

Under 19 Variations

UNDER 19 VARIATIONS

The following variations are applicable in domestic Schools and Club Youth rugby matches in England only.

UNDER 13 TO UNDER 19 INCLUSIVE:

Rolling Substitutions - Law 3

A player who has been substituted may replace any player, whether or not that player has been injured.

Players may be exchanged at any time during the match, when the ball is dead, and with the knowledge of the referee.

Temporary Suspension Sin bin Protocol – Law 10

As per the adult game the player will remain in the Sin Bin for ten minutes actual playing time. The player will stand out of the field of play, in the vicinity of the half way line, at a place readily identifiable to the referee. The player must be under the control of the teachers and coaches. The player should not be isolated and should be given warm clothing to wear whilst serving the temporary suspension.

UNDER 13 TO UNDER 18 INCLUSIVE:

Squeeze Ball - Law 14 and 15

No player involved in a match at any age level from under 18 downwards shall use in training or in a match the technique known or referred to as Squeeze ball.

Note: "Squeeze ball" 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

UNDER 13 AND 14

Time – Law 5

Playing time not to exceed 25 minutes each way with a size 4 ball. After 50 minutes of playing time, the referee must not allow extra time to be played in the case of a drawn match on any occasion.

15-a-side Festivals should follow the following pattern:

Not exceeding 4 matches of 10 minutes each way = 80 minutes

Line-out - Law 19

Lifting/supporting is prohibited in these age groups, i.e. a player may not bind to a jumper until that player has returned to the ground.

Penalty: Penalty Kick.

Scrum - Law 20

The scrum-half not throwing the ball into the scrum must not move beyond the middle line of the scrum until the ball has emerged from the scrum or an opponent has placed his hands on the ball. In the event of a strike against the head, the scrum-half who has thrown the ball into the scrum is similarly restricted in not following the ball.

UNDER 15

Time – Law 5

Playing time not to exceed 30 minutes each way playing with a size five ball. After 60 minutes of playing time, the referee must not allow extra time to be played in the case of a drawn match on any occasion.

15-a-side Festivals should follow the following pattern:

Not exceeding 5 matches of 9 minutes each way = 90 minutes

Line-out - Law 19

Lifting/supporting is prohibited at this age group, i.e. a player may not bind to a jumper until that player has returned to the ground.

Penalty: Penalty Kick.

Scrum - Law 20

The scrum-half not throwing the ball into the scrum must not move beyond the middle line of the scrum until the ball has emerged from the scrum or an opponent has placed his hands on the ball. In the event of a strike against the head, the scrum-half who has thrown the ball into the scrum is similarly restricted in not following the ball.

UNDER 16 TO UNDER 19 INCLUSIVE:

Time – Law 5

Playing time not to exceed 35 minutes each way playing with a size five ball. After 70 minutes of playing time, the referee must not allow extra time to be played in the case of a drawn match on any occasion.

15-a-side Festivals should follow the following pattern:

Not exceeding 5 matches of 9 minutes each

Otherwise the iRB Laws of the Game with Under 19 and Seven-a-Side Variations apply at all times.

A full list of Under 19 variations can be found [here](#).