

UAE Minis and Youth Law Variations

	Tag Rugby U5-U7	U9/Year 4	U10/Year 5	U11/Year 6	U12/Year 7	U13 & U14	U15 & U16	U17, U18, U19
Field Size	Max 25m x 35m	Max 35m x 60m	Max 35m x 60m	Max 40m x 70m	Max 60m x 90m	Max 70m x 100m	Max 70m x 100m	Max 70m x 100m
Ball Size	Size 2 or 3	Size 3	Size 3	Size 4	Size 4	Size 4	Size 5	Size 5
Team Size	7	7 players (3 Scrum + 4 Line)	10 players (3,2 Scrum + 5 line)	12 players (3,2,1 Scrum + 6 Line)	15 players (8 Scrum + 7 Line)	15 players (8 Scrum + 7 Line)	15 players (8 Scrum + 7 Line)	15 players (8 Scrum + 7 Line)
Substitutions	Rolling from a squad of 12	Rolling from a squad of 12	Rolling from a squad of 15	Rolling from a squad of 18	Rolling from a squad of 22	Rolling from a squad of 22	Rolling from a squad of 22	Rolling from a squad of 22
Discipline and Sanctioning	N/A	Misconduct must be handled with a 2min substitution for the offending player	Misconduct Must be handled with a 5min substitution of the offending player	Misconduct must be handled with a 5min substitution for the offending player	Misconduct Must be handled with a 10min substitution of the offending player	Misconduct must be handled with a 10min substitution for the offending player	Disciplining as per WR rules	Disciplining as per WR rules
Everyone Plays	All players must play minimum of half a game	All players must play minimum of half a game	All players must play minimum of half a game	All players must play minimum of half a game	All players must play minimum of half a game	All players must play minimum of half a game	All players must play minimum of half a game	Coaches Discretion
Match Length	Max 2 x 15min	Max 2 x 15min	Max 2 x 20min	Max 2 x 20min	Max 2 x 25min	Max 2 x 30min	Max 2 x 35min	Max 2 x 35min
Time for Tournament Fixtures	Max 2 x 10min	Max 2 x 10min	Max 2 x 10min	Max 2 x 15min	Max 2 x 15min	Max 2 x 15min	Max 2 x 20min	Max 2 x 20min
Kick Off / Restarts	Tap Kick with pass. After scoring - non scoring team restarts with a tap Opposition must be back 5m - 7m	Tap Kick with pass. After scoring - non scoring team restarts with a tap Opposition must be back 5 - 7m Ball must travel 5m - 7m	Drop Kick. After scoring - Non scoring team restarts with a drop kick Opposition must be back 7m Ball must travel 7m	Drop Kick. After scoring - Non scoring team restarts with a drop kick Opposition must be back 7m Ball must travel 7m	Drop Kick. After scoring - Non scoring team restarts with a drop kick Opposition must be back 10m Ball must travel 10m	Drop Kick. After scoring - Non scoring team restarts with a drop kick Opposition must be back 10m Ball must travel 10m	Drop Kick. After scoring - Non scoring team restarts with a drop kick Opposition must be back 10m Ball must travel 10m	Drop Kick. After scoring - Non scoring team restarts with a drop kick Opposition must be back 10m Ball must travel 10m
Scoring	15% of pitch width for 7pt "Try Zone" centre of tryline 7pts inside Try Zone 5pts outside of Try Zone No Conversions No Penalty Goals No Drop Goals	15% of pitch width for 7pt "Try Zone" centre of tryline 7pts inside Try Zone 5pts outside of Try Zone No Conversions No Penalty Goals No Drop Goals	15% of pitch width for 7pt "Try Zone" centre of tryline 7pts inside Try Zone 5pts outside of Try Zone No Conversions No Penalty Goals No Drop Goals	15% of pitch width for 7pt "Try Zone" centre of tryline 7pts inside Try Zone 5pts outside of Try Zone No Conversions No Penalty Goals No Drop Goals	Conversions to be taken in front of post 10m back from tryline 5 Points Try 2 Points Con No Penalty Goals No Drop Goals	Conversions to be taken in line from where try is scored 10m back from tryline 5 Points Try 2 Points Con 3 Points Penalty Goals 3 Points Drop Goals	Conversions to be taken in line from where try is scored 10m back from tryline 5 Points Try 2 Points Con 3 Points Penalty Goals 3 Points Drop Goals	Conversions to be taken in line from where try is scored 10m back from tryline 5 Points Try 2 Points Con 3 Points Penalty Goals 3 Points Drop Goals
Kicking in General Play	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Kicking allowed out of hand. No "Fly Hacking"	Allowed	Allowed	Allowed
Mark	N/A	N/A	N/A	N/A	Allowed as per Law 18	Allowed as per Law 18	Allowed as per Law 18	Allowed as per Law 18
Tackle	2 handed touch or "RIP" if with TAG Belts. Tags must be at least 30cm long with velcro contact patch Defending tagger must hand tag back to attacking player after the pass has been made Turn-over possession after 6th TAG Defending players must retreat in line with the tagged attacker	Tackling with correct technique and relevant WR Law. No swinging tackles by arms or clothing	Tackling with correct technique and relevant WR Law. No swinging tackles by arms or clothing	Tackling with correct technique and relevant WR Law. No swinging tackles by arms or clothing	Tackling with correct technique and relevant WR Law. No swinging tackles by arms or clothing	Tackling with correct technique and relevant WR Law. No swinging tackles by arms or clothing	Tackling with correct technique and relevant WR Law. No swinging tackles by arms or clothing	Tackling with correct technique and relevant WR Law. No swinging tackles by arms or clothing
Ruck	N/A	Semi-contested One or more players from attacking team can bridge over the ball and tackled player. One player over the ball creates the offside line as per WR regulations	Contested Counter Ruck & Jackal Permitted as per WR Law 16	Contested Counter Ruck & Jackal Permitted as per WR Law 16	Contested Counter Ruck & Jackal Permitted as per WR Law 16	Contested Counter Ruck & Jackal Permitted as per WR Law 16	Contested Counter Ruck & Jackal Permitted as per WR Law 16	Contested Counter Ruck & Jackal Permitted as per WR Law 16
Maul	N/A	If the ball is unplayable with ball carrier held up for 5secs, scrum to attacking or team in possession	If the ball is unplayable with ball carrier held up for 5secs, scrum to attacking or team in possession	If the ball is unplayable with ball carrier held up for 5 seconds, scrum to defending side as per Law 17	If the ball is unplayable with ball carrier held up for 5 seconds, scrum to defending side as per Law 17	If the ball is unplayable with ball carrier held up for 5 seconds, scrum to defending side as per Law 17	If the ball is unplayable with ball carrier held up for 5 seconds, scrum to defending side as per Law 17	If the ball is unplayable with ball carrier held up for 5 seconds, scrum to defending side as per Law 17
22 Drop out	N/A	Free Tap and Pass for team in possession 10m out from tryline	Free Tap and Pass for team in possession 10m out from tryline	Free Tap and Pass for team in possession 10m out from tryline	Taken from on or behind the 22m line	Taken from on or behind the 22m line	Taken from on or behind the 22m line	Taken from on or behind the 22m line
Lineout	Free pass 1m in from the sideline opposition must be back 5m	Uncontested 2 players per team plus thrower (3) Lineout occurs 3m in from the sideline No Lifting No driving from lineout Offside line is 7m back from Lineout	Uncontested 4 players per team plus thrower (5) Lineout occurs 3m in from the sideline No Lifting No driving from lineout Offside line is 7m back from Lineout	Contested 5 players per team plus thrower (6) Lineout occurs 3m in from the sideline No Lifting No driving from lineout Offside line is 7m back from Lineout	Contested 7 players per team plus hooker (8) Lineout occurs in between the 5m & 15m in from the sideline No Lifting Catch n Drive 5m only Offside line is 10m back from Lineout	Contested Minimum 2 plus hooker Lineout occurs in between the 5m & 15m in from the sideline No lifting Catch n Drive 5m only Offside line is 10m back from Lineout	Contested Minimum 2 plus hooker Lineout occurs in between the 5m & 15m in from the sideline Lifting Allowed Catch n Drive allowed as per WR Laws Offside line is 10m back from Lineout	Contested Minimum 2 plus hooker Lineout occurs in between the 5m & 15m in from the sideline Lifting Allowed Catch n Drive allowed as per WR Laws Offside line is 10m back from Lineout
Scrum	N/A	Uncontested Scrums (3)man scrum Scrum half must pass Defending scrum half cannot go past the midline of the scrum	Uncontested Scrums 5 man scrum (3,2) Scrum half must pass Defending scrum half cannot go past the midline of the scrum	Contested 6 man scrum (3,2,1) Scrum half must pass Defending scrum half cannot go past the midline of the scrum	Contested 8 man scrum (3,2,2,1) Max 1m push allowed 8 cannot play the ball from base Scrum half can pass or run Defending scrum half cannot go past the midline of the scrum	Contested 8 man scrum (3,2,2,1) Max 1m push allowed 8 open option to run Scrum half can pass or run Defending scrum half cannot go past the midline of the scrum	Contested 8 man scrum (3,2,2,1) Max 1m push allowed 8 open option to run Scrum half can pass or run Scrum half can come around but not beyond the ball	Contested 8 man scrum (3,2,2,1) Max 1.5m push allowed 8 open option to run Scrum half can pass or run Scrum half can come around but not beyond the ball
Penalty	Tap & Pass opposition 5m back	Tap & Pass opposition 7m back or Uncontested scrum option	Tap & Pass opposition 7m back or Uncontested scrum option	Tap & Pass opposition 7m back or Uncontested scrum option	Tap & Pass option or contested scrum option or kick for touch and lineout option. Opposition must be 10m back No kicking for goal	Tap & Pass option or contested scrum option or kick for touch and lineout option. Opposition must be 10m back Kicking Allowed	Tap & Pass option or contested scrum option or kick for touch and lineout option. Opposition must be 10m back Kicking Allowed	Tap & Pass option or contested scrum option or kick for touch and lineout option. Opposition must be 10m back Kicking Allowed
WR Variations	Fending not allowed to any part of the defenders body	Fending allowed BUT to chest and below only	Fending allowed BUT to chest and below only	Fending allowed BUT to chest and below only	Fending allowed BUT to chest and below only No Squeeze Ball	All options as per WR laws No Squeeze Ball	All options as per WR laws No Squeeze Ball	All options as per WR laws No Squeeze Ball

	with either body or ball	No Squeeze Ball	No Squeeze Ball	No Squeeze Ball	Collapsing of a mall is a penalty offence as per WR laws	Collapsing of a mall is a penalty offence as per WR laws	Collapsing of a mall is a penalty offence as per WR laws	Collapsing of a mall is a penalty offence as per WR laws
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