

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.

FIELD SIZE

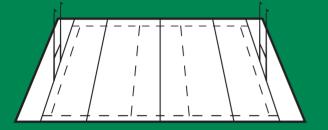
U6/U7
YEAR 1 & 2

U8
YEAR 3

U9/U10
YEAR 4 & 5

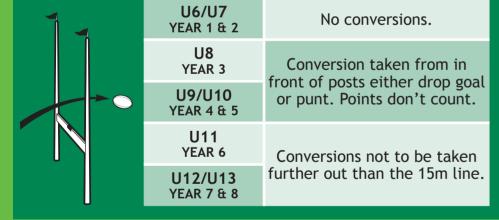
U11
YEAR 6

U12/U13
YEAR 7 & 8



BALL SIZE	U6/U7 YEAR 1 & 2	Size 2.5 or 3 balls.
SIZL	U8 YEAR 3	
	U9/U10 YEAR 4 & 5	Size 3
	U11 YEAR 6	
	U12/U13 YEAR 7 & 8	Size 4

CONVERSION



KICK- OFF	U6/U7 YEAR 1 & 2	Free pass.
	U8 YEAR 3	Tap and pass. Kick-offs to be rotated through all players.
	U9/U10 YEAR 4 & 5	Punt or drop kick by scoring side. Kick offs to be rotated through all players.
	U11 YEAR 6	Normal
	U12/U13 YEAR 7 & 8	Horifiat

U12/U13 YEAR 7 & 8

GAME LENGTH



VEAR 1 & 2	2 x 20 minutes maximum.
U8 YEAR 3	
U9/U10 YEAR 4 & 5	2 x 25 minutes maximum.
U11 YEAR 6	
U12/U13	2 x 30 minutes maximum.

NUMBERS PER TEAM

7-a-side. Numbers are maximum.

If a team doesn't have enough players to start a game, they lose the game, but a game should then be played with equal numbers.

U8
YEAR 3

U9/U10
YEAR 4 & 5

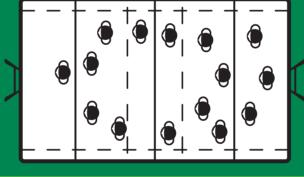
U11
YEAR 6

10-a-side. Numbers are maximum.
If a team doesn't have enough players to start a game, they lose the game, but a game should then be played with equal numbers.

15-a-side. Numbers are maximum.

If a team doesn't have enough players to

If a team doesn't have enough players to start a game, they lose the game, but a game should then be played with equal numbers.



LINEOUT

U12/U13

YEAR 7 & 8

U6/U7 YEAR 1 & 2	None
U8 YEAR 3	Always 5 in lineout. Lineouts not to be contested. There is to be no lineout lifting at any level.
U9/U10 YEAR 4 & 5	
U11 YEAR 6	Always 8 in lineout. Lineouts can be contested. There is no lineout lifting at any level.
U12/U13 YEAR 7 & 8	



SUBS U6/U7 YEAR 1 & 2



U8 YEAR 3 U9/U10 YEAR 4 & 5 U11 YEAR 6

R 3
J10
4 & 5
Substitutions may be made at half time or approximately half way through each half when the referee will allow

All players must play a minimum of

half a game (this is to include at least

two full quarters).

and signal a Substitution Break.

U12/U13

This applies to representative games.

YEAR 7 & 8

TRY



U6/U7
YEAR 1 & 2

U8
YEAR 3

U9/U10
YEAR 4 & 5

U11
YEAR 6

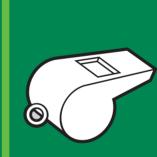
U12/U13

YEAR 7 & 8

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.

REFEREE



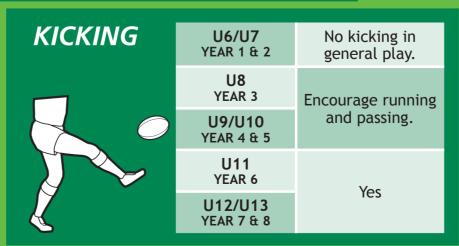
U6/U7 YEAR 1 & 2	Beginning coach.
U8 YEAR 3	If no Learning Rugby referee, no tackling.
U9/U10 YEAR 4 & 5	
U11 YEAR 6	If no Playing Rugby referee, no tackling.
U12/U13 YEAR 7 & 8	

SCRUMS

U6/U7 YEAR 1 & 2	None
U8 YEAR 3	Always 5 in scrum.
U9/U10 YEAR 4 & 5	No contest and no pushing.
U11 YEAR 6	Always 8 in scrum. No contest and no pushing.
U12/U13 YEAR 7 & 8	Always 8 in scrum. Contest and pushing. The push is limited to half a metre maximum Safety is paramount.



TACKLE	U6/U7 YEAR 1 & 2	(RIP) When 'rip' is made, player passes the ball.
	U8 YEAR 3	Two 'tackle box' sessions must be carried out by all U8 coaches before the season kicks off. No fending.
	U9/U10 YEAR 4 & 5	
	U11 YEAR 6	Tackle must be below the nipple. No fending to the head, face or neck regions.



PENALTY

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





