



**SCOTTISH
RUGBY**

Age Grade Law Variations 24/25

U11/P6

Developing the Contest

Leadership • Engagement • Achievement • Enjoyment • Respect

Page	Content
3	Overview of Laws
4	Purpose of AGLVs in Mini Rugby
5	Team Size, Game/Festival Length, Pitch & Ball Size
6	Scoring – 3,2,1
7	Starting & Restarting the Game
8	Ball Handling & Kicking
9	Tackle – Waist & Below
10	The Breakdown
11	Scrum
12	Restarting the Game when the Ball Leaves the Pitch

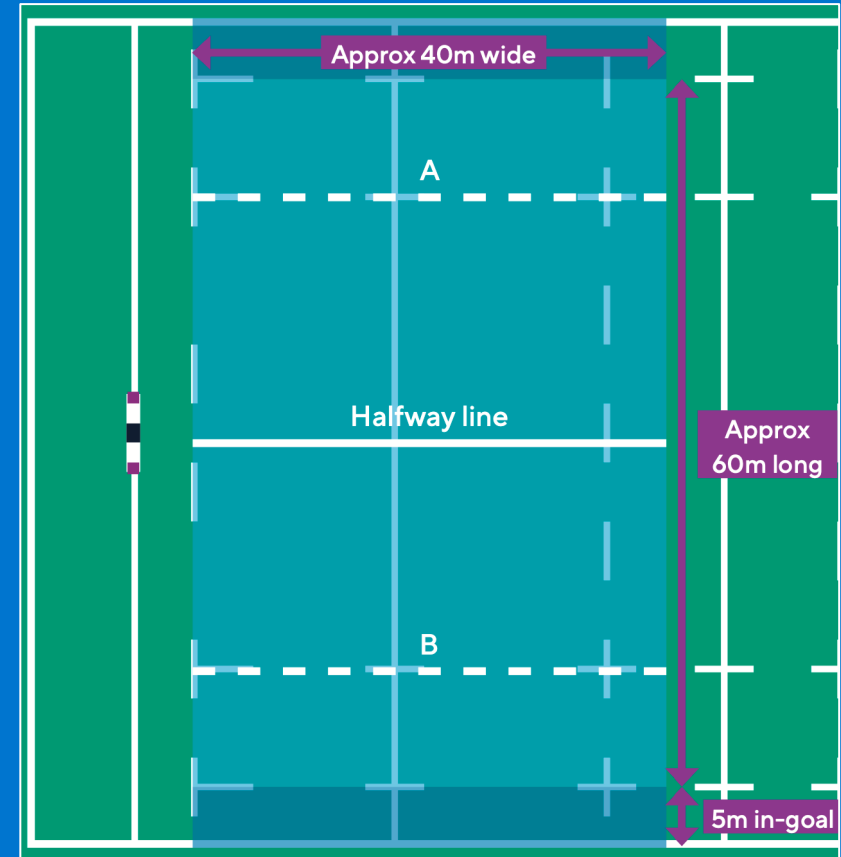
U11 / Primary 6 | Age Grade Law Variations



Overview

Players 8v8 Mixed 	Pitch 60m x 40m (w/ 5m in-goals)	Ball Size 3 	Playing Time Max 30 mins game Max 60mins in a festival	Scoring 3-2-1 or 1 point per try
Tackle Waist & Below. No targeting of ball 		Hand off No	Breakdown Yes - Up to 1 supporting player from each team	
Scrum 3v3 - no contest	Lineouts No - free pass from touch	Kick Off / Restart Kick off - starts with any kick After Try - team that scores starts with any kick		Open play kicking Yes - kick from hand

For a full law breakdown and coach/referee guidance, please visit gainline.scottishrugby.org



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

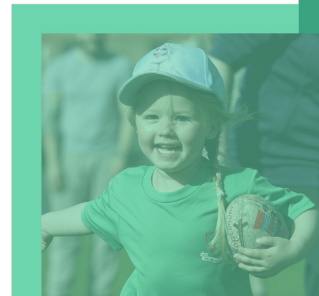
U12/P7

U11/P6

U10/P5

U9/P4

Micro



Hands on Ball



Confidence in Contact



Refine the Core Skills



Develop the Contest



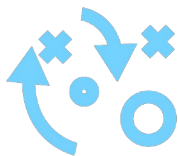
Ready for the 'big' game



8 v 8 mixed (max. of 4 subs)



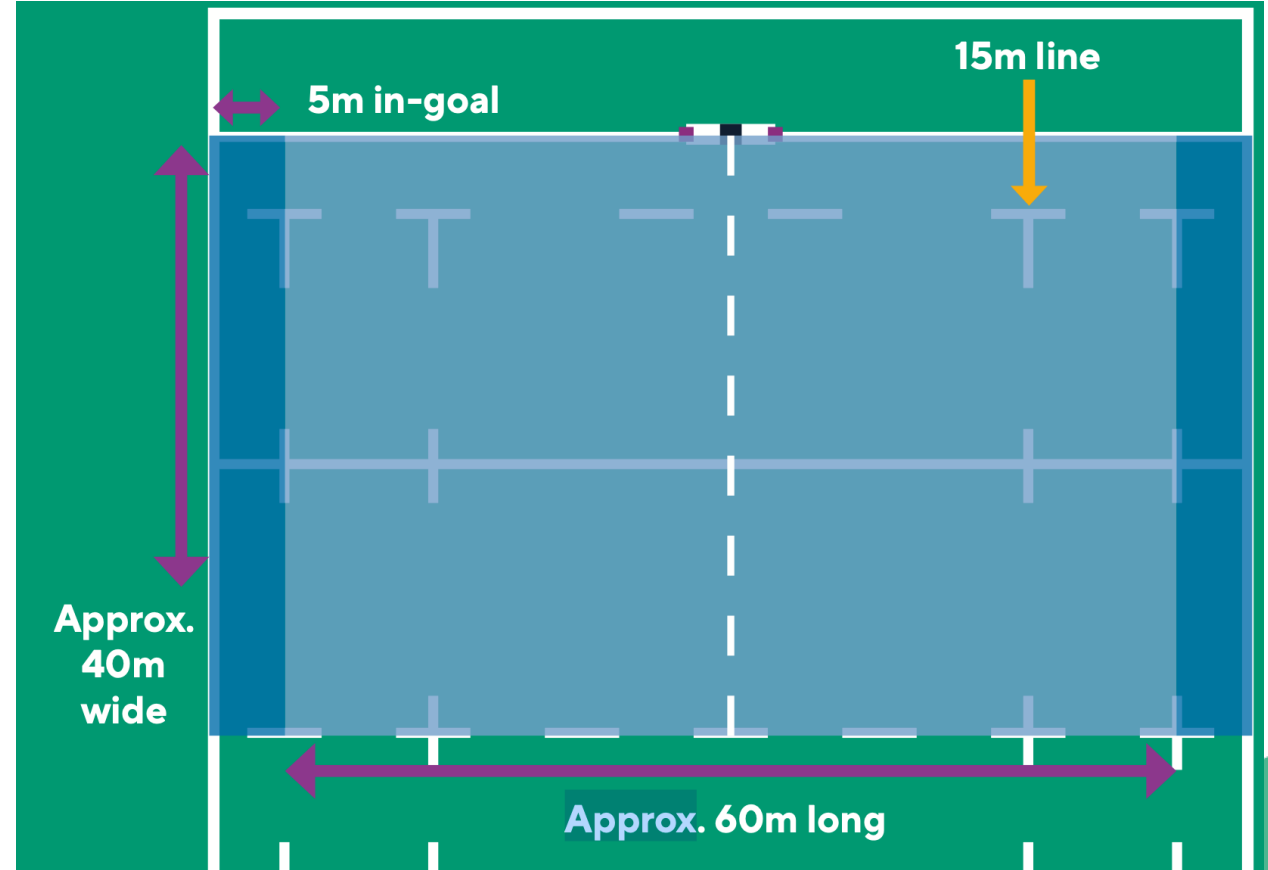
Max. 30 mins per game
Max. 60 mins playing time
in a festival



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 at least 5m.

The receiving team must be at least 5m back - The kicking team can move forward once the ball has been kicked.

After a try – The team that SCORES restarts with a kick – the above parameters apply.

After an offence (high tackle, offside etc.) – The game restarts with a FREE KICK from where the offence took place (ball must be tapped)– the defensive team must be 5m back and can move forward when the ball is tapped.

Referee Guidance

Kick offs - Encourage all players to try to take the kick, players are still forming skillsets so it's important everyone should be able to try.



No Hand Offs	Sanctions	Referee Guidance
<p>No Hand Offs – This where the ball carrier uses a hand to push away a tackler.</p>	<p>Free Kick to the non offending team</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 look for offload and passing opportunities.</p>
Open Play Kicking	Sanctions	Referee Guidance
<p>Attacking kicks from hand are permitted.</p> <p>Ball on the ground – it cannot be kicked; players must try to pick it up.</p>	<p>Free Kick to the non offending team</p>	<p>Encourage players to use attacking kicks such as chips and grubbers.</p>

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



Red Zone
 High tackle, Free Kick
 No Targeting the ball

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



1 supporting player per team

Rationale

The breakdown is introduced in a 1v1 contest to provide players with the best opportunity to develop their skills without too much pressure. It should allow coaches and referees to easily see good practice and areas for development.

Number of Players - Up to 1 supporting player per team can enter the breakdown.

When is the breakdown over? - When a team 'wins the space' (e.g., pushes the opposition past the ball) that team wins possession; **AND**

When the ball is played (passed or ran) by the player: **OR** if the ball carrier loses control of the ball and it spills out of the breakdown.

Referee Guidance

The Tackler - On completion of the tackle, if they release the ball carrier, return to their feet and is the first to enter the breakdown, the defending team **CAN** still put 1 supporting player to assist in the contest for the ball.

Arriving players - Ensure that players are supporting their body weight when 'jackaling' for the ball and that they come through the gate.

The Defence - The offside line is the hindmost point of the breakdown. The defence cannot move until the ball is played.

Sanction - Free Kick to non-offending team (defence 5m back)



Scrum

Numbers – 3 nearest players from each team should form the scrum.

Contest – There is no pushing and the hook is UNCONTESTED – the team that puts the ball in, wins the ball.

Attacking Scrum Half – MUST PASS immediately.

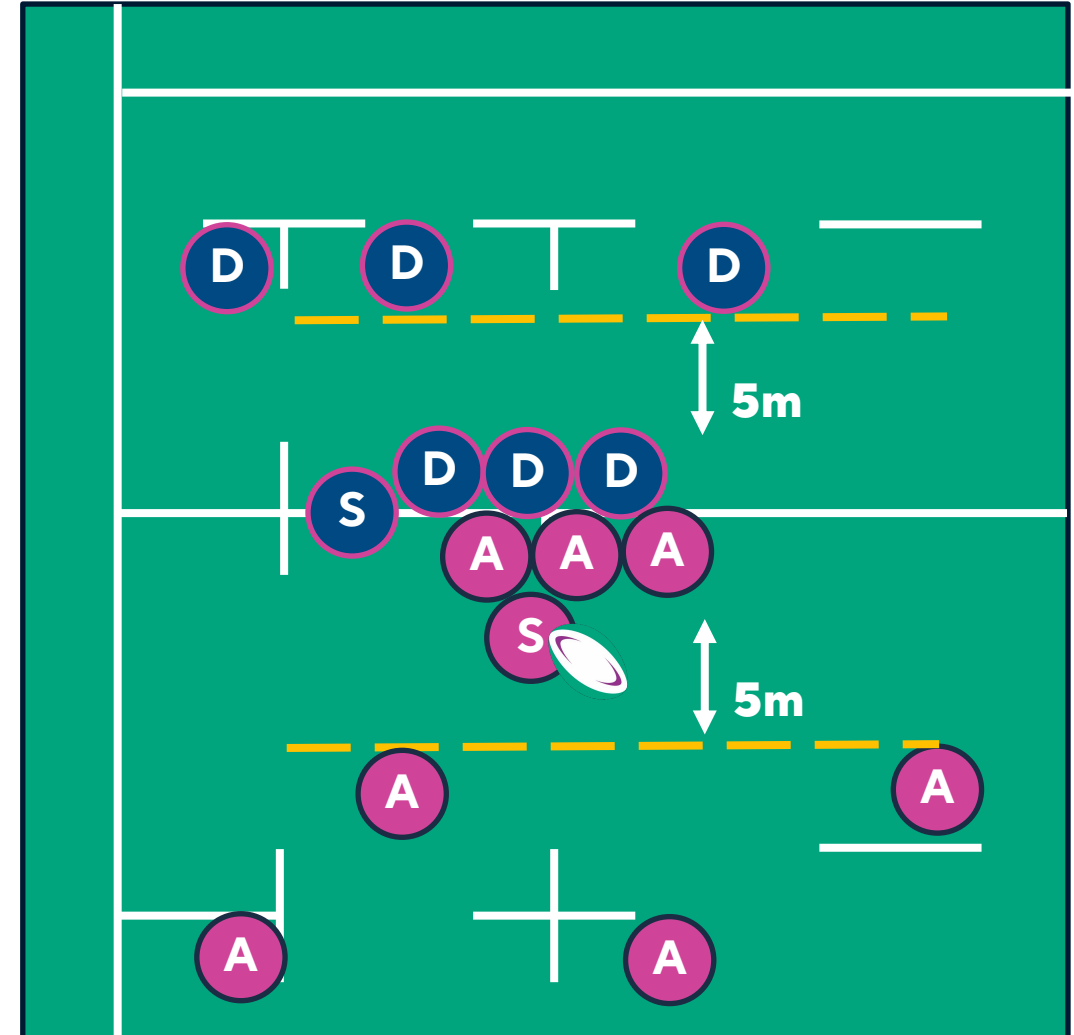
Defending Scrum Half – Must remain at the mid-point of the scrum. They can move once the ball has been passed.

Referee Guidance

Resisted Lean – to promote an effective scrum position, players should lean against each other to experience resistance. This can be done by having the players place their feet back and drop their knees towards the floor.

Brake foot – Try to get the hookers to have a 'brake foot' (they start with a 'split stance' and slightly bent knees) during the crouch and bind calls – they can then get their feet square on 'set' to help with the resisted lean.

Scrum engagement sequence – Crouch, Bind, Set – on crouch look for them to be ear to ear with heads to the left, on bind look for the props to bind high and long.



Ball leaves the side of the pitch

No Lineouts – Free Pass from 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 out - 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 5m back from the point where the ball went out. They can move forward once the first receiver touches the ball.

Referee Guidance

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

Ball is kicked over the dead ball line / In-goal

Ball leaves over the dead ball line - If the ball leaves the field of play over the dead ball line by an attacking kick, play restarts with a TAP & PASS on the 15m line to the team that was defending (defending players must be 5m back).

Ball is touched down in-goal - If an attacking kick goes into the in-goal and is touched down by a defensive player, play restarts with a TAP & PASS on the 15m line to the team that was defending (defending players must be 5m back).

