

	Mini	Mod	Mod (12's)	International
Age	6-8	9-11	12	13+
# players	8 max 6 min	11 max 8 min	13 max 11 min	13 max 9 min
# players in scrum	3 max/min	5 max/min	6 max/min	6 max (No more than 7 backs)
Markers	No	One	Two	Two
Tackling team stands	5m back	5m back	5m back	10m back 15+16 5m back 13+14
Field size	68m x 30m	80m x 48m	100m x 68m	100m x 68m
Tacklers can move up	When 1 st receiver has the ball, dummy half runs or mishandles the ball	When 1 st receiver has the ball, dummy half runs or mishandles the ball	When 1 st receiver has the ball, dummy half runs or mishandles the ball	When the ball clears the ruck
Game Length	3x 10 min	2x 20 min	2 x 20 min	2x 30 min
Tackles	4	6	6	6
Kick off distance	5m	10m	10m	10m
Zero tackle	After fielding the ball from a start of play, penalty or free kick, intercept, picks up a dropped ball from the opposition, and is tackled before passing	After fielding the ball from a start of play, penalty or free kick, intercept, picks up a dropped ball from the opposition, and is tackled before passing	After fielding the ball from a start of play, penalty or free kick, intercept, picks up a dropped ball from the opposition, and is tackled before passing	After a breach (i.e.: forward pass, knock on), regardless of how many times the ball is passed
Stripping the ball	No	No	No	Yes, one-on-one, or when the player is in the process of scoring a try
# of passes	2, unless in their own 20m, where they require one pass	2, unless in their own 20m, where they require one pass	2, unless in their own 20m, where they require one pass	No minimum
Scrum	After infringement from BOTH sides (unless after the 3 rd tackle), if the ball is touched by the non kicking team from a penalty before entering touch, and from a mutual infringement	After infringement from BOTH sides (unless after the 5 th tackle), if the ball is touched by the non kicking team from a penalty before entering touch, and from a mutual infringement	After infringement from BOTH sides (unless after the 5 th tackle), if the ball is touched by the non kicking team from a penalty before entering touch, and from a mutual infringement	After any minor infringement (to restart play whenever play is not being restarted with a kick off, a drop out, a penalty kick or a play the ball.
Kicks in general play	No	Yes (no Bombs)	Yes (no bombs)	Yes
Attempt at goal	Only after a try is scored. To be taken 5m out, directly in front of the posts (kickers MUST rotate) In the form of a drop kick or place kick	Only after a try is scored. To be taken 10m out, directly in front of the posts (kickers MUST rotate) In the form of a drop kick or place kick	Only after a try is scored. To be taken 10m out, in line with where the try is scored, unless within 20m of the sideline (kickers MUST rotate) In the form of a place kick only	After a try: no prescribed distance back, in line with where the try was scored, in the form of a place kick only Penalty: at the mark of the penalty, or any point directly behind the mark, in the form of a place kick or drop kick
Following a try	Place kick (in the form of a tap restart) from the centre of the halfway line to the non scoring team	Kick off from the non scoring team	Kick off from the non scoring team	Kick off from the non scoring team
Send off/Sin Bin	No, replace the player	No, replace the player	No, replace the player	Yes