

SCOTTISH RUGBY

Age Grade Law Variations 24/25

U11/P6

Developing the Contest

Leadership • Engagement • Achievement • Enjoyment • Respect

U11/P6 Contents

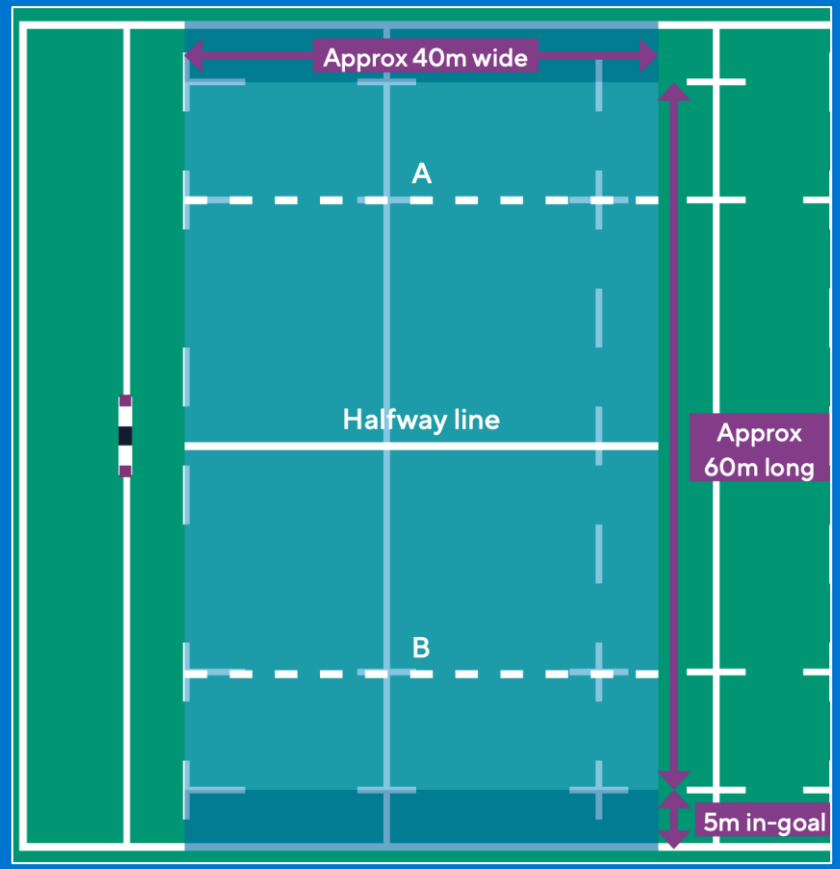
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U11 / Primary 6 | Age Grade Law Variations

Overview

Players 8v8 Mixed 	**Pitch** 60m x 40 m (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



U11/P6 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



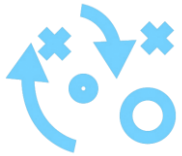
U11/P6 Team Size, Game/Festival Length, Pitch & Ball Size



8 v 8 mixed (max. of 4 subs)



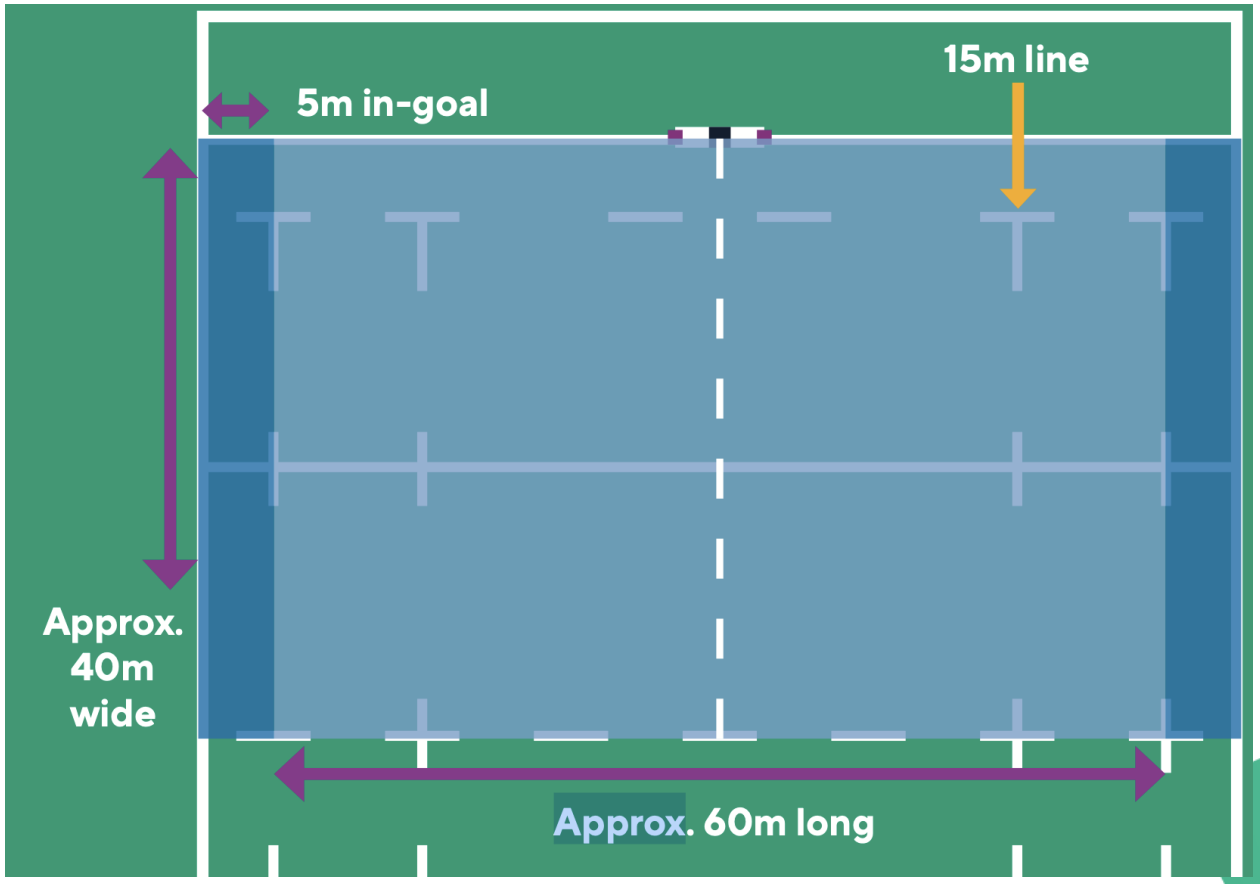
Max. 30 mins per game
Max. 60 mins playing time in a festival



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



Size 3 Ball



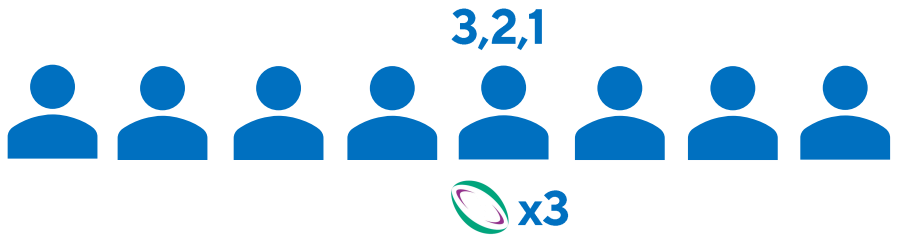
U11/P6 Scoring: 3-2-1

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





U11/P6 Starting the Game & Restarting the Game

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.



U11/P6 Ball Handling & Kicking

No Hand Offs	Sanctions	Referee Guidance
No Hand Offs – This where the ball carrier uses a hand to push away a tackler.	**Free Kick to the non offending team**	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.

Open Play Kicking	Sanctions	Referee Guidance
Attacking kicks from hand are permitted. **Ball on the ground** – it cannot be kicked; players must try to pick it up.	**Free Kick to the non offending team**	Encourage players to use attacking kicks such as chips and grubbers.

U11/P6 Tackle – Waist and Below

Tackle	Sanctions	Referee Guidance
Tackle Height – All tackles should be on or below the waist or the ball carrier.	Free Kick to non-offending team.	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.**
No Swing Tackles – The tackler is responsible for bringing the ball carrier to ground safely – throwing the ball carrier to ground is not permitted.	Free Kick to non-offending team.	





U11/P6 The Breakdown

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 competing for the ball and that they come through the gate.

The Defence – The offside line is the 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)



U11/P6 Scrum

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.

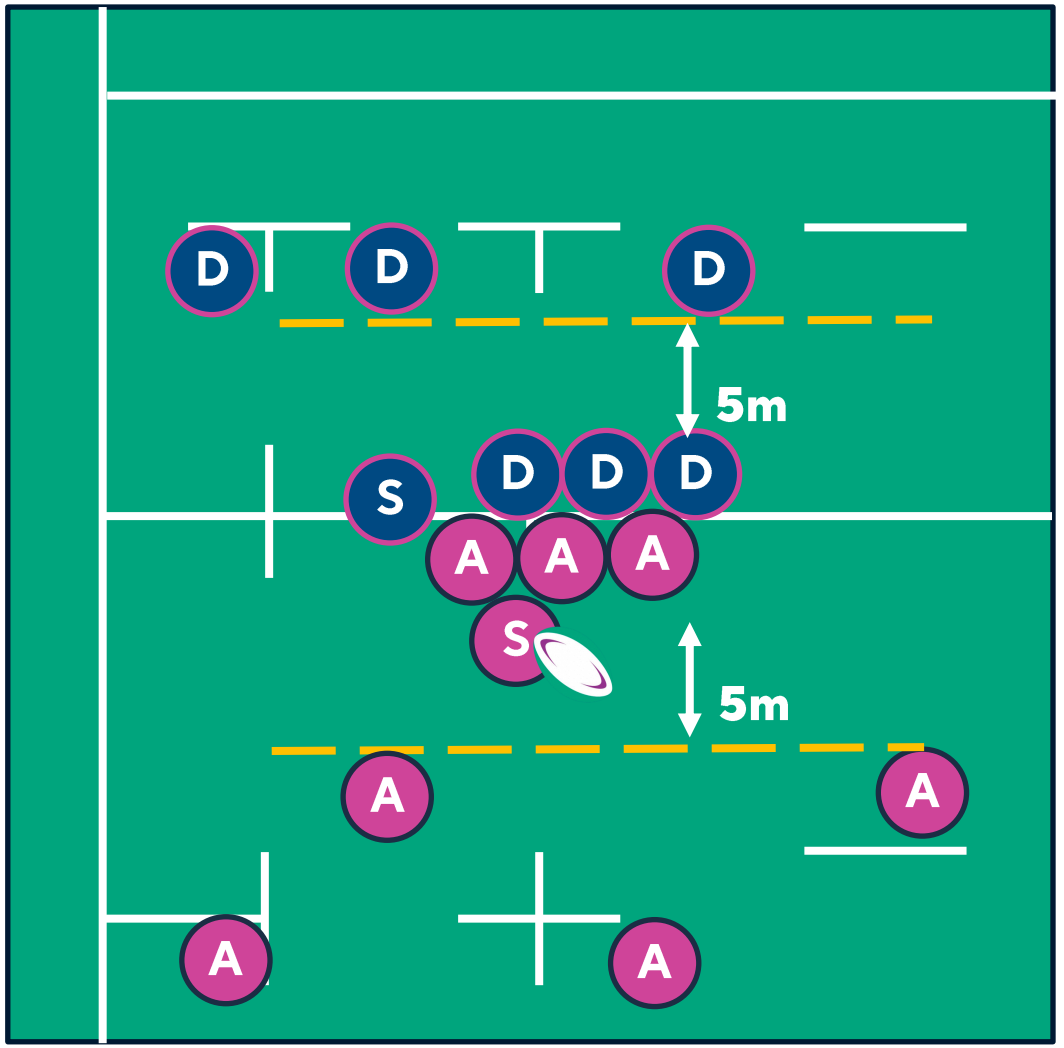
Defending Scrum Half – Must remain at the mid-point of the scrum. They can move once the ball has been passed.

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.



U11/P6 Restarting the game after the ball leaves the pitch

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).

