IPSHA Rugby

Game Management Guidelines

**Under 9**
- Extend re-start exclusion zone to 10m.
- Dominant team to be back 10m when defending at scrum and lineout.
- Off scrum and lineout the dominant team (when defending) must hold until fly-half has played the ball even if it has bounced first.
- Play longer advantage to non-dominant team.
- Do not call minor infringements when non-dominant side is in possession.
- Coach of dominant side to require team to play a number of phases or pass interchanges before a player can score.
- Consider swapping players across teams.

**Under 10 & Under 11**
- Allow non-dominant team a tap on halfway to re-start play after a score.
- Uncontested scrums and lineouts.
- Dominant team to be back 10m when defending at scrum and lineout.
- Halfback must pass.
- Dominant team (when defending) must wait until fly-half on non-dominant team has played the ball before moving up.
- Play longer advantage to non-dominant team.
- Do not call minor infringements when non-dominant side is in possession.
- Coach of dominant side to require team to play a number of phases or pass interchanges before a player can score.
- Consider swapping players across teams.

**Under 12**
- Allow non-dominant team a tap on halfway to re-start play after a score.
- Uncontested scrums and lineouts.
- Dominant team to be back 10m when defending at scrum and lineout.
- Dominant team (when defending) must wait until fly-half on non-dominant team has played the ball before moving up.
- Halfback must pass.
- Play longer advantage to non-dominant team.
- Do not call minor infringements when non-dominant side is in possession.
- Coach of dominant side to require team to play a number of phases or pass interchanges before a player can score.
- Consider swapping players across teams.