

GRFC – 26 September 2021 Minis Festival Rules Summary

Festival rules	Under 8s (Playing U7's rules)	Under 9s (Playing Ready 4 Rugby)	Under 10s (Playing U9's Rules)	Under 11s (Playing U10's rules)
Players on the pitch	4	7	7	8
Substitutes	2	4	4	4
Squad size (max)	6	10	11	12
Pitch size (max)	20mx12m	60m x 30m	60mx30m	60mx35m
Ball size	3	3	3	4
Start/restarts	Free pass	Free pass	Free pass	Free pass
Free pass/drop kick (opposition 'x' m back)	3m	5m	7m	7m
Knock-on	Play on	Free pass	Free pass	Scrum
Tackling	No – tag rugby	No – Ready 4 Rugby	Yes – below arm pits	Yes – below arm pits
Mauls	No	No	No	Yes (Max 2 players/side)
Rucks	No	No	No	Yes (Max 2 players/side)
Scrum	No	No	No	Yes (Max 2 players/side)
Lineouts	No	No	No	No
Kicking	No	No	No	No
Notes: Referees to advise players Coaches not permitted on pitch No hand-off or fending	Unlimited tags Accidental knock-on not penalised Players not permitted to go to ground to score tries	After first touch tackle, the ball carrier can run or pass. Ball carrier touch tackled once cannot score and must pass to a support player to score. Attack zone = half-way line Attacking team have 4 phases to reach their attacking zone. Otherwise = turnover Attacking team have 4 phases to score once in the attacking zone. Otherwise = turnover.	Referee must call "tackle" Pass within 3 seconds of tackle No competition for ball	Referee to call "tackle" Scrum half to pass ball from scrum/maul/ruck Ball out of mini maul within 5 seconds or scrum to defending team
Playing time	5 mins/half	6 mins/half	7 mins/half	7 mins/half
Half time	2 mins	2 mins	2 mins	2 mins
Total playing time	50 mins	50 mins	60 mins	60 mins

All appropriate RFU rules apply to all matches. Any questions can be raised as part of the appropriate age group Referees Meeting at 9:30am on the day of the festival.
 No extra time permitted in any match except that added for injury time Matches must be brought to an end if the try difference rises to more than 6