LAW VARIATIONS

S1 BOYS RUGBY

The game at S1 (boys) is played according to the IRB under-19 law variations, with the exception of the following:

PLAYING NUMBERS

13 players per team (maximum) - 6 forwards and 7 backs. 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 20 minutes.

BALL SIZE

Size 4

KICK OFF AND RESTARTS

(1) Drop kick at the start and after half-time.
(2) Restarts after scores – tap and pass. The defending team must be 10m from the mark.
(3) Neither team may move before the ball is tapped – the first receiver must pass the ball immediately.
(4) There must be no cavalry charge – a forward charge by a single player or line of attacking players, all a metre or two apart. Sanction: tap and pass to the non-offending team.

SCORING

Try – 3 points. Kicks at goal – 1 point

SCRUMS

(1) The scrum formation is to be 3:2:1 (exception: 3:4:1).
(2) No number 8 pick-up allowed. Sanction: free kick.
(3) The defending scrum half must remain on the midline until their opponent touches the ball. The winning scrum half must pass. Sanction: penalty kick.

TOUCH

Lineouts are contested – no supporting or lifting (coach the throw, movement, jump & catch, land & delivery). The lineout ends when the ball or the player carrying it leaves the lineout.

KICKING

Normal kicking applies, except: from scrums and lineouts outside a team's own 22m, the first TWO players playing the ball must run or pass the ball.
Sanction: free kick.

CONVERSIONS

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

OPEN PLAY

The ball must emerge from rucks and mauls within 5 seconds. Sanction: tap and pass to the team that did not take the ball into the ruck or maul.

TIME

Maximum playing times are: 2 x 20 minutes, or 3 x 15 minutes.

Games must not exceed the maximum playing times, but time must be added for stoppages or injury.

Extra time may not be played in the event of a draw in a knock-out competition.

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SCOTTISH RUGBY