

**WELSH RUGBY UNION ~ RUGBY PATHWAY ~ DRAGON RUGBY u8's : SEASON 02 - 03**

Age	Under 8 as on the 1st September at the start of the season.
Team size	Up to 10 players maximum. The WRU requires that both teams shall field the same number of players throughout the game
Periods of Play	2 halves of up to 10 minutes duration each half
Field Size	60m (L) x 40m(W) maximum; 45m(L) x 30m(W) minimum
Ball size	Size 3
Coach qualification	W R U Preliminary award : W R U Level 1 Coach Award recommended
Referee qualification	Junior Referee's Award recommended
Games, matches, competitions & festivals	No inter club / inter school leagues. Where teams have entered Festivals / tournaments ( which start and finish on the same day) it is recommended that each game should not exceed 7 minutes (maximum) each half
The game	Play is continuous, only stopping when; points are scored; infringements occur ; ball goes out of play. Advantage should be played as often as possible. There is no kicking. The game is about catching, passing, running, support and team play.
Kick off's	A free kick is taken from the centre of the half way line by the team starting each half and by the team which has just had a try scored against it. The receiving team must stand 10 metres from the half way line. 22m drop outs to be taken as a free kick on a line 15 meters from the goal line ( with the opposition 10 meters away).
Method of scoring	Tries only. A try is scored when the ball is grounded on or over the try line. No conversions. each try should be counted as 1 try <u>NOT</u> as 5 points.
Penalty	Advantage should always be played. All penalties are Free Kicks. Free kicks must be taken from the place of infringement. Free kick /penalty; the ball must be propelled from the hands. Penalties are awarded for: a defending player preventing the ball carrier from playing the ball ; holding, pulling or pushing the ball carrier; ball carrier fails to roll the ball through their legs immediately after touch tackle. Restriction on players; the offending team must retire 10 metres from the mark before the ball is played. If not, the penalty is moved forwards 10 metres
Tackle	A tackle is made when the player touches the ball carrier with two handed touch between shoulders and thighs. The touched player must immediately roll the ball through their legs. The ball carrier must not attempt to make any further ground, but some forward momentum is permissible. The referee should call a tackle when the player is touched. Referees are to encourage players to play the ball immediately once they are touched. Rule 1; once in possession of the ball the attacking team would control it for 6 touches. On the Sixth touch the ball is returned to the opposition for a tap start for their 6 touches. After every touch the defending side must make every effort to retire 3 metres (this includes the player making the last touch). If during the 6 touches an infringement takes place by the attacking team, they lose possession. All infringements:- Free kick from the place of infringement; A player carrying the ball puts a foot on or over the touchline:- Free kick to the non-offending side 15m from touch. After a try the referee must allow all players to get back to their respective sides before the restart. Actions near attacking try-line:- When a touch is effected within five metres of the attacking try-line, the player in possession may move directly behind the mark a distance up five metres to restart with a roll ball (through the legs).
If a player is sent off then he will be replaced by a substitute. The non-offending team does not lose a player.	
Swinging a player around by his jersey is dangerous and should be penalised with a penalty.	