

Hong Kong Mini Rugby Football Union - Laws Quick Guide Updated 15 November 2016

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 4	Mouth Guard	All players must wear a mouth guard or dental protector during training and matches							
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 (<15m)	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>	<i>Referee will stop the game, explain what's happened, coaches will assist getting players back into position, game restarts on same tackle count</i>							
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		
	Receiver	-			-		All Options		
Law 20	Scrum	-			-	Yes	Yes		
	Numbers	-			-	5	5	6	
	Pushing	-			-	No Push	No Push	Push (1.5M)	
	Hooking	-			-	Not Contested	Hookers and second row may contest, props must stand on two feet		
	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		