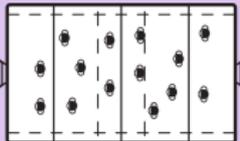
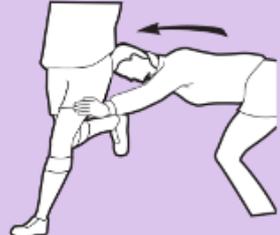
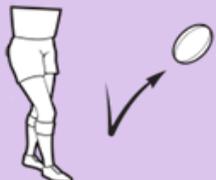
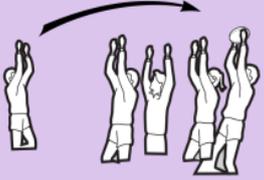
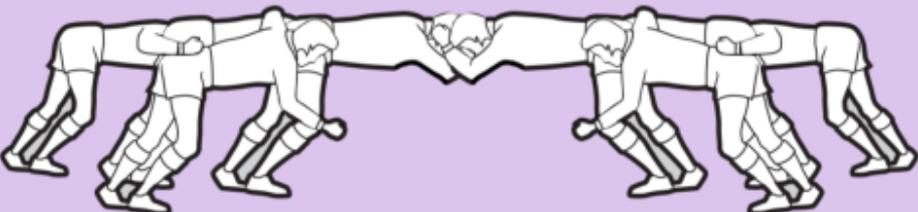


WAIRARAPA BUSH JAB—Under 13 Rules

	<p>Numbers per Team 15-a-side maximum, 12 minimum If a team have the minimum number, you must use players from the oppositions to make up numbers. If there isn't enough players to do this then game is to be played with equal numbers</p>		<p>Subs All players must play a minimum of half a game. Rolling substitutions are not permitted. Substitutions may be made at half time or approximately half way through each half when the referee will allow and signal a Substitution Break.</p>		
	<p>Ball Size Size 4 balls (green)</p>		<p>Game Length 2 x 30 minutes maximum.</p>		<p>Refereeing Playing Coach - a coach who has attended and completed the Small Blacks Course</p>
	<p>Field Size 15s must be full field</p>		<p>Tackle Must be below the nipple. No fending to the head, face or neck regions.</p>		
	<p>Try (=5pts) If score blow-outs are occurring (i.e. 35+ at half-time), both coaches MUST meet and come to an agreement as to how they can generate a more even contest</p>		<p>Conversion (=2pts) Conversions not to be taken further out than the 15m line</p>		
	<p>Kick Off Normal</p>		<p>Line Outs</p> <ul style="list-style-type: none"> • Always 8 in lineout. • Lineouts can be contested 		
	<p>Kicking Yes</p>		<p>Penalty Normal</p>		
			<p>Scrum</p> <ul style="list-style-type: none"> • Always 8 in a scrum • Contest and pushing • Push is limited to half a metre maximum • Safety is paramount 		

UNDER 13 Exceptions/Variations

- **Line-Outs** – no short or quick line-outs (line outs must be formed).
- **Scrums** – There is an offside line five metres behind the hindmost feet of the scrum and the opposition team can advance once the half-back has lifted the ball.
- **Rucks** – (out of ruck) once the half-back or other player has lifted the ball off the ground.
- **Rag-dolling** – There is to be no “rag dolling” – swinging of a player around by their jersey. If a player “rag dolls” an opposition player, a warning is given that if this happens again they will be sin-binned (8 minutes) for repeat offending and a penalty is given to the opposition team.
- **Fending** – No fending to the head, neck or face regions. If a player fends to these areas a warning is given that if this happens again that they will be sin-binned for repeat offending and a penalty is given to the opposition team.
- **Sin-binning** – for any offence where a player is sent to the bin the player will be off the field for a period of 8 minutes to reflect the length of the game.
- **BYES** – Four points are to be awarded to all teams given a BYE. Points for a BYE will be allocated on an equitable basis where there cannot be a completed competition.
- **Players with Dispensation** – Only three (3) players with dispensation are to be on the field at any one time.
- **Above-weight players** – must be identified to the referee before the game.