












STORM JUNIOR LEAGUE

GIRL'S PLAYING CONDITIONS - 8.5.25



UNDER 8s

 FIELD SIZE 68m x 30m	 7 PLAYERS PER TEAM (MINIMUM 5)	 GAME TIME 4 x 8M	 NO SCRUMS (HANDOVER)	 NO KICKS ALLOWED IN GENERAL PLAY
 CONVERSIONS DIRECTLY INFRONT	 DROP OUTS ALLOWED	 DEFENCE = 5M	 TAP RESTART BY NON SCORING TEAM	

UNDER 10s

 FIELD SIZE 68m x 30m	 7 PLAYERS PER TEAM (MINIMUM 5)	 GAME TIME 2 x 20M	 NO SCRUMS (HANDOVER)	 KICKS IN GENERAL PLAY (NO BOMBS)
 CONVERSIONS DIRECTLY INFRONT	 DROP OUTS ALLOWED	 DEFENCE = 5M	 TAP RESTART BY NON SCORING TEAM	

UNDER 12s

 FIELD SIZE 80m x 48m	 7 PLAYERS PER TEAM (MINIMUM 5)	 GAME TIME 2 x 20M	 NO SCRUMS (HANDOVER)	 KICKS IN GENERAL PLAY (NO BOMBS)
 CONVERSIONS DIRECTLY INFRONT	 DROP OUTS ALLOWED	 DEFENCE = 5M	 TAP RESTART BY NON SCORING TEAM	



STORM JUNIOR LEAGUE

GIRL'S PLAYING CONDITIONS - 8.5.25

UNDER 14s - DIVISION 2

 FIELD SIZE 80m x 48m	 7 PLAYERS PER TEAM (MINIMUM 5)	 GAME TIME 2 x 20M	 NO SCRUMS (HANDOVER)	 KICKS IN GENERAL PLAY (NO BOMBS)
 CONVERSIONS DIRECTLY INFRONT	 1 v 2 FINAL	 DROP OUTS ALLOWED	 DEFENCE = 5M	 KICK RESTART BY NON SCORING TEAM

UNDER 14s - DIVISION 1

 FIELD SIZE 100m x 68m	 11 PLAYERS PER TEAM (MINIMUM 8)	 GAME TIME 2 x 20M	 NO SCRUMS (HANDOVER)	 KICKS IN GENERAL PLAY
 CONVERSIONS TAKEN IN LINE WITH WHERE TRY WAS SCORED	 1 v 2 FINAL	 DROP OUTS ALLOWED	 DEFENCE = 5M	 KICK RESTART BY NON SCORING TEAM

UNDER 16s - DIVISION 2

 FIELD SIZE 100m x 68m	 9 PLAYERS PER TEAM (MINIMUM 7)	 GAME TIME 2 x 20M	 3 PERSON SCRUMS	 KICKS IN GENERAL PLAY
 CONVERSIONS TAKEN IN LINE WITH WHERE TRY WAS SCORED	 FULL FINAL SERIES	 DROP OUTS ALLOWED	 DEFENCE = 10M	 KICK RESTART BY NON SCORING TEAM

UNDER 16s - DIVISION 1

 FIELD SIZE 100m x 68m	 11 PLAYERS PER TEAM (MINIMUM 8)	 GAME TIME 2 x 20M	 5 PERSON SCRUMS	 KICKS IN GENERAL PLAY
 CONVERSIONS TAKEN IN LINE WITH WHERE TRY WAS SCORED	 FULL FINAL SERIES	 DROP OUTS ALLOWED	 DEFENCE = 10M	 KICK RESTART BY NON SCORING TEAM



STORM JUNIOR LEAGUE & PREMIERSHIP

PLAYING CONDITIONS - 8.5.25



UNDER 18s

 FIELD SIZE 100m x 68m	 11 PLAYERS PER TEAM (MINIMUM 8)	 GAME TIME 2 x 20M	 5 PERSON SCRUMS	 KICKS IN GENERAL PLAY
 CONVERSIONS TAKEN IN LINE WITH WHERE TRY WAS SCORED	 FULL FINALS SERIES	 DROP OUTS ALLOWED	 DEFENCE = 10M	 KICK RESTART BY NON SCORING TEAM

WOMEN'S SECOND GRADE

 FIELD SIZE 100m x 68m	 9 PLAYERS PER TEAM (MINIMUM 7)	 GAME TIME 2 x 20M	 3 PERSON SCRUMS	 KICKS IN GENERAL PLAY
 CONVERSIONS TAKEN IN LINE WITH WHERE TRY WAS SCORED	 FULL FINALS SERIES	 DROP OUTS ALLOWED	 DEFENCE = 10M	 KICK RESTART BY NON SCORING TEAM

WOMEN'S FIRST GRADE

 FIELD SIZE 100m x 68m	 13 PLAYERS PER TEAM (MINIMUM 9)	 GAME TIME 2 x 30M, TIME OFF	 5 PERSON SCRUMS	 KICKS IN GENERAL PLAY
 CONVERSIONS TAKEN IN LINE WITH WHERE TRY WAS SCORED	 FULL FINAL SERIES	 DROP OUTS ALLOWED	 DEFENCE = 10M	 KICK RESTART BY NON SCORING TEAM