

SCOTTISH RUGBY

Age Grade Law Variations 24/25

U12/P7

Ready for the Big Game

Leadership • Engagement • Achievement • Enjoyment • Respect

U12/P7 Contents

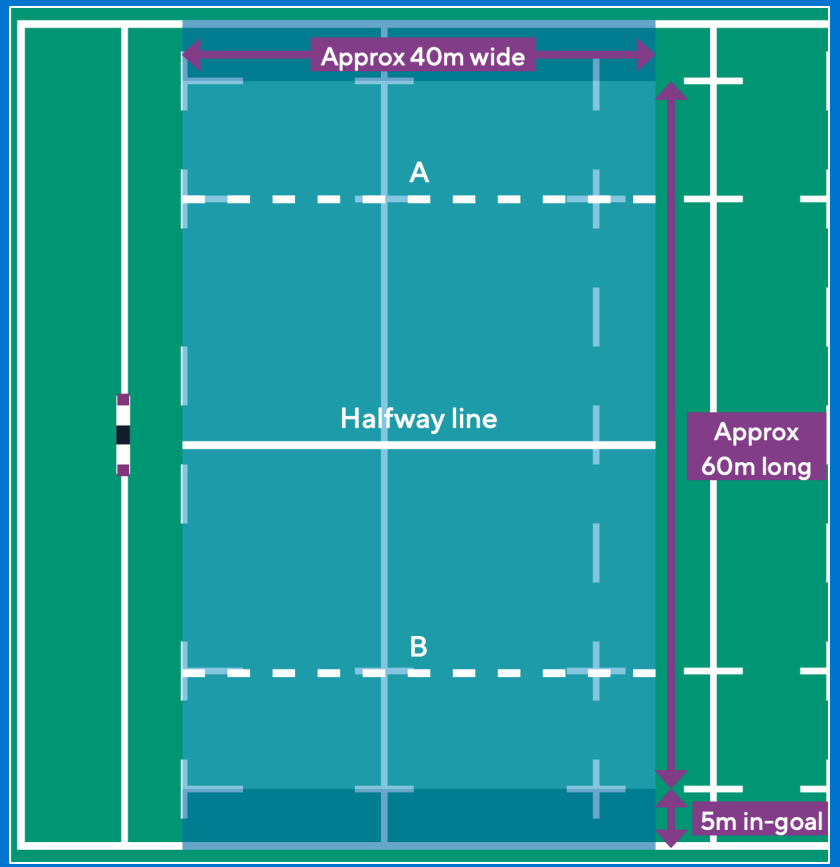
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U12 / Primary 7 | Age Grade Law Variations

Overview

Players 10v10 Mixed	**Pitch** 60m x 40 m (w/ 5m in-goals)	**Ball Size** 3 or 4	**Playing Time** Max 40 mins game Max 60mins in a festival	**Scoring** **3-2-1** or **1 point** per try
Tackle Waist & Below		**Hand off** Yes – Not to Head or Neck	**Breakdown** Up to 2 supporting players from each team	
Scrum 5v5 – contested hook w/ resisted lean	**Lineouts** Yes - Hooker + 4; Uncontested	**Kick Off / Restart** **Kick off** - starts with drop kick **After Try** – team that scores starts with drop kick		**Open play kicking** Yes – from hand

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



U12/P7 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

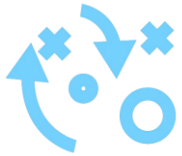
Team Size, Game/Festival Length, Pitch & Ball Size



10 v 10 mixed (max. of 5 subs)



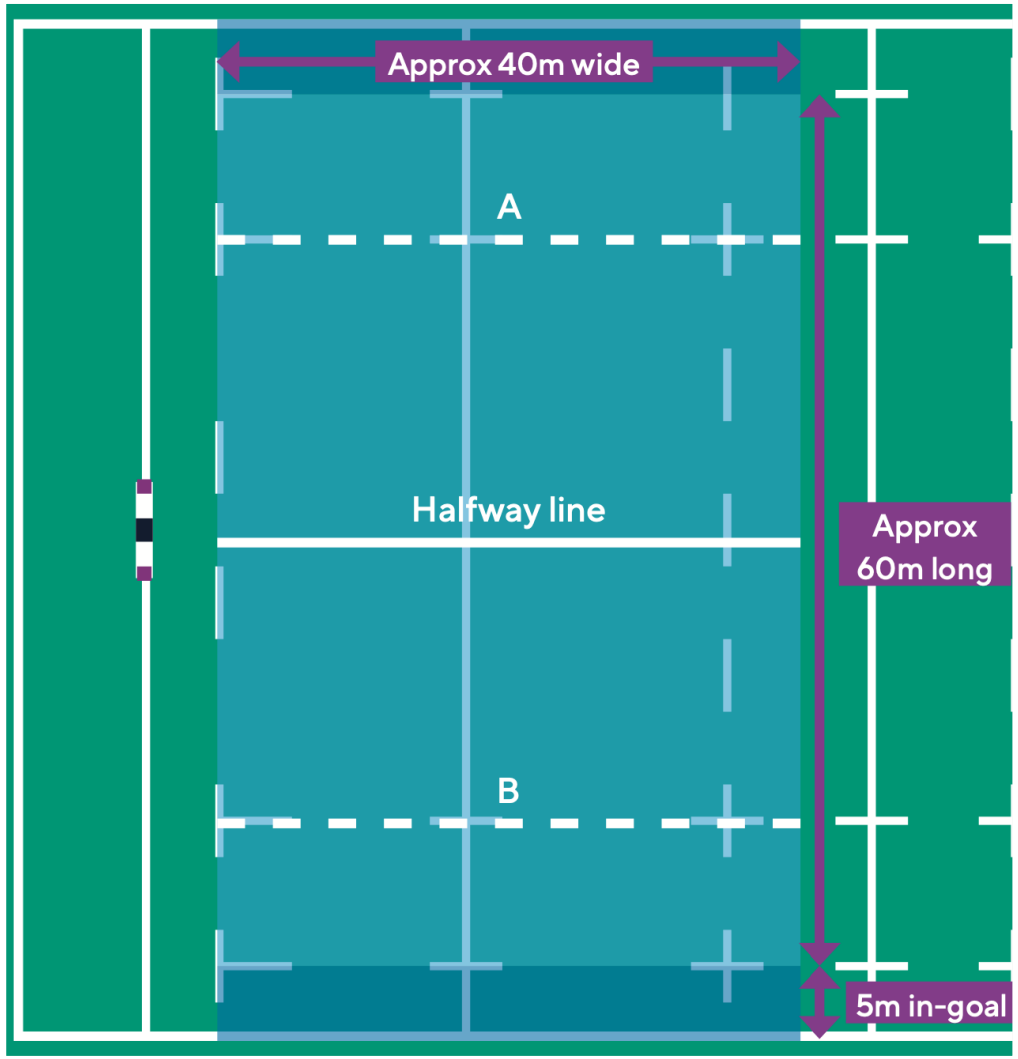
Max. 40 mins per game
Max. 60 mins playing time in a festival



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



Size 3 or 4 Ball



U12/P7 Scoring: 3-2-1 or 1 point try

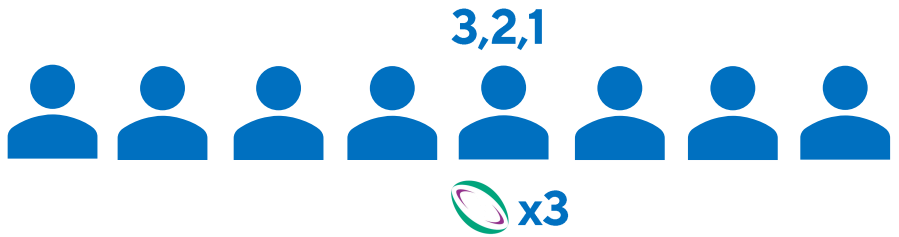
1 point per try – as usual

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





U12/P7 Starting the game and restarting the game after a try

Starting / Restarting the Game

At the start of a game – The game starts with **a drop-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 drop 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.



U12/P7 Hand Offs & Kicking

Hand Offs	Sanctions	Referee Guidance
Hand Offs – Are ALLOWED. No contact must be made to the head or neck of the player attempting the tackle.	**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. When handing off, encourage the ball carrier to use their evasive footwork to try to beat the defender first

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.



U12/P7 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.	





U12/P7 The Breakdown

Up to 2 supporting players per team

Rationale

The breakdown continues in a 2v2 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 2 supporting players per team can enter the breakdown.

When is the breakdown over? – As per world rugby laws –see guidance below for overview

Referee Guidance

The Tackler – on completion of the tackle, if they release the ball carrier, returns to their feet and is the first to enter the breakdown, the defending team CAN still put 2 supporting players 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 (as per world rugby laws)

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

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



U12/P7 Scrum

Scrum

Numbers – 5 nearest players from each team should form the scrum

Contest – Both hookers can CONTEST for the ball (both hookers can strike for the ball) – No pushing but ensure a 'resisted lean' is in place

Attacking Scrum Half – MUST PASS immediately

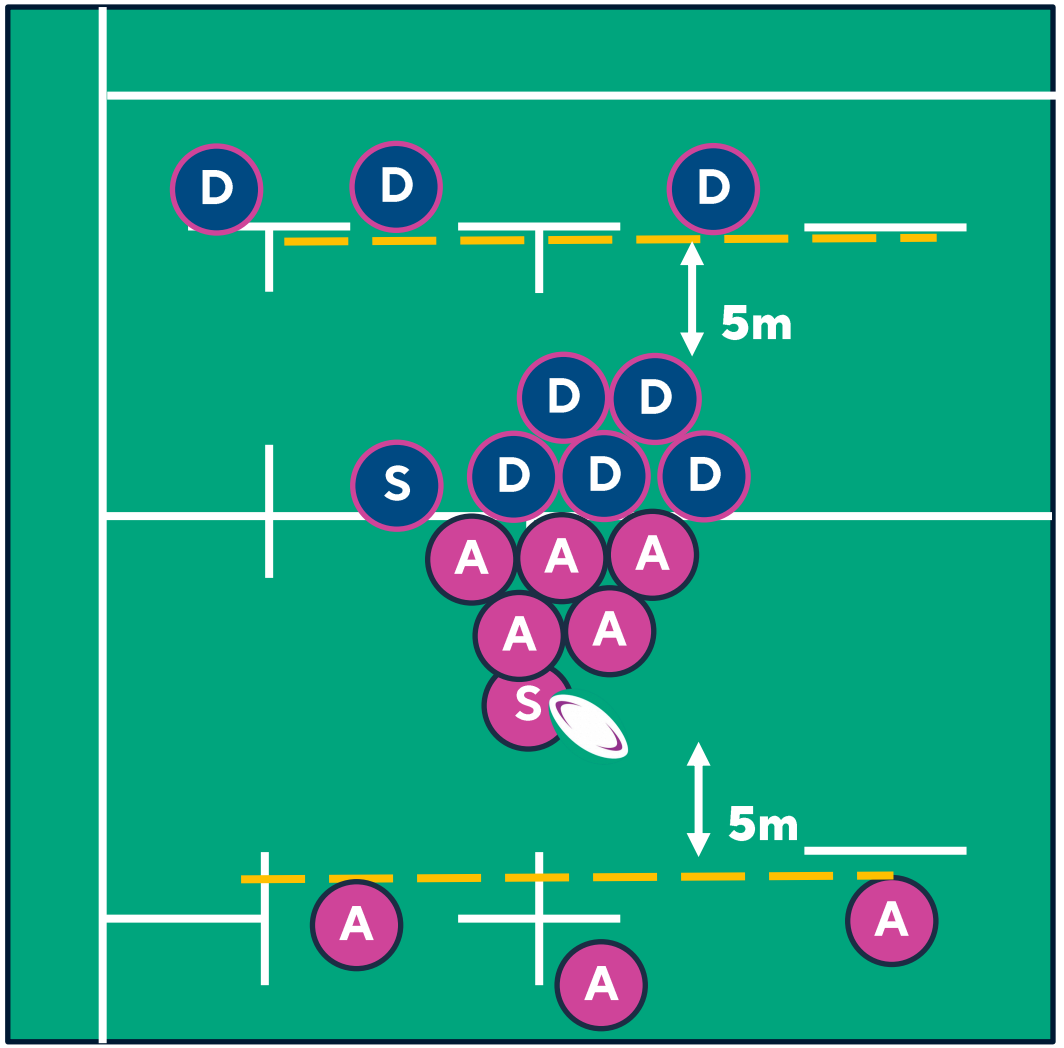
Defending Scrum Half – Must remain at the mid-point of the scrum. They can move once the ball has been passed.

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.



U12/P7 Lineout

The Lineout

Where - Awarded to team that did not touch the ball last from the point where the ball left the field of play.

Numbers – 5 nearest players from each team should form the lineout (Hooker +4).

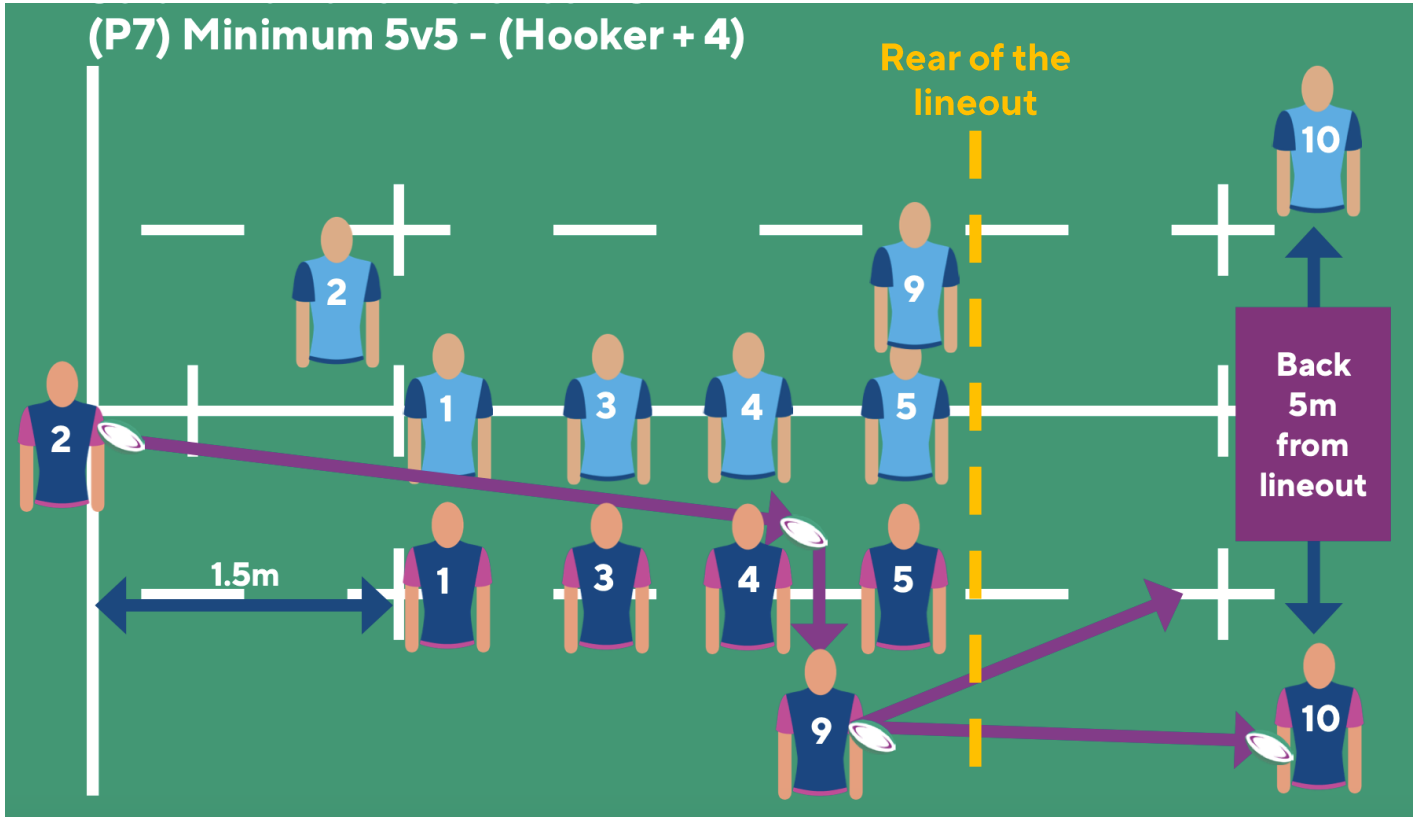
Contest – UNCOTESTED – team that throws wins the ball.

Catcher (Dark Blue 4) – MUST PASS immediately to the scrum half.

Attacking Scrum Half (Dark Blue 9) –Must pass or run beyond the back of the lineout. CANNOT run through the lineout.

Defending Hooker and Scrum Half (Light Blue 2 & 9) – can stand 2m from middle of the lineout.

Players not in the lineout – Must be 5m back from the lineout. Can move once the ball crosses the rear of the lineout (whether passed or ran by scrum half or overthrown).



U12/P7 In-goal & Dead Ball

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 (A&B on the diagram)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 (A&B on the diagram) to the team that was defending (defending players must be 5m back).

