



**SCOTTISH
RUGBY**

Age Grade Law Variations 24/25

U12 Girls

Leadership • Engagement • Achievement • Enjoyment • Respect

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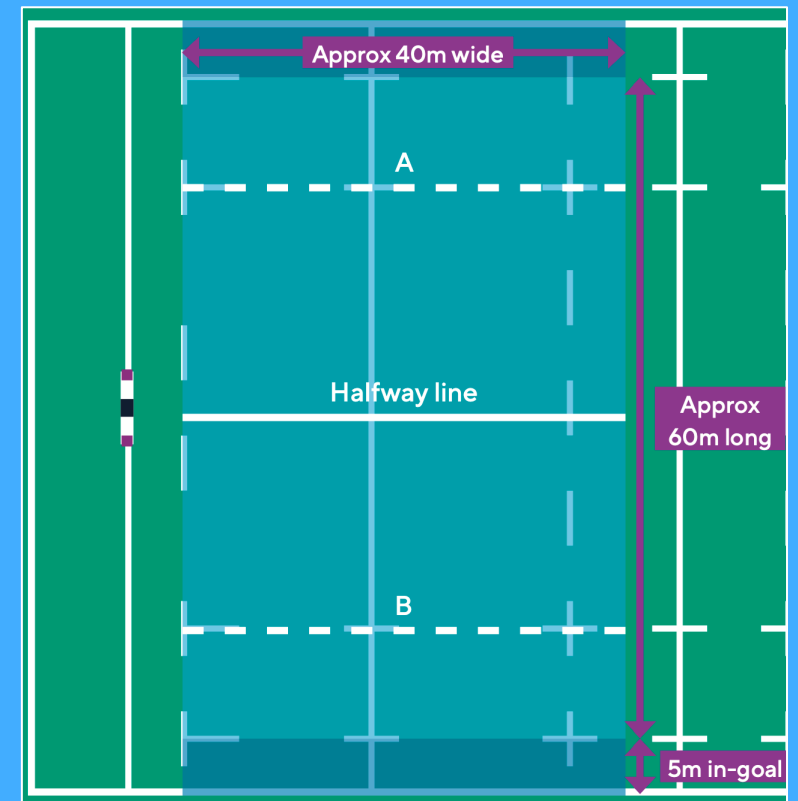
U12 Girls* | Age Grade Law Variations

Season 2024/25 Summary



* Game on variations available for 10,7 & 6-a-side

Players 8v8 	Pitch 60m x 40m (w/5m in-goals)	Ball Size 3 	Playing Time Max 60 mins festival	Scoring 1 point per try
Tackle Waist & Below – No targeting the ball		Hand off No	Breakdown Yes, up to 1 supporting players per team	
Scrum 3v3 – uncontested w/ resisted lean, 9 must pass	Lineouts No – Pass from Touch	Kick Off / Restart Kick off – starts with any kick After Try – team that CONCEDED starts with Tap & Pass		Open Play Kicking None



	U12 8-a-side*, Size 3 Ball Half Pitch, 1 Point Per Try	U14 8-a-side*, Size 3 Ball Half Pitch, 1 Point Per Try	U16 13-a-side*, Size 4 Ball Full Pitch, Normal Scoring	U18 15-a-side*, Size 4 Ball Full Pitch, Normal Scoring
Lineout	No – Pass from Touch	No – Pass From Touch	Yes – Up to 6v6 (Hooker + 5) No lift Contested No Maul	Yes – Up to 8v8 (Hooker + 7) Lift Contest Maul Allowed
Conversions	No	No	Yes - Taken within 15m lines	Yes
Kick Off/Restarts	Kick Off – Any kick to start After Try – Tap & Pass to team that conceded	Kick Off – Any kick to start After Try – Tap & Pass to team that conceded	Kick Off – Drop Kick After Try – Team that SCORED restarts with a drop kick	Kick Off – Drop Kick After Try – Team that CONCEDED restarts with a drop kick
Open Play Kicking	No	Yes – from hand only. No conversions	Yes	Yes
Handoff	No	Yes – Not to head or neck	Yes – Not to head or neck	Yes – Not to head or neck
Scrum	Yes – 3v3 Uncontested w/ resisted lean 9 must pass Defensive 9 cannot pass mid-point	Yes – 3v3 Uncontested w/ resisted lean 9 must pass Defensive 9 cannot pass mid-point	Yes – 6v6 Contested w/ 1.5m push 9 must pass Defensive 9 cannot pass mid-point	Yes – 8v8 Contested w/ 1.5m push Defensive 9 cannot pass mid-point
Breakdown	Yes – up to 1 supporting player per team	Yes – up to 1 supporting player per team	Yes – up to 2 supporting players per team	Yes – World Rugby Laws
Tackle	Waist & Below - No Targeting of Ball	Waist & Below – No Targeting of Ball	Below Base of Sternum – SR Tackle Laws	Below Base of Sternum – SR Tackle Laws

* 'Game On' variations are available for each age group should a game need to go ahead with less numbers

U12 Girls

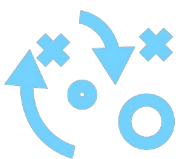
Team Size, Game/Festival Length, Pitch & Ball Size



8 v 8



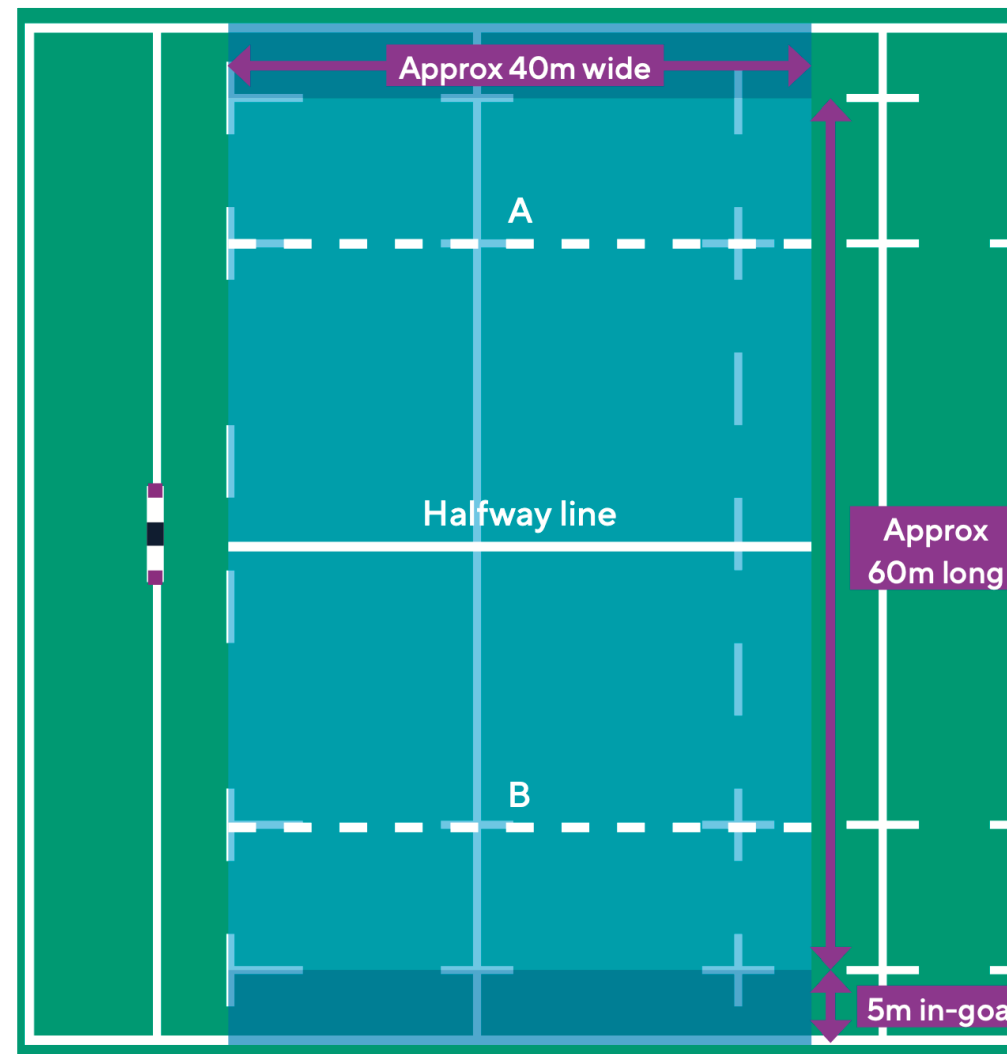
Max 60 mins per festival



Half Game Policy Applies (all players should get equal game time)



Size 3 Ball



Starting / Restarting the Game

At the start of a game – The game starts with **any kick** at the centre of the pitch. The kick should go at least 10m. Full World Rugby laws apply

After a try – The team that **CONCEDED** restarts with a **Tap & Pass**. Full World Rugby laws apply.

Referee Guidance

Kick offs - Encourage all players to try to take the kick, players are still forming skillsets so it's important everyone should be able to try.



Tackle	Sanctions	Referee Guidance
<p>Tackle Height – All tackles should be on or below the waist or the ball carrier. No – targeting of the ball</p>	<p>Free Kick to non-offending team.</p>	<p>As players tire, the height of the tackler may rise – if a tackle is made above the GREEN zone (but not to the head or neck), a referee can play advantage if the ball can still be passed by the ball carrier.</p>
<p>No Swing Tackles – The tackler is responsible for bringing the ball carrier to ground safely – throwing the ball carrier to ground is not permitted.</p>	<p>Free Kick to non-offending team.</p>	



1 supporting player per team

Rationale

The breakdown is introduced in a 1v1 contest to provide players with the best opportunity to develop their skills without too much pressure. It should allow coaches and referees to easily see good practice and areas for development

Number of Players - Up to 1 supporting player per team can enter the breakdown.

When is the breakdown over? - When a team 'wins the space' (e.g., pushes the opposition past the ball) that team wins possession; **AND**

When the ball is played (passed or ran) by the player: **OR** if the ball carrier loses control of the ball and it spills out of the breakdown.

Referee Guidance

The Tackler - on completion of the tackle, if they release the ball carrier, returns to their feet and is the first to enter the breakdown, the defending team **CAN** still put 1 supporting player to assist in the contest for the ball.

Arriving players - ensure that players are supporting their body weight when 'jackaling' for the ball and that they come through the gate.

The Defence - The offside line is the hindmost point of the breakdown. The defence cannot move until the ball is played.

Sanction - Free Kick to non-offending team (defence 5m back)



Scrum

Numbers – 3 nearest players from each team should form the scrum

Contest – There is no pushing and the hook is UNCONTESTED – the team that puts the ball in, wins the ball.

Attacking Scrum Half – MUST PASS immediately

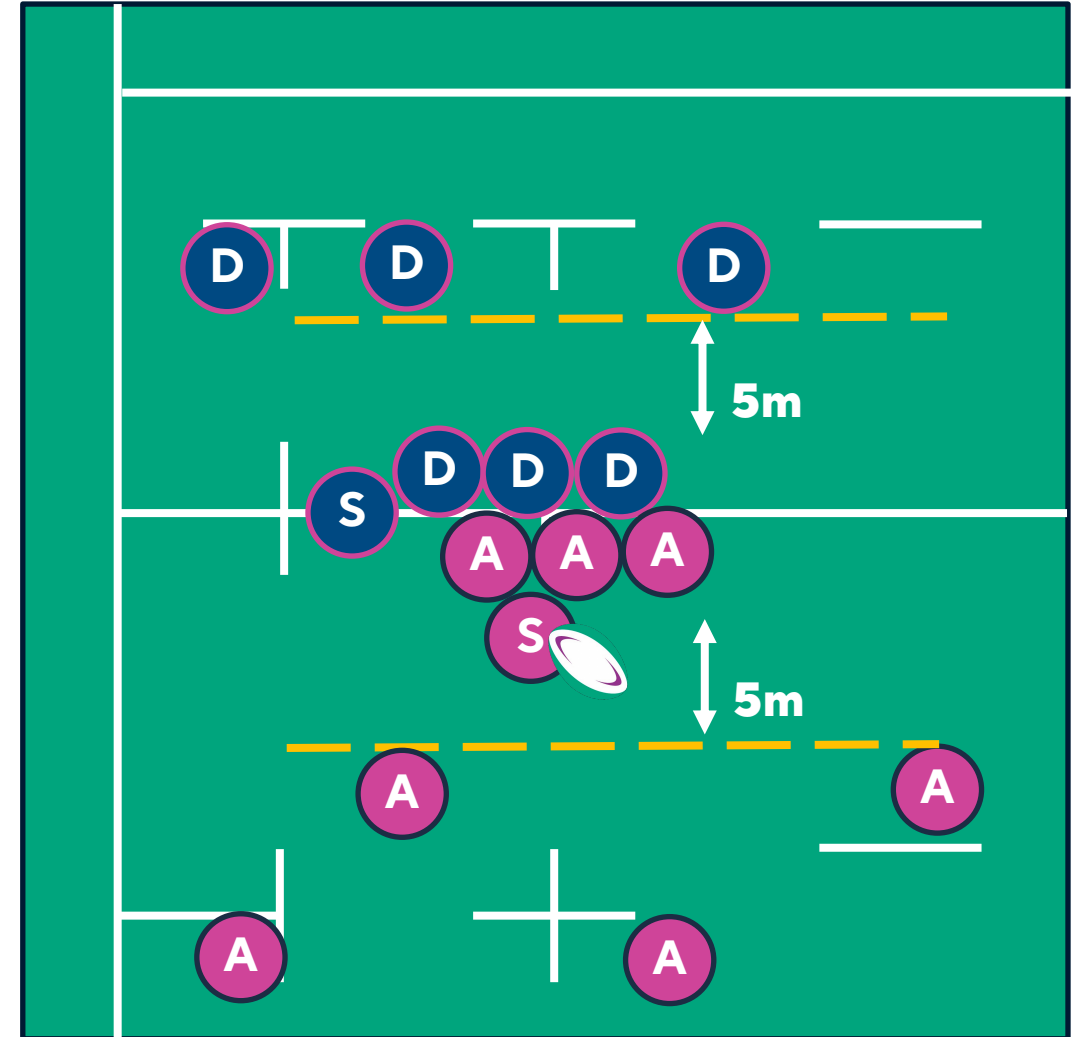
Defending Scrum Half – Must remain at the mid-point of the scrum. They can move once the ball has been passed.

Referee Guidance

Resisted Lean – to promote an effective scrum position,

Brake foot – Try to get the hookers to have a ‘brake foot’ (they start with a ‘split stance’ and slightly bent knees) during the crouch and bind calls – they can then get their feet square on ‘set’ to help with the resisted lean

Scrum engagement sequence – Crouch, Bind, Set – on crouch look for them to be ear to ear with heads to the left, on bind look for the props to bind high and long



Ball leaves the side of the pitch

No Lineouts – Free Pass from the side of the pitch

If the ball leaves the field of play over the touchline, play restarts with a free pass from where the ball went out - to the team that DID NOT touch the ball last.

Defending Team – * NEW* One defender must stand next to the attacker who throws the ball in. The remaining defenders must be 5m back from the point where the ball went out. They can move forward once the first receiver touches the ball.

Referee Guidance

Encourage the person who receives the first pass to try to pass again.

Ball is touched In-goal by defending team

Ball is touched down in-goal - If an attacking kick goes into the in-goal and is touched down by a defensive player, play restarts with a TAP & PASS on the 15m line to the team that was defending (defending players must be 5m back).

