

2009 ORU U12 CONTACT RULES ADAPTED Jan 10th

OBJECT: The object of the game is to score tries by keeping the ball in the hands and staying on your feet.

GENERAL PLAY: The game is played with seven players (with three forwards and four backs). Each game consists of two ten minute halves with a two minute half time with unlimited substitutions (during stoppages in play) The only kicking allowed at this age group is to start each half and to restart play after a score which must be a drop kick after two missed attempts the referee may award a scrum at center field to the receiving team. Typically the length of the playing area is from the 5 metre line to the 10 metre line in each half of a full length pitch.

STARTS: The match is started, and restarted after a score and in the 2nd half, by a kick off from centre field. This must be a drop kick. After a score, the side that scored kicks off. The ball must travel seven metres to be in play. If the ball crosses the goal line from a kick off it should be touched down by the defending team and a scrum will be awarded to them on the half-way line.

POSSESSION: Players may advance the ball by running with it or passing laterally (towards their own line) to a supporting player. A forward pass or knock-on will result in a scrum to the opposition. If a player goes to ground without being tackled he must get up immediately or pass the ball to a supporting player. **RUCKING AND MAULING ARE NOT PERMITTED.**

SCORING:

SCORING VALUES: Try and/or Penalty Try are worth five (5) points. There are no penalty goals, drop goals or conversion goals at this level.

OFFSIDE: In general play offside is penalized as per IRB Laws of the Game.

The penalty for taking part in play while offside will be a free pass or tap penalty (optional) to the opposition. The offside line at a scrum and at a restart after a tackle will be 3m back from the ball for both teams. The offside line at lineouts is 7 metres back from the ball. The offside line at a penalty (free pass) and at a kick off is 7 metres back from the ball for the defending team and level with the ball for the attacking team. If the defending team is within 7 metres of its tryline at a lineout or penalty, its offside line is the tryline.

TACKLING: Any player who has the ball and is on his feet may be tackled by one (or two maximum) players . There are two types of tackles:

I A player is tackled if he has been brought to the ground by an opposing player who makes and maintains contact with him. The referee will call "**TACKLE**". The tackler must release the ball carrier and move back 3 metres or to the tryline, whichever is less. All players on both teams except the tackled player and his scrum half must be back 3 metres or on the tryline. **The ball carrier must place the ball back on the ground. To his scrum half or "arriving player" who MUST pass the ball.** The ball will be "live" when it leaves the scrum half/arriving player's hands.

II "Standing tackle": If a player is held on his feet by two defenders this is a standing tackle. Standing tackle occurs when two defenders wrap the ball carrier. Then the ref will CALL tackle (No whistle, we want continuity), scrum half or 1st receiver will take ball out of ball carriers hands and must pass ball. (Ball carrier may offload until ref calls tackle)The ball will be "live" when it leaves the scrum half/arriving player's hands.

NOTE: Each team will be allowed a total of 6 tackles per possession. If the attacking team has not scored in this time, possession will be handed over in the form of a scrum to the opposition.

NOTE: Continuity of play at a tackle is encouraged but the referee at his discretion may require the tackled player not to pass the ball to his scrum half until all players of both teams have had ample time to get onside. Once players gain experience this should no longer be necessary.

SCRUMS: Scrums are awarded for knock ons, forward passes, in-goal defensive touchdowns and possession changeovers. In the case of an in-goal touchdown, if the ball was carried over the line by the attacking side and lost, a scrum will be awarded to the other side at approx the quarter field mark. If the ball was carried back by a team into its own in-goal and touched down, a scrum is awarded to the attacking side on the 5 metre line. Scrums must take place no less than 5 metres from the tryline of the defending team. Scrums are uncontested with no pushing by either side and no striking by the defending team. Three players will make up the scrum with the scrum half putting the ball into the middle of the tunnel. All other players must retreat 3m except the opposing scrum half who should stay behind his own hooker. The forwards must keep their hips below their shoulders and follow the referee-instructed sequence: Binding together a half metre apart

"Crouch, Touch, Pause, Engage". Safety is paramount and scrums may be re-formed at the referee's discretion. The hooker will heel the ball back. **The scrum half must pass the ball.** The ball will be "live" when it leaves the scrum half player's hands.

LINEOUTS: When a ball or player with the ball goes out of bounds there will be a lineout to restart the game. The lineout is made up from the three forwards from each team and the two scrum halves. These players will stand two to seven metres from the touchline and a player of the attacking side will throw the ball down the middle of the line. All other players will retreat 7m from the lineout, or to the tryline. Lineouts are uncontested by the defending side. No lifting or pushing will be permitted. A player must catch the ball and pass to the scrum half or catch the ball and run. The ball will be 'live' when the player runs or when the scrum half has the ball in his hands. Lineouts may not be less than 5 metres from the tryline.

PENALTIES: A penalty will reset the tackle count. A free pass/ optional tap penalty will be awarded for the following infringements:

- Offside.(Accidental offside is penalized by a scrum to the opposition.)
- High or late tackle. Note any tackle above armpit level is a high tackle.
- Dangerous play (including shirt pulling and scragging).
- Hand off/fend off by the ball carrier.
- More than the allowed number of players in a standing tackle
- Obstruction. Holding, blocking and running behind a 'screen' is not permitted.
- Verbal abuse of referees, opponents or teammates.

PARENTS, COACHES AND SPECTATORS CODE OF CONDUCT

- Recognise the importance of fun and enjoyment for players.
- Understand that most learning is done through doing.
- Appreciate the needs of players before the needs of the sport.
- Keep winning and losing in perspective - encourage players to behave with dignity in all circumstances. This sport is for their enjoyment not yours.
- Respect all referees and the decisions they make, even if they appear to make a mistake, and ensure that the players recognise that they must do the same.
- Provide positive verbal feedback in a constructive and encouraging manner.
- Understand that verbal and non verbal abuse of players, coaches or officials is unacceptable and will not be tolerated.
- Ensure all players are coached in a safe environment with adequate first aid readily at hand.
- Not use profane language around players or harass referees, coaches or players.