

UNDER 19 LAW VARIATIONS APPLICABLE TO MATCHES IN AUSTRALIA

This document is an amalgam of the iRB Under 19 Law variations and the Australian Under 19 safety Law variations and guidelines for players, coaches and referees. These Law variations and guidelines are applicable to all matches at Under 19 level played in Australia (except International U19 matches).

LAW 3 – NUMBER OF PLAYERS - THE TEAM

- If a team nominates 22 players, it must have at least six players who can play in the front row in order that there is replacement cover for the loose-head prop, hooker and tight-head prop.
- If a team nominates more than 22 players it must have at least six players who can play in the front row in order that there is replacement cover for the loose-head prop, hooker and tight-head prop. There must also be three players who can play in lock position.
- A player who has been substituted may replace an injured player.

LAW 5 – TIME

- Each half of an Under 19 match lasts 35 minutes playing time. Play in a match lasts no longer than 70 minutes. After a total of 70 minutes playing time, the referee must not allow extra time to be played in the case of a drawn match in a knock-out competition.
- The maximum playing time is to be 90 minutes in any one day no matter what the games are called (trial, knockout, carnival or tournaments)

Comment

- This is designed to prevent players from engaging in multiple games on one day during carnivals and championships, and is not intended to cover replacements or substitution.
- Players wishing to stand by for another team (as substitute or replacement) may do so as long as a proper duty of care is exercised in relation to position played, environmental conditions, age group played and common sense is exercised in regard to playing time in any one day.
- The number of games in the day is not an issue; the playing time is the issue. It is expected that due care is taken by coaches with regards substitution or replacement of players and that the time issue is always the over riding consideration.

LAW 10 – FOUL PLAY

2. UNFAIR PLAY, 3. REPEATED INFRINGEMENTS and 4. DANGEROUS PLAY AND MISCONDUCT

- Any player ordered off shall be replaced.
- In age groups under 14 to 19, if a team is unable to provide a suitably trained tight five replacements for any reason, the referee will order a non-contested scrum.

TEMPORARY SUSPENSION

- If a player is sent off as a temporary suspension, he shall remain with his team coach and shall not enter the playing area until permitted to do so by the referee.
- For the duration of each temporary suspension, the player shall be replaced except that, in age groups Under 14 to 19, if the player suspended is from the front row or second row and no suitably trained replacement is available, the referee should award a non-contested scrum.

The following notes should be read in conjunction with Law 10 - Foul Play, 4.

Dangerous Play and Misconduct:

- Temporary Suspension is not a substitute for ordering a player from the field. If an offence warrants a player being ordered off, then the player must be ordered off.
- The maximum period of a temporary suspension shall not exceed five minutes in any circumstances.
- Time is to be accounted from when the player leaves the playing area.
- If the period of temporary suspension has not expired when half time or no-side is called, the period is deemed to have then expired.

LAW 15 – TACKLE: BALL-CARRIER BROUGHT TO GROUND

Comment

- The referee will insist that the tackler(s) release the tackled player immediately and move away from the tackled player immediately so that the tackled player can exercise his/her options.
- The referee will manage this situation by using the words 'let him/her go' and say the words 'play it', indicating to the ball carrier to exercise the options available.
- Arriving players, of either team, must stay on their feet to play the ball.
- Arriving players must have their weight supported by their own feet (no 'bridging') and have all the rights when seeking the ball from a tackled ball carrier.
- Shoulder charges, collar, jersey and shoulder slings are illegal

LAW 16 – RUCK & LAW 17-MAUL

Comment

- Binding involves the whole arm, from hand to shoulder.
- Players joining a ruck must bind onto the ruck with at least one arm around the body of a team mate.
- Players entering a ruck or maul at speed is dangerous.
- Players should sight an entry position, slow down and be sure that the shoulders are above the hips with the head up. The referee needs to manage this phase of play diligently.

LAW 19 – TOUCH, LINE-OUT AND LINE-OUT OFF-SIDE

- Pre-gripping on the shorts is permitted, however there is to be no lifting on the legs.
- Holding the thighs of the jumper by the front support player is not permissible.

Penalty: Penalty Kick on the 15 m line.

Comment

- Taking jumpers and supporters' out in the line-out is extremely dangerous play and the referees and touch judges are instructed to deal with this practice firmly.
- Players who support a jumper must not only steady the jumper at the top of the jump but must bring the jumper safely back to the ground. Referees will control this facet of play strictly. Non-compliance will result in a Free Kick.

LAW 20 – SCRUM

20.1 (f) Forming a Scrum

- In an 8 person scrum the formation must be 3-4-1, with the single player (normally the Number 8) shoving on the 2 locks. The locks must pack with their heads on either side of the hooker.

Exception: A team must have fewer than eight players in its scrum when either the team cannot field a complete team, or a player is sent off for Foul Play, or a player leaves the field because of injury.

- Even allowing for this exception, each team must always have at least five players in a scrum.
- If a team is incomplete, the scrum formation must be as follows:
 - If a team is without one player, then both teams must use a 3-4 formation (i.e. no No.8).
 - If a team is without two players, then both teams must use a 3-2-1 formation (i.e. no flankers).
 - If a team is without three players, then both teams must use a 3-2 formation (i.e. only front rows and locks).
- When a normal scrum takes place, the players in the three front row positions and the two lock positions must have been suitably trained for these positions.
- If a team cannot field such suitably trained player's because:
 - either they are not available, or
 - a player in one of those five positions is injured or
 - they have been sent off for Foul Play and no suitably trained replacement is available, then the referee must order uncontested scrums.
- In an uncontested scrum, the teams do not compete for the ball. The team putting in the ball must win it. Neither team is allowed to push the other team away from the mark.

- **No wheeling.** A team must not intentionally wheel a scrum.
Penalty: Penalty Kick
- If a wheel reaches 45 degrees, the referee must stop play. If the wheel is unintentional, the referee orders another scrum at the place where the scrum is stopped.
- **Maximum 1.5 metres push.** A team in a scrum must not push the scrum more than 1.5 metres towards their opponents' goal-line.
Penalty: Free Kick
- Ball must be released from scrum. A player must not intentionally keep the ball in the scrum once the player's team has heeled the ball and controls it at the base of the scrum.
Penalty: Free Kick

20.1 (h) The referee will call "crouch" then "touch". The front rows crouch and using their outside arm each prop touches the point of the opposing prop's outside shoulder. The props then withdraw their arms. The referee will then call "pause". Following a pause the referee will then call "engage". The front row players may then engage.

The "engage" is not a command but an indication that the front rows may come together when ready.
Penalty: Free kick

Comment

CROUCH

Front row players must adopt the **CROUCH** position before the engagement. Head and shoulders must remain above the level of the hips, with knees bent sufficiently to make a simple forward movement into engagement. Players should keep their chin up and head straight in order to maintain the normal and safe alignment of the cervical spine.

TOUCH

The **TOUCH** requires each prop, using their outside arm, to touch the point of their opposing prop's outside shoulder. This is done to standardize the distance between the two sets of forwards. The props then withdraw their arms.

PAUSE

The **PAUSE** then is to give players time to see that this safe alignment has been made and to sight their target area before they engage,

ENGAGE

The **ENGAGE** call is not a command but an indication that the front rows may come together when ready. On the **ENGAGE** call, the front rows should engage the opposition firmly with a short horizontal movement and the props should draw with their outside arms to take binds. In this position, all players must be able to support their own weight and maintain body shape and pressure on the opposition scrum.

Law 20 (3) BINDING IN THE SCRUM

- Law 20 (3) (e) Binding between the legs by the lock is illegal.
Penalty: Penalty Kick at place of infringement

Comment

- Scrum assembly is important and locks should be well balanced and with their knees off the ground prior to engagement. (Knees should be raised from the ground on the word 'touch').
- The halfback will be penalised for standing in the space between the flanker and Number 8 when following the ball through the scrum.