

# P4 & P5 RUGBY

*The game at P4 and P5 is played according to the IRB under-19 law variations, with the exception of the following:*

## PLAYING NUMBERS

6 maximum. Games must proceed with even numbers. Balance players and ability where possible. All squad players must play a minimum of 10 minutes.

**PITCH SIZE** 35m x 35m    **BALL SIZE** Size 3

## KICK OFF AND RESTARTS

- (1) Tap and pass at the start and after half-time.
  - (2) Restarts after scores – tap and pass. The defending team must be 5m from the mark.
  - (3) Neither team may move before the ball leaves the first player's hands – the first receiver must pass the ball immediately.
  - (4) There must be no cavalry charge – a forward charge by a single player or line of attacking players, all a metre or two apart.
- Sanction: tap and pass to the non-offending team.

**SCORING** Try – 1 point

## SCRUMS

Scrum is not permitted. The tap and pass should be used for all infringements.

## TOUCH

No lineouts. Tap and pass from where the ball crossed the touchline.

**KICKING** No kicking is allowed.

## OPEN PLAY

- (1) The ball must emerge from rucks within 5 seconds.  
Sanction: tap and pass to the team that did not take the ball into the ruck.
- (2) As per the full laws, tackled players must pass, play or release the ball and move away immediately.
- (3) All tackles must be below the waist and defending players are not allowed to target the ball or prevent it from being played. Sanction: tap and pass.
- (4) Defending players can contest the ball once the tackle is complete.

**BALL CONTROL** The ball must be held in two hands at all times.

**HAND OFF** No hand off is permitted. Sanction: tap and pass.

## GAME COACH

There will be one game coach on the pitch who will apply the laws of the game (no other adults should be on the pitch).

**TIME** The maximum game time is 2 x 10 minutes.

During festivals shorter games may be played but no player should play a total of more than 50 minutes.