

# RUGBY SEVENS CROSS-FIELD TACKLE U9-U11

*\*For the purpose of BJRU Summer 7s,*

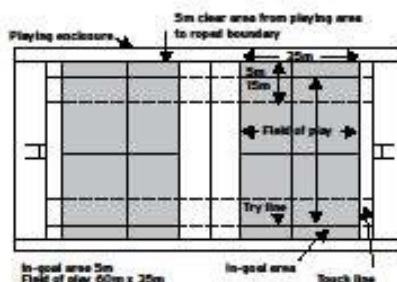
*"U10 - U12" refers to U9 - U11,*

*"U13 and older" refers to U12 and older*

## BASICS

### PLAYING AREA

- 60m x 35m maximum, i.e. usually ½ field



### TIME

- Play consists of two 7 minute halves, with a 1 minute half-time. Final matches only may be two 10 minute halves, with a 2 minute half time.

### BALL SIZE

- U10-U12: Size 4
- U13 and older: Size 5

### NUMBER OF PLAYERS

- A team has seven (7) players on field. A team can have a squad of up to 12 players.
- Teams must match numbers on the field during play.

### SUBSTITUTIONS

- Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead (i.e. the game has stopped.)

### SCORING

- A try is scored when a player places the ball on or over the opponents' goal-line, and it is awarded 5 points.
- Drop Goals and Penalty Goals are not permitted.

## PLAYING THE GAME

### KICK OFF

- Kick-offs to begin each half and restart kicks after a score are drop kicks.
- After a try, the scoring team kicks off.
- The receiving team at a kick-off must be at least 10m back from half-way.
- If a kick-off is unsuccessful in any way (eg. wrong kick, doesn't go 10m, goes dead etc), a Free Kick is awarded at the centre of the half-way line to the receiving team.

### KICKING

- Kicking is allowed in general play.

### PENALTY KICKS AND FREE KICKS

- After an infringement, the referee awards either a scrum, a Free Kick (FK) or a Penalty Kick (PK).
- The infringing team must run back at least 10 metres from the mark.
- The non-infringing team can either kick to touch and have a lineout with their throw, or take a tap restart.

- At a tap restart, the ball must be either kicked out of 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

- If the ball is put into in-goal by the attacking team and it subsequently becomes dead, play will restart with a drop out (drop kick) at the centre of the 15-metre line by the defending team.
- If the ball is put into in-goal by the defending team and it subsequently becomes dead, play will restart with a 5 metre scrum to the attacking team.

### FOUL PLAY

- No fending to the face or head allowed (PK).
- No jersey slinging tackles allowed (PK).
- A red card = sent off and cannot return. A yellow card = 2 mins in the sin-bin.
- U10-U12: When a yellow or red card is issued, the player may be replaced.
- U13 and older: When a yellow or red card is issued, the player may not be replaced.

### KNOCK-ON AND FORWARD PASS

- For the sake of game continuity, referees are encouraged to be lenient on the application of this Law. When the ball is dropped or thrown, the assumption should be that the ball has gone backwards unless it is clearly and obviously forwards.

### ADVANTAGE

- For the sake of game continuity, referees are encouraged to allow play to continue after an infringement that is followed by an advantage to the non-offending team. This is called 'advantage' and is at the sole discretion of the referee.
- Players are encouraged to continue playing until the referee blows his whistle.

## THE TACKLE

### THE TACKLE

- A tackle occurs when the ball carrier is held by one or more opponents and is brought to ground. "Brought to ground" means a minimum of one knee on the ground.

### THE TACKLER

- A tackler is a player who makes a tackle and in the action of making that tackle goes to ground. "Going to ground" means a minimum of one knee on the ground.
- The tackler must first clearly release the tackled player and then either roll away or get to their feet before attempting to play the ball. The tackler must not hold onto the tackled player as they get to their feet.
- A tackler who regains their feet may play the ball from any direction at the tackle.

### PLAYERS WHO REMAIN STANDING IN A TACKLE

#### (ASSIST TACKLER)

- Players who make a tackle or assist in making a tackle but remain on their feet and do not go to ground are not "tacklers".

# RUGBY SEVENS CROSS-FIELD TACKLE U12-U17

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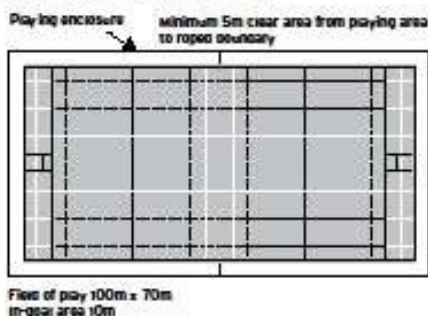
*"U10 - U12" refers to U9 - U11,*

*"U13 and older" refers to U12 and older*

## BASICS

### PLAYING AREA

- 100m x 70m maximum, i.e. full field



### TIME

- Play consists of two 7 minute halves, with a 1 minute half-time. Final matches only may be two 10 minute halves, with a 2 minute half time.

### BALL SIZE

- Size 5

### NUMBER OF PLAYERS

- A team has seven (7) players on field. A team can have a squad of up to 12 players.

### SUBSTITUTIONS

- Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead (i.e. the game has stopped.)

## PLAYING THE GAME

### LAWS OF THE GAME

- Full field Sevens Rugby U13-U19 is played using the standard Laws of the Game with the variations included in the IRB Seven-a-side Variations, the IRB U19 Law Variations, and the ARU U19 Law Variations. The major variations are summarised below.

### SCORING

- A competition organiser may allow or may not allow conversions.
- Conversions must be a drop kick.
- Conversions must be taken within forty (40) seconds of a try having been scored.
- Penalty goals must be a drop kick.
- Penalty goals must be taken within thirty (30) seconds of a penalty having been awarded.

### KICK OFF

- After a score by one team, the scoring team kicks off.
- If a kick-off is unsuccessful in any way (eg. wrong kick, players in front of kicker, doesn't go 10m, goes dead etc), a Free Kick is awarded at the centre of the half-way line to the receiving team.

### FOUL PLAY

- A red card = sent off and cannot return. A yellow card = 2 mins in the sin-bin.
- When a yellow or red card is issued, the player may not be replaced.

## SCRUM

### SCRUM SETUP

- 3 players from each team form the scrum.
- A front row player must not intentionally kick the ball out of the tunnel or out of the scrum in the direction of the opponent's goal line.

### SCRUM PLAY

- Scrum engagement sequence is CROUCH – TOUCH – SET. The new sequence must be a controlled process with a clear non-verbal pause between 'touch' and 'set' to allow front-rowers to sight their target.
- A team must not push the scrum more than 1.5 metre (FK).
- A team must not intentionally wheel a scrum (PK).