

## MINI RUGBY

### The Field

The game is played from side-line to side-line across an ordinary rugby field. The side-lines serve as the scoring line. The uprights are not utilized at all. The 15 metre dotted line is used as the 22-metre line. An imaginary line straight across the uprights serves as centre-line. The 25-metre line and centre-line serve as side-lines, the 10 metre dotted line or scoring-line serve as the in-goal area.

### Age Groups:

Under 6: Nursery school players who are not younger than five years old.

Under 7: A player is under 7 if he/she is seven years old or turns seven within the year.

Under 8: A player is under 8 if he/she is eight years old or turns eight within the year.

### Number of Players and Positions

Under 6: 5 players in a team.

Under 7: 7 players in a team.

Under 8: 10 players in a team (5 in front and 5 backs).

The five front players are a loosehead prop, a tighthead prop, a hooker and two locks. The backs consist of a scrum half, fly half, centre, wing and full-back. Reserves have to be included in the game.

### Duration of Game

Under 6: Seven minutes a side.

Under 7 and Under 8: 20 minutes (10 minutes a side with a one-minute break in between).

### Scoring

A try equals five points. There is no kicking at goal.

### Starting the Game

The game starts with a kick-off from the 'centre-line'. Once the ball is dead, the kick-off is taken from the 25-metre line. The only time the ball is kicked is during a kick-off (the exception to the rule is a tap kick for Under 6 and Under 7, and a scrum for the Under 8 opponents). The kick-off involves either a punt or a drop kick. It must be directed at the opposite side. The ball may be kicked over the heads of the opposition. All the members of the opposing team have to be 10 metres away from the centre-line.

### Penalties

A penalty is awarded in the following cases:

- Off-side.
- Foul play. The player is warned and penalised. If the player persists, he/she is sent to the cooler (behind the dead-ball line) for 5 minutes.
- High tackle (whip lash). The player is warned and penalised.
- Keeping the ball on the ground. The player is warned and penalised.

The 5 metre rule at scrums and line-outs is not adhered to. The player is warned regularly.



Driving takes place from a line-out. The player is warned and penalised. Once a penalty has been awarded the opponents must move back 5 metres. The attacking side may not take the tap kick until the defenders have fallen back 5 metres. No quick tap kick may be taken. The referee takes the ball and hands it to the attacking side. The player executing the tap kick is not allowed to run up. Only after he/she has passed the ball is he/she allowed to join the game again. If a penalty is awarded for an offence that took place on the scoring-line, the penalty must be awarded 5 metres from the scoring-line.

### Scrum

The scrum is only for Under 8 teams. Under 6s and Under 7s use the tap kick.

A mini-scrum consists of the following five players: loosehead prop, hooker, tighthead prop and two locks. A scrum is awarded if the ball is passed too far forward and when the ball is kicked. In the case of a knock the advantage rule should be introduced. If the ball fails to come out of a maul, the team in possession throws in the ball. The maul should not be allowed to carry on for too long. During the scrum the team that throws in must hook the ball. The players must bind properly. No heaving must take place. The scrum must not break up before the ball has been passed to the backline (warn and call for another scrum). The opposing scrum half must remain behind the back feet of his/her scrum (warn and call for another scrum). The scrum half may not break away and has to get the ball to his/her backline. Both backlines must remain 5 metres from the scrum until the ball is passed to the attacking backline. The opponents may run up to defend as soon as the ball reaches the fly half. The following rules are applicable with regard to the binding in a scrum:

All players in the front row must bind properly and stay bound while the scrum is being formed. They must remain bound while the ball is being thrown in, and while the ball is still in the scrum. The hooker binds with his/her arms either under or over the arms of his props. Either way, he/she has to bind properly around their torsos or under their armpits. The hooker may not be supported by his/her props to the extent that he/she does not have weight on his/her legs. The loosehead has to bind with his/her left arm to the inside of the opposing tighthead's right arm, or place his/her left hand or arm on his/her left thigh. The tighthead has to bind with his/her right arm around the upper arm of the opposing loosehead. He/she may also bind to the opponent's jersey, but only if trying to stabilise the scrum and/or him/herself. He/she may not pull the opponent down.

### Line-out

- Under 6 and Under 7: When a team causes the ball to go out of play, the opposing team takes a tap kick 3 metres from the side-line. The 5 metre rule applies and the player taking the kick must pass the ball.
- Under 8: When a team causes the ball to go out of play, a line-out is called with the opponents throwing the ball in. The hooker throws the ball in at a line-out. Each team has two jumpers and two supporters in the line-out. The jumpers must catch the ball with both hands. The front players must be 2 metres away from the side-line. There must be a distance of 1 metre between the two lines. The defending hooker must stand inside of the 2 metre lines until the ball has been thrown in. The team that has the throw-in, must get hold of the ball, secure it and pass it to the fly half. The player who wins the ball in the line-out, may not drive forward. The line-out breaks as soon as the ball reaches the fly half. The two backlines must apply the 5 metre rule and the opposing team may not run up to defend until the ball has been passed to the fly half. The scrum half may not break. He/she must pass the ball to the backline. The opponents (including the hooker) must bind and may not hang loose or heave or drive the opponents.