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|  | **Field** | **Ball Size** | **Scrums** | **Lineouts** | **Kick-offs** | **Conversions** |
| **U16s** | Full | 4 | Uncontested | Live | Dropkick | Place kick/Drop |
| **U13s** | Full | 4 | Uncontested | Live | Dropkick | Place kick/Drop |
| **U11s** | Half pitch | 4 | Uncontested | Live | Dropkick | Place kick/Drop |
| **U9s** | Half pitch | 3 | Uncontested | Uncontested | Place kick/Drop | No conversions |
| **U7s** | Quarter pitch | 3 | Optional/ Uncontested | No lineouts | Place kick/Drop | No conversions |

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| * Referee interprets all laws and is the final authority; safety is the #1 priority. If coaches or parents have questions about anything, please ask the referee after the match. * Unlimited tags per team. Two hand tag must be from waist-to-knees; ball must be played “immediately” – passed or a ruck set. Jerseys must be tucked in. * Run forward/pass backwards. A ball passed backwards by a running attacker will always travel forward because of physics. This is a legal pass so long as the receiver is not in front of the passer. * Following a tag there is a one-meter zone around tagged attacker where defenders can’t enter or reach in. Tagger cannot intercept ball and must not be in passing lanes (neutral location). **A “neutral location” is moving one meter in any direction AWAY from the attacker’s support.** * Following a Tag, a player may crouch forward and place the ball on the ground under them declaring a “Ruck!”. The Ball carrier must call a ruck immediately after being tagged. The defender who made the tag must join the ruck with the tagged player and one other attacker. If the ball carrier has separated from the tagger, another defender must join the ruck instead of the tagger. Other players must get behind the ruck indicated by being behind the foot of the last player in the ruck. If play continues before they do so they must continue to retire and not interfere with play or obstruct opponents * After a score, the team who scored kicks off to opposition. The kick-off must travel 10 meters. * No 1-2-1 passing: Attacker #1 is tagged but may pass to Attacker #2. Attacker #2 may score or be tagged and pass to Attacker #3, but **NOT** pass back to Attacker #1. * Games length varies according to match organizers. Could be one game of 20 mins, or 4 periods of 10 minutes each, etc. | **Being a Good Referee** COMMUNICATE clearly with your whistle, use a big voice, and the proper hand signals. Follow the play from behind the ball so you can move with the action.  **Proper Gear…**   Cleats or running shoes;  Metal whistle wrapped around your hand (not around your neck);  A [cheap digital watch](https://www.amazon.com/Casio-Digital-Sport-Watch-AE1500WH-1AV/dp/B08VNR3NRW/ref=sr_1_2?crid=3Q0ESGWER81YI&keywords=digital+watch&qid=1686159029&sprefix=digital+watch%2Caps%2C90&sr=8-2). Cellphone is acceptable but prone to damage/dropping;  Pencil and card to track score;   **Additional…**   * Ask both coaches for feedback after the game. * Get in reps during practice. * Read the rule book and re-read it again the night before. |