

AGRPU Junior Rugby Law Variations				
	Tag (U8)	Mini (U10)	Midi (U12 - Half Pitch Format)	Midi (U12 - Full Pitch Format)
Field Size	Maximum 25m x 35m	Maximum 35m x 60m	Maximum 35m x 60m	Full Field (Max 100m x 70m)
Ball Size	Size 2 or 3	Size 3	Size 4	Size 4
Team Size	7 players per side	10 players per side	12 players per team	15 players per team
Substitutions	Rolling from a squad of up to 12	Rolling from a squad of up to 15	Rolling from a squad of up to 18	Rolling from squad of up to 22
Time for a single fixture	Maximum of 2 x 15 minute halves	Maximum of 2 x 20 minute halves	Maximum of 2 x 25 minute halves	Maximum of 2 x 25 minute halves
Time for a tournament	Maximum of 2 x 10 minute halves	Maximum of 2 x 10 minute halves	Maximum of 2 x 15 minute halves	Maximum of 2 x 15 minute halves
Kick Offs / Restarts	Taken as a tap kick	Taken as a drop kick	Taken as a drop kick	Taken as a drop kick
	Opposition must be 5 - 7m back	Free catch for receiving team	Contested	Contested
Scoring	A Try is worth 5 points	Must travel 7m forwards	Must travel 7m forwards	Must travel 10m forwards
	No conversions	A Try is worth 5 points	A Try is worth 5 points	A Try is worth 5 points
	No penalty goals (PGs)	No conversions	Conversion to be taken from in front of any available set of posts. (2 points) - No PGs or DGs	Conversion to be taken from in front of the posts. (2 points) - No PGs or DGs
	No drop goals (DGs)	No PGs		
Kicking in General Play	Not allowed	Not allowed	Allowed / No Fly Hacking	Allowed / No Fly Hacking
Mark	Not applicable	Not applicable	Allowed	Allowed
Tackle	2 handed tag or "Rip" if with belts	Tackling with correct technique and	Tackling with correct technique and	Tackling with correct technique and
Ruck / Maul	Not applicable	Rucking / Mauling allowed	Rucking / Mauling allowed	Rucking / Mauling allowed
22m Drop Out	Not applicable	Free catch for receiving team	Contested	Contested
		Taken from on or behind the 15m	Taken from on or behind the 15m	Taken from on or behind the 22m
Lineout	Not applicable	Contested	Contested	Contested
		2 players per team (plus hooker)	4 players per team (plus hooker)	7 players per team (plus hooker)
		Lineout occurs between 4m & 7m	Lineout occurs between 5m & 10m	Lineout occurs between 5m & 15m
		No lifting	No lifting	No lifting
		Offside line for the backline is 7m	Offside line for the backline is 7m	Offside line for the backline is 10m
Scrum	Not applicable	Nos - 3 (3)	Nos - 5 (3,2)	Nos - 8 (3,4,1)
		Contested	Contested	Contested
		A maximum of 1m push allowed	A maximum of 1m push allowed	A maximum of 1m push allowed
		Defending scrum half cannot go past the mid line of the scrum	Defending scrum half cannot go past the mid line of the scrum	Defending scrum half cannot go past the mid line of the scrum
				No 8 cannot play the ball
	Scrum half can only pass	Scrum half can either pass or run	Scrum half can either pass or run	
Penalty	Tap kick	Tap kick or kick for touch	All Options as per the IRB Laws	All Options as per the IRB Laws
Variations to IRB U19 Laws	Not applicable	No fending, no squeeze ball, no deliberately collapsing a maul	No squeeze ball, no deliberately collapsing a maul	No squeeze ball, no deliberately collapsing a maul

AGRPU Junior Rugby Law Variations			
	Under 13 & 14	Under 15 & 16	Under 17, 18 & 19
Field Size	Full Field (Max 100m x 70m)	Full Field (Max 100m x 70m)	Full Field (Max 100m x 70m)
Ball Size	Size 5	Size 5	Size 5
Team Size	15 players per team + 7 Substitutes	15 players per team + 7 Substitutes	15 players per team + 7 Substitutes
Substitutions	As per IRB Laws	As per IRB Laws	As per IRB Laws
Time for a single fixture	Maximum of 2 x 30 minute halves	Maximum of 2 x 35 minute halves	Maximum of 2 x 35 minute halves
Time for a tournament	Maximum of 2 x 15 minute halves	Maximum of 2 x 20 minute halves	Maximum of 2 x 20 minute halves
Kick Offs / Restarts	Taken as a drop kick	Taken as a drop kick	Taken as a drop kick
	Contested	Contested	Contested
	Must Travel 10m towards the opposition goal	Must Travel 10m towards the opposition goal	Must Travel 10m towards the opposition goal
Scoring	A Try is worth 5 points	A Try is worth 5 points	A Try is worth 5 points
	Conversion - 2 points & is taken as IRB Laws	Conversion - 2 points & is taken as IRB Laws	Conversion - 2 points & is taken as IRB Laws
	Penalty Goals Allowed	Penalty Goals Allowed	Penalty Goals Allowed
	Drop Goals Allowed	Drop Goals Allowed	Drop Goals Allowed
Kicking in General Play	Allowed	Allowed	Allowed
Mark	Allowed	Allowed	Allowed
Tackle	Tackling with correct technique and relevant	Tackling with correct technique and relevant	Tackling with correct technique and relevant
Ruck / Maul	Rucking / Mauling allowed	Rucking / Mauling with correct technique and	Rucking / Mauling with correct technique and
22m Drop Out	Contested	Contested	Contested
	Taken from anywhere on or behind the 22m line	Taken from anywhere on or behind the 22m line	Taken from anywhere on or behind the 22m line
Lineout	Contested	Contested	Contested
	Min 2 Players Plus Hooker	Min 2 Players Plus Hooker	Min 2 Players Plus Hooker
	Lineout occurs between 5m & 15m	Lineout occurs between 5m & 15m	Lineout occurs between 5m & 15m
	Lifting allowed	Lifting allowed	Lifting allowed
	Offside line for the backline is 10m from the line	Offside line for the backline is 10m from the line	Offside line for the backline is 10m from the line
Scrum	Nos - 8 (3,4,1)	Nos - 8 (3,4,1),	Nos - 8 (3,4,1),
	Contested	Contested	Contested
	A maximum of 1.5m push allowed	A maximum of 1.5m push allowed	A maximum of 1.5m push allowed
	Defending scrum half may go past the mid line of the scrum (i.e. follow the ball)	Defending scrum half may go past the mid line of the scrum (i.e. follow the ball)	Defending scrum half may go past the mid line of the scrum (i.e. follow the ball)
	No.8 may Play the Ball	No.8 may Play the Ball	No.8 may Play the Ball
	Scrum half can either pass or run	Scrum half can either pass or run	Scrum half can either pass or run
Penalty	All Options as per the IRB Laws	All Options as per the IRB Laws	All Options as per the IRB Laws
Variations to IRB U19 Laws	No squeeze ball, no deliberately collapsing a maul	No squeeze ball, no deliberately collapsing a maul	No squeeze ball, no deliberately collapsing a maul