

## Hong Kong Mini Rugby Football Union - 2011/2012 Season

### Summary of Playing Laws

	U6s	U7s	U8s	U9s	U10s	U11s	U12s
<b>Coach on Pitch</b>	One	One	One	One	None	None	None
<b>Ball Size</b>	3	3	3	3	4	4	4
<b>Playing Time</b>	1 * 8-10mins	1 * 8-10mins	1 * 10mins	1 * 10mins	1 * 10mins	1 * 10mins	1 * 10mins
<b>Player Numbers</b>	8 (Backs)		8 (3 Forwards/5 Backs)	10 (5 Forwards/5 Backs)		11 (5 Forwards/6 Backs)	12 (6 Forwards/6 Backs)
<b>Tackle</b>	No (2-hands on the shorts. Must pass within 3 steps of referees call. Referee to call "PASS" if performed correctly or "PLAY ON" if not.			Yes	Yes	Yes	Yes
<b>Offside at Tackle</b>	3M			-	-	-	-
<b>Squeeze Ball</b>	-	-	-	No	No	No	No
<b>Kicking</b>							
- Kick Off	Place Kick			Punt or Drop Kick		Drop Kick	
- Kick Off Must Travel	5M			7M		7M	
- Drop Out (at)	No (Tap - 5M)			No (Tap 10M)		Yes (15M)	
- Penalty (Kick for Touch)	No - Tap Restart			No	Yes	Yes	
- Kick Out of Hand	No			No		No	Yes
- Fly Hack	No			No		No	Yes
- Conversion	No			No		No	
- Taken Back In	No			No		No	Directly Into Touch - No Gain in Ground
- Restart (Try)	Tap Restart (Non-Scoring)			Drop or Drop Kick (Non-Scoring)		Drop (Non-Scoring)	
<b>Scrum</b>	No - Tap Restart		Yes	Yes		Yes	
- Numbers	-		3	5	5	5	6
- Pushing	-		No Contest	No Contest		Contested (1.5M Push)	
- Hooking	-		Team Throwing in the Ball Must Win	Yes		Yes	
- Offside Line	-		5M	5M		5M	
- Offside Line (S-Half)	-		Tunnel Midline. Remain within 1M of the Scrum on the Feeding Side	Tunnel Midline. Remain within 1M of the Scrum on the Feeding Side		Tunnel Midline. Remain within 1M of the Scrum on the Feeding Side	
- Scrum Half	-		Must Pass	Must Pass		All Options	
<b>Mauls</b>	No			Yes (3M Movement - "Use or Lose")		All Options	
<b>Line-out</b>	No			Yes		Yes	
- Numbers	-			4	4	4	5
- Distance to Front	-			3M		3M	
- Contested	-			No	Yes	Yes	
- Jumping	-			No	Yes	Yes	
- Lifting/Supporting	-			No		No	
- Offside Line (From Line of Touch)	-			5M		7M	
- Quick	-			No		No	
- Lineout Receiver	-			Must Pass		All Options	
<b>Fair Catch Mark</b>	No			No		No	
<b>Hand-Off</b>	No			No		Yes (Flat Palm, Bent Elbow, Below Shoulder Line)	
<b>Quick Tap Penalties</b>	No			No		Yes	
<b>Penalty Offside Lines</b>	5M			5M		7M	

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	U6s	U7s	U8s	U9s	U10s	U11s	U12s
<b>Coach on Pitch</b>	One	One	One	One	None	None	None
<b>Ball Size</b>	3 (2.5)	3 (2.5)	3	3	4	4	4
<b>Playing Time</b>	1 * 15mins (2 * 20mins)	2 * 15mins (2 * 20mins)	2 * 15mins (2*25mins)	2 * 20mins (2*25mins)	2 * 20mins (2*25mins)	2*20mins (2*25mins)	2*25mins (2*30mins)
<b>Player Numbers</b>	7 (3 Forwards/4 Backs)		7 (3 Forwards/4 Backs) 10 (5 forwards/ 5 Back)s	10 (5 Forwards/5 Backs)	12 (6 Forwards/6 Backs) 10 (5 Forwards/5 Backs)	12 (6 forwards/6 Backs) 15 (8 Forwards/7 Backs)	15 (8 Forwards/7 Backs)
<b>Tackle</b>	No (2-hands on the shorts. Must pass within 3 steps of referees call. Referee to call "TAG" if performed correctly or "PLAY ON" if not. (Tackle Rip)		Yes (U8s will have a minimum 4 week transition stage for Rippa Game to tackle.)	Yes	Yes	Yes	Yes
<b>Offside at Tackle</b>	-		-	-	-	-	-
<b>Squeeze Ball</b>	-	-	No	No	No	No	No
<b>Kicking</b>	Punt (5M Exclusion Zone) (Tap Pass)		Punt or Drop (Tap Pass)	Punt or Drop	Drop (Punt or Drop)	Drop	Drop
- Kick Off	5M		10M	10M	10M	10M	10M
- Kick Off Must Travel	No (Tap - 10M)		Yes (15M)	Yes (15M)	Yes (22M)	Yes (22M)	Yes (22M)
- Drop Out (at)	No - Tap Restart		No - Tap Restart	No - Tap Restart	Yes	Yes	Yes
- Penalty (Touch)	No		No	No	Yes	Yes	Yes
- Kick Out of Hand	No		No	No	Yes	Yes	Yes
- Fly Hack	No		No	No	Yes	Yes	Yes
- Conversion	No		No (Yes)	No (Yes)	No (Yes)	No (Yes)	No (Yes)
- Taken Back In	No		No	No	Directly Into Touch - No Gain in Ground		Drop (Non-Scoring)
- Restart (Try)	Tap Restart (Non-Scoring)		Tap Restart (Non-Scoring)	Tap Restart (Non-Scoring)	Drop (Non-Scoring)		Drop (Non-Scoring)
<b>Scrum</b>	Yes (No)		Yes		Yes		Yes
- Numbers	3		3 (5)	5	6 (5)	6	8
- Pushing	No Contest		No Contest	No Contest	Contested (1M Push)		Contested (1.5M Push)
- Hooking	Team Throwing in the Ball Must Win		Team Throwing in the Ball Must Win		Yes		Yes
- Offside Line	5M		5M		5M		5M
- Offside Line (S-Half)	Tunnel Midline. Remain within 1M of the Scrum on the Feeding Side		Tunnel Midline. Remain within 1M of the Scrum on the Feeding Side		Tunnel Midline. Remain within 1M of the Scrum on the Feeding Side		Tunnel Midline. Remain within 1M of the Scrum on the Feeding Side
- Scrum Half	Must Pass		Must Pass		Must Pass. #8 Moves Illegal		All Options
<b>Mauls</b>	No		Yes (3m "Use or Lose")		All Options		All Options
<b>Line-out</b>	Yes (No)		Yes		Yes		Yes
- Numbers	2		2 (4)	4	5 (4)	5 (7)	7
- Distance to Front	3M		3M	3M	5M	5M	5M
- Contested	No		No	No	Yes	Yes	Yes
- Jumping	No		No	No	Yes	Yes	Yes
- Lifting/Supporting	No		NO	No	No	No	No
- Offside Line (From Line of Touch)	3M		5M		10M	10M	10M
- Quick	No		No		No	No	No
- Lineout Receiver	Must Pass		Must Pass		All Options		All Options
<b>Fair Catch Mark</b>	No		No		No		No
<b>Hand-Off</b>	No		No		Yes (Flat Palm, Bent Elbow, Below Shoulder Line)		Yes (Flat Palm, Bent Elbow, Below Shoulder Line)
<b>Quick Tap Penalties</b>	No		No		Yes		Yes
<b>Penalty Offside Lines</b>	5M		5M		10M		10M
<b>Pitch Size</b>	(40m*25m) (Goal-10M)		(60m*35M) (Goal -10m)		(100m*60m) (Goal - 10m)	(100m*60m) (Full Field)	Full Field