



JUNIOR LEAGUE

WHAT STAGE?

A SUMMARY OF MAJOR ASPECTS OF PLAY FOR 6 YEARS TO ADULT

Under 6's & 7's

 40X20M FIELD SIZE	06 players TEAM	 8 mins X4 GAME TIME	 1 Pass # OF PASSES	 6 per Set # OF TACKLES	DEFENDERS STAND BACK 5M
 NO SCRUMS	 TAP RE-START AT 5M LINE	 NO CONVERSIONS	 NO KICKING IN GENERAL PLAY	 6's only forward pass run into touch knock on CHANCE RULE	

Under 8's & 9's

 68X30M FIELD SIZE	08 players TEAM	 8 mins X4 GAME TIME	9 yrs 2 Pass # OF PASSES	8 yrs 2 Pass # OF PASSES	DEFENDERS STAND BACK 5M
 6 per Set # OF TACKLES	 NO SCRUMS	 TAP RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 U8 s NO KICKING IN GENERAL PLAY	 U9s KICKING ALLOWED (NO BOMBS)

Under 10's & 11's

 80X48M FIELD SIZE	11 players TEAM	 20 mins X2 GAME TIME	 2 Pass # OF PASSES	 6 per Set # OF TACKLES	
 NO SCRUMS	 TAP RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 KICKING ALLOWED IN GENERAL PLAY (NO BOMBS)	DEFENDERS STAND BACK 5M	

Under 12's

 100X68M FIELD SIZE	13 players TEAM	 20 mins X2 GAME TIME	 2 Pass # OF PASSES	 6 per Set # OF TACKLES	
 NO SCRUMS	 TAP RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 KICKING ALLOWED IN GENERAL PLAY (NO BOMBS)	DEFENDERS STAND BACK 5M	

International 13's & Above

 100X68M FIELD SIZE	13 players TEAM	 25- 40 mins X2 GAME TIME	0 MINIMUM # OF PASSES	 6 per Set # OF TACKLES	
 SCRUMS	 KICK OFF RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 KICKING ALLOWED IN GENERAL PLAY	U13s & U14s DEFENDERS STAND BACK 5M U15s DEFENDERS STAND BACK 10M	

National Safeplay Code 6-15 yrs

A SUMMARY OF KEY ASPECTS OF THE CODE:

- ✗ Tackles above the armpits are not permitted
- ✗ Dangerous tackles are not permitted (trips, lifting, pushing, ankle taps)
- ✗ Shoulder charges are not permitted
- ✗ Aggressive palms are not permitted
- ✗ Slinging / swinging is not permitted
- ✗ Dangerous flops are not permitted
- ✗ Verbal abuse / foul language is not permitted
- ✗ No pushing in scrums (13-15 years)

A PENALTY WILL BE AWARDED FOLLOWING A BREACH OF THIS CODE.

A DIFFERENT LEAGUE

PLAY JUNIOR LEAGUE

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