

# KCRFU Mini Festival



## UNDER 9s RULES OF PLAY (Transitional Contact Rugby)

All participating players must be registered via GMS in accordance with RFU regulation 15.1.4 [Log in | Game Management System](#)

The half game rule must be adhered to for all games. [Half Game Rule | Rugby Football Union](#)

## UNDER 9s RULES OF PLAY (Transitional Contact)

Players and match officials must ensure that the following Rules of Play and [RFU Regulation 15](#) are observed when playing at Under 9s.

These Under 9s Rules of Play set out below are part of the Playing Pathway that aim to equip players with the skills they need to safely enjoy rugby union. The Age Grade Rules of Play detail the level to which children of each can play to, coaches and match officials are encouraged to discuss necessary or desired pre-game and in-game modifications that reduce the playing level with the view to provide more appropriate learning opportunities.

Any terms defined in these Rules shall have the meanings set out in the World Rugby Laws of the Game.

### The key elements of the Under 9s Rules of Play are:

- Team numbers: a maximum of 7-a-side
- Maximum pitch size: 60 metres x 30 metres
- Ball Size: 3
- Maximum minutes each half: 15
- Introduction of the tackle only but no rucks, mauls, lineouts or scrums

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**Under 9s rugby introduces tackling and transitional contact play. It builds on Tag Rugby foundations while keeping safety and development central. Full rules are available in [RFU Regulation 15 – Appendix 3](#).**

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### Under 9s Rugby – Key Rules Summary

#### 1. Game Format

- **7-a-side teams**, with rolling substitutions.
- **Ball size 3**, pitch size up to **60m x 30m**.

- **15-minute halves**, no kicking allowed.

## 2. Scoring & Restarts

- Tries are scored by grounding the ball on/behind the goal line.
- All restarts (start of halves, after tries, touch, infringements) use a **free pass**.
- Defenders must be **7m back** at restarts.

## 3. Passing

- Passes must go **backwards or sideways** through the air.
- No handing the ball directly to teammates.
- Forward passes = free pass to the non-offending team unless advantage applies.

## 4. Tackling (Transitional Contact)

- **Tackling is introduced:** ball carrier may be held and brought to ground.
- No rucks, mauls, scrums, or lineouts.
- If tackled and held, ball carrier must pass within **3 seconds**.
- If still on feet, referee calls “Tackle” and ball carrier must pass or stop within 3 strides.
- **No scoring allowed after a “Tackle” call.**

## 5. Safety & Conduct

- No diving to score or recover the ball.
- No fending, hand-offs, or deliberate contact beyond tackling.
- Players must stay on feet unless tackled.
- Referees guide play and ensure safety.

## 6. Offside

- Offside line is through the ball at the time of the tackle.
- Defenders must retreat behind the ball before rejoining play.

## 7. Ball on the Ground

- Players may pick up and play the ball if it goes to ground.
- No diving to recover the ball.
- Knock-ons penalized only if forward and no advantage occurs.

## 8. Infringements

- Free pass awarded for:
  - Dangerous play or contact
  - Offside
  - Forward pass
  - Foul play or misconduct