

# LAWS READY REFERENCE TABLE- 2017

	JUNIOR LEAGUE 6-12 YEARS							INTERNATIONAL
AGE GROUP	6	7	8	9	10	11	12	13+
<b>NUMBER OF PLAYERS (MAXIMUM)</b>	6		8	11			13	13
<b>NUMBER OF PLAYERS (MINIMUM)</b>	4		6	8			11	No minimum in International Laws. Junior Leagues will require a minimum of 9 players
<b>MATCH DURATION</b>	4 x 8 minutes			2 x 20 minutes			2 x 40 minutes	
<b>MINIMUM PLAYING TIME (UNBROKEN)</b>	2 unbroken quarters			1 unbroken period			N/A	
<b>BREAK TIME</b>	3 minutes			5 minutes			5-10 minutes	
<b>FIELD SIZE</b>	40m x 20m		68m x 30m	80m x 48m		100m x 68m (full field)		100m x 68m
<b>DISTANCE FROM PLAY THE BALL</b>								
<b>TEAM IN POSSESSION</b>	Behind the acting half back (Dummy Half), except for the person playing the ball							
<b>TEAM NOT IN POSSESSION</b>	5 metres							5m (13 & 14) 10m (15+)
<b>MARKERS</b>	Not Allowed			1			2	
<b>MARKERS ALLOWED TO MOVE</b>	N/A			** See below			When the ball clears the ruck	
<b>TEAM IN DEFENCE ALLOWED TO MOVE</b>	**When the 1st receiver has ball in hand or acting halfback fumbles, runs, or kicks							When the ball clears the ruck
<b>RESULT FROM A KNOCK ON, FORWARD PASS OR PLAYER RUNS INTO TOUCH</b>	Chances. Play the ball to the team in possession, tackle count continues. Referees to call Chance and the next tackle count	Handover (unless an advantage is gained) to the non-offending team					Scrum (unless an advantage is gained), loose head and feed to the non-offending team	
<b>NUMBER OF TACKLES</b>	6							
<b>ZERO TACKLE</b>	A zero tackle will be signalled when the non-offending team gains possession of the ball from a knock on, forward pass, or accidental offside. The initial tackle from a 20m restart will be a zero tackle.							
<b>PASSES REQUIRED TO CONTINUE THE TACKLE COUNT</b>	1	2 Except when FR (from the FR position), elects to run the ball, and is tackled without passing.			2 Except when the nominated DH (from the DH position) or FR (from the FR position), elects to run the ball, and is tackled without passing.		N/A	
<b>KICK OFFS</b>								
<b>DISTANCE BALL TO TRAVEL AT START TO BEGIN PERIODS FROM ½ WAY.</b>	5 metres			10 metres				

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<b>AFTER SCORING</b>	Tap kick to non-scoring team (at 5 m Line)	Non scoring team takes a place kick from the centre of halfway (i.e.: a tap kick) Ground cannot be made from the tap kick		Non scoring team to take a place kick from the centre of halfway, which must travel 10 metres forward
<b>GOAL LINE AND 20M DROP KICKS</b>	5 metres	10 metres		
<b>CONVERSIONS</b>	No conversions	8's, 9's, 10's and 11's. Drop or place kick in front of goal 10m from line (taken in rotation)	Place kick opposite the scoring position, 10m from goal line and at least 20m from touch line (taken in rotation)	Place kick opposite the scoring position
<b>KICKING IN GENERAL PLAY</b>	No	Yes (no bombs)		Yes
<b>DISTANCE AWAY AT PENALTIES &amp; FREE KICKS</b>				
<b>OFFENDING TEAM</b>	5 metres	10 metres		
<b>ATTACKING TEAM</b>	Behind the ball in all grades			
<b>OFFENCES AT PENALTIES AND FREE KICKS</b>				
<b>OFFENDING TEAM</b>	Penalty 5 metres back from the original penalty mark	Penalty 10 metres back from the original penalty mark		
<b>KICKERS TEAM</b>	Handover at the mark			Scrum at the mark
<b>PENALTIES FOR BREACH IN TOUCH OR IN GOAL</b>	5 metres directly in field opposite the breach 5 metres out from the goal line opposite the breach		10 metres directly in field opposite the breach 10 metres out from the goal line opposite the breach	
<b>SCRUMS</b>	No scrums. Handover occurs at the point where a scrum would have been packed.			Scrums, as per the International Laws of the Game
<b>HANDOVERS</b>				
<ol style="list-style-type: none"> <li>1. FOR INCIDENTS IN FIELD OF PLAY</li> <li>2. FOR INCIDENTS IN-GOAL (EG HELD UP LAST TACKLE)</li> <li>3. FOR BALL IN TOUCH</li> <li>4. FOR BALL IN TOUCH WITHIN 10 METRES OF GOAL LINE</li> </ol>	<ol style="list-style-type: none"> <li>1. Where the incident occurs</li> <li>2. 10 metres in field opposite the incident (5 metres 6-9 years)</li> <li>3. 10 metres in field opposite where ball is deemed to be out (5 metres 6-9 years)</li> <li>4. 10 metres from touch and 10 metres from goal line (5 metres 6-9 years)</li> </ol>			
<b>MUTUAL INFRINGEMENT</b>	Play-the-ball to the Attacking Team (i.e. team with the territorial advantage). Zero tackle will apply.			Scrum as per International Laws of the game.

**NOTES:** NSWRL competitions will play as per the 2016 Laws for the Under 9 Years age group ONLY throughout the 2017 season  
 "Bombs" apply to all phases of play including starts and re-starts of play, and penalty kicks  
 A "Bomb" is a kick which gains time for the chaser/s AND exerts pressure on the receiver  
 The Safeplay Code is implemented from Under 6-15 Year age groups