

## Mini/Midi Under 7 - Under 12 Season 2009/2010

	Under 7 & 8 (TAG)	Under 9	Under 10	Under 11	Under 12
		<b>ALL: NO HAND OFF OR FEND-OFF Under 9s and above - NO SQUEEZE BALL</b>			
Players	min 5 .. Max 7 MUST STAY ON FEET	9 3 fwds/6 backs	9 3 fwds/6 backs	12 5 fwds/7 backs	13 6 fwds/7 backs
Start/restart	free pass	free pass	free pass	start - drop kick restart - drop kick	start - drop kick restart - drop kick
Opposition (from start/restart/ penalty/free kick)	7m away note: free pass not permitted within 7 m of goal line	7m away note: free pass not permitted within 7 m of goal line	7m away note: free pass not permitted within 7 m of goal line	7m away note: penalty/free kick not permitted within 7m of goal line	7m away note: penalty/free kick not permitted within 7m of goal line
Passer (from start/restart/ penalty/free kick)	can't run can't dummy receiver max 2m behind/from passer	can't run can't dummy receiver max 2m behind passer, any dist. laterally	can't run can't dummy receiver max 2m behind passer, any dist. laterally	n/a	n/a
Scrum	none	uncontested	contested can't push more than 1.5m can't wheel more than 45° intent - free pass/ unint - reset	contested can't push more than 1.5m can't wheel more than 45° intent - penalty/ unint - reset binding: locks arm around prop hips	contested can't push more than 1.5m c an't wheel more than 45° intent - penalty/ unint - reset binding: locks arm around prop hips Number 8 CANNOT pick up
		<i>CROUCH / TOUCH / PAUSE / ENGAGE</i>			
Offside at scrum	n/a	s/half directly behind scrum side NOT throwing in - 5 metres side throwing in - backfoot	s/half directly behind scrum side NOT throwing in - 5 metres side throwing in - backfoot	s/half at tunnel backs 5m behind back foot of scrum	s/half at tunnel backs 5m behind back foot of scrum
Tackle (Tag U 7 & 8)	tagger) remove tag & call "TAG" must give ball carrier 1m space after pass - hand back tag ball carrier) must pass within 3 seconds / 3 strides - however only 1 stride to score after pass - retrieve tag U8: max 6 tags before "turnover"	yes any tackle level with or above armpit (even if it goes above that line after contact) to be considered high	yes any tackle level with or above armpit (even if it goes above that line after contact) to be considered high	yes any tackle level with or above armpit (even if it goes above that line after contact) to be considered high	yes any tackle level with or above armpit (even if it goes above that line after contact) to be considered high
		3rd player plus others must come from own side, "through the gate" and be on their feet			
Touch	freepass on touchline  opposition 7m away	uncontested lineout May compete when catcher has passed the ball or drives thru' line 2 in line length 2 - 7 m no quick throw-in no long throw in no lifting/supporting scrum half can NOT join the line	contested lineout  2 in line length 2 - 7 m no quick throw-in no long throw in no lifting/supporting scrum half can NOT join the line	contested lineout  4 in line length 2 - 10 m NO quick throw-in no long throw in no lifting/supporting scrum half can NOT join the line	contested lineout  5 in line length 2 - 10 m NO quick throw-in no long throw in no lifting/supporting scrum half can NOT join the line
Gain in ground	n/a	n/a	n/a	NO gain in ground from a kick directly into touch if the ball is taken back into team's own 22 (15m line) unless a second phase of play has taken place	
Kicking	none	none	none	normal but only from hand quick penalty/FK ok	normal but only from hand quick penalty/FK ok
Time (max)					
Fixture	10 min each way	15 min each way	15 min each way	20 min each way	20 min each way
Triangular	7.5 min each way	10 min each way	10 min each way	15 min each way	15 min each way
Ball Size	3	3	4	4	4