



MINI & LEPRECHAUN RUGBY

*REGULATIONS
2019/20*

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IRFU Age Grade Rugby Mini and Leprechaun Rugby (LTPD Stage 1)- “Growing from 6 to 6 Nations”

Mini and Leprechaun Rugby Mission Statement

“The ethos of Mini and Leprechaun Rugby is to foster and develop young players (boys & girls) of all ability in the game of rugby in a safe, ***non-competition**, enjoyable environment through activities which ensure progressive skill development for all participants in line with the IRFU LTPD (Long Term Player Development) pathway, Child Welfare Policy and Traditions of Rugby Union”

*** non-competition meaning no Leagues/Cups and Blitzes and/or events resulting in play-off matches or finals. Streaming of players is not allowed.**

Safeguarding

All those working **regularly and continuously** with young people should complete the necessary vetting checks. For those who are supervised and/or assist occasional, they should complete the [Declaration of Intent](#) .

Full list of Downloadable Vetting documents can be found here:

www.irishrugby.ie/playingthegame/development/safeguarding/recruitment.php

Code of Conduct

All participants in Mini Rugby are to adhere to all aspects of the **IRFU Code of Conduct** for Players/ Coaches/ Parents/ Spectators and Referees

Download Code of Conduct document here: [Code of Conduct](#)

Download Referee Code of Conduct document here: [Referee Code of Conduct](#)

Match Officials

Any form of abuse towards match officials is not allowed and coaches, players or spectators breaching this regulation will be removed from the playing area.

Correspondence

Any correspondence from a club, school or individual regarding Mini Rugby must be directed to the relevant Provincial Branch contact.

Procedure to report issues relating to Codes of Conduct

Internal:

Report to Mini Rugby Coordinator & Club Child Welfare Officer – liaise with relevant provincial branch welfare officer.

Issues of Significant harm:

Report to Club Welfare Officer who in turn will report to mandated person within the IRFU.

Maximum playing time

Consideration must be given to clubs/teams with small numbers and or no reserves to prevent/avoid exhaustion and or the risk of injuries.

Wearing of glasses/ Sports goggles

World Rugby has approved an amendment to the laws of the game that will allow the wearing of Raleri goggles at all levels of the game.

The IRFU reminds all players, coaches, referees and parents that only the Raleri goggle is allowed to be worn, and in accordance with the laws of the game, no other eye-wear will be permitted, for health and safety reasons, in contact forms of the game.

Anyone wishing to purchase the goggles should go to www.raleri.com. There is a link to a local (based in Ireland) supplier on this website.

Fixtures

Competitions (meaning Leagues/ cups & Blitzes ending with play-off matches or finals) are not allowed and Festivals / Events must be arranged according to the National Festival Day format. These must be registered with the respective Branch prior to taking place and all Festivals/Events including matches involving teams from other Unions, must adhere to the IRFU Mini and Leprechaun Rugby regulations.

Festival Guidelines can be downloaded here: [Festival Guidelines 2019/2020](#)

Registration

It is the responsibility of Clubs/ Schools to ensure all their players are properly registered with the Club/ School, Branch and IRFU.

Eligibility

- Mini Rugby is a participation sport - any boy or girl registered with a club and/or school may take part in line with IRFU health and safety regulations.
- Date of eligibility for participants is that which is approved by the IRFU Rugby Committee (currently, the 1st January).
- Where Mini and Leprechaun rugby are part of the school curriculum, eligibility is based the year/ class the player is in.
- Concerns regarding eligibility must be raised through the Club/School to the Branch or if required the IRFU.
- In Festival settings, National age regulations will apply.

Date of Eligibility

| Age Groups | 2019/2020 | 2020/2021 | 2021/2022 |
|-----------------|---------------|---------------|---------------|
| Under 7 | Born in: 2013 | Born in: 2014 | Born in: 2015 |
| Under 8 | 2012 | 2013 | 2014 |
| Under 9 | 2011 | 2012 | 2013 |
| Under 10 | 2010 | 2011 | 2012 |
| Under 11 | 2009 | 2010 | 2011 |
| Under 12 | 2008 | 2009 | 2010 |

Players playing at a higher age category

In the event of clubs not having sufficient numbers, players can play in two age categories – the year a players is eligible for and one year up e.g. U10 playing also at U11, it is the club's responsibility to ensure all players get the opportunity to participate in mini rugby. Best practice is to play in their own age grade. No U11 player is allowed to play up if the U12 team are playing Stage 4 mini rugby.

Procedure for allowing U12 players to play at U13

- (Only) in instances where clubs have a concern regarding numbers e.g. not enough U13 players in the club, a club may apply to their Branch Youth Committee with supporting documents explaining the reason(s) to allow this. This to only apply to players who are U12 - no U11 player playing at U12 allowed to play up.
- Branch Youth Committee to ensure that the decision does not affect playing opportunities of the U12 team(s).

RugbyPrime / Intro To Mini

U7 or P1 to P3 (Ulster)

Mini Rugby

U8/ U9/ U10/ U11 and U12 or P4; P5; P6; P7 and Year 8 (Ulster)

Regulations and Laws regarding Mini Rugby (LTPD Stage 1)

Due to variations in the physical, mental, social and emotional developments of young children, **players under the age of 7 are not allowed to play full contact games.** Players in this age group should be introduced to Rugby Union through the non-contact game of Leprechaun Rugby.

Mini and Leprechaun Rugby have been broken down into distinct stages which progressively introduce and develop the fundamental skills of Rugby Union.

- No limit on number of players to play in club days or events – emphasis on enjoyment and participation for all. For safety reasons, players should play within their own age group and may not play for a lower age group.
- Leprechaun Rugby and Mini 1 – one coach per team allowed on the pitch, coach must stay behind players

Age group(s) - Age on 1st January

| | |
|------------------|--|
| Leprechaun Rugby | Under 7 or P1 to P3 |
| Mini Rugby 1 | Under 8's or Ulster P4 |
| Mini Rugby 2 | Under 9 / U10 or P5 & P6 |
| Mini Rugby 3 | Under 11/U12 or P7 |
| Mini Rugby 4 | Under 12 or Year 8. All players must be U12 and have progressed through the mini rugby stages. |

Community Games

Given the competitive ethos and structure of National Community Games, there is no affinity with mini rugby played within this structure.

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Leprechaun Rugby

Leprechaun Rugby has been developed to introduce the Game of Rugby Union to young players new to the Game.

The non-tackling and soft contact nature of Leprechaun Rugby contains all the running and handling skills of Rugby Union. It is a game, which is designed to be FUN

Number of players

Can vary from 4-a-side to 8-a-side and or 10-a-side games and the emphasis is on the introduction of the skills, inclusion of all participants; safety and enjoyment.

Playing area

Depends on the number of participants and vary from 10m x 20m to 30m x 40m and or 50m x 70m.

Duration of games

Depends on the time available and can vary from 5 min. each way to 10 min. or 15 min. each way. Young players (beginners) playing non-contact rugby can only play a maximum amount 60 min. of rugby per day.

Start of play

The game starts by a pass-off with the referee indicating the mark.

The opposition must be 5 to 10 m away depending on the size of the playing area and the size of the teams.

Attacking team

The attacking team carries the ball downfield, running, passing (or handling) back to score try by placing the ball over or behind the opposition goal line. The ball can only be transferred to a player behind the ball carrier. No forward (handling) or passing allowed.

Tagging and ball take

To tag, a player must contact the ball carrier with two hands (one on each side of the hips). The ball carrier must then (immediately) pass backwards within a maximum of 3 steps. Any attempt to deliberately gain territory without trying to pass, will result in loss of possession. **OR**

If the ball carrier can't see anyone to pass to he/she should (immediately) stop, turn and present the ball immediately to a support player. The support player must then take the ball and pass to another player without running.

Defending team

The defending team attempts to halt the running progress of the attacking team by tagging the ball carrier.

Off-side

Applies only to the pass-off and the ball take.

The defending team can gain possession as follows:

Intercepting the ball

An opposition pass can be intercepted.

Gathering a dropped ball

If the attacking team drops or throws the ball to the ground, the defending team can pick up the ball and play on.

Knock on

If the attacking team knocks the ball on (dropping a pass forward) the defending team will restart with pass-off.

Forward pass

Forward passes are not allowed and a pass-off is awarded to the non-offending team.

Ball in touch

If the ball or attacking player carrying the ball crosses the touchline, play is restarted by a pass-off awarded to the non-offending team.

Penalties

All penalties are taken with a pass-off. A player from the non-offending team taps the ball on the ground with his foot and then passes to a team mate. Opposing players must 5 to 10 m back depending on the size of the team and or the pitch.

Reasons for penalties

- Ball carrier hands-off a player.
- Interference by a defending player not allowing a transfer, pass or ball take immediately after a tag.
- Ball carrier makes further ground after a tag without passing, transfer or ball take.
- A defending player takes the ball from the ball carrier.
- Deliberate obstruction of an opponent.
- A defending player is offside.

In all instances the opposition must be 5 to 10m back depending on the size of the teams or the pitch.



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Mini Rugby 1

| | |
|--|---|
| Ball size | 3 |
| Maximum time per half – Single match | 15 minutes |
| Maximum time per half – Festivals/ Events | 7 minutes |
| Maximum time a squad/ team is allowed to play per day/ event | 60 minutes |
| Minimum time allowed for half time | 1 minute |
| Max no of players per team | Recommended 8 |
| No of forwards | Not applicable |
| No of backs | Not applicable |
| Safety zone between pitches | 6 metres |
| Tackle height | Waist high. Penalty for tackles above the waist. |
| Ripping / Tackling the ball | Not allowed and will be penalised. |
| Hand off | Not allowed, Players should be encouraged to carry the ball in two hands. |
| Time allowed for rucks & mauls | The 5 seconds “Use it or Lose it” rule applies. It is illegal to collapse a maul Referee/Coach should count down “5, 4, 3, 2, and 1” from moment ruck/maul is formed. |
| No of players per team allowed in rucks & mauls | No more than 3 |
| Kicking in Play | Not allowed |
| Start match | Pass-Off: Must be off the ground and after the referee’s whistle |
| Method of scoring | Try |
| Line-Out | No |
| Scrum | No |

Discipline

No sending off in Mini Rugby only compulsory substitutions to ensure same numbers on the pitch at all times.

Start of Match and/or Restarts

All starts and restarts are by pass-off (from the ground) and must be after the referee’s whistle. The opposition must retire 10m from the ball and can only move once the scrum half/passer passes the ball. The first receiver must start no more than 2m back from the scrum half/passer.

At the start of both halves and after a try, the pass-off from the centre of the pitch will be used to restart the game.

Penalties: **No quick tap penalties allowed**

Penalties are taken by a pass-off (from the ground) and after the whistle, the opposition being 10m back from the mark (or behind the goal line). Penalties must be taken through the mark. To play the ball, it must be first tapped with the foot before being passed off the ground. The first receiver must start no more than 2m back from the scrum half/passer.

Kicking - Not allowed

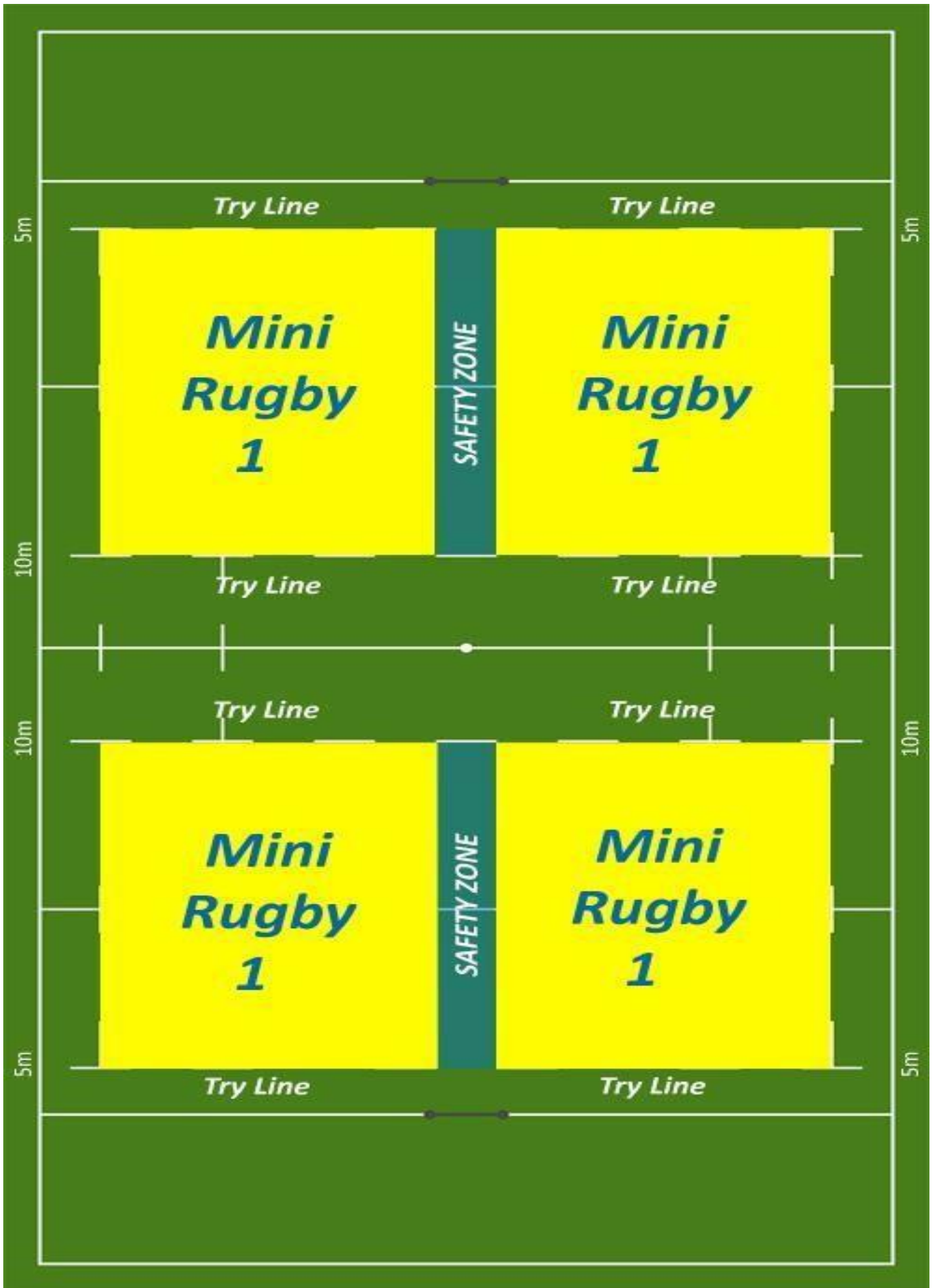
Hand Off- Not allowed

Punching/Kicking of an opponent

No verbal warning – immediate compulsory substitution and the player is not allowed to participate in next match or rest of the day’s event.

Dangerous Tackles: High /Swing and Dump Tackles

Player to receive 1 (one) verbal warning from the referee. If the player offends again, compulsory substitution to be made by coach on request by the referee. Player is allowed to participate in next match/ rest of the day’s event unless there is a repeat of the offence.



Mini Rugby 2

| | |
|--|---|
| Ball size | 3 |
| Maximum time per half – Single match | 15 minutes |
| Maximum time per half – Festivals/ Events | 7 minutes |
| Maximum time a squad/ team is allowed to play per day/ event | 70 minutes |
| Minimum time allowed for half time | 1 minute |
| Max no of players per team | 8 |
| No of forwards | 3 |
| No of backs | 5 |
| Safety zone between pitches | 6 metres |
| Tackle height | Waist high. Penalty for tackles above the waist. |
| Ripping/ Tackling the ball | Not allowed and will be penalised. |
| Hand off | Not allowed, Players should be encouraged to carry the ball in two hands. |
| Time allowed for rucks & mauls | The 5 seconds “Use it or Lose it” rule applies. This starts from the moment ruck/maul is formed. It is illegal to collapse a maul Referee/Coach should count down “5, 4, 3, 2, and 1” from moment ruck/maul is formed. |
| No of players <i>per team</i> allowed in rucks & mauls | No more than 3 |
| Kicking in Play | Not allowed |
| Start match | Pass-Off: Must be off the ground and after the referee’s whistle |
| Method of scoring | Try |
| Line-Out | 3 Players including the thrower. All ‘Forwards’ must be involved in the lineout. No lifting allowed. |
| Scrum | 3 Players No contest Players must stay bound until scrum is over |

Discipline

No sending off in Mini Rugby only compulsory substitutions to ensure same numbers on the pitch at all times.

Start of Match and/or Restarts

All starts and restarts are by pass-off (from the ground) and must be after the referee’s whistle. The opposition must retire 10m from the ball and can only move once the scrum half/passer passes the ball. The first receiver must start no more than 2m back from the scrum half/passer.

At the start of both halves and after a try, the pass-off from the centre of the pitch will be used to restart the game.

Penalties: **No quick tap penalties allowed**

Penalties are taken by a pass-off (from the ground) and after the whistle, the opposition being 10m back from the mark (or behind the goal line). Penalties must be taken through the mark. To play the ball, it must be first tapped with the foot before being passed off the ground. The first receiver must start no more than 2m back from the scrum half/passer.

Kicking - Not allowed

Hand Off - Not allowed

Scrum

1. All players stay bound until ball has emerged.
2. No push or contesting allowed, ball must be put in straight.
3. Opposition scrum half behind his forwards – no follow around allowed.
4. Scrum is over when ball is in the hands of the attacking scrum half.
5. Scrum half must pass the ball – no break allowed.
6. Both back lines 5m back from scrum.
7. Always 10m from touch line and 5m from goal line.

Line out:

1. 3 players including the Thrower
2. Line out 2m from touch line.
3. No contest.
4. No Lifting allowed
5. No quick throw allowed
6. Ball must be caught and delivered to scrum-half - Line out is over when the scrum half passes the ball.
7. Both throwers must be at the front of the line-out and both scrum halves behind their forwards.
8. Scrum halves must pass the ball. No break allowed.
9. Both back lines 5m back from Lineout.
10. Ball must be thrown straight into the line-out – no over throw.
11. No catch and drive allowed.

Rucks and mauls

Referee/Coach should count down “5, 4, 3, 2, and 1” from moment ruck/maul is formed.

The “Use it or Lose it” rule should be strictly applied. The ball must be passed away, no pick and go.

It is **ILLEGAL to COLLAPSE** a Maul.

Players joining a Ruck or Maul must do so in a safe and legal manner, **e.g. no shoulder-charging, diving off feet etc.** Squeeze ball and Bridging are **Not Allowed**

Dangerous Tackles: High /Swing and Dump Tackles

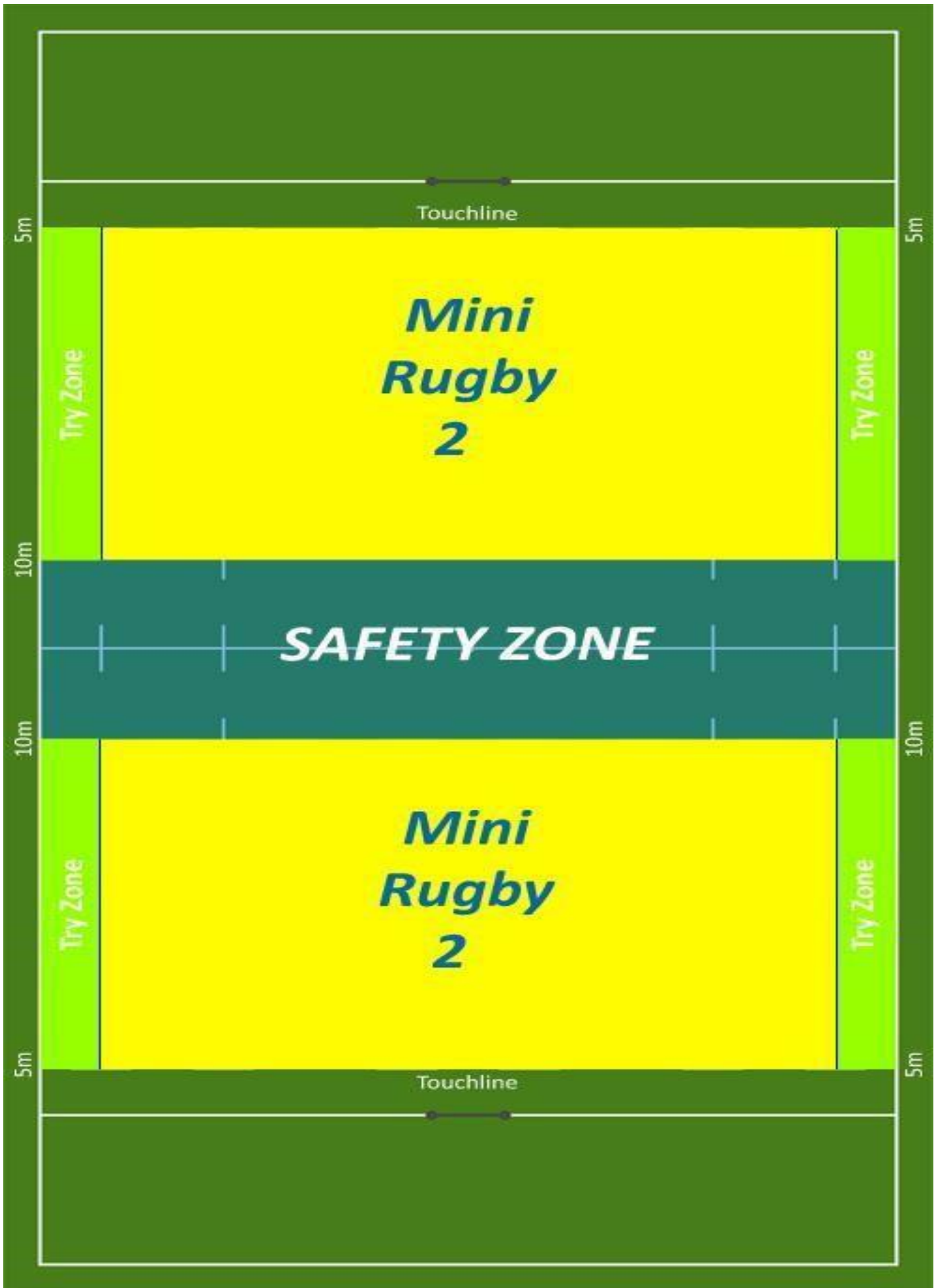
Player to receive 1 (one) verbal warning from the referee. If the player offends again, compulsory substitution to be made by coach on request by the referee. Player is allowed to participate in next match/ rest of the day’s event unless there is a repeat of the offence.

Punching/Kicking of an opponent

No verbal warning – immediate compulsory substitution and the player is not allowed to participate in next match or rest of the day’s event



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Mini Rugby 3

| | |
|--|---|
| Ball size | 4 |
| Maximum time per half – Single match | 20 minutes |
| Maximum time per half – Festivals/ Events | 7 minutes |
| Maximum time a squad/ team is allowed to play per day/ event | 70 minutes |
| Minimum time allowed for half time | 1 minute |
| Max no of players per team | 10 |
| No of forwards | 5 |
| No of backs | 5 |
| Safety zone between pitches | 6 metres |
| Tackle height | Waist high. Penalty for tackles above the waist. Dangerous Tackles (e.g. High / Swinging / Dump tackle) to be penalised immediately & player warned. |
| Ripping / Tackling the ball | Not allowed and will be penalised. |
| Hand off | Not allowed. Carry ball in two hands. |
| Time allowed for rucks & mauls | The 5 seconds “Use it or Lose it” rule applies. It is illegal to collapse a maul Referee/Coach should count down “5, 4, 3, 2, and 1” from moment ruck/maul is formed. |
| No of players per team allowed in rucks & mauls | No more than 3 |
| Kicking in Play | Defence zone only |
| Start match | Drop Kick on Half Way |
| Method of scoring | Try |
| Line-Out | 5 Players including the thrower All “forwards” must be involved in lineout No lifting allowed. |
| Scrum | 5 Players. 3 front row, 2 second row 1 step allowed after the put in & strike allowed. Players must stay bound until scrum is over |

Discipline

No sending off in Mini Rugby only compulsory substitutions to ensure same numbers on the pitch at all times.

Start of Match and/or Restarts

Starts - Drop Kick on Half Way and must be after the referee’s whistle.

In dead ball situations the restarts must take place 10m from try-line (kicking zone).

Penalties: **No quick tap penalties allowed**

Penalties must be taken through the mark designated by the referee. A scrum to be awarded to the opposition if persistently done incorrectly.

Opposition must be 10 m back or behind the goal line. To play the ball, it must be first tapped with the foot before being passed off the ground. The first receiver must start no more than 2m back from the scrum half/passers. **Penalties inside the Kicking Zone:** The DEFENDING team awarded the penalty may kick directly to touch and are awarded throw in

Kicking

It is not permitted to kick the ball outside the "Kicking Zone" (10m from own goal line). If the offence is unintentional, a scrum is awarded to the opposition and if intentional, a penalty is awarded to the opposition.

Pass back into Kicking Zone rule (as per 15-a-side) to apply.

Players in front of the kicker must be brought outside before they can take part in play.

Hand Off – Not allowed. Ball should be carried in both hands.

Scrum

1. 5 players (LHP/H/THP & Two 2nd Rows)
2. All players stay bound until ball has emerged.
3. Scrum may not move further than 1 step from the mid-point of original scrum.
4. Only strike can be contested (hooker v hooker).
5. Scrum half to feed the ball into the scrum with two hands and straight.
6. No forward allowed to pick up the ball from the scrum.
7. Opposition scrum half behind his 2nd Rows – no follow around allowed.
8. Both back lines 5m back from scrum.
9. Always 10m from touchline and 5m from goal line.
10. Scrum is over when referee calls "scrum over" or when the ball is in the hands of the scrum half who may break.

Line out:

1. 5 players including the Thrower
2. Line out 2m from touch line.
3. The ball may be contested.
4. No lifting allowed
5. No quick throw allowed
6. A space of one metre (arm's length) between all players in the line-out
7. Both hookers/throwers must be at the front of the line-out and both scrum halves behind their forwards.
8. Both back lines 5m back from Lineout.
9. Ball must be thrown straight into the line-out – no over throw.
10. Line out is over when the scrum half passes the ball/ makes a break or when team catching the ball catches & drives
11. (5 seconds "Use it or Lose it" in driving maul to apply).

Rucks and mauls

The "Use it or Lose it" rule should be strictly applied - Referee/Coach should count down "5, 4, 3, 2, and 1" from moment ruck/maul is formed.

It is **ILLEGAL to COLLAPSE** a Maul.

Players joining a Ruck or Maul must do so in a safe and legal manner, **e.g. no shoulder-charging, diving off feet etc.** Squeeze ball and Bridging are **Not Allowed**

Dangerous Tackles: High /Swing and Dump Tackles

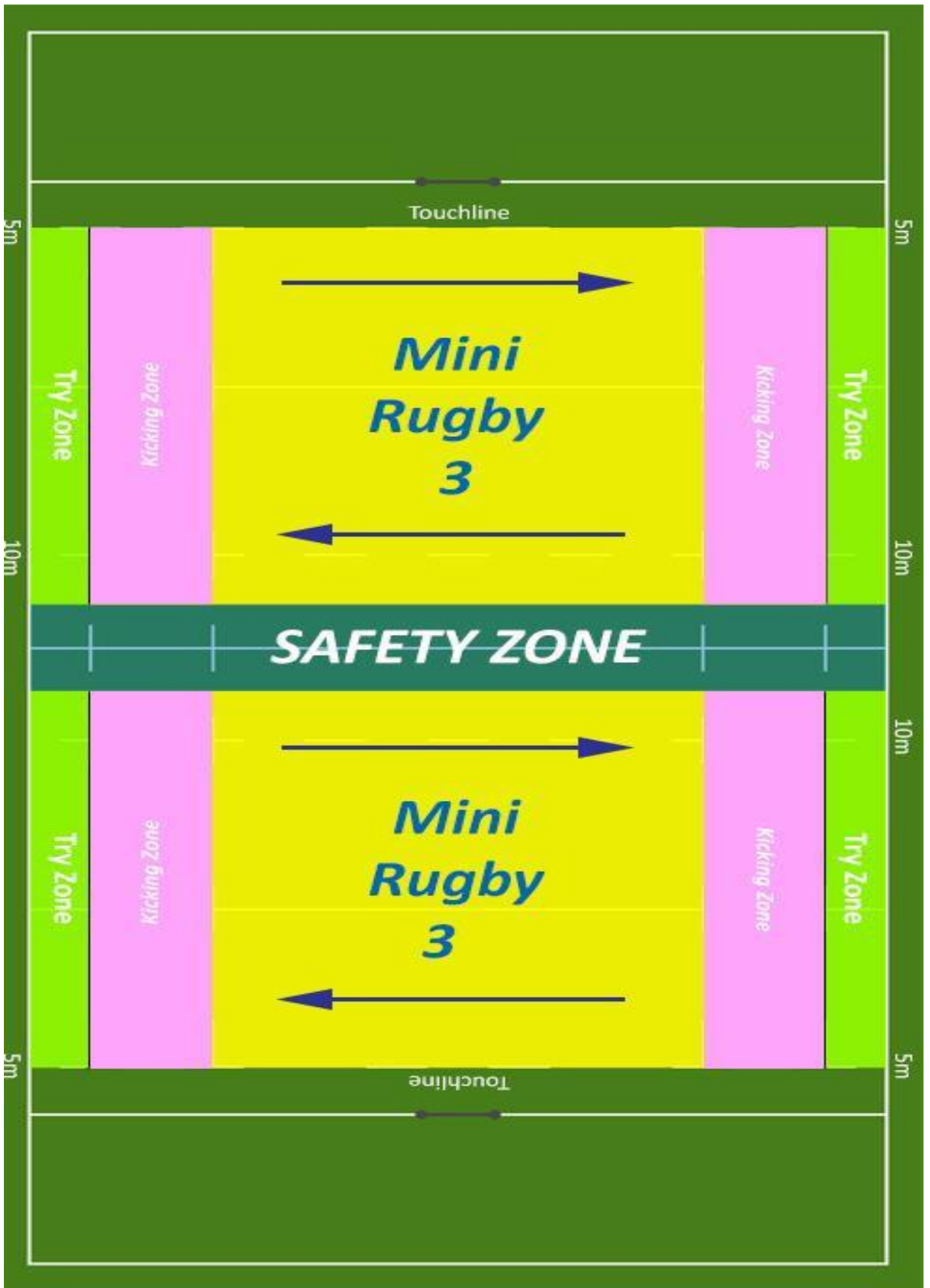
Player to receive 1 (one) verbal warning from the referee. If the player offends again, compulsory substitution to be made by coach on request by the referee. Player is allowed to participate in next match/ rest of the day's event unless there is a repeat of the offence.

Punching/Kicking of an opponent

No verbal warning – immediate compulsory substitution and the player is not allowed to participate in next match or rest of the day's event

15 a side

Not allowed at U12. Doing so will result in a club sanction from the branch.



Mini Rugby 4- For U12s only and all players must have progressed through the stages

| | |
|--|---|
| Ball size | 4 |
| Maximum time per half – Single match | 20 minutes |
| Maximum time per half – Festivals/ Events | 7 minutes |
| Maximum time a squad/ team is allowed to play per day/ event | 70 minutes |
| Minimum time allowed for half time | 1 minute |
| Max no of players per team | 12 |
| No of forwards | 6 |
| No of backs | 6 |
| Safety zone between pitches | 6 metres |
| Tackle height | Waist high – penalty for tackles above the waist. Dangerous tackles (e.g. High/swinging/dump tackle penalised immediately) |
| Ripping / Tackling the ball | Not allowed and will be penalised. |
| Hand off | Below shoulder Players should be encouraged to carry the ball in two hands. |
| Time allowed for rucks & mauls | The 5 seconds “Use it or Lose it” rule applies. It is illegal to collapse a maul Referee/Coach should count down “5, 4, 3, 2, and 1” from moment ruck/maul is formed. |
| No of players per team allowed in rucks & mauls | No more than 4 |
| Kicking in Play | Defence zone only |
| Start match | Drop Kick on Half Way |
| Method of scoring | Try – no conversion kicks |
| Line-Out | 6 Players including the thrower All “forwards” must be involved in lineout No lifting allowed. |
| Scrum | 6 Players – 3 front row, 2 second row, 1 back row Strike allowed 1 step allowed Players must stay bound until scrum is over |

Discipline

No sending off in Mini Rugby only compulsory substitutions to ensure same numbers on the pitch at all times.

Start of Match and/or Restarts

Starts - Drop Kick on Half Way and must be after the referee’s whistle.

In dead ball situations the restarts must take place 5m from try-line (kicking zone).

Penalties: **No quick tap penalties allowed**

Penalties must be taken through the mark designated by the referee. A scrum to be awarded to the opposition if persistently done incorrectly.

Opposition must be 10 m back or behind the goal line.

To play the ball, it must be first tapped with the foot before being passed off the ground. The first receiver must start no more than 2m back from the scrum half/passers.

Penalties inside the Kicking Zone: The DEFENDING team awarded the penalty may kick directly to touch and are awarded throw in.

Kicking

Is permitted to kick the ball inside own "Kicking Zone" (5m both sides of the try line).

Pass back into Kicking Zone rule (as per 15-a-side) to apply. Players in front of the kicker must be brought outside before they can take part in play.

Scrum

1. 6 players (LHP/H/THP - Two 2nd Rows & One Back Row)
2. Back row to scrum between the two 2nd Rows
3. All players stay bound until ball has emerged.
4. Scrum may not move further than 1 step from the mid-point of original scrum.
5. Only strike can be contested (hooker v hooker).
6. Scrum half to feed the ball into the scrum with two hands and straight.
7. No forward allowed to pick up the ball from the scrum.
8. Opposition scrum half behind his 2nd Rows – no follow around allowed.
9. Both back lines 5m back from scrum.
10. Always 10m from touchline and 5m from goal line.
11. Scrum is over when referee calls "scrum over" or when the ball is in the hands of the scrum half who may break

Line out:

1. 6 players including the Thrower
2. Line out 2m from touch line.
3. The ball may be contested.
4. No lifting allowed
5. No quick throw allowed
6. A space of one metre (arm's length) between all players in the line-out
7. Both hookers/throwers must be at the front of the line-out and both scrum halves behind their forwards.
8. Both back lines 5m back from Lineout.
9. Ball must be thrown straight into the line-out – no over throw.
10. Line out is over when the scrum half passes the ball/ makes a break or when team catching the ball catches & drives
11. (5 seconds "Use it or Lose it" in driving maul to apply).

Rucks and mauls

Referee/Coach should count down "5, 4, 3, 2, and 1" from moment ruck/maul is formed.

The "Use it or Lose it" rule should be strictly applied.

It is **ILLEGAL to COLLAPSE** a Maul.

Players joining a Ruck or Maul must do so in a safe and legal manner, **e.g. no shoulder-charging, diving off feet etc.** Squeeze ball and Bridging are **Not Allowed**

Dangerous Tackles: High /Swing and Dump Tackles

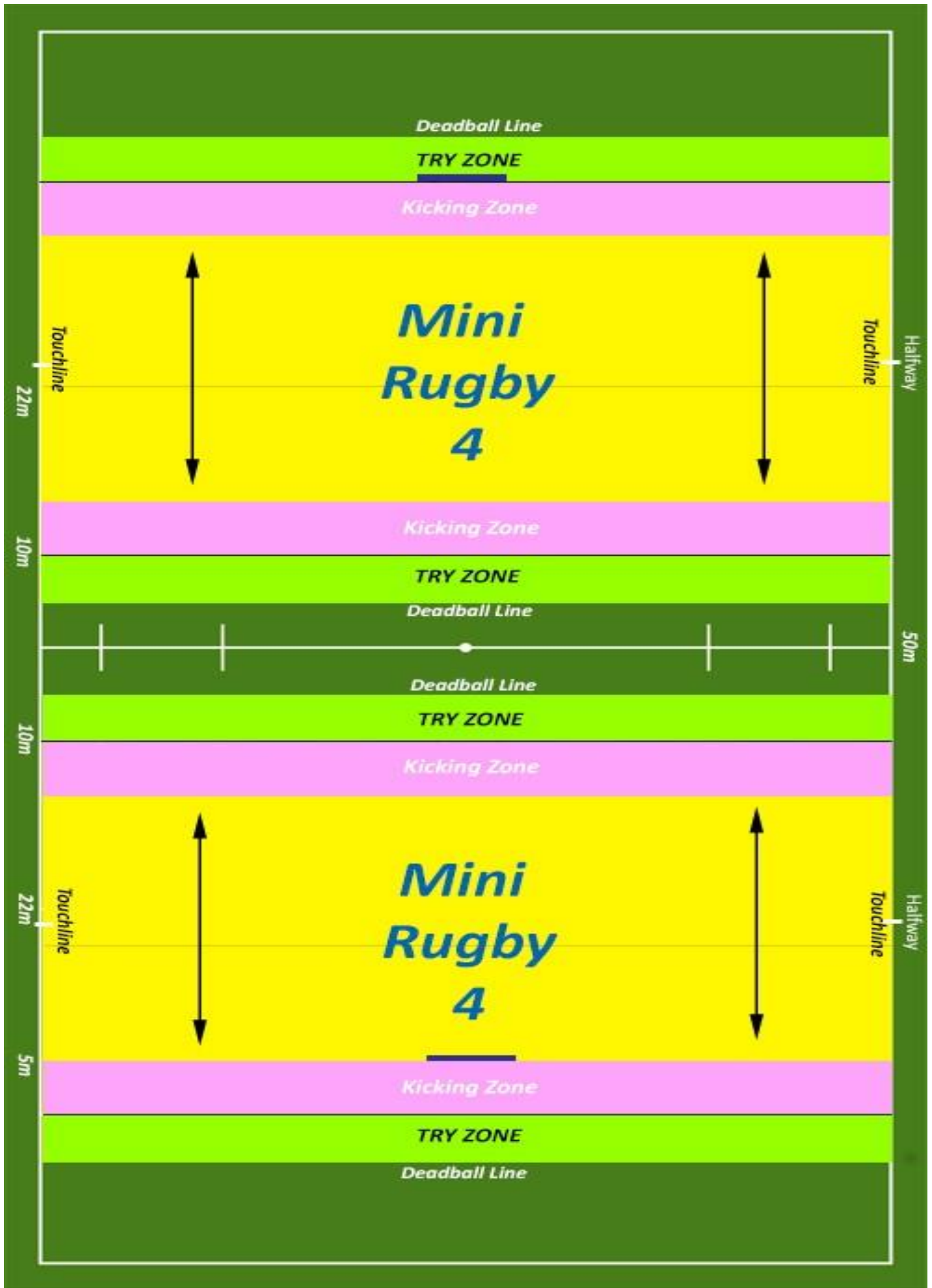
Player to receive 1 (one) verbal warning from the referee. If the player offends again, compulsory substitution to be made by coach on request by the referee. Player is allowed to participate in next match/ rest of the day's event unless there is a repeat of the offence.

Punching/Kicking of an opponent

No verbal warning – immediate compulsory substitution and the player is not allowed to participate in next match or rest of the day's event

15 a side

Not allowed at U12. Doing so will result in a club sanction from the branch.



Codes of Conduct

See also: www.irishrugby.ie/playing-the-game/spirit-of-rugby/safeguarding/recruitment/

Code of Conduct for Players – Adopted from the IRFU Child Welfare Policy Document

1. Play for enjoyment and become part of the rugby family.
2. Respect the “Game of Rugby” and play within the Laws of the Game.
3. Accept the referee’s decision and let your captain or coach ask any relevant questions.
4. Play with control. Do not lose your temper.
5. Always do your best and be committed to the game, your team and your club.
6. Be a “good sport”. Applaud all good play whether by your team or the opposition.
7. Respect your opponent. Treat all players as you would like to be treated. Do not “bully” or take advantage of any player.
8. Rugby is a team sport and make sure you co-operate with your coach; team mates and members of your club.
9. Remember that the goals of the game are to have fun, improve your skills and feel good.
10. At the end of the match thank your opponents and the referee for the match.
11. Always remember that you owe a duty of care to your opponents. Tackle hard but fairly, do not intend to hurt your opponent.
12. Winning and losing is part of sport: Win with humility – lose with dignity.
13. As part of the team it is important that you attend training regularly and listen to your coach and help your team.
14. As a team sport, it is important to understand that all members are important to the team!
15. Remember you are representing your team, club, family and the Game of Rugby.

IRFU

Code of Conduct for Coaches - Adopted from the IRFU Child Welfare Policy Document

1. Remember that as a coach of an “age-grade team” you are acting “in loco parentis” and that you have a duty of care to all your players.
2. Lead by example - young people need a coach they can respect as a Role Model.
3. Be generous with your praise and never ridicule or shout at players for making mistakes or losing a match.
4. Teach your players that the Laws of the Game are mutual agreements which no one should evade or break.
5. Ensure that you are appropriately qualified by gaining the relevant coaching accreditation for your particular level.
6. Be reasonable in your demands on the players’ time, energy and enthusiasm.
7. Encourage respect for all participants – team mates and opponents, as well as match officials.
8. Create a safe and enjoyable environment in which to train and play.
9. Always follow professional medical advice in determining when an injured player is ready to play again.
10. Develop policies for your club / team to agree procedures regarding discipline, injury prevention and treatment, team selection etc.
11. Be responsible and ensure you uphold the ethos of the game and the IRFU.
12. Support the IRFU Child Welfare Policy and all policies regarding Children in Sport.

Code of Conduct for Parents - Adopted from the IRFU Child Welfare Policy Document

1. Remember, young people play rugby for their enjoyment, not only yours.
2. Encourage your child always to play by the Laws of the Game.
3. Teach young children that honest endeavour is as important as winning, so that the result of each game is accepted without disappointment.
4. Help age grade players to work towards skill improvement and good sportsmanship.
5. Set a good example by applauding good play on both sides.
6. Never ridicule, humiliate or shout at young players for making a mistake or losing a match.
7. Do not place emphasis on winning at all costs.
8. Do not force an unwilling child to participate in the playing of rugby. If the child is to play, he/she will do so in good time through your encouragement.

9. Support all efforts to remove verbal and physical abuse from rugby.
10. As a spectator, do not use profane language or harass referees, coaches or age grade players.
11. Do not publicly question the referee's judgement and never their honesty.
12. Recognise the value and importance of volunteer referees and coaches.
13. Identify and acknowledge the good qualities of the Game of Rugby and uphold these values.
14. Remember you and your child's contribution to the Game of Rugby are very important to the IRFU and be proud of your contribution.
15. Understand the value of team sport and its importance.

Code of Conduct for Spectators - Adopted from the IRFU Child Welfare Policy Document

1. Remember that although age grade players play organised rugby they are not "miniature internationals".
2. Be on your best behaviour and lead by example. Do not use profane language or harass referees, players or coaches.
3. Applaud good play by the visiting team as well as your own.
4. Show respect for your team's opponents. Without them there would not be a match.
5. Condemn the use of violence in all forms at every opportunity.
6. Verbal abuse of age grade players or sports leaders cannot be accepted in any shape or form.
7. Age grade players or Sports leaders are not fair targets for ignorant behaviour.
8. Encourage young age grade players to play by the Laws of the Game.
9. Spectators can contribute to the enjoyment of the event and all involved.
10. Be proud of your club and the Game of Rugby.

IRFU

1. Respect the rights, dignity and worth of every child and treat everyone equally, regardless of gender, disability, ethnic origin, religion, etc.
2. Put welfare of Age-Grade Player first.
3. Encourage fair play and ensure safety is paramount in all games.
4. Facilitate the playing of the game through the correct application of the laws of the game.
5. Plan and prepare appropriately, be punctual.
6. Hold up to date referee qualifications and be committed to the guidelines in the IRFU's Safeguarding Policy.
7. Act as a role model and promote the positive aspects of rugby and maintain highest standards of personal conduct..
8. Be responsible for monitoring boundaries between a working relationship and friendship with Age-Grade Players.
9. Remain positive when dealing with Age-Grade players and/or coaches, parents and spectators..
10. Manage disciplinary matters appropriately, report to the Branch when necessary.
11. Follow agreed protocols regarding changing rooms.
12. Report and concerns in accordance with this Policy's reporting procedures which are contained within the IRFU Safeguarding Policy.

Additional Information for Sports Leaders

1. Remember that as a Sports Leader of an 'Age-Grade team' you are acting 'in loco parentis' and that you have a duty of care to all your Age-Grade Players.
2. Always follow professional medical advice in determining when an injured Age-Grade Player is ready to play again.
3. Adhere to policies for your club / team to agree procedures regarding discipline, injury prevention & treatment, team selection etc.
4. Be reasonable in your demands on the Age-Grade Players' time, energy and enthusiasm.

IRFU

INFORMATION

If you would like more information about Mini Rugby or would like information on Coaching Courses, Refereeing, or additional coaching material, please contact your Provincial Rugby Development Department.

Connacht Branch

IRFU Connacht Branch,
Galway Sportsground,
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Fax: 091 – 560-097

Email: info@connachtrugby.com

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IRFU Munster Branch
Irish Independent Park,
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