

# P6 RUGBY

*The game at P6 is played according to the I  
RB under-19 law variations, with the exception of the following:*

**PLAYING NUMBERS** Games must proceed with even numbers. 8 players per team. Exception: schools and clubs with large numbers may play either 10 or 13-a-side as long as both teams agree and P6 law variations still apply. All squad players must play a minimum of 15 minutes.

**PITCH SIZE** 70m x 35m    **BALL SIZE** Size 3 or size 4

## KICK OFF AND RESTARTS

- (1) Tap and pass at the start and after half-time.
- (2) Restarts after scores – tap and pass. The defending team must be 5m from the mark.
- (3) Neither team may move before the ball leaves the first player's hands – the first receiver must pass the ball immediately.
- (4) There must be no cavalry charge – a forward charge by a single player or line of attacking players, all a metre or two apart. Sanction: tap and pass to the non-offending team.

**SCORING** Try – 1 point

**SCRUMS** (1) Scrum should be formed from the nearest available players:

- 8 players per team. Scrum size: 3 players (formation 3)
- 10 players per team. Scrum size: 5 players (formation 3: 2)
- 13 players per team. Scrum size: 6 players (formation 3: 2: 1)

- (2) No pushing or wheeling.
- (3) Both hookers should strike.
- (4) Scrum half must pass, then at least one further pass must be made before a try can be scored.
- (5) The opposition scrum half must remain at the midline and allow an immediate pass.

**TOUCH** No lineouts. Restart the game with a tap and pass from where the ball crossed the touchline.

**KICKING** Kicking is only allowed within 5m of kicker's goal line.

## OPEN PLAY

- (1) The ball must emerge from rucks within 5 seconds. Penalty: tap and pass to the team that did not take the ball into the ruck.
- (2) A pile-up must be stopped immediately and a scrum awarded to the side going forward.
- (3) As per the full laws, tackled players must pass, play or release the ball and move away immediately.
- (4) All tackles must be below the waist and defending players are not allowed to target the ball or prevent it from being played. Sanction: tap and pass.
- (5) Defending players can contest the ball once the tackle is complete.

**BALL CONTROL** The ball must be held in two hands at all times.

**HAND OFF** No hand off is permitted. Sanction: tap and pass.

**GAME COACH** There will be one game coach on the pitch who will apply the laws of the game (no other adults should be on the pitch).

**TIME** The maximum game time is 2 x 15 minutes. During festivals shorter games may be played but no player should play a total of more than 60 minutes.