

# The Nottinghamshire, Lincolnshire & Derbyshire RFU Society of Referees



## Junior Rugby (U19's and below) RFU Law Variations

In the interests of player safety, these RFU Law Variations **MUST** be rigorously applied. There must be NO Variance in numbers in the Scrum or the Scrum setup

### Number of Players

- Maximum of 7 substitutes on a **ROLLING BASIS** - i.e. they can all be used as many times as is necessary, subject to a stoppage in the game **AND** with the Referee's permission.
- If there are 22 nominated players & substitutes:
  - There must be 6 players trained to play in the front row, so there is replacement cover for hooker, loose-head & tight-head prop;
  - There must also be replacement cover for a 2<sup>nd</sup> row player.
- If there are 19, 20 or 21 nominated players & substitutes:
  - There must be 5 players trained to play in the front row.
- If there are 16, 17 or 18 nominated players & substitutes:
  - There must be 4 players trained to play in the front row.

### Playing Time

At **ALL** levels - Sin Bin is 10 minutes playing time. There is no extra time, even in Cup Games.

- U19's - each half is a maximum of 35 mins **PLAYING TIME**;
- U15's - each half is a maximum of 30 mins **PLAYING TIME**;
- U14's - each half is a maximum of 25 mins **PLAYING TIME**.

### Sin Bin

- U13 and U14 – 5 minutes
- U15 – 6 minutes
- U16, U17 and U18 – 7 minutes

### Squeeze Ball (aka “The Turtle”)

- Squeeze Ball **is** allowed in U19 (Colts) games, even if there are U18 players in either team. **BUT - it must be quick**;
- Squeeze Ball is **NOT** allowed in U18 games and at any level below U18;
- Squeeze Ball is **NOT** allowed if an U19 (Colts) team plays an U18 team.

### Scrum Formation

- Where a team cannot field a full pack, or lose any forward player through sending off or injury - **THE NUMBERS IN THE SCRUM MUST BE REDUCED**;
  - The loss of a **BACK** - **DOES NOT** affect numbers in the Scrum – there must still be

### 8 in the Scrum;

- There **MUST** be the same number of players from both teams, at all times, in the scrummage (a minimum of 5 players - a maximum of 8);
- In an 8-man scrummage the formation **MUST** be 3-4-1 with the single player at the back (normally the number 8) packing between the two locks;
- In a 7-man scrummage the formation **MUST** be 3 - 4 with the flankers packing onto a lock;
- In a 6-man scrummage the formation **MUST** be 3-2-1 with the single player at the back (normally the No. 8) packing between the two locks;
- Where 1 team has lost (for whatever reason), or started without, a recognised Front 5 player:
  - the Referee **MUST** order a non-contested scrum - no striking/pushing, putting-in team to win the ball

### Scrum Engagement

- Is **exactly** the same as Senior Rugby (**Crouch – Bind – Set**);
- There **MUST** be correct binding by all props;
- In the event of one front row being stronger than the other, Referees should instruct the stronger team to reduce the power of their shove sufficiently to ensure that the opposing front row stay on their feet.

### Scrum in Progress

- No scrum can move >1.5m (FK);
- No player may hold the ball willfully in the scrum once control is established at the base of the scrum “**Use It**” (FK);
- Unintentional wheels must not be allowed further than 45° (reset – same put-in);
- There are **NO TURNOVERS** - if the scrum fails – re-set – same team to throw-in.

### Scrummage - U15's and Below

- As for U19's plus, neither Scrum Half cannot follow the ball round - i.e. they must remain behind the centre line of the scrum (FK).

### Line-out - U15's and Below

No lifting or supporting permitted at all.