



# NEW ZEALAND DOMESTIC SAFETY LAW VARIATIONS & SMALL BLACKS LAWS



# 2012





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## Contents

<b>NZRU DOMESTIC SAFETY LAW VARIATIONS (DSLVS)</b>	1
Introduction	2
Law 3 – Number Of Players – The Team	3
Law 4 – Players’ Clothing	5
Law 9 – Method Of Scoring	6
Law 19 – Touch and Line-Out	7
Law 20 – Scrum	8
Law 21 – Penalty and Free Kicks	11
<b>IRB REGULATIONS</b>	13
Regulation 10 – Medical Concussion	14
Regulation 12 – Provisions Relating to Players’ Dress	15
<b>NZRU SMALL BLACKS DEVELOPMENT MODEL LAWS</b>	19
Introduction	20
Codes of Conduct	21
Beginning Rugby Laws Under 6 – Under 7	22
Learning Rugby Laws Under 8 – Under 10	26
Playing Rugby Laws Under 11 – Under 13	30





**DOMESTIC SAFETY  
LAW VARIATIONS  
(DSLVs)**



The NZRU has approved a number of Domestic Safety Law Variations, from the International Laws of the Game.

These Variations are applicable as set out below:

<b>LAW</b>	<b>TITLE</b>	<b>APPLICATION</b>
<b>Law 3</b>	<b>Number of Players</b>	All levels of Domestic Rugby
<b>Law 4</b>	<b>Players Clothing</b>	All levels of Domestic Rugby
<b>Law 9</b>	<b>Method of Scoring</b>	All levels of Domestic Rugby
<b>Law 19</b>	<b>Touch and Line-out</b>	All levels of Domestic Rugby grades Under 13 and below
<b>Law 20</b>	<b>Scrum</b>	All levels below Club Senior 'A' or equivalent.  All levels of Women's Rugby excluding National Women's Representative Competition
	<b>NZRU Directive</b>	All levels of Domestic Rugby
<b>Law 21</b>	<b>Penalty and Free Kicks</b>	All levels of Domestic Rugby

### **Application to Visiting Teams from Overseas to New Zealand**

- (a) New Zealand Provincial Unions are encouraged to ensure that the requirements of (b), (c) and (d) below are understood by overseas teams well in advance of their accepting any invitation to play matches in New Zealand.
- (b) All visiting overseas teams Club Senior 'A' level and above, including teams equating to the New Zealand Under 21 and Provincial Colts, must play under the International Laws of the Game.
- (c) All visiting overseas teams below Club Senior 'A' level must play under the New Zealand Domestic Safety Law Variations, excepting matches involving National Under 19 Teams and below.
- (d) Re (c) above, all visiting National Under 19 and below tour matches must be played under the IRB Under 19 Variations, regardless of the status of the New Zealand team: eg Japan Secondary Schools v Avondale College.

## NZRU DOMESTIC SAFETY LAW VARIATIONS

### LAW 3 - NUMBER OF PLAYERS - THE TEAM

#### Applications:

Applicable to all levels of New Zealand domestic rugby.  
Does not apply to International and Super rugby.

#### DEFINITIONS

**Temporary Replacement:** A player who temporarily replaces another who leaves the field to have bleeding controlled and/or an open wound covered, or who replaces a front row player who has been temporarily suspended or required to leave the field to obtain a mouthguard.

**Permanent Replacement:** A player who permanently replaces an injured player or a front row forward who has been ordered off.

#### 5. REQUIREMENTS FOR SUITABLY TRAINED AND EXPERIENCED PLAYERS IN THE FRONT ROW

(c) If a team nominates 21 players it must have a minimum of 4 players who are trained to play in front row positions.

If a team nominates 22 players it must have a minimum of 5 players who are trained to play in front row positions.

(d) The replacement of a front row forward must come from suitably trained and experienced players who started the match or from the nominated replacements.

(e) Should a team be unable to provide competent players for the front row prior to the game starting they shall forfeit the match.

#### 9. THE REFEREE'S POWER TO STOP AN INJURED PLAYER FROM CONTINUING

(a) If the referee believes a player has been concussed or suspects a player has been concussed, the referee must order that player to leave the playing area. That player must not return and play in that match.

## 12 SUBSTITUTED PLAYERS REJOINING THE MATCH

A player may be used as a substitute only once.

A substituted player may be used as a permanent or temporary replacement.

## 13 FRONT ROW FORWARD SENT OFF, TEMPORARILY SUSPENDED, INJURED OR ABSENT FROM THE FIELD TO OBTAIN A MOUTHGUARD

- (a) If after a front row player has been sent off or during the time a front row player is temporarily suspended or absent from the field to obtain a mouthguard, and there are no further front row players available from the nominated team, then uncontested scrums will be ordered. It is not the responsibility of the referee to determine the suitability of trained front row replacements nor their availability, as this is a team responsibility.
- (b) After a front row player is sent off or during the time a front row player is temporarily suspended or absent from the field to obtain a mouthguard, the referee, upon awarding the next scrum, will ask that player's captain whether or not the team has another player on the field of play who is suitably trained to play in the front row. If not, the captain chooses any player from that team who then must leave the field of play and be replaced by a suitably trained front row player from the team's replacements. The captain may do this immediately prior to the next scrum or after another player has been tried in the front row.
- (c) When a period of temporary suspension ends or a front row player who left the field to obtain a mouthguard returns to the field of play, the replacement front row player leaves the field of play and the nominated player who left the field of play for the period of the suspension may resume playing in the match.
- (d) Furthermore, if because of sending off, injury or absence from the field to obtain a mouthguard, a team cannot provide enough suitably trained front row players, the match continues with uncontested scrums.



## LAW 4 - PLAYERS' CLOTHING

### Application:

Applicable to all levels of New Zealand domestic rugby.  
Does not apply to International and Super rugby.

### 1. ADDITIONAL ITEMS OF CLOTHING

- (f) A player may wear a mouth guard or dental protector.

**The wearing of a mouth guard in an approved manner is compulsory for all players at all levels of New Zealand Domestic Rugby**

#### **Sanction:**

A player observed by the referee to be not wearing a mouth guard, shall leave the field and not be permitted to return until such time as the player is wearing a mouth guard in the approved manner. The team of the offending player shall not be permitted a replacement during the period the offending player is off the field. If the offending player is unable to return wearing a mouth guard in the approved manner, then that player may be replaced after a period of 10 minutes (playing time) has elapsed. This will be deemed to be a permanent replacement and the offending player will not be permitted to return to the field of play under any circumstances, except in accordance with Law 3.13, but then only if that player is wearing a mouth guard in the approved manner.

NOTE: If a player produces a medical certificate stating they should not wear a mouthguard that player will be exempt from the requirement.

## LAW 9 - METHOD OF SCORING

### Application:

Applicable to all levels of New Zealand domestic rugby.  
Does not apply to International and Super rugby.

### **B1 TAKING A CONVERSION KICK**

- (d) The kicker may place the ball directly on the ground or on sand, sawdust or a kicking tee approved by the Union.

**In all levels of domestic rugby in New Zealand the use of an approved kicking tee is compulsory for all kicks at goal.**

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## LAW 19 - TOUCH AND LINE-OUT

### Application:

Applicable to all levels of New Zealand domestic rugby grades Under 13 and below.

### 10 OPTIONS AVAILABLE IN A LINE-OUT

**At all levels of domestic rugby grades Under 13 and below, supporting or lifting of the jumper at the lineout is not permitted.**

**Sanction:** Free kick on the 15-metre line

## LAW 20 - SCRUM

### Application:

- (1) Applicable to all levels of New Zealand domestic rugby below club Senior 'A' or its equivalent.
- (2) Applicable to all levels of Women's rugby excluding National Women's Representative Competition.

### 1 FORMING A SCRUM

- (e) **Number of players: eight.** A scrum must have eight players from each team. All eight players must stay bound to the scrum until it ends. Each front row must have three players in it, no more and no less. Two locks must form the second row. When a scrum has eight players from each team, the formation must be 3-4-1 with the single player at the back (normally the number 8) packing between the two locks who must pack with their heads either side of the hooker.

**Sanction:** Penalty Kick

**Exception:** When a team is reduced to fewer than fifteen players for any reason, then the number of players of each team in the scrum must be similarly reduced. Where a permitted reduction is made by one team, the opposing team must reduce their scrum so that at all times the two scrums contain the same number of players. However, a team must not have fewer than five players in the scrum.

The referee has sole discretion to decide the composition of a scrum if a team is unable to field or continue the match with a complete team.

If a team is incomplete, the scrum formation must be as follows:

If a team is without one player, then both teams must use a 3-4 formation (ie. no No. 8)

If a team is without two players, then both teams must use a 3-2-1 formation (ie. no flankers).

If a team is without three players, then both teams must use a 3-2 formation (ie. only front rows and locks).

**Sanction:** Penalty Kick

## 9 SCRUM - GENERAL RESTRICTIONS

- (j) **Maximum 1.5 metres push.** A team in a scrum must not push the scrum more than 1.5 metres towards their opponents' goal line.

**Sanction:** Free Kick.

- (k) **Ball must be released from scrum.** A player must not intentionally keep the ball in the scrum once the player's team has heeled the ball and controls it at the base of the scrum.

**Sanction:** Free Kick

## 11 SCRUM WHEELED

- (a) If a scrum is wheeled and reaches 45 degrees, the referee must stop play. If the wheel is unintentional the referee orders another scrum.
- (b) This new scrum is formed at the place where the previous scrum ended. The ball is thrown in by the team that previously threw it in.
- (c) **No wheeling.** A team must not intentionally wheel a scrum.

**Sanction:** Penalty Kick

## 12 OFF-SIDE AT THE SCRUM

- (a) When the scrum is set, the scrum half not throwing the ball into the scrum must take up a position either at the same side of the scrum as the scrum half throwing the ball or behind the offside line defined for other players.
- (b) **Off-side for scrum-halves.** When a team has won the ball in a scrum, the scrum-half of that team is off-side if both feet are in front of the middle line while the ball is still in the scrum. If the scrum-half has only one foot in front of the middle line, the scrum-half is not off-side.  
**Sanction: Penalty Kick**
- (c) When a team has won the ball in a scrum, the scrum-half of the opposing team is off-side if that scrum-half steps in front of the middle line with either foot while the ball is still in the scrum.  
**Sanction: Penalty Kick**

### NZRU DIRECTIVE

#### APPLICATION - All levels of Domestic Rugby

It is a team responsibility to advise the referee through the Captain if players are trained to play in the front row. If the referee is advised that a player is not trained to play in the front row, then the referee will apply “Uncontested” scrum laws as specified in Law 3.13. However in circumstances where a referee is advised that a player is trained to play in the front row and in the opinion of the referee the player is unable to maintain a suitable and safe body position then the referee must in the interests of player safety apply “Uncontested” scrum laws. This Directive applies to a front row player who started the match or a substitute or replacement front row player.

**Penalty:** If any of the “Uncontested” scrum laws are not complied with, a penalty kick must be awarded immediately to the non-offending team.

**Contested** scrums may be applied in all fixtures refereed by “playing rugby” accredited coaches and NZRU associate referees in the Under 12 grade and all grades above.

**NZRU Associate Referees are permitted to referee contested scrums in accordance with these NZRU DSLV’s as detailed in the foregoing laws.**

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## LAW 21- PENALTY AND FREE KICKS

### Application:

Applicable to all levels of New Zealand domestic rugby.  
Does not apply to International and Super rugby.

### 5 SCORING A GOAL FROM A PENALTY KICK

- (f) The kicker may place the ball directly on the ground or on sand, sawdust or a kicking tee approved by the Union.

**In all levels of domestic rugby in New Zealand the use of an approved kicking tee is compulsory for all kicks at goal.**





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# IRB REGULATIONS

## REGULATION 10. MEDICAL

### 10.1 Concussion<sup>1</sup>

- 10.1.1 A Concussion must be taken extremely seriously. Players suspected of having concussion or diagnosed with concussion must be removed from the field of play and take no further part in the match or training.
- 10.1.2 Players suspected of having concussion or diagnosed with concussion must go through a graduated return to play protocol (GRTP) described in the IRB Concussion Guidelines (available on [www.irbplayerwelfare.com](http://www.irbplayerwelfare.com)).

N.B: In New Zealand any player who has been concussed or is suspected of having been concussed must follow IRB Regulation 10 and the IRB Concussion Guidelines and clearance to return to play by a Medical Practitioner (as outlined in the GRTP) must **always** be obtained.

**There are no circumstances in which return to play or contact training can be permitted without clearance from a Medical Practitioner.**

- 10.1.3 The IRB Concussion Guidelines denote the highest threshold for adolescents and children, which must be strictly adhered to.
- 10.1.4 The IRB Concussion Guidelines shall be updated from time to time in accordance with best medical practice and as approved by the Executive Committee.

### 10.2 Local Anaesthetic

- 10.2.1 A player may not receive local anaesthetic on Match day unless it is for the suturing of bleeding wounds or for dental treatment administered by an appropriately qualified medical or dental practitioner.

<sup>1</sup> Concussion is a complex process caused by trauma that transmits force to the brain either directly or indirectly and results in temporary impairment of brain function. Its development and resolution are rapid and spontaneous. A Player can sustain a concussion without losing consciousness. Concussion is associated with a graded set of clinical signs and symptoms that resolve sequentially. Concussion reflects a functional rather than structural injury and standard neuro-imaging is typically normal.

**REGULATION 12 – EXTRACT**

This is an extract of Regulation 12, which is 'Provisions Relating to Players' Dress'. For a full explanation of this regulation as it relates to Law 4 go to: [http://www.irb.com/laws\\_regs/regs/index.cfm](http://www.irb.com/laws_regs/regs/index.cfm)

**SCHEDULE 1 – SPECIFICATIONS RELATING TO PLAYERS' DRESS.  
LAW 4 - PLAYERS' CLOTHING****1 ADDITIONAL ITEMS OF CLOTHING****(b) SHIN GUARDS**

A player may wear shin guards worn under the socks with padding incorporated in non-rigid fabric with no part of the padding thicker than 0.5cm when compressed.

**(d) FINGERLESS MITTS**

Coverage of the fingers and thumbs be permitted to the outer joint but no further. The mitt zone of coverage should not continue beyond the wrist.

The body of the mitt should be of a stretch type material with the grip material being made of a soft rubber/synthetic compound not exceeding a depth of 1mm.

No part of the mitt should contain buttons or other potentially dangerous items.

**(e) SHOULDER PADS\***

A player may wear shoulder pads, made of soft and thin materials, which may be incorporated in an undergarment or jersey provided that the pads cover the shoulder and collar bone only. No part of the pads may be thicker than 1cm when uncompressed. No part of the pads may have a density of more than 45 kilograms per cubic metre.

**(g) HEADGEAR\***

A player may wear headgear made of soft and thin materials provided that no part of the headgear is thicker than 1 cm when uncompressed and no part of the headgear has a density of more than 45 kilograms per cubic metre.

*\*Shoulder Pads, Headgear, Chest Pads (Women) must conform to the Standard Performance Specification for Specific Items of Players' Clothing.*

## **2. SPECIAL ADDITIONAL ITEMS FOR WOMEN**

### **CHEST PADS**

Besides the previous items, women may wear chest pads made of soft and thin materials which may be incorporated as part of a garment provided that the pads cover the shoulder and/or collar bone and/or chest only with no part of the pads thicker than 1 cm when uncompressed and no part of the pads having a density of more than 45 kilograms per cubic metre.

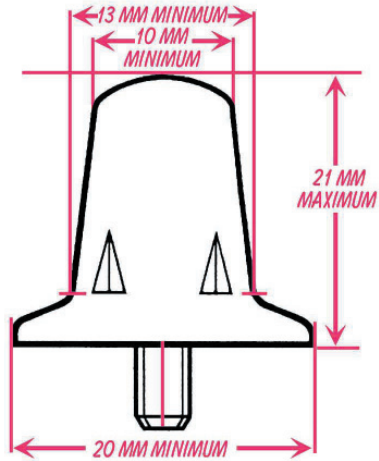
## **3 STUDS**

Studs of players' boots must conform to the "Safety Aspects of Rugby Boot Sole Design" set out below.

## **4 BANNED ITEMS OF CLOTHING**

- (g) A player must not wear any item of which any part is thicker than 0.5cm when uncompressed or is denser than 45 kilograms per cubic metre unless specified within this Regulation 12/Law 4. Where this overall thickness consists of padded material covered by fabric, 0.5cm is the maximum measured thickness for the combination of the uncompressed padding and the fabric. The fabric can contribute up to a maximum measured thickness of 1mm on each side of the padding.

*\*Shoulder Pads, Headgear, Chest Pads (Women) must conform to the Standard Performance Specification for Specific Items of Players' Clothing.*



*THE MAXIMUM AND MINIMUM DIMENSIONS OF A STUD ARE SHOWN HERE.*

### CORRECT SIZE OF STUDS

Figure 1



### IRB APPROVAL MARK

Figure 2





**SMALL BLACKS DEVELOPMENT MODEL  
LAWS**



## **INTRODUCING THE SMALL BLACKS DEVELOPMENT MODEL**

The new Small Blacks Development Model has been developed to ensure that there is consistency of play, coaching and player welfare at all levels throughout the country, and is a great way of getting kids involved in a team sport.

The following information clearly explains the Small Blacks Development Model for coaches, parents and Small Black players. It contains easy to follow guidelines on how the game is to be played at each age, along with Codes of Conduct for coaches, players and spectators, to help give players the very best grounding in our national game.

The Model has been designed to ensure that all kids who graduate from the Small Blacks programme have the best possible skill set to take them through their rugby career - who knows, today's Small Black may one day go on to become an All Black or a Black Fern.



# CODES OF CONDUCT

## PLAYER CODE OF BEHAVIOUR

- 1 Play for enjoyment.
- 2 Play hard but fair.
- 3 Play by the laws of the game.
- 4 Be committed to your team.
- 5 Attend all practices and matches.
- 6 Never argue with the referee.
- 7 Control your temper at all times.
- 8 Work equally hard for yourself and your team.
- 9 Be a good sport. Applaud all good play whether by your team or your opponent.
- 10 Remember the goals of the game are to have fun, improve your skills and feel good.

## COACH CODE OF BEHAVIOUR

- 1 Positively reinforce the actions of players.
- 2 Lead by example.
- 3 Be honest with yourself and players.
- 4 Create an enjoyable environment in which to play the game.
- 5 Develop team respect for referees.
- 6 Give all players the opportunity to participate in the game.
- 7 Insist on fair play and discipline.
- 8 Be reasonable on the demand on players' time, energy and enthusiasm.
- 9 Encourage sportsmanship.

## SPECTATOR/PARENT CODE OF BEHAVIOUR

- 1 Applaud the performance of both teams.
- 2 Be positive with the referee.
- 3 Acknowledge the efforts of the referee.
- 4 Let players play their game, not your game.
- 5 Praise efforts, not results.
- 6 Set an example for the players.

## **BEGINNING RUGBY LAWS UNDER 6 - UNDER 7**

These laws complement laws outlined in the Small Blacks Development Model.

### **SCORING/RESTART**

- A try is scored by grounding the ball on or over the goal line.
- The non-scoring team will restart play with a tap kick at halfway.
- The opposing team will be back five metres from halfway.

### **TACKLE**

- A tackle occurs when a tag is ripped/removed from an opponents waist. (Rippa Rugby.)
- The ball carrier must pass the ball within three steps of the tackle/rip occurring.
- The referee will penalise the player if they continue to run after a tackle/rip.
- NO FENDING, BARGING OR PUSHING PERMITTED.

### **SCRUM**

- There are no scrums permitted in Beginning Rugby grades.

### **LINEOUT**

- There are no lineouts permitted in Beginning Rugby grades.

### **OFFSIDE**

- In general play, players are in an offside position when they are in front of the ball when it was last played by a teammate.
- The referee will encourage the ball carrier to continue when players tackle/rip from an offside position.

### **PENALTY TAP KICK**

- The referee will award a penalty tap kick for pushing, fending, taking the ball from the ball carrier's hands, or continuing to run after a tackle/rip. (Free pass for Rippa Rugby.)
- The defending team will be back five metres from the infringement mark.
- The ball must be passed from the tap.
- All penalties are tapped on the ground.

### **KNOCK-ON, FORWARD PASS**

- Referees are to apply the advantage law generously to foster a free-flowing game.

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### **APPOINTMENT OF THE REFEREE**

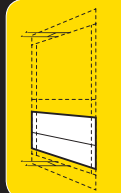
- The home team will provide a referee or Beginning Rugby referee to officiate.
- If no referee or Beginning Rugby referee from the home team is available, then a referee or Beginning Rugby referee from the visiting team will officiate.
- It is recommended that one referee control the entire match.

### **COACHES ON FIELD**

A maximum of two coaches per team will be permitted on the field at any one time.

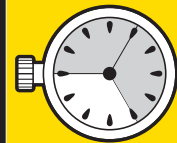
**UNDER 6 - SATURDAY MORNING RUGBY**

**YEAR 1 - SCHOOL RUGBY**



**FIELD SIZE**

Goal to 10m across the field. Portable goalposts recommended. Full size posts on sideline need bolsters.



**GAME LENGTH**

2 x 20 minutes maximum.



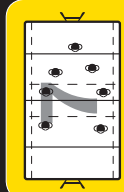
**SUBS: ROLLING**

All players must play at least half a game.



**BALL SIZE**

Size 2.5 balls.



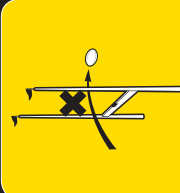
**NUMBERS PER TEAM**

Numbers are maximum. Games must proceed with even team numbers. Balance player numbers and ability where possible.



**TRY**

If score blow-outs are occurring (ie 35+ at halftime) both coaches must meet and come to an agreement as to how they can generate a more even contest. Try = 5 pts.



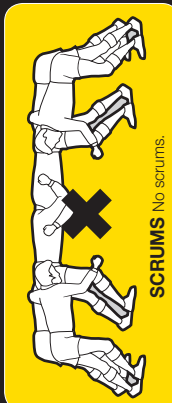
**CONVERSION** No conversions.



**KICK-OFF** Free pass.



**LINEOUT** None.



**SCRUMS** No scrums.



**TACKLE (RIP)** When 'rip' is made, player passes the ball.



**KICKING** No kicking in general play.

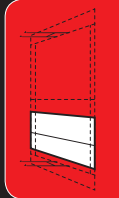


**PENALTY** Free pass.

**YEAR 1 U six**

UNDER 7 - SATURDAY MORNING RUGBY

YEAR 2 - SCHOOL RUGBY



**FIELD SIZE**

Goal to 10m (across the field). Portable goalposts recommended. Full size posts on sideline need bolsters.



**GAME LENGTH**

2 x 20 minutes maximum.



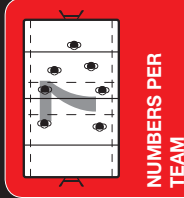
**SUBS: ROLLING**

All players must play at least half a game.



**BALL SIZE**

Size 2.5 balls.



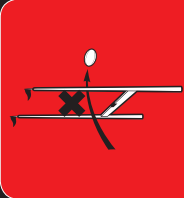
**NUMBERS PER TEAM**

Numbers are maximum. Games must proceed with even team numbers. Balance player numbers and ability where possible.



**TRY**

If score blow-outs are occurring (e.g. 35+), half time, both coaches must meet and agree to an agreement as to how they can generate a more even contest. Try = 5 pts.



**CONVERSION**

No conversions.



**REFEREE**

Beginning Coach.



**KICK-OFF**

Free pass.



**LINEOUT**

None.



**SCRUMS**

None



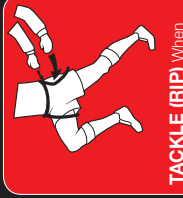
**PENALTY**

Free pass.



**KICKING**

No kicking in general play.



**TACKLE (RIP)**

When 'rip' is made, player passes the ball.

U **seven** YEAR 2

## LEARNING RUGBY LAWS UNDER 8 - UNDER 10

These laws complement laws outlined in the Small Blacks Development Model.

### SCORING/RESTART

- A try is scored by grounding the ball on or over the goal line.
- The scoring team will restart play with a punt or drop kick from halfway.
- Under 8 only - The non-scoring team will restart play with a tap kick from halfway.
- The opposing team will be back five metres from halfway.

### TACKLE

- A player must not tackle an opponent whose feet are off the ground.
- The tackled player must release the ball when either the player or the ball is grounded.

### SCRUM

- The side throwing the ball in to the scrum wins the ball, i.e. no contest and no pushing.
- The opposing team cannot advance until the halfback has played the ball.
- There is an offside line five metres behind the hindmost feet of the scrum.
- The opposing halfback must not advance past the middle line i.e. tunnel.

### LINEOUT

- The side throwing the ball in to the lineout wins the ball. If the ball is not caught or goes over the back, the ball becomes “fair game”.
- If the throw isn’t straight, advantage applies to the non-offending team, otherwise normal law applies.
- The two lines of players must be one metre apart.
- Backlines must stand five metres from the line of touch (centre line).

### RUCK AND MAUL

- Players must not join from the side.
- Players must be bound to the maul or behind the last player.
- Players must not collapse a maul.

### PENALTY TAP KICK

- The defending team will be five metres back from the infringement mark.
- All penalties are tapped on the ground.

### RUGBY LAWS

- All other domestic safety law variations apply.

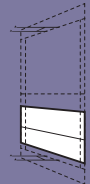
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## **APPOINTMENT OF THE REFEREE**

- The home team will provide a referee or Learning Rugby referee to officiate.
- If no referee or Learning Rugby referee from the home team is available, then a referee or Learning Rugby referee from the visiting team will officiate.
- It is recommended that one referee will control the entire match.

UNDER 8 - SATURDAY MORNING RUGBY

YEAR 3 - SCHOOL RUGBY



**FIELD SIZE**  
Goal to 10m across the field. Portable goalposts recommended. Full size posts on sideline need bolsters.



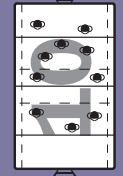
**GAME LENGTH**  
2 x 25 minutes maximum.




**REFEREE** If no Learning Rugby referee, no tackling.



**BALL SIZE**  
Size 3 balls.




**NUMBERS PER TEAM**  
Numbers are maximum. Games must proceed with even team numbers. Balance player numbers and ability where possible.



**TRY** If score blow-outs are occurring (ie 35+ at halftime), both coaches must meet and come to an agreement as to how they can generate a more even contest. Try = 5 pts.



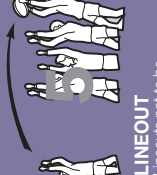
**SUBS: ROLLING**  
All players must play at least half a game.




**CONVERSION**  
Conversion taken from in front of posts either drop goal or punt. Points don't count.




**TACKLE** In the U8 grade there will be a minimum four week transition stage for the Ripua game to move into tackle. This period is to be used as a period of tackle, scrum and lineout coaching. Tackles must be below the nipple. No tending.




**LINEOUT**  
Lineouts not to be contested. There is to be no lineout lifting at any level.




**SCRUMS** No contest and no pushing.



**KICK-OFF** Tap and pass. Kick-offs to be rotated through all players.



**KICKING** Encourage running and passing.

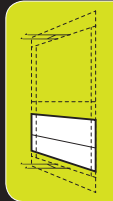


**PENALTY** Tap and pass.

U eight YEAR 3



UNDER 9/10 - SATURDAY MORNING RUGBY YEAR 4/5 - SCHOOL RUGBY



**FIELD SIZE**

Goal to 10m (across the field). Portable goalposts recommended. Full size posts on sideline need bolsters.



**GAME LENGTH**

2 x 25 minutes maximum.



**REFEREE**

If no Learning Rugby referee, no tackling.



**BALL SIZE**

Size 3 balls.

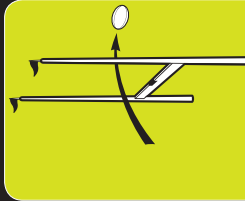


**NUMBERS PER TEAM**

Numbers are maximum. Games must proceed with even team numbers. Balance player numbers and ability where possible.



**TRY** If score blow-outs are occurring (ie 35+ at halftime), both coaches must meet and come to an agreement as to how they can generate a more even contest. Try = 5 pts.



**CONVERSION**

Conversion taken from in front of posts either drop goal or punt. Points don't count.



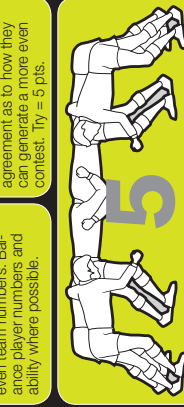
**TACKLE**

Tackle must be below the nipple.



**LINEOUT**

Lineouts not to be contested. There is to be no lineout lifting at any level.



**SCRUMS**

No contest and no pushing.



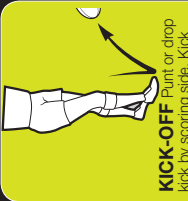
**PENALTY**

Tap and pass.



**KICKING**

Encourage running and passing.



**KICK-OFF**

Punt or drop kick by scoring side. Kick offs to be rotated through all players.

**YEAR 4/5**

**nine ten**

## PLAYING RUGBY LAWS UNDER 11 - UNDER 13

These laws complement laws outlined in the Small Blacks Development Model.

### SCORING/RESTART

- A try is scored by grounding the ball on or over the goal line.
- The non-scoring team will restart play with a drop kick from halfway.
- The opposing team will be back 10 metres from halfway.

### TACKLE

- A player must not tackle an opponent whose feet are off the ground.
- The tackled player must release the ball when either the player or the ball is grounded.

### SCRUM

- The opposing team cannot advance until the halfback has played the ball.
- The opposing halfback must not advance past the middle line i.e. tunnel.
- Under 11 only - The side throwing the ball in to the scrum wins the ball, i.e. no contest and no pushing.
- There is an offside line five metres behind the hindmost feet of the scrum.

### LINEOUT

- The two lines of players must be one metre apart.
- Backline must stand 10 metres from the centre line.
- If the throw isn't straight, advantage applies to the non-offending team, otherwise normal law applies.

### RUCK AND MAUL

- Players must not join from the side.
- Players must be bound to the maul or behind the last player.
- Players must not collapse a maul.

### PENALTIES

- The defending team will be 10 metres back from the infringement mark.

### RUGBY LAWS

- All other domestic safety law variations apply.

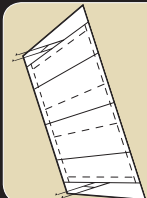
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### **APPOINTMENT OF THE REFEREE**

- The home team will provide a referee or Playing Rugby referee to officiate.
- If no referee or Playing Rugby referee from the home team is available, then a referee or Playing Rugby referee from the visiting team will officiate.
- It is recommended that one referee will control the entire match.

UNDER 11 - SATURDAY MORNING RUGBY

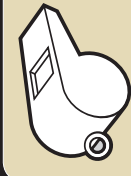
YEAR 6 - SCHOOL RUGBY



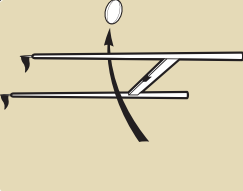
**FIELD SIZE**  
15s must be full field.



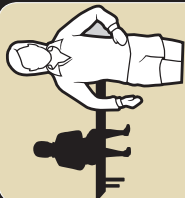
**GAME LENGTH**  
2 x 25 minutes maximum.



**REFEREE** If no Playing Rugby referee, no tackling.



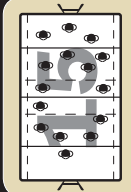
**CONVERSION**  
Conversions not to be taken further out than the 15m line.



**SUBS: ROLLING**  
All players must play at least half a game.

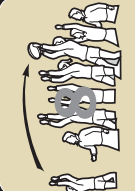


**BALL SIZE**  
Size 3 balls.



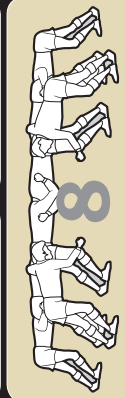
**NUMBERS PER TEAM**

Numbers are maximum. Games must proceed with even team numbers. Balance player numbers and ability where possible.



**LINEOUT**

Lineouts can be contested. There is no lineout lifting at any level.



**SCRUMS** No contest and no pushing.



**TRY** If score blow-outs are occurring (ie 35+ at halftime), both coaches must meet and come to an agreement as to how they can generate a more even contest. Try = 5 pts.

YEAR 6

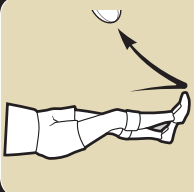
eleven U



**PENALTY** Normal.



**KICKING** Yes.



**KICK-OFF** Normal.

UNDER 12/13 - SATURDAY MORNING RUGBY YEAR 7/8 - SCHOOL RUGBY

**FIELD SIZE**  
15s must be full field.

**GAME LENGTH**  
2 x 30 minutes maximum.

**REFEREE** If no Playing Rugby referee, no tackling.

**BALL SIZE**  
Size 4 balls.

**NUMBERS PER TEAM**  
Numbers are maximum. Games must proceed with even team numbers. Balance player numbers and ability where possible.

**TRY** If score blow-outs are occurring (ie 35+ at halftime), both coaches must meet and come to an agreement as to how they can generate a more even contest. Try = 5 pts.

**SUBS: ROLLING**  
All players must play at least half a game.

**CONVERSION**  
Conversions not to be taken further out than the 15m line.

**TACKLE** Tackle must be below the nipple.

**LINEOUT**  
Lineouts can be contested. There is no lineout lifting at any level.

**SCRUMS** Contest and pushing only at U12/N7 and U13/Y8. The push is limited to half a metre maximum. Safety is paramount.

**PENALTY** Normal.

**KICKING** Yes.

**KICK-OFF** Normal.

YEAR 7/8

twelve  
thirteen





