

FIND OUT MORE
BY GOING TO
NZRUGBY.CO.NZ

SMALL BLACKS DEVELOPMENT MODEL



	YEAR 1-2 U6-U7	YEAR 3 U8	YEAR 4 U9	YEAR 5 U10	YEAR 6 U11	YEAR 7-8 U12-U13	RIP RUGBY
NUMBERS PER TEAM	7-a-side		8-a-side	9-a-side	10-a-side	15-a-side	7-a-side or played with equal numbers
	Numbers are maximum. If a team doesn't have enough players to start a game, it should then be played with equal numbers						
FIELD SIZE	¼ field = 40m x 27.5m maximum		60m x 35m maximum		Goal to 10m (across the field). Portable goalposts recommended. Full size posts on sideline need bolsters		15s must be full field Use small posts at ends if available. Goal to 10m (across the field)
	Use small post at ends if available						
GAME LENGTH	4 x 10 minutes maximum		2 x 25 minutes maximum			2 x 30 minutes maximum	Appropriate to grade above
BALL SIZE	Size 2.5 or 3 balls		Size 3			Size 4	Appropriate to grade above
KICK-OFF	Free pass	Tap and pass Kick-offs to be rotated through all players			Punt or drop kick by scoring side Kick offs to be rotated through all players		Normal Appropriate to grade above
TACKLE	(RIP) When 'rip' is made, player passes the ball. Rip flags should be 33cm x 5cm.	A 'Tackle Clinic' must be carried out by all U8 coaches before the season kicks off. No fending.		No fending to the head, face or neck regions			(RIP) When a rip is made, player passes the ball
	Tackle must be below the sternum						
SCRUMS	No scrums				Always 5 in scrum. No contest and no pushing	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.	Always 3 in scrum No contest and no pushing
LINEOUT	No lineouts				Always 5 in lineout	Always 8 in lineout	Always 3 in lineout. Lineouts follow above contested laws to appropriate age
	There is to be no lineout lifting at any level						
KICKING	No kicking in general play	Encourage running and passing					Yes
PENALTY	Tap and pass					Normal options apply	Tap and pass
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						
CONVERSION	No conversions					Conversions not to be taken furtherout than the 15m line.	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 time or approximately half way through each half when the referee will allow and signal a Substitution Break. This applies to representative games.						
REFEREE	Beginning coach	If no Learning Rugby referee, no tackling				If no Playing Rugby referee, no tackling.	Nominated Rip Rugby referee

The NZR Small Blacks Development Model is evolving to a Participant centred design framework. Creating a simplified and inclusive Junior Rugby framework for all Kiwi kids regardless of their age, shape, or size.

Game and competition design needs to meet children's physical, cognitive, and emotional needs. Underpinning the model is a desire to improve the quality of experience and retention of participants through a smaller sided games for longer approach. Creating greater engagement by providing opportunities to gain experience

through playing, increasing individual and collective game decision making, with an emphasis on supporting clear playing and coaching priorities. NZR continues to align with Sport New Zealand's Balance is Better and Good Sports programs and their philosophies on participation and development.

