

Summary of Changes to New Rules of Play – Season 2012/13

Under 10

- Rule 6. Free pass
 - A free pass is used where... the addition of **d) where the ball or ball carrier has gone into touch**

This replaces the previous rule where a scrum was awarded. The research clearly demonstrated the amount of time needed to form the scrum was detrimental to the flow of the game. It was widely held that this did not benefit the players or the game.

- Rule 7. The Tackle
 - b) A "TACKLE" in the transitional game is deemed to be: Any contact below the arm pits of the ball carrier which results in a grip, by the opponent of the ball carrier. Where the ball carrier is taken to ground, the referee must call **"TACKLE- RELEASE"***
 - c) Once the ball carrier has been held in contact and remains on their feet they may continue to progress forward. Once an additional player has from either the defending or attacking team has joined this becomes a mini- maul and the ball must be made available within **5 seconds**.** The referee should call "use it" and the ball should be moved away from the contact area. If neither team can pass the ball away a scrum should be awarded to the defending team.
 - d) The ball carrier if taken to ground and on hearing **"tackle- release"*** from the referee, can pass the ball to a supporting player from their own team, roll or place the ball towards their own team
 - o) When the ball has been clearly won by a team at a ruck and the ball is available to be played the referee will call "use it" after which the ball must be played within five seconds. If the ball is not played within the five seconds the referee will award a scrum and the team not in possession of the ball at the ruck is awarded the throw-in.***
 - Footnote to rule7: **If the ball is not made available from a mini-maul a scrum should be awarded to the defending team. Where the ball is not made available from a mini-ruck the scrum should be awarded to the attacking team, other than where rule o) above applies*****

***The reason behind the call is to remind players from both sides to release (pop or place) either the ball (in attack) or the tackled player and provides clarity for the players.**

****This has been reduced to 5 seconds to better reflect the intention of the game and to prevent elongated mauls to score. It enables the 'hierarchy' of contact to be practised**

***** IRB rule change**

- Rule 10 Scrums
 - A scrum will be awarded:
DELETED b) Where the ball goes into touch – 5 metres in from touch (NOW A FREE PASS)
 - d) The players from each team will bind together approximately half a metre apart. Each prop will touch the upper arm of his/her opponent and then pause before the engagement. The referee will talk the players through the engagement procedure in the sequence **CROUCH, TOUCH, SET**.* On the grounds of safety, it is important that the referee manages the engagement of every scrum in this way
 - **(j)The scrum-half must pass from the base of the scrum****

***In line with IRB changes**

**** No flankers and to encourage involvement of outside backs**

UNDER 11

- Rule 7 Tackle
 - (f) General
 - i) Once the ball carrier has been held in contact and remains on their feet they may continue to progress forward. Once an additional player has from either the defending or attacking team has joined this becomes a mini- maul and the ball must be made available within 5 seconds. The referee should call "use it" and the ball should be moved away from the contact area. If neither team can pass the ball away a scrum should be awarded to the defending team.
 - ii) When the ball has been clearly won by a team at a ruck and the ball is available to be played the referee will call "use it" after which the ball must be played within five seconds. If the ball is not played within the five seconds the referee will award a scrum and the team not in possession of the ball at the ruck is awarded the throw-in

This is in line with IRB rules and/or the intention to encourage a flowing game and U10 rules of play

- Rule 9 Kicking
 - NOTE: Where the kick goes into touch the receiving team has the option to take a quick throw in preference to the scrum unless it has been touched by a spectator (including coaches/replacements). It must be the same ball that was kicked into touch.
For a quick throw-in, the player may be anywhere outside the field of play between the line of touch and the player's goal line.
If the ball is brought back into the field of play, or players from the kicking team are in close proximity before the throw can be taken the referee should award a scrum.

This enables greater decision making by the receiving team & enables the game to flow from a kick, replicating the decisions made within the adult game.

- Rule 13 Scrum
 - (c) The players from each team will bind together approximately half a metre apart. Each prop will touch the upper arm of his opponent and then pause before the engagement. The referee will talk the players through the engagement procedure in the sequence **CROUCH, TOUCH, SET**. On the grounds of safety, it is important that the referee manages the engagement of every scrum in this way*
 - (j) The scrum half must pass from the base of the scrum**

***In line with IRB changes**

**** No flankers and to encourage involvement of outside backs**