

UNDER 15 LAWS FOR FIFTEEN-A-SIDE levels A, B, C

Priority objective: “to create, exploit and prolong periods of disequilibrium in the various stages of play”

NUMBER OF PLAYERS	12-a-side	
REPLACEMENTS	Unlimited during the interval and/or for injuries	
PLAYING FIELD	90 metres x 56 metres	
PLAYING TIME OVER ½ DAY	60 minutes	
PLAYING TIME OVER 1 DAY	60 minutes (over 2 days: 75 minutes, maximum 50 minutes a day)	
MAXIMUM TIME PER PERIOD	15 minutes	
REFEREEING	2 young trained and qualified referees ASSISTED by their teacher and/or a referee	
INTERVAL TIME	4 minutes between periods – 5 minutes between two matches	
FOUL PLAY	Temporary 5 minute replacement up to sending off, depending on the seriousness of the offence. A replacement is mandatory. If characterised or repeat brutality, expulsion from the tournament.	
TACKLING	All tackles must be made at waist level. Any tackling above this must be penalised. Clip tackles are strictly prohibited.	
RESTART	Where?	How?
KICK OFF	Category C Rugby Union	
KICK OFF After try		
RESTART KICK		
FORWARD Or unplayable ball	At the site of the offence, 5 metres from any line The scrum is never replayed Penalty: Free kick. Exceptional cases, no fault, free kick in favour of defending team.	Educational scrum in 3-2-1 formation. No driving, not contested, off-side line at 5 metres. 4 stages: 1. Crouch 2. Grounded (hand remains ready) 3. Look 4. Put-in The scrumhalf puts in immediately. The opposite number remains behind scrum.
PENALTY	Replaced by a free kick	
FREE KICK	Rugby Union Laws	
TOUCH OR INDIRECT TOUCH	Rugby Union Laws	Rugby Union Laws Jumper not assisted
DIRECT TOUCH		
DROP	NO	
CONVERSION	In front of try position	As soon as possible after the kick by different players. Time is stopped.
EACH TIME THE REFEREE BLOWS THE WHISTLE, THE BALL CARRIER IMMEDIATELY PLACES IT ON THE GROUND AT THE PLACE OF OFFENCE, OR IS PENALISED (FROM FREE KICK TO REPLACEMENT)		
GAP OF 5 TRIES AT HALF-TIME: SCORE ACQUIRED FOR THE WINNING TEAM AND RE-EQUABILITY FOR THE END OF THE MATCH		
OTHER THAN THESE MODIFICATIONS, THE LAWS OF RUGBY UNION APPLY		

SUMMARY TABLE OF SCRUMS FOR THE 2009 – 2010 RUGBY SCHOOLS SEASON

Category	Laws	Safety aspects	Hoped for transfers
Under 11 10-a-side	3 person scrum, no driving and not contested. <ul style="list-style-type: none"> • Crouch • Grounded (hand remains ready) • Look • Put-in The scrumhalf puts in immediately	Positioning of back, maintain balance. The ball comes back to the team with the put-in, this element of the play does not involve specific risks but helps increase awareness of requirements in contact.	The use of the scrum for the U11 makes a learning transfer possible in the areas of consolidation and tackling: <ul style="list-style-type: none"> • Crouch, necessary for mauls, as well as rucks and tackling, • Looking helps maximise the awareness of the environment and any possible risks whilst encouraging correct positioning of the back (head raised=flat back), • The put-in enabling a better attitude at the instant of impact.
Under 13 12-a-side	Scrum as 3 + 2 + 1, no driving, not contested. <ul style="list-style-type: none"> • Crouch • Grounded (hand remains ready) • Look • Put-in The scrumhalf puts in immediately. 2 nd and 3 rd players have a knee on the ground and lift it when “put-in” is called.	The presence of players behind the front row, without driving, helps increase awareness of what the full scrum will be like. The four stages make it possible for everyone in the scrum to locate themselves without worrying about shoving. The ball is not contested by heeling in order to avoid creating out of context behaviour (the hooker will never have to heel without driving).	
Under 15 12-a-side	Same rules as for U13	Period of advanced training covering the principles established at U13.	
Under 15 15-a-side (Group learning for 8 person scrum)	Educational scrum without impact in 3 + 2 + 1 formation, limited drive on axis to win ball allowed. No wheeling. After ball won (behind the last feet of the 1 st row), no forward movement. No possibility of winning ball back, off-side lines at 5 metres. <ul style="list-style-type: none"> • Crouch • Grounded (hand remains ready) • Look • Put-in The scrumhalf puts in immediately.	Use of the full third row, leaning on the second row players in order to avoid additional pressure from the rear on the props. Binding of players: There is a full 8, the 2 nd and 3 rd row players are kneeling on the ground. With the “put-in” call, each front row engages without impact. After the contact between the front rows, the other players lift their knees off the ground. The drive only starts once the ball has been put into the scrum. The scrum is never replayed.	

UNDER 15 LAWS FOR FIFTEEN-A-SIDE levels A AND B

Priority objective: “preparing for competitions”

NUMBER OF PLAYERS	15-a-side provided that the team holds the “Rugby Union passport” and satisfies the “conditions for playing Rugby Union”	
REPLACEMENTS	Unlimited during the interval (maximum 23 players per team) and/or for injuries	
PLAYING FIELD	Normal playing field	
PLAYING TIME OVER ½ DAY	60 minutes	
PLAYING TIME OVER 1 DAY	60 minutes (over 2 days: 75 minutes, maximum 50 minutes a day)	
MAXIMUM TIME PER PERIOD	15 minutes	
REFEREEING	2 young trained and qualified referees ASSISTED by their teacher and/or a referee	
INTERVAL TIME	4 minutes between periods – 5 minutes between two matches	
FOUL PLAY	Temporary 5 minute replacement up to sending off, depending on the seriousness of the offence. A replacement is mandatory. If characterised or repeat brutality, expulsion from the tournament.	
TACKLING	All tackles must be made at waist level. Any tackling above this must be penalised. Clip tackles are strictly prohibited.	
RESTART	Where?	How?
KICK OFF	Category C Rugby Union	
KICK OFF After try		
RESTART KICK		
FORWARD Or unplayable ball	At the site of the offence, 5 metres from any line The scrum is never replayed Penalty: Free kick. Exceptional cases, no fault, free kick in favour of defending team.	Educational no impact scrum in 3-2-3 formation, drive limited to winning ball along axis allowed. No wheeling of scrum. After ball won (behind the last feet of the front row), no forward movement. No possibility of winning ball back, off-side lines at 5 metres. 4 stages: 5. Crouch 6. Grounded (hand remains ready) 7. Look 8. Put-in The scrumhalf puts in immediately.
TOUCH OR INDIRECT TOUCH	Rugby Union Laws	Rugby Union Laws
DIRECT TOUCH		No assistance for jumper
PENALTY	Rugby Union Laws category C	
FREE KICK		
DROP		
CONVERSION (time stopped)		
EACH TIME THE REFEREE BLOWS THE WHISTLE, THE BALL CARRIER IMMEDIATELY PLACES IT ON THE GROUND AT THE PLACE OF OFFENCE, OR IS PENALISED (FROM FREE KICK TO REPLACEMENT)		
GAP OF 5 TRIES AT HALF-TIME: SCORE ACQUIRED FOR THE WINNING TEAM AND RE-EQUABILITY FOR THE END OF THE MATCH		

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