

# Mako Rugby Junior Rules Quick Guide

Grade	Mini Mako	Hammerheads			Great Whites			Comments
	U6 & U7	U8	U9	U10 & U11 (Half Field)	U11	U12	U13	
Numbers on field	7	10	10	10	15	15	15	These numbers are maximums. Games must proceed <b>with even numbers</b> . Balancing playing numbers and ability is to be encouraged.
Field size	1/2	1/2	1/2	1/2 (U11 – 78m x 50m)	Full Field	Full Field	Full Field	15 a-side must be full field. ½ Field = goal to 10m (across the field) – Portable goalposts are recommended. Full size posts on one touchline need to have post pads on them.
Try	No Points	5pts	5pts	5pts	5pts	5pts	5pts	Score blowouts have a detrimental effect on both teams. If the score reaches 35 points, coaches should consider swapping or subbing dominant players. At 50 points, they <b>MUST</b> do one of those options.
Conversion	None	None	None	None	2pts	2pts	2pts	U11 to U13 conversions are not to be taken further out than the 15m line.
Ball Size & Colour	Blue & Red 2.5	Blue 3	Blue 3	Blue 3	Red 3	Red 4	Red 4	
Tackle	Rippa	Tackle	Tackle	Tackle	Tackle	Tackle	Tackle	Swinging a player by their jersey and fending to the face are not allowed and must be penalised.
Subs	Rolling	At quarter, half-time & 3 quarter time						All players <b>must</b> play at least half a game.
Scrum	No	5 people	5 people	5 people	8 people	8 people	8 people	Contest hook only at U11 Contest and pushing only at U12 and U13. Safety is paramount. The push is limited to half a metre maximum & cannot wheel past 45° on the angle. No. 8 can pick up the ball from the base of the scrum as per normal rugby rules
Lineout	No	5 people (hooker + 4 jumpers)	5 people (hooker + 4 jumpers)	5 people (hooker + 4 jumpers)	8 people (hooker + 7 jumpers)	8 people (hooker + 7 jumpers)	8 people (hooker + 7 jumpers)	Lineouts can be contested from U10. There is to be no lineout lifting at any level. No short lineouts.
Kick-off	Tap & Pass	Tap & Pass	Drop-kick by scoring side	Drop-kick by scoring side	Normal	Normal	Normal	At U10 and below, kick offs to be rotated through all players in team. Ball to be kicked between 10-20 metres Receivers must stand back 10 metres (5metres at U9 & U 10)
Penalty	Tap & Pass	Tap & Pass	Tap & Pass	Tap & Pass	Normal	Normal	Normal	
Kicking (general play)	No	No	No	Yes	Yes	Yes	Yes	U10 allowed to kick within 5 metres of their own try line only.
Length of Game	2 x 20	2 x 25	2 x 25	2 x 25	2 x 30	2 x 30	2 x 30	
Associate Referee	No	No	Yes	Yes	Yes	Yes	Yes	If no associate referee, no contested scrums
Offside Lines	On your side of the ball	Lineouts: U8-10 – 5m offside lines at lineouts			Lineouts: U11-13–10m offside lines at lineouts			
		Scrum: U8-13 – 5m offside line behind last man for backs						