

## Primary 5 - 4

*The game at P4 and P5 is played according to the IRB under-19 law variations, with the exception of the following:*

### PLAYING NUMBERS

6 maximum. Games must proceed with even numbers.  
Balance players and ability where possible.  
All squad players must play a minimum of 10 minutes.

**PITCH SIZE** 40m x 30m.    **BALL SIZE** Size 3.

### KICK-OFF AND RESTARTS

- (1) Tap and pass at the start and after half-time.
  - (2) Restarts after scores - tap and pass. The defending team must be 5m from the mark.
  - (3) Neither team may move before the ball leaves the first player's hands - the first receiver must pass the ball immediately.
- The 'first player' in this instance refers to the undertaking the tap and pass. No player from either team may move before the ball is passed.
  - Once the ball has left the first player's hands, players from either side can start to move.
  - The 'first receiver' in this instance refers to the player receiving the ball from the 'first player' (highlighted above).
  - The first receiver can move as soon as the ball is passed from the tap and pass - as can any player in attack or defence. Therefore the first receiver can receive the pass when moving - however he/she must pass the immediately to a team-mate.



- This variation promotes the first receiver to Go Forward, and also pass the ball quickly to a support runner.
- (4) There must be no cavalry charge - a forward charge by a single player or line of attacking players, all a metre or two apart. Game coaches should encourage passing and distribution skills at all times. Sanction: tap and pass to the non-offending team.

**SCORING** Try – 1 point.

### **SCRUMS**

Scrum is not permitted. The tap and pass should be used for all infringements.

### **TOUCH**

No lineouts. Tap and pass from where the ball crossed the touchline.

**KICKING** No kicking.

### **OPEN PLAY**

- (1) The ball must emerge from rucks within 5 seconds.  
Sanction: tap and pass to the team that did not take the ball into the ruck.
- (2) As per the full laws, tackled players must pass, play or release the ball and move away immediately.
- (3) All tackles must be below the waist and defending players are not allowed to target the ball or prevent it from being played. Sanction: tap and pass.
- (4) Defending players can contest the ball once the tackle is complete.

### **BALL CONTROL**

The ball must be held in two hands at all times.

## HAND-OFF

No hand-off is permitted. Sanction: tap and pass.

## GAME COACH

**There will be one game coach on the pitch who will apply the laws of the game (no other adults should be on the pitch).**

## TIME

Maximum playing time is: 2 x 10 minutes.

During festivals shorter games may be played but no player should play a total of more than 50 minutes.

