

QUICK REFERENCE GUIDE TO RFU RUGBY CONTINUUM

UPDATED 11TH MARCH 2008

	None Contact Mini Rugby		Mini Rugby		Midi Rugby	
Age Group	Under 7	Under 8	Under 9	Under 10	Under 11	under 12
Match Duration (Max)	10 Minutes each way		15 Minutes each way		20 Minutes each way	
Triangular Fixtures	7 1/2 minutes each way		10 Minutes each way		15 Minutes each way	
Festivals	5 minutes each way, Max 5 games = Max 50 minutes		6 minutes each way, Max 5 games = Max 60 minutes		7 minutes each way, Max 5 games = Max 70 minutes	
Pitch Size (Max)	60m x 30m (plus 5m for each in-goal area)		60m x 35m (plus 5m for each in-goal area)		60m x 43m (plus 5m for each in-goal area)	
Ball Size	Size 3			Size 4		
Start of Game	Free Pass (Max 2m)				Drop Kick from centre line	
Tackling	Tag	Tag (turnover on 7th tag)	Full contact as per RFU laws of the game, although any tackle above the armpit is considered to be a high tackle and therefore, dangerous and not permitted. (See additional note)			
	** NO HAND OFF AT ANY AGE AND NO SCRAG TACKLING (PULLING AT SHIRT)					
Rucks and Mauls	None		As per RFU Laws of the game			
Offside Line	The offside line in all play is an imaginary line through the centre of the ball		Both Teams - an imaginary line through the hind most foot of the ruck or maul on both sides. The same applies to the tackle breakdown area.			
Scrum	None - Free Pass		3 Players - Uncontested - Note 1	3 Players - Contested - Note 2	5 Players - Contested - Note 3	6 Players - Contested - Note 3
Offside Line	None		Attacking Team - Hindmost foot of the scrum	Both Teams - Hindmost foot of the scrum		
			Defending Team - 7m back from the hindmost foot of the scrum			
Line-Outs	None - Free Pass 2m from touch		3 players - Uncontested (inc Hooker)	3 players - Contested (inc Hooker)	5 Players - Contested (inc Hooker) No Lifting	
Offside Line	None		Both Teams - 7m back from an imaginary line through the centre of the line out			
Kicking	No Kicking Allowed				Kicking allowed, but no fly hacking (kicking a loose ball on the ground)	
Conversions	No Kicking Allowed				Taken in front of the posts	
No of Players	7		9 (3 Forward, 6 Backs)		12 (5 forwards, 7 Backs)	13 (6 forwards, 7 Backs)

Note 1	The scrum half is part of the scrum, The defending scrum half is to stand behind his front row and only advance once the ball is in play
Note 2	Note 1 still applies - In addition the scrum is not allowed to be wheeled and can only be driven/pulled a max of 1.5m
Note 3	The scrum can not wheel more that 45 degrees and can not be driven/pulled more than 1.5m