

## S1 variations

The IRB Under 19 law variations apply, with the exception of the following:

## PLAYING NUMBERS

# 13 MAX

6 Forwards | 7 Backs

Numbers are maximum.

Games must proceed with even team numbers. Balance players and ability where possible. **Exception:** schools and clubs with large numbers may play up to 15-a-side as long as both teams agree and S1 law variations still apply. All squad players must play a minimum of 15 minutes.

## KICK-OFF



At start and at half-time with a drop-kick.

## RESTARTS AFTER SCORES



Tap and immediate pass.

## KICKING



Normal kicking.

**Except:** From scrums and lineouts outside their own 22m, the 1st and 2nd player playing the ball must run or pass the ball.

**Penalty:** free kick.

## SCRUMS



Scrum formation to be 3:2:1. The ball must emerge without delay. No number 8 pick up allowed. **Penalty = free kick**  
Exception for 15-a-side: 3:4:1

## SCORING

**KICKS AT GOAL**

**TRY**

## TIME

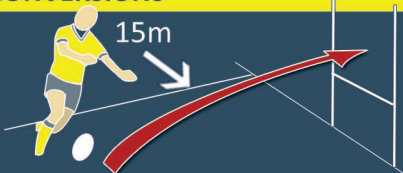


2 x 20 mins or 3 x 15 mins

## BALL SIZE



## CONVERSIONS



Kicks should be taken in line from where the try is scored but no further out than the 15m line.

## TOUCH



Lineouts not to be contested.

There is to be no lineout lifting at this level.

## OPEN PLAY



The ball must emerge from rucks and mauls within 5 seconds or the opposition is awarded a tap and pass.

*Are you ready to play rugby?*

