

SMALL BLACKS DEVELOPMENT MODEL

THE WAY TO PLAY

Rugby is a dynamic and exciting sport that is a whole lot of fun, and helps develop friendships that can last a lifetime. Small Blacks Rugby has been designed to help players develop their rugby skills as their physical ability develops, making the game as simple and safe as possible for all Kiwi kids, regardless of their age, shape or size. The Small Blacks Development Model has been developed to ensure that there is a consistency of play, coaching and player welfare at all levels throughout the country, and is a great way of getting kids involved in a team sport.

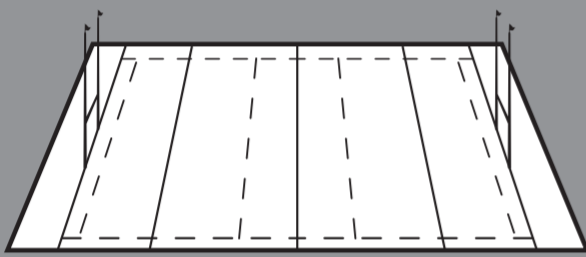
DIFFERENT AGES, DIFFERENT STAGES

This poster clearly explains the Small Blacks Development model for coaches, parents and Small Blacks players. It contains easy to follow guidelines on how the game is to be played at each age. The Model has been designed to ensure that all kids who graduate from the Small Blacks programme have the best possible skill set to take them through their rugby career.

Rip Rugby is a non-contact option for U8 - U13.

FIELD SIZE

U6/U7 YEAR 1 & 2	¼ field = 40m x 27.5m maximum. Use small post at ends if available.
U8 YEAR 3	
U9/U10/U11 YEAR 4, 5 & 6	Goal to 10m (across the field). Portable goalposts recommended. Full size posts on sideline need bolsters.
U12/U13 YEAR 7 & 8	15s must be full field.
Rip Rugby	Goal to 10m (across the field).



GAME LENGTH



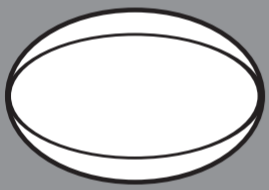
U6/U7 YEAR 1 & 2	4 x 10 minutes maximum.
U8 YEAR 3	2 x 25 minutes maximum.
U9/U10/U11 YEAR 4, 5 & 6	
U12/U13 YEAR 7 & 8	2 x 30 minutes maximum.
Rip Rugby	As above

SUBS



U6/U7 YEAR 1 & 2	All players must play a minimum of half a game (this is to include at least two full quarters).
U8 YEAR 3	Rolling substitutions are not permitted.
U9/U10/U11 YEAR 4, 5 & 6	Substitutions may be made at half time or approximately half way through each half when the referee will allow and signal a Substitution Break.
U12/U13 YEAR 7 & 8	This applies to representative games.
Rip Rugby	As above

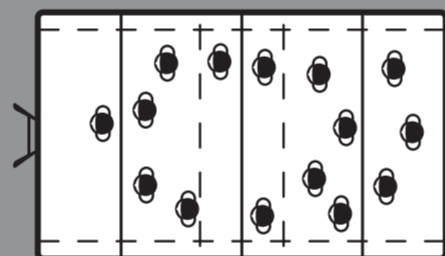
BALL SIZE



U6/U7 YEAR 1 & 2	Size 2.5 or 3 balls.
U8 YEAR 3	Size 3
U9/U10/U11 YEAR 4, 5 & 6	
U12/U13 YEAR 7 & 8	Size 4
Rip Rugby	Appropriate to grade above

NUMBERS PER TEAM

U6/U7 YEAR 1 & 2	7-a-side. Numbers are maximum. If a team doesn't have enough players to start a game, it should then be played with equal numbers.
U8 YEAR 3	10-a-side. Numbers are maximum. If a team doesn't have enough players to start a game, it should then be played with equal numbers.
U9/U10/U11 YEAR 4, 5 & 6	
U12/U13 YEAR 7 & 8	15-a-side. Numbers are maximum. If a team doesn't have enough players to start a game, it should then be played with equal numbers.
Rip Rugby	7-a-side or played with equal numbers

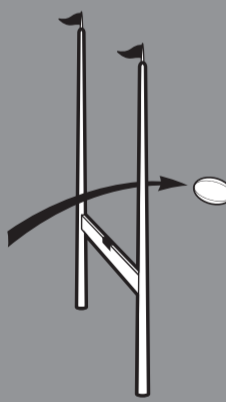


TRY



U6/U7 YEAR 1 & 2	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.
U8 YEAR 3	
U9/U10/U11 YEAR 4, 5 & 6	Try = 5 pts.
U12/U13 YEAR 7 & 8	
Rip Rugby	As above

CONVERSION



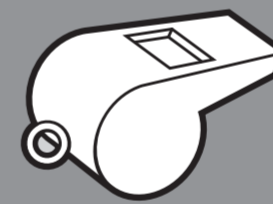
U6/U7 YEAR 1 & 2	No conversions.
U8 YEAR 3	Conversion taken from in front of posts either drop goal or punt. Points don't count.
U9/U10/U11 YEAR 4, 5 & 6	
U12/U13 YEAR 7 & 8	Conversions not to be taken further out than the 15m line.
Rip Rugby	No conversions

LINEOUT

U6/U7 YEAR 1 & 2	No lineouts.
U8 YEAR 3	Always 5 in lineout. Lineouts not to be contested until U11 grade. There is to be no lineout lifting at any level.
U9/U10/U11 YEAR 4, 5 & 6	
U12/U13 YEAR 7 & 8	Always 8 in lineout. Lineouts can be contested. There is no lineout lifting at any level.
Rip Rugby	Always 3 in lineout. Lineouts follow above contested laws to appropriate age.



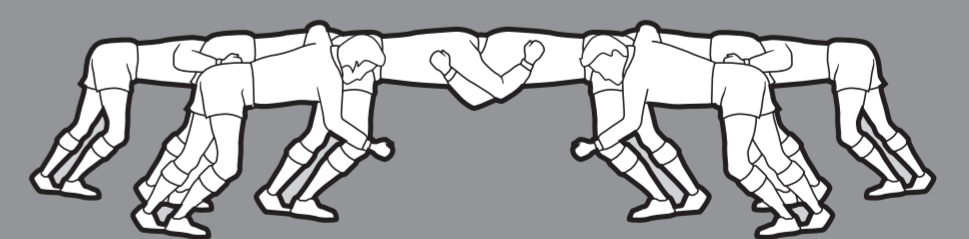
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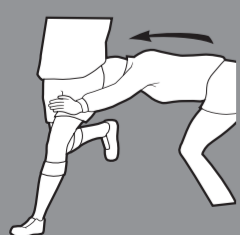
U6/U7 YEAR 1 & 2	Beginning coach.
U8 YEAR 3	If no Learning Rugby referee, no tackling.
U9/U10/U11 YEAR 4, 5 & 6	
U12/U13 YEAR 7 & 8	If no Playing Rugby referee, no tackling.
Rip Rugby	Nominated Rip Rugby referee

SCRUMS

U6/U7 YEAR 1 & 2	No scrums.
U8 YEAR 3	Always 5 in scrum. No contest and no pushing.
U9/U10/U11 YEAR 4, 5 & 6	
U12/U13 YEAR 7 & 8	Always 8 in scrum. Contest and pushing. The push is limited to half a metre maximum. Safety is paramount. A 'Scrum Factory' must be carried out by all U12 coaches.
Rip Rugby	Always 3 in scrum. No contest and no pushing.



TACKLE



U6/U7 YEAR 1 & 2	(RIP) When 'rip' is made, player passes the ball. Rip flags should be 33cm x 5cm.
U8 YEAR 3	A 'Tackle Clinic' must be carried out by all U8 coaches before the season kicks off. "Tummy Tackles". No fending.
U9/U10/U11 YEAR 4, 5 & 6	Tackle must be below the sternum. No fending to the head, face or neck regions.
U12/U13 YEAR 7 & 8	
Rip Rugby	(RIP) When a rip is made, player passes the ball.

KICKING



U6/U7 YEAR 1 & 2	No kicking in general play.
U8 YEAR 3	Encourage running and passing.
U9/U10/U11 YEAR 4, 5 & 6	
U12/U13 YEAR 7 & 8	Yes
Rip Rugby	Yes

PENALTY



U6/U7 YEAR 1 & 2	Tap and pass.
U8 YEAR 3	
U9/U10/U11 YEAR 4, 5 & 6	Normal
U12/U13 YEAR 7 & 8	
Rip Rugby	Tap and pass.

APPLAUD

BY COMMITTING TO APPLAUD; ALL PARENTS, CARE-GIVERS AND SUPPORTERS IN NEW ZEALAND ARE CREATING A GREAT PLACE FOR RUGBY.

FIND OUT MORE BY GOING TO SMALLBLACKS.COM

