

# SMALL BLACKS DEVELOPMENT MODEL

POCKET GUIDE YEARS 7 & 8 / UNDER 12 & 13

## **APPLAUD**

Together we can create a great experience for everyone in rugby by role modelling good sideline behaviour and calling out bad sideline behaviour.

Applaud is a New Zealand Rugby programme that outlines the expectations for all parents, caregivers, and spectators of rugby.

## These are:

- be a good role model
- calmly call out any bad behaviour when you see or hear it
- remember children play sport for their enjoyment, not yours
- respect officials' and coaches' decisions even if you don't agree
- applaud good play and performances by both teams
- 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 everyone in the game and
- behave appropriately at pre- and post-match functions.

Help us keep kids in sport by creating a positive rugby environment in schools and clubs.



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## **YEARS 7 & 8 / UNDER 12 & 13**

#### FIELD SIZE

15s must be full field



#### **NUMBERS PER TEAM**

15-a-side. If a team doesn't have enough players to start a game, it should then be



#### **GAME LENGTH**

2 x 30 minutes maximum.



### LINEOUT

Always 8 in a lineout. There is to be no lineout lifting at any level.



#### **BALL SIZE**

Size 4 balls



#### **KICKING**

Encourage running and passing



#### REFEREE

If no Playing Rugby referee, no tackling



#### KICK-OFF



#### PENALTY



#### 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.



#### TACKLE

No fending to the head, face or neck regions. Tackle must be below the ster



#### CONVERSION

ersions not to be taken furtherout than the 15m line



## 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.



#### **SCRUM**

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



**FUN ACHIEVE** BELONG SAFE

- Fun is a key component of success in sport and life
- Every player and coach are capable of achieving.
- Rugby brings people together.
- Safety is keeping all participants in our game safe physically and mentally.