

# 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
<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	NO	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	NO	NO
<b>Crouch</b> – Ear to ear distance apart <b>Bind</b> – Pre-bind, maintain ear-to-ear distance pre-engagement <b>Set</b> – Active World Rugby form of engagement. Once scrum is square and stable Ball put-in	NO	NO	YES	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		Ball must be put into the scrum once scrum is square and stable	
<b>SCRUM CONTEST</b>	No contest	Scrum contest at put-in on “Scrum” call	Scrum contest at put-in of ball. No signal from referee	
<b>SCRUM PUSH</b>	No	Max 1.5m		Full contest
<b>TURNOVER SCRUM</b>	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)
- **Ball in** – 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.