

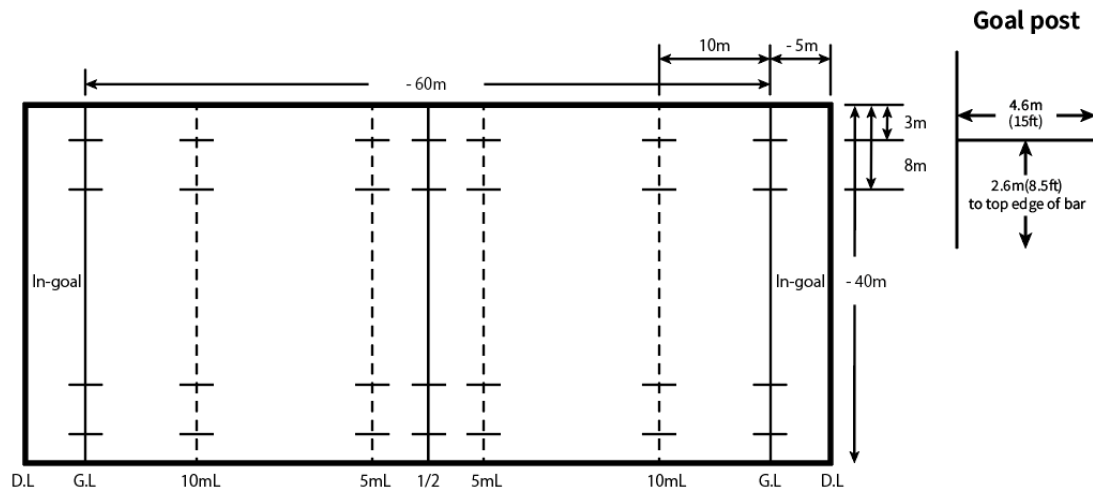
1. The ground

3. The dimensions of the playing area shown in the ground diagram.

The sizes of the field of play and the in-goal are as follows;

Field of play: within 60 metres x 40 metres

In- goal: within 5 metres



2. Ball

4. Smaller balls may be used for matches between young players.

A size 4 ball is used.

3. Team

Numbers

1. A team consists of the following number of players 【Original】 :

9 players (3 forward players, 1 half-back player and 5 backs players)

5. A Unions may implement its own tournament regulations as to the number of replacements within its jurisdiction 【Original】 .

4. Players' clothing

3. Additional items are permitted. These are:

f. For the purpose of taking safety top priority, it is desirable that players wear a mouth guard. However, the players are in the

skeletal development stage and may still have their baby teeth which have not been placed by permanent teeth yet, and/or, have braces for teeth-straightening, it is recommended to consult with a specialist. In addition, since it costs to make a mouth guard with taking a tooth impression, it is up to each player and his/her parent's decision (recommendation).

- g. Players must wear a headgear during a match (obligation).
- j. Boots shall be of moulded rubber. However, they shall not contain any sharp parts or projections and removable studs are disallowed (prohibition).

5. Time

1. Time [Original]

A half is 12 minutes (The total match time of a day shall be basically within 60 minutes).

For any matches, interval between matches shall take into account various environment to secure enough rest time.

Playing extra-time shall not be authorised even in a drawn

match within a knock-out competition.

2. Half-time

After the completion of half-time, the teams change ends with 5 minutes' interval.

11. Other laws related to time 【Original】

When a team plays more than one match within a day, for the players' healthcare purpose, the maximum time that players are able to play shall be set, even though it may affect tournament operation.

8. Scoring

1. Methods and points value of scoring:

- a. Try. Five points.
- b. Conversion. Two points.

Try

2. A try is scored when an attacking player:

- a. Is first to ground the ball in the opponents' in-goal, against the opponents' goal post or its surrounding padding.
- b. Is first to ground the ball when a scrum, ruck or maul reaches the goal line.
- c. With the ball is tackled short of the goal line and the player's momentum carries them in a continuous movement along the ground into the opponents' in-goal, and the player is first to ground the ball.
- d. Is tackled near to the opponents' goal line and the player immediately reaches out and grounds the ball.
- e. Who is in touch or touch-in-goal, grounds the ball in the opponents' in-goal provided the player is not holding the ball.

【Conversion, penalty goal and drop goal】 【Original】

A Union may implement its own match regulations.

Conversion may be applied depending on presence or absence of goal posts (value: two points)

9. Foul play

30. Dangerous play and misconduct 【Original】

- a. A player must not throw around an opponent without binding when defending.
- b. A player must not charge, knock down an opponent or push him/her out of the touch line.
- c. A player must not fend off (a play with swinging arms side to side to fend off an opponent).
- d. A player must not collapse a maul and/or ruck.
- e. A player must not rush into with a body position striking his/her head against an opponent.
- f. A player must not pick the ball up with a posture which cannot secure his/her safety.
- g. A player must not take any actions which causes an opponent an

injury.

h. A player must not kick the loose ball on the ground heavily into the opponents 'area.

These actions are regarded as foul play not only when they are actually committed but also when its danger is foreseen. The referee stops the game immediately without applying any advantage.

Any unsporting behaviors including dispute to decisions, appeal of the opponents 'infringements and words and behaviors disrespectful to the opponents etc. are strictly prohibited.

Sanction: Penalty kick

31. Coach [Original]

a. During a match, the coaches shall be located within a specified area and are able to provide the players with coaching directions and advices from there. However, from the perspective of developing children's autonomy and judgement, words which respect other's personality shall be used when coaching. In addition, coaches must not dispute the referee's decision. If such a statement and/or action by a coach is identified, the referee stops the game and

gives a caution to that coach. If the coach shows no improvement after the caution, he/she may be sent-off. In this case, a sent-off means to leave the playing enclosure immediately.

- c. If a match is stopped due to a coach's misconduct, the play will be restarted with a scrum and the team in possession when the play was stopped throws in. If the referee gives a coach something heavier than a caution, he/she shall report it to the match organiser immediately after the completion of the match.

12. Kick-off and restart kicks

【Tap-kick】 【Original】

- a. In mini-rugby, a tap-kick means to place the ball on the ground and touch that ball clearly with a foot without using hands.
- b. In all penalties, the non-offending team restarts the play with a tap-kick. In doing so, the opposing team retires at least 5 metres from the place of infringement (or, the point of kick-off/drop-out for players in the lower grades of elementary school) and parallel to the goal line.

【Kick offs and restart kicks following a score】 【Original】

- a. Kick-offs are taken on the centre of the half-way line.
- b. After a team has scored, the team that scored points takes a kick-off on or behind the centre of the half-way line.
- c. A kick-off must reach the opponents' 5-metre line. If it does not reach, the play is restarted with a scrum on the centre of the half-way line. The ball is thrown in by non-kicking team.

【Restart kicks following a touch-down】 (a 10-metre drop-put)

A drop-out is taken anywhere on or behind the 10-metre line.

18 Touch, quick throw and lineout

Quick throw 【Original】

A quick throw is disallowed.

Kick 【Original】

Kicking the ball directly into touch is allowed only from within the

10-metre line. If the ball is kicked directly into touch from outside the 10-metre line, a scrum is awarded to the opposition at the place of the kick.

【Forming a lineout】 【Original】

A lineout is taken as follows. Any supporting play to a player jumping for the ball in the line out is disallowed.

- a. If the ball has gone into touch, the game is restarted with a lineout.
- b. The ball is thrown in at the point where the ball reaches the touchline. However, a lineout is not taken within 5 metres from a goal line.
- c. Two players from each team form a lineout. The player at the forefront must not stand within 3 metres from the touchline. The player at the bottom must not stand more than 8 metres away from the touchline.
- d. The opponent of the player throwing in the ball must come close to the lineout and be located within 3 metres from the touchline.
- e. There must be a clear gap (1 metre) between the two lines of each

team.

f. Players not participating in the lineout must retire at least 5 metres

from the line of touch until the lineout ends.

g. If the ball reaches more than 8 metres after being thrown in, the

throw-in is retaken.

【Ending a lineout】 【Original】

The lineout ends when:

a. The player in possession of the ball leaves the lineout.

b. The ball or the player in possession of the ball enters the area between the 3-metre line and touchline or goes beyond 8-metre line.

c. A ruck or maul forms and all of the feet of all of the players in the ruck or maul move beyond the line of touch.

d. The player acting as a half-back touches the ball which is passed, kicked or tapped from the lineout to the direction of their side.

【Forming a scrum】 【Original】

A play equivalent to 'cavalry charge' from a scrum will not be liable to penalty. This is because the attacking team also has an offside line 3 metres behind the hindmost of the scrum. Therefore, such play is not possible and if it happens, it is offside and a penalty kick is awarded to the opposing team.

- a. A scrum must have three front row players from each team.
- b. Among these front row players, the middle player is called as the hooker and the players both side of the hooker are called as the props.
- c. The hooker must grip both props' bodies firmly at the height of armpit or under it with the whole arms in contact over the arms of the props (so-called hooker's over-bind. The upper part of the shoulder is not regarded as at the height of armpit). The props must grip the hooker in the same way.
- d. When forming a scrum, the front row players make eye contact with the opposing front row players, make the position of their feet flat (align) and lower their hips to prepare for engagement. The referee ensures such postures of the players when calling

“crouch”. When the referee calls “touch”, the players touches the opposing players’ upper arms rightly. When the referee calls “hold”, the players remain stationary and then, engage each other softly 【engage】 .

In doing so, each loose-head prop grips the back or side of their opponent’s jersey by placing the left arm inside the right arm of the opposing tight-head prop. Each tight-head prop grips places the right arm outside the left upper arm of the opposing loose-head prop.

- e. All players engage square with their heads and shoulders no lower than their hips. Even they are “uncontested scrums”, they must engage with supporting the weight of each other.
- f. Player forming a scrum must stay bound to the scrum until it ends.

【Other restricted practices in a scrum】 【Original】

- a. Scrums are “uncontested scrum” and there are no possession contest and pushing. The team throwing-in gains possession however, the half-back must throw the ball in straight along the middle line. If the team throwing-in kicks the ball to the

opponents' side by mistake, play continues. The hooker must not intentionally kick the ball to the opponents' side and/or strike for the ball to the offside line of his team to end the scrum.

b. Once a scrum is formed, an offside line is applied.

(1) The offside line for the players not participating at the scrum (except for the half-back) is a line and 3 metres behind the hindmost foot of their team and parallel to the goal line.

(2) The offside line for the half-back of the team not throwing-in the ball at scrum (the defending team) is a line through the hindmost foot of his/her team and parallel to the goal line. However, a player who is more than a metre away from the scrum is not a half-back and regarded as a backs player. In this case the offside line is as the above (1). The half-back, who once retired to the offside line defined as (1) cannot play beyond that offside line until the scrum ends.

【Exception】

If the defending team gains the possession of the ball, the half-back of that team who retired to the above (1) is allowed to go beyond the offside to play the ball.

(3) The offside line remains applicable until the scrum ends.

The scrum ends when the half-back of the team in the possession of the ball touches the ball.

【Exception】

If the ball thrown in the scrum reaches the offside line for players not participating at the scrum by coincidence, the scrum ends.

(4) The half-back throws in the ball to the scrum. The half-back must be the first player to treat the ball in any circumstance except for the **【Exception】** of (3).

(5) The half-back must not take any actions pretend to touch the ball and/or waste time without touching the ball.

20. Penalty and free-kick

【Place of the mark where penalty and free-kick is awarded】 【Original】

- a . In all penalties, the non-offending team restarts play by tapping the ball at the place where the opposing team commits the infringement. In doing so, the opposing team retires at least 5 metres from the place of infringement and parallel to the goal line.

- b . If the place of infringement is within 5 metres from the opponents' goal line, the mark will be on a line through the place of infringement and 5 metres from the goal line to tap the ball.

- c . The same applies to free-kicks.