

S
SUPERUGBY
SUPER RUGBY
FEBRUARY 18 - JULY 9



INTERNATIONAL RUGBY
SEVENS
ADELAIDE
ADELAIDE SEVENS
2-3 APRIL

RUGBY IN 2011



Wallabies
TRI-NATIONS
JULY- AUGUST



RUGBY
WORLD CUP
2011
RUGBY WORLD CUP-NZ
SEPTEMBER- OCTOBER

Code of Conduct / Expectations of Participants

Rugby bodies, staff, members and volunteers provide a valuable contribution to the positive experiences of junior participants. The ARU aims to ensure this continues and to protect the safety and welfare of its junior participants.

The ARU Code of Conduct seeks to establish standards of performance and behaviour to ensure that participants act in a professional and proper manner and to ensure that the game is played and conducted with disciplined and sporting behaviour.

All Participants and Rugby Bodies are bound by the ARU Code of Conduct, which seeks to deter all on-field and Rugby-related conduct that could damage the game of Rugby by impairing public confidence in the honest and orderly conduct of matches and competitions or in the integrity and good character of participants.

The expectations of behaviour guidelines are a simple outline for parents, teachers, coaches and players to ensure everyone is given the opportunity to maximise their enjoyment of the game. Rugby has always been a game that prides itself on fair play and enjoyment for all, so please adhere to these guidelines to ensure this continues.

For more information on the ARU Code of Conduct or Expectations of Behaviour please visit rugby.com.au/policies

WELCOME TO RUGBY 2011



On behalf of Australian Rugby Union, I would like to say thank you for deciding to be involved with our great game in what promises to be one of the most memorable years on record in 2011.

ARU is extremely appreciative of the sterling contributions made by so many at the grassroots level and we trust your season will be filled with excitement, fulfilment and a sense that Rugby is evolving to meet the needs of its participation and supporter base.

A significant example of that desire to listen and respond to our constituents is the overhaul of the Junior Pathway after two years of research and investigation into the modified games played through the Under 6 to Under 12 age groups.

Through the various versions of Rugby played in these younger age groups, Rugby will now appeal to boys and girls as both far more enjoyable and safer.

As a result of the work undertaken and the changes made, we will ensure that each player has more opportunity to run with the ball, to catch and pass, and to attain higher levels of enjoyment and satisfaction from their involvement in Rugby.

The Qantas Wallabies certainly showed on their November tour to Europe, that they too are enjoying the Running Game.

Their seven tries against France in the last Test of the Spring Tour will hopefully provide the launch pad required to take the international game by storm at the 2011 Rugby World Cup in New Zealand.

Australia is out to win the game's highest prize – the William Webb Ellis trophy – for an unprecedented third time.

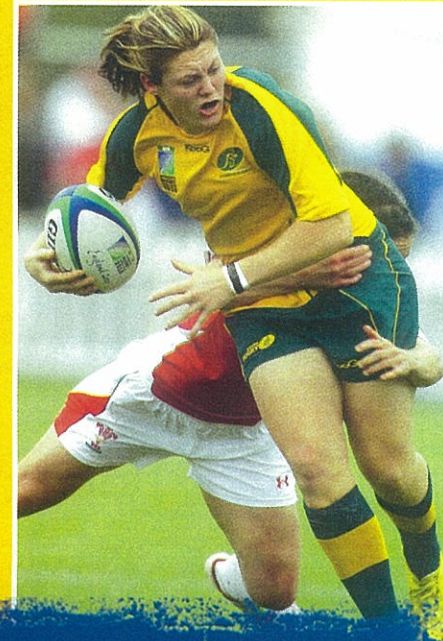
However, before then, we have other milestones to reach. The launch of the magnificent new Super Rugby competition – with its three Conference format and a fifth team in Australia in the Melbourne Rebels – kicks off on February 18.

The long-standing three-nation competition, like the Junior Pathway, has evolved this year to become bigger, better and more exciting. Our rising stars will be seen more often in their respective cities, and more often against Australian opponents with a massive uplift in local derbies.

The excitement levels around Rugby are rising. At ARU we hope you enjoy all that the game has to offer – and especially the new Kids Pathway with its modified games to suit all ages from Under 6s through to Under 12s.

Whether you're a player, parent, coach, match official or keen spectator I'd like to thank you and wish you all the best for your participation in Rugby.

John O'Neill AO
ARU Managing Director and CEO

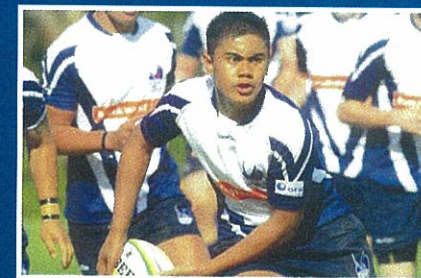


What's new?

The Australian Rugby Player Pathway for players aged 6 to 12 years has been in existence for 20 years. In 2009 the ARU undertook research in order to test whether the model was still best suited to its participants and if needed, to recommend changes based on this research to make it more suitable for younger players and their development.

The aim of the new Kids Pathway for U6 to U12 players is to provide a series of age-specific modified rugby games. These games progressively develop the individual skills, fitness and team work of all players in accordance with their physical maturity and understanding of the game.

The philosophy of the new Kids Pathway is child-centred and ensures all players receive the greatest possible participation and enjoyment from playing the great game of Rugby.



Why the change?

The Australian Rugby Player Pathway has always had as its aims to:

- Keep it simple, free flowing and enjoyable.
- Let the players develop skills with safety.
- Discourage any dangerous actions or unsafe practice.
- Adopt an educative, positive reinforcement approach.
- Ensure that players receive an equal chance to participate regardless of ability.

The Kids Pathway for 2011 seeks to reinforce these aims by providing new and innovative modified rugby games that promote attack over defense and provide players with enhanced opportunities to catch, pass and run with the ball. Each game-style has a developmental skills focus which takes into account the chronological age of the child and their capacity for safe and achievable rugby skill acquisition.

What's different?

The new Kids Pathway for U6 to U12 players incorporates small-sided games with fewer players on the field, and law applications that promote attacking play. This guarantees every player more opportunities to carry and run with the ball, support team-mates and score tries. As a result players will gain improved skills, a greater sense of achievement and higher levels of enjoyment.

	U6	U7	U8	U9	U10	U11	U12
Game Style	Small- Sided Games	7-a-side Tag	7-a-side Tackle	10-a-side Tackle	12-a-side Tackle		15-a-side Tackle
Skills Focus	Evasion and Tag Catch and Pass Running Scoring Tries Enjoyment		Tackle Ruck Maul	Attack Defence	Kick in General Play Contested Scrum and Line-out		Positional Awareness
Player Numbers	7		7	10	12		15
Playing Area	1/4 field Length: 40m Width: 25m		1/2 field Length: 60m Width: 35m		Full field less 10m width Length: 100m Width: 60m		Full field Length: 100m Width: 70m
Playing Time	2 x 15 mins (U6: 1 x 15 mins small-sided games and 1 x15 mins tag)		2 x 15 mins	2 x 20 mins	2 x 20 mins		2 x 25 mins
Ball Size	Size 2		Size 3		Size 4		Size 4
Tackle	No 2 handed tag on shorts		Yes		Yes		Yes
Scrum	3 players No contest		3 players No contest	5 players No contest	6 players Contested		8 players Contested
Line-out	2 players No contest		2 players No contest	4 players No contest	5 players Contested No lifting		7 players Contested No lifting
Kicking	No		No	No	Yes		Yes
Penalty	Tap only		Tap only		Scrum, tap or kick		Scrum, tap or kick