



# MINIS TO MILLENNIUM

## RUGBY PATHWAY OVERVIEW

OBJECTIVE	Player Rationale	Player Rationale	Player Rationale	Player Rationale	Player Rationale	Player Rationale	Player Rationale	FULL IRB U19 LAWS APPLY
	Invasion by evasion. Score tries by evasive running. Introduce accurate stationary pass	Invasion by evasion. Introduce passing to a moving receiver	Encourage the offload in contact with correct placement of the ball. Introduce tackling around the legs	Introduce the contest for possession after the tackle Introduce decision-making at the breakdown	Introduction for the contest of possession and decision making at the breakdown	Introduction of the full game	Develop awareness of the main tactical aspects of the game	
	U7	U8	U9	U10	U11	U12	U13	U14 U15 U16 U19
<b>TEAM SIZE</b>	5v5	7v7	10v10	10v10	12v12 (7B, 5F)	15v15 (7B, 8F)	15v15 (7B, 8F)	15v15 (7B, 8F)
<b>PLAYING TIME</b>	10 minutes per half	10 mins per half	10 mins per half	15 mins per half	20 mins per half	25 mins per half	25 mins per half	30 mins per half
<b>PLAYING AREA</b>	50 x 40 max	50 x 40 max	Half Pitch	Half Pitch	22-22m, 5-5m	Full Pitch	Full Pitch	Full Pitch
<b>BALL SIZE</b>	3	3	3	3	3	4	4	U14's = 4 U15s+ =5
<b>TACKLE</b>	Tag	Tag	Waist high or lower	Waist high or lower	Waist high or lower	Full	Full	Full
<b>TACKLE CONTEST</b>	n/a	n/a	No contest	1+1 both teams	1+1 both teams	Full	Full	Full
<b>MAUL</b>	n/a	n/a	No - free pass	No - free pass	No - free pass	Yes (not from lineout)	Yes	Yes
<b>HAND OFF</b>	No	No	No	No	No	Yes	Yes	Yes
<b>KICKING</b>	n/a	n/a	KO * <sup>2</sup>	KO* <sup>2</sup> / Con	KO* <sup>2</sup> / Con	KO* <sup>2</sup> / Con / Penalty	KO* <sup>2</sup> / Con / Penalty	Full
<i>Out of Hand</i>	n/a	n/a	n/a	n/a	n/a	Own Half	Own Half	Anywhere
<i>Kick Off</i>	n/a	n/a	Scoring team to KO	Scoring team to KO	Scoring team to KO	Scoring team to KO	Scoring team to KO	Scoring team receives
<i>Conversions</i>	n/a	n/a	n/a	Yes	Yes	Yes	Yes	Yes
<b>PENALTIES</b>	Free Pass	Free Pass	Free Pass	Free Kicks	Free Kicks	Tap Pass/Touch Kick	Tap Pass/Touch Kick	Full
<b>LINEOUT</b>	Free Pass	Free Pass	Free Pass	Free Pass	Uncontested	Uncontested	Uncontested	Full
<i>Numbers</i>	n/a	n/a	n/a	n/a	4v4	7v7 + variations	7v7 + variations	7v7 + variations
<i>Competitive</i>	n/a	n/a	n/a	n/a	No	No	No	Yes
<i>Lifting</i>	n/a	n/a	n/a	n/a	No	No	Uncontested Lift	Contested
<b>SCRUMMAGE</b>	None/Free Pass	None/Free Pass	Passive	Passive	Contested	Contested	Contested	Contested
<i>Formation</i>	n/a	n/a	3:2	3:2	3:2	3:4:1	3:4:1	3:4:1
<i>Push</i>	n/a	n/a	No	No	No	0.5m	0.5m	1.5m
<i>Wheel</i>	n/a	n/a	No	No	No	No	No	45°
<i>Competitive Strike</i>	n/a	n/a	No	No	Yes	Yes	Yes	Yes
<i>Number 8 pick up</i>	n/a	n/a	No, 9 pass from base	No, 9 pass from base	No, 9 pass from base	No, 9 pass from base	No, 9 pick, pass or kick	Yes
<i>Scrum Half Offside</i>	n/a	n/a	Stay at tunnel	Stay at tunnel	Stay at tunnel * <sup>1</sup>	Stay at tunnel * <sup>1</sup>	Follow as IRB laws	Follow as IRB laws
<b>COACHING QUAL</b>	Tag / L1	Tag / L1	L1	L1	L1	L1/L2	L2	L2
<b>REFEREE QUAL</b>	Tag	Tag	L1	L1	L1	L1	L1	L2

\*<sup>1</sup> Scrum exception if opp win strike & opp 9 to pass

\*<sup>2</sup> Kick restarts that travel in excess of the try line & not touched by the receiving team, to be penalised with free pass restart on half way to non offending team

\* Girls can play mixed rugby up to and including U12's

\* If an overthrow occurs at lineout - play on

**"Player Centred, Development Driven,"**