



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	 NO MARKER

Under 8's

 68X30M FIELD SIZE	08 players TEAM	 8 mins X4 GAME TIME	 2 Pass # OF PASSES	FR Vest FR Rotation Minimum at halftime	DEFENDERS STAND BACK 5M
 6 per Set # OF TACKLES	 NO SCRUMS	 TAP RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 NO KICKING IN GENERAL PLAY	 NO MARKER

Under 9's

 80X48M FIELD SIZE	11 players TEAM	 20 mins X2 GAME TIME	 2 Pass # OF PASSES	DH/FR Vest FR DH Rotation Minimum at halftime	DEFENDERS STAND BACK 5M
 6 per Set # OF TACKLES	 NO SCRUMS	 TAP RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 KICKING ALLOWED (NO BOMBS)	 ONE MARKER

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	DEFENDERS STAND BACK 5M
 NO SCRUMS	 TAP RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 KICKING ALLOWED IN GENERAL PLAY (NO BOMBS)		

Under 12's

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

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	DEFENDERS STAND BACK 5M
 SCRUMS	 KICK OFF RE-STARTS AT HALF WAY	 CONVERSIONS ALLOWED	 KICKING ALLOWED IN GENERAL PLAY		U13s & U14s DEFENDERS STAND BACK 5M U15s DEFENDERS STAND BACK 10M

A DIFFERENT LEAGUE
PLAY JUNIOR LEAGUE



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