



**AGE GRADE RUGBY**

**SUMMER ACTIVITY  
OVERVIEW** APRIL 2022



**England  
Rugby**

# INTRODUCTION

After positive feedback from the game to the same approach in 2021, this revised RFU Summer Activity Framework replaces the normal age grade out of season regulations in 2022. The usual regulation (Reg 15.8) is suspended for May to August 2022 to continue the Return to Rugby as the impact on player activity, retention and safety due to the pandemic requires a different approach.

The Framework applies to any age grade rugby activity that a club, school, college or other organisation decides to run in the off-season. It is not compulsory to do summer rugby, it is theirs and the player's choice whether they do so. Some will opt for a full rest, some will dip in and out and some will want regular weekly activity.

This guide is designed to help enable all players to continue to engage with

Rugby throughout the summer months after the last two disrupted seasons, whilst ensuring they are in the best possible state of readiness for the 2022/23 season.

Providing a balanced menu of training and playing that considers the conditions and other activities for young people throughout this period, will help players stay connected and engaged as well as help reduce the risk of injury during the 2022/23 season.

The menu outlines the playing and training opportunities to be provided from May to August 2022. Each month gives a progression towards full contact rugby in September. The activity per month indicates the maximum you can do that month with the option to continue with May activity in June, May/June activity in July and May/June/July activity in August. This flex

is especially important for coaches to consider as players will come and go through the summer months.

The 2022 version is a hybrid of the normal out-of-season regulations and the 2021 Summer Framework. It extends the usual out-of-season activity, particularly for younger age groups, by including contact training progression, providing the opportunity to play some friendly fixtures and increasing the formats available. This is not to create an extended season either this or next season, it is to help the re-engagement with rugby and safe progression towards full contact as outlined above. It will also support players who missed progressions in 2021/22 and the move to new girls age bands next season.

# THE 4 BUILDING BLOCKS TO READINESS

Using insight from our Athletic Performance Department we have identified four key building blocks in preparing players for the start of the 22/23 season. The Activate Injury Prevention Programme should run throughout these building blocks.

## BLOCK 1



- General Fitness
- Fundamental Movements
- Multisport / General Skills

## BLOCK 3



- Contact Development
- Rugby Skill Development

## BLOCK 2



- Introduce contact
- Rugby Skills
- Sport Specific Movements

## BLOCK 4



- Game / Team Specific
- Position Specific

## FRAMEWORK

During this period it is important we don't try to cover everything at once. The model below demonstrates how you should look to build these blocks incrementally throughout to prepare Age Grade players effectively for the new season whilst following the training and playing menu.

**MAY/JUNE**

**BLOCKS 1 & 2**

**JULY**

**BLOCKS 2 & 3**

**AUGUST**

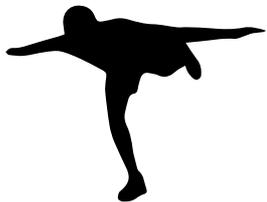
**BLOCKS 3 & 4**



# ACTIVATE

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The activate injury prevention programme should run throughout all of the blocks and during the season. Activate helps players develop and improve four key areas.



## 1. GENERAL MOVEMENT CONTROL

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Develops adaptability allowing for better 'physical' decisions and reaction around the contact areas.

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## 2. PRE-ACTIVATION

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The progressive nature of the programme improves muscle activation and enables them to respond better to the demands of exercise.

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## 3. FUNCTIONAL CONDITIONING

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Overtime functional power and strength develops which increases flexibility and range of movement.

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## 4. REDUCTION OF POTENTIAL "WHIPLASH" EFFECT

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The progressive nature of the programme improves muscle activation and enables them to respond better to the demands of exercise.

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Developing these four key areas will all contribute to:

- Improving player performance
- Prepare Players for the physical demands of the game
- Reduce the risk of injury including concussion
- Having more players available (due to less players being injured)



# AGE GRADE OVERVIEW (BOYS & GIRLS U7 - U18)

- This is not an extension to the current season. it is an opportunity to use the summer months to engage / re-engage players and prepare them for the 22/23 season in best shape possible.
- All players will move up to their new age grade on 1st August 2022.
- Age Grade players will move to prepare for their new rules of play from 1st August 2022
- Contact training and limited number of fixtures will be permitted May - August 2022 with time and format restrictions.



## AGE GRADE OUT-OF-SEASON SUMMER ACTIVITY GUIDE

@AgeGradeRugby @ERrugbycoach @englandrugbycoach  
   

APRIL 2022

	MAY	JUNE	JULY	AUGUST	
<b>TRAINING</b>	<b>FREQUENCY</b>	1-2 SESSIONS PER WEEK (INC GAME FOR U12-18)	1-2 SESSIONS PER WEEK (INC GAME)	1-2 SESSIONS PER WEEK (INC GAME)	1-3 SESSIONS PER WEEK (INC GAME)
	<b>INTENSITY</b>	LOW	LOW - MEDIUM	MEDIUM	MEDIUM - HIGH
	<b>TYPE</b>	GENERAL FITNESS AND SKILLS MAX 20 MINS CONTACT FOR U14-18 ONLY PER WEEK	GENERAL FITNESS AND SKILLS MAX 20 MINUTES CONTACT PER WEEK	RUGBY FITNESS AND SKILLS MAX 30 MINUTES CONTACT PER WEEK	POSITION/GAME SPECIFIC SKILLS MAX 40 MINUTES CONTACT PER WEEK MAX 20 MINUTES CONTACT PER SESSION
	<b>TIME</b>	45 - 60 MINUTES + ACTIVATE	45 - 60 MINUTES + ACTIVATE	45 - 75 MINUTES + ACTIVATE	45 - 90 MINUTES + ACTIVATE
<b>FIXTURES</b>	<b>TAG</b>	U12 - U18 BOYS & GIRLS	U7 - U18 BOYS & GIRLS	U7 - U18 BOYS & GIRLS	U7 - U18 BOYS & GIRLS
	<b>THE TOUCH UNION</b>	U12 - U18 BOYS & GIRLS	U9 - U18 BOYS & GIRLS	U9 - U18 BOYS & GIRLS	U9 - U18 BOYS & GIRLS
	<b>X RUGBY</b>	U14 - 18 BOYS U15 & U18 GIRLS	U14 - 18 BOYS U15 & U18 GIRLS	U14 - U18 BOYS U15 & U18 GIRLS	U12 - 18 BOYS U12, 14, 16, 18 GIRLS BANDS
	<b>GAME ON FORMAT (ADAPTED CONTACT TO FOLLOW)</b>	X	X	X	U14 - 18 BOYS U14, 16, 18 GIRLS BANDS
	<b>FIXTURES/FESTIVALS</b>	1 X FIXTURE/FESTIVAL PER FORTNIGHT FOR U12-18 BOYS GIRLS PER FORTNIGHT	1 X FIXTURE/FESTIVAL PER FORTNIGHT	1 X FIXTURE/FESTIVAL PER FORTNIGHT	3 X FIXTURES/FESTIVALS

THE FRAMEWORK IS A MENU TO CHOOSE FROM, YOU DON'T HAVE TO PLAY/TRAIN IN THE OFF SEASON. FOR THOSE THAT CHOOSE TO, THIS SHOWS THE MAXIMUM ACTIVITY PERMITTED EACH MONTH. ALL MATCHES ARE FRIENDLIES DUE TO BEING OUT OF SEASON.  
 PLEASE REMEMBER PLAYERS MOVE TO THEIR NEW AGE GROUPS/BANDS ON 1st AUGUST

# AGE GRADE OVERVIEW

Players wants and needs will be very different across the age grade game as we continue the return to rugby and build towards the start of the 22/23 season. The summer activity guide will support and reflect both the challenges and opportunities available during this period.

## CONSIDERATIONS

- Focus on building social connections with others
- Continue to develop players confidence
- Opportunity to develop players skills incrementally
- Be mindful of what activity they have done and are doing throughout the summer

	U7 - U8	U9 - U13	U14 - U18
SOCIAL	Social connections and communicating with others.	Social connections, communicating effectively with others and developing peer to peer support.	Social connections, communicating effectively with others, peer to peer support, peer to peer feedback and tactical problem solving.
PHYSICAL MOVEMENT	Developing fundamental movements linked to stability, object control and locomotion.	Introduction to the Activate injury prevention programme.	Using the activate injury prevention programme.
CONTACT	-	Introduction and development of the tackle for both ball carrier and tackler.  Incremental introduction to ruck and maul.	Players transitioning to 15 a side rugby.
SET PIECE		Incremental introduction of the scrum	Development of position specific roles.
OTHER	Keep sessions varied and multisport to avoid players becoming disengaged.	Continue developing evasion and handling skills trying to avoid contact.	Developing tactical awareness around space.



## SESSION DESIGN

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The session content will vary depending on the age and stage of your players, and the outcomes or phase of the season that you are in.

Players are likely to be at different stages and coaches should look to deliver appropriate activity for the stage of the player ensuring player welfare is the main priority.

Coaches should look to use the FITT principle to incorporate the building blocks of readiness for the month they are in.

## THE F.I.T.T PRINCIPLE

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The F.I.T.T principle is a great tool to help you when planning sessions to ensure you are developing the players incrementally.

### F - FREQUENCY

HOW OFTEN ARE YOU PUTTING ON SESSIONS

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### I - INTENSITY

MONITOR THE INTENSITY OF THE SESSION

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### T - TYPE

WHAT TYPE OF ACTIVITY ARE YOU INCLUDING IN YOUR SESSIONS?

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### T - TIME

HOW LONG ARE THE ACTIVITIES AND YOUR OVERALL SESSIONS

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# F.I.T.T PRINCIPLE

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Here are some key considerations when using F.I.T.T.

## FREQUENCY

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- Be mindful of what activity players have been doing
- Factor in game time to overall activity per week
- What other activity do players have per week

## INTENSITY

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- Progressive re-introduction to contact & game play
- Reduce intensity through game constraints
- Consider game formats

## TYPE

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- Start general progressing to specific
- Use of skill practice progressing to game play
- Progressive introduction to position specific

## TIME

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- Gradually increase ball in play within sessions
- Consider how many game involvements players have
- High intensity work in short blocks



# SESSION DESIGN

We can deliver the content of these blocks using a Game Zone – Skill Zone approach.

We recommend all sessions should contain the following components:

PURPOSE	ACTIVITY	AIM	TIME
<b>SOCIAL CONNECTION / SKILLS</b>	Free play	<ul style="list-style-type: none"> <li>• Allows players to connect with team mates</li> <li>• Practice a skill such as passing</li> <li>• Peer to peer support and feedback</li> <li>• Opportunity to explore</li> </ul>	5 minutes
<b>WARM UP</b>	Pulse Raiser, Dynamic stretch	<ul style="list-style-type: none"> <li>• Raise heart rate</li> <li>• Activate muscles and joints</li> <li>• Mental preparation for the session</li> </ul>	10- 15 minutes <i>*Add additional time for Activate Injury Prevention Programme</i>
<b>MAIN SESSION</b>	Game Zone – Skill Zone	<ul style="list-style-type: none"> <li>• Identify session purpose</li> <li>• Use of Game Zone and Skill Zone</li> <li>• Option to use Game Zone and Skill Zone simultaneous or individually</li> </ul>	25 – 40 minutes
<b>COOL DOWN</b>	Bring heart rate down	<ul style="list-style-type: none"> <li>• Reduce heart rate</li> <li>• Opportunity for peer to peer reflections</li> </ul>	5 minutes

\* Activate can be delivered within or in addition to the recommended session times.



# SESSION DESIGN

Below is an example session structure and session plan focussing on building blocks 1 and 2.

Using the Game Zone and Skill Zone model the session is able to meet the purpose around the building blocks for readiness and enables coaches to align to the FITT principle by monitoring intensity, activity type and time spent on activities and the sessions as a whole.

## SESSION PLAN EXAMPLE

PART	WHY	HOW	WHAT
START	Social connection	<ul style="list-style-type: none"> <li>Free play</li> </ul>	Ensure players are engaging in reconnection – Skill challenge and exploration <a href="#">CLICK HERE</a>
	Pulse raiser	<ul style="list-style-type: none"> <li>Skill Zone</li> </ul>	Noughts and crosses - <a href="#">CLICK HERE</a>
	Activate exercises	<ul style="list-style-type: none"> <li>Activate injury prevention programme</li> </ul>	Activate Exercises - <a href="#">CLICK HERE</a>
MIDDLE	General fitness / skill development	<ul style="list-style-type: none"> <li>Game Zone</li> <li>Small sided for low intensity</li> <li>Use of different types of balls</li> <li>Start, stop , jump, land, catch and throw</li> </ul>	Small sided End ball - <a href="#">CLICK HERE</a>
	General Skill development	<ul style="list-style-type: none"> <li>Skill Zone</li> <li>Use of Different balls</li> </ul>	Ball Control - <a href="#">CLICK HERE</a>
	Contact introduction Skill Zone <b>OPTIONAL</b>	<ul style="list-style-type: none"> <li>Skill Zone</li> <li>Low intensity – technique focussed</li> </ul>	Contact the floor - <a href="#">CLICK HERE</a> 1 v 1 tackle / ball carry technique <a href="#">CLICK HERE</a>
	Rugby skills	<ul style="list-style-type: none"> <li>Skill Zone</li> <li>Run in conjunction with Game Zone below</li> </ul>	Beat the Defender - <a href="#">CLICK HERE</a>
	Rugby skills	<ul style="list-style-type: none"> <li>Game Zone</li> <li>Rugby specific game, using handling skills from skill zone and fitness element.</li> </ul>	THE TOUCH UNION <a href="#">CLICK HERE</a>
END	Social connection Cool down	<ul style="list-style-type: none"> <li>Game Zone / Skill Zone</li> <li>Low intensity – slow jog / walk</li> <li>Stretch</li> </ul>	Passing challenge Rugby Netball

## TOP TIPS FOR SESSIONS

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- Plan sessions in blocks of 3-4
- Have a clear purpose for the session
- Adjust the session using different balls
- Time activities
- Keep activity small sided
- Small space to manage intensity
- Keep all contact activity technique focussed
- Relate to previous session and prime for the next

## SUPPORTING INFORMATION

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There are many RFU tools and support resources to help you run appropriate, fun and varied out-of-season activities. Please use the following links to access these.

[Summer Activity and Return to Play](#)

[Age Grade Rugby and Girls Age Banding Changes](#)

[Activate Injury Prevention Exercise Programme](#)

[Coach Resources](#)

[Keep Your Boots On Youtube Channel](#)

[Kids First Rugby](#)

[Age Grade Rugby Resources](#)

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