


CIC RUGBY BY LAWS 2008

	YEAR 5 COMPETITION (Under 11 Maximum Age)	YEAR 6 COMPETITION (Under 12 Maximum Age)	YEAR 7 COMPETITION (Under 13 Maximum Age)
RUGBY DESCRIPTION	MIDI RUGBY		UNDER 19 VARIATIONS
PLAYING AREA	Standard Field – 120m X 60m (included in-goal area) Line of touch - 5m in from each side.	Standard Field – 120m X 60m (included in-goal area) Line of touch - 5m in from each side.	Standard Field – 120m X 70m
TEAM SIZE	Twelve (12)	Twelve (12)	Fifteen (15)
BALL SIZE	Midi Ball - Size 4	Midi Ball - Size 4	Size 4
PLAYING TIME	Two X 20 minute halves - No injury time	Two X 20 minute halves - No injury time	Two X 20 minute halves - No injury time
SCORING	Try = 5 points Conversion = 2 points No penalty goals or drop goals	Try = 5 points Conversion = 2 points No penalty goals or drop goals	Try = 5 points Conversion = 2 points Penalty Goal = 3 points Drop Goal = 3 points
KICK-OFF RESTARTS	Drop Kick If ball doesn't travel 10m, another kick. Scrum if 2 nd kick not 10m	Drop Kick If ball doesn't travel 10m, another kick. Scrum if 2 nd kick not 10m	Drop Kick. If incorrect, defending team to choose restart or scrum at halfway line.
KICKING IN GENERAL PLAY	Kicking is allowed in general play Mark allowed in own 22m area from kick in general play	Kicking is allowed in general play Mark allowed in own 22m area from kick in general play	Kicking is allowed in general play Mark allowed in own 22m area from kick in general play
SCRUMS	NON-CONTESTED 6 Players 3-2-1 Only the hooker of the team feeding may strike Defending scrum half cannot go past the midline of the scrum No 8 cannot play the ball – repack scrum should infringement take place Halfback must pass from the scrum Offside line is 5m from the latest feet of the scrum	CONTESTED - Maximum push = 1m 6 Players 3-2-1 No 8 cannot play the ball – repack scrum should infringement take place. Defending scrum half cannot go past the midline of the scrum. Halfback must pass from the scrum Offside line is the last feet of the scrum	CONTESTED Maximum push = 1.5m 8 Players 3-4-1 Defending scrum half must remain behind the ball. Halfback may run or pass from scrum Offside line is the last feet of the scrum
LINEOUTS	CONTESTED 6 Players (including hooker) plus Halfback No lifting or supporting If throw not straight 2 nd throw allowed. If repeated, a scrum awarded at 15m line. Offside line is 5m from the line of touch.	CONTESTED 6 Players (including hooker) plus Halfback No lifting or supporting If throw not straight 2 nd throw allowed. If repeated, a scrum awarded at 15m line. Offside line is 5m from the line of touch	CONTESTED No lifting or supporting If throw not straight 2 nd throw allowed. If repeated, a scrum awarded at 15m line Offside line is 10m from the line of touch

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PENALTY	No kicks for penalty goal	No kicks for penalty goal	Penalty goal permitted
22 M DROP OUT	If ball doesn't cross line, players in front of kick, ball out on full – a second kick. If repeated, scrum	If ball doesn't cross line, players in front of kick, ball out on full – a second kick. If repeated, scrum	If ball doesn't cross line, defending team is given choice of re-kick or scrum.
CONVERSIONS	Drop kick or Place kick If try scored wider than 15m line, taken on 15m line No charging, noise or movement from defenders	Drop kick or Place kick If try scored wider than 15m line, taken on 15m line No charging, noise or movement from defenders	On line through the place where the try is scored. Charge from defending team permitted

NOTES – ADDITIONAL MATTERS:

- (1) **Maximum Age Limitations for Years.** The ARU 'Two Year Window' policy allows players with adequate skill and maturation level to participate in a game one year above their chronological age group e.g. An 11 year old player who turns 12 during the season, may play in the U13's. Adoption of the "Two Year Window" and maximum age limitations for Year groups should provide flexibility to allow students in respective years to participate with students in their year group.
- (2) **Table of Laws.** The table above provides only a summary of some of the laws applicable to the conduct of the respective Year groups – it does not set out in detail all of the applicable laws and reference should be made to the ARU Junior Player pathway Guidelines for and Rules of the game for U/19 for further explanation or clarification.
- (3) **Boots.** Moulded-sole boots are preferable. "Blades" are acceptable. (CIC Meeting of 31 March 2003)
- (4) **Injury.** In the event of a player being injured and the referee continues with the game, the coach (or similar) should immediately take the field and signal to the referee to halt play if further treatment is required. (CIC Meeting of 19 May 2003)
- (5) **Mouthguards.** The wearing of mouthguards is compulsory. (CIC Meeting of 31 March 2003)
- (6) **Playing Time.** Reiteration of ARU policy – "No boy can play more than 90 minutes of Rugby in one day". (ARU Memorandum of 26 May 2004)

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- (7) **Scrum.**
- (a) If a coach believes that his players are in danger during a scrum, the coach must demand non-contested scrums. If the referee is unwilling to have uncontested scrums, then the coach should remove his players from the field. (CIC Meeting of 31 March 2003)
 - (b) The halfback must pass the ball after the scrum. The opposing halfback must stay on the centre line (Addition to Year 5 and 6 Rugby CIC Meeting August 29 2007)
 - (c) Non-contested scrums in Year 5 differ from the ARU Pathway Guidelines. The decision for non-contested scrums in Year 5 made at CIC Meeting of 20 April 2005.
- (8) **Lineouts.** Decision that there be no lifting or supporting in Year 7 lineouts made at CIC Meeting of 20 April 2005.
- (9) **Send Offs.** A player sent off for foul or dangerous play should automatically miss one-week minimum. (CIC Meeting 19 May 2003)
- (10) **Shoulder Pads.** The wearing of fitted shoulder pads is acceptable. (CIC Meeting of 31 march 2003)
- (11) **Substitutions.** When substitutions from different teams are required, schools should endeavour to find replacements from a lower grade team. If this is not possible then players of most suitable standard should be used. (CIC Meeting of 19 May 2003)