

# **LSRUR Summary of Regulations for Competitions 2015-16**

**Selected regulations/laws (replacements/drawn matches/uncontested scrums, etc) for:**

- LRU County Cup, County Bowl, County Shield, President's Spring Cup, Vets, Second Team Cup
- LRU Merit Table
- RFU cups and leagues
- Natwest Schools
- BUCs
- BUCs women
- RFU Women
- RFU Girls U13-U18
- IRB U19 Boys
- RFU Boys U13-U18
- LRU County Cup boys U13-U18 (2010-11 season)
- LRU U18 (Colts) League (2010-11 season)

**Unable to find regulations for:**

**National U17 Cup**

**National U18 Cup**

**ASSE League**

**LRU County Cup, County Bowl, County Shield, L.R.U. President's Spring Cup, Vets and Second Team Cup Competitions.**

## **1. Drawn Matches**

In all rounds, if after forty minutes of play each way the scores are level there shall be an immediate period of replay between the same teams of ten minutes each way, with a one-minute interval. If the scores are then still equal, the team that has scored the most tries shall go forward into the next round. If this does not produce a result, the team that has scored the most goals from tries shall go forward into the next round. If the scores still be equal, the tries still be equal and the goals from tries still be equal, the Visiting or Away team shall go forward into the next round.

## **2. Replacements**

Four Replacements are permitted in each round of the Competitions.

In all rounds other than the final of the Competitions, Clubs should have a replacement or other player on the field capable of playing in the front row of the scrum. If on the first occasion replacement front row is required and that club cannot provide such the referee will order the game abandoned and the side without front row cover will be deemed to have lost the match. If after the first replacement of a front row player has occurred and subsequent replacement is needed and none available, then the game shall be abandoned and then irrespective of the number of minutes played, the Organising Committee may determine the result of the match or that Committee may order the match replayed.

If a front row player has been replaced and subsequently the replacement is “sin-binned”, if no further front row cover exists on the bench, then the replaced player if capable of resuming, can be exchanged for another player for the proscribed period. However, in the event that he cannot, then for the respective ten-minute period the game will continue with passive scrums. In the event of a player being sent-off and the original front row player cannot resume in exchange for another team member, then the offending side will be deemed to have lost the match.

If a front row player has been replaced and subsequently the replacement is “blood-binned”, if no further front row cover exists on the bench, then the replaced player if capable of resuming, can be exchanged for another player for the proscribed period. However, in the event that he cannot, then for the respective fifteen-minute period the game will continue with passive scrums. If after that period the player can not return then the match (except the Final) will be abandoned and then, irrespective of the number of minutes played, the Organising Committee may determine the result of the match or that Committee may order the match replayed.

In the final of the Competitions, Clubs should have a replacement or other player on the field capable of playing in the front row of the scrum. If after the first replacement of a front row player has occurred and a subsequent replacement is needed and none available, then the game shall continue to conclusion with “passive” scrummages.

In all rounds Rolling substitutions can be used in accordance with the regulations introduced by the Midlands Division Organising Committee.

## LRU Merit Table

15. Each side should ensure they have at least 4 competent front row players amongst their 20 man squad. Failure to start the game with these players shall be deemed as a forfeited game. In the event of injury to two or more front row players in the squad the game may continue uncontested until completed. The match referee shall be informed should a side be unable to continue with competitive scrums.

(i) In the case of **Merit C** a club must start with a competent front front row. Should the referee feel it is unsafe to do so the game may continue with uncontested scrums.

(ii) In the case of **Merit C** - should one team have more than three front row players available they are requested to loan enough players to the opposition in order to begin the game with three competent front row players.

## **RFU Cups and League**

### **APPENDIX 2**

General 1. All matches played under the jurisdiction of the RFU and/or in RFU Competitions or any other competition or merit table must be played in accordance with the IRB Laws, IRB Regulations, the RFU Rules, the RFU Regulations and any competition specific Regulations applicable to a competition including, without limitation, the Premiership Regulations, Championship Regulations, Anglo-Welsh Cup Regulations and British & Irish Cup Regulations (as applicable).

2. In matches where rolling substitutions and/or the man-off rule are permitted, the Regulations set out in this Appendix 2 will apply.

3. In relation to RFU Competition matches, replacements and substitutions are permitted in accordance with paragraph 1 above, paragraph 4 to 26 below and any additional procedures in place for an RFU Competition (such as substitution cards).

4. Replacements and/or substitutes must be named to the Referee or Match Official no later than 15 minutes before the commencement of a match.

5. A Player participating in a match can be used as a replacement or substitute in another match being played at the same time. Injured players may be replaced by Players from another pitch. It is also possible to replace the replaced or substituted Player from another pitch or by a nominated replacement/substitute.

6. Players who were replacements or substitutes in an earlier match may participate in a later match on the same day.

7. The attendance of replacements and/or substitutes is not compulsory. If one team wishes to use replacements or substitutes then it may do so even if the other does not.

### **Number of Replacements and Substitutes**

#### **League**

8. The number of replacements and substitutes in all League Matches shall be as follows: (a) National League 1 and National Leagues 2 North and 2 South (Levels 3 and 4): not more than five; (b) at any Level below Level 4: not more than three (unless a variation has been authorised by the Organising Committee under RFU Regulation 13.1.4).

9. The number of replacements and substitutes in all Play-Off Matches at any Level below Level 4 shall be not more than four.

#### **Cup**

10. The number of replacements and substitutes in all Cup matches shall be as specified by each Divisional Organising Committee and for National semi-finals and finals as specified by the RFU, in accordance with Law 3.5, the IRB Regulations and any current RFU Regulations relating thereto.

### **Front Row Requirements**

11. With the exception of those Players who fall within RFU Regulations 15.3.6 or 15.3.8 no Player may play in the front row of the scrum during contested or uncontested scrummages in adult rugby until he has reached his eighteenth birthday. Any breach of this RFU Regulation shall be considered a serious breach and may give rise to a severe penalty.

## **12. In the interest of safety**

(a) in League and Play-Off Matches each team must have at least five Players (or at Level 5 and below in League Matches, four Players) in their nominated match squad, all at least eighteen years old (unless they are a Player falling within RFU Regulations 15.3.7 or 15.3.8), who are suitably trained and experienced to be capable of playing in the front row to ensure that on the first or second occasions (first occasions only at Level 5 and below) (whether due to injury or consequent to a Player(s) being temporarily suspended or ordered off) that a front row player is required to be replaced, the team can continue to play safely with contested scrums.

(b) in Cup Matches each team must have at least five (5) fit and able Players in the squad who can play at hooker, tight head prop and loose head prop who are suitably trained and experienced to ensure that on the first and second occasion that a replacement in any front row position is required (whether due to injury or consequent to a Player(s) being temporarily suspended or ordered off) the team can continue to play safely with contested scrums.

## **13. Uncontested Scrums**

(a) The Referee shall order uncontested scrums when: (i) a front row Player is required to be replaced if, having made enquiry of and having confirmed with the captain of the team (or such other person nominated by the Club as the manager or other person responsible for the team), there is no suitably trained and experienced front row replacement who started the match or from the nominated replacements in accordance with paragraphs 11 and 12 above; or (ii) the Referee deems it unsafe for any other reason to start or continue the Match with contested scrums, in which case paragraph 15 below will apply.

(b) In League Matches at Levels 3 and below, Cup Matches and Play Off Matches if on any occasion uncontested scrums are ordered by the Referee, in accordance with (a)(i) above, due to injury (including a temporary blood injury) or consequent to a Player being temporarily suspended or ordered off or for any other reason, the team concerned shall not be entitled to replace the Player whose departure caused the uncontested scrum. On the return to the field of a front row Player who has been temporarily excluded the Match shall continue with contested scrums provided it is safe to do so. Subject to paragraph 15 below the result of the match shall stand.

14. If a league match is completed or contains uncontested scrums and a Club has failed to comply with the requirement in paragraph 12(a) to replace a front row Player on the first and second occasions (first occasion only at Level 5 and below) with another suitably trained and experienced front row Player, that Club shall forfeit the match which will be awarded to the other team who shall be deemed to have won by four tries.

15. If a cup match is completed or contains uncontested scrums and a Club has failed to comply with the requirement in paragraph 12(b) to replace a front row Player on the first and second occasion with another suitably trained and experienced front row Player, that Club shall forfeit the match which will be awarded to the other team.

16. If a match is completed with or contains uncontested scrums and there has been compliance with paragraph 12, the Organising Committee (or Committee in the case of a Cup Match) may take such action as it deems appropriate (including altering the result or ordering a replay of the Match) in respect of any suspected, alleged or actual breach of Regulations as it shall decide and shall notify all Clubs. The Referee and the Clubs must provide such information and assistance as may be requested by the Organising Committee (or Committee in the case of a Cup Match). Any Club may

appeal against the decision of the Organising Committee (or Committee) in accordance with RFU Regulation 13.10.10.

### **Rolling Substitutions**

17. Divisional Organising Committees or the NCA Committee may, in their discretion, permit rolling substitutions in League Matches at Level 3 and below (as applicable), and in the RFU Intermediate Cup, Senior Vase and Junior Vase matches. If the relevant Divisional Organising Committee or NCA Committee decides to implement rolling substitutions such implementation must be in accordance with paragraphs 18 to 25 below.

18. In a match where consent has been given by the appropriate Divisional Organising Committee prior to the Season and subject to Regulations (including, without limitation, paragraph 10 and 11 above) each team shall be permitted to use rolling substitutions of not more than the maximum number of the Player interchanges (“Player Interchanges”) set out in the table below:

Number of Replacements    Player Interchanges

Up to 3	8
4	9
5	10
7/8	12

19. In a Play Off Match, Player Interchanges will only be permitted where both participating teams have played their previous matches with Player Interchanges.

20. After the Player Interchanges have been made no other replacements, substitutions or Player Interchanges will be permitted for any reason (including temporary or permanent injuries, sending offs and suspensions) and in the event that a Player is injured, sent off or suspended from the field the team will play with one less Player and with uncontested scrums in the event that this involves a front row Player and the game cannot continue safely with contested scrums.

21. For the avoidance of doubt, Player Interchanges replace the “blood bin” which means that if a Player has an open wound and thus has to leave the field, this will be classified as a Player Interchange if that Player is replaced by another Player. If a team has used all of its Player Interchanges, that Player may not be replaced and the team shall continue with one less Player than was on the pitch prior to the “blood bin”. The Player is permitted to return once the wound has been treated and the bleeding stopped.

22. Not more than two Player Interchanges per team may occur at any one time and may only occur during a stoppage in play and with the knowledge of the Referee who is entitled in his sole opinion to refuse to allow or postpone a Player Interchange if he believes either that the Player Interchange would prevent the opposition from restarting the game quickly or where a Player has been injured or that it would not be safe for the replacement Player who has been previously injured to play in the match.

23. A Player must enter the field of play on the halfway line.

24. A Player who is a replacement shall not be entitled to take a kick at goal until a passage of play has taken place since that Player took to the field of play.

25. A Player who suffers two injuries in a match which has necessitated that Player being replaced on each occasion is not permitted to act as a replacement following the second injury.

26. Under dispensation provided to Unions by the IRB, where these rolling substitutions Regulations conflict with the Laws of the Game these Regulations shall take precedence.

#### **(f) Half time interval**

All Matches shall be of 80 minutes duration, divided into two halves of 40 minutes each. In all matches, the interval between each of the two halves shall not be more than 15 minutes (unless both teams agree otherwise to a shorter period) during which time the teams may leave the playing enclosure. For matches at Level 5 and below, the Referee has the right to insist that the half time interval is shorter and that the teams shall not leave the pitch.

#### **13.6.5 Drawn Matches** (Cup Competitions, County Championship, National Under 20 Championship and Play-Off Matches only)

(a) All knock out matches including Play-Off Matches (except Semi-Finals (where played at neutral venues) and Finals)

(i) In all knock out matches if after 40 minutes of play each way the scores are level, there shall be a five-minute break. After this break, the teams will change ends and there shall be a period of extra time between the teams of 10 minutes each way, with a one-minute interval.

(ii) If the scores are then still equal, the team that has scored most tries shall be declared the winners.

(iii) If this does not produce a result, the team that has scored the most goals from tries shall be declared the winners. RFU REGULATION 13 – ADULT COMPETITIONS 20 13 Effective from 1 August 2014

(iv) If the scores remain equal, in all matches save for the Semi-Finals (where played at neutral venues) and Final, the away team shall be declared the winners.

(b) Semi-Finals (where played at neutral venues) and Finals

(i) In the Semi Finals (where played at neutral venues) and any Final where the Organising Committee agrees, there shall be after a five minute break extra time between the same teams of 10 minutes each way with a one minute half time. If the scores are still level, the team that has scored the most tries shall be the winner. If this does not produce a result, the team that has scored the most goals from tries shall be the winner.

(ii) In the Finals, if after 40 minutes play each way the scores are level, the team that has scored the most tries shall be the winner. If this does not produce a result, the team that has scored most goals from tries shall be the winner.

(iii) If no result is achieved under Regulations 13.6.5(b)(i) or (ii), the result shall be decided as follows:

(a) Each team shall nominate one player from its number on the field of play at the final whistle to participate on its behalf in a place kicking competition;

(b) Starting with the kicker from the team that kicked-off the match, each kicker in turn shall attempt a place kick from the pre-determined positions indicated in Regulation 13.6.5(b)(iii)(d) below until such time as, after an equal number of attempts, one kicker has kicked more goals than the other;

(c) These attempts will be made towards the goal posts nearest the players' entrance tunnel to the pitch or in the event of both sets of goal posts being of equal distance from the players entrance tunnel the goal posts to the left of the said tunnel when emerging from it;

(d) The attempts will be taken from the following positions in turn, repeating the sequence until a winner is decided:

- the centre of the 22-metre line
- the intersection of 22-metre and 15-metre lines to left of posts facing
- the intersection of 22-metre and 5-metre lines to left of posts facing
- the intersection of 22-metre and 15-metre lines to right of posts facing
- the intersection of 22-metre and 5-metre lines to right of posts facing.

### **13.6.7 Abandoned Matches**

(a) Weather Conditions (which shall be deemed to include bad light in the sole opinion of the Referee)

Less than 60 Minutes Played

(i) If Weather Conditions solely prevent a match being played or result in a Match being abandoned with less than sixty minutes having been played, then the match will be replayed in accordance with RFU Regulation 13.6.10 unless the Committee exceptionally and in its absolute discretion agrees / specifies otherwise.

60 minutes or more Minutes Played

(ii) If a match is abandoned solely because of Weather Conditions when sixty or more minutes have been played, then the score at the moment of abandonment shall stand and be deemed the final score in the match. The Referee's decision as to the necessity for abandonment and the number of minutes played at the moment of abandonment shall be final.

## **Midlands Division Administrative Instructions**

### **6 Notional wins – Insufficient players.**

6.1 At Level 5 and below, if on the first occasion a team is required to replace a front row player with a replacement front row player and it cannot do so, then uncontested scrums will be ordered and the non offending team will be deemed to have won the match by 4 tries (20-0) i.e. 4 Championship points plus a bonus point. The offending team may, in addition to losing the match 0-20, be deducted 5 Championship points (see Sanction Guidelines – Front Row – insufficient suitable players).

6.2 When a club at Level 8 or below is unable to select a team from its list of registered players, they should offer to play the game as a friendly, using unregistered or borrowed players, or with

uncontested scrums. If the non offending club turn down the offer to play or indeed arrange to play the game as a friendly the League Secretary will then be able to award the game to the non-offending club as a notional 0-0 win and 5 Championship points added to their record. Failure to give this option of playing the game as a friendly (by the club short of players), resulting in the game not being played, will mean that the failure to play will be considered an “unjust” cancellation, and will result in the deduction of 5 Championship points from the offending club’s record. The League Secretary must be informed of the possibility of this event occurring as soon as possible and certainly before the game is due to be played. The League Secretary (or an MDOC Officer if the League Secretary is unavailable) must, as soon as possible, confirm this arrangement to Russell’s Agency directly.

#### **11. “Rolling” Substitutions (Replacements) at Levels 5 and below**

11.1 Rolling Substitutions are governed by RFU Regulations. From the 2014-2015 season onwards, they are contained in a separate Appendix 2. to Regulation 13. at the end of the Regulation.

11.2 Clubs are reminded of their responsibility to help manage such replacements within the Regulations.

11.3 At Level 5 to 8, up to a maximum of 3 players may be named as replacements and players will be allowed to “roll on and roll off” to the maximum of interchanges allowed by RFU Regulation.

11.4 At Level 9 and below, up to a maximum of 5 players may be named as replacements and players will be allowed to “roll on and roll off” to the maximum of interchanges allowed by RFU Regulation. This will mean teams will be able to maintain 15 players a side on the field of play at all times (unless a red or yellow card has been issued), other than when the game has moved to uncontested scrums when the side causing the uncontested scrums plays with 1 player fewer.

11.5 At Level 9 and below there is no compulsion to have 5 replacements and sides do not have to have equal numbers of replacements.

11.6 Replacements will be made, with the referee’s permission, at stoppages of play, with players entering the field of play from the halfway line.

11.7 The requirement to have **one** replacement front row player within the squad is still necessary, so that at the first time of asking a side can replace a front row player in order that the game carries on with contested scrums.

11.8 Rule 11.4 is not intended to encourage clubs to pick the maximum number of replacements for league games to the detriment of turning out a second or third XV.

## **Natwest Schools**

### **7. Replacements / Substitutions (see Under 15 and Under 18 Law Variations)**

7.1 The number of replacements and substitutes in attendance at all matches shall be no more than seven.

7.2 Rolling Substitutions are permitted in all NatWest Cup and Vase matches. A player who has been substituted may later replace any player, whether or not that player has been injured (subject to Regulation 7.4).



7.3 In the interests of safety, each team must have nominated in advance at least five suitably trained and experienced front row Players in their nominated match squad, to ensure that: (a) on the first occasion that a replacement hooker is required, the team can continue to play safely with contested scrums; and (b) on the first occasion that a replacement prop is required, the team can continue to play safely with contested scrums.

7.4 If on any occasion a front-row player requires to be replaced and his team cannot (for any reason, including injury, temporary blood injury, temporary exclusion following a yellow card, or permanent exclusion following a red card) provide a replacement, or another suitably trained and experienced player from the nominated squad, to enable the match to continue safely with contested scrums, the Referee, having made enquiry of and having confirmed this fact with the manager of the team (or such other person nominated by the School/College as the person responsible for the team), the match will continue with uncontested scrums. The team concerned shall not be entitled to replace the player whose departure caused the uncontested scrums and (subject to Regulation 7.6 below) the final result will stand. On return to the field of play of the front-row player who had been temporarily excluded or injured, the Match shall continue with contested scrums.

7.5 In the unusual event that a Referee decides to continue the game with uncontested scrums on the grounds of safety, because he cannot safely manage the scrums otherwise, the final result will stand, subject to Regulation 7.6.

7.6 The Organising Committee may review the circumstances where a match is completed with or contains uncontested scrums and in its sole discretion may impose penalties in accordance with Regulation 17, subject to the right of appeal set out in Regulation 18.

## **8. Drawn Matches**

8.1 There will be no extra time in any round.

8.2 In the event that the scores are level at the end of a match (other than the Semi Final and Final), the winner of the match will be the team that has scored most tries in the match. If this does not produce a winner, the team that has scored the most goals from tries will proceed to the next round. If this still does not produce a winner or the score is 0-0, the away team shall proceed to the next round.

8.3 In the event the scores are level at the end of the Semi Final, the following order of events shall be applied in order to determine the winner of the drawn match: number of tries, number of conversions from tries, first try, first points. If this still does not produce a winner or the score is 0-0, the away team shall proceed to the next round. The away team shall be determined by a toss of the coin prior to the commencement of the match.

8.4 In the event that the scores are level at the end of the Final, the following order of events shall be applied in order to determine the winner of the drawn match: number of tries, number of conversions from tries, first try, first points. If this still does not produce a winner or the score is 0-0, the trophy will be shared.

## **BUCs**

### **RUU 5 Tie in Knockout Rounds**

**RUU 5.1** If at the end of the match, the teams are tying, a period of extra time of ten minutes each way with one minute interval shall be played. If the teams are still tying at the end of that period of extra time, then the team that has scored most tries shall go forward into the final. If this does not produce a result, the team that has scored most goals from tries shall go forward into the final.

**RUU 5.2** If this does not produce a result, each team, as represented by the players on the pitch at the conclusion of the match, in an order to be decided by the Captain, and alternately with the opposing team, shall take penalty kicks from the centre point of one 22m line, to be decided by the referee. After five players from each team have completed the kicks the team who has scored one more goal than its opponents, shall go forward to the final. If the teams are still tying, the captain will nominate a player one at a time until one team scores and the other misses.

## **RUU 7 Replacements**

**RUU 7.1** In Men's and Women's 1st XV Premier Leagues and Tier 1 Leagues, a maximum of seven replacements per team may be in attendance and used. At least five of the nominated squad (irrespective of squad size, but maximum 22) must be able to play in front row positions. Rolling substitutions is used in these leagues ([please see separate guidance for rolling substitutions: below](#)).

### **England & Wales**

Rolling Substitutions (extracted from RFU Regulation 13 – Adult Competitions) – with 2 amendments in 13.5.14 and 13.5.20 as sanctioned by the WRU.

#### **13.5.13**

Divisional Organising Committees may, in their discretion, permit rolling substitutions in League Matches at Level 5 and below, and in the RFU Intermediate Cup, Senior Vase and Junior Vase matches. If the relevant Divisional Organising Committee decides to implement rolling substitutions such implementation must be in accordance with Regulations 13.5.14 to 13.5.21 below.

#### **13.5.14**

In a match where consent has been given by the appropriate Divisional Organising Committee prior to the Season and subject to Regulations (including, without limitation, 13.5.9 and 13.5.10) each team shall be permitted to use rolling substitutions of not more than the maximum number of the player interchanges ("Permitted Player Interchanges") set out in the table below:

No of Player Replacements	Interchanges
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3	8
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4	9
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5	10
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7	12
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**Amendment 1: Each team must designate a suitable person to manage their substitutions and assist the referee in this process.**

#### **13.5.15**

In a Play Off Match, Permitted Player Interchanges will only be permitted where both participating teams have played their previous matches with Permitted Player Interchanges.

#### **13.5.16**

After the Permitted Player Interchanges have been made no other replacements, substitutions or Player Interchanges will be permitted for any

reason including injuries and in the event that a player is injured the team will play with one less player and with uncontested scrums in the event that this involves a front row player and the game cannot continue safely with contested scrums.

#### 13.5.17

Player Interchanges replace the “blood bin”. If a Player has an open wound and thus has to leave the field, and the team has used all of its Permitted Player Interchanges, that Player may not be replaced and the team shall continue with a maximum of fourteen players. The Player is permitted to return once the wound has been treated and the bleeding stopped.

#### 13.5.18

Not more than two Player Interchanges per team may occur at any one time and may only occur during a stoppage in play and with the knowledge of the Referee who is entitled in his sole opinion to refuse to allow or postpone a Player Interchange if he believes either that the Player Interchange would prevent the opposition from restarting the game quickly or where a Player has been injured or that it would not be safe for the replacement Player who has been previously injured to play in the match.

#### 13.5.19

A Player who is a replacement shall not be entitled to take a kick at goal until a passage of play has taken place since that Player took to the field of play.

#### **Amendment 2:**

##### **13.5.20**

**A player who is replaced due to injury will not be allowed to take any further part in that match. The only exception here is for an open wound where Regulation 13.5.17 will apply.**

#### 13.5.21

Under dispensation provided to Unions by the International Rugby Board, where these rolling substitutions Regulations conflict with the Laws of the Game these Regulations shall take precedence.

**RUU 7.2** In Men’s and Women’s leagues below Tier 1 level, a maximum of seven replacements may be used. Rolling substitutions is used in these leagues (please see separate guidance for rolling substitutions). The number of suitably trained and experienced front row players of the nominated squad (maximum 22 players) must conform to the following IRB Regulations:

#### No. of Players

No. of Suitably Trained & Experienced Players	15 or less
3 players who can play in the front row	16, 17 or 18
4 players who can play in the front row	19, (20, 21 or 22)
5 players who can play in the front row	

When 19, 20, 21 or 22 players are nominated in a team there must be five players who can play in the front row to ensure that on the first occasion that a replacement hooker is required and, on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.

**RUU 7.3** In the Premier Leagues, Tier 1, Tier 2 and Tier 3 All teams must provide a front row. A team unable to start the match with 3 suitably trained front row will be deemed to have conceded a

walkover. Should a team be unable to provide the correct number of front row players, they must reduce their squad size to meet the IRB regulations (see table above).

Example: a team arriving with only 4 front row players will be entitled to have a maximum squad size of 18 players (including the 4 front row players) for the duration of the match. If the opposition have a full complement of front row players, they are entitled to the maximum squad size of 19 or 22 (dependent on the league regulations – see RUU 9.1 and RUU 9.2)

**RUU 7.4** If the above requirements have been met and a front row cannot be replaced then the match shall continue with uncontested scrums. See reg RUU 14 for Women's Rugby variation.

**RUU 7.5** In tier 4 and below teams unable to field a front row may play with uncontested scrums without forfeit. The team without a front row must inform their opposition 24 hours in advance of the advertised kick off if they are unable to provide a front row. Failure to provide 24 hours' notice will entitle the non-offending team to claim a walkover. Should 24 hours' notice not be given and the non-offending team agrees to play with uncontested scrums then they are not entitled to claim a walkover retrospectively.

**RUU 7.6** Priority must be given to the highest placed teams therefore the higher placed team may not play with uncontested scrums if any lower teams are playing on the same day with contested scrums.

**RUU 7.7** In conference cup matches involving teams from tier 4 playing teams in tier 2 or tier 3 uncontested scrums are not permitted from the start of the match.

**RUU 7.8** An uncontested scrum is defined as the same as for normal scrummages except that:

**RUU 7.8.1** There is no contest for the ball.

**RUU 7.8.2** The team putting the ball in must win it.

**RUU 7.8.3** Neither team is permitted to push.

**RUU 7.8.4** Normal rules regarding offside and binding still apply.

**RUU 7.9** For ALL KNOCKOUT competitions i.e. Championship and Trophy, seven REPLACEMENTS PER TEAM may be in attendance and used. (At least five players must be able to play in front row positions - IRB law 3(5)(5)(B)). RUU 7.3 and RUU 7.4 still apply.

**RUU 7.10** The front row players AND replacements must be identified to the Referee before each match.

## **BUCs RUU Women's Rugby Variations**

**RUU 14.1** Premier League teams can opt to play their matches using IRB U19 scrumage regulations. This must be agreed in writing and signed by each team's captain and the match referee. No penalty will apply and the result will stand. There will be no option to submit a 'playing under protest' form. All matches below Premier League level (i.e. Tier 1 and below including Trophy knockout matches) will be played according to IRB U19 scrumage regulations.

**RUU 14.2** If a Premier League team is drawn against a team qualifying from Tier 1 in the Championship knockout cup, the match will be played according to IRB U19 scrummage regulations.

**RUU 14.3** Players must meet the minimum age requirement set out by their home nation for playing senior rugby. These are: England: Players must be 18 years of age to play university rugby. Scotland: Players must be 17 years of age to play university rugby. Wales: Players must be 17 years of age to play university rugby.

All 17 year old female players wishing to play rugby must get written permission from their NGB to participate in BUCS leagues/knockout cups; this is to guarantee all parties are insured. No player should train or play without this consent.

**RUU 14.4** All Women's Premier League matches will be played according to the full IRB laws of the game.

**RUU 14.5** All Women's matches below Premier League level (Tier 1 and below including Trophy knock out matches) will be played according to full IRB laws with exception to scrummage which will be played to IRB U19 scrummage regulations.

**RUU 14.6** Uncontested scrums for Premier League, Tier 1 and Below: In the event of a team being unable to field a suitably trained front row at the start of a match resulting in uncontested scrums being played, the result shall stand.

**RUU 14.7** Premier League teams that play more than 3 matches with uncontested scrums will be deducted 3 league points and face possible further disciplinary action. Non offending teams should report the offending team via the form on the rugby pages of the BUCS website.

**RUU 14.8** Teams in tier 1 and below who play 4 matches or more with uncontested scrums will not be eligible for promotion. Non offending teams should report the offending team via the form on the rugby pages of the BUCS website.

## **RUU 15 Women's Rugby Player Matching**

**RUU 15.1 Tier 1 & below:** All matches must be played with equal numbers on each team. This must be either 15, 14, 13, 12 – a – side.

**RUU 15.2** For all matches played between 15 and 12-a-side the length of the match will remain at 80 minutes

**RUU 15.3** The minimum number of players required per team is 10 players. Player matching will not be enforced below 12 players therefore matches can be played with 12v11, 12v10 or 11v10 players. (For matches played between 12 and 10-a-side, the duration of the match will be reduced to 60 minutes)

**RUU 15.4** For all matches played between 12 and 10-a-side the length of the match will be reduced to 60 minutes. Should teams drop to less than 10 players then the match may continue unless the referee deems the match to be unsafe. In this instance the match must stop and the matter referred to the BUCS office. A decision will then be made on whether to take the result as it stands or award a walkover to the non-offending team

**RUU 16 Communication:** In the event that teams require to use the player matching regulation or request either IRB U19 scrummage regulations or uncontested scrums, it will be the responsibility of the team who are using one of the women's variations e.g. player matching or U19 uncontested scrummage to communicate their request to their opposition irrespective if they are the home or away team. Communication with the opposition must be in writing and received by the opposition 24 hours from the scheduled match start time. Both teams must also inform the referee before the start of the match. If 24 hours' notice is not given then the non-offending team are not required to match numbers unless the referee deems this unsafe. In this instance the non-offending team should match numbers, complete a playing under protest form and refer the matter to the BUCS office.

## **Women's Rugby RFU**

All matches played under the jurisdiction of the RFU and/or in RFU Women Competitions or any other competition or merit table must be played in accordance with the World Rugby Laws and any such law variations set out in this Appendix 1 (and/or otherwise agreed by the RFU).

### **1. Squad Sizes**

In the Premiership, Championship and National Challenge 1, the maximum squad size is 22 players.

In National Challenge 2 and below, the maximum squad size is 20.

### **2. Law Variations**

#### **National Challenge 1**

Match duration: 35 minutes each way

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.

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.

No wheeling: A team must not intentionally wheel a scrum. 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. The same team throws in the ball.

Rolling Substitutions: Rolling substitutions are permitted subject to a maximum squad size of 20 and in accordance with the specific Regulations relating to rolling substitutions as set out in Regulations 18 to 26 (inclusive) of Appendix 2 to RFU Regulation 13. Substituted players can be re-used at any time subject to a maximum of 10 player interchanges. Substitutions can only take place when the ball is dead and always with the Referee's knowledge.

#### **National Challenge 2 & below**

Team numbers: Matches can be played with reduced numbers of either 10 or 12 a side. 12 a side will comprise of 6 forwards and 6 backs (front row, second row, number 8). The lowest number of Players a team can play with is 10. In all matches, there must be the same number of players from each team on the field of play, subject to the Laws of the Game.

Teams are required to contact their opposition by no later than Thursday evening to confirm playing numbers for the scheduled fixtures to enable both teams to agree on the format of the match. This should also include whether the game is likely to be played with contested or uncontested scrums.

Match duration: 35 minutes each way.

Rolling Substitutions: Rolling substitutions are permitted subject to a maximum squad size of 20 and in accordance with the specific Regulations relating to rolling substitutions as set out in Regulations 18 to 26 (inclusive) of Appendix 2 to RFU Regulation 13. Substituted players can be re-used at any time subject to a maximum of 10 player interchanges. Substitutions can only take place when the ball is dead and always with the Referee's knowledge.

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.

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.

No wheeling: A team must not intentionally wheel a scrum. 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. The same team throws in the ball.

## 2. Uncontested Scrums

### **Premiership, Championship and National Challenge Division 1**

In the event of a team being unable to field a suitably trained front row at the start of any match, the Referee will order uncontested scrums and the team responsible for causing the uncontested scrum shall be deemed to have lost the match, but will not have a default awarded against them if they turn up to play the fixture.

A team unable to field a suitably trained front row should still make every effort to fulfil their fixture with uncontested scrums in order to avoid being awarded a default.

### National Challenge 2 and below

In the event of a team being unable to field a suitably trained front row at the start of any match or during the match, the Referee will order uncontested scrums and the result of the match shall stand.

Teams are required to contact their opposition by no later than Thursday evening to confirm playing numbers for the scheduled fixtures to enable both teams to agree on the format of the match. This should also include whether the game is likely to be played with contested or uncontested scrums.

## **Girls Rugby RFU**

### **U13-U18 Girls Variations to the World Laws of the Game**

Players and Match Officials must ensure that the World Rugby Laws of Game (including the World Rugby Under 19 Law Variations) and any such law variations set out below (and/or otherwise agreed by the RFU) are observed when playing girls rugby at U13 to U18 in England.

RFU Regulation 15 (<http://www.englandrugby.com/governance/regulations/>) must also be complied with at all times.

Any terms defined in these Rules shall have the meanings set out in the World Rugby Laws of the Game.

Law Variations applicable to all age grades between U13 and U18

1. Ball sizes • U13, U14 and U15 – ball size 4 • U16, U17 and U18 – ball size 5

2. Substitutions and replacements Rolling substitutions are permitted and substituted players can be re-used at any time. Substitutions can only take place when the ball is dead and always with the Referee's knowledge. There is no limit on the number of replacements that a team may have, even if competing teams have unequal number, unless otherwise specified by separate regulations specific to a competition.

3. Squeezeball No player shall use the technique known or referred to as "Squeezeball" and no person involved in the teaching or coaching of rugby may teach or coach to encourage the use the "Squeezeball" technique. 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, pushing the ball back between the legs.

4. Sin Bin If a player is temporarily suspended in an Age Grade match, the duration of time in the Sin Bin shall be as set out below: • U13, U14 and U15– 5 minutes • U16, U17 and U18 – 7 minutes

#### **Additional Law Variations applicable to U13 only**

The variations below shall also apply at U13

5. Pitch size

a) The maximum pitch size is 60 metres by 35 metres, plus 5 metres for each in-goal area.

b) Reduced pitch sizes are acceptable provided this is agreed between the Referee and coaches, and the smaller pitches do not materially increase the risk of injury to players.

c) Adjacent pitches should be no closer than 5 metres.

d) Provision should be made to indicate the position of the line 15 metres out from each goal line, serving a similar purpose to the 22 metre line in the World Rugby Laws of the Game.

6. Teams Under 13 Rugby is played between teams of equal numbers of players, containing six or seven players from each team on the pitch at any one time.

7. Passing:

a) The ball can only be passed sideways or backwards. If the ball is handed to another player who is in front or passed or knocked forwards (towards the opponents' dead ball line) then a scrum is awarded to the non-offending team, unless advantage occurs to the non-offending team. In order to keep the game flowing, Referees should play advantage wherever possible.

b) Where the ball has been ripped from the ball carrier, whether by the attacker or defender, the ball must be passed immediately away from the contact area.

8. Free Passes:

a) A free pass is used:



to start the match at the beginning of each half and following a score, from the centre of the pitch where the ball or ball carrier has gone into touch, 5 metres in from the side of the pitch where the ball or ball carrier went into touch

where there is offside and no advantage

where a fend or hand-off has been used

when there has been foul play

once forward momentum has been stopped and the ball has not been played away from the contact area

if the tackler makes contact above the shoulder

If a team contests, pushes or strikes for the ball in the scrum

in the event that a ball carrier uses the "Squeezeball" technique

b) At a free pass, the opposition must be 7 metres back from the mark. They cannot start moving forward until the ball leaves the hands of the passer. At a free pass, the player must start with the ball in both hands and, when instructed by the referee who will call "Play", pass the ball backwards through the air to a member of their team. For safety reasons, no player may run until the pass is made. The player taking the free pass must pass the ball when the referee calls "Play".

## 9. The Tackle, Maul and Ruck

a) A "tackle" is deemed to be any contact below the armpits of the ball carrier which results in the ball carrier being held by the opponent of the ball carrier. Where the ball carrier is taken to ground, the Referee will call "Tackle-Release".

b) A "maul" is formed when the ball carrier and tackler are joined by one additional player from either the defending or attacking team. No more than two players from either side (including the ball carrier and tackler) can be involved in the maul.

c) A "ruck" is formed when one player from each team, are on their feet, in physical contact and close around the ball on the ground. Players are rucking when they are in a ruck and using their feet to try to win or keep possession of the ball, without being guilty of foul play. Open play has ended.

d) Only the ball carrier can be tackled. The ball carrier can run and dodge potential tacklers but cannot fend them off using their hands or the ball.

e) The tackler must grasp the ball carrier below the armpits, on the shirt, shorts or around the legs.

f) When the ball carrier grounds the ball on or over the opponents' goal line, a try should be awarded.

g) When the ball carrier is held in contact and remains on their feet they may continue to progress forward. Once forward momentum has been stopped, the ball must be played away from the contact area.

h) When the ball carrier is not taken to ground, the tackler may contest the ball by grabbing it.

i) When the ball carrier is taken to ground, the tackler must immediately release the ball carrier and must get to their feet as soon as possible before he is permitted to contest the ball or block the pass.

j) If the ball carrier is taken to ground and the referee calls “TackleRelease”, the ball carrier must pass the ball immediately, roll away or place the ball towards their own team.

k) When a maul is formed the ball must be made available within 5 seconds. The Referee should call “Use it” and the ball should be moved away from the contact area. If neither team can pass the ball away, a scrum should be awarded to the defending team.

l) When the tackle is made the attacking team may only support from behind.

m) When the tackle is made and the ball carrier is on the ground, ONE supporting player may join to form a ruck but must do so from their own side (i.e. from the direction of their own goal line) and:

i. Drive over the ball, taking their immediate opponent away from the ball; or

ii. Pick up the ball and pass away from the contact area; or

iii. Pick up the ball and run if the ruck is not formed or if the ball is out of the ruck.

n) A supporting player may rip the ball from the ball carrier but must then pass the ball immediately to a team mate.

o) Once m) i. above has taken place, the next arriving player must pass the ball to another player.

p) When the ball has been clearly won by a team at a ruck and the ball is available to be played the Referee will call “Use it” after which the ball must be played within 5 seconds. If the ball is not played within five seconds the Referee will award a scrum and the team not in possession of the ball at the ruck is awarded the throw-in.

q) Support players must not stand either side and in close proximity to the ball carrier to prevent defenders from making the next tackle. 10. Scrums: a) A scrum will be awarded for: Forward pass; or Knock on; or Where the ball does not emerge from a maul or ruck; or

Where the ball becomes unplayable.

b) The scrum will consist of three players from each team, i.e. a prop on either side of the hooker. They will be the nearest 3 players from either side, with the fourth nearest acting as scrum half.

c) The Referee will call “Crouch” and then “Bind”. The front rows crouch and using their outside arm each prop must bind onto the arm of their opponent. Following a pause, the Referee will then call “Set” when the front rows are ready. The front rows may then engage.

d) The scrum is uncontested and the team awarded the scrum will throw the ball into the scrum. Neither team may contest, push or strike for the ball.

e) Front rows must not charge at each other. If they start to set too close together and with their necks and backs bent, the scrum must be stopped and the scrum reformed. Props’ body positions must be parallel to the touchline, their head and shoulders must be no lower than the hips and there must be no downward pressure exerted. Shoulders must always be above the level of the hips. Note to Referee: Although unlikely at this age, Referees and coaches MUST be aware of the following: If the scrum collapses, the whistle must immediately be blown and the appropriate sanction awarded or the scrum reset. If a player is persistently involved in collapsing or illegal binding, they must not take any further part in the scrum or if a player’s lack of technique or strength is a danger then they must be replaced. All players, including replacements, should be suitably trained and experienced.

11. Offside:

- a) In general play, anyone who is in front of a team mate who has played the ball is liable to sanction unless they return to an onside position (i.e. behind the team mate who played the ball).
- b) At the tackle, offside occurs at the time of the tackle where the offside line is the hindmost part of the tackled player and tackler. All the other players from the defending team must retire towards their own goal line until they are behind the hindmost part of the tackled player and tackler.
- c) At the maul, where contact is made and the ball carrier stays on their feet and a maul is formed, the offside line is the hindmost foot of the hindmost player in the maul.
- d) At the ruck, the offside line is the hindmost foot of the hindmost player in the ruck.

#### 12. Prohibited Play:

- a) The ball carrier can run and dodge potential tacklers but cannot fend or hand them off.
- b) The tackler can only make contact with the ball carrier below the armpits.
- c) No kicking of any kind.
- d) No player shall use the technique known or referred to as “Squeezeball” and no person involved in the teaching or coaching of rugby may teach or coach to encourage to use the “Squeezeball” technique. 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, pushing the ball back between the legs.

#### **Additional Law Variations applicable to U15 only (which includes U14)**

#### 13. Teams

- a) Under 15 Rugby is played between teams of equal numbers of players, containing a maximum of thirteen players from each team on the pitch at any one time.
- b) If playing 13 a-side, six of the players on each team will be forwards and form the scrum, with the remaining players forming the back line.

14. Line-out Lifting and supporting is prohibited at this age group, i.e. a player may not bind to a jumper until he has returned to the ground. Sanction: Penalty Kick.

#### 15. The scrum

- a) There is no ‘turnover’ law. If scrums are reset for wheeling beyond 45 degrees the throw-in is to the side in possession at the time it is wheeled beyond 45 degrees.
- b) 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 lifted the ball from the ground. 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.

## **U19**

### **Law 3 : Number of Players - The Team**

### **3.5 The front row - replacements and substitutions**

(c) 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.

### **3.13 Substituted players rejoining the match**

A player who has been substituted may replace an injured player.

### **Law 5 : Time**

#### **5.1 Duration of a match**

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.

### **Law 20 : Scrum**

#### **20.1 Forming a scrum**

(e) 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 the team cannot field eight suitably trained players in its scrum due to either the team not fielding a complete team, or a forward player being sent off or temporarily suspended for foul play, or a forward player leaving 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 and it cannot field eight suitably trained players in its scrum, the scrum formation must be as follows:

If a team is without one forward player, then both teams must use a 3-4 formation (i.e. no No.8).

If a team is without two forward players, then both teams must use a 3-2-1 formation (i.e. no flankers).

If a team is without three forward 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 players because:

either they are not available, or

a player in one of those five positions is injured or

has 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.

### **20.9 Scrum - general restrictions**

(j) 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.

Sanction: Free Kick

(k) 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.

Sanction: Free Kick

### **20.11 Scrum wheeled**

(a) No wheeling. A team must not intentionally wheel a scrum.

Sanction: 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. The same team throws in the ball.

## **Boys U13-18**

### **15.14 Duration of Matches, coaching and training sessions**

15.14.1 All players, match officials and clubs must ensure that no player plays more than 35 matches per Season and in respect of all matches and festivals, plays no more than the maximum playing times set out in the table below:

Age Grade	Maximum minutes each half
U13/U14	25mins
U15	30mins
U16+	35mins

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

15.14.3 Matches must be brought to an end if:

(a) at Under 7s to Under 12s the try difference rises to more than six; or

(b) at Under 13s to Under 18s the points difference is more than 50 points unless both teams are in agreement to continue.

## **APPENDIX 2**

### **U13-U18 Boys Variations to the World Rugby Laws of the Game**

Players and Match Officials must ensure that the World Rugby Laws of Game (including the World Rugby Under 19 Law Variations) and any such law variations set out below (and/or otherwise agreed by the RFU) are observed when playing boys rugby at U13 to U18 in England.

RFU Regulation 15 (<http://www.englandrugby.com/governance/regulations/>) must also be complied with at all times.

Any terms defined in these Rules shall have the meanings set out in the World Rugby Laws of the Game.

### **Law Variations applicable to all age grades between U13 and U18**

1. Ball and pitch sizes Ball size:

- U13 and U14 – ball size 4
- U15, U16, U17 and U18 – ball size 5

Pitch Size: as set out in World Rugby Law 1

2. Substitutions and replacements Rolling substitutions are permitted and substituted players can be re-used at any time. Substitutions can only take place when the ball is dead and always with the referee's knowledge. There is no limit on the number of replacements that a team may have, even if competing teams have unequal number, unless otherwise specified by separate regulations specific to a competition.

3. Squeezeball No player shall use the technique known or referred to as "Squeezeball" and no person involved in the teaching or coaching of rugby may teach or coach to encourage the use the "Squeezeball" technique. 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, pushing the ball back between the legs.

4. Sin Bin If a player is temporarily suspended in an Age Grade match, the duration of time in the Sin Bin shall be as set out below:

- U13 and U14 – 5 minutes
- U15 – 6 minutes
- U16, U17 and U18 – 7 minutes

Additional Law Variations applicable to U13, U14 and U15 only

The variations below shall also apply at U13, U14 and U15:

### **5. The scrum**

b) 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 lifted the ball from the ground. 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.

Sanction: Penalty Kick.

6. Law 19 Line-Out Lifting and supporting is prohibited at this age group, i.e. a player may not bind to a jumper until he has returned to the ground.

Sanction: Penalty Kick.

## **LRU County Cup U13-U18 (from 2010-11: 2015-16 cannot be found)**

### **8) Match Results including Draws:**

- a) In all rounds of the LRU Youth County Cup/Plate Competition prior to the final, if, after the expiry of normal playing time the scores are level, the away team shall be declared the winner.
- b) If the final ends as a drawn match, the trophy will be shared.
- c) No extra time will be played in any match played in the LRU Youth County Cup /Plate Competition.
- d) If, in any match played within the County Cup/Plate Competition, the match score is such that one team has a 50 points difference over the other team then the referee will declare the match to be complete. The match score at this point will be the declared result. With the agreement of the referee and both teams, the match may continue to the end of 'normal playing time' for that age group but any additional scores will not be reported as part of the Cup/Plate Competition.
- e) Where fixtures are forfeited clubs are encouraged to continue with those fixtures as a 'friendly' through the sharing and lending players and including cup/plate ineligible players provided as always that the laws of the IRB/RFU are followed.

### **10) Squad Sizes and Front Row Issues**

- a) Squads may be up to 22 in size with up to 7 replacements.
- b) Where teams field 22 players there should be at least 6 players who are competent front row players.
- c) Where a team fields 19-21 players there should be at least 5 players who are competent front row players.
- d) Where a team fields 16-18 players there should be at least 4 players who are competent front row players.
- e) Where a team fields 15 players there should be at least 3 players who are competent front row players.
- f) Where a team is unable to field a suitably competent front row at the start of the match, they will forfeit the match – clubs are encouraged to continue with these fixtures as a 'friendly' through the sharing and lending of players and including cup/plate ineligible players provided as always that the laws of the IRB/RFU are followed.
- g) The team coach/manager must clearly identify on their team/result sheets before the match for the benefit of the Referee, those players who are competent to play in the front row.
- h) If during the course of the match a front row replacement is required and the team nominates, to the referee, for passive scrummages on the basis of insufficient suitably competent front row players being available, where this is inconsistent with the number of front row replacements required above in accordance with the squad size then that team will forfeit the match irrespective of the match score at the time the game is stopped – subject to injuries which may have already removed players identified as front row replacements on the team sheet.
- i) Passive scrummages may be initiated by the referee, at any time during the match, in the event of safety concerns where one team is so dominant and the welfare of players in the opposition

team is highlighted - this will not result in forfeiting the match - the match result at full time will stand.

j) Front row players who have left the field due to injury to the head, neck, shoulder or back cannot return to the field in another position – clubs found not to have followed this requirement will be removed from the competition.

## **LRU U18 (Colts) League (2010-11 regulations: 2015-16 cannot be found)**

### **Squads**

1. Squads may be up to 23 in size with up to 8 replacements.
2. If teams field 22-23 players there should be at least 2 fully competent sets of front row players.
3. If a team fields 19-21 players there should be at least 5 competent front row players.
4. If a team fields 16-18 players there should be at least 4 competent front row players.
5. If a team fields 15 players there should be at least 3 competent front row players.
6. If the team can provide only 3 front row players the maximum squad size will be 15, 4 front row players will allow a squad of up to 18, 5 front players allows a maximum squad of up to 21 and 6 front row players allows a squad of 22-23.
7. Rolling replacements are permitted.
8. If a team is unable to field a suitably qualified front row the game will commence with uncontested scrums.
9. All coaches will clearly identify those players on their team sheets before the game who are able to play in the front row.
10. If during the game a team nominates for passive scrummages on the basis of not enough suitably qualified players the game will continue and the final result will stand.
11. Passive scrummages may be used by the referee in the event of a safety concern where one team is so dominant and the welfare of players is highlighted, this will not result in the forfeiting of the game.
12. Team reverting to passive scrums at the beginning of a match or during a match should record the information on the team sheet. Any club felt to be abusing this can be reported to the committee who may consider whether this can be allowed to continue without penalty.