

**Hong Kong Mini Rugby Football Union - Laws Quick Guide Updated 3 September 2015**

Law / Relevant Variation		U6	U7	U8	U9	U10	U11	U12
<b>Coach on Pitch</b>		One			-		-	
<b>Law 1</b>	<b>The Ground</b>	1/12 (20*40)	1/8 (30*40)	1/6 (40*40)	1/4 (60*40)	1/3 (80*40)	5/12 (80*50)	1/2 (80*60)
<b>Law 2</b>	<b>Ball Size</b>	3			3	4	4	
<b>Law 3</b>	<b>Number of Players</b>	6	7	8	9	10 (5F/5B)	11(5F/6B)	12(6F/6B)
<b>Law 5</b>	<b>Time</b>	Max 30 mins	Max 35 mins	Max 40 mins	Max 45 mins	Max 50 mins	Max 55 mins	Max 60 mins
<b>Law 6</b>	<b>Match Officials</b>	Accredited Coach/ Referee			Accredited Referee		Accredited Referee	
<b>Law 7</b>	<b>Mode of Play</b>							
	Kick Out of Hand	-			-		Yes (<15m)	Yes
	Hand-off	-			-		Yes (flat palm, bent elbow, below shoulder)	
	Kicking ball on the ground or 'fly hack'	-			-		Yes	
<b>Law 8</b>	<b>Advantage</b>	Referee will call "advantage x" and apply 5 second or 5 metre principle						
<b>Law 9</b>	<b>Method of Scoring</b>							
	Try	1 Point			1 Point		1 Point	
	Conversion	-			-		-	
<b>Law 10</b>	<b>Foul Play</b>	Mandatory replacement for repeat infringement at referee's discretion				Yellow (2 mins) & Red Card at referee's discretion		
<b>Law 11</b>	<b>Offside &amp; Onside</b>	3M			5M		7M	
<b>Law 12</b>	<b>Knock-on or Throw Forward</b>	No*	Yes		Yes		Yes	
	<i>*U6 special note</i>	Referee will stop the game, explain what's happened, coaches will assist getting players back into position, game restarts on same tackle count						
<b>Law 13</b>	<b>Kick-off and Restart Kicks</b>							
	Kick Off	Place Kick		Punt or Drop Kick	Drop Kick		Drop Kick	
	Kick Off Must Travel	5M			5M		7M	
	Drop Out (at)	No (10M Tap)			No (10M Tap)		Yes (15M)	
	Restart (Try)	Tap Restart (Non-Scoring)			Drop (Non-Scoring)		Drop (Non-Scoring)	
<b>Law 15</b>	<b>Tackle</b>	No (2-hands on the shorts). Must pass within 3 steps of Referee's Call. Referee to call "Tackle 1,2,3,4,5,6/Pass" if performed correctly or "Play On" if not.			Yes		Yes	
	6-Tackle Turnover	Yes			-		-	
<b>Law 16</b>	<b>Ruck</b>	-			Yes (Modified 2V2)		Yes	
<b>Law 17</b>	<b>Maul</b>	No (Refere Calls "Tackle 1,2,3,4,5,6/Pass")			No (Referee Calls "Tackle, Release, Go to Ground")		Yes	
<b>Law 18</b>	<b>Mark</b>	-			-		-	Yes
<b>Law 19</b>	<b>Touch &amp; Lineouts</b>							
	Ball into Touch	Free kick (tap) 3m from Touchline			Free kick (tap) 3m from Touchline		-	
	Gain/No Gain in Ground	-			-		Yes	
	Numbers	-			-		4 players	
	Distance Front/Back	-			-		3M/13M from Touchline	
	Contested	-			-		Yes	
	Jumping	-			-		Yes	
	Lifting/Supporting	-			-		No	
	Offside Line (Line of Touch)	-			-		7M	
Quick	-			-		No		
Reciever	-			-		All Options		
<b>Law 20</b>	<b>Scrum</b>	-			-	Yes	Yes	
	Numbers	-			-	5	5	6
	Pushing	-			-	No Push	No Push	Push (1.5M)
	Hooking	-			-	Contested	Contested	
	Offside Line	-			-	5M	5M	
	Offside (Scrum-Half)	-			-	Midline of the Scrum Tunnel	Midline of the Scrum Tunnel	
	Scrum Half	-			-	All Options	All Options	
<b>Law 21</b>	<b>Penalty &amp; Free Kicks</b>							
	Quick Tap Penalties	-			Yes		Yes	
	Penalty Tries	-			Yes		Yes	
	Kick for Touch	No - Free Kick (tap)			No - Free Kick (tap)		Yes	