

## U10 LAW CLARIFICATIONS AND ADDITIONS

This document is intended to clarify and establish where needed additional laws for Rugby Idaho's Rookie Rugby program. It should be considered an addendum to the Rookie Rugby Laws established by USA Rugby provided in the [Rookie Rugby Guidebook](#) embedded below. Where any conflicts between this addendum and the Rookie Rugby Guidebook exist, this document shall take precedence.

<https://cdn2.sportngin.com/attachments/document/0037/1615/Rookie-Rugby-Guidebook.pdf>

- Teams will consist of 7 players. If both coaches agree, this may be changed with a minimum of 4 to a maximum of 7 players
- Open substitutions are allowed where any players may be subbed in and out at any dead ball. Players do not need to check in with referees to sub
- Games will consist of two 10-minute halves with a 5 minute halftime.
- As this is developmental rugby, brief game stoppages will be allowed if coaches or referees see anything that they feel should be immediately addressed with players. The referee may stop the game at his/her discretion and coaches may request a brief stoppage from the referee.
- If a player does anything during a game that would be considered dangerous, unsportsmanlike or not within the spirit of the game, coaches should temporarily remove the player from play and make sure the player understands the transgression before returning to play. The player should be removed regardless of whether or not the transgression was recognized by the referee.
- Each team must have one coach (or other qualified individual) ready to referee on game days in case referees are not available. No special certification or formal training is required, just an understanding of all the rules with an emphasis on safety
- Games will not include progressions discussed in the Rookie Rugby rules. This includes open play kicking, scrums and lineouts along with other progressions.
  - Exception: Teams will kick off to start each half and to restart after a try where the scoring team kicks. This can be a "punt" as opposed to a drop kick. Kicking team cannot recover the ball, ball does not need to go 10 meters, and if the kick goes straight into touch the receiving team is awarded a restart at midfield.
- If a penalty is called on the defense, they must retreat 10 meters with a restart by the attacking team. No quick taps.
- Spinning is not allowed
- If a player fails to pass the ball within three seconds/three steps of getting their flag pulled the referee will stop play. Teams will reset their lines before play is restarted with the defense back 5 meters. If the referee feels like the lack of passing is intentional or repetitive, a penalty to the other team may be awarded.
- Players are considered tackled if:
  - They receive the ball but do not have both flags attached
  - They are running with the ball and a flag falls off
  - They go to ground with the ball
- Absolutely no diving allowed. This includes diving on a loose ball or diving into the try zone to score. Referees are encouraged to remind players/coaches before the game and penalize offending players. This is an important safety rule.
- A player "tackled" near the try line or in the try zone can still score within three steps/seconds. Once a flag is pulled, the "tackler" must return to an onside position in front of the ball before he or she can continue play. This is to help keep the tackler from grabbing the flag of the support player on a continuation pass from an offside position or interfering with the continuation pass.