



50M

MAX ZONE 7 POINTS

CAN BE PLAYED ANYWHERE



MAXIMUM OF 7-A-SIDE



UNLIMITED INTERCHANGES
FROM 5 REPLACEMENTS

MAX ZONE 7 POINTS



TRIES INSIDE THE MAX ZONE 7 POINTS
TRIES OUTSIDE THE MAX ZONE 5 POINTS

TACKLES MUST BE BELOW THE ARMPIT AND ARMS MUST BE WRAPPED SIMULTANEOUSLY OR PRIOR TO SHOULDER CONTACT





MAXIMUM OF 3V3 AT MAULS

MAXIMUM OF **2V2** AT **RUCKS**





70M

RESTARTS PENALTIES AND FREE-KICKS
MUST ALL CONSIST OF A TAP-AND-PLAY

KICKS MUST BE DIRECTED INTO THE GROUND

HAND-OFFS MUST BE BELOW THE ARMPIT

SCRUMS ARE PASSIVE (NO PUSHING)
AND CONSIST OF ANY 3 PLAYERS,
BOTH TEAMS MAY HOOK THE BALL



LINEOUTS CONSIST OF ANY 3 PLAYERS
THROW IN, 2 TO JUMP, NO LIFTING IS ALLOWED