



## **Grades – Under 9 and Under 10**

### **Under age 9 & 10 – Year 4 & 5**

#### **Based on NZRU U6 to U13 Small Blacks Development Model Learning Rugby**

- 10 a-side non-competition on across the field goal line to 10m line over two 25 minute halves
- Portable goalposts are recommended
- 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
- Scrums are to comprise 5 players and there is no contest and no pushing
- Lineouts - 5 players and there is no contest and no lifting. 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 five from each side is constructive.
- If no Learning Rugby referee or Club referee, no tackling is allowed
- Conversion kicks are to be either a drop goal or punt taken from in front of the posts and points don't count
- Kick-off is to be either a drop kick or punt by the scoring side and is to be rotated through all players
- Penalty is to be a tap and pass; otherwise kicking during the game is discouraged
- 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.