending allowed BUT to chest and below only.	As per World Rugby	As per World Rugby	As per World Rugby	As per World Rugby	As per World Rugby
			No Squeeze Ball		No Squeeze Ball	No Squeeze Ball		No Squeeze Ball	No Squeeze Ball		No Squeeze Ball	No Squeeze Ball	No Squeeze Ball	No Squeeze Ball	No Squeeze Ball	
									Collapsing of a maul is a penalty offence as per WR laws		Collapsing of a maul is a penalty offence as per WR laws	Collapsing of a maul is a penalty offence as per WR laws	Collapsing of a maul is a penalty offence as per WR laws	Collapsing of a maul is a penalty offence as per WR laws	Collapsing of a maul is a penalty offence as per WR laws	