

# 2024 GAME PLAYING CONDITIONS SUMMARY



Age Group	Game Time	Time Off	Ball Size	Field Size (metres)	Players on Field		Interchange Players	Comp Points	Match Officials Required
					Min	Max			
Men's First Grade	2 x 40 min (10 min half time)	Y	5 (int)	100 x 68	9	13	Up to 4 (limit 12 int)	Y	Ref & TJs
Men's Second & Third Grade	2 x 35 min (10 min half time)	N	5 (int)	100 x 68	9	13	Up to 7 (unlimited)	Y	Ref & TJs
Women's First Grade	2 x 30 min (10 min half time)	Y	5 (int)	100 x 68	9	13	Up to 7 (unlimited)	Y	Ref & TJ
Women's Second Grade	2 x 20 min (5 min half time)	N	5 (int)	100 x 68	7	9	Up to 4 (unlimited)	Y	Ref only
Mens' U20	2 x 30 min (10 min half time)	N	5 (int)	100 x 68	9	13	Up to 7 (unlimited)	Y	Ref & TJs
Boys' U18	2 x 30 min (10 min half time)	N	5 (int)	100 x 68	9	13	Up to 7 (limit 12 int)	Y	Ref & TJs
Boys' U17	2 x 30 min (10 min half time)	N	5 (int)	100 x 68	9	13	Up to 7 (unlimited)	Y	Ref & TJs
Boys' U16, U15, U14, U13	2 x 25 min (5 min half time)	N	5 (int)	100 x 68	9	13	Up to 7 (unlimited)	Y	Ref & TJs
U12	2 x 20 min (5 min half time)	N	4 (mod)	100 x 68	11	13	Up to 7 <sup>^</sup>	N	Ref only
U11, U10	2 x 20 min (5 min half time)	N	4 (mod)	80 x 48	8	11	Up to 9 <sup>^</sup>	N	Ref only
U9, U8	4 x 8 min (3 x 2 min breaks)	N	3 (mini)	68 x 30	6	8	Up to 8 <sup>*</sup>	N	Ref only
U7 tag, U6 tag	4 x 8 min (3 x 2 min breaks)	N	3 (mini)	40 x 20	6	6	Up to 6 <sup>*</sup>	N	Club Facilitator
Girl's U18, U16	2 x 20 min (5 min half time)	N	5 (int)	100 x 68	8	11	Up to 7 (unlimited)	Y	Ref & TJs
Girl's U14	2 x 20 min (5 min half time)	N	5 (int)	80 x 48	7	9	Up to 4 (unlimited)	Y	Ref & TJs
Girl's U12	2 x 20 min (5 min half time)	N	4 (mod)	80 x 48	5	7	Up to 7 <sup>^</sup>	N	Ref only
Girl's U10	2 x 20 min (5 min half time)	N	4 (mod)	68 x 30	5	7	Up to 7 <sup>^</sup>	N	Ref only
Girls U8 tag	4 x 8 min (3 x 2 min breaks)	N	3 (mini)	68 x 30	5	7	Up to 7 <sup>*</sup>	N	Club Facilitator

<sup>\*</sup> **6-9 Years:** Each player must play a **MINIMUM OF TWO UNBROKEN PERIODS** of eight (8) minutes. That is each player must start at least two of the periods and **must not be interchanged** until completion of that period.

<sup>^</sup> **10-12 Years:** Each player must play a **MINIMUM OF ONE UNBROKEN HALF** of a match (Twenty [20] minutes). That is each player must start at least one of the two halves and **must not be interchanged** until completion of that half.

<sup>\*^</sup> **It is the responsibility of the Team Coach and/or Team Manager to ensure that this occurs, not the referees, and issues are to be resolved on match day.**

## PLEASE ALSO NOTE:

- For all other game conditions and Laws, please refer to the NRL's "Junior Rugby League Laws 6 - 12 Years" which can be referenced from [playrugbyleague.com](http://playrugbyleague.com); [www.playrugbyleague.com/laws-of-the-game-community](http://www.playrugbyleague.com/laws-of-the-game-community)
- Age Groups are to be read in conjunction with the NRL Victoria Age Group Document (available at [NRLVIC.com](http://NRLVIC.com)) or approved 18 Month Registrations, Age Dispensation or Parental Consent (these can only be approved by NRL Victoria and players cannot be selected outside of their age group on MySideline Manager until approved)
- Game Playing Conditions can be modified at any time and will be communicated to all relevant stakeholders as appropriate; an example could be, but no limited to, modifying numbers on field to ensure a competition can proceed to maximise participation