

The Mini & Youth Rugby Blueprint

Developing the rugby landscape for 7 - 18 year olds

WHAT ARE WE AIMING TO ACHIEVE?



The prospect of creating a long-term Blueprint for rugby union at 18 and under is exciting. We already have many of the ingredients, we just need to piece them together most appropriately



The game format, playing opportunity and support should be clear, accessible and based on the needs and wants of children and young people, rather than on tradition or what we adults think



This will ensure that more young people start and stay in a lifelong friendship with rugby union, strengthening our clubs and growing the game in the communities around them



WHAT DO THE PLAYERS WANT?

- Children have told us that their main reasons for playing rugby are to enjoy themselves, spend time with their friends and improve as players. Older players echo these reasons for participation and also tell us that the social side of the game (being with their mates) is the major factor in their participation.
- They also told us that they left that game because there was too much focus on competition and competitive outcome, or that they didn't get enough opportunity to compete. Importantly, large numbers also expressed a desire to return to the game if the quality of experience improved.
- With this in mind we need to ensure that we provide an experience that meets the wants and needs of young players.



THE CORE PRINCIPLES

We believe that we need to create a rugby experience that is *player centred*, is driven by the needs of *player development* and *participation* and that is supported by *appropriate competitive opportunities*, not driven by competition.

With this in mind we have embarked on a national roadshow to gain your feedback and allow you to input into the future of mini and youth rugby.

Please take the time to read the next pages and feedback using the survey link included in the email that came with this information.



GIVING YOUR FEEDBACK

The next pages highlight 4 options each for what the 7 - 12 and 13 - 18 playing landscape could look like.

These are not definitive positions, but rather give a starting position for you to consider. Please look at each of the 4 suggestions and make a decision as to which you believe would be the most appropriate option for that age group.

You can feedback by answering the questions on the online survey inluded in the email with this information – as you'll see you can either choose an option e.g. Option 3, or choose a combination of options e.g. option 2 & 3.

There is also an opportunity to make comments about the whole process on the online survey and at this email address: myrugbyblueprint@rfu.com.

More information can also be found at www.RFU.com/rugbyblueprint





7 – 12 Year Olds

Option 1: Adult-Centred

Under 7 – U12

Age	Competition	Training:Games	' '	Tournaments
			training	
U 7	Inter club/school			
110	friendly			
U8	 Inter club/school 			
U9	triangular	Not specified		
	Club/School	(No more than 35 games)	Not specified	
	Tournaments	gailles	(Guidelines Only – 2 to 1)	Not specified
	Tag to Twickenham		Not specified	(Permission
U10	Regional & National		(Guidelines Only 1:1)	grated by CBs)
	Tournament			
U11	Landrover Cup			
U12	CB Tournaments to			
	determine CB			
	Champions			



OPTION 2: Adult/Child - Centred



Age	Competition	Training:Games	Frequency & Duration of training	Festivals
U 7	• Inter club/school			
U8	friendlyInter club/school			
U9	triangular			
U10]	4:1	1 hour once a week	None
U11				
U12	-			



OPTION 3 – Child-centred



Age	Competition	Training:Games	Frequency & Duration of	Festivals
			training	
U 7	Inter club/school			2 festivals (one
110	friendly	3:1		either side of
U8	 Inter club/school 			xmas)
U9	triangular		1 hour once a week	3 festivals (one
U10	 Festivals – no knock- 			pre and two
	out/cup			post xmas)
U11		5:2	1 hour once a week*	4 festivals (two
1142			*It may be possible to	pre-xmas and
U12			introduce mid-week	two post
			sessions but these should	xmas)
			be skill/movement based	
			and not compulsory	



OPTION 4 – Development-Centred

Under 7 – U12

Age	Competition	Training:Games	Frequency & Duration of training	Festivals
U 7			1 hour once a week	
U8			Stability/Object	
U9			Control/Locomotion	
U10	NONE	All training	1 hour once a week "Sunday School of Sport	NONE
U11			1 hour twice a week Mullti-sports/activities	
U12			iviuiti-spoi ts/activities	



WHAT COULD IT LOOK LIKE?:

FESTIVALS

Unlimited on squad size – or teams entered Mixed ability
Enter more than one team
Same number of matches per team
No knock-out or Cup

4/5/6 teams	8/10/ teams	12 teams	16 teams
Everyone plays each other	Two groups everyone plays each other	3 Pools of 4 to then make up 4 pools of 3 NOT a tournament, but a means of establishing more appropriate competition	4 pools of 4. Establish stage of development for teams for further 4 x 4 pools

More teams than indicated above, or odd numbers can be accommodated by having a combination of the above. As there is no knock-out element to this having different sized pools does not have an impact



13 - 18 Year Olds

Option 1: COACH CENTRED – No Change

-	7	
		-
		-

Age	U13	U14	U15	U16	U17	U18		
Numbers		15-a-side						
Frequency of competition Competition hours to training hours	2:3	2:3	1:1	1:1	1:1	1:1		
Match time	25 mins eac	ch way	30 mins o	each way	35 mins	each way		
Pitch Size			,	Full				
Competition Type	CUP LEAGUE	CUP LEAGUE	CUP LEAGUE	CUP LEAGUE	CUP LEAGUE	CUP LEAGUE		
Max competition per week (mins)	150) mins	18	30	21	10		

Option 2: COACH/PLAYER CENTRED – Improve the provision

Age	U13	U14	U15	U16	U17	U18	
Numbers	13-a-side		15-a-side				
Frequency of competition Competition hours to training hours	2:5	2:3					
Match time	25 mins eac	h way 30 mins each way 35 mins each way			each way		
Pitch Size	3/4			Full			
Competition Type	Small local tournament	Local cup	Local, regional, national cup	Local, regional, national cup	onal, Leagues		
Max competition per week (mins)		100	120 120				

Option 3: PLAYER CENTRED – Enhance the provision

Age	U13	U14	U15	U16	U17	U18
Numbers	10-	a-side	12-a-side		15-a-side	
Frequency of competition Competition hours to training hours	2:5	3:5	2:3			
Match time	25 mins eac	h way	30 mins	each way	35 mins ε	each way
Pitch Size	í	1/2	3/4 FULL			
Competition Type	Friendly/D		evelopmental		Local Cup	National Cup
Max competition per week (mins)	1	L00	120		120	

Option 4: PLAYER CENTRED – Transform the provision

Age	Stages of Physical, Social, Emotional, Cognitive, Motor-Sensory Development						
OR	U13	U14	U15	U16	U17	U18	
Numbers	10-8	a-side	12-a-side	15-a-side			
Frequency of competition Competition hours to training hours		2:5		2:4			
Match time	25 mins each way 35 mins each w				each way		
Pitch Size	1	./2	3/4	FULL			
Competition Type	Friendlies						
Max competition in a week (mins)	1	20	1	.30 140			