

U7 PITCH DIMENSIONS

4v4

Length = 20m

Width = 15m

*six fields per one half of a full pitch
twelve fields per full pitch*

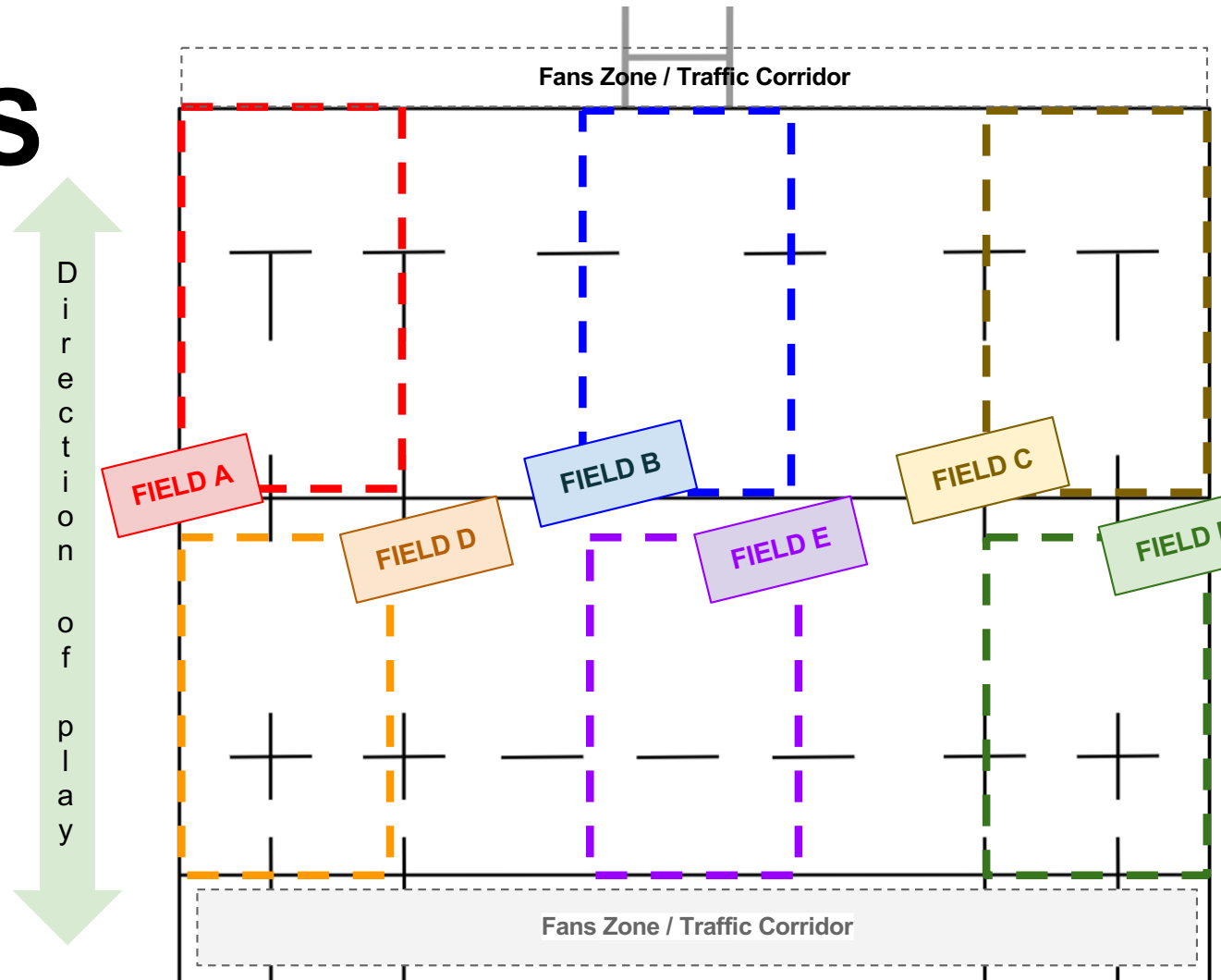
A & C

Touch line → Try line → 15m → 22m

B → Try line (5m outside posts) → 22m

D & F → Half-way line > Touch line →
20m from half → 15m

E → Half-way line → 20m from half →
same width as pitch B



U9 PITCH DIMENSIONS

6v6 or 8v8

Length = 35m

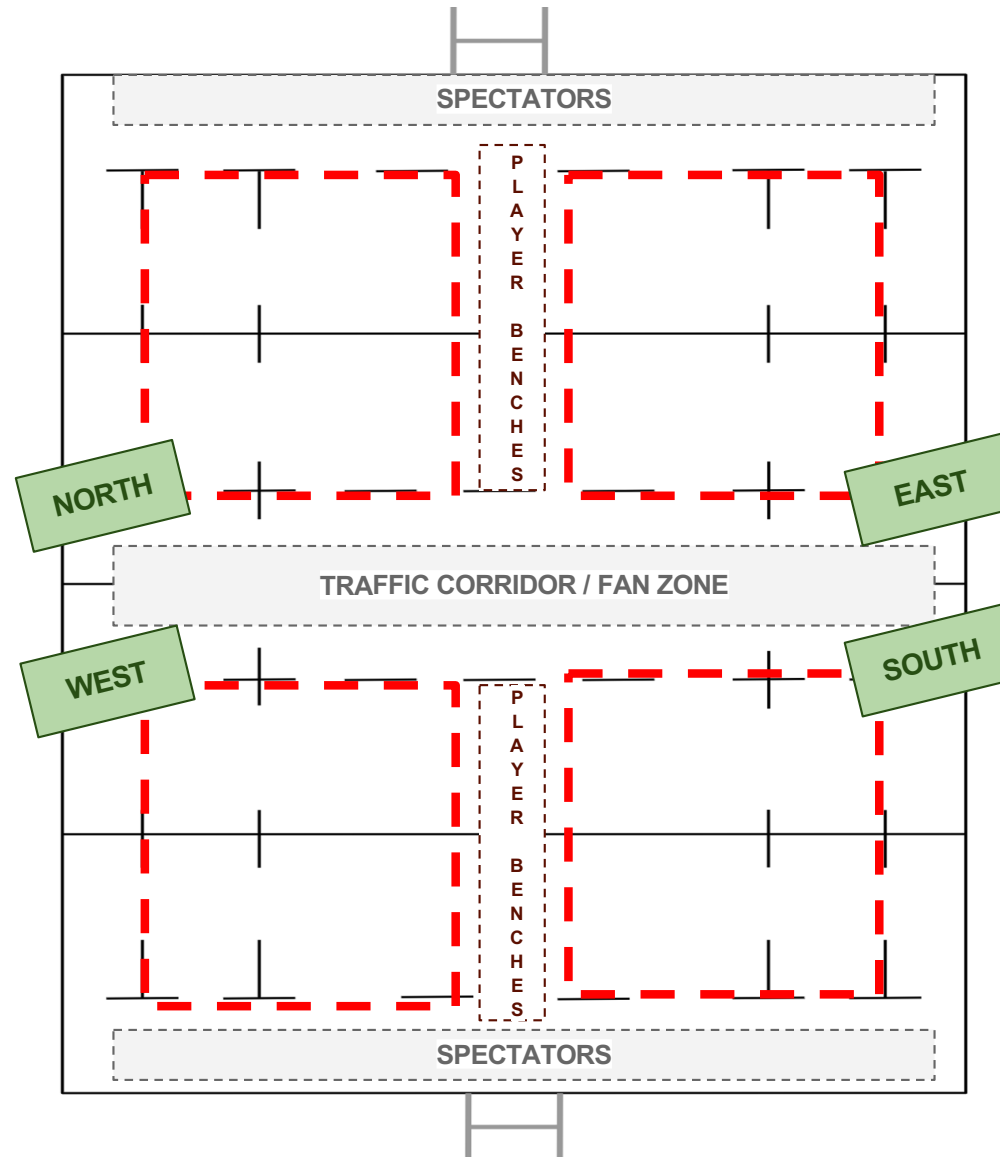
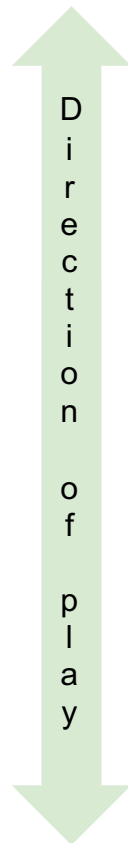
Width = 25m

two fields per one half of a full pitch

four fields per full pitch

5m scrum line → 5m from touch line →

Post → 10m from halfway line



U11 PITCH DIMENSIONS

6v6 or 8v8

Length = 60m

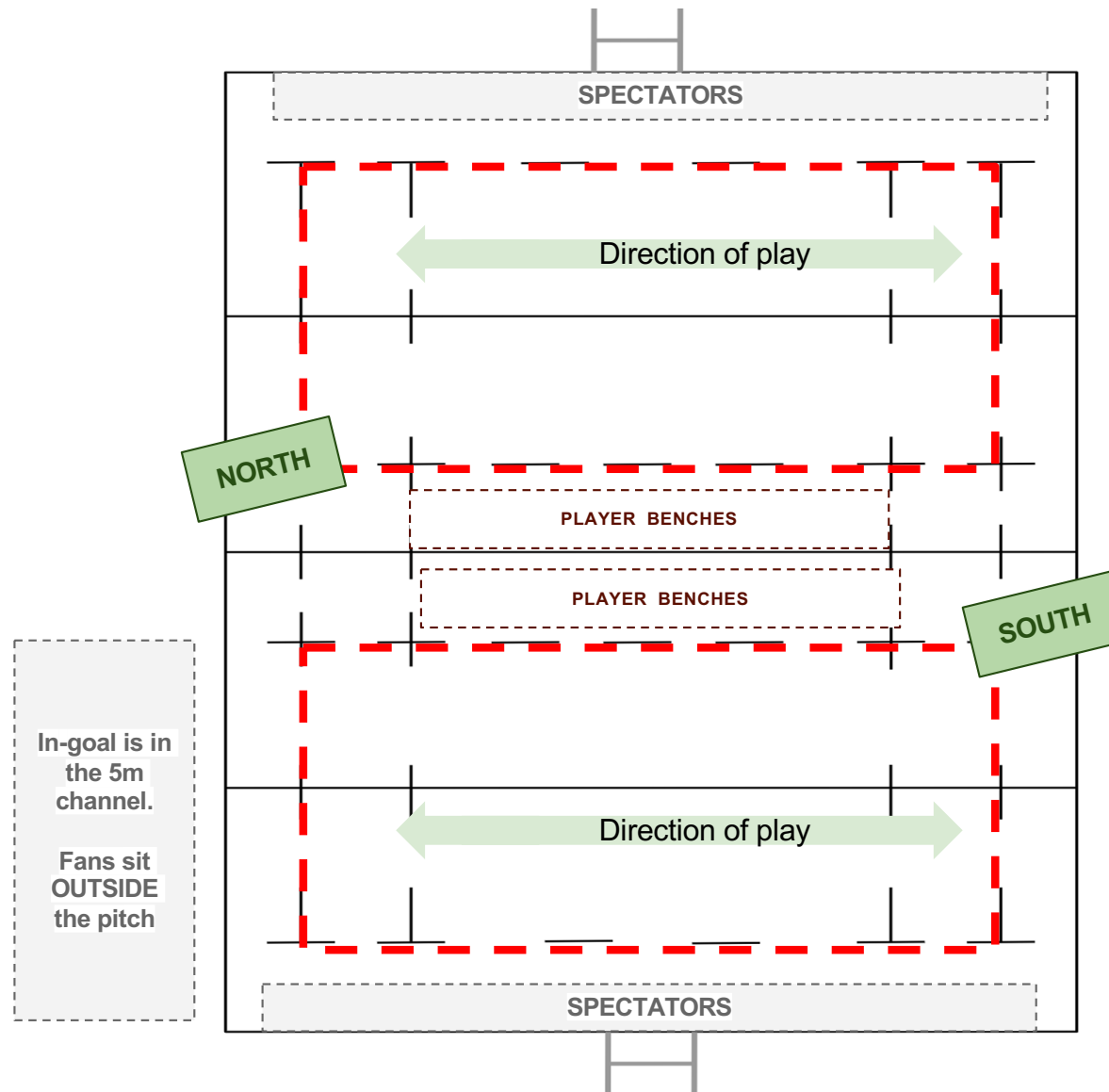
Width = 35m

one field per one half of a full pitch

two fields per full pitch

5m scrum line → 5m from touch line →

Post → 10m from halfway line



U13 PITCH DIMENSIONS

7v7, 10v10 or 13v13

Length = 90m, 60m for 7s

Width = 60m, 40m for 7s

one field per full pitch, 2x fields per full pitch for 7s

Play to 5m lines along perimeter of pitch

5m scrum line → 5m from touch line

Fans must be on opposite of player benches.

Please leave 5m corridor around perimeter of pitch

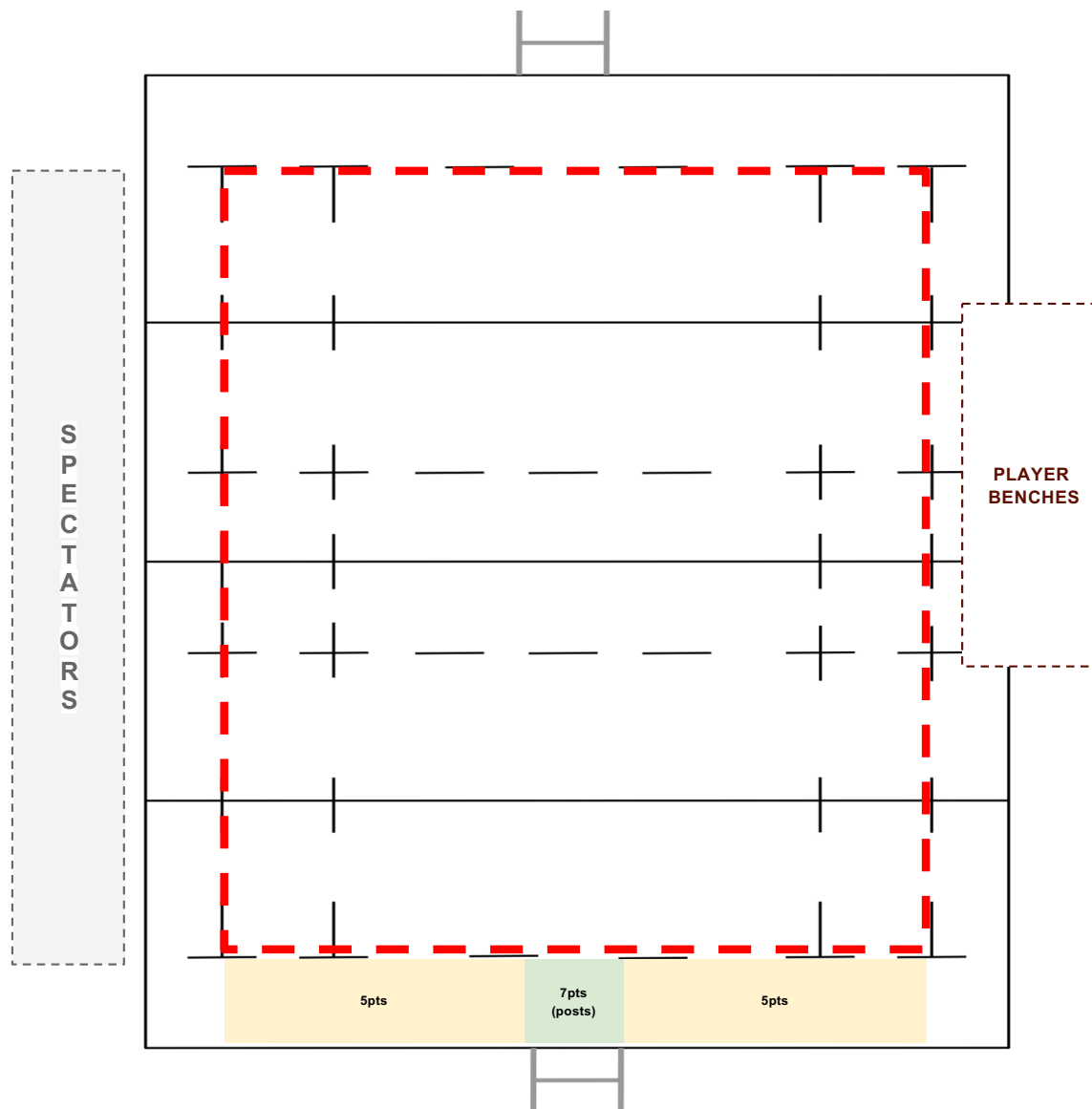
No conversion kicking matches = use scoring zones

- 7pts → tries scored in middle 10m
- 5pts → tries scored outside of 7pt zone

13v13 conversion kicking = off a tee from directly in front of posts

10v10 conversion kicking = drop kick -or- punt **players choice*

- Taken directly in front of posts
- Kick from within in-goal back into the pitch



U15-Senior PITCH DIMENSIONS

7v7 or 10v10 or 15v15

Length = 100m

Width = 70m

one full pitch

Fans must be on opposite of player benches.

No conversion kicking matches = use scoring zones

- 7pts → tries scored in middle 10m
- 5pts → tries scored outside of 7pt zone

15v15 conversion kicking = off a tee in line with where try scored

- option to bring the ball to the 15m line if try is scored between 15m and the sideline.

10v10 conversion kicking = drop kick -or- punt **players choice*

- Taken directly in front of posts
- Kick from within in-goal back into the pitch

