

**TOUCH VERSION**

- 👁 Played on ½ pitch
- 👁 7 Players per side (+4 replacements)
- 👁 Rolling unlimited subs
- 👁 10 mins per half (20 mins per game)
- 👁 Kick off (drop kick (or any kick) to opposing team – no contest for ball)
- 👁 Ball kicked dead from restart = kick/scrum at middle
- 👁 Kick on any play – no restrictions
- 👁 Ball kicked dead = 15m free tap & pass
- 👁 7 Touches to score – turnover on 7th (free tap and pass)
- 👁 Breakdown = 5 players (2 attack, 3 defence)
- 👁 Once Touched, ball carrier turns and presents ball to team mate
- 👁 Team mate 'rips' ball, and must pass within 3 steps
- 👁 Ripper can't score from breakdown
- 👁 Breakdown Defence – Toucher plus 2 players in defence must join (place hands on the defender who tagged the attacker – form a triangle with outside arm – creates offside line)
- 👁 Rest of the defenders must be on back foot
- 👁 No sanction if attack play away before defence set
- 👁 Scrum (3 v 3 – passive, no engagement, no push, no contest, defending scrum half behind, others back 5m)
- 👁 Scrum half can pass within 3 steps or kick
- 👁 Lineout (3 v 3 – no lifting, no contest)
- 👁 Catcher passes back to team mate (5m back) or to thrower-in on sweep round
- 👁 Try scoring team kicks off
- 👁 Penalties (tap and pass, defenders back 5m)
- 👁 Knock on/forward pass = scrum restart (if no advantage)
- 👁 Ball knocked backwards in open play = play on
- 👁 Defenders must make an attempt to move towards the breakdown area to set their defensive triangle

**TAG VERSION**

- 👁 Played on ½ pitch
- 👁 7 Players per side (+4 replacements)
- 👁 Rolling unlimited subs
- 👁 10 mins per half (20 mins per game)
- 👁 Kick off (drop kick (or any kick) to opposing team – no contest for ball)
- 👁 Ball kicked dead from restart = kick/scrum at middle
- 👁 Kick on any play – no restrictions
- 👁 Ball kicked dead = 15m free tap & pass
- 👁 7 Tags to score – turnover on 7th (free tap & pass)
- 👁 Breakdown = 5 players (2 attack, 3 defence)
- 👁 Once Tagged, ball carrier turns and presents ball to team mate
- 👁 Team mate 'rips' ball, and must pass within 3 steps
- 👁 Ripper can't score from breakdown
- 👁 Tagger must return tag to opponent
- 👁 Breakdown Defence – Tagger plus 2 players in defence must join (place hands on the defender who tagged the attacker – form a triangle with outside arm – creates offside line)
- 👁 Rest of the defenders must be on back foot
- 👁 No sanction if attack play away before defence set
- 👁 Scrum (3 v 3 – passive, no engagement, no push, no contest, defending scrum half behind, others back 5m)
- 👁 Scrum half can pass within 3 steps or kick
- 👁 Lineout (3 v 3 – no lifting, no contest)
- 👁 Catcher passes back to team mate (5m back) or to thrower-in on sweep round
- 👁 Try scoring team kicks off
- 👁 Penalties (tap and pass, defenders back 5m)
- 👁 Knock on/forward pass = scrum restart (if no advantage)
- 👁 Ball knocked backwards in open play = play on
- 👁 Defenders must make an attempt to move towards the breakdown area to set their defensive triangle