



## National Primary 7 a side Rugby - Mixed

These rules have been taken from the WRU 'Pathways' 2022/23 handbook. For more info: <https://www.wrugamelocker.wales/en/player-pathway/u11/>

### General Instructions and Rules of the Competition

Each game should last no longer than 7 minutes per half

Group Game Points: **Win = 3 points. Draw = 1 Point. Loss = 0 Points**

**-Group Winner:** 1. Most points 2. Tries Scored 3. Tries Conceded

-If teams are still equal in the groups, the head-to-head result will be used before names will be pulled out of a hat.

**-If there is a tied game in the final rounds**, up to 3 additional minutes per half of extra time will be played before moving on to a maximum of 4 minutes of Golden Try

### Squad Details

Years 5 and 6 only (Under 11 on 01 September)

-Both teams must field the same number of players at all times

### Fouls

- Waist high tackle or lower, if the tackle is above waist height, a free pass is awarded to the non offending team

-Hand offs are not allowed

-Kicking only allowed in your own half

-Cavalry charges are not permitted from a free pass. The receiver must start their run within 2 meters from the passing player.

-A yellow card will result in the player being sent off for 2 minutes

-A red card will result in the player being sent off and not being allowed to participate in the rest of the competition

### Tackle area

-The off-side line is 1m back from the furthest back point of the tackle area

-No mauling at all

-One player from each team permitted to contest for the ball in the tackle area

-First player to the tackle area is permitted to pick and go

### Scrum

-No pushing or competing for the ball in the scrum

-Max of 3 players in the scrum

-Only the scrum half can pick the ball up from a scrum

### General Rules

-From the 5m to the 10m playing across the pitch. (30mx60m)

-Size three balls

-Scoring team to drop out at restart

-Rolling replacements, Players must leave and enter the field of play at the halfway touchline

-Players are not permitted to catch and go from the line out

--The acting scrum half must pass the ball from rucks, scrums, and line-outs