

LAW VARIATION REFERENCE CARDS
IRB Under 19 Law Variations

The game at Under 19 Level is played according to the IRB Laws of the Game with the following exceptions:

1. Numbers

Up to Seven players may be replaced during a game. *If 22 players are nominated, there must be at least 6 who can play in the front row to ensure cover for the loose and tight head props and hooker.* A player who has been substituted may replace an injured player.

2. Scrum

- (i) The scrum must be evenly matched, i.e. both sides must have the same number of players.
- (ii) If both sides have 8 forwards, the formation must be 3 : 4 : 1; if 7, 3 : 4; if 6, 3 : 2 : 1; if 5, 3 : 2.
- (iii) If a team is unable to field suitably trained players in all front five positions for any reason a non-contested scrum should take place.
- (iv) In forming the scrum, each prop should touch his opponent's upper arm. The sequence is ***crouch, touch, pause, engage.***
- (v) If a scrum is wheeled beyond 45° the side which put in the ball should receive the put in.
- (vi) A scrum must not move more than 1.5 metres. Penalty : Free kick.
- (vii) The ball must emerge without delay. A player may control it briefly but not hold it in. Penalty : Free kick.
- (viii) Only the No 8 may detach and pick up the ball.

3. Time

The game lasts 70 minutes actual playing time including time added for injury etc. No additional periods should be played.

IRB Under 16 Law Variations

As per Under 19.

IRB Under 15 Law Variations

Time - 2 periods of 30 minutes.

AUGUST 2003

LAW VARIATION REFERENCE CARDS S2 ONLY

The IRB U19 Law Variations (see Card No 1) apply except:

1. **Restarts**
After a score the restart is by tap and *immediate* pass at the centre. There should be no cavalry charge.

2. **Scrum**
The ball must emerge without delay. The No 8 may control the ball briefly but cannot hold it in or pick it up. Penalty : Free kick.

3. **Open Play**
The team in possession is responsible for the continuity of play. If the ball does not emerge within 5 seconds from a ruck or maul, the opposition is awarded a tap and pass.

4. **Kicking**
The normal kicking laws apply. Exception: From scrums and lineouts outwith their own 22, the first and second players playing the ball must run or pass, not kick. Penalty: Free Kick

5. **Scoring Values**
Try = 3 points, all kicks = 1 point.

6. **Time**
2 x 25 or 3 x 20 minutes.

AUGUST 2003

LAW VARIATION REFERENCE CARDS
S1 ONLY

The IRB Law Variations (see Card No 1) apply except:

1. **Numbers:** 6 forwards, 7 backs with any number of substitutes.
2. Ball Size 4
3. **Kick-off** at start and after half-time. Restart after score and any free kick is by a tap and *immediate* pass.
4. **Scrum**
 - (i) 3, 2, 1.
 - (ii) Both hookers must strike. Penalty : Free kick
 - (iii) *All forwards may push.*
 - (iv) Ball must emerge without intentional delay (No 8 can control the ball briefly but not hold it in or pick it up). Penalty : Free Kick.
 - (v) The Scrum Half not putting in the ball must stay on the mid-line. Penalty : Penalty kick.
5. **Touch**
 - (i) A quick throw in is permitted until the ball is touched by his opponent.
 - (ii) All forwards must be involved in the lineout.
 - (iii) Non competitive. Only the throwing in team can jump for the ball. Catcher must *attempt to* have hands above head and feet off the ground.
 - (iv) Players in the non-throwing in team must not jump for the ball, must keep hands below head height and must not interfere with the opposition until the ball has been caught *and the jumper has landed.*
6. **Open Play:** The team in possession is responsible for the continuity of play. If the ball does not emerge within 5 seconds from a ruck or maul, the opposition is awarded a tap and pass.
7. **Kicking:** *The normal kicking laws apply. Exception: From scrums and lineouts outwith their own 22, the first and second players playing the ball must run or pass, not kick. Penalty: Free Kick*
8. **Penalty Kick:** As per adult rugby.
9. **Conversions:** As normal but place must be no wider than the 15m line.
10. **Scoring Values:** Try = 3 points, all kicks = 1 point.
11. **Time:** 2 x 20 mins or 3 x 15 mins.

AUGUST 2003

LAW VARIATION REFERENCE CARDS PRIMARY 7 RUGBY

The IRFB U19 Law Variations (see Card No 1) apply except:

1. **Numbers:** 10-a-side: 5 forwards, 5 backs.
2. **Ball size:** 4.
3. **Starts, Restarts and Penalties:**
 - (i) All starts, restarts and penalties are by tap and pass.
 - (ii) *After a tap and pass one more pass must be made before a try can be scored.*
 - (iii) The opposing team must be back 5m *and not advance until a pass has been made.*
 - (iv) *After a try the scoring team must be allowed to return to their own half before the tap*
4. **Scrum**
 - (i) *All scrums must be at least 5m from the goal line.*
 - (ii) No pushing or wheeling.
 - (iii) Both hookers must strike *once the ball touches the ground.*
 - (iv) Scrum half must pass, and at least one more pass be made before a try is allowed.
 - (v) *The opposition scrum half must remain at the midline and allow the pass.*
 - (vi) Both sets of backs must be 5m back from scrum until the ball emerges.
5. **Touch:**
 - (i) Line-out to restart, *3m from touch line.* All forwards in, except hookers.
 - (ii) Only throw-in team can jump for ball, catcher must attempt to have hands above head and feet off ground. No supporting of the jumper is allowed.
 - (iii) Scrum half must pass immediately the ball emerges, and at least one more pass be made before a try is allowed.
 - (iv) If ball is caught it can be driven *but once a maul forms it must emerge within 5 secs.*
 - (v) Non-throw in team must not jump for ball, must keep hands below head height and *not interfere until the ball is caught and the jumper has landed.*
 - (vi) Both sets of backs must be 5m back from line-out until the ball emerges.
6. **Open Play:**
 - (i) The team in possession is responsible for the continuity of play. If the ball does not emerge within 5 seconds in a ruck/maul situation - possession goes to the opposing team and the game restarts with a tap and pass.
 - (ii) *A pile up must be stopped immediately and a scrum awarded to the side going forward.*
 - (iii) Ball must be held in two hands at all times. **The Hand-Off is not permitted.**
 - (iv) **All tackles must be below the waist and defending players are not allowed to target the ball or prevent the ball from being played.**
 - (v) Tackled player must pass, play or release the ball and move away immediately.
 - (vi) In open play the ball is the offside line.
7. **Kicking:** Kicking is only allowed within 5m of the kicker's goal line.
8. **Time:** 2 x 15 minutes recommended.
9. **Pitch Dimensions:** 70m x 45m.
10. **Scoring Values:** Try = 1 Point.
11. **Coaches:** *In addition to the Game Coach (Referee) a Team Coach from either side may be on the pitch. In the event of misconduct, a team coach may be dismissed.*

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LAW VARIATION REFERENCE CARDS
PRIMARY 6 RUGBY

The IRFB U19 Law Variations (see Card No 1) apply except:

1. **Numbers:** 8-a-side - 3 forwards, 5 backs.
2. **Ball size:** 4.
3. **Starts, Restarts and Penalties:**
 - (i) All starts, restarts and penalties are by tap and pass.
 - (ii) *After a tap and pass at least one more pass must be made before a try can be scored.*
 - (iii) The opposing team must be back 5m *and not advance until a pass has been made.*
 - (iv) *After a try the scoring team must be allowed to return to their own half before the tap and pass.*
4. **Scrum:**
 - (i) *All scrums must be at least 5m from the goal line.*
 - (ii) 3 person front row.
 - (iii) No pushing or wheeling.
 - (iv) Both Hookers must strike *once the ball touches the ground.*
 - (v) Scrum half must pass, and one more pass be made before a try is allowed.
 - (vi) *The opposition scrum half must remain at the midline and allow the pass.*
 - (vi) Both sets of backs must be 5m back from scrum until the ball emerges.
5. **Touch:** Game restarts with a tap and pass by non-offending team with the opposition 5m back.
6. **Open Play:**
 - (i) The team in possession is responsible for the continuity of play. If the ball does not emerge within 5 seconds from a ruck/maul situation possession goes to the opposing team and the game restarts with a tap and pass.
 - (ii) *A pile up must be stopped immediately and a scrum awarded to the side going forward.*
 - (iii) Ball must be held in two hands at all times. ***The Hand-Off is not permitted.***
 - (iv) **All tackles must be below waist and defending players are not allowed to target the ball or prevent the ball from being played.**
 - (v) Tackled player must pass, play or release the ball and move away immediately.
 - (vi) In open play the ball is the offside line.
7. **Kicking:**
 - (i) Kicking is only allowed within 5m of the kickers' goal line.
8. **Time:** 2 x 15 minutes recommended.
9. **Pitch Dimensions:** 70m x 35m.
10. **Scoring Values:** Try = 1 point.
11. **Coaches:** *In addition to the Game Coach (Referee) a Team Coach from either side may be on the pitch. In the event of misconduct, a team coach may be dismissed.*

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LAW VARIATION REFERENCE CARDS
PRIMARY 4 and 5 RUGBY

The IRFB U19 Law Variations (see Card No 1) apply except:

1. **Numbers:** 6-a-side
2. **Ball size:** 3.
3. **Starts, Restarts and Penalties:**
 - (i) All starts, restarts and penalties are by tap and pass.
 - (ii) *Following a tap and pass at least one more pass must be made before a try can be scored*
 - (iii) The opposing team must be 5m back and not advance until a pass has been made.
4. **Scrum:** *There are no scrums. A tap and pass is given for all infringements.*
5. **Touch:** Game restarts with a tap and pass by non-offending team with the opposition 5m back. *At least one more pass must be made before a try is scored.*
6. **Open Play:**
 - (i) The team in possession is responsible for the continuity of play. If the ball does not emerge within 5 seconds from a ruck/maul situation possession goes to the opposing team and the game restarts with a tap and pass.
 - (ii) *A pile up must be stopped immediately and a tap and pass awarded to the side going forward.*
 - (iii) *Ball must be held in two hands at all times. The Hand Off is not permitted.*
 - (iv) **All tackles must be below waist and defending players are not allowed to target the ball or prevent the ball from being played.**
 - (v) Tackled player must pass, play or release the ball and move away immediately.
 - (vi) In open play the ball is the offside line.
7. **Kicking:** No kicking is allowed.
8. **Time:** 2 x 10 minutes recommended.
9. **Pitch Dimensions:** 35m x 35m.
10. **Scoring Values:** Try = 1 point.
11. **Coaches:** *In addition to the Game Coach (Referee) a Team Coach from either side may be on the pitch. In the event of misconduct, the team coach may be dismissed.*

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LAW VARIATION REFERENCE CARDS

TAG RUGBY

1. **Numbers:** *4 to 15-a-side.*

2. **Starts, Restarts and Penalties**

All starts and restarts are by a tap and pass *at least 5m from the goal line.*
The penalty for all infringements is a tap and pass to the opposition. The opposing team must be *10 metres back and remain static until the ball is tapped.*

3. **Tackle**

- (i) Tag rugby is non-contact. The tackle is replaced by a tag.
- (ii) All players must wear a tag belt with a ribbon (tag) on each hip. Shirts must be tucked in. Teams wear separate coloured tags.
- (iii) Only the ball-carrier can be tagged. A tag is made by a defender removing one of the ribbons worn by the ball-carrier.
- (iv) Once tagged, a player must pass as soon as possible and within 3 seconds or 3 steps.
- (v) *A tagged player may score provided the action can be completed within one step*
- (vi) The defender must hold the tag above their head, shout "TAG", *step back one metre* to allow the pass to be completed and hand the tag back to the player.
- (vii) The player cannot rejoin the game until both tags are in place.

4. **Touch**

There are no scrums or line-outs in tag rugby. *If the ball is taken out of play, a tap and pass is given to the opposition.*

5. **Kicking**

Kicking is not permitted in tag rugby.

6. **Time**

2 x 7 minutes recommended.

7. **Pitch Dimensions** are a minimum of 10 x 20 m and a maximum of 50 x 70m.

8. **Scoring Values** - Try = 1 point

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**LAW VARIATION REFERENCE CARDS
NEW IMAGE RUGBY**

The IRB U19 law variations (see Card No 1) apply except:

1. **Numbers:** **4, 8 or** 10-a-side.
2. **Ball Size:** 3 (up to P5). Size 4 (P6, P7 & S1).
3. **All starts, restarts and free kicks** by tap and pass *at least 5m from the goal line. Opposition must be 5-10m back depending on size of pitch.*
4. **Scrum:**
 - (i) *Must take place at least 5m from goal line.*
 - (ii) *Scrum can have 1, 3 or 5 players from each side (4, 8 and 10 a-side).*
 - (iii) No pushing or wheeling allowed.
 - (iv) Only the hooker of the team putting in the ball can strike.
 - (v) *Scrum half must be allowed to pass or run* when the ball emerges.
 - (vi) Both sets of backs must be 5 metres back from scrum.
5. **Touch:**
 - (i) Uncontested lineout to restart, all forwards involved.
 - (ii) Only players of team throwing in can jump for ball. Catchers must attempt to have hands above head and feet off ground.
 - (iii) Scrum half must pass when the ball emerges.
 - (iv) Opposition scrum half must remain behind the lineout.
 - (v) Both sets of backs must be 5 metres back from lineout.
6. **Open Play:**
 - (i) Ball must be held in two hands at all times. **The “hand-off” is not permitted.**
 - (ii) All tackles by double-handed touch on waist. No grasping allowed.
 - (iii) Tackler must call “tackle” following touch.
 - (iv) *Tacklers must not interfere with the pass as it is being made but the opposition can intercept a pass.*
 - (v) *Tackled player must pass within 3 seconds.*
 - (vi) A tackled player may score provided the action can be completed within one step.
 - (vii) *No Offside in open play.*
7. **Kicking:** No kicking allowed.
8. **Penalty:** The penalty for offences in all sections above is a tap and pass.
9. **Time:** A maximum of **15** minutes each way recommended.
10. **Pitch dimensions:** A minimum of **10 x 20** metres and a maximum of **50 x 70** metres.
11. **Scoring Values** Try = **1 point**, no conversions.

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