

	Tags	Turvans	Benjjs	Minis	Cubs	Juniors	Colts
<b>General</b>	Unless specifically stated below the normal laws of Rugby Union apply – see <a href="http://www.irblaws.com">www.irblaws.com</a> for the latest laws and rulings						
<b>Age</b>	In Dutch Rugby Age is assessed against the Calendar Year January to December. The player must be under the upper age limit for the calendar year the season starts in.						
	Under 7 Turn 6 or less in the year	Under 9 7 or 8 in year season starts	Under 11 9 or 10 in year season starts	Under 13 11 or 12 in year season starts	Under 15 13 or 14 in year season starts	Under 17 15 or 16 in year season starts	Under 19 17 or 18 in year season starts
<b>Pitch Size</b>	30m x 22m 2m In-goal area	30m x 22m 2m In-goal area	60 m. x 35 m 5m in-goal areas	70m x 45m 5m in-goal areas "22m"= 15m from the goalline	Full Pitch	Full Pitch	Full Pitch
<b>Ball Size</b>	3	3 or 4	3 or 4	4 or 5	5	5	5
<b>Number of Players</b>	5 to 7 (Coaches decide)	7	9	12	15 Minimum required - 10 If a team is short other team is obliged to supply players or reduce so that there is only 1 player difference	15 Minimum required - 10 If a team is short other team is obliged to supply players or reduce so that there is only 1 player difference	15 Minimum required - 10 If a team is short other team is obliged to supply players or reduce so that there is only 1 player difference
<b>No of Forwards</b>	Not Applicable	Not Applicable	3	5	8	8	8
<b>Substitutions</b>	Rolling Coaches may agree max no. of subs but generally aim is for everyone to play.	Rolling Coaches may agree max no. of subs but generally aim is for everyone to play. Official Tournaments may set max squad size	Rolling Coaches may agree max no. of subs but generally aim is for everyone to play. Official Tournaments may set max squad size	Rolling Coaches may agree max no. of subs but generally aim is for everyone to play. Official Tournaments may set max squad size	Official 7 Subs Max A substituted player can replace an injured player Coaches often agree more subs/rolling subs but not in Playoff Games	Official 7 Subs Max A substituted player can replace an injured player Coaches sometimes agree more subs/rolling subs but not in Playoff Games	Official 7 Subs Max A substituted player can replace an injured player
<b>Game Time</b>	2 x 10 mins 1 game 2 x 7 mins 2 games shorter if more games	2x15 mins 1 game 2x10 mins 2 games shorter if more games	2x15 mins 1 game 2x10 mins 2 games shorter if more games	2x20 mins 1 game 2x15 mins 2 games shorter if more games	2 x 25 mins	2 x 30 mins	2 x 35 mins
<b>Scoring</b>	Tries Only	Tries Only	Tries Only	Tries Only	Full Scoring	Full Scoring	Full Scoring
<b>Ball to Ground</b>	Lose Possession						
<b>Tackle</b>	NO defenders grab and pull a tag from the attacking player	YES	YES	YES	YES	YES	YES
<b>Hand-off</b>	NO	NO	NO	NO	YES- Only to body Not to Face/Head	YES	YES
<b>Kicking</b>	NO	NO Drop out replaced by Free Kick 7m from own goal line	NO Drop out replaced by Free Kick 7m from own goal line	Open Play - Defensive Only inside own "22m" Also "22m" Drop Outs	YES	YES	YES
<b>Ruck/Maul</b>	NO	YES	YES	YES	YES	YES	YES
<b>Scrum</b>	NO	NO	YES 3-man Uncontested  Scrum-half not putting in must not pass the tunnel	YES 5-Man Contested Max Push 1.5 metres Max Wheel 45 degrees Scrum-half not putting in must not pass the tunnel	YES 8-man Contested Max Push 1.5 metres Max Wheel 45 degrees Scrum-half not putting in must not pass the tunnel	YES 8-man Contested Max Push 1.5 metres Max Wheel 45 degrees	YES 8-man Contested Max Push 1.5 metres Max Wheel 45 degrees
					If due to injury or short players a team has less than 8 in the scrum the other team must reduce their numbers in the scrum so they are equal. Minimum number is 5. Valid scrum formations are 8 (3-4-1), 7 (3-4), 6 (3-2-1), 5 (3-2)		
<b>Lineouts</b>	NO	NO Play restarts with a free kick 2 metres in-field from where the ball crossed the line	NO Play restarts with a free kick 2 metres in-field from where the ball crossed the line	Yes 2, 3 or 4-Man 2m from touch - No Lifting All others 7m back	YES Numbers as IRB Laws No Lifting	YES Numbers as IRB Laws	YES Numbers as IRB Laws
<b>Start of half/Restart after score</b>	Free Pass Defending team 7m back	Free Kick at Half way	Free kick at Half way	Drop kick from Half way	Drop kick from Half way	Drop kick from Half way	Drop kick from Half way
		Turven/Benji Free Kicks Ball must be placed on ground -Taker must pass Receiver must not start run from more than 2m back from taker					
<b>Dispensation</b>	It is possible (a) for a player in the 1 <sup>st</sup> year of an age group to request dispensation "down" one age group and (b) for a player in the 2 <sup>nd</sup> year of an age group to request dispensation "up" one age group. Dispensation is requested by player's parents who must attend the dispensation hearing with the player. BSN Rugby Club is required to confirm agreement to the request. If dispensation is granted the player MUST then play at the dispensated age group. The NRB organize formal dispensation hearings at specific times of the season – main one is in June each year.						