

TOURNAMENT RULES U12:

Pitch size		45 m wide for 10 players
Number of players	10	Unlimited/Rolling subs
Ball size	4	
Maximum playing time	90 minutes in 48 hours	
Restarts	Fault	Penalty/Scrum
Defence offside line	10 m	
The roll-away rule	Yes	After tackle
Tackle zone	Green, Orange, Red	Green- Hips + below = Good Orange- From waist to armpit - Referee will give warning. (Penalty kick if repeated) Red - From armpit up - Penalty
Running through contact	Forbidden	Attacker must run at space and not through contact
Hand-Off	Forbidden	Ball carrier may only push defender off in the tackle
Fight for ball in contact	Yes	
Fight for ball after contact	Yes	Jackler (First arriving player)
55 m x 45 m		

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Playing the #9	No	Can only tackle #9 after FIRST STEP with ball in hand. (Not when the ball is picked up). Fault = Free kick
Ruck	Yes	1+2 v 1+2
Number of players in a Maul	Yes	Maximum 3 v 3 3 seconds to use the ball after first stop.
Scrum	Yes	Uncontested - 5 v 5
Line-Outs	Yes	Uncontested - 3 v 3
Open play / kick	Yes	Without going out - Fault = Scrum where ball was kicked
Kick-Off	Yes	Drop Kick. Unsuccessful = Scrum (The team that was scored against can choose if they want to kick or receive kick)