



2022 Youth 15 & Youth 17 Grade Formats

Youth 15 Girls tackle grade is a grade designed to bridge the gap between girls coming out of junior club rugby or rip rugby and the Premier Youth 17 grade. This grade is designed with participation and development in mind, with that we are not having a points table or finals and are encouraging creating a fun, inclusive environment that all players feel comfortable playing in. Success for us is girls wanting to come back and play rugby next year.

The below outlines the rules – these rules act as default. The “game on” column are rules that are open for discussion between coaches and officials prior to the game. Please ensure both team coaches meet before the start of the game to outline any changes ie. Player numbers, scrums etc. For more information relating to Game On please follow the link here <https://www.nzrugby.co.nz/about-nzr/policies-regulations-and-rules/participation-policies-regulations-and-rules/game-on/>

	Youth 15 Rules	Game On Rules
Time	2x 20 min halves. 5 min half time	Teams can change the timings to suit numbers on the field. Please have a discussion pre game with opposition coach. No more than 20 minute halves and no less than 15 minute halves.
Players	10 players with rolling subs. Max 15 players per squad	Teams are asked to match numbers eg. Between 10-15 players on the field per team and agree on positions filled (all matched with opposition).
Scrum	<ul style="list-style-type: none"> - Uncontested scrums - 3 front row, 2 back row - Halfback cannot pass the tunnel 	<ul style="list-style-type: none"> - Full scrum sequence to be undertaken ie crouch, bind, set. The scrum is completed once the ball travels past the hindmost foot. - Players in the scrum cannot pick up the ball - Attacking team wins own ball
Lineout	<ul style="list-style-type: none"> - Contested lineouts allowed, however, no lifting permitted - Max 4 people per line out - Standard lineout rules apply 	<ul style="list-style-type: none"> - Teams can agree to uncontested lineouts (no lifting) - Teams are permitted to contest via jumping straight up
Field size	<ul style="list-style-type: none"> - Full length field 	<ul style="list-style-type: none"> - Side lines can be brought in to the 5m line on both sides lines if both teams agree



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Youth 17 Grade is our Premier girls tackle grade. This is the equivalent to First XV boys grade. With that, there are a few differences in rules. Please see the table below. We ask that coaches meet before the game to discuss any issues or changes to the rules ie. Uncontested scrums.

	Youth 17 Rules	Game On Rules
Time	2x 25 min halves. 10 min half time	N/A
Players	12 players with rolling subs. Max 18 players per squad	With this being a Premier grade, the expectation is that teams have the correct amount of players in their squad. If this is not the case, please communicate early with the opposition coach and discuss options to ensure a game goes ahead.
Scrum	<ul style="list-style-type: none"> - Contested scrums (providing teams are comfortable doing so and have 3 trained front row players) - 6 player scrum (3 front row, 2 locks, 1 number 8 e.g. standard scrum with no flankers) - 1.5m push max - Halfback cannot pass the tunnel - Normal scrum rules apply 	Teams can start contested and move to uncontested if deemed unsafe by the referee or if both teams agree. Or scrums can start uncontested if agreed by both teams. If uncontested: <ul style="list-style-type: none"> - Full scrum sequence still to be undertaken ie. Crouch, bind, set. Scrum is completed once the ball travels past the hindmost foot - Players in scrum cannot pick up the ball - Attacking team wins own ball
Lineout	<ul style="list-style-type: none"> - Contested lineouts allowed (please discuss with opposition coach first) - Max 5 people per line out - Standard lineout rules apply 	<ul style="list-style-type: none"> - Teams can agree to uncontested lineouts (no lifting) - Teams are permitted to contest via jumping straight up
Field Size	<ul style="list-style-type: none"> - Full size field 	<ul style="list-style-type: none"> - Field size may be reduced if team size is reduced under game on

Game on forms can be found here: <https://www.harbourrugby.co.nz/gameon.php>

Further game on information regarding the points structure, should game on be invoked, can be found here:

<https://www.harbourrugby.co.nz/file/file6036aed59bac0/open>

Please note, this information states “seniors” but the points still apply to Youth grades

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