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* The Laws of the Game apply to the ten-a-side game, subject to the following variations:
* [3. Number of Players - The Team](http://laws.worldrugby.org/?variation=3&law=3)
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* [20. Scrum](http://laws.worldrugby.org/?variation=3&law=20)
* [21. Penalty and Free Kicks](http://laws.worldrugby.org/?variation=3&law=21)



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Law 3 : Number of Players - The Team

Maximum: each team must have no more than ten players on the playing area.

A team may nominate no more than five replacements/substitutes. Match Organisers may vary the number of players nominated as replacements/substitututes.

Delete: 3.14 Substituted players rejoining the match

Law 5 : Time

A match lasts no longer than twenty minutes plus lost time and extra time. A match is divided into two halves of not more than ten minutes playing time. Match Organisers may vary the duration of the match.

After half-time the teams change ends. There is an interval of not more than two minutes.

When there is a drawn match and extra time is required, after a break of one minute the extra time is played in periods of five minutes. After each period, the teams change ends without an interval.

Law 6 : Match Officials

Before extra time starts, the referee organises a toss. One of the captains tosses a coin and the other captain calls to see who wins the toss. The winner of the toss decides whether to kick off or choose an end. If the winner of the toss decides to choose an end, the opponents must kick off and vice versa.

Law 9 : Method of Scoring

Amend

Amend

In extra time, the team that scores points first is immediately declared the winner, without any further play.

Law 10 : Foul Play

Note: Temporary Suspension: When a player has been temporarily suspended, the player’s period of suspension will be for a period of two minutes.

Law 13 : Kick-off and Restart Kicks

Amend

Amend

Amend

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Law 20 : Scrum

DEFINITIONS

Amend 2nd paragraph:

A scrum is formed in the field of play when five players from each team, bound together in two rows for each team, close up with their opponents so that the heads of the front rows are interlocked. This creates a tunnel into which a scrum half throws the ball so that front row players can compete for possession by hooking the ball with either of their feet.

Delete paragraphs 10 and 11.

Amend

Amend

Law 21 : Penalty and Free Kicks

Amend

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