

ADVANTAGE

After an offense occurs, if the referee thinks the non-offending team might benefit by playing on they may play **advantage**.

Skillful use of advantage can minimize stoppages and provide for a more flowing game

FOUL/DANGEROUS PLAY

- Blocking the tackler.
- Ball-carrier running into team-mate at a set-piece.
- Ball-carrier blocking their flag.
- Yelling Flag without a flag.
- Pushing, Punching or striking.
- Kicking.
- Tripping.
- Retaliation.
- Foul Language

OUR LITTLE BOYS AND GIRLS

Never forget, they are just little boys and girls trying their best just so that we as parents can SEE them. They just want to hear you say Good job son/daughter, Mommy/Daddy is so proud of you.

LETS MAKE THIS SEASON A SEASON OF ENCOURAGEMENT

OUR SPONSORS



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2018 KERN YOUTH RUGBY SPECTATOR GUIDE



Kern Youth Rugby (KYR) was born in 2014. Our aim is to build community through rugby. We are passionate about rugby, kids and serving our community.

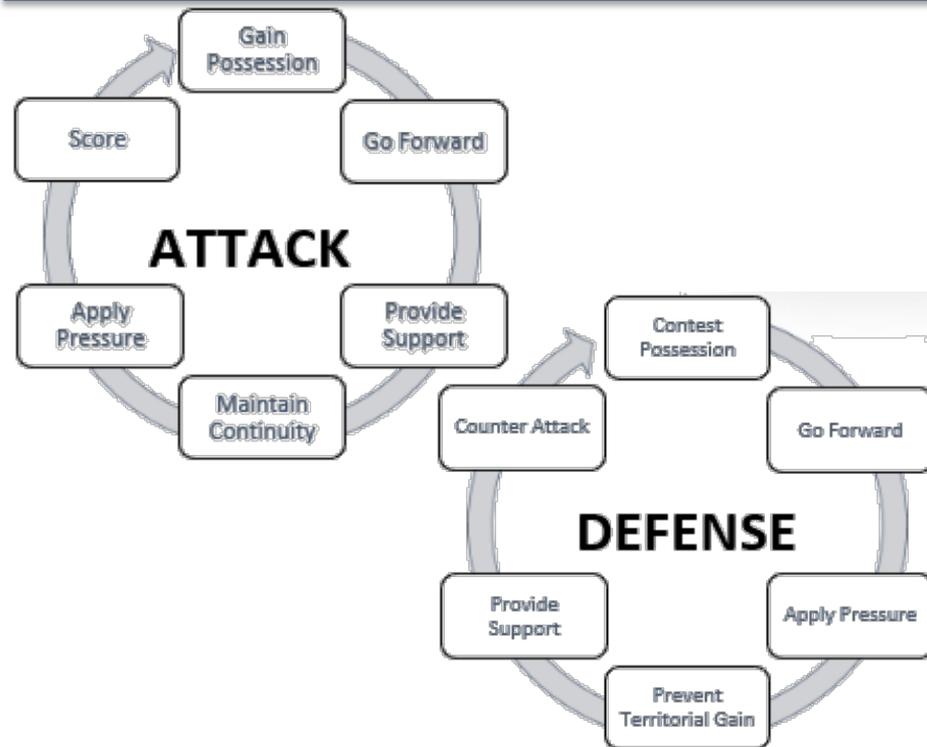
Building Community Through Rugby.



Our Core values are:

RESPECT OTHERS, BE HUMBLE & HAVE COURAGE.

BASIC PRINCIPALS OF THE GAME



TIME OF PLAY

A Game consists of two halves no longer than 15 minutes in duration with a 3 minute half time period.

PLAYERS AND POSITIONS

Non-contact Youth Rugby is played with (7) players on each team. Upon agreement of each team more or less players can be on the field at the same time and there is unlimited substitution to facilitate equal playing time for all.

MOVING THE BALL

Rugby is continuous and there is no blocking in rugby. When in possession of the ball, players will advance the ball toward the opponents goal line by running forward.

Once a flag is pulled (defender to yell "FLAG") a player has two options:

- **Pass the ball backwards** to a supporting team mate within (3) seconds or (3) steps. (NO OFFSIDES IN THIS CASE)
- **Place the ball on the ground** and control a pass through the legs to a supporting player. (OFFSIDE LINE IS CREATED IN THIS CASE)

OFF-SIDE

In Rugby the offside line is continually moving up and down the field. An offside is created when:

- **Flag is pulled:** The defender that pulled the flag is out of play until he/she returns the flag to the attacking player.
- **A Tagged player places the ball:** Happens when the ball carrier cannot complete a pass. An off-side line is created lateral to the ball position. All defensive players must retire 5 meters from the tagged player and not interfere with play. Once the ball is played by the 2nd player "OPEN PLAY" resumes and offside line goes away.

SCORING

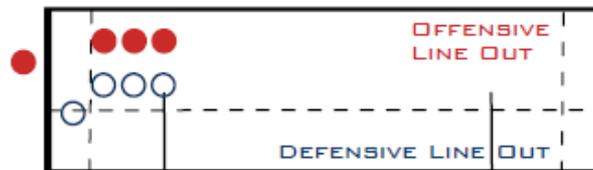
There are (2) methods of scoring:

- **TRY:** When a player crosses the opponents goal and with control of the ball, **wearing both flags**, touches it to the ground the score is called a "TRY" and is worth (5) points.
- **CONVERSION:** In the U12 and U14 divisions a conversion drop kick may be attempted and (2) points is awarded for a successful kick between the goal posts.

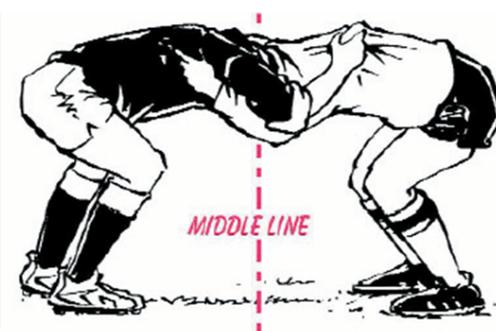
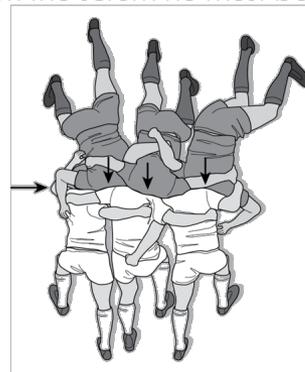
RESTARTING PLAY

KICK-OFFS: At the beginning of each half of play and after each score, play is started by a drop kick that must travel at least ten yards and must not be kicked through the "try" zone or directly out of bounds.

LINE-OUT: If the ball goes out of bounds, it is restarted with a line-out. 2 or 3 players from both teams form a line perpendicular to the touchline 3ft apart from one another. A player of the non-offending team calls throws the ball in between the two lines. In the U6 & U8 leagues this play is uncontested, in the older leagues this play may be contested..



SCRUM: A "SCRUM" is used to restart play after a minor infraction like a **knock on or forward pass** and consists of three players ("Forwards") from each team creating a tunnel in which the ball is placed by a player named "the Scrum Half". Once the scrum half secures the ball from the scrum he must pass it to his supporting players ("Backs").



PENALTY RESTARTS: Restarts after major penalties will be initiated by a player from the non-offending team taking a "TAP" by holding the ball in their hands and taping it with their foot before passing to supporting players. The opposing team must retreat 10 yards or the referee may advance the spot for the penalty.