



#### RAPID RUGBY PLAYING CONDITIONS:

U8, U9, U10

Numbers on Field

10

Field Size

See field layout PDF. (link on website)

Try

5 points

If score blow-outs are occurring (i.e. 35-0 at halftime), both coaches MUST meet and come to an agreement as to how they can generate a more even contest. 55 points difference max.

Conversion

0 points

Year 7/8 – conversions taken from in front of the posts either drop goal or punt.

Ball Size

3

Subs

All players must play a minimum of half a game. Rolling substitutions are permitted. Substitutions may be made when the referee will allow and signal a Substitution Break.

Scrum

None Tap and Pass.

Lineout  
Penalty

None Tap Pass.  
Tap & Pass.

Kicking

Encourage running and passing.

Length of Game

2 x 10 minutes i.e. 2 games per day.

Referee

Yes.

Tackle

Normal Small Black laws apply.

Restart/Kick-Off

Tap & Pass to non-scoring team.  
Restarts to be rotated through the players. Opposing team back 5 metres from halfway.

Ruck and Maul

Normal Small Black laws apply.

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