

U8/U10 Variations Laws of the Game

Foreword

The object of the Game is that two teams of seven players each, observing fair play according to the Laws and sporting spirit, should, by carrying, passing, and grounding the ball, score as many points as possible.

The U8/U10 Variations on the Laws of the Game and the Laws of the Game are complete and contain all that is necessary to enable the Game to be played correctly and fairly.

The Flag variation of Rugby Union is a sport that inherently will involve physical contact. Any sport involving physical contact has inherent dangers. It is very important that players play the Game in accordance with the Laws of the Game and be mindful of the safety of themselves and others.

It is the responsibility of players to ensure that they are physically and technically prepared in a manner that enables them to play the Game, comply with the Laws of the Game and participate in accordance with safe practices.

It is the responsibility of those who coach or teach the Game to ensure that players are prepared in a manner that ensures compliance with the Laws of the Game and in accordance with safe practices.

It is the duty of the referee to fairly apply all Laws of the Game in every match.

It is the duty of the Unions to ensure that the Game at every level is conducted in accordance with disciplined and sporting behaviour. The referee cannot uphold this principle solely; its observance also rests on Unions, affiliated bodies and clubs.

The U8/U10 game is to be played in accordance with the iRB Laws of the Game, and observing the variations & clarifications below.

Before the Match

Law 1: - The Ground

1.2 The playing enclosure shall span the width of a senior field to serve as the length of the U8/U10 playing surface. The 5m line of a senior pitch shall serve as the goal line, and the touchline of a senior pitch shall serve as the dead-ball line. The 10m lines and the 5m lines shall mark the field width respectively.

Alternatively, if field space is limited, fields can be narrowed to 30m wide, from the above 35m, using the same lengths as the standard pitch, with not less than 5m between each pitch. This allows for three fields to be played on one senior pitch. This should only be used when the above regulation size is impractical, based on the number of games to be played and the number of fields available.

Law 2: - The Ball

2.7 Balls of different sizes may be used for matches between younger players. The conventional size for U8/U10 shall be a standard size-3 ball.

Law 3: - Number of Players - The Team

3.1 Each team must have no more than seven players on the playing area during play.

3.2 At any time before or during a match a team may make an objection to the referee about the number of players in their opponents' team. As soon as the referee knows that a team has too many players, the referee must order the captain of that team to reduce the number appropriately. The score at the time of the objection remains unaltered. **Amend:** The game resets how it would otherwise reset.

3.4 Substitutions shall be unlimited and only made at times that the ball has become dead.

3.9 If the referee decides – with or without the advice of a medically qualified person – that a player is so injured that the player should stop playing, the referee may order that player to leave the playing area. The referee may also order a player to leave the field to be medically examined.

Law 4: - Players' Clothing

Players shall wear clothing that complies with iRB Law 4 and Regulation 12.

Players shall wear a flag-belt and two flags.

A Flag must be 38cm x 3.5cm.

Two flags attached with Velcro to a belt worn around the waist – one flag on each hip.

The flag must be attached with a fold “a dog’s ear”.

Flag belt must be secure and excess belt tucked away.

Flags must be available and unobstructed – shirts tucked into shorts.

Law 5: - Time

5.1 A match lasts no longer than 20 minutes plus lost time, extra time (tournament specified), and any special conditions. A match is divided into two 10-minute halves.

5.2 After half time the teams change ends. There is an interval of not more than 3 minutes. The match organizer, the Union, or the recognized body that has jurisdiction over the game decides the length of the interval. During the interval, the players may leave the playing enclosure.

Law 6: - Match Officials

6.A A coach, or a coach from either side, will act as officials for the match.

6.A.4 (a) The referee(s) is/are the sole judge of fact and of Law during a match. The referee(s) must apply fairly all of the Laws of the Game in every match.

Method of Playing

Law 7: - Playing a Match

A match is started by an uncontested kick-off, either a punt kick or a drop kick(preferred).

After the kick-off, any player who is onside may take the ball and run with it.

Any player may throw it.

Any player may give the ball to another player, provided they do so in accordance with the law prohibiting handing the ball to another player, this must be a visible pass.

Any player may flag an opponent.

Any player may ground the ball
must remain on their feet.

in in-goal. In doing so, that player

Any players without both flags attached to their belt cannot impact on the play – if a player without both flags impacts on the play (either by flagging the ball carrier or by receiving a pass), then a penalty is awarded resulting in free pass to non-offending side.

There must be a minimum of three passes between each reset and each score.

Law 9: - Scoring Points

The ball carrier is allowed one-step to score a try after being flagged.

A try scored on 5th flag will be disallowed and a free pass will be awarded to the defending side, 7 metres out from the goal line

9.A.1 Try - 1 point.

When an attacking player is first to ground the ball in the opponents' in-goal, a try is scored.

Penalty Try – 1 point

A penalty try is awarded when a try probably would have been scored, but for foul play from an opponent.

Amend: No kicks at goal shall be taken.

Law 10: - Foul Play

10.6 If a referee, who in a higher match grade, would temporarily suspend or send off a player for foul play, that referee shall communicate to the coach of that player the nature of the offence. The coach shall then substitute the player at the request of the referee. The replacement shall last a minimum of 5 minutes. This is a replacement and not a suspension, thus there will still be seven players on the field from both teams at all times.

Prohibited acts:

Players must not make deliberate contact with an opponent (but must make every effort to avoid the opponent).

No fending off - ball carrier must not use hand or ball to shield his/her flags.

A player must not spin to shield their flags

No hand off - ball carrier must not use hand or ball against opposing player's face or body.

No kicking the ball (kicking is allowed only at start of game and after try is scored)

No tackling.

No going to ground.

No ripping the ball.

No handing off the ball.

In the Field of Play

Law 13: - Kick-off and Restart Kicks

The kick-off occurs at the start of each half and after each score.

The team that scored or lost the toss at the start of the game is to kick to the opposing side and is to be uncontested

13.1(a) A team kicks off with a punt kick or drop kick, which must be taken at or behind the centre of half way.

Amend: Law 15: - Flagging an Opponent

15.1 Any defender may halt the ball carriers progress by removing the flag from that player's flag belt. The flagger must stand still, shout "FLAG!" and hand the flag back to the ball carrier, after the ball carrier has passed the ball. The referee shouts "FLAG!...PASS!" The ball carrier must stop running and pass the ball within 3 seconds and/or 3 steps. If a player does not pass the ball within 3 seconds or 3 steps then they are liable for a penalty and a change of possession. The ball carrier, having passed the ball, retrieves his/her flag from the flagger and reattaches flag.

15.2 The flagger must return onside (to their own side of the ball). Flaggers who do not do so are offside, and should only be penalized if they choose to impact play from their offside position.

Law 16: - Ruck

Rucks shall not be a part of the game.

Law 17: - Maul

Mauls shall not be a part of the game.

Law 18: - Mark

Marks cannot be taken as kicking in open play is not permitted.

Restarts

Law 19: - Touch and Lineout

Ball-in-Touch Laws shall be applied in accordance with iRB Law.

Lineouts shall be replaced by a free pass.

Law 20: - Scrum

Scrum shall be replaced by a free pass.

Amend: Law 21: - Free Pass

A free pass occurs to restart the game at any time other than when a kickoff would restart the game.

A free pass is taken by the non-offending team.

The defending team must retreat 7 metres at a free pass.

The contents of the above document are taken from both the iRB Laws of the Game and Rugby Ontario's Current Flag Rugby Laws of the Game.