



**SCOTTISH  
RUGBY**

# Age Grade Law Variations 24/25

**U10/P5**

**Refine the Core Skills**

Leadership • Engagement • Achievement • Enjoyment • Respect

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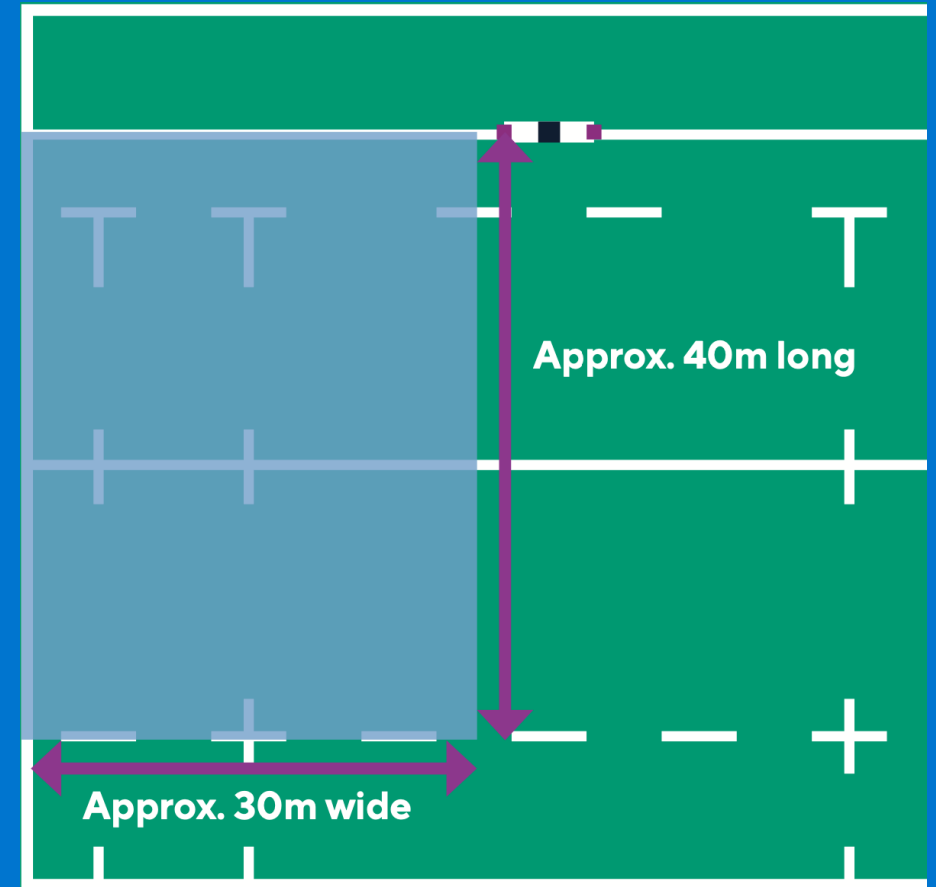
# U10 / Primary 5 | Age Grade Law Variations



## Overview

<b>Players</b> 6v6 Mixed 	<b>Pitch</b> 40m x 30m 	<b>Ball Size</b> 3 	<b>Playing Time</b> Max 60mins in a festival	<b>Scoring</b> 3-2-1
<b>Tackle</b> Waist & Below – with Tackle Hold. No targeting the ball. 1v1 tackles only		<b>Hand off</b> No	<b>Breakdown</b> No – players offload or pass from floor	<b>Handling</b> Play on from knock on
<b>Scrum</b> No – free pass	<b>Lineouts</b> No – free pass	<b>Kick Off / Restart</b> <b>Kick off</b> – starts with any kick <b>After Try</b> – free pass to team that conceded		<b>Open play kicking</b> No

For a full law breakdown and coach/referee guidance, please visit [gainline.scottishrugby.org](http://gainline.scottishrugby.org)





**U10/P5**

# Purpose of AGLVs in Mini Rugby



The Age Grade Law Variations (AGLVs) have been created to provide players with a fun, inclusive game that layers on the core skills of rugby in line with their physical and social development.

They are also reflective of Scottish Rugby's 'Blueprint'; coaches should afford players the freedom to explore the game, exploring and trying new skills without worrying too much about making mistakes

We have added Blueprint Straplines for the Micro and Mini Game to help focus coaches and parents on the key objectives for rugby at that age and stage

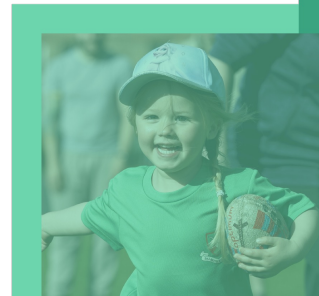
**U12/P7**

**U11/P6**

**U10/P5**

**U9/P4**

**Micro**



Hands on Ball



Confidence in Contact



Refine the Core Skills



Develop the Contest



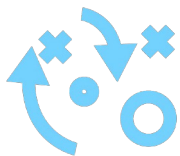
Ready for the 'big' game



6 v 6 mixed (max. of 3 subs)



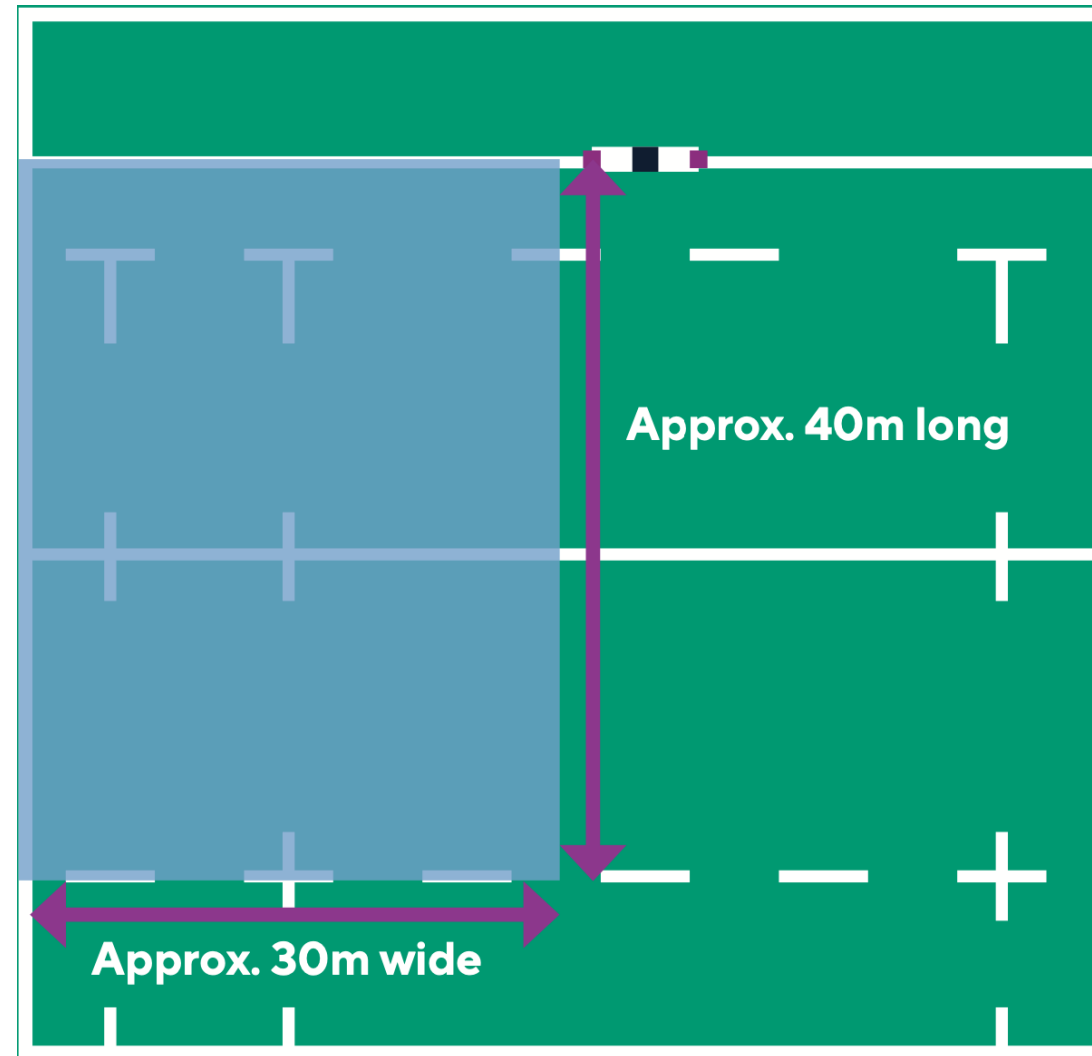
Max. 10 mins per game  
Max. 60 mins playing time  
in a festival



Half Game Policy Applies (all  
players should get equal  
game time)



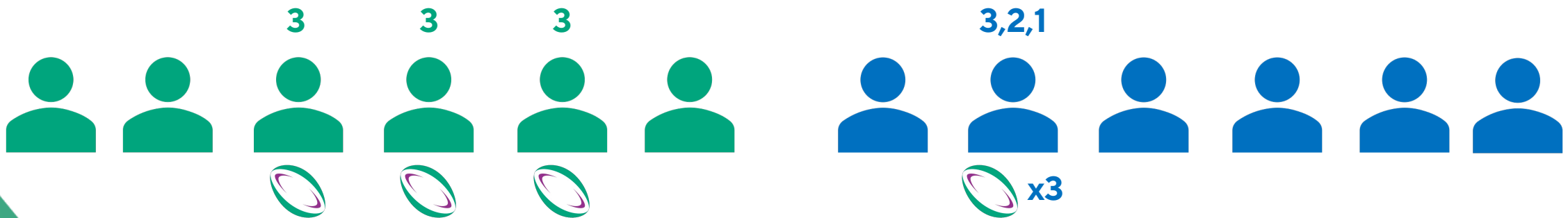
Size 3 Ball



This new scoring system has been developed to encourage players to move the ball between each other more, without telling them that they 'must' pass

The first try that each player score is worth 3 points, the second is worth 2 then each subsequent try is worth 1

Using the example below, the team that has 3 tries scored by different players will 'win' 9-6 against a team that scores the same amount of tries, but all by one player



## Starting / Restarting the Game

**At the start of a game** – The game starts with any type of kick at the centre of the pitch. The kick should go 5m.

The receiving team must be at least 5m back - The kicking team can move forward once the ball has been touched (remember, knock on play on applies).

**After a try** – The game restarts with a free pass in the centre of the pitch to the **TEAM THAT CONCEDED** the try – the defensive team must be 3m back and can move forward when the first receiver touches the ball.

**After an offence (high tackle, deliberate knock etc.)** – The game restarts with a free pass from where the offence took place – the defensive team must be back 3m and can move forward when the first receiver touches the ball.

## Referee Guidance

**Free Pass Restart** - Encourage the first receiver to pass the ball again if possible . Also try to ensure that a different player takes the free pass each time.



Knock On, Play On	Sanctions	Referee Guidance
<p><b>Knock On, Play On</b> - If a player attempts to catch the ball with <b>TWO HANDS</b> and knocks the ball on the ball, the game continues.</p>	<p>If a player tries to catch the ball with <b>ONE HAND</b> and knocks on – <b>Free Pass to the non offending team</b></p>	<p>This has been designed to be sympathetic to players as they get used to handling under the pressure. Remember to praise effort for attempting to catch the ball.</p>
No Hand Offs	Sanctions	Referee Guidance
<p><b>No Hand Offs</b> – This where the ball carrier uses a hand to push away a tackler.</p>	<p><b>Free Pass to the non offending team</b></p>	<p>Encourage the ball carrier to hold the ball in two hands to give them greater control of the ball but also, to help them.</p>
No Kicking	Sanctions	Referee Guidance
<p><b>No Kicking</b>– At this age and stage, the focus is on developing handling skills so there is no kicking of the ball</p>	<p><b>Free Pass to the non offending team where the ball was kicked</b></p>	<p>If a ball is on the floor, encourage the players to either pick the ball up or two drop on it to then present to a teammate.</p>





Tackle	Sanctions	Referee Guidance
<p><b>Tackle Height</b> – All tackles should be on or below the waist or the ball carrier.</p>	<p>Free Pass to non offending team.</p>	<p>As players tire, the height of the tackler may increase – if a tackle is made above the GREEN zone (but not to the head or neck), a referee can play advantage if the <b>ball can still be passed by the ball carrier.</b></p>
<p><b>No Swing Tackles</b> – The tackler is responsible for bringing the ball carrier to ground safely – throwing the ball carrier to ground is not permitted.</p>	<p>Free Pass to non offending team.</p>	



**Red Zone**  
 High tackle, Free Pass  
 No Targeting the ball  
 1v1 tackles only

**Green Zone**  
 Waist or below  
 'Below ball'  
 'Belly Tackle'  
 Effective safe tackle



## Tackle Hold

**Tackle Hold** – To reward players who attempt to make a tackle and manage to stop or significantly slow the ball carrier but are unable to bring the ball carrier to ground – the tackle is now deemed to be complete.

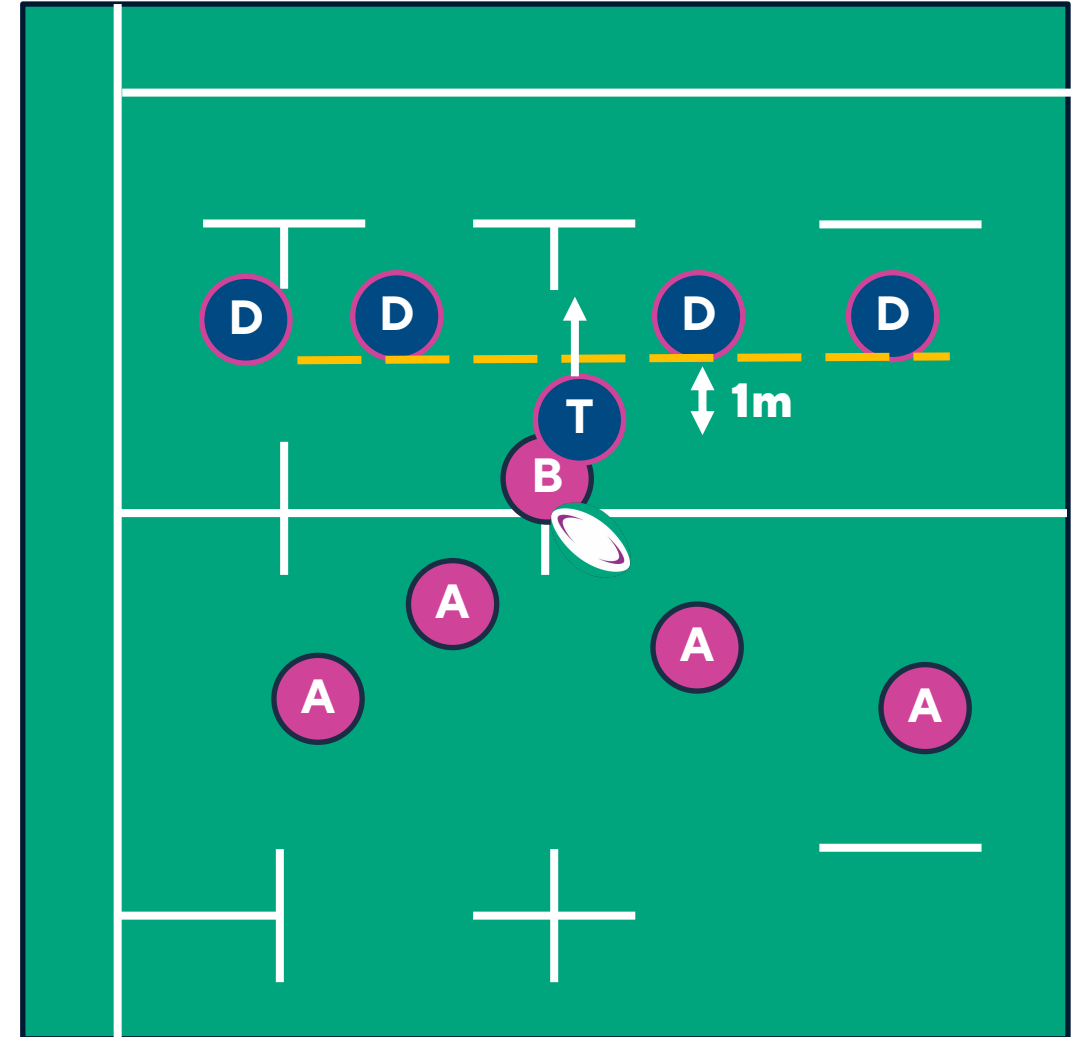
**Post Tackle – Attack** - When ‘Tackle Complete’ is called, the ball carrier (**B**) should stop and pass the ball to the nearest attacker.

**Post Tackle – Defence** - When ‘Tackle Complete’ is called, the tackler (**T**) must release the ball carrier, and all defenders (**D**) must move back to an offside line (yellow dashed line) that is 1m back from the ball carrier. They can move forward once the the receiving player touches the ball.

## Referee Guidance

**When to say ‘Tackle Complete’** – If the ball carrier is slowed or stops whilst on their feet due to the efforts of a tackler, wait around 2 seconds to see if they offload the ball – if not call ‘Tackle Complete’

**Where to stand** – Once the tackle is completed, you can help the defence by standing 1m back to from the ball carrier, so the defenders have a reference point as to where to stand.



## Post Tackle – What can players do?

### Post Tackle – Ball Carrier

Once tackled to the ground, the ball carrier can either:

- Present the ball for a teammate – the arriving player **must pass the ball**
- Offload from the floor to a teammate – the player who receives the ball can **either run or pass**

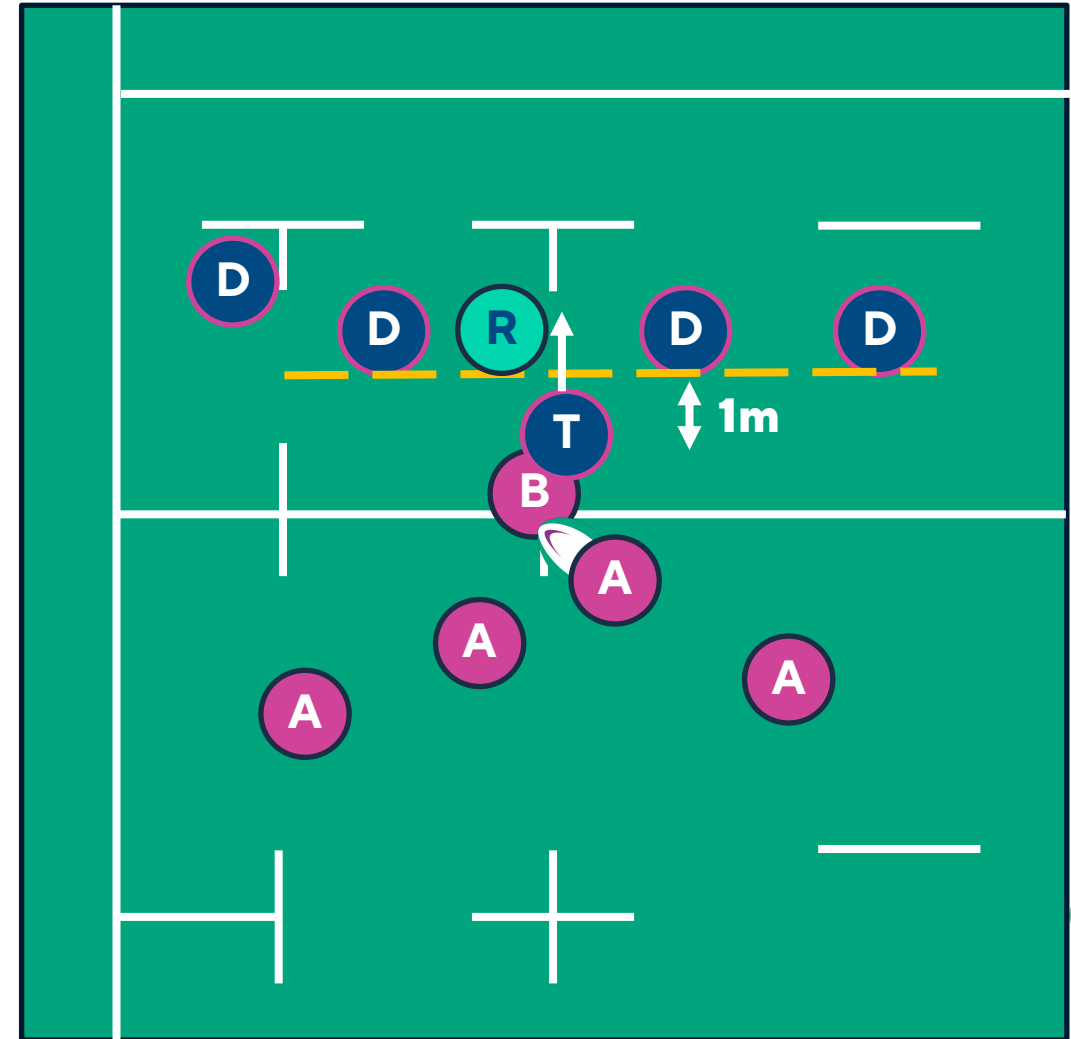
**Post Tackle – Tackler & Defenders** - When the ball carrier is brought to the floor, the tackler must release the ball carrier and retire to the offside line, 1m back from the hindmost point of the ball carrier.

The defence can move forward once the first receiver touches the ball (after the pass from the floor or the offload)

## Referee Guidance

**Helping the attack** – Encourage players to support ball carrier

**Helping the defence** – work with the tackler to encourage them to roll away. Help to set the defensive line by positioning yourself on the offside line (R in the diagram to the left) so they have a reference.



## No Lineouts – Free Pass from the side of the pitch

**Ball leaves the side of the pitch** - If the ball leaves the field of play over the touchline, play restarts with a free pass from where the ball went to the team that DID NOT touch the ball last.

**Defending Team** – \* NEW\* One defender must stand next to the attacker who throws the ball in. The remaining defenders must be 3m back from the point where the ball went out. They can move forward once

## Referee Guidance

Encourage the person who receives the first pass to try to pass again.

