



# SMALL BLACKS DEVELOPMENT MODEL

**POCKET GUIDE**  
**UNDER 6 & 7 | YEAR 1 & 2**

## APPLAUD

By committing to APPLAUD, all parents, care-givers and supporters in New Zealand are creating a great place for rugby.

A positive environment for everyone to enjoy rugby is at the heart of APPLAUD; a New Zealand Rugby initiative to encourage supporters to be good sports at schools and clubs and also stamp out anti-social side-line behaviour.

One feature of APPLAUD is for fans, parents and whanau to make ten commitments for the good of the game. By committing to the simple principles of APPLAUD, supporters are contributing to a better rugby experience for everyone.

### COMMITMENTS FOR PARENTS/CARE-GIVERS AND SPECTATORS

I will:

- lead by example and be a good role model
- remember players play sport for their enjoyment, not mine;
- respect officials' and coaches' decisions even if I don't agree;
- respect the efforts of opponents;
- applaud good play and performances by both my team and their opponents;
- give positive comments that motivate and encourage continued effort;
- thank the coaches, officials and other volunteers;
- assist when asked by a coach or official;
- respect the rights and dignity of all people involved in the game, regardless of their gender, ability or cultural background; and
- behave appropriately at pre-game and after-match functions.



# JUNIOR PLAYER DEVELOPMENT MODEL

## UNDER 6 & 7 | YEAR 1 & 2

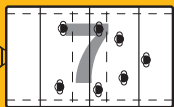
### FIELD SIZE

U6/U7: ¼ field = 40m x 27.5m  
Use small post at ends if available.



### NUMBERS PER TEAM

7-a-side. If a team doesn't have enough players to start a game, it should then be played with equal numbers.



### GAME LENGTH

4 x 10 minutes maximum.



### LINEOUT

No lineouts.



### BALL SIZE

Size 2.5 or 3 balls.



### KICKING

No kicking in general play.



### TACKLE (Rip)

When 'rip' is made, player passes the ball.  
Rippa flags should be 33cm x 5cm.



### TRY

If score blow-outs are occurring (ie 35+ at halftime), both coaches **MUST** meet and come to an agreement as to how they can generate a more even contest. Try = 5 pts.



### KICK-OFF

Free pass.



### SCRUM

No scrums.



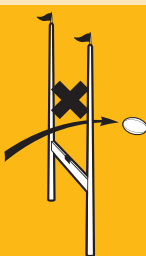
### PENALTY

Tap and pass.



### CONVERSION

No conversions.



### SUBS

All players must play a minimum of half a game (this is to include at least two full quarters). Rolling substitutions are not permitted. Substitutions may be made at half or quarter time. This applies to representative games.  
Rippa - As above.



### REFEREE

Beginning coach.



FUN



ACHIEVE



BELONG



SAFE