

# U7

1. 7 players per team maximum on the field. No minimum
2. If a team does not have 7 players their opponents **must** lend players to ensure equal on field numbers at all times. Eg team A has 10 players, team B has 5 players. Team A lends 2 players to team B so that a 7 a side game can be played. If Team A has 7 and team B has 5, team A lends one player and the game is played 6 a side.
3. If a player receives a red or yellow card(5min), they can be replaced.
4. At no time can any team have a numerical advantage on the field.
5. There is no minimum number to trigger a forfeit. If a team is short, players are shared and a game is played. (as this is a non-competition age a forfeit has no meaning and does not apply)

# U8

1. 7 players per team maximum on the field. No minimum
2. If a team does not have 7 players their opponents **must** lend players to ensure equal on field numbers at all times. Eg team A has 10 players, team B has 5 players. Team A lends 2 players to team B so that a 7 a side game can be played. If Team A has 7 and team B has 5, team A lends one player and the game is played 6 a side.
3. If a player receives a red or yellow card(5min), they can be replaced.
4. At no time can any team have a numerical advantage on the field.
5. There is no minimum number to trigger a forfeit. If a team is short, players are shared and a game is played. (as this is a non-competition age a forfeit has no meaning and does not apply)

# U9

1. 10 players per team maximum on the field. No minimum.
2. If a team does not have 10 players their opponents **must** lend players to ensure equal on field numbers at all times. Eg team A has 15 players, team B has 8 players. Team A lends 2 players to team B so that a 10 a side game can be played. If Team A has 9 and team B has 7, team A lends one player and the game is played 8 a side.
3. If a player receives a red or yellow card(5min), they can be replaced.
4. At no time can any team have a numerical advantage on the field, thus the mercy rule does not apply.
5. There is no minimum number to trigger a forfeit. If a team is short, players are shared and a game is played. (as this is a non-competition age a forfeit has no meaning and does not apply)

# U10

1. 12 players per team maximum on the field. The minimum number for a team to commence a game is 8 players.
2. If a team does not have 12 players their opponents **must** lend players to ensure equal on field numbers at all times. Eg team A has 15 players, team B has 10 players. Team A lends 2 players to team B so that a 12 a side game can be played. If Team A has 11 and team B has 9, team A lends one player and the game is played 10 a side.
3. If a player receives a red or yellow card(5min), they can be replaced.
4. At no time can any team have a numerical advantage on the field, thus the mercy rule does not apply.
5. If a team has fewer than 8 players, the result is a forfeit. Players should then be shared and a trial game played.

# U11

1. 12 players per team maximum on the field. The minimum number for a team to commence a game is 8 players.
2. If a team does not have 12 players their opponents **must** lend players to ensure equal on field numbers at all times. Eg team A has 15 players, team B has 10 players. Team A lends 2 players to team B so that a 12 a side game can be played. If Team A has 11 and team B has 9, team A lends one player and the game is played 10 a side.
3. If a player receives a red or yellow card (5min), they can be replaced.
4. At no time can any team have a numerical advantage on the field, thus the mercy rule does not apply.
5. If a team has fewer than 8 players, the result is a forfeit. Players should then be shared and a trial game played.

# U12

1. 15 players per team maximum on the field. The minimum number for a team to commence a game is 10 players.
2. If a team does not have 15 players their opponents **must** lend players to ensure equal on field numbers at all times. Eg team A has 18 players, team B has 13 players. Team A lends 2 players to team B so that a 15 a side game can be played. If Team A has 16 and team B has 12, team A lends one player and the game is played 14 a side.
3. If a player receives a red or yellow card, (5min), they can be replaced.
4. At no time can any team have a numerical advantage on the field, thus the mercy rule does not apply.
5. If a team has fewer than 10 players, the result is a forfeit. Players should then be shared and a trial game played.

# U13

1. 15 players per team maximum on the field. The minimum number for a team to commence a game is 10 players.
2. If a team does not have 15 players their opponents **must** match numbers. eg team A has 18 players, team B has 13 players. Team A also commences with 13 players.
3. If a team cannot field sufficient qualified players to form a contested scrum, their opponents may claim a one player advantage. The one player difference is applied after the playing numbers have been established in a matched numbers game. This entitlement may be waived by the team who is able to contest scrums. In a matched numbers game, where the team with fewer players cannot field a competitive scrum, they field all of their available players and their opponents may field an additional player. Eg team A has 17 and a competitive scrum, team B has 12 and no competitive scrum. Match numbers would be 12 a side, as team B cannot form a competitive scrum, team A may field 13 players.
4. If a front row player leaves the field through injury, and uncontested scrums are required as there is no suitably trained replacement, then that team continues the match with one less player on the field. Should a referee determine that scrums are unsafe and call for uncontested scrums, there is no requirement to drop a player. Apart from no pushing there are no additional restrictions on the conduct of an uncontested scrum (see 9. below)
5. If a player receives a red or yellow card (5 min), they may not be replaced and are still counted as being onfield when calculating onfield players in a matched numbers game.
6. The mercy rule applies and the leading team must remove a player from the field when their lead reaches 40 points. Additional players are removed each time the difference reaches a multiple of 10 past the initial 40 points. Players return to the field if the difference reduces to below each trigger point. If a team is claiming a player advantage due to their opponents not being able to form a competitive scrum, they may not remove players in a manner that would mean they are no longer fielding a competitive scrum. If they do so, the one player advantage due to scrums is no longer applied.
7. The home team manager has responsibility for ensuring correct player numbers are on the field. In any dispute between teams the home team manager's opinion shall be applied. Should that determination be later found to be incorrect, the home team will lose any ladder points gained in the match. Any disputes are to be noted on the match sheet for later examination.
8. If a team has fewer than 10 players, the result is a forfeit. Players may then be shared and a trial game played.
9. A reminder on u19 scrums: maximum 1.5m push. scrum reset if wheels more than 45 degrees. half back from team not winning ball cannot be in space between breakaway and #8. Ball must be released from scrum as soon as available. #8 can take the ball away.

# U14

1. 15 players per team maximum on the field. The minimum number for a team to commence a game is 10 players.
2. If a team does not have 15 players their opponents **must** match numbers. eg team A has 18 players, team B has 13 players. Team A also commences with 13 players.
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9. A reminder on u19 scrums: maximum 1.5m push. scrum reset if wheels more than 45 degrees. half back from team not winning ball cannot be in space between breakaway and #8. Ball must be released from scrum as soon as available. #8 can take the ball away

# U15

1. 15 players per team maximum on the field. The minimum number for a team to commence a game is 10 players.
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# U16

1. 15 players per team maximum on the field. The minimum number for a team to commence a game is 10 players.
2. If a team does not have 15 players their opponents **must** match numbers down to 12 a side. eg team A has 18 players, team B has 13 players. Team A also commences with 13 players. Or if team A has 18 players and team B has i-10 or ii-11 players. Team a starts with 12 and team B starts with i-10 or ii-11.
3. If a team cannot field sufficient qualified players to form a contested scrum, their opponents may claim a one player advantage. The one player difference is applied after the playing numbers have been established in a matched numbers game. This entitlement may be waived by the team who is able to contest scrums. In a matched numbers game, where the team with fewer players cannot field a competitive scrum, they field all of their available players and their opponents may field an additional player. Eg team A has 17 and a competitive scum, team B has 12 and no competitive scrum. Match numbers would be 12 a side, as team B cannot form a competitive scrum, team A may field 13 players.
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