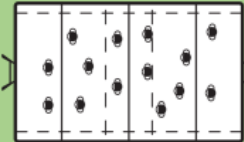




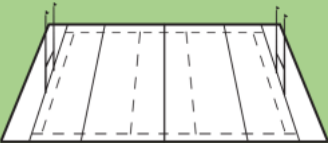










## WAIRARAPA BUSH JAB—Under 9 Rules

	<p><b>Numbers per Team</b> 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><b>Subs</b> 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><b>Ball Size</b> Size 3 balls (blue)</p>		<p><b>Game Length</b> 2 x 25 minutes maximum.</p>		<p><b>Refereeing</b> Learning Coach a coach who has attended and completed the Small Blacks Course</p>
	<p><b>Field Size</b></p> <ul style="list-style-type: none"> <li>▪ Goal to 10m (across the field)</li> <li>▪ Full size posts on sideline need goal post pads.</li> </ul>		<p><b>Tackle</b></p> <ul style="list-style-type: none"> <li>• Must be below the nipple.</li> <li>• No fending to the head, face or neck regions.</li> </ul>		
	<p><b>Try (=1pt)</b> If score blow-outs are occurring (i.e. 6+ at half-time), both coaches MUST meet and come to an agreement as to how they can generate a more even contest</p>		<p><b>Conversion</b> No Conversions</p>		
	<p><b>Kick Off</b> Kick-offs to be rotated through all players</p>		<p><b>Line Outs</b></p> <ul style="list-style-type: none"> <li>• Always 5 in lineout.</li> <li>• Lineouts are uncontested.</li> </ul>		
	<p><b>Kicking</b> Encourage running and passing.</p>		<p><b>Penalty</b> Tap and pass</p>		
			<p><b>Scrum</b> Always 5 in a scrum. No contest and no pushing</p>		

## UNDER 9 Exceptions/Variations

- **Coaches in the Field of Play** – May have a coach from each team on the field, but only if there is agreement between the two coaches. If that coach is refereeing the game then they are not allowed to coach their team.
- **Phase out own coaches on the field** – After three (3) weeks coaches will move off the field unless they are refereeing.
- **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 (3 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 (3 minutes) 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 3 minutes to reflect the length of the game.
- **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.