

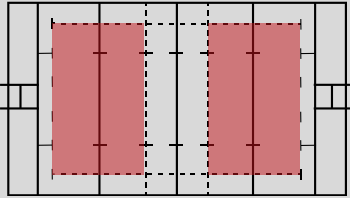


**COURAGE  
CONNECTED  
WORK HARD**

# CMRFU Junior Rugby

## Year 5 (Under 10)

### FIELD LAYOUT:



#### FIELD SIZE

60m x 35m Max

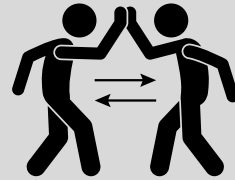
### MATCH DURATION:



#### 50 Minutes Max.

Halves / Quarters

### SUBSTITUTES:



All players must play a min. of half a game. Substitutions may be made at quarter or half time.

### BALL SIZE:



Size 3 Ball

### TEAM SIZE:



9-a-side

14 max. squad

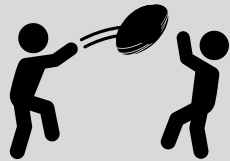
If a team does not have 9 players to start, game to be played with equal numbers

### THE TACKLE:



Tummy tackle -  
Below the sternum

### PENALTY:



Team awarded the penalty to restart with a tap and pass

### FENDING:



Allowed, but **NO Fending to: Head, Face or Neck**

### CONVERSIONS:



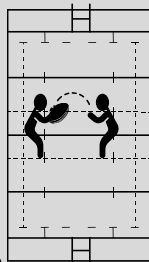
No Conversions

### KICKING:



Kicking is allowed in general play - encourage running + passing

### STARTING PLAY:



Start the game at halfway with a dropkick / punt. **Scoring team** to kick off from halfway at restarts

### SCORING TRIES:



If score blowouts are occurring, **BOTH COACHES MUST MEET** to discuss creating a more even contest  
TRY = 5 Pts

### SCRUMS:



3 Player Scrums (Nearest 3 players to form)  
**UNCONTESTED**

### LINEOUTS:



Restart with a Tap and Pass  
**NO LINEOUTS**

#prideinthehoops