

**Hong Kong Mini Rugby Football Union - Laws Quick Guide Updated 5 September 2019**

Law / Relevant Variation		U6	U7	U8	U9	U10	U11	U12	
Coach on Pitch		One			-		-		
Law 1	The Ground	1/12 (25*23)	1/8 (35*25)	1/6 (50*23)	1/4 (50*35)	1/3 (60*33)	5/12 (60*40)	1/2 (60*45)	
Law 2	Ball Size	3			3	4	4		
Law 3	Team	6	7	8	9	10 (5F/5B)	11(5F/6B)	12(6F/6B)	
Law 4	Clothing	Comply with World Rugby standards. <b>NOTE:</b> Mouth guard or dental protector are <b>MANDATORY</b> during							
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	Advantage	Referee will call "advantage x" and apply 5 second or 5 metre principle							
Law 8	Method of Scoring								
	Try	1 Point			1 Point		1 Point		
	Conversion	-			-		-		
Law 9	Foul Play - "COACHING MOMENT"	Mandatory replacement for repeat infringement at referee's discretion - <b>EXPLAIN</b>					Mandatory replacement, Yellow (2 mins) & Red Card at referee's discretion - <b>EXPLAIN</b>		
	Hand-off	-			-		Yes (flat palm, bent elbow, below shoulder)		
Law 10	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, Restart and Kicks								
	Kick Off	Place Kick		Punt or Drop Kick	Drop Kick		Drop Kick		
	Kick Off Must Travel	5M			5M		7M		
	Kick Out of Hand	-			-		Yes (<15m)	Yes	
	Kicking ball on the ground or 'fly hack'	-			-		Yes	Yes	
	Drop Out (at)	No (10M Tap)			No (10M Tap)		Yes (15M)		
	Restart (Try)	Tap and pass Restart (Non-Scoring)			Drop (Non-Scoring)		Drop (Non-Scoring)		
Law 14	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 15	Ruck	-			Yes (Modified 2V2)		Yes		
Law 16	Maul	No (Refere Calls "Tackle 1,2,3,4,5,6/Pass")			No (Referee Calls "Tackle, Release, Go to Ground")		Yes		
Law 17	Mark	-			-		-	Yes	
Law 19	Touch & Lineouts								
	Ball into Touch	Free kick (tap and pass) 3m from Touchline			Free kick (tap and pass) 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 Reciever	-			-		No		
Law 19	Scrum	-			-	Yes	Yes		
	Numbers	-			-	5	5	6	
	Pushing	-			-	No Push	No Push	Push (1.5M) OR "3 STEPS"	
	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 20	Penalty & Free Kicks								
	Quick Tap Penalties	No - Free Kick (tap)			Yes		Yes		
	Penalty Tries	-			Yes		Yes		
	Kick for Touch	No - Free Kick (tap)			No - Free Kick (tap)		Yes		
Law 21	In-goal	Taken in by attack = 5m free kick to defence. Taken in by defence team = 5m free kick attack			Taken in by attack = 5m free kick to defence. Taken in by defence team = 5m free kick attack		Taken in by attack = Drop out (15m). Taken in by defence team = goal line drop out.		