

U9-10



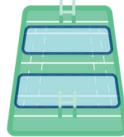
ON FIELD PLAYER NUMBERS

10 x players on field



PLAYING TIME (MAXIMUM)

2 x 20min halves



PLAYING AREA 1/2 FIELD

35m wide x 60m long



BALL SIZE

Size 3 ball



SUBSTITUTIONS

Unlimited movements throughout the game



POST TACKLE CONTEST

Maximum 2 players per team (not including tackler/s) are allowed in the tackle contest.

A "RUCK" call signifies that a ruck has formed (1 player from either team in contact over the ball).

"RUCK CONTEST" signifies that there is a maximum number of players in the tackle contest.



TACKLE



OFFSIDE

The defending team is permitted to move when the ball is in the hands of the first receiver after a pass from ruck or tap kick.

If the ball is not caught cleanly, the defensive team must wait for the player to take possession.

As per Rugby Australia tackle height law variation; all tackles must be below the sternum.



KICK OFF / RESTART

Drop kick by the scoring team to restart the game.

If a player cannot drop kick then a punt kick is allowed.

Non-try scoring team must gain possession of the ball.



SCORING

Tries only



CONVERSIONS

GAME BALANCE LAW 50 POINTS

Maximum points difference

MOUTHGUARDS

Recommended for all players taking part in contact rugby



YELLOW CARD

Yellow Card offences are jointly managed by the Match Official and the Coaches on the field. Player safety and inclusivity are paramount to the game.



SANCTIONS



FEND / PALM

RED CARD

Red Card offences are jointly managed by the Match Official and the Coaches on the field. Player safety and inclusivity are paramount to the game.

Tap and Pass with defenders back 5m

To the body below the line of the sternum

SET UP

5 x players per team
2 x props
1 x hooker
2 x second rowers

BALL USE OPTIONS

Halfback must pass the ball to the first receiver.

PLAYER REMOVED FOR YELLOW/RED CARD

Teams must have 5 x players in the scrum at all times.

PUSH LENGTH

Team feeding the ball must win the scrum.

The attacking team's hooker must strike and hook ball.

Full engagement must occur with pressure and <0.5m of movement.

OFFSIDE LINE

3m from the last feet of the scrum

BINDS

Crutch or waist



SCRUM

SET UP

Quick Throw Set Up

1 x player from the team not in possession of the ball when it crosses the line of touch must pass to a teammate.

Pass must go a minimum of 2m infield.

OFFSIDE LINE

Defenders must be 3m back from the line of touch.

LIFTING OPTIONS

No lifting due to quick throw set up.

MATCH OFFICIAL

Match Officials are required to have Smart Rugby and Season Ready accreditation.

It is highly recommended that match officials attend a referee course.

BALL USE OPTIONS

Player must pass ball into the field of play to a player who can then run or pass.



MATCH OFFICIAL ACCREDITATION



Players to abide by World Rugby "Maul" law and the focus areas delivered in the Game Management Guidelines.



COACHING ACCREDITATION

COACH EDUCATION

Coaches are required to have Smart Rugby and Season Ready accreditation.

It is highly recommended they complete the Junior Coach Course.



GENERAL PLAY KICKING



50 - 22



GOAL LINE DROPOUT

Tap 10m from try line for the team not in possession when ball taken into the in-goal.



COACHING

