

Scrum law modifications for rugby played within South Africa

Summary of calls, bind, ball-in, push and turnovers at scrums

| SCRUM CALLS | U9 and younger | U10 to U16 Including provincial school age-group rugby | U18 & U19, club U18 & U19, provincial U18 & U19, national U18 & U19 | All other adult rugby U20 and above |
|--|---|---|---|-------------------------------------|
| Crouch – Ear to ear distance apart Bind – Pre-bind & come together with passive engagement, no hit Scrum – Ball in, no contest | YES | NO | NO | NO |
| Crouch – Ear to ear distance apart Bind – Pre-bind & come together with passive engagement, no hit Scrum – Ball in, scrum contest | NO | YES | NO | NO |
| Crouch – Ear to ear distance apart Bind – Pre-bind, maintain ear-to-ear distance pre-engagement Set – Active World Rugby form of engagement. Once scrum is square and stable Ball put-in | NO | NO | YES | YES |
| ELBOW | Both loose-head and tight-head props must bind with their elbows not lower than their shoulder line | | | |
| BALL IN | Ball must be put in on “scrum” call | | Ball must be put into the scrum once scrum is square and stable | |
| SCRUM CONTEST | No contest | Scrum contest at put-in on “Scrum” call | Scrum contest at put-in of ball. No signal from referee | |
| SCRUM PUSH | No | Max 1.5m | | Full contest |
| TURNOVER SCRUM | No | | | |

U9 and younger age groups

Applies to Mini-rugby

- Passive engagement or fold-over, with pre-scrum binding.
- For Mini-rugby player age groups 5 years old turning 6, and 6 years old turning 7 during the year in question:
 - 3-man uncontested scrums, purely to restart play, with a maximum of 10 players allowed per side.
- For Mini-rugby player age groups 7 years old turning 8, and 8 years old turning 9, during the year in question:
 - 5-man uncontested scrums, purely to restart play, with a minimum of 12 players per side required for 5-man scrums.

OR

- 8-man uncontested scrums, purely to restart play, with a minimum of 15 players per side required for 8-man scrums.

Scrum calls

- **Crouch** (align ear-to-ear, and get into spine-in-line and parallel position)
- **Bind** (come together and pre-bind, with passive engagement, no hit)
- **Scrum** (ball in, uncontested)
 - No hit allowed during engagement.
 - No scrum contest allowed.
 - Hooker must hook the ball.

U10 to U16 age groups

Includes provincial school age-group rugby

Applies to Mini-rugby and normal rugby

- Full scrum formation – first introduction to competitive scrumming.
- Passive engagement or fold-over, with pre-scrum binding.
- Uncontested scrums as a result of sending off, temporary suspension or injury must be played with eight players per side.

Scrum calls

- **Crouch** (align ear-to-ear, and get into spine-in-line and parallel position)
- **Bind** (come together and pre-bind, with passive engagement, no hit)
- **Scrum** (ball in and contest begins)
 - No hit allowed during engagement.
 - Full scrumming contest at put-in.
 - One-and-a-half (1½) metre push allowed, thereafter no more contest.

Post engagement

- Enforce Under 19 Variations.
- No wheeling, a team must not intentionally wheel a scrum.
 - If the wheel reaches more than 45°, the referee must stop play.
 - If the wheel is unintentional, the referee orders another scrum at the place where the scrum is stopped.
 - No turnover possession when the scrum wheels through 45°.
- Both loose-head and tight-head props must bind with their elbows not lower than their shoulder line.

Management

- Should there be a mismatch, inadequacy or unsuitability of either of the forward packs, then uncontested scrums should be called for by the referee.

U/18 & U/19, club U/18 & U/19, provincial U/18 & U/19 and national U/18 & U/19

Normal rugby laws with scrum law modifications

- Full scrum formation.
- Active Engagement, with pre-scrum binding and a **reduced** hit allowed on engagement.
- Uncontested scrums as a result of sending off, temporary suspension or injury must be played with eight players per side.

Scrum calls

- **Crouch** (align ear-to-ear, and get into spine-in-line and parallel position)
- **Bind** (Take the bind firmly on opposite front row, but do not fully come together yet, keep the ear-to-ear distance, bar up and prepare)
- **Set** (Maintain, and secure the bind and actively engage)
 - Ball to be put in once the scrum is square and stationary – no indication from the referee.
 - Full scrumming contest at put-in.
 - One-and-a-half (1½) metre push allowed, thereafter no more contest.

Post engagement

- Enforce Under 19 Variations.
- No wheeling - a team must not intentionally wheel a scrum.
 - If the wheel reaches more than 45°, the referee must stop play.
 - If the wheel is unintentional, the referee orders another scrum at the place where the scrum is stopped.
 - No turnover possession when the scrum wheels through 45°
- Both loose-head and tight-head props must bind with their elbows not lower than their shoulder line.

Management

- Should there be a mismatch, inadequacy or unsuitability of either of the forward packs, then the current World Rugby laws prevail in correctly managing the situation.
- Failing that, uncontested scrums should be called for by the referee.

All other adult rugby U20 and above

Normal Rugby Laws

- Full scrum formation
- Active Engagement, with pre-scrum binding and a reduced hit allowed on engagement
- Full scrum contest within WR adult rugby laws from club rugby, national representative U20, provincial representative U21 or provincial or national representative senior teams
- Uncontested scrums as a result of sending off, temporary suspension or injury must be played with eight players per side

Engagement Sequence

- **Crouch** (align ear-to-ear, and get into spine-in-line and parallel position)
- **Bind** (Take the bind firmly on opposite front row, but do not fully come together yet, keep the ear-to-ear distance, bar up and prepare)
- **Set** (Maintain and secure the bind, actively engage)
 - Once the scrum is square and stable the scrumhalf has to put in the ball

Post engagement

- No deliberate wheeling of the scrum
- No turnover possession when the scrum wheels through 90°
- Both loose-head and tight-head props must bind with their elbows not lower than their shoulder line

Management

Should there be a mismatch, inadequacy or unsuitability of either of the forward packs, then the current World Rugby laws prevail in correctly managing the situation.