

AJRA 2016  
Junior Age Grade Law Variations

U7 Flag Laws	New Laws	Previous Laws
Team Size	4 (or 5) players	4 (or 5) players
Maximum pitch size	12x20m	12x20m
Ball Size	3	3
Time per ½	10min	10min
Substitutes	Rolling	Rolling
# Flags to turnover	5	5
Knock-on's	Not called	Not called
Contact	None	None
Restarts	Free Pass	Free Pass

- Coaches not allowed on pitch

U9 Flag Laws	New Laws	Previous Laws
Team Size	6	6
Maximum pitch size	25x45m	25x45m
Ball Size	3	3
Time per ½	10min	10min
Substitutes	Rolling	Rolling
# Flags to turnover	6	6
Knock-on's	Not called	Not called
Contact	None	None
Restarts	Free Pass	Free Pass

- Coaches not allowed on pitch

U11 Transition Laws	New Laws	Previous Laws
Team Size	8 (or 7)	8 (or 7)
Maximum pitch size	60mx35m	60mx35m
Ball Size	4	4
Time per ½	Up to 15min	Up to 15min
Substitutes	Rolling	Rolling
Scrum	3v3 Uncontested	3v3 Uncontested
Tackle	Below Shoulders	Below Shoulders
Line out	None	None
Ruck	1v1 (plus carrier and tackler)	1v1 (plus carrier and tackler)
Maul	2v2 (includes carrier)	2v2 (includes carrier)
Kicking	None	None
Restarts	Punt	Punt

- Coaches not allowed on pitch
- During the first fixture of season (Week 1) "grab tackle" will be allowed. If held the player must offload in 2 seconds or Ref to call "tackle" and the player will to ground. Rucks are permitted.
- On "Kick off" the receiving team is ensured possession (even if ball knocked-on)

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U13 Girls Transition Laws	New Laws	Previous Laws
Team Size	8 (or 7)	n/a
Maximum pitch size	60mx35m	n/a
Ball Size	4	n/a
Time per ½	Up to 15min	n/a
Substitutes	Rolling	n/a
Scrum	3v3 Uncontested	n/a
Tackle	Below Shoulders	n/a
Line out	3v3 Uncontested	n/a
Ruck	1v1 (plus carrier and tackler)	n/a
Maul	2v2 (includes carrier)	n/a
Kicking	From own "10m"	n/a
Restarts	Drop Kick	n/a

- Coaches not allowed on pitch

U15 Girls Transition Laws	New Laws	Previous Laws
Team Size	8 (or 7)	n/a
Maximum pitch size	60mx35m	n/a
Ball Size	4	n/a
Time per ½	Up to 15min	n/a
Substitutes	Rolling	n/a
Scrum	3v3 contested	n/a
Tackle	Below Shoulders	n/a
Line out	3v3 contested (no lift)	n/a
Ruck	2v2 (plus carrier and tackler)	n/a
Maul	2v2 (includes carrier)	n/a
Kicking	From own ½	n/a
Restarts	Drop Kick	n/a

- Coaches not allowed on pitch

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U13 “15’s” Laws	New Laws	Previous Laws
Team Size	13	13 (ERU15)
Roster Size	Unlimited	Unlimited
Maximum pitch size	Full	Full
Ball Size	4	4
Time per ½	25min	25min
Substitutes	Rolling	Rolling
Scrum	6v6 contested – No Push	6v6 Uncontested
Tackle	Below Shoulders	Below Shoulders
Line out	Contested – No Lift	Contested – No Lift
Ruck	As Per Laws of Game	As Per Laws of Game
Maul	As Per Laws of Game	As Per Laws of Game
Fend (Hand-off)	No	No
Kicking	Penalties Kick Outside 22m Treated as “Free Kick”	As Per Laws of Game
Restarts	As Per Laws of Game	As Per Laws of Game

- No Pick and Run from back of scrum for 8 or 9
- Opposing scrumhalf stays at channel
- No “Squeeze ball” – Putting ball between legs at ruck
- Conversation taken from 15m in front of posts
- No Maul off lineout
- Lineout must be full numbers (5 a side)

U15 “15’s” Laws	New Laws	Previous Laws
Team Size	15	15
Roster	Unlimited	Unlimited
Maximum pitch size	Full	Full
Ball Size	5	5
Time per ½	30min	30min
Substitutes	Rolling	Rolling
Scrum	8v8 contested – 1.5m Push	8v8 contested – 1.5m Push
Tackle	Below Shoulders	Below Shoulders
Line out	Contested – No Lift	Contested – No Lift
Ruck	As Per Laws of Game	As Per Laws of Game
Maul	As Per Laws of Game	As Per Laws of Game
Fend (Hand-off)	Below Shoulders	Below Shoulders
Kicking	Penalties Kick Outside 22m Treated as “Free Kick”	As Per Laws of Game
Restarts	As Per Laws of Game	As Per Laws of Game

- For Playoffs - Must have 5 trained front row players (If scrums become uncontested game is forfeit)

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U17/18 "15's" Laws	New Laws	Previous Laws
Team Size	15	15
Roster	Limited to 25 for Playoffs	Unlimited
Maximum pitch size	Full	Full
Ball Size	5	5
Time per ½	35min	35min
Substitutes	Rolling	Rolling
Scrum	8v8 contested – 1.5m Push	8v8 contested – 1.5m Push
Tackle	As Per Laws of Game	As Per Laws of Game
Line out	As Per Laws of Game	As Per Laws of Game
Ruck	As Per Laws of Game	As Per Laws of Game
Maul	As Per Laws of Game	As Per Laws of Game
Fend (Hand-off)	As Per Laws of Game	As Per Laws of Game
Kicking	As Per Laws of Game	As Per Laws of Game
Restarts	As Per Laws of Game	As Per Laws of Game

- For Playoffs - Must have 5 trained front row players (If scrums become uncontested game is forfeit)