

RFU Under 7 – Under 18 Law Variations

Age Group	School Year	Age	Max Pitch Size	Ball Size	Game Time	Max players per side	Tag or Tackle	Players on pitch	Kicking	When pen. Awarded	Hand Off	Method of Scoring and max score	Standard Scrum structure	Scrum contest <i>** if not wheeled intentionally original side puts in again</i>	Scrum Half	Scrum Forwards	when ball in touch	Lineout
U7	2	U7 on 31/8	60x30	3	10 x 2 No ET	7	Tag	always = numbers <b>No S/O</b>	no	Free Pass	NO	T=1 No C <b>Game over after 6 tries difference</b>	-	-	-	-	Free Pass	Free Pass
U8	3	U8 on 31/8	60x30	3	10 x 2 No ET	7	Tag	always = <b>No S/O</b>	no	Free Pass	NO	T=1 No C <b>Game over after 6 tries difference</b>	-	-	-	-	Free Pass	Free Pass
U9	4	U9 on 31/8	60x35	3	15 x 2 No ET	9	Tackle	always = <b>No S/O</b>	no	Free Pass	NO	T=1 No C <b>Game over after 6 tries difference</b>	3	NC	<b>Non putting in SH must stay behind scrum in the pocket of his two props</b>	Cannot Pick-up Ball in Scrum	Lineout	2 man uncontested
U10	5	U10 on 31/8	60x35	4	15 x 2 No ET	9	Tackle	always = <b>No S/O</b>	no	Free Pass	NO	T=5 <b>Game over after 6 tries difference</b>	3	45' wheel 1.5M move only **	<b>Non putting in SH must stay behind scrum in the pocket of his two props</b>	Cannot Pick-up Ball in Scrum	Lineout	Contest – 2 man
U11	6	U11 on 31/8	60x43	4	20 x 2 No ET	12	Tackle	always = <b>No S/O</b>	From hand no fly hack	Free kick	NO	T=5 C=2 drop kick in front of posts <b>Game over after 6 tries difference</b>	3:2	45' wheel 1.5M move only **	offside is halfway through scrum	Cannot Pick-up Ball in Scrum	Lineout	Contest – 4 man
U12	7	U12 on 31/8	60x43	4	20 x 2 No ET	13 or 12 if agreed by coaches	Tackle	always = <b>No S/O</b>	From hand no fly hack	Free kick	NO	T=5 C=2 <b>Game over after 6 tries difference</b>	3:2:1	45' wheel 1.5M move only **	offside is halfway through scrum	Cannot Pick-up Ball in Scrum	Lineout	Contest – 5 man
U13	8	U13 on 31/8	Full	4	25 x 2 No ET	15	Tackle	= until s/o <b>see scrum variation</b>	all OK	std	YES	T=5 C=2 P=3 DG=3 <b>Game over after 50 point difference</b>	3:4:1 (If a player in scrum is S/O then 3:4 or two S/O then 3:2:1)	45' wheel 1.5M move only **	offside is halfway through scrum	<b>Number 8 can Pick-up Ball at his feet without delay</b>	Lineout	contestable No lifting
U14	9	U14 on 31/8	Full	4	30 x 2 No ET	15	Tackle	= until s/o <b>see scrum variation</b>	all ok	std	YES	T=5 C=2 P=3 DG=3 <b>Game over after 50 point difference</b>	3:4:1 (If a player in scrum is S/O then 3:4 or two S/O then 3:2:1)	45' wheel 1.5M move only **	offside is halfway through scrum	<b>Number 8 can Pick-up Ball at his feet without delay</b>	Lineout	contestable No lifting
U15	10	U15 on 31/8	Full	5	30 x 2 No ET	15	Tackle	= until s/o <b>see scrum variation</b>	all ok	std	YES	T=5 C=2 P=3 DG=3 <b>Game over after 50 point difference</b>	3:4:1 (If a player in scrum is S/O then 3:4 or two S/O then 3:2:1)	45' wheel 1.5M move only **	offside is halfway through scrum	<b>Number 8 can Pick-up Ball at his feet without delay</b>	Lineout	contestable No lifting
U16	11	U16 on 31/8	Full	5	35 x 2 No ET	15	Tackle	= until s/o <b>see scrum variation</b>	all ok	std	YES	T=5 C=2 P=3 DG=3 <b>Game over after 50 point difference</b>	3:4:1 (If a player in scrum is S/O then 3:4 or two S/O then 3:2:1)	45' wheel 1.5M move only **	can follow	<b>Number 8 can Pick-up Ball at his feet without delay</b>	Lineout	contestable lifting ok
U18	N/A	>16 & U18 on 31/8	Full	5	35 x 2 No ET	15	Tackle	= until s/o <b>see scrum variation</b>	all ok	std	YES	T=5 C=2 P=3 DG=3 <b>Game over after 50 point difference</b>	3:4:1 (If a player in scrum is S/O then 3:4 or two S/O then 3:2:1)	45' wheel 1.5M move only **	can follow	<b>Number 8 can Pick-up Ball at his feet without delay</b>	Lineout	contestable lifting ok

ET = extra time. NC = Non contested. T = Try. C = Conversion. P = Penalty. DG = Drop Goal. s/o = sending off (red or yellow card).

Age - Regulation 6.1.2 A player's age grade is determined by their age at midnight on 31<sup>st</sup> August at the beginning of each season