

PRIMARY RUGBY LEAGUE RULES 2017

Overview

- 8 players on the pitch (2 of each gender) / Squad of 12.
- Year 5 / 6.
- 2 handed touch.
- Limit of 5 touches. on the 6th touch, the ball is turned over. Team restart with a 'play of the ball'.
- Substitutions when the ball is not in play with referees knowledge.
- Pitch size approx. half pitch.
- Size 3 ball.
- Diving for a try is not allowed.
- Attackers may not jump or spin into a tackle.
- Game timings approx. 10 minutes per game.

General Play

Free Pass – Player must pass and cannot run with the ball.

- A free pass from the centre of the pitch is used to start and restart the game after half time or after a try is scored.
- A free pass is used when the ball goes into touch to restart the game at the point where the ball went into touch.
- A free pass for an infringement / penalty cannot be taken within 5m of the try line – referee to ensure free pass is taken 5m out.

The 'Tackle'

• A tackle is a two handed touch upon an attacking player below chest height. The ball carrier can run and dodge defenders but cannot hand or fend off the defenders using their body or the ball. The ball cannot be wrestled or stolen from an attacking player

• Actions by the Ball Carrier

- When the ball carrier is touched – the referee will call 'touch'. The ball carrier will initiate a 'play of the ball' by rolling the ball through their legs using their foot as stability.
- The dummy half or person behind the 'tackled' player may play the ball by passing it away to a team mate.

• Actions by the tackler

- The tackler must stay square to the tackled player and not interfere with the play of the ball as a marker. The rest of the team must retreat 4m to the referee to form the defensive line with the referee and other players.

Passing the ball

- The ball can be passed only sideways or backwards through air, not handed to another player. If the ball is handed to another player or passed or knocked forwards to the ground ('forwards')

meaning towards the opponents' goal line) then a free pass is awarded to the non-offending team. If the ball is pulled from the ball carrier's grasp, a free pass is awarded to the ball carrier's team

- Backward or level pass LEGAL Forward pass ILLEGAL
- A knock-on occurs when a player, attempting to catch the ball, fumbles it and knocks it forwards to the ground towards the opponents' Try line. A free pass is awarded to the non-offending team unless advantage can be played.

Principles of Play

- In attack, the ball carrier should run forward whenever possible with the other players in close support. He / she can dodge potential taggers but cannot fend them off or shield. The ball carrier's feet should not leave the ground at any time including static spinning (when the players feet leave the ground and they turn 360°) However a pivoting movement is allowed as long as both feet do not come off the ground and the player is moving in a forward direction
- The ball carrier should look to hold the ball in both hands at all times (coaching point not law), run at spaces between defenders and, if there are no spaces available, pass the ball to a team mate in a better position
- The ball carrier must not deliberately make contact with an opponent - offenders must be spoken to and reminded of the non-contact rules of tag rugby and a free pass awarded to the non-offending side
- In defence, players should also be looking to run forward so that they can reduce the space their opponents have to play in. Defenders cannot physically touch the ball carrier.
- Any other type of contact on the ball carrier, such as shirt pulling, running in front of or barging the ball carrier, forcing the ball carrier into touch, wrestling the ball from the ball carrier, etc, should be penalised.

Offside

- Offside only occurs immediately at the tackle where the offside line is through the centre of the ball. When a touch is made, all players from the tagger's team must attempt to retire towards their own goal line until they are 4m back, in line with the official.
- If a player in an offside position (i.e. further forward than the ball) intercepts, prevents or slows down a pass from touched player to a team mate, a free pass will be awarded to the non-offending team
- A player can, however, run from onside to intercept a floated pass before it reaches its intended recipient

If you have any questions, or for resources & CPD contact your School Games Organiser or the Cornish Rebels RLFC Development Manager Rob Butland via robb@cornishrebels.co.uk or 07581 374557 who are happy to help!