

LAWS READY REFERENCE TABLE- 2017

	JUNIOR LEAGUE 6-12 YEARS							INTERNATIONAL
AGE GROUP	6	7	8	9	10	11	12	13+
NUMBER OF PLAYERS (MAXIMUM)	6		8		11		13	13
NUMBER OF PLAYERS (MINIMUM)	4		6		8		11	No minimum in International Laws. Junior Leagues will require a minimum of 9 players
MATCH DURATION	4 x 8 minutes				2 x 20 minutes			2 x 25mins up to 2 x 40 mins
MINIMUM PLAYING TIME (UNBROKEN)	2 unbroken quarters				1 unbroken period			N/A
BREAK TIME	3 minutes				5 minutes			5-10 minutes
FIELD SIZE	40m x 20m		68m x 30m		80m x 48m		100m x 68m (full field)	100m x 68m
DISTANCE FROM PLAY THE BALL								
TEAM IN POSSESSION	Behind the acting half back (Dummy Half), except for the person playing the ball							
TEAM NOT IN POSSESSION	5 metres							5m (13 & 14) 10m (15+)
MARKERS	Not Allowed			1				2
MARKERS ALLOWED TO MOVE	N/A			** See below				When the ball clears the ruck
TEAM IN DEFENCE ALLOWED TO MOVE	**When the 1st receiver has ball in hand or acting halfback fumbles, runs, or kicks							When the ball clears the ruck
RESULT FROM A KNOCK ON, FORWARD PASS OR PLAYER RUNS INTO TOUCH	Chances. Play the ball to the team in possession, tackle count continues. Referees to call Chance and the next tackle count		Handover (unless an advantage is gained) to the non-offending team				Scrum (unless an advantage is gained), loose head and feed to the non-offending team	
NUMBER OF TACKLES	6							
ZERO TACKLE	A zero tackle will be signalled when the non-offending team gains possession of the ball from a knock on, forward pass, or accidental offside. The initial tackle from a 20m restart will be a zero tackle.							
PASSES REQUIRED TO CONTINUE THE TACKLE COUNT	1	2 Except when FR (from the FR position), elects to run the ball, and is tackled without passing.			2 Except when the nominated DH (from the DH position) or FR (from the FR position), elects to run the ball, and is tackled without passing.			N/A
KICK OFFS								
DISTANCE BALL TO TRAVEL AT START TO BEGIN PERIODS FROM ½ WAY.	5 metres				10 metres			

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AFTER SCORING	Tap kick to non-scoring team (at 5 m Line)	Non scoring team takes a place kick from the centre of halfway (i.e.: a tap kick) Ground cannot be made from the tap kick		Non scoring team to take a place kick from the centre of halfway, which must travel 10 metres forward
GOAL LINE AND 20M DROP KICKS	5 metres	10 metres		
CONVERSIONS	No conversions	8's, 9's, 10's and 11's. Drop or place kick in front of goal 10m from line (taken in rotation)	Place kick opposite the scoring position, 10m from goal line and at least 20m from touch line (taken in rotation)	Place kick opposite the scoring position
KICKING IN GENERAL PLAY	No	Yes (no bombs)		Yes
DISTANCE AWAY AT PENALTIES & FREE KICKS				
OFFENDING TEAM	5 metres	10 metres		
ATTACKING TEAM	Behind the ball in all grades			
OFFENCES AT PENALTIES AND FREE KICKS				
OFFENDING TEAM	Penalty 5 metres back from the original penalty mark	Penalty 10 metres back from the original penalty mark		
KICKERS TEAM	Handover at the mark			Scrum at the mark
PENALTIES FOR BREACH IN TOUCH OR IN GOAL	10 metres directly in field opposite the breach 10 metres out from the goal line opposite the breach			
SCRUMS	No scrums. Handover occurs at the point where a scrum would have been packed.			Scrums, as per the International Laws of the Game
HANDOVERS				
<ol style="list-style-type: none"> 1. FOR INCIDENTS IN FIELD OF PLAY 2. FOR INCIDENTS IN-GOAL (EG HELD UP LAST TACKLE) 3. FOR BALL IN TOUCH 4. FOR BALL IN TOUCH WITHIN 10 METRES OF GOAL LINE 	<ol style="list-style-type: none"> 1. Where the incident occurs 2. 10 metres in field opposite the incident (5 metres 6-9 years) 3. 10 metres in field opposite where ball is deemed to be out (5 metres 6-9 years) 4. 10 metres from touch and 10 metres from goal line (5 metres 6-9 years) 			
MUTUAL INFRINGEMENT	Play-the-ball to the Attacking Team (i.e. team with the territorial advantage). Zero tackle will apply.			Scrum as per International Laws of the game.

NOTES: NSWRL competitions will play as per the 2016 Laws for the Under 9 Years age group ONLY throughout the 2017 season
 "Bombs" apply to all phases of play including starts and re-starts of play, and penalty kicks
 A "Bomb" is a kick which gains time for the chaser/s AND exerts pressure on the receiver
 The Safeplay Code is implemented from Under 6-15 Year age groups