

# SOUTH AFRICAN RUGBY UNION 2010



## LAWS FOR PRIMARY SCHOOL RUGBY

ALL THE LAWS IN THE OFFICIAL LAW BOOK WITH AMENDMENTS BY THE IRB ARE APPLICABLE WITH THE FOLLOWING EXCEPTIONS AND ADDITIONS.

### 1. Law 2: THE BALL

1.1. Number 4-ball

### 2. Law 3: NUMBER OF PLAYERS

2.1. Up to 7 players may be replaced during a game.

2.2. The reserves for Craven week must include two front row players (**Prop and hooker or two props. they must be able to cover the first two injuries to the front row**).

2.3. Substitutes may be used, and replacements, in the event of an injury – (**Quota system to be adhered to at Craven week and representative teams**).

### 3. Law 4: PLAYERS CLOTHING

3.1. All players play barefoot.

3.2. The use of mouth guards by all players is recommended but compulsory to all players in provincial teams.

### 4. Law 5: TIME

4.1. Two halves of twenty (20) minutes each will be played.

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

### 5. Law 10: FOUL PLAY

5.1. All incidents of foul play are to be sanctioned by means of a penalty. The Referee must also warn the team involved.

5.2. In the following cases of foul play and unsporting behaviour (Law 10.4), the referee is to yellow card a player and temporarily suspend for **five (5) minutes**:

5.2.1. Hitting; Kicking; Stepping on players; Tripping; Dangerous tackle; Retaliation; late tackle and repeated infringements by a player (**Note: a player and not a team**)

5.2.2. When above happens, the referee must call the team's coach onto the field and inform him of the reason for the yellow card (**There should be no debate as this is informative and not justification**).

- 5.2.3. A yellow card is shown and the suspended player must remain with the team's coach during this **five (5) minute** period.
- 5.3. No replacement is allowed for a temporarily suspension except when a front row or lock is temporarily suspended for **five (5) minutes**. The coach must remove a back row (loose forward) player so that the team is reduced to fourteen (14) and a replacement front row player/lock sent onto the field to replace the temporarily suspended player. **(U/19 variations requires that at a scrum the front row players and the locks must be suitably trained to play in those positions)**
- 5.4. The following is applicable for dangerous tackles mentioned above:
- 5.4.1. Grabbing a player by the arm and 'sling shot'.
- 5.4.2. Grabbing a player by the collar or shirt and affecting a 'sling shot'.
- 5.5. The 13m line replaces the 15m line where applicable.

## 6. Law 11: OFF SIDE

- 6.1. All sanctions for off side are penalties.
- 6.2. The 5m off side line is applicable to back line players at the scrum and line out.
- 6.3. At a scrum - 5m from the hindmost foot in the scrum.
- 6.4. At Line out - 5m from the line of touch.

## 7. Law 15.3 Tackle

- 7.1. All players entering or approaching the tackle area must do so through 'the gate'.
- 7.2. All infringements at the tackle are sanctioned by means of penalty kicks.
- 7.3. If the ball becomes unplayable, a scrum is awarded to the team moving forward before the referee blew his whistle.

### "Squeeze ball"

#### **IRB Action 1**

**On 8 November 2001, the International Rugby Board (IRB) issued the following Note on Interpretation of Law 15.5(d) – the tackled player.**

**Law 15.5(d) states: "A tackled player may release the ball by pushing it along the ground in any direction except forward, providing this is done immediately."**

**In recent times players having been tackled or who go to ground have done so ensuring that the ball is underneath them, they then push the ball along the ground and through their legs (a practise known as squeeze ball ).**

**On most occasions when players attempt to push the ball along the ground under their bodies they are not making the ball available immediately and they are in contravention of Law 14.1 and Law 15.5. Players who attempt the action are liable to penalty unless the ball is immediately available.**

**With the emphasis on "immediately", Referees have been instructed to enforce the above strictly.**

**This in short: the "squeeze ball" will no longer be allowed.**

## 8. Law 16 Ruck

- 8.1. Players may use their feet and not their hands to gain possession of the ball, provided they are on their feet and part of the ruck. **(In other words, they came through the gate and joined the ruck – or have been part of the tackle, on their feet and caught up in the ruck).**
- 8.2. It is illegal to step on players (Penalty).
- 8.3. All infringements at the ruck are sanctioned by penalty kicks
- 8.4. If the ball becomes unplayable, a scrum is awarded to the team moving forward before the referee blew his whistle.

## 9. Law 17 Maul

- 9.1. The maul may not be pulled down by any action of a player. **This is a safety matter!**
- 9.2. A maul needs to move forward in order to be allowed. A maul that moves sideways or backwards should be ruled as stationary and refereed accordingly.
- 9.3. If the ball becomes unplayable, a scrum is awarded to the team that did not take the ball into the maul.

## 10. Law 19: TOUCH AND LINE OUT

- 10.1. Any player may throw the ball in at a line out, provided that 7 players of each team form the line out. Short Line outs are not allowed in Primary School Rugby.
- 10.2. Only on account of injury, may a team form a line out with less than 7 players. The opposing team must still have 7 players in the line out **(This is only applicable to the forwards – positions 1 to 8)**
- 10.3. 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. **(This excludes the player throwing in the ball and his immediate opponent in the 3m area who has three options as per the IRB law book – see law 19.11 (a), (b) and (c)).** Law 19.11 (d) is not applicable as there must be 7 players in the lineout. See 10.1 above.
- 10.4. Only a backline player may take up the position of receiver at the line out. (Manage and re-form line out)
- 10.5. The immediate opponent of the player throwing the ball in at a line out may not support a player in the line out. He must take up position 2m from the 3m line or take a position in the 3m area anywhere from the line of touch and his team's 5m off side line (Manage and re-form line out).
- 10.6. The off side line for players not in the line out (back line players) is 5m from the line of touch until the line out ends.
- 10.7. The line out is formed from 3m to 13m from the touch line.
- 10.8. Penalties and Free kicks for infringements in the line out are awarded on the 13m line on the line of touch.
- 10.9. If the ball is not thrown in straight, the old rule is still applicable; i.a.w the team who did not throw in has a choice of either a Line out or a scrum on the 13m line.

## 11. LAW 19.1 KICKING FROM WITHIN THE 22M AREA

- 11.1. If the ball is carried over by a team from outside the 22m area to within the 22m area and subsequently kicked directly into touch – no gain in ground will be allowed (**i.e. the ensuing line out will be opposite the place here the kick was made**)
- 11.2. If in above, the kick lands in the field off play and then rolls or bounces out – the ensuing line out will be where the ball crossed the touch line.
- 11.3. 'Carried over' means that the ball crossed the 22m line after it was touched or played by a defending player outside the 22m area.
- 11.4. If the ball is carried over the 22m line and a tackle, ruck, maul ensues, then the ball may be kicked out directly and ground gained (**i.e. The mentioned phases that took place inside the 22m area, 'nullifies' the carryover**).

## 12. LAW 19.2 QUICK THROW IN

- 12.1. At a quick throw in, the ball may be thrown in the direction of the team's own goal line.
- 12.2. The ball must reach the 3m line and may be thrown straight (parallel with the goal lines) or in the direction of the thrower's own goal line.
- 12.3. The ball may not be thrown in the direction (forward) of the opposition's goal line.
- 12.4. If above (12.3) happens, a choice of a line out or scrum is awarded to the non-throwing team in line with the place of the throw in.
- 12.5. It is imperative that all conditions for the quick throw is adhered to, namely:
  - 12.5.1. Only the player that catches or retrieves the ball may affect a quick throw in. He may not pass or give the ball to a team mate to throw in quickly.
  - 12.5.2. Only the ball that was in play may be used for a quick throw in. The ball may not have been touched, outside the playing area, by any players or spectators.

## 13. Law 20: SCRUM

- 13.1. All players (8) in the scrum must comply with the 3-4-1 formation. The number 8 must be bound between two locks (Only due to injury may a team have less than 8 players in the scrum in which case the formation is adjusted to 3-4 and if more than one injury to 3-2-1. **This is only applicable to the forwards – positions 1 to 8**).
  - 13.1.1. There may never be less than 5 players in a scrum (**The opposing team must conform in order to have the same number of players in the scrum as per High School Laws**).
- 13.2. The number 8 may pick the ball up and play when the ball is at his feet and still in the scrum.
- 13.3. All players must remain bound in the scrum until the scrum ends. The defending number 8 may pull his head out of the scrum, provided he is still bound as per law (**that is: one shoulder and arm bound onto a lock**).
- 13.4. All the back line players except for the two scrum halves, must remain behind the off side line which is 5m behind the hindmost foot in the scrum until the scrum ends.

- 13.5. The off side line for both scrum halves is the middle of the scrum and **not the ball**.
- 13.6. If the scrumhalves decide to take up position alongside the scrum, they must remain within 1m of the scrum. The defending scrumhalf may move back to the hindmost foot in the scrum which now becomes his off side line. If he decides to do so, he may move beyond 1m from the scrum, providing he stays behind that off side line.
- 13.6.1. The defending scrumhalf may stay behind the 5 meter offside line as for all other backline players. He may not advance over the off side line before the scrum has ended. If his team wins a heel against the head he must remain behind the 5m off-side line.
- 13.7. If the place of infringement for a scrum is nearer than 5m from the goal line, the scrum will be awarded 5m from the goal line, opposite the place of infringement. The off side line for the defensive team is the goal line.
- 13.8. It is illegal to push more than 1.5m in a scrum in the direction of the opponent's goal line. The number 8 may not keep the ball under his feet (**He has two options namely; pick up and play or hook the ball to the scrum half – Sanction: Free kick**).
- 13.9. The scrum may not wheel more than 90° degrees.
- 13.10. When a scrum is wheeled through 90° degrees, or it collapses or stands up, and no penalty or free kick is awarded, the team that was last in possession is awarded the ensuing scrum, meaning that if the non-throwing in team won a heel against the head they will then put the ball into the scrum.

## **Summary**

All sanctions as per the Law book are applicable, eg.

- i. Collapsing of the scrum (Penalty)
- ii. Pushing up in the scrum (Penalty)
- iii. Foul Play (Penalty)
- iv. Off side (Penalty)
- v. Early engagement and shoving more than 1.5 meters (Free Kick)
- vi. Ball not in straight ( Free Kick)
- vii. Hands in scrum (Penalty Kick)

The above are only examples, refer to 2010 Law book.

## **14. Law 21: PENALTY AND FREE KICK**

- 14.1. At Primary school rugby penalties and free kicks are applicable as per the 2010 Law book.
- 14.2. A place kick or a drop kick is allowed at goal for penalties awarded for all age groups in primary schools.
- 14.3. A team is not allowed to score points from a drop goal following a free kick awarded to the team. In other words: if a drop goal is attempted from a free kick, play continues and no points are scored (This is also applicable if a scrum is chosen in the place of a free kick).

## 15. KICKS

15.1. All age groups in primary schools are allowed to kick anywhere in the field of play. This is in line with senior rugby.

## 16. Law 22: Corner posts

16.1. If a player that carries the ball touches the corner post or flag with his body or with the ball, play continues (The player needs to physically step on or over the touch- or touch in goal line for it to be in touch or touch in goal).

16.2. If the ball is kicked and touches the corner post or flag and rebounds into the in goal or field of play – play continues.

16.3. If the ball or a player carrying the ball touches a flag or flag post (corner) at the intersection of the touch-in-goal lines and the goal lines or at the intersection of the touch-in-goal lines and the dead ball lines without otherwise being in touch or touch-in-goal, the ball is not out of play unless it is first grounded against a flag post.

## 17. Primary School Law for 2010

17.1. All Forward players (Positions 1 to 8) will at all time take part in scrums and line outs. In other words there may not be interchanges between forwards and backs at a line out and scrum (Manage and reform).

17.2. Above implies that only back line players may take up the position of the receiver at a line out (**This limitation is put in place for safety reasons**). Forwards may 'stand loose at tackle, rucks and mauls if they so wish, except those arising from a Line out.

**Primary school laws revised by Andre Watson, Eugene de Villiers,  
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