## STAGE 4 - 7TH SEPT **INTRODUCTION OF LIMITED CONTACT**

# **SESSION LENGTH**

**RECOMMENDED TO ALLOW FOR MOVEMENT OF PEOPLE AND SAFE NUMBERS AT CLUBS** 

30

#### **MEDIUM RISK**

Is where social distance is breached, however, this is limited to touch or pulling a tag (no shoulder contact) and now includes X-League

#### LARGE GROUP TRAINING

**SOCIAL RL** 

#### **MEDIUM RISK** LIMITED CONTACT

Is where social distance is breached, which includes the use of shoulder contact



**EVERYTHING OTHER THAN MEDIUM RISK ACTIVITY SHOULD BE SOCIAL DISTANCE OF 2M** 



## TOTAL SESSION SIZE

**INCLUDING COACHES** 

UP TO 40 MINUTES OF ACTIVITIES, THIS SHOULD BE LIMITED TO PODS OF **15** FOR THE WEEK **OF ACTIVITIES** 

No limits on the number of days of activities.

The duration of activity stays at 40 minutes.

PARTICIPANTS CAN PLAY 1 GAME OF SOCIAL RL OF UP TO 40 MINUTES, IN POD SIZES 30

No limits on days, however, this needs to be separate than any training days.

The numbers permitted are greater than a training session (15  $\vee$  30) due to standardisation of the game and known game risk and exposure.

UP TO 10 MINUTES OF ACTIVITIES, THIS SHOULD **BE LIMITED TO A** SINGLE PARTNER FROM YOUR POD OF 15 FOR THE WEEK OF ACTIVITIES

No limits on the number of days of activities.

Any contact element should be less than 3 seconds, tackles should be around waist height or below and a 1 v 1 situation.



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- of contact practice).
- Limited to pods of 15 for calendar week.
- No upright tackles.
- No tackles should exceed 3 seconds in duration.
- Tackling not permitted in Small Sided Game Activity.
- Coaches should not be involve in contact/demonstration of activity.

# SCRUM

ACKLING

- None.
- No scrum practice allowed.

Step 4 which introduces full contact within training sessions, will start no sooner than the 21st September

### **EVERYTHING OTHER THAN MEDIUM RISK ACTIVITY SHOULD BE SOCIAL DISTANCE OF 2M**



