

U18 Boys and U18 Girls

Standard Laws and IRB U19 variations apply:

Field Size: **90 to 100 yards (goal line to goal line) by 60 to 70 yards.**

Game duration: **2 x 35 minutes**

Interval duration: **10 minutes maximum**

Ball Size: **5**

Maximum team roster per game: **22/23 (U18), 30 (HS)**

Number of substitutes: **7 (if 5 front row capable) or 8 (if 6 front row capable)**

Size of the scrum: **8 (3/4/1)**

LAW 3: NUMBER OF PLAYERS - THE TEAM

3.5 (c) If a team nominates 22 players, it **must** have at least five players who can play in the front row in order that there is replacement cover for the loose head prop, hooker and tight head prop.

If a team nominates more than 22 players it **must** have at least six players who can play in the front row in order that there is replacement cover for the loose head prop, hooker and tight head prop. There must also be three players who can play in lock position.

3.12 A player who has been substituted may replace an injured player.

Substitutions: Each team can substitute up to two front row players (or three if they have three suitably-trained front row replacements) and up to five/six other players (for a total of seven or eight) PER HALF. Substitutions may only be made when the ball is dead and with the permission of the referee. (I.E., In either half, once a player is replaced he cannot return that half; and a player who was replaced in the first half MAY play again in the second half.)

LAW 20: SCRUM

20.1 (f) In an 8 person scrum the formation must be 3-4-1, with the single player (normally the Number 8) shoving on the 2 locks. The locks must pack with their heads on either side of the hooker.

Exception: A team must have fewer than eight players in its scrum when **either** the team cannot field a complete team, or a player is sent off for Foul Play, **or** a player leaves the field because of injury.

Even allowing for this exception, each team must always have at least five players in a scrum.

If a team is incomplete, the scrum formation must be as follows:

If a team is without one player, then both teams must use a 3-4 formation (i.e. no No.8).

If a team is without two players, then both teams must use a 3-2-1 formation (i.e. no flankers).

If a team is without three players, then both teams must use a 3-2 formation (i.e. only front rows and locks).

(U18 Boys and U18 Girls, cont'd)

When a normal scrum takes place, the players in the three front row positions and the two lock positions must have been suitably trained for these positions.

If a team cannot field such suitably trained players because: either they are not available, **or** a player in one of those five positions is injured **or** has been sent off for Foul Play and no suitably trained replacement is available, then the referee must order uncontested scrums.

In an uncontested scrum, the teams do not compete for the ball. The team putting in the ball must win. Neither team is allowed to push the other team from the mark.

Front rows coming together. Each prop touches the opponent's upper arm and then pause before the front rows meet.

The sequence should be: "crouch, bind, set" then the scrumhalf will put the ball in upon instruction from the referee.

No wheeling. A team must not intentionally wheel a scrum.

Penalty: Penalty Kick

If a wheel reaches 45 degrees, the referee must stop play. If the wheel is unintentional, the referee orders another scrum at the place where the scrum is stopped.

Maximum 1.5 meters push. A team in a scrum must not push the scrum more than 1.5 meters towards their opponents' goal line.

Penalty: Free Kick

Ball must be released from scrum. A player must not intentionally keep the ball in the scrum once the player's team has heeled the ball and controls it at the base of the scrum.

Penalty: Free Kick

Fend offs: Fend offs to the face are not allowed as this is considered dangerous play.

N.B.: For BU18 Gold: If a team shows with fewer than 15 but at least 12 players, they may play the match but the opposing team are not required to match numbers (e.g. the short team plays short). If they have fewer than 12 players, the match is declared a forfeit against the team with insufficient numbers and a friendly with even numbers can be arranged.

For U18 Green: If a team shows with fewer than 15 players, the referee will declare it to be played as 12-a-side rugby. The size of the scrum is 5 (3/2) and the defending scrum-half is not to go past the midline of the scrum (Penalty: Penalty Kick).

If a team shows with fewer than 12 players the referee will declare it a friendly and report the game as a forfeit for the team with insufficient numbers. The Referee will ask for both teams to have equal numbers of players on the field. The minimum size of the scrum is 5 (3/2).

U16 Boys – 15-a-side Rugby

Standard Laws and IRB U19 variations apply plus:

Game duration: **2 x 30 minutes**

N.B.: If a team shows with fewer than 15 players, the referee will declare it to be played as 12-a-side rugby.

U16 Boys – 12-a-side rugby (if a team has 14 players or fewer)

Standard Laws and IRB U19 variations apply plus:

Game duration: **2 x 30 minutes (Boys)**

Size of the scrum: **5 (3/2 formation)**

Minimum number of experienced front row starters: **3**

Around the scrum: Defending scrum-half is not to go past the midline of the scrum.

Penalty: Penalty Kick

Line-out variation: A minimum of 2 and maximum of 4 players stand in the line-out.

N.B.: If a team shows with fewer than 12 players the referee will declare it a friendly and report the game as a forfeit for the team with insufficient numbers. The Referee will ask for both teams to have equal numbers of players on the field. The minimum size of the scrum is 5 (3/2).

U14 & U16 Girls – 7-a-side Rugby

Standard Laws and IRB U19 variations apply plus:

Game duration: **2 x 7 minutes**

U14 Boys – 15-a-side Rugby

Standard Laws and IRB U19 variations apply plus:

Game duration: **2 x 25 minutes**

Ball Size: **4**

N.B.: If a team shows with fewer than 15 players, the referee will declare it to be played as 12-a-side rugby.

U14 Boys – 12-a-side Rugby (if a team has 14 players or fewer)

Standard Laws and IRB U19 variations apply plus:

Game duration: **2 x 25 minutes**

Ball size: **4**

Size of the scrum: **5 (3/2 formation)**

Minimum number of experienced front row starters: **3**

Around the scrum: Defending scrum-half is not to go past the midline of the scrum.

Penalty: Penalty Kick

Line-out variation: A minimum of 2 and maximum of 4 players stand in the line-out.

N.B.: If a team shows with fewer than 12 players the referee will declare it a friendly and report the game as a forfeit for the team with insufficient numbers. The Referee will ask for both teams to have equal numbers of players on the field. The minimum size of the scrum is 5 (3/2).

U12 Boys – 12-a-side Rugby

Standard Laws and IRB U19 variations apply plus:

Field Size: **Can range from 60-70 yds (goal line to goal line) x 40 yds to 90-100m x 60-70m**

Game duration: **2 x 20 minutes**

Interval duration: **5 minutes maximum**

Ball Size: **4**

Maximum team roster per game: **22**

Number of substitutes: **10**

Size of the scrum: **5 (3/2 formation)**

Minimum number of experienced front row starters: **3**

Around the scrum: Defending scrum-half is not to go past the midline of the scrum.

Penalty: Penalty Kick

Line-out variation: A minimum of 2 and maximum of 4 players stand in the line-out. No lifting.

Substitutions: Each team can substitute up to two front row players (or three if they have three suitably-trained front row replacements) and up to five other players (for a total of seven or eight) PER HALF. Substitutions may only be made when the ball is dead and with the permission of the referee. (I.E., In either half, once a player is replaced he cannot return that half; and a player who was replaced in the first half MAY play again in the second half.)

N.B.: If a team shows with fewer than 12 players, the referee will declare it to be played as 10-a-side.

U12 Boys – 10-a-side Rugby (if a team has 11 players or fewer)

Standard Laws and IRB U19 variations apply plus:

Field Size: **Can range from 60-70 yds (goal line to goal line) x 40 yds to 90-100m x 60-70m**

Game duration: **2 x 20 minutes**

Interval duration: **5 minutes maximum**

Ball Size: **4**

Size of the scrum: **5 (3/2 formation)**

Minimum number of experienced front row starters: **3**

Around the scrum: Defending scrum-half is not to go past the midline of the scrum.

Penalty: Penalty Kick

Line-out variation: A minimum of 2 and maximum of 4 players stand in the line-out. No lifting.

N.B.: If a team shows with fewer than 10 players the referee will declare it a friendly and report the game as a forfeit for the team with insufficient numbers. The Referee will ask for both teams to have equal numbers of players on the field. The minimum size of the scrum is 5 (3/2).

U10 Coed – 10-a-side rugby

Standard Laws and IRB U19 variations apply plus:

Field Size: **50 to 70 yards (goal line to goal line) by 30 to 35 yards.**

Game duration: **2 x 20 minutes**

Interval duration: **5 minutes maximum**

Ball Size: **3**

Maximum team roster per game: **22**

Number of substitutes: **10 (unlimited substitution)**

Size of the scrum: **3**

Around the scrum: Defending scrum-half is not to go past the midline of the scrum.

Penalty: Penalty Kick

Line-out: Minimum of 2 and maximum of 4 players stand in the line-out. No lifting.

Scoring: No kicking for posts, either from penalty or for conversion.

N.B.: If a team shows with fewer than 10 players, the Referee will ask for both teams to play 7-a-side and have equal numbers of players on the field.

U10 Coed – 7-a-side rugby

Standard Laws and IRB U19 variations apply plus:

Field Size: **50 to 70 yards (goal line to goal line) by 30 to 35 yards.**

Game duration: **2 x 12 minutes**

Interval duration: **5 minutes maximum**

Maximum team roster per game: **12**

Number of substitutes: **5 (unlimited substitution)**

Size of the scrum: **3**

Around the scrum: Defending scrum-half is not to go past the midline of the scrum.

Penalty: Penalty Kick

Kick-off: After a score, the team that has scored kicks off.

Line-out: Minimum of 2 and maximum of 4 players stand in the line-out. No lifting.

Scoring: No kicking for posts, either from penalty or for conversion.

U8 Coed – 7-a-side NON-CONTACT Rugby

Standard Laws and IRB U19 variations apply plus:

Field Size: **approx 45 yards (goal line to goal line) by 30 yards.**

Game duration: **2 x 15 minutes**

Ball Size: **3**

Maximum team roster per game: **18**

Number of substitutes: **11 (unlimited substitution)**

Size of the scrum: **3**

Minimum number of experienced front row starters: **3**

Minimum number of experienced front row substitute: **1** (if more than 11 players on the roster)

Kick-off: After a score, the team that has scored kicks off.

Uncontested Scrums: the teams do not compete for the ball.

Penalty: Free Kick

Around the scrum variation: The defending scrum-half is not to go past the midline of the scrum.

Penalty: Penalty Kick

Line-out variation: 2 players stand in the line-out. No lifting but contested.

Fend off: Fend offs are not allowed in U8 rugby.

Scoring: No kicking for posts, either from penalty or for conversion (but otherwise, kicking during open play is allowed).

Two-hand tag: A player is “tackled” when an opposing team player tags the player with the ball with TWO hands simultaneously. A one handed tag is not regarded as a tag. All tags should preferably be on the waist, and are **not allowed above the bottom of the shoulder blades**.

Frontal tags above the waist, and tags with force are not permitted, and is regarded as dangerous play.

When a player is tagged, the player has the option to pass the ball to another player within 2 SECONDS (One thousand one – one thousand two) and can take a maximum of 3 steps before passing or to PLACE THE BALL ON THE GROUND directly in front of him/her. If the ball is placed on the ground, the opposing team has to move back 5 METERS. If the player passes the ball to another player and has taken up to 3 steps, the 5 meter line is applied from the position the player was originally tagged. The 5 meter law shall be enforced by the referee at all times.