



**SCOTTISH
RUGBY**

Age Grade Law Variations 24/25

U9/P4

Confidence in Contact & Keep the Ball Alive

Leadership • Engagement • Achievement • Enjoyment • Respect

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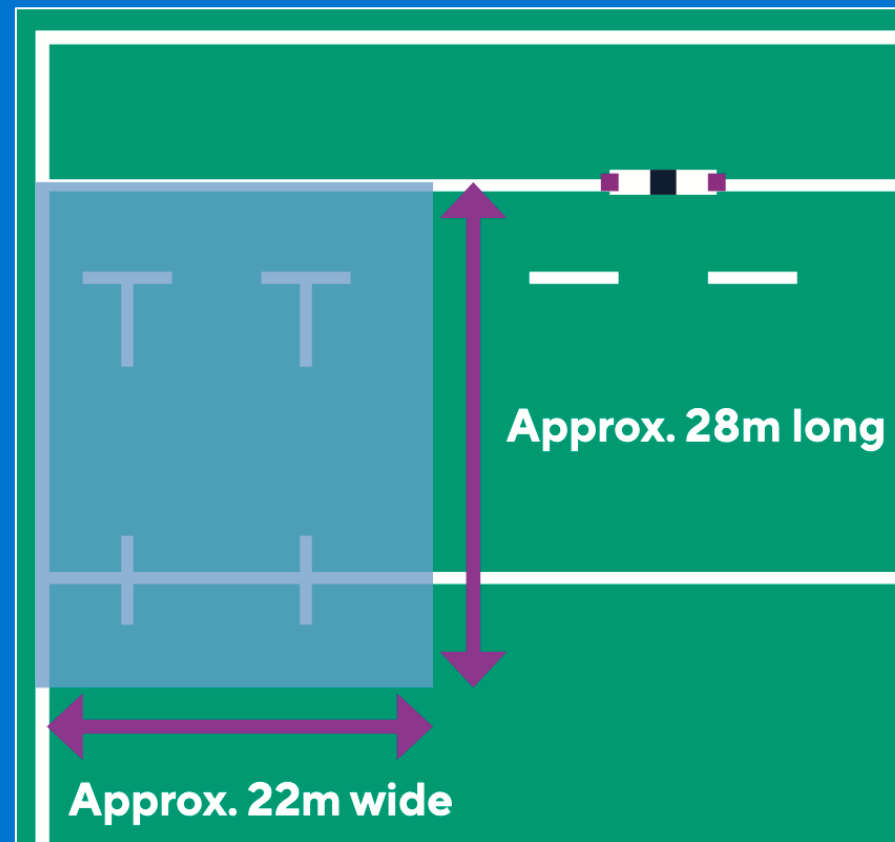
U9 / Primary 4 | Age Grade Law Variations



Overview

Players 5v5 Mixed 	Pitch 28m x 22m 	Ball Size 3 	Playing Time Max 60mins in a festival	Scoring 3-2-1
Tackle Waist & Below w/ Tackle Hold . No Targeting the ball. 1 v1 tackle only.		Hand off No	Breakdown No – players offload or pass from floor	Handling Play on from knock on
Scrum No – free pass	Lineouts No – free pass	Kick Off / Restart Kick off – starts with any kick After Try – free pass to team that conceded		Open play kicking No

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



U9/P4

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, 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



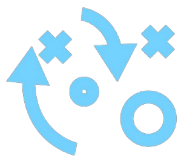
Ready for the 'big' game



5 v 5 mixed (max. of 3 subs)



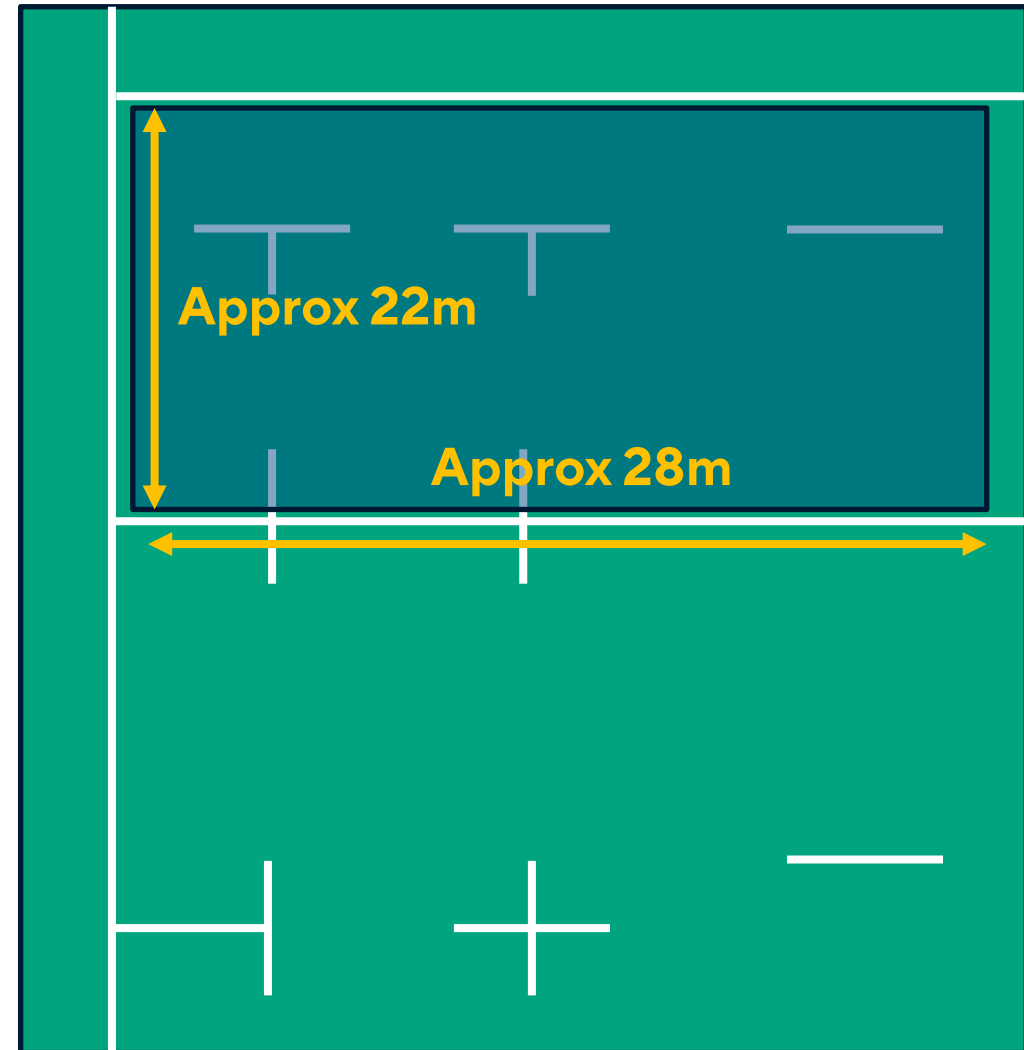
Max. 10 mins per game
Max. 60 mins playing time
in a festival



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 scores 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>Knock On, Play On - If a player attempts to catch the ball with TWO HANDS and knocks the ball on, the game continues.</p>	<p>If a player tries to catch the ball with ONE HAND and knocks on – Free Pass to the non-offending team.</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>No Hand Offs – This is where the ball carrier uses a hand to push away a tackler.</p>	<p>Free Pass 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 offload to supporting teammates.</p>
No Kicking	Sanctions	Referee Guidance
<p>No Kicking– At this age and stage, the focus is on developing handling skills so there is no kicking of the ball.</p>	<p>Free Pass to the non-offending team where the ball was kicked.</p>	<p>If a ball is on the ground, encourage the players to either pick the ball up or to drop on it to then lift to a teammate.</p>



Tackle	Sanctions	Referee Guidance
<p>Tackle Height – 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 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 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.

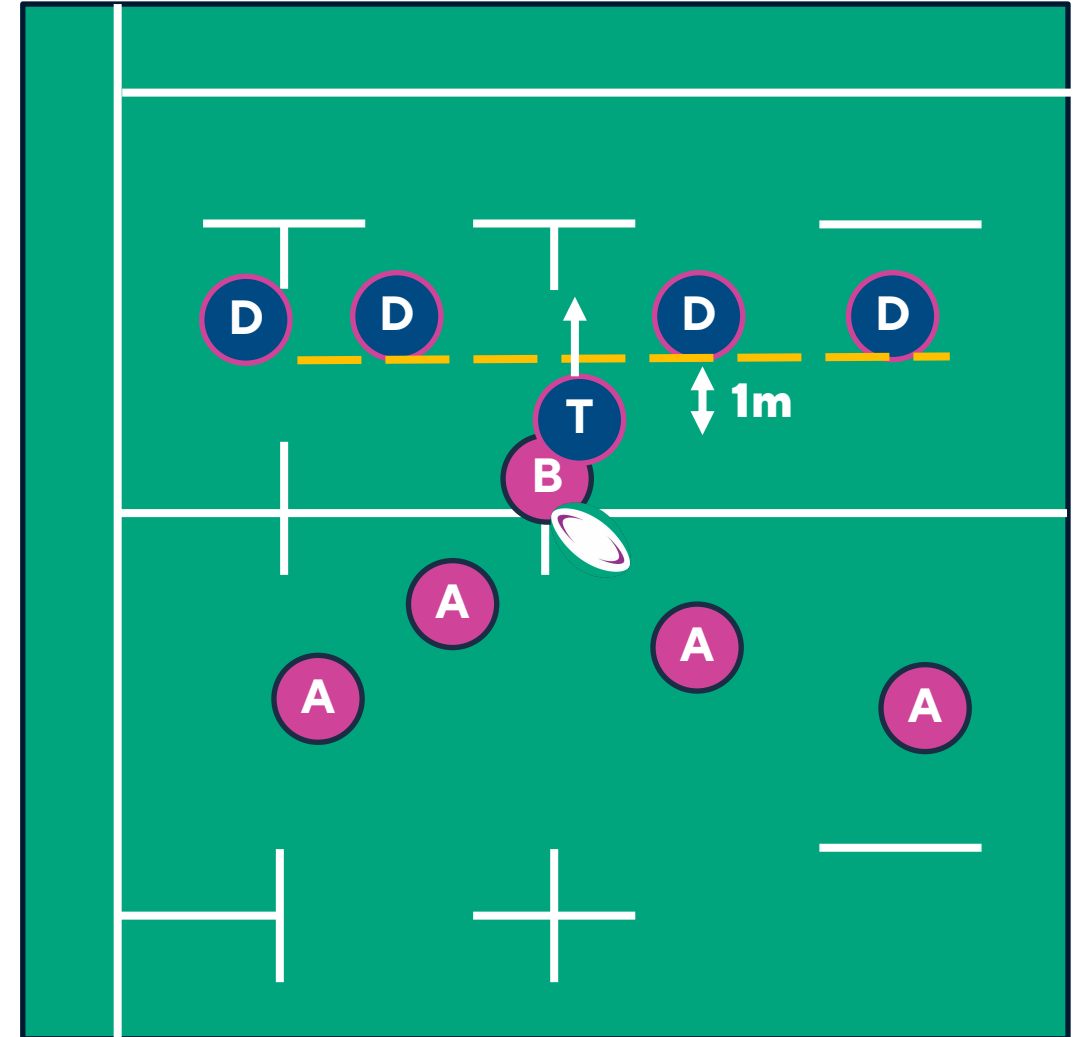
Post Tackle – Attack – When ‘Tackle Complete’ is called, the ball carrier (**B**) should stop and pass the ball to the nearest attacker.

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

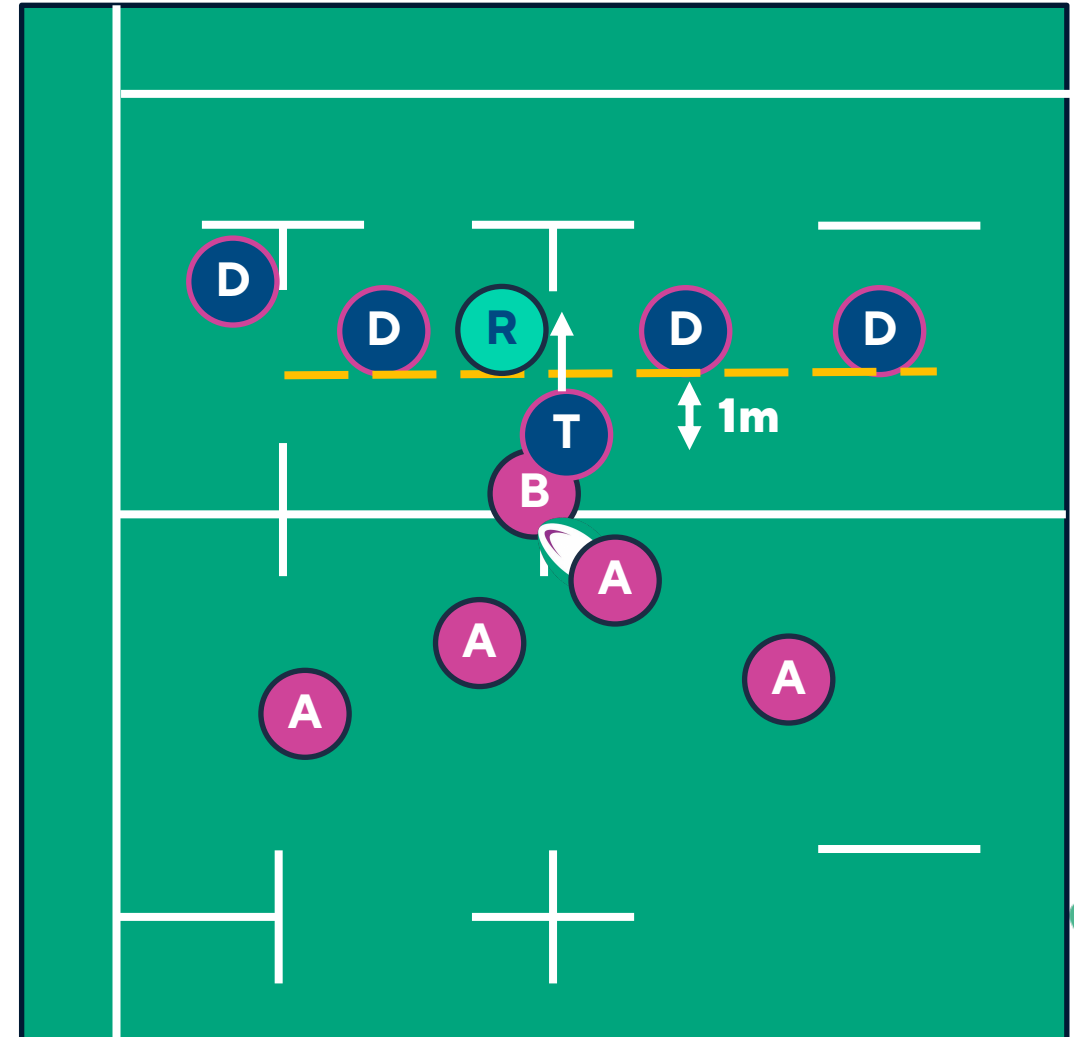
When the ball carrier is brought to the floor, the tackler must release the ball carrier and retire to the offside line, 1m back from the hindmost point of the ball carrier.

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.

