



# GAME RULES U6 - U14

## Season 2020/2021

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## 1 Game rules U6

The following table shows the general rules for category U6. Apart from these modifications, the rules of World Rugby to XV for 1U9 are applicable (foot play is allowed).

<b>NUMBER OF PLAYERS</b>	6	
<b>REPLACEMENTS</b>	Unlimited during stoppage of play and/or injury	
<b>GROUND</b>	15 metres (not including the goal) x 9 metres (1.5 m per player)	
<b>ORGANIZATION TYPE</b>	Friendly games + workshops	
<b>BALL</b>	Size 3	
<b>GAME TIME</b>	<b>30 minutes per half a day</b>	
<b>REFEREEING</b>	1 neutral referee - educator	
<b>FOUL PLAY</b>	From temporary replacement of 2 minutes to permanent exclusion, depending on the seriousness of the foul. Replacement is mandatory. If brutality or repeated offence, permanent exclusion from the tournament.	
<b>TACKLE</b>	The tackle <b>must be carried out with both arms around the waist. Any tackle above the waist or without engaging both arms will be punished. A player who is guilty of a dangerous tackle must be systematically excluded by the referee (2 minutes) with re-placement.</b> Throwing yourself in front of the ballcarrier or an ankle tap tackle are forbidden.	
<b>RESTART</b>	<p>The game resumption in the U6 category shall be as follows:</p> <ul style="list-style-type: none"> <li>• <b>Without delaying the start of play,</b></li> <li>• <b>The educator presents the ball to a player and ensures that it is a different player each time.</b></li> <li>• <b>The game starts when the player grabs the ball without the educator blowing the whistle.</b></li> </ul> <p>When the referee blows his whistle, the ballcarrier immediately places the ball on the point, where the offence happened. Otherwise this will be sanctioned (Free Kick or 5m +, or substitution in the case of repeated fouls). The coaches will ensure that both teams are equally balanced in strength.</p>	
<b>PLACE OF THE RESTART</b>	Kickoff	In the middle of the field
	Kickoff after a try	In the middle of the field by the team that conceded the try
	22 Meter Drop out	3 meters from the tryline
	Knock on or unplayable ball	Where the mistake happened, 3 meters from any line
	Penalty	Where the mistake happened, 3 meters from any line
	Free Kick	Where the mistake happened, 3 meters from any line
	Ball was carried or kicked out of the field (touching the ground)	At the place of the exit, 3 meters from any line
	Ball was kicked directly out of the field	Kick from the tryzone: where the ball left the field. Kick outside the tryzone: where the ball was kicked.
<b>CLASSIFICATION</b>	There are no results, no rankings.	



## 2 Game rules U8

The following table shows the general rules for category U8. Apart from these modifications, the rules of World Rugby to XV for U19 are applicable (foot play is allowed).

<b>NUMBER OF PLAYERS</b>	8
<b>REPLACE-MENTS</b>	Unlimited during stoppage of play and/or injury
<b>GROUND</b>	27 metres (not including the endzone) x 16 metres (2 m per player)
<b>BALL</b>	Size 3
<b>GAME TIME</b>	40 minutes per half a day (halftime not included)
<b>REFEREEING</b>	1 neutral referee - educator
<b>FOUL PLAY</b>	From temporary replacement of 2 minutes to permanent exclusion, depending on the seriousness of the foul. Replacement is mandatory. If brutality or repeated offence, permanent exclusion from the tournament.
<b>TACKLE</b>	The tackle <b>must be carried out with both arms around the waist. Any tackle above the waist or without engaging both arms will be punished. A player who is guilty of a dangerous tackle must be systematically excluded by the referee (2 minutes) with replacement.</b> Throwing yourself in front of the ballcarrier or an ankle tap tackle are forbidden.
<b>RESTART</b>	When the referee blows his whistle, the ballcarrier immediately places the ball on the point, where the offence happened. Otherwise this will be sanctioned (Free Kick or 5m +, or substitution in the case of repeated fouls). The coaches will ensure that both teams are equally balanced in strength.



RESTART	Where?	How?
KICKOFF	In the middle of the field	<p>Free Kick</p> <p>Opponents at 5 meters</p> <ul style="list-style-type: none"> <li>• Vigilance on the implementation of the Free Kick</li> <li>• GAME at the initiative of the player without a whistle from the educator.</li> </ul>
KICKOFF After a try	In the middle of the field by the team that conceded the try	
« 22m » DROP OUT	5 metres from the tryline	
PENALTY	Where the mistake happened, 5 meters from any line	
FREE KICK	Where the mistake happened, 5 meters from any line	
BALL IN TOUCH (indirect)	At the point of exit, 5 meters from any line	
BALL IN TOUCH (direct)	<p>Kick from the try zone: at the place of exit (whichever team kicked the ball into the in-goal)</p> <p>Kick outside the try zone: at the kicking point, 5 metres from any line.</p>	
KNOCK ON OR UNPLAYABLE BALL	Where the mistake happened	<p><b><u>Non-impact Educational Scrum 1 on 1:</u></b></p> <p>Pushing straight is allowed until the ball is won (ball behind the feet of one of the players). The ball is won by pushing. No possibility to regain the ball. Offside line at 5 metres: the coach places the ball on the ground at the place of the offence, <b>the nearest players of similar size</b> position themselves facing the opponent's right shoulder (loose head to the left), the educator (referee) announces the 3 commandments for the formation of the educational scrum without impact:</p> <p><b>1. CROUCH - 2. BIND - 3. SET</b></p> <p>When the ball is introduced, both players push for the ball: ball behind either player's feet = stop the push. The scrumhalf is placed behind the scrum. They do not push on the partner and play the ball as soon as it comes out. The scrum is never replayed. Incorrect bindings, bad posture: Free Kick. When a foul is undetected and the ball is unplayable or it's unsafe to continue, Free Kick in favour of the team that didn't cause the mistake for the scrum.</p>



### 3 Game rules U10

The following table shows the general rules for category U10. Apart from these modifications, the rules of World Rugby to XV for U19 are applicable (foot play is allowed).

<b>NUMBER OF PLAYERS</b>	10
<b>REPLACEMENTS</b>	Unlimited during stoppage of play and/or injury
<b>GROUND</b>	42 metres (not including the endzone x 25 metres (2.5 m per player))
<b>BALL</b>	Size 3
<b>GAME TIME</b>	<b>50 minutes per half a day</b> (without half time)
<b>ARBITRATION</b>	1 neutral referee - educator
<b>FOUL PLAY</b>	From temporary replacement of 2 minutes to permanent exclusion, depending on the seriousness of the foul. Replacement is mandatory. If brutality or repeated offence, permanent exclusion from the tournament.
<b>TACKLE</b>	The tackle <b>must be carried out with both arms around the waist. Any tackle above the waist or without engaging both arms will be punished. A player who is guilty of a dangerous tackle must be systematically excluded by the referee (2 minutes) with replacement.</b> Throwing yourself in front of the ballcarrier or an ankle tap tackle are forbidden.
<b>RESTART</b>	When the referee blows the whistle, the ballcarrier immediately puts the ball down where the offence has happened, otherwise sanctioned (Free Kick or 5m +, or substitution in case of repeated fouls). If one team scores 5 tries more than the other, the score is frozen and the leading team wins. The game continues and the coaches (educators) are obliged to balance out the teams in strength.



RESTART	Where?	How?
KICKOFF	In the middle of the field	Drop Kick Opponents at 5 meters The ball must go 5 meters
KICKOFF After a try	In the middle of the field by the team that conceded the try	
« 22m » DROP OUT	10 meters from the goal	Free Kick: Opponents at 5 meters
KNOCK ON OR UNPLAYABLE BALL	Where the mistake happened, 5 meters from any line	<p><b><u>Non-impact educational scrum: 3 against 3</u></b></p> <p>Pushing straight is allowed until the ball is won (ball behind the feet of one of the players). Hooking is allowed. No possibility to regain the ball. Offside line at 5 metres. 3 calls for the formation of the educational scrum without impact:</p> <p><b>1. CROUCH – 2. BIND – 3. SET</b></p> <p>Scrumhalf introduces the ball without delay. His opponent either stands beside him without following the ball or behind his scrum, in line with the axis of the scrum. The scrum is never replayed. Incorrect bindings, bad posture: Free Kick. If the scrum turns, when a foul is not detected and the ball becomes unplayable or the safety of the players requires a stop: Free Kick in favour of the team that introduced the ball into the scrum.</p>
PENALTY	At the location of the offence, five meters from any line	Free Kick: Opponents at 5 meters
FREE KICK	At the location of the offence, five meters from any line	Opponents at 5 meters No choice of a scrum.
BALL IN TOUCH (indirect)	Where the ball left the field, five meters from the tryline.	<p><b>Line out = Competition for the ball. 1 thrower, 2 jumpers and 1 scrum-half</b></p> <p>The defending team places 1 player opposite each attacker (thrower, jumpers, scrumhalf). Lifting the jumper is not allowed. The beginning of the lineout is 3 meters from the sideline. The end of the lineout is determined by the last player of the attacking team. The defending thrower stands at 2 meters distance from the lineout (width and depth). The scrumhalves stand 2 meters from the lineout (depth). Quick throw-ins allowed, respecting the offside lines. Non-participants of the lineout at 5 metres.</p>
BALL IN TOUCH (direct)	<p>Ball was kicked outside the 10 meters: Throw in where the ball was kicked</p> <p>Ball was kicked inside the 10 meters or in the tryzone: Throw in where the ball left the field</p>	



**4 Game rules U12**

The following table shows the general rules for category U12. Apart from these modifications, the rules of World Rugby to XV for U19 are applicable (foot play is allowed).

<b>NUMBER OF PLAYERS</b>	12	
<b>REPLACEMENTS</b>	Unlimited during stoppage of play and/or injury	
<b>GROUND</b>	60 metres (not including the goal) x 36 - 46 metres (min -max)	
<b>BALL</b>	Size 4	
<b>GAME TIME</b>	<b>60 minutes per half a day</b> (half-time break excluded)	
<b>REFEREEING</b>	1 neutral referee - educator	
<b>FOUL PLAY</b>	From temporary replacement of 5 minutes to permanent exclusion, depending on the seriousness of the foul. Replacement is mandatory. If the brutality is repeated, permanent exclusion from the tournament.	
<b>TACKLE</b>	The tackle <b>must be carried out with both arms around the waist. Any tackle above the waist or without engaging both arms will be punished. A player who is guilty of a dangerous tackle must be systematically excluded by the referee (2 minutes) with replacement.</b> Throwing yourself in front of the ballcarrier or an ankle tap tackle are forbidden.	
<b>RESTART</b>	When the referee blows the whistle, the ballcarrier immediately puts the ball down where the mistake happened, otherwise sanctioned (Free Kick or 5m +, or substitution in case of repeated fouls) If one team scores 5 tries more than the other, the score is frozen and the leading team wins. The game continues and the coaches (educators) are obliged to balance out the teams in strength.	
<b>RESTART</b>	<b>Where?</b>	<b>How?</b>
<b>KICKOFF</b>	In the middle of the field	Drop Kick. Opponents at 10 meters. The ball must go 10 meters.
<b>KICKOFF After a try</b>	In the middle of the field by the team that conceded the try.	
<b>«22m» DROP OUT</b>	10 meters from the try one.	Drop Kick





RESTART	Where?	How?
<b>KNOCK ON OR UNPLAYABLE BALL</b>	At the place of the offence, 5 meters from any line	<p><b><u>Non-impact educational scrum: 3+2 vs. 3+2</u></b></p> <p>Straight pushing is allowed until the ball is won (ball behind the feet of one of the front rows). Binding of the front row players according to XVs (see rules of the game at XV). Offside lines at 5 metres. The "+2" players are placed instead of the flankers, linked to the prop, inside hand to the shorts and outside hand to the jersey, standing, without pushing. They can only take part in the play when the scrum has finished. The referee gives the 3 calls for the formation of the educational scrum without impact:</p> <p><b>1. CROUCH – 2. BIND – 3. SET</b></p> <p>The scrumhalf introduces the ball without delay (3 seconds). His adversary is placed either beside him without following the ball or behind his scrum in the axis. Hooking is allowed. No possibility to regain possession of the ball. Ball is won = end of the push. End of scrum = when the scrum half lifts the ball off the ground. The scrum is never replayed. Incorrect bindings, bad posture: Free Kick. If the scrum turns, when a foul is not detected and the ball becomes unplayable or the safety of the players requires a stop: Free Kick in favour of the team that introduced the ball into the scrum.</p>
<b>PENALTY</b>	At the place of the offence, 5 meters from any line	World Rugby Rules for U19 except opponents at 5 metres
<b>FREE KICK</b>	At the place of the offence, 5 meters from any line	World Rugby Rules for U19 except opponents at 5 metres
<b>BALL IN TOUCH (indirect)</b>	At the point of exit, 10 meters from any line	<p><b>Line out = Competition for the ball. 1 thrower, 2, 3 or 4 jumpers and 1 scrumhalf</b></p> <p>The defending team places 1 player opposite each attacker (thrower, jumpers, scrumhalf). Lifting the jumper is not allowed. The beginning of the lineout is 3 meters from the side line. The end of the lineout is determined by the last player of the attacking team. The defending thrower stands at 2 meters distance from the lineout (width and depth). The scrumhalves stand 2 meters from the lineout (depth). Quick throw-ins allowed, respecting the offside lines. Non-participants of the lineout at 5 metres.</p>
<b>BALL IN TOUCH (direct)</b>	<p>Kicked outside the 10 meters: where the ball was kicked</p> <p>Kicked inside the 10 meters or tryzone: where the ball left the field</p>	
<b>CONVERSION</b>	NO	



## 5 Game rules U14

The following table shows the general rules for category U14. Apart from these modifications, the rules of World Rugby to XV for U19 are applicable (foot play is allowed).

<b>NUMBER OF PLAYERS</b>	<b>12</b> <b>If one team has less players, play with the equal number. If less than 10 players, play with 7.</b>
<b>REPLACE-MENTS</b>	Unlimited during stoppage of play and/or injury
<b>GROUND</b>	Normal pitch - minus the 5m on each side
<b>BALL</b>	Size 4
<b>GAME TIME</b>	60 minutes per half a day (exc. half-time)
<b>REFEREE-ING</b>	<b>2 trained young referees and 1 accompanying educator present on the field (in charge of the scrums and security)</b>
<b>FOUL PLAY</b>	From temporary replacement of 5 minutes to permanent exclusion, depending on the seriousness of the foul. Replacement is mandatory. If brutality or repeated offence, permanent exclusion from the tournament.
<b>TACKLE</b>	The tackle <b><u>must be carried out with both arms around the waist. Any tackle above the waist or without engaging both arms will be punished.</u></b> A player who is guilty of a dangerous tackle must be <b>systematically excluded by the referee (2 minutes) with replacement.</b> Throwing yourself in front of the ballcarrier or an ankle tap tackle are forbidden.
<b>RESTART</b>	When the referee blows the whistle, the ballcarrier immediately puts the ball down where the mistake happened, otherwise sanctioned (Free Kick or 5m +, or substitution in case of repeated fouls) If one team scores 5 tries more than the other, the score is frozen and the leading team wins. The game continues and the coaches (educators) are obliged to balance out the teams in strength.



RESTART	Where?	How?
KICKOFF	In the middle of the field	Opponents at 10 meters. The ball must pass 10 meters.
KICK-FF After a try	In the middle of the field by the team that conceded the try	
« 22m » DROP OUT	10 meters from the tryzone	Drop kick
KNOCK ON OR UNPLAYABLE BALL	At the place of the offence, 5 meters from any line	<p>Hooking allowed, no pushing. Non-impact educational scrum 3+2 (2nd rows), against 3+2 (2nd rows). Offside lines at 5 metres. 3 calls for the formation of the non-impact scrum:</p> <p><b>1. CROUCH – 2. BIND – 3. SET</b></p> <p>Binding of the front row players according to the rules of the game at XV. Scrum-half introduces the ball without delay (3 seconds). His opponent either stands beside him without following the ball or behind his scrum. The scrum is never replayed. Incorrect bindings, bad posture: Free Kick. When a foul is undetected and the ball is unplayable or unsafe, Free Kick in favour of the team not at fault for the action that caused the scrum.</p>
PENALTY	At the place of the offence, 5 meters from any line	World Rugby Rules for U19, opponents at 10 meters
FREE KICK	At the place of the offence, 5 meters from any line	World Rugby Rules for U19, opponents at 10 meters
BALL IN TOUCH (indirect)	At the point of exit, 5 meters from any line	<p><b>Line out = Competition for the ball. 1 thrower, 2, 3 or 4 jumpers and 1 scrum-half</b></p> <p>The defending team places 1 player opposite each attacker (thrower, jumpers, scrumhalf). Lifting the jumper is not allowed. The beginning of the lineout is 3 meters from the sideline. The end of the lineout is determined by the last player of the attacking team. The defending thrower stands at 2 meters distance from the lineout (width and depth). The scrumhalves stand 2 meters from the lineout (depth). Quick throw-ins allowed, respecting the offside lines. Non-participants of the lineout at 5 metres.</p>
BALL IN TOUCH (direct)	<p>Kicked outside the 10 meters: where the ball was kicked</p> <p>the 10 meters or try zone: where the ball left the field</p>	
CONVERSION	NO	



## 6

### Equipment

- 5.1. All equipment must comply with World Rugby Regulation 12.
- 5.2. A player shall wear jersey, shorts and undershorts, socks and shoes.
- 5.3. Additional equipment is permitted, namely:
  - a. Washable supports made of elastic or compressible material.
  - b. Shin guards.
  - c. Ankle protectors worn underneath socks, covering not more than one third of the length of the shin and, if rigid, made of non-metallic material.
  - d. Mittens (gloves without fingers).
  - e. Shoulder pads.
  - f. Mouth guard or dental protection.
  - g. A scrum-hat.
  - h. Bandages, dressings, strips, or other similar materials.
  - i. Specific rugby goggles (worldwide experiment).
  - j. Studs, including moulded studs, on the soles of their shoes.
- 5.4. In addition, women may wear:
  - a. Chest pads.
  - b. Long tights, with a single seam on the inside of the leg, under their shorts and socks. Headscarves provided that the scarf does not constitute a danger to the wearer or other players.
- 5.5. A player may not wear:
  - a. Blood-stained equipment.
  - b. Sharp or abrasive equipment.
  - c. Equipment containing buckles, clips, rings, hinges, zippers, screws, bolts or rigid materials, or any other protection not permitted by this rule.
  - d. Jewellery.
  - e. Gloves.
  - f. Shorts with padding sewn inside.
  - g. Equipment normally permitted by the Rules but which the Referee considers to be dangerous to the players.
  - h. A communication system.
- 5.6. The referee has the power to decide at any time that any part of a player's equipment is dangerous or prohibited. In this case, the referee must order the player to remove the item. The player can not re-enter the game until he has removed the item or rendered it harmless.
- 5.7. If, during a pre-game inspection, a game official signals to a player that he is wearing equipment not permitted by this rule and that player is subsequently caught wearing that equipment on the playing field, that player shall be ejected for misconduct. Punishment: Penalty.
- 5.8. The referee shall not allow a player to leave the playing area to change equipment unless the equipment is stained with blood.

World Rugby Rule 12 can be found at: <http://playerwelfare.worldrugby.org/reg12>