

## **RFU YOUTH LAWS 2003/04**

### **YOUTH RUGBY 2003/04**

U14's may play to the rules of U16 Junior Girls Rugby with a scaled down pitch.

U18's will play to U19 Variations of the Laws of the game.

### **U16's, COUNTY AND REGIONAL RUGBY**

The game will be played to the rules of U16 Junior Girls Rugby

### **JUNIOR GIRLS RUGBY U16 – Club/School**

All games will be played according to IRB/RFU U19 laws but include the following variations.

- **12 A SIDE**
- **4 SUBSTITUTES**
- **UNCONTESTED SCRUMS**
- **NO LIFTING OR SUPPORTING IN LINEOUT**
- **NO HAND-OFF/FEND-OFF**
- **NO SQUEEZE BALL**
- **NO FLY HACKING (kicking a loose ball on the ground).**
- **SUBSTITUTIONS ARE ROLL ON ROLL OFF**

Teams will be made up of twelve players, five of whom will be forwards, with the remaining seven forming the back line.

### **UNCONTESTED SCRUM**

In a non-contested scrum the teams do not contest for the ball. The team awarded the scrum must win the ball. Neither team is allowed to push the other team away from the mark.

**Penalty:** A free kick against the side, which pushes the scrum at the original spot.

The scrum will be made up of five players from each team - the front row (a row of three players, and no more, i.e. a prop on either side of the hooker) and two locks forming the second row. The locks must bind to each other using the inside arm, with the outside arm around the hips (not between the legs) of the front row (props).

The players from each team will bind together approximately half a meter apart; each prop will then touch the upper arm of his opponent, and then crouch and touch before engagement.

The scrum-half not throwing the ball into the scrum may remain directly alongside her opponent.

She must not move beyond the middle line of the scrum until the ball has emerged from the scrum or an opponent has placed her hands on the ball.

No wheeling.

### **SCRUM SAFETY GUIDANCE**

- a) Front rows must not be allowed to charge at each other
- b) If they start to engage too close together, and with necks and backs bent they must be stopped and the scrum reformed
- c) Props' body positions must be parallel to the touchline (not boring in)
- d) Any player at any stage in a scrum, ruck or maul who has or causes an opponent to have her shoulders lower than her hip joint must immediately be penalised by awarding a Free Kick.
- e) Locks must bind round the hips of the props - not through the props' legs
- f) There must be no downward pressure exerted by hands or arms

### **LINE-OUT**

a) The line-out must always consist of four players from each team, plus the player throwing the ball in and an immediate opponent, who must stand within the 5-metre area, and one player from either side in a position to receive the ball (i.e. scrum-half). Both the thrower-in and her immediate opponent are able to take an active role in the game as soon as the ball has been touched by one of the players contesting the lineout.

b) The line-out will extend from 5 to 10 metres from the touchline. Should the ball be thrown beyond 10 metres, the opposition will be awarded the throw. Should the opposition then throw

beyond 10 metres, a scrum will be awarded to the side originally throwing in. All 'peeling off' movements must be close to and parallel with the line-out. Players must keep moving.

c) Lifting/supporting is prohibited at this level (i.e. a player may not bind to a jumper until she has returned to the ground).

d) The offside line for all players not participating in the line-out (all players other than those described in above) will be 10 metres back from the line of touch parallel to the goal-line and they must remain behind that offside line until the line-out has ended.

### **SQUEEZE BALL**

No player involved shall use the technique known or referred to as 'Squeezeball'.

*Note:* 'Squeezeball' is a technique where the ball carrier goes to ground, head forward (touching or close to the ground), irrespective of immediate contact with opponents) usually keeping parallel to the touchline, holding and protecting the ball close to the chest and, when on the ground, pushes the ball back between the legs.

**Penalty:** Penalty kick.

### **HAND/FEND OFF**

a) A player must not hand-off or fend-off an opponent in any way. A hand-off or fend-off is defined as 'any movement of the hand, arm or ball to ward off a would-be tackler'.

**Penalty:** A penalty kick to the opposition.

*Note:* Players are recommended to carry the ball in two hands.

### **KICKING**

All the Laws of the Game pertaining to kicking in open play will apply, with the following exceptions:

Players may only kick the ball out of their hands

Kicking a loose ball when it is on the ground (often called fly hacking) is not permitted.

**Penalty:** A penalty kick to the non-offending team.

### **TECHNICAL DETAILS**

A size 4 ball must be used.

#### **Match duration**

Fixture: A Maximum of 30 minutes each way = 1 match = 60 minutes.

Triangular: 15 minutes each way • 2 matches = 60 minutes

Festival/tournament: 7 minutes each way • Maximum of 5 matches = 70 minutes

**No** extra time is permitted in any match, except that added for injury time.