



# South African Rugby Union

## Primary School Law Variations

### 2018

*The laws of the Game and subsequent amendments/global trials by the World Rugby (WR) apply to all primary school rugby (age group U9 to U13) subject to the following variations:*

**South African Law trials is highlighted in Yellow as approved by the SARU Referees Department.**

#### **Law 1 – THE GROUND**

- 1.5.a The dash lines parallel to the touchlines at 5m are replaced with dash lines running 3m from the touchlines.
- 1.5.b The dash lines parallel to the touchlines at 15m are replaced with dash lines running 13m from the touchlines.

#### **Law 2 – BALL**

- 2.4 A number four (4) ball is to be used for the age group U9 to U13.

#### **Law 3 – TEAM**

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

*Addition:*

- 3.34 A player that was tactically replaced (substituted) may replace an injured player.

#### **Law 4 – PLAYERS' CLOTHING**

*Amend:*

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



## Law 5 – TIME

5.1 For the age group U9 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.

*Addition:*

5.11 A maximum of five (5) minutes injury time will be allowed in a match.

## Law 8 – SCORING

8.8.b For U9 and U10 age groups, conversion kicks for tries scored between the 13m line and touchline shall be taken on the 13m line.

## Law 9 - FOUL PLAY

9.7.c *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**

*Amend:*

9.28 Yellow Card suspensions will be for five (5) minutes running time.

## Procedure for suspending a player:

- The referee must call the team's coach onto the field and inform him of the reason for the temporary or permanent 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.
- No replacement is allowed for the suspended player except when a front row or lock is suspended (temporary or permanent). The coach must remove a back row (loose forward) player so that the team is reduced to fourteen (14) and send a replacement front row player/lock onto the field to replace the suspended player.



## Law 16 – MAUL

*Addition:*

- 16.14.a Once the maul has moved forward more than ten (10) metres in the field of play towards the dead ball line the referee will shout “Play”. Should the ball not come out within five (5) seconds then the maul has ended and a scrum is awarded (for safety reason) to the team moving forward.

## Law 18 – TOUCH, QUICK THROW and LINEOUT

*Amend:*

- 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 line of touch before it first touches the ground or a player.
- 18.28.d When the ball is caught in the line-out and held, all the players in the line-out must join the formed ruck or maul until it ends, except the receiver (This excludes the player throwing in the ball and his immediate opponent in the 3m area who has four options as per the WR law book – see law 18.26).
- 18.28.e **Defending at a line-out.** A player who jumps and gains possession of the ball in the line-out may not be tackled upon returning to the ground. A formed maul must follow once the player lands on the ground.  
**Sanction: Penalty kick**
- 18.34 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

*Amend:*

- 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 All other players (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.
- 19.21 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 U9 to U11 - Roaming by a coach, maximum one (1) is allowed.
  - **Age group u/13 – No Roaming by a coach are allowed.**
- Scrum variations for the different age groups:

SCRUM CALLS	U9 and younger	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, no contest	YES	NO
<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	NO	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>	No contest	Scrum contest at put-in on “Scrum” call
<b>HOOK</b>	Only the Hooker (no 2 + reserve 16) may hook the ball	
<b>SCRUM PUSH</b>	No	Max 1.5m
<b>TURNOVER SCRUM</b>	No	