

# TOUCH RUGBY: SCHOOLS FESTIVAL FORMAT

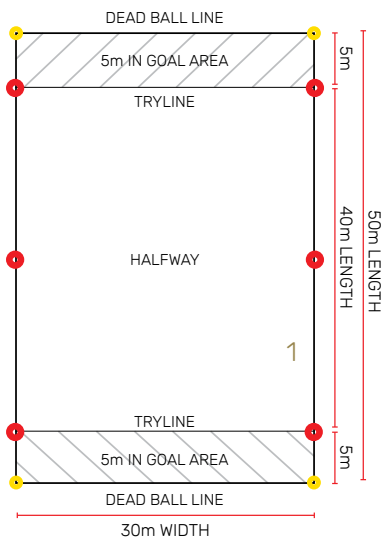
## SUPER 6's

### SET UP

1. A ball, some cones and a set of bibs is required for each festival pitch.
2. A Super 6's pitch should be set up as follows (with cones at the end of each horizontal line). This playing area is roughly a quarter of the size of a rugby/football pitch.

★ If you are using a smaller space, you can opt to reduce playing numbers

3. To help younger children, you can use different coloured cones for each of the Try Lines to help them remember which direction their team is scoring in.



### THE RULES

1. Each game should have 2 teams of 6 players (*although there can be more players in the sub boxes, located on the Side Line halfway up the pitch, who can interchange at any time*). Bibs should be provided to help the children to identify which team they are on.
2. The team in possession of the ball are known as the **Attackers** and the team without possession of the ball are known as the **Defenders**. Nominate a Team Captain on each team who competes in a game of Rock, Paper, Scissors to win possession of the ball and start the game as the **Attacking Team**.
3. Each team starts/restarts the game in their own half of the pitch (closest to the Try Line they will be defending). To start/restart the game (at the beginning of each half or following a Try being scored), the ball must be brought to half way on the pitch, tapped on the ground and passed off. **The Defending Team** must wait 7m back from half way. Option to restart the game from where the last score occurred (after a change of possession) to keep the game flowing more than re-setting back at half way.
4. Once the ball has been tapped the ball carrier should run and try and dodge Defenders to get to the Try Line and score a Try or they can pass the ball to another child standing on or over the Try Line, who can also score



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a Try. 1 Try equals 1 point. A Try is scored when a child places the ball on or over the Try Line in the In-Goal Area (5m area between the Try Line and Dead Ball Line).

★ Encourage children to place the ball down with control and downward pressure and not just drop the ball.

5. To stop an Attacker from scoring a Try, a Defender has to catch the ball carrier (using a one-handed touch aiming for the back or shoulder area) and call "Touch!" when they have caught them. Players must retreat 2 big steps back from the player who has been touched in possession to give them space to scan and make a pass. *Any touch on the ball carrier counts (including their body, hair, clothing and even the ball).*
6. The Attacker cannot score a Try if they have been touched by a Defender prior to scoring a Try. They must stop running and return to the location on the pitch where the touch occurred ("**the mark**"), tap the ball on the mark and pass it to a teammate who is in space. Option for younger children to pass after they have been touched in possession of the ball (no need to tap the ball on the ground) and have unlimited touches until a score occurs or they lose possession via ball intercepted by opposition (in the air or on the ground). *Passes can be in any direction.*

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#### THE RULES CONT...

7. The Attacking Team must have passed the ball **twice** in each new set of possession before they can score.
8. Once the Attacking Team has used up their 6 touches (6 separate Touches have been made on ball carriers) then the ball is turned over to the other team and the game continues.
9. Changeovers in possession also occur when the Defending Team intercept the ball (*this restarts the touch count with the touch following the intercept counting as touch number 0*) or the ball carrier runs outside of the playing area.
10. A change in possession does not occur if the ball is knocked down by the opposition. In this instance, the Attacking Team are awarded another 6 touches.
11. A change in possession does not automatically occur if the ball is dropped. It may be regathered by either team and the game continues. However, as skill competencies grow in older children, it is permissible for dropped balls to become turnovers. 2
12. Festival games can be any length depending on the number of teams participating, however, 2 x 6 minute halves with a 2 minute half-time break or 12 minute straight through is recommended.



#### OPTION 1

**Super Powers**  
(options to help engage all children)

Pick a player who can run and the first touch on them does not count

#### OPTION 2

Pick a player who can run for 10 metres without having to stop even if they are touched

#### OPTION 3

Pick a player who can win back possession for their team by making a touch

#### OPTION 4

Pick a player who can play for either team when they are in attack

#### OPTION 5

Pick a player who has the power to freeze 1 other player on the other team for 10 seconds

#### OPTION 6

Pick a player who can pause the game once and to allow the Defending Team to move to new positions

#### Coaches Corner

How could your team have scored more Tries today

Why do Defenders have to shout "touch" when they catch an Attacker?

What are the key elements of a successful catch?

What are the key elements of a successful pass?

Why is it an advantage if an Attacker runs forward, initiates a touch and performs a Rollball?

Watch a team mate play for 5 minutes and give them positive feedback about their game