



Junior age-group rugby

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Time, players, kit etc

	U14	U15	U16	U17	U18
Time per half	25	30	35	35	35
Yellow card	5	6	7	7	7
Ball size	4	5	5	5	5

- No extra time other than for stoppages
- Age grade players are permitted to wear base layers provided they comply with the World Rugby Regulatory requirements which are available on www.worldrugby.org/ ie no hard or sharp edges, seams, buckles or other items on the surface of the product that could harm the wearer or other players during normal use.
- Players of all age grades are permitted to wear spectacles, glasses or specifically designed sports goggles in all forms of non-contact rugby. Players are **not** permitted to wear spectacles, glasses or specifically designed sports goggles in any form of **contact** rugby.
- Games stop at 50 points difference unless both sides agree
- No squeeze ball (penalty)
- Rolling subs
- 1.5m drive at scrum. Ball not to held at base once controlled.



IRB law variations – U19 scrums

- All players in the three front-row positions and the two lock positions must be suitably trained for these positions. If a team cannot field such suitably trained players for whatever reason the referee must order uncontested scrums.
- Uncontested scrums as a result of a sending off, temporary suspension or injury must be played with eight players per side.
- In an eight-person scrum, the formation must be 3-4-1 with the single player (normally the number eight) shoving on the two locks. The locks must pack with their heads on either side of the hooker.
- When a team is reduced to fewer than 15 for any reason the number of players in each team in the scrum must be similarly reduced.
- Where a permitted reduction is made in the scrum by one team the other team must reduce their scrum accordingly, down to a minimum of five. Where there is an incomplete scrum it must be formed as follows:
 - Seven players – three-four formation (i.e. no number eight).
 - Six players – three-two-one formation (i.e. no flankers).
 - Five players – three-two formation (i.e. no flankers or number eight).
- Unintentional wheel of 45 degrees -> Reset

U14 specific



- Scrum half not beyond the tunnel at the scrum.
- **Uncontested lineout** of upto 13 players.
- **No lifting** or supporting at the lineout.
- The lineout ends when the ball or a player carrying it leaves the lineout or the ball goes beyond the 15m or into the 5m channel.
- If the throw is not straight, a lineout will be awarded to the opposing team. If this throw is not straight, a scrum will be awarded to the (team originally awarded the line out) on the 15m line.
- Tackle contact point to be below armpits.

U15 specific



- Scrum half not beyond the tunnel at the scrum.
- **Uncontested lifted lineout** (of upto 13 players.)
- The lineout ends when the ball or a player carrying it leaves the lineout or the ball goes beyond the 15m or into the 5m channel.



To clarify or debate

- How do you referee an uncontested, unlifted lineout?
- How do you referee an uncontested, lifted lineout?
- Do you referee a County Final any differently to a 'standard' Sunday morning game?
 - Team of three
 - Briefing
 - Pitch ropes
 - Coaches and technical areas
 - Physios, water carriers
 - Replacements and technical areas
 - Parents
 - (Avoiding) yellow cards
 - Managing red & yellow cards
- Safety, equity, law (and enjoyment.)

To clarify or debate



- Core values of coaches & parents on the side of the pitch.
- Responsibilities of coaches regarding their parents.
- Expectations of the players.
- Expectations of Hertford RFC on Junior Finals day.
- Expectations of our officials on Junior Finals day.