

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

Law / Relevant Variation		U6	U7	U8	U9	U10	U11	U12
Coach on Pitch		One			-		-	
Law 1	The Ground	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)
Law 2	Ball Size	3			3	4	4	
Law 3	Number of Players	6	7	8	9	10 (5F/5B)	11(5F/6B)	12(6F/6B)
Law 5	Time	Max 30 mins	Max 35 mins	Max 40 mins	Max 45 mins	Max 50 mins	Max 55 mins	Max 60 mins
Law 6	Match Officials	Accredited Coach/ Referee			Accredited Referee		Accredited Referee	
Law 7	Mode of Play							
	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	
Law 8	Advantage	Referee will call "advantage x" and apply 5 second or 5 metre principle						
Law 9	Method of Scoring							
	Try	1 Point			1 Point		1 Point	
	Conversion	-			-		-	
Law 10	Foul Play	Mandatory replacement for repeat infringement at referee's discretion				Yellow (2 mins) & Red Card at referee's discretion		
Law 11	Offside & Onside	3M			5M		7M	
Law 12	Knock-on or Throw Forward	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						
Law 13	Kick-off and Restart Kicks							
	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)	
Law 15	Tackle	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			-		-	
Law 16	Ruck	-			Yes (Modified 2V2)		Yes	
Law 17	Maul	No (Refere Calls "Tackle 1,2,3,4,5,6/Pass")			No (Referee Calls "Tackle, Release, Go to Ground")		Yes	
Law 18	Mark	-			-		-	Yes
Law 19	Touch & Lineouts							
	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	
Law 20	Scrum	-			-	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	
Law 21	Penalty & Free Kicks							
	Quick Tap Penalties	-			Yes		Yes	
	Penalty Tries	-			Yes		Yes	
	Kick for Touch	No - Free Kick (tap)			No - Free Kick (tap)		Yes	