



Grade Under 11

Under age 11 – Year 6

Based on NZRU U6 to U13 Small Blacks Development Model Playing Rugby

- 15 a-side non-competition on full field over two 25 minute halves
- Numbers are maximum and game must be played with even team numbers
- If score blowouts occur (i.e. 30+ at halftime), mix and match players to gain an even contest
- Scrum are to comprise 8 players and there is no contest and no pushing. i.e. the side throwing the ball into the scrum wins the ball.
- Lineouts - 8 players and these can be contested but no lifting and supporting is allowed. Note: there is no restriction on the number of players who can participate in the lineout (minimum of two each side) from either side but we recommend eight from each side is constructive.
- If no Playing Rugby referee or Club referee, no tackling is allowed
- Conversion kicks are to be taken in line with where the try was scored, but not less than 15 meters from the sideline
- Kick-off and penalty are as per normal rules and kicking is allowed during the game. There is no lifting from kick restarts.
- Tackles must be below the nipple line.
- Unlimited rolling substitutions at all games and all players must play at least half a game. A rolling sub is where a coach substitutes a player during a stoppage in play. The Referee must be notified.
- Game is played with size 3 (blue) ball and all players must wear rugby boots
- All other laws will be played in accordance with the NZRU Domestic Safety Law Variations.