




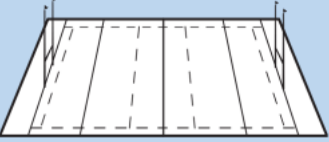



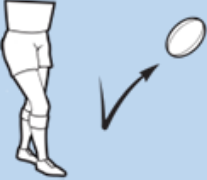
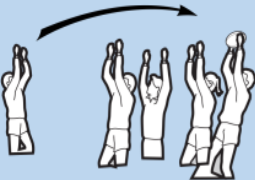





WAIRARAPA BUSH JAB—Under 8 Rules

	<p>Numbers per Team 10-a-side maximum, 8 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 3 balls (blue)</p>		<p>Game Length 2 x 10 minutes maximum. 2 games per day</p>		<p>Refereeing Learning Coach a coach who has attended and completed the Small Blacks Course</p>
	<p>Field Size Goal to 10m (across the field) Full size posts on sideline need goal post pads.</p>		<p>Tackle Must be below the nipple. No fending.</p>		
	<p>Try (=1pt) If score blow-outs are occurring (i.e. 6+ at halftime), both coaches MUST meet and come to an agreement as to how they can generate a more even contest</p>		<p>Conversion No Conversions</p>		
	<p>Kick Off Tap and pass, Kick-offs to be rotated through all players</p>		<p>Line Outs Always 5 in lineout. Lineouts are uncontested.</p>		
	<p>Kicking Encourage running and passing.</p>		<p>Penalty Tap and pass</p>		
			<p>Scrum Always 5 in a scrum. No contest and no pushing</p>		

UNDER 8 Exceptions/Variations

- **Coaches on the field of play** – May have a coach from each team on the field. But if that coach is refereeing the game then they are not allowed to coach their team.
- **Rippa** – Rippa can be played at the commencement of the season for the first four (4) rounds. If a team is playing Rippa then the opposition team must also play Rippa.
- **Line-Outs** – the half-back **must** receive the ball. Once the half-back has passed the ball, the opposition team can advance. The halfback can run from rucks and mauls, but **cannot** run from lineouts.
- **Scrum** – the half-back **must** receive the ball. Once the half-back has passed the ball, the opposition team can advance. The halfback can run from rucks and mauls, but **cannot** run from 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 passed the ball.
- **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 (2 minutes) for repeat offending and a penalty is given to the opposition team.
- **Fending** – Fending to be below the nipples only in A Grade Under 8s and **NO FENDING** whatsoever in B Grade Under 8s.
- **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 two (2) 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.