

EASTERN PENNSYLVANIA RUGBY UNION

A Member of the Mid-Atlantic and USA Rugby Football Unions

<http://www.epru.org>



THE LAWS OF THE GAME OF RUGBY UNION EPRU VARIATIONS FOR UNDER-15/13 CONTACT RUGBY

**REV. 2 – ISSUED FOR USE
JANUARY 2010**

This document expires on June 30, 2010

This document has been prepared for use for all rugby matches played under the jurisdiction of the EPRU involving contact (such as tackling) for players under the age of 15 in coordination with the EPRU U-15/U-13 Club Coaches and the East Penn Rugby Referees Society.

EPRU VARIATIONS FOR UNDER-15/U13 CONTACT RUGBY

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RULES OF PLAY

The Under 19 Variations of the Laws of the Game of Rugby Football Union (refer to <http://www.irb.com/lawregulations/index.html>) shall apply to all U-15/U-13 contact rugby matches with the following exceptions:

LAW 3 – NUMBER OF PLAYERS – THE TEAM

DEFINITIONS

A Team. A team consists of thirteen (13) players who start the match plus any authorized replacements or substitutes.

3.2 TEAM WITH MORE THAN THE PERMITTED NUMBER OF PLAYERS

A match may be played to a maximum of fifteen (15) players only upon independent agreement by both coaches to the referee assigned. Should one coach wish to remain at the thirteen (13) player standard, they would set the number.

3.3 WHEN THERE ARE FEWER THAN THIRTEEN PLAYERS

A Union may authorize matches to be played with fewer than thirteen players in each team. When that happens, all the Laws of the Game apply except that each team must have at least five players in the scrum at all times, except when there are less than 10 players on the field.

3.4 PLAYERS NOMINATED AS SUBSTITUTES

Teams may nominate unlimited replacements/substitutes. Substitutions may only be made when the ball is dead and with the permission of the referee.

3.5 REDUCTIONS IN NUMBER OF PLAYERS

(a) The table below indicates the numbers of players when nominating different numbers of players.

<u>Number of Players</u>	
15	8 Forwards, 7 Backs
14	7 Forwards, 7 Backs
13	6 Forwards, 7 Backs
12	5 Forwards, 7 Backs
11	5 Forwards, 6 Backs
10	5 Forwards, 5 Backs
7 to 9	3 Forwards, 4 to 6 Backs

3.12 SUBSTITUTED PLAYERS REJOINING MATCH

Substituted players may rejoin the match at any time.

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LAW 5 – TIME

5.1 DURATION OF A MATCH

Each half of an Under-15/13 match lasts 25 minutes playing time. Play in a match lasts no longer than 50 minutes. After a total of 50 minutes playing time, the referee must not allow extra time to be played in the case of a drawn match in a knock-out competition.

LAW 15 – TACKLE: BALL-CARRIER BROUGHT TO THE GROUND

15.5 THE TACKLED PLAYER

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No player shall use the technique known or referred to as 'Squeezeball' and no person involved in the teaching or coaching of Contact Rugby may teach or coach or encourage Under-15 players to use the 'Squeezeball' technique.

Penalty: Penalty Kick

Note: 'Squeezeball' is a technique where the ball carrier goes to ground, head forward (touching or close to the ground), irrespective of immediate contact with opponents, usually keeping parallel to the touchline, holding and protecting the ball close to the chest and, when on the ground, pushes the ball back between the legs.

15.7 FORBIDDEN PRACTICES

Add

(g) The scrag-type tackle (i.e. swinging the player round by the shirt) must be considered dangerous play and must be penalized.

Penalty: Penalty Kick

(h) The piledriver-type tackle (i.e. lifting the ball carrier off the ground and then slamming the ball-carrier to the ground violently) must be considered dangerous play and penalized.

Penalty: Penalty Kick

(i) The tap tackle (i.e. tapping the ankle of the ball carrier) must be considered dangerous play and must be penalized.

Penalty: Penalty Kick

(j) Fending Players will be permitted to fend off, however the arm must be presented prior to contact and must be below the shoulders

Penalty: Penalty Kick

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LAW 19 – TOUCH AND LINE-OUT

19.7 FORMING A LINEOUT

(a) Minimum. The lineout must include all Forwards. The table below outlines the number of lineout players necessary to conduct a lineout based on the number of players participating in the match.

Participating Players	Lineout Players
15	7
14	6
13	5

LAW 20 – SCRUM

20.1 FORMING A SCRUM

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f) **Number of players: six.** A standard scrum must have six players from each team. All six players must stay bound to the scrum until it ends. Each front row must have three players in it, no more and no less. Two locks must form the second row. The sixth player (Number 8) must shove on the two locks.

If 15 players are participating in the match, the scrum formation must be 3-4-1 with the single player (Number 8) shoving on the two locks.

If 14 players are participating in the match, the scrum formation must be 3-4.

Penalty: Penalty Kick

Front rows coming together. Each prop touches the opponent's upper arm and then pauses before the front rows meet. The sequence should be: crouch, touch, pause, engage. Any player at any stage in a scrum who has or causes an opponent to have, the shoulders lower than the hips must immediately be penalized.

Penalty: Penalty Kick

Maximum 1.0 metre push. A team in a scrum must not push the scrum more than 1 metre 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

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Additional U-15 Variation

If playing in a scrum formation without flankers, the 8 man and/or scrumhalf will not be permitted to pick-and-go – the ball must be presented to the offensive backs.

Penalty: Re-Scrum

Experimental Law Variations and U15 Rugby

Summary

Effective September 1, 2008, and with two major and some other very minor exceptions, the Experimental Law Variations (ELVs) recently implemented by the IRB and will apply at all levels of youth and high school rugby in the USA. The two major exceptions, which will apply at the Under 19 level and below in the USA, are that: players are not allowed to have their heads below their hips at mauls, and, players are not allowed not pull down mauls.

Application of ELVs to U15 Rugby

Assistant referees. Assistant referees can assist referees in any manner required when appointed by a match organizer.

Applies at all levels, but is unlikely to have much effect below Under-15 matches at the Territorial or national level.

Maul. The ELVs remove reference in Law to heads and shoulders not to be lower than hips, and would allow players are able to defend a maul by pulling it down.

For safety reasons neither of these will apply at the Under-15/U13 level.

Lineout and 22meter line. If a team puts the ball back into their own 22, and the ball is subsequently kicked directly into touch there is no gain of ground.

The ELV will be applied for Under-15/U13 Rugby.

Line-outs Numbers. There is no restriction on the number of players who can participate in the lineout from either side (minimum of two.)

Line-outs in U15 Rugby will require all forwards to participate. No short line-outs are permitted so this rule will not be in effect for U15/U13 rugby

Quick Throw-in. A quick throw may be thrown in straight or towards the throwing team's own goal line.

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The ELV will be applied for Under-15/U13 Rugby.

Line-outs Positions. The receiver in a lineout must stand 2 meters back from the line-out. The player who is in opposition to the player throwing in the ball may stand in the area between the 5 meter line and touch line but must be 2 meters away from the lineout

The ELV will be applied for Under-15/U13 Rugby

Line-outs and Lifting. Lineout players may pre-grip a jumper before the ball is thrown in. The lifting of lineout jumpers is permitted.

The ELV will be applied for Under-15/U13 Rugby

Posts and flags around the field. The corner posts are no longer considered to be in touch in-goal except when a ball is grounded against the post

The ELV will be applied for Under-15/U13 Rugby

Scrum offside. Introduction of an offside line five meters behind the hindmost feet of the scrum. Scrum half offside lines (must be in close proximity to the scrum as present Law or must retreat five meters)

The ELV will be applied for Under-15/U13 Rugby

Identification of scrum half offside lines.

The scrum half whose team does not win possession of the ball must not move to the opposite side of the scrum and overstep the offside line.

The ELV will be applied for Under-15/U13 Rugby

The non-ball-winning scrum half can follow the ball but must stay behind the ball which is the offside line.

The ELV will be applied for Under-15/U13 Rugby

===== END OF VARIATIONS =====