"The New Rules of Play"			© The Rugby Doctor Limited		January 2013	(E&OE)
	U7s (Y2)	U8s (Y3)	U9s (Y4)	U10s (Y5)	U11s (Y6)	U12s (Y7)
Restarts	FreePass to player less than 2m away. Opposition must be 7m back and move on 'pass' not on whistle. No-one may start running until the FreePass has been made	FreePass to player less than 2m away. Opposition must be 7m back and move on 'pass' not on whistle. No-one may start running until the FreePass has been made	FreePass to a player behind the passer. Opposition must be 7m back and move on 'pass' not on whistle. No-one may start running until the FreePass has been made	FreePass to a player behind the passer. Opposition must be 7m back and move on 'pass' not on whistle. No-one may start running until the FreePass has been made	Dropkick from centre of pitch to start & restart the game. Defending team must be 7m back. Dropkick must travel 7m. A free-kick is awarded for a Penalty offence	Dropkick from centre of pitch to start & restart the game. Defending team must be 7m back. Kick to restart after a Penalty offence
Scrum	None. FreePass from point that the incident mandating the scrum occurred	None. FreePass from point that the incident mandating the scrum occurred	None. FreePass from point that the incident mandating the scrum occurred	Uncontested, with the nearest three players to the incident mandating the scrum making up the front row and the 4th nearest acting as scrum-half. Shoulders must be above hips at all times. Both sets of 3Qs must be 5m back from rearmost feet except the defending scrum-half who must remain behind his hooker 'in the pocket'	Uncontested, with the nearest three players to the incident mandating the scrum making up the front row and the 4th nearest acting as scrum-half. Shoulders must be above hips at all times. Both sets of 3Qs must be 5m back from rearmost feet except the defending scrum-half who must remain behind his hooker 'in the pocket'	Contested. Binding around hips. Shoulders must be above hips at all times. Defending S/H must remain behind the line of scrummage. Maximum 1.5m drive and 45 degree wheel. Attacking & Defending 3Qs must be 5m behind rearmost feet. Number 8 pick up is not allowed
Lineout	None. FreePass from point that ball or player entered 'touch'	None. FreePass from point that ball or player entered 'touch'	None. FreePass from the point that ball or ball-carrier went into 'touch'	None. FreePass from the point that ball or ball-carrier went into 'touch'	None. FreePass from the point that ball or ball-carrier went into 'touch'	Contested. 5 players in Lineout between 2 and 10m from touchline. Both Attacking & Defending 3Qs must be 7m behind the line of touch. No 'quick throws' or 'long throws'. Ball must be put in 'straight'
Tackling	Removal of one or both Tags. Tagged Player must stop running and pass to a team-mate within 3 strides/3 seconds. Tagger must show Tag and shout "Tag". Tag to be handed back to player.	Removal of one or both Tags. Tagged Player must stop running and pass to a team-mate within 3 strides/3 seconds. Tagger must show Tag and shout "Tag". Tag to be handed back to player. Turnover on 7th Tag	The tackle is introduced but intent is also rewarded, with the tackle being redefined as a grip on the ball carrier below the arm-pit. Once 'tackle' has been called the ball must be passed within 3 seconds, (driving forward during this period is allowed)	The tackle is defined as a grip on the ball carrier below the arm-pit. The ball-carrier may continue to drive forward when tackled and ONE player from each team may join the ensuing mini-ruck or mini-maul	The tackle is defined as a grip on the ball carrier below the arm-pit. The ball-carrier may continue to drive forward when tackled and TWO players from each team may join the ensuing mini-ruck or mini-maul. Scrag tackling and Squeeze-ball are not allowed	Allowed. Below armpit. No scrag tackles or barging and 'squeezeball' is not allowed
Scoring	Touch ball down in-goal, no going to ground. Player is allowed to take ONE step over the tryline to ground the ball if tagged	Touch ball down in-goal, ball-carrier may go to ground. Player is allowed to take ONE step over the tryline to ground the ball if tagged. One step rule does not apply on 7th TAG	Going to ground to score is allowed. A player tackled within 1m of the try line may attempt to score and the Referee should allow 3 seconds for this before 'tackle' is called	Going to ground to score is allowed. A player tackled but on their feet may drive over the line to score	Going to ground to score is allowed. Conversion may be place or drop kicked from in front of the posts. Other than Conversions, no place or drop kicks at goal are allowed.	Going to ground to score is allowed. Conversion may be place or drop kicked from in front of the posts. Other than Conversions, no place or drop kicks at goal are allowed.
Kicking	None	None	None	None	Allowed, but no fly-hacking. Offside 'zone' is 7m. No kicking for goal except conversions	Allowed, but no fly-hacking. Offside 'zone' is 7m. No kicking for goal except conversions
Contact	None, (No fending or protection of the ball or Tag is allowed)	None, (No fending or protection of the ball or Tag is allowed)	Transitional contact is allowed, (No fending is permitted)	Transitional contact is allowed, (No fending is permitted)	Allowed, (no fending is permitted)	Allowed, (no fending is permitted)
Other	There is no 'knock-on' offence with the ball remaining 'in play' for both sides	Maximum of 6 Tag tackles allowed before scoring a try, (turnover on 7th Tag)	No ripping of the ball is allowed before or after 'tackle' is called. No-one may contest the ball with the tackler(s) simply working to prevent progress of the ball-carrier. An offside line is set by the tackle. A turnover on the 7th Tackle may be agreed between teams and Referee	If a mini-maul is formed then the team in possession must 'use the ball' within 5s. If the ball becomes unplayable a scrum is awarded to the opposing team	If a midi-maul is formed then the team in possession must 'use the ball' within 5s. If the ball becomes unplayable a scrum is awarded to the opposing team. If a Midi-ruck is formed and the ball is clearly won and available then the team in possession must 'use the ball' within 5s. If the ball becomes unplayable a scrum is awarded to the opposing team.	
Team Size	4	5 to 6	6 to 7	7 to 8	7 to 9	13 (6 are Forwards)
Squad Size	10	by agreement	by agreement	by agreement	by agreement	17
Ball	Size 3	Size 3	Size 3	Size 4	Size 4	Size 4
Max Pitch Size	20m x 12m (5m in-goal)	45m x 22m (5m in-goal)	60m x 30m (5m in-goal)	60m x 35m (5m in-goal)	60m x 35m (5m in-goal, 15m '22')	60m x 43m (5m in-goal)
Max Duration	2 x 10m (Match) 2 x 7m (Triangular) 2 x 5m (Festival) 5 games at Festival Max Duration 60m	2 x 10m (Match) 2 x 7m (Triangular) 2 x 5m (Festival) 5 games at Festival Max Duration 60m	2 x 15m (Match) 2 x 10m (Triangular) 2 x 6m (Festival) 5 games at Festival Max Duration 60m	2 x 15m (Match) 2 x 10m (Triangular) 2 x 6m (Festival) 5 games at Festival Max Duration 60m	2 x 20m (Match) 2 x 15m (Triangular) 2 x 7m (Festival) 5 games at Festival Max Duration 70m	2 x 20m (Match) 2 x 15m (Triangular) 2 x 7m (Festival) 5 games at Festival Max Duration 120m
Max Season	17 Fixtures / Festivals. No more than one per weekend	17 Fixtures / Festivals. No more than one per weekend	17 Fixtures / Festivals. No more than one per weekend	17 Fixtures / Festivals. No more than one per weekend	17 Fixtures / Festivals. No more than one per weekend	17 Fixtures / Festivals. No more than one per weekend