

ELV Proposal in 2021 Brisbane Junior Rugby Union Competition

The Brisbane Junior Rugby Union after discussions with Rugby AU are looking to host a pilot for the 2021 season that would look at future pathway law modifications for U6 – U9. These reviews are done on a semi-regular basis, with previous pilots including U6 – U7 wearing footwear; changing of player numbers from 10 – 7 players in U6 and U7 games; field size changes; introduction of tackle in U8s etc.

The proposed pilot is a combination of internal local competition and club trials held by Central Coast Rugby Union Association and Brothers Rugby Union Club. The outlined changes we are proposing to pilot are based from these trials, their feedback, suggestions and discussions with Rugby Australia.

UNDER 6 & UNDER 7 PROPOSED LAW VARIATIONS

1 New:

- ♦ The field size can be either 40m x 25m (ie 1/4 field) or a third of a field a third of a field which is 60m x 25m.

Existing:

The Ground - 40m x 25m (ie 1/4 field)

Reason:

- ♦ To reduce the number of field resets required for U6 - U9 competition days with time constraints for field usage.
- ♦ The expansion of the field also allows for the wider spread of players, based on new law variations that should reduce “honey potting” around the tag.

2 New:

Player Numbers –

- ♦ A minimum of one (1) player per half is to be a designated half back. Identifiable by a different coloured jersey or their jersey turned inside out.
- ♦ The player may only play the position of halfback for half (½) a game only. The position of halfback should be rotated through the entire team during the season.

Reason:

- ♦ Provides all players with “hands on ball” experience and greater involvement in the game by rotation of halfback position.
- ♦ Allows a freeing up of the tag area, as the players who are not halfback will spread out in order to receive the ball.
- ♦ Allows greater movement of the ball and go forward play, but leaving the halfback free to pass and restricting the defensive line to move until the ball has been caught.
- ♦ Introducing passing from the ground in both directions.
- ♦ By introduction of ruck and maul in U8s, halfback awareness and positioning has already been learnt.

3 New:

The Tag –

- ♦ Once a ball carrier is tagged, the ball carrier must go to ground and place the ball.
- ♦ Once the referee has called “TAG – GO TO GROUND”, the defensive coach then calls “COME BACK TO ONSIDE”.
- ♦ Once tagged, players are required to stop as quickly as possible and go to ground and place the ball back (long place).
- ♦ The “tagger” is to set the offside line by standing in the position of where the tag took place. This should be at the feet of the tagged player. The players of the team not in possession of the ball need to retreat to be in line with the tagger.
- ♦ To defend effectively, players may need to be encouraged by their coaches to retreat backwards to remain in front of the attacking team. Defence can only move forward once the teammate has cleanly caught the ball. (This call is made by the defensive coach).
- ♦ No opposing player may block or prevent the tagged player from going to ground once tagged. (PK)
- ♦ If a player cannot place for any reason, a tap restart is awarded and the team in possession.
- ♦ Once a team has been “tagged” seven times, the referee should immediately award a turnover to the other team. The tag count restarts at zero.
- ♦ That team restarts play with a tap restart at the place of the seventh tag.

Existing:

- ♦ Referee will call "TAG" if performed correctly, or "PLAY ON" if not.
- ♦ Once the referee has called "TAG", the coach may then call "TURN AND PASS".
- ♦ Once tagged, players are required to stop as quickly as possible and turn and pass to a team mate. They are not required to return to the mark where they were tagged.
- ♦ There are no offside lines at a tag for defence. They players of the team not in possession of the ball do not need to retreat to any line. This ensures game continuity and forward progress by removing a fully set line of defence.
- ♦ To defend effectively, players may need to be encouraged by their coaches to retreat backwards to remain in front of the attacking team.
- ♦ No opposing player may block or prevent the tagged player from passing the ball to a team mate (PK).
- ♦ If a player cannot pass for any reason, a tap restart is awarded and the team in possession

Reason:

- ♦ "Go to Ground" law change is that this is more in line with rugby union. Teaching "ground and place" setting players up to learn early falling technique, placement and positioning. By the time the players are U8s, they will have a basic understanding of what happens at the tackle contest ie, go to ground and set long. Then when they start U8s, they main education focus will be the Tackle Contest and Offside Lines.
- ♦ Introducing passing from the ground in both directions.
- ♦ Introducing offside line, that provides the opportunity for go forward movement of the attacking team.
- ♦ Provides all players with "hands on ball" experience and involvement in the game by rotation of halfback position.
- ♦ Reduces the disparity between teams of players who are new to union and those who have played previously.
- ♦ By encouraging coaches to assist the referee by helping to ensure their players are forming onside positions, we are readying them for U8 rugby as well as providing a greater platform of understanding of the game; providing more freedom of movement of the ball and reducing honey potting around the tag area.

UNDER 8 & UNDER 9 PROPOSED LAW VARIATIONS**1 New:****Player Numbers –**

- ♦ A minimum of one (1) player per half is to be a designated half back. Identifiable by a different coloured jersey or their jersey turned inside out.
- ♦ The player may only play the position of halfback for half (½) a game only. The position of halfback should be rotated through the entire team during the season.
- ♦ Once the halfback has passed the ball cleanly to the first receiver, that player must pass the ball again to another teammate. (2 pass from breakdown).

Reason:

- ♦ Provides all players with "hands on ball" experience and greater involvement in the game by rotation of halfback position.
- ♦ Allows a freeing up of the tag area, as the players who are not halfback will spread out in order to receive the ball.
- ♦ Allows greater movement of the ball and go forward play, but leaving the halfback free to pass and restricting the defensive line to move until the ball has been caught.
- ♦ Introducing passing from the ground in both directions.
- ♦ Encourages movement of ball through the back line.

2 New:**Tackle/Ruck/ Lineout/Setup**

- ♦ Once the halfback has passed the ball cleanly to the first receiver, that player must pass the ball again to another teammate. (2 pass from breakdown).
- ♦ Defence cannot move forward until the first receiver has passed the ball. (This call may be made by the defensive coach).

Reasons:

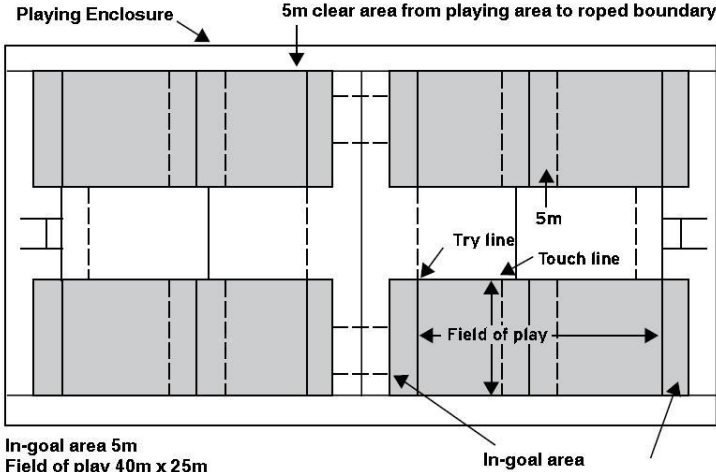
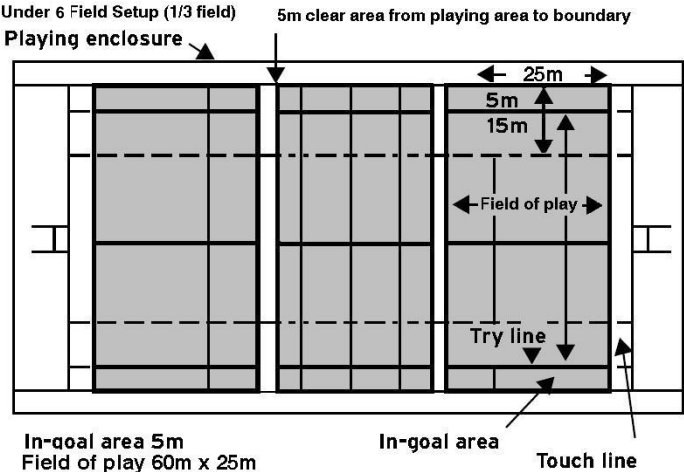
- ♦ Provides players with "hands on ball" experience and greater involvement in the game by movement of ball through more hands.
- ♦ Allows a freeing up of the ruck/maul area, as the players who are not halfback and first receiver will spread out in order to receive the ball. Encourages attacking formation.

- ♦ Allows greater movement of the ball and go forward play, but leaving the halfback and first receiver free to pass and restricting the defensive line to move until the ball has been caught.
- ♦ Introducing passing from the ground and in attack in both directions.
- ♦ Encourages movement of ball through the back line.
- ♦ Encourages defensive line set and ball tracking.

Time Line for Proposal

DATE	Action
30 Nov 2021	Distribution of Proposal to Rugby AU; BJRU Board; All Clubs for their discussion and distribution to coaching coordinators; and U6 – U9 coaches for review and comment
11 Jan 2021	Teams Meeting for Presidents final consideration and adjustment
12 Jan 2021	Final Pilot Law Variation sent to Rugby AU for season approval (if endorsed)
20 Feb 2021	U6 – U9 Coach Education sessions to introduce law variation pilot
20 Mar 2021	Brisbane U6 – U9 Law Pilot Trial Games weekend (intra and inter club games)
22 Mar 2021	U6 – U9 Law Variation Feedback Session
01 May 2021	U6 – U9 Season Commences
19 June 2021	U9 Coaches Off Field
21 Aug	U6 – U9 Final Competition Game (extra game following week tbc)
30 Aug 2021	U6 – U9 Pilot Program Review – Coaches
13 Sep 2021	U6 – U9 Parent/Player Pilot Review
27 Sep 2021	Report provided to Rugby AU; BJRU Board and All Clubs

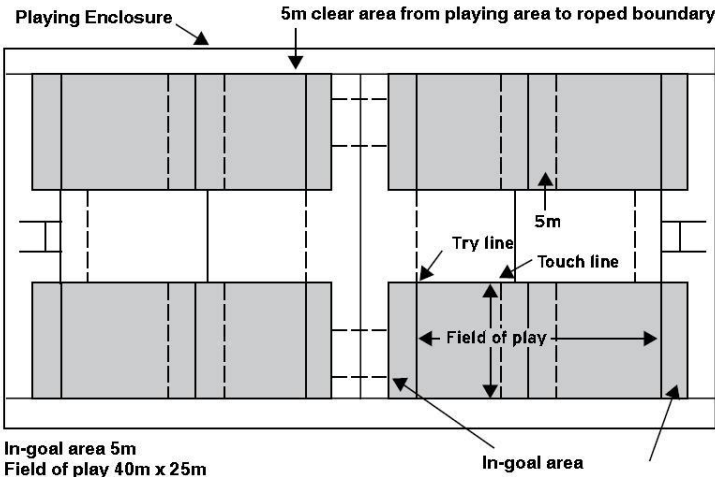
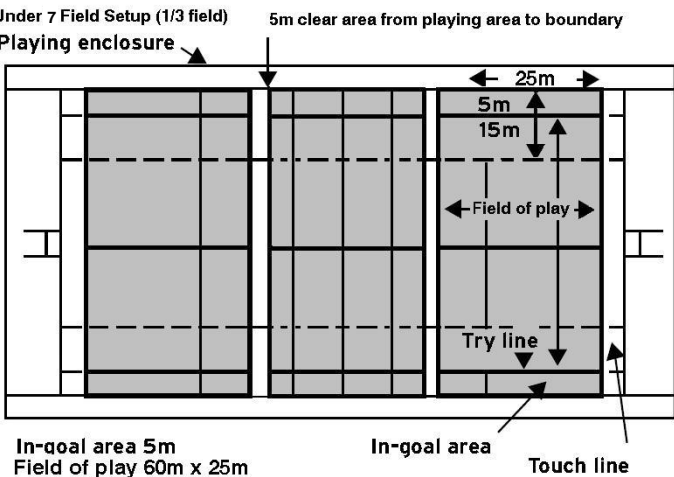
Under 6 Game Modifications 2021

Competitions	<ul style="list-style-type: none"> ◆ No finals series, no competition ladders and no premierships allowed. ◆ Coaches are allowed on the field for the duration of the game.
The Ground	<p>◆ The field size can be either 40m x 25m (ie 1/4 field) or a third of a field a third of a field which is 60m x 25m.</p>  
The Ball	<ul style="list-style-type: none"> ◆ Size 2.5
Number of Players	<ul style="list-style-type: none"> ◆ 7 players ◆ A minimum of one (1) player per half is to be a designated half back. Identifiable by a different coloured jersey or their jersey turned inside out. ◆ The player may only play the position of halfback for half (½) a game only. The position of halfback should be rotated through the entire team during the season. ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer players than 7 players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts, that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number, but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 10 players.

Time	<ul style="list-style-type: none"> Two small sided games are to be played, which are Activities 1 and 4 from that week's activities in the Under 6 Coaching manual. This is then followed by 2 x 10 min halves of tag rugby, with a 5 minutes half time. There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> A try is awarded 5 points. Conversions, Drop Goals and Penalty Goals are not permitted.
Foul Play	<ul style="list-style-type: none"> No tackling allowed (PK) No fending allowed (PK). No kicking allowed in general play (tap restart). A red card = sent off and cannot return. A yellow card = 5 mins in the sin-bin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. When a yellow or red card is issued, the player may be replaced.
Knock on and Forward Pass	<ul style="list-style-type: none"> Referees are encouraged to be lenient. The assumption should be that the ball has gone backwards unless it is clearly and obviously forward.
Kick-off and Restarts	<ul style="list-style-type: none"> Kick-offs to begin each half are punt kicks. The receiving team at a kick-off must be at least 5m back from half-way. If the kick-off is unsuccessful in any way (eg. wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). After a try, the non-scoring team takes a tap restart from the centre of the half-way line.
The Tag	<ul style="list-style-type: none"> A tag MUST be: <ul style="list-style-type: none"> A two-handed touch, and on the shorts only. Tags are not permitted on the jersey above the waist from either in front or behind. A tag is not permitted on the legs. The Referee MUST apply this strictly, as this will allow attacking players to continue running when incorrectly tagged and reinforce good habits. Players jerseys should be tucked in. Referee will call "TAG – GO TO GROUND" if performed correctly, or "PLAY ON" if not. Once the referee has called "TAG", the coach may then call "COME BACK TO ONSIDE". Once tagged, players are required to stop as quickly as possible and go to ground and place the ball back (long place). The "tagger" is to set the offside line by standing in the position of where the tag took place. This should be at the feet of the tagged player. The players of the team not in possession of the ball need to retreat to be in line with the tagger. To defend effectively, players may need to be encouraged by their coaches to retreat backwards to remain in front of the attacking team. Defence can only move forward once the teammate has cleanly caught the ball. (This call is made by the defensive coach). No opposing player may block or prevent the tagged player from going to ground once tagged (PK). If a player cannot place for any reason, a tap restart is awarded and the team in possession. Once a team has been "tagged" seven times, the referee should immediately award a turnover to the other team. The tag count restarts at zero. That team restarts play with a tap restart at the place of the seventh tag.

Lineout	<ul style="list-style-type: none"> ◆ Where a lineout would normally be played, the team which would normally be given the throw-in is awarded a tap restart, 5 metres in from the touch line.
Scrum	<ul style="list-style-type: none"> ◆ Where a scrum would normally be played, the team which would normally be given the thrown in is awarded a tap restart at the place where the scrum would be formed.
Tap Restarts	<ul style="list-style-type: none"> ◆ All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart. ◆ The opposing team must run back at least 5 metres from the mark. ◆ At a tap restart the ball must be either kicked out the hands, or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provided until taken correctly.
In-Goal	<ul style="list-style-type: none"> ◆ If a player grounds the ball in the opposition in-goal, but is tagged in the act of scoring, a try is awarded. ◆ If a player is tagged in the opposition in-goal, the referee should encourage the player to ground the ball then award the try. ◆ A player is not permitted to 'dive' when scoring a try (either through a defensive line or when in the clear). A player must be on their feet to score a try, otherwise a tap restart is awarded to the team in possession, 5 metres out from the goal line in line with where the player attempted to score the try. ◆ If the ball becomes dead in-goal, play restarts with a tap restart to the defending team, 5m out from their goal line.

Under 7 Game Modifications 2021

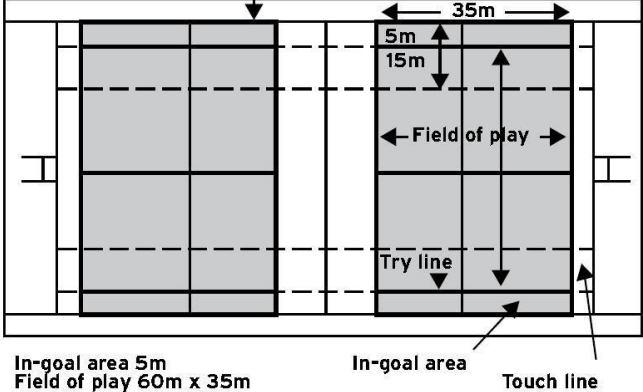
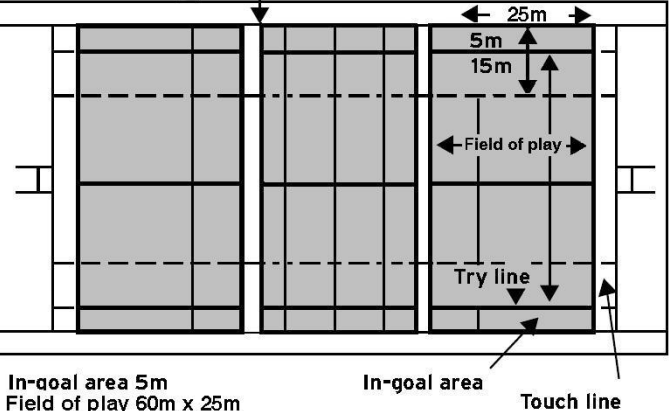
Competitions	<ul style="list-style-type: none"> ♦ No finals series, no competition ladders and no premierships allowed. ♦ Coaches are allowed on the field for the duration of the game.
The Ground	<ul style="list-style-type: none"> ♦ The field size can be either 40m x 25m (ie 1/4 field) or a third of a field a third of a field which is 60m x 25m. <div style="text-align: center;">  <p>Playing Enclosure</p> <p>5m clear area from playing area to roped boundary</p> <p>Try line</p> <p>Touch line</p> <p>Field of play</p> <p>In-goal area</p> <p>In-goal area 5m</p> <p>Field of play 40m x 25m</p> </div> <div style="text-align: center;">  <p>Under 7 Field Setup (1/3 field)</p> <p>Playing enclosure</p> <p>5m clear area from playing area to boundary</p> <p>25m</p> <p>5m</p> <p>15m</p> <p>Field of play</p> <p>Try line</p> <p>In-goal area</p> <p>Touch line</p> <p>In-goal area 5m</p> <p>Field of play 60m x 25m</p> </div>
The Ball	<ul style="list-style-type: none"> ♦ Size 2
Number of Players	<ul style="list-style-type: none"> ♦ 7 players ♦ A minimum of one (1) player per half is to be a designated half back. Identifiable by a different coloured jersey or their jersey turned inside out. ♦ The player may only play the position of halfback for half (½) a game only. The position of halfback should be rotated through the entire team during the season. ♦ Teams MUST match numbers on the field during play. ♦ If either team has fewer players than 7 players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ♦ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts, that they may be required to share players at some point during the game. ♦ Rolling replacements are allowed and these are unlimited in number, but can only be made when the ball is dead. ♦ It is recommended that the maximum size of a team's squad be 10 players.
Time	<ul style="list-style-type: none"> ♦ 2 x 15 min halves, 5 min half time ♦ There is no time off for injury or other stoppages.

Scoring	<ul style="list-style-type: none"> ♦ A try is awarded 5 points. ♦ Conversions, Drop Goals and Penalty Goals are not permitted.
Foul Play	<ul style="list-style-type: none"> ♦ No tackling allowed (PK) ♦ No fending allowed (PK). ♦ No kicking allowed in general play (scrum). ♦ A red card = sent off and cannot return. ♦ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. ♦ When a yellow or red card is issued, the player may be replaced.
Knock on and Forward Pass	<ul style="list-style-type: none"> ♦ Referees are encouraged to be lenient. ♦ The assumption should be that the ball has gone backwards unless it is clearly and obviously forward.
Kick-off and Restarts	<ul style="list-style-type: none"> ♦ Kick-offs to begin each half are punt kicks. ♦ The receiving team at a kick-off must be at least 5m back from half-way. ♦ If the kick-off is unsuccessful in any way (eg. wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. ♦ There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). ♦ After a try, the non-scoring team takes a tap restart from the centre of the half-way line.
The Tag	<ul style="list-style-type: none"> ♦ A tag MUST be: ♦ A two-handed touch, and ♦ on the shorts only. ♦ Tags are not permitted on the jersey above the waist from either in front or behind. A tag is not permitted on the legs. ♦ The Referee MUST apply this strictly, as this will allow attacking players to continue running when incorrectly tagged and reinforce good habits. ♦ Players jerseys should be tucked in. ♦ Referee will call "TAG – GO TO GROUND" if performed correctly, or "PLAY ON" if not. ♦ Once the referee has called "TAG", the coach may then call "COME BACK TO ONSIDE". ♦ Once tagged, players are required to stop as quickly as possible and go to ground and place the ball back (long place). ♦ The "tagger" is to set the offside line by standing in the position of where the tag took place. This should be at the feet of the tagged player. The players of the team not in possession of the ball need to retreat to be in line with the tagger. ♦ To defend effectively, players may need to be encouraged by their coaches to retreat backwards to remain in front of the attacking team. Defence can only move forward once the teammate has cleanly caught the ball. (This call is made by the defensive coach). ♦ No opposing player may block or prevent the tagged player from going to ground once tagged (PK). ♦ If a player cannot place for any reason, a tap restart is awarded and the team in possession. ♦ Once a team has been "tagged" seven times, the referee should immediately award a turnover to the other team. The tag count restarts at zero. ♦ That team restarts play with a tap restart at the place of the seventh tag.
Lineout Setup	<ul style="list-style-type: none"> ♦ No quick throw-ins allowed. ♦ 2 players from each team stand as catchers 1 metre from the opposition players in a single line 3 metres away from the touch line. ♦ The thrower of the team in possession stands opposite their teams' first catcher. ♦ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and

	<p>2 metres from the line of touch.</p> <ul style="list-style-type: none"> There must be a receiver (scrum-half) 2 metres back from the lineout. The receiver must stay in position until they receive the ball from the lineout. All other players not taking part in the lineout must be back at least 5 metres. If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> The team throwing the ball must win it. The ball is passed or knocked to the receiver who must then pass it to a team mate. If the wrong team wins the ball or the receiver doesn't pass, the referee awards another lineout with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Lineout Offside	<ul style="list-style-type: none"> The lineout does not end until the ball is either played by a team mate, or touches the ground, after being passed by the receiver. Opposition backline players must stay onside and lineout players must stay in the lineout until the lineout is over. If players are offside, the referee awards another lineout with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Setup	<ul style="list-style-type: none"> 3 players from each team form the scrum. Both scrum-halves must stand on the same side of the scrum. All other players not taking part in the scrum must be back at least 5 metres. If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> Scrum engagement sequence is CROUCH – BIND – SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. There is no pushing in the scrum and the team throwing in the ball must win it. After gathering the ball, the scrum-half must pass it to a team mate. If the scrum-half doesn't pass, the referee awards another scrum with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Offside	<ul style="list-style-type: none"> The scrum does not end until the ball is either played by a team mate, or touches the ground, after being passed by the receiver. The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. Opposition players must stay onside or stay bound until the scrum is over. If players are offside, the referee awards another scrum with the same team throwing in, so the players get it right (if there is repeated infringement a PK may be awarded).
Tap Restarts	<ul style="list-style-type: none"> All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart. The opposing team must run back at least 5 metres from the mark. At a tap restart the ball must be either kicked out the hands, or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provided until taken correctly.
In-Goal	<ul style="list-style-type: none"> If a player grounds the ball in the opposition in-goal, but is tagged in the act of scoring, a try is awarded. If a player is tagged in the opposition in-goal, the referee should encourage the player to ground the ball and then award the try. A player is not permitted to 'dive' when scoring a try (either through a defensive line or when in the clear). A player must be on their feet to score a try, otherwise a tap restart is awarded to the team in possession, 5 metres out from the goal line in line with where the player attempted to score the try. If the ball becomes dead in in-goal, play restarts with a tap restart to the defending team, 5m out from

their goal line.

Under 8 and Under 9 Game Modifications 2021

Competitions	<ul style="list-style-type: none"> ♦ No finals series allowed ♦ Competition ladders and premierships are actively discouraged ♦ Coaches are not allowed on the field beyond the first half of the season in the U9 age group.
The Ground	<ul style="list-style-type: none"> ♦ Under 8: 60m x 25m (ie 1/3 field – Permanent Law Variation) ♦ Under 9: 60m x 35 m (ie 1/2 field) <p>Under 9 Field Setup (1/2 field)</p>  <p>Under 8 Field Setup (1/3 field)</p> 
The Ball	<ul style="list-style-type: none"> ♦ Size 3
Number of Players	<ul style="list-style-type: none"> ♦ Under 8: 7 players ♦ Under 9: 10 players ♦ A minimum of one (1) player per half is to be a designated half back. Identifiable by a different coloured jersey or their jersey turned inside out. ♦ The player may only play the position of halfback for half (½) a game only. The position of halfback should be rotated through the entire team during the season. ♦ Once the halfback has passed the ball cleanly to the first receiver, that player must pass the ball again to another teammate. (2 pass from breakdown). ♦ Teams MUST match numbers on the field during play. ♦ If either team has fewer players than the standard number of players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ♦ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ♦ Rolling replacements are allowed and these are unlimited in number, but can only be made when the ball is

	<p>dead.</p> <ul style="list-style-type: none"> It is recommended that the maximum size of a team's squad be 10 players for Under 8 and 14 players for Under 9.
Time	<ul style="list-style-type: none"> Under 8: 2 x 15 min halves, 5 min half time. Under 9: 2 x 20 min halves, 5 min half time. There is no time off for injury or other stoppages.
Scoring* Conversions are to be taken where possible.	<ul style="list-style-type: none"> A try is awarded 5 points. Drop Goals and Penalty Goals are not permitted. Conversions, if allowed by the competition organiser, can be either a drop kick or a place kick, and are taken on a line through the centre of the goal posts from 10m away. Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> No fending to the face or head allowed (PK). No jersey swinging tackles allowed. (PK). No kicking allowed in general play (scrum). A red card = sent off and cannot return. A yellow card = 5 mins in the sin-bin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. When a yellow or red card is issued, the player may be replaced. 'Squeeze ball' technique is illegal (PK).
Kick-off and Restarts	<ul style="list-style-type: none"> Kick-offs to begin each half are punt kicks or drop kicks. The receiving team at a kick-off must be at least 5m back from half-way. If a kick-off is unsuccessful in any way (eg. wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). After a try, the non-scoring team takes a tap restart from the centre of the half-way line. Where a drop-out would normally occur under Law, the team entitled to the drop out will restart play with a tap restart at the centre of the 15-metre line.
Tackle/Ruck	<ul style="list-style-type: none"> Referees are reminded to encourage players to only play for the ball when they are on their feet. After the tackled player has passed or released the ball, no player may play the ball while on their knees. Once the designated halfback has passed the ball cleanly to the first receiver, that player must pass the ball again to another teammate. (2 pass from breakdown). Defence cannot move forward until the first receiver has passed the ball. (This call may be made by the defensive coach).
Lineout Setup	<ul style="list-style-type: none"> No quick throw-ins allowed. 2 players (in Under 8s) or 4 players (in Under 9s) from each team stand as catchers 1 metre from the opposition players in a single line 4 metres away from the touch line. The thrower of the team in possession stands on the line of touch. The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. There must be a receiver (scrum-half) 2 metres back from the lineout. The receiver must stay in position until they receive the ball from the lineout. Once the designated halfback has passed the ball cleanly to the first receiver, that player must pass the ball again to another teammate. (2 pass from breakdown). Defence cannot move forward until the first receiver has passed the ball. (This call may be made by the defensive coach). All other players not taking part in the lineout must be back at least 5 metres.

	<ul style="list-style-type: none"> ♦ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ♦ The team throwing the ball must win it. ♦ The ball is passed or knocked to the receiver who must then pass it to a team mate. ♦ If the wrong team wins the ball or the receiver doesn't pass, the referee awards another lineout with the same time throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Lineout Offside	<ul style="list-style-type: none"> ♦ The lineout does not end until the ball is either played by a team mate, or touches the ground, after being passed by the receiver. ♦ Opposition backline players must stay onside and lineout players must stay in the lineout until the lineout is over. ♦ If players are offside, the referee awards a Penalty Kick.
Scrum Setup	<ul style="list-style-type: none"> ♦ 3 players (in Under 8s) or 5 players (in Under 9s) from each team form the scrum. ♦ Both scrum-halves must stand on the same side of the scrum. ♦ All other players not taking part in the scrum must be back at least 5 metres. ♦ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ♦ Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. ♦ There is no pushing in the scrum and the team throwing in the ball must win it. ♦ After gathering the ball, the scrum-half must pass it to a team-mate. ♦ If the scrum-half doesn't pass, the referee awards another scrum with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Offside	<ul style="list-style-type: none"> ♦ The scrum does not end until the ball is either played by a team mate, or touches the ground, after being passed by the receiver. ♦ The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ♦ Opposition players must stay onside or stay bound until the scrum is over. ♦ If players are offside, the referee awards a Penalty Kick.
Tap Restarts	<ul style="list-style-type: none"> ♦ All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart. ♦ The opposing team must run back at least 5 metres from the mark. ♦ At a tap restart the ball must be either kicked out the hands, or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provided until taken correctly.