



# South African Rugby Union Primary School Law Variations 2017

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

*Please note that only the Primary School variations are contained in this document.*

***New variations is highlighted in Yellow as recommended by the societies, discussed and approved by the SARU Referees Department.***

## **Law 1 – THE GROUND**

- 1.3(b) The dash lines parallel to the touchlines at 5m and 15m are replaced with dash lines running 3m and 13m from the touchlines.

## **Law 2 – THE BALL**

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

## **Law 3 – NUMBER OF PLAYERS**

- 3.4(b) 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 and experienced for these positions.
- 3.14 A player that was substituted (tactically) may replace an injured player.

## **Law 4 – PLAYERS' CLOTHING**

Definitions - Amend 2<sup>nd</sup> paragraph

A player wears a jersey, shorts and underwear. All players must play barefoot.

- 4.1(f) The use of mouth guards by all players is recommended 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.
- 5.4(a) A maximum of five (5) minutes injury time will be allowed in a match.



## Law 9 – METHOD OF SCORING

- 9.B.1(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 10 - FOUL PLAY

- 10.4(m) A player must not create the impression at the tackle that he is been played in the air by jumping over a player (acts contrary to good sportsmanship).  
**Sanction: Penalty Kick**
- 10.4(e) Add: 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**
- 10.5(a) 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 17 – MAUL

- 17.6 Add (c): 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 19 – TOUCH and LINEOUT

- 19.6 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.
- 19.8(a) All seven (7) suitably trained forward players (positions 1 to 8) must take part in 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**
- 19.8(h) The front of the line-out is not less than three (3) metres from the touchline. The back of the line-out is not more than thirteen (13) metres from the touchline. All penalty and free kick sanctions are given on the thirteen (13) metre line from touch.
- 19.8(i) 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.



19.9(b) Add: 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 19.11).

19.10(k) Amend: **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 on the 13-metre line**

19.13(c) The offside line for players not taking part in the line-out is five (5) metres from the line of touch.

## Law 20 – SCRUM

20.1(e) Only suitably trained forward players (positions 1 to 8) may take part in scrums. There must be no interchange between forwards and backline players.

20.3(f) The number eight (8) must bind between the two locks.

20.12(b) The offside line for both scrumhalves 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 as per the SARU document distributed in 2013 – are applicable.