

# South African Rugby Union Primary School Law Variations 2022

*World Rugby Laws of the Game apply to all primary school rugby (age group U10 to U13) subject to the following variations:*

## **Law 1 – THE GROUND**

- 1.5.a The dash lines parallel to the touchlines are 3m from the touchlines.
- 1.5.b The dash lines parallel to the touchlines are 13m from the touchlines.

## **Law 2 – BALL**

- 2.4 A number four (4) ball is to be used for the age group U10 to U13.

## **Law 3 – TEAM**

- 3.5 Up to eight (8) players may be replaced during a match. This must include three (3) front row players (Loose-head prop, Hooker & Tight-head prop) who are suitably trained for these positions.

*Addition:*

- 3.33.f A player that was tactically replaced may replace an injured player.
- 3.33.g A player that was tactically replaced may replace a player that was temporarily suspended or sent off. This must take place before the match restarts after the sanction.

## **Law 4 – PLAYERS' CLOTHING**

- 4.2 A player wears a jersey, shorts, and underwear, and play barefoot.
- 4.3.f The use of mouth guards or dental protector by all players is permitted, but compulsory for all players in provincial teams.

## Law 5 – TIME

- 5.1 For the age group U10 to U12 a match comprises two halves of twenty (20) minutes running time. For U13 a match comprises two halves of twenty-five (25) minutes running time.
- 5.2 A maximum of five (5) minutes will be allowed for half-time.
- 5.5.a A maximum of five (5) minutes injury time will be allowed in a match.

## Law 9 - FOUL PLAY

- 9.7.e *Add:* A player must not create the impression at the tackle that he is been played in the air by jumping over a player.  
**Sanction: Penalty Kick**

*Addition:*

- 9.11.a No sling tackle is allowed, it's dangerous play. A player makes a tackle by grabbing the ball carrier clothing and executing a swinging action to bring the ball carrier to ground.  
**Sanction: Penalty Kick**
- 9.29 *Add:* A player temporary suspended (yellow carded) may be temporary replaced until the suspension period has expired. The temporary suspended player must return after the suspension period has expired except if the temporary replacement now becomes permanent.  
*Amend:* Yellow Card suspensions will be for five (5) minutes running time
- 9.30 *Add:* A player sent permanently off may be replaced.

## Procedure for suspending a player or sending the player off:

- The referee must call the team's coach onto the field and inform him of the reason for the sending off or temporary suspension of the player (There should be no debate as this is informative and not justification).
- A yellow or red card is shown, and the suspended player must remain with the team's coach during that period.

## Law 16 – MAUL

- 16.14 *Amend:* Once the maul has moved forward more than ten (10) metres in the field of play towards the goal line the referee will shout "Play" (for safety reason). Should the ball not emerge then the maul has ended, and a scrum is awarded to the team moving forward.

## Law 18 – TOUCH, QUICK THROW and LINEOUT

- 18.11 All seven (7) suitably trained forward players (positions 1, 3 to 8) must form the line-out.
- There must be no interchange between forwards and backline players.
  - Short line-outs are not allowed.
  - Only on account of injury may a team form a line-out with less than seven (7) players. The opposing team must still have seven (7) players in the line-out.
- Sanction: Free Kick**
- 18.18 Only a backline player may take up the position of receiver and may not change positions with a player in the line-out before the ball is thrown.
- 18.23.b The ball must be thrown straight so that it travels at least three (3) metres along the mark of touch before it first touches the ground or a player.
- 18.29.d A player who jumps and gains possession of the ball in the line-out and returns to the ground safely with the ball, all participating line-out players must join the formed ruck or maul until it ends, except the receivers.
- This excludes the player throwing in the ball and his immediate opponent in the 3m area who has four options as per the law book – see law 18.27.
- 18.29.e **Defending at a line-out.** A player who jumps and gains possession of the ball in the line-out and returns to the ground safely with the ball, **may not be sacked**. A formed maul must follow once that player lands on the ground.
- Sanction: Penalty kick**
- 18.35 Players not participating in the lineout must remain at least five (5) metres from the mark of touch on their own team's side or behind the goal line if this is nearer.

## Law 19 – SCRUM

- 19.5 Only suitably trained forward players (positions 1 to 8) may take part in scrums. There must be no interchange between forwards and backline players.
- 19.7.d Flankers in the scrum bind on a lock's body with at least one arm. The number eight (8) must bind between the two locks with both shoulders.
- 19.20 The Hooker from the team who put the ball in must strike for the ball, but only once the ball touches the ground in the tunnel. Bear in mind that it must be a CLEAR strike.
- Sanction: Free kick**
- 19.30.a The offside line for the scrumhalf not in possession is the middle line of the scrum.

## GENERAL

- Roaming of coaches – under technical zone protocol:
  - Age group U10 to U12 - Roaming by a coach, maximum one (1) is allowed.
  - **Age group u/13 – No Roaming by a coach is allowed.**
- Scrum variations for the different age groups:

SCRUM CALLS	U10 to U13 Including provincial school age-group rugby
<b>Crouch</b> – Ear to ear distance apart <b>Bind</b> – Pre-bind & come together with passive engagement, no hit <b>Scrum</b> – Ball in, scrum contest	YES
<b>ELBOW</b>	Both loose-head and tight-head props must bind with their elbows not lower than their shoulder line
<b>BALL IN</b>	Ball must be put in on “scrum” call
<b>SCRUM CONTEST</b>	Scrum contest at put-in on “Scrum” call
<b>HOOK</b>	Only the Hookers may hook the ball
<b>SCRUM PUSH</b>	Max 1.5m
<b>TURNOVER SCRUM</b>	No

