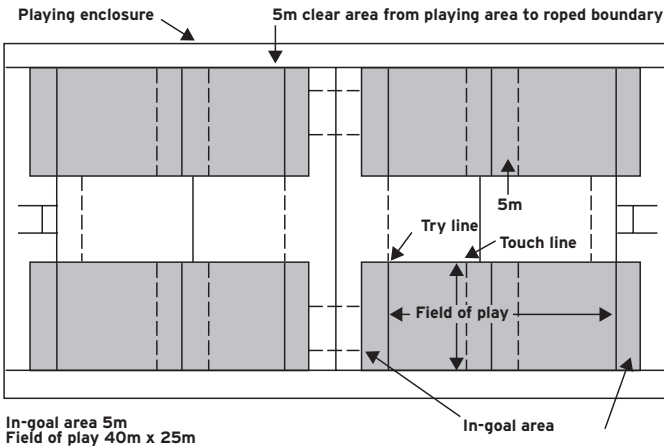


Under 6 and Under 7 Game Modifications

Competitions	<ul style="list-style-type: none"> No finals series, no competition ladders and no premierships allowed. Coaches are allowed on the field for the duration of the game.
The Ground	<ul style="list-style-type: none"> 40m x 25m (ie. 1/4 field)  <p>The diagram illustrates the layout of the playing enclosure. It shows a rectangular field of play (40m x 25m) with a 5m clear area from the playing area to the roped boundary. The field is divided into two halves by a center line. Each half has a try line and a touch line. The in-goal area is 5m wide. The field of play is 40m x 25m.</p>
The Ball	<ul style="list-style-type: none"> Size 2
Number of Players	<ul style="list-style-type: none"> 7 players If either team has fewer than 7 players, teams must match numbers. If one team has fewer than 7 players, teams must share players to get the maximum number of players while maintaining equal numbers. Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead.
Time	<ul style="list-style-type: none"> Under 6: 1st half consists of 15min of small-sided rugby games, a 5min half time follows, then 2nd half consists of a 15min tag rugby match. Under 7: 2 x 15min halves, 5 min half time. There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> A try is awarded 5 points. Conversions, Drop Goals and Penalty Goals are not permitted.
Foul Play	<ul style="list-style-type: none"> No tackling allowed (PK). No fending allowed (PK). No kicking allowed in general play (scrum). A red card = sent off and cannot return. A yellow card = 5 mins in the sin-bin and if the time period has not expired when half-time or full-time is called, the temporary suspension ends. When a yellow or red card is issued, the player may be replaced.

Knock on and Forward Pass	<ul style="list-style-type: none"> • Referees are encouraged to be lenient. • The assumption should be that the ball has gone backwards unless it is clearly and obviously forwards.
Kick-off and Restarts	<ul style="list-style-type: none"> • Kick-offs to begin each half are punt kicks. • The receiving team at a kick-off must be at least 5m back from half-way. • If a kick-off is unsuccessful in any way (eg. wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. • There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). • After a try, the non-scoring team takes a tap restart from the centre of the half-way line.
The Tag	<ul style="list-style-type: none"> • A tag is a two-handed touch on the shorts only. Tags are not permitted on the jersey above the waist, nor on the legs. Kids' jerseys should be tucked in. • Referee will call "TAG" if performed correctly, or "PLAY ON" if not. • Once the referee has called "TAG", the coach may then call "TURN AND PASS". • Once tagged, players are required to stop as quickly as possible and turn and pass to a team-mate. They are not required to return to the mark where they were tagged. • There are no offside lines. This ensures game continuity and forward progress by removing a fully set line of defence. • No opposing player may block or prevent the tagged player from passing the ball to a teammate (PK). • If a player cannot pass for any reason, a scrum is awarded and the team in possession gets the throw-in.
Lineout setup	<ul style="list-style-type: none"> • No quick throw-ins allowed. • 2 players from each team stand as catchers 1 metre from the opposition players in a single line 3 metres away from the touch line. • The thrower of the team in possession stands opposite their team's first catcher. • The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. • There must be a receiver (scrum-half) 2 metres back from the line-out. The receiver must stay in position until they receive the ball from the lineout. • All other players not taking part in the line-out must be back at least 5 metres. • If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.

Lineout play	<ul style="list-style-type: none"> • The team throwing the ball in must win it. • The ball is passed or knocked to the receiver who must then pass it to a team-mate. • If the wrong team wins the ball or the receiver doesn't pass, the referee awards another lineout with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Lineout Offside	<ul style="list-style-type: none"> • The lineout does not end until the ball is either played by a team-mate, or touches the ground, after being passed by the receiver. • Opposition backline players must stay onside and lineout players must stay in the lineout until the line-out is over. • If players are offside, the referee awards another scrum with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum setup	<ul style="list-style-type: none"> • 3 players from each team form the scrum. • Both scrum-halves must stand on the same side of the scrum. • All other players not taking part in the scrum must be back at least 5 metres. • If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum play	<ul style="list-style-type: none"> • There is no pushing in the scrum and the team throwing in the ball must win it. • After gathering the ball, the scrum-half must pass it to a team-mate. • If the scrum-half doesn't pass, the referee awards another scrum with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum offside	<ul style="list-style-type: none"> • The scrum does not end until the ball is either played by a team-mate, or touches the ground, after being passed by the receiver. • The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. • Opposition players must stay onside or bound until the scrum is over. • If players are offside, the referee awards another scrum with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Penalty Kicks	<ul style="list-style-type: none"> • All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart. • The opposing team must run back at least 5 metres from the mark. • At a tap restart the ball must be either kicked out of the hands, or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provided until taken correctly.

In-Goal	<ul style="list-style-type: none">• If a player grounds the ball in the opposition in-goal, but is tagged in the act of scoring, a try is awarded.• If a player is tagged in the opposition in-goal, the referee should encourage the player to ground the ball and then award the try.• A player is not permitted to 'dive' when scoring a try (either through a defensive line or when in the clear). A player must be on their feet to score a try, otherwise a scrum is set with the team in possession getting the throw-in.• If the ball becomes dead in in-goal, play restarts with a tap restart to the defending team, 5m out from their goal line.
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