



AGE GRADE LAW VARIATION

Boys U14 (S2)



Our Game: Ethos & Values

Rugby is a game for everyone; all ages, levels of experience and body types. Young people can prosper through rugby in an environment where having fun, learning and building confidence are prioritised.

It is the responsibility of all adults in the game to create an environment that is player-centred, development-driven and competition-supported. This applies to coaches, teachers, parents, volunteers and supporters.

Half Game Initiative

To ensure ALL players have the opportunity to develop and enjoy rugby, the 'Half Game Initiative' will continue this season – encouraging all clubs and schools to give at least HALF GAME to ALL players in a squad. Clubs and Schools are encouraged to:

- Put the players at the heart of everything they do and the decisions they make.
- Encourage enjoyment on the pitch through realistic expectations of the players.
- Adults in the game should create a safe, healthy and respectful environment for players to thrive in.
- Champion Scottish Rugby's core values of Leadership, Engagement, Achievement, Enjoyment and Respect.

Age Grade Law Variation (AGLV) Trials

AGLVs exist to make rugby safe, enjoyable and appropriate for a player's development. The AGLVs for the mini and boys' youth game were introduced in the 2018/19 season. Analysis will be carried out to measure the impact of the AGLVs on the development of the fundamental skills of the players in line with the Blueprint.

Managing Mismatches

Sometimes, a game may become one sided due to a disparity in the experience and ability of the players on the respective teams. Should a game have a 50-point lead (5 points for a try) think about ways to improve the playing environment and play the remaining game-time as a development match. Options available include but are not limited to:

- Rest stronger players and provide more game-time to less experienced players.
- Play players out of position to help develop different skills.
- Asking individual players to play for the opposition, or mixing teams completely, can provide a different challenge and help develop communication skills.
- Ask the referee to introduce law variations to condition games e.g. minimum number of passes/phases, scoring constraints on certain players.

Putting player first

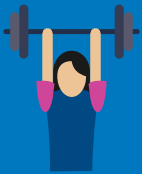
5 steps to player welfare

**IF IN
DOUBT,
SIT
THEM
OUT.**

If in doubt, sit them out!

If a player is suspected of having a concussion, they must be immediately removed from play.

- A concussion is a brain injury.
- All concussions are serious.



Train to prevent injuries

- Nurture players returning from injury - they are at increased risk of injury.
- Undertake higher risk training (contact, sprints) at low risk times (when not fatigued).
- Injury prevention: it's in the balance (exercises).



If they are on the deck, think about the neck

- Don't shake them, don't roll them, don't sit them up.
- Think about the spine, keep it in line and take your time.
- Stop the game and ask about pain.
- An unconscious player has a neck injury until proven otherwise.



Be a lifesaver; know your A-B-C

- A: Airway, B: Breathing, C: Circulation
- Saving a life always starts with A
- If you don't have an A you won't have a B or C
- Airway: open it, clear it, maintain it



Kick infection into touch

- Don't share your blood on clothes and towels; blood spreads infection; wash it or dispose of it
- A wound neglected is a wound infected
- The solution to pollution is dilution - wash the wound with large amounts of water

Active, Purposeful, Enjoyable & Safe

How does this look in practice

APES Key Points		Top Tips
		Youth
Activity	<p>Keep high levels of activity in the session.</p> <p>Ensure every player is receiving the same opportunity to take part.</p>	<p>Avoid Queues.</p> <p>When running skill or technique zone activities, try to minimise the number of people waiting in a queue. Use multiple stations where possible.</p>
Purpose	<p>Have a clear purpose to your session, and stick to the plan.</p> <p>Share this with your players, fellow coaches and parents.</p>	<p>Core skills at the heart of training.</p> <p>Use the Blueprint to ensure you develop competence of core skills before progressing.</p>
Enjoyment	<p>Most of all, above anything else, we need to create a rugby experience which is enjoyed by everyone.</p> <p>Set appropriate levels of challenge for players – too much and it won’t be enjoyable, too little and they’ll be bored.</p>	<p>Understand your players.</p> <p>Players may be under pressures out with rugby – remember that this might be their release. Keep training fun to make sure players stick with rugby.</p>
Safe	<p>Safety is paramount. Do everything you can to minimise the risk of injuries. Ensure there is a safe environment within the team to value everyone as an individual.</p>	<p>ACTIVATE programme.</p> <p>Use the activate warm-up programme to develop players’ physical competence and reduce injury risks.</p>

Remember – If in doubt, sit them out!

Overview

S2 (U14) Boys Rugby signals the first time that 15-a-side rugby is played in the boys' pathway. Skill wise, the game consolidates the skills developed at S1 (U13) with the addition of decision making at the base of the scrum, with the Scrum-half being able to pass or run, and the Number 8 being able to pick and pass.

The key focus is a continuation of allowing players to experience a variety of different positions, whilst also experiencing defending and attacking bigger spaces, afforded by the scrum and lineouts.

Players	15
Pitch Size	Full Pitch
Ball Size	4
Playing Time	60 minutes
Scoring	5 points per try, 2 points for conversions, 3 points for Penalty Kick and Drop Goals
Tackle	Yes – Waist or below
Hand off	Yes - Not to Head or Neck
Breakdown	As per World Rugby Laws
Scrum	8 players, Contested, 1m push, 9 can pass or run, No. 8 can pick and pass
Lineout	No lifting, uncontested, minimum of 5 per team (Hooker + 4). Team that throws in, wins the ball
Kick Off/ Restarts	Drop kick to start each half. Drop kick restart by the team that scored - ball must travel 10m (Game On Variations Apply)
Open Play Kicking	Full kicking options – conversions to be taken within 15m lines

Tackle	Sanctions	Referee Guidance
All tackles should be waist and below of the ball carrier.	Free Kick to non-offending team	As players tire, tackle height may increase – if a tackle is made above the GREEN zone (waist and below) a referee can play on (advantage) as long as the ball isn't prevented from being played (targeting the ball)
No swing tackles: The tackler is responsible for safely bringing the ball carrier to the ground – throwing the ball carrier to ground is not permitted.	Free kick to non-offending team	



Red Zone
High tackle, Free Kick
No Targeting the ball

Green Zone
Waist or below
'Below ball'
'Belly Tackle'
Effective safe tackle

Hand Off

Hand off Permitted – no contact to the head or neck of the defending player

Sanctions

Free Kick to the non-offending team

Referee Guidance

Encourage the ball carrier to hold the ball in two hands in and near contact situations – this will allow them to have greater control of the ball to pass and offload

Encourage the Ball Carrier to use evasive footwork



Breakdown

The breakdown is refereed to full World Rugby Laws – including the clear out of the ‘jackler’

Breakdown

Sanctions

When is the breakdown over?

As per World Rugby Laws.

Ball Carrier

Encourage the Ball Carrier to look for an offload but if the tackle is complete, to present the ball back as far as possible

Players entering the breakdown

To arrive through the ‘gate’

To arrive on their feet, supporting their own bodyweight (no hands on the ground)

To not play the ball with hands or feet (kick)

Clear out and safety of the ‘jackler’ (defined as the first arriving team-mate of the tackler, who must remain on their feet to contest directly onto the ball. If previously involved in the tackle, they must first clearly release the ball carrier before contesting for the ball) - clean outs which target or drop weight onto the lower limbs are no longer permitted

Penalty to the non-offending team

Scrum	Sanctions	Referee Guidance
<p>8 players from each team should form the scrum</p> <p>Scrum is CONTESTED:</p> <p>New World Rugby Law - both hookers must use a 'brake foot' to stabilise the scrum on the 'crouch' and 'bind'</p> <p>The ball must be hooked backwards;</p> <p>Each front row can push a maximum of 1m and must not push until the ball leaves the scrum-half's hands</p> <p>Scrum-half can stand with their left shoulder in line with the midpoint of the scrum before feeding the ball in. Ball must be fed in straight.</p> <p>Defending scrum-half can follow but cannot go past the back feet of the flankers</p> <p>No. 8 can pick from the base of the scrum, but must immediately pass</p> <p>Each team must be 5m back from the hindmost point of the scrum</p> <p>Defending team can move forward once the ball leaves the scrum</p>	<p>Free Kick to non-offending team</p> <p>Free Kick to non-offending team</p> <p>If the defending scrum half interferes with the attacking scrum-half from an offside position, free kick</p> <p>Penalty to attacking team at point where the defence were offside</p>	<p>This is so the 9 can stand wider and subsequently allow the back line to receive the ball in a wider position away from the scrum.</p>

Lineout

Sanctions

Set Up

Each team must have at least 5 players in the lineout (Hooker + 4 others) – defending team must match

The first player in the lineout to set 5m from the touchline

Actions

The catcher cannot be lifted

The lineout is uncontested - the team that throws the ball must be allowed to catch

The catcher must pass the ball to scrum-half - no maul permitted

The scrum-half must pass or run beyond the rear of the lineout

Defenders in the lineout cannot leave until the ball has passed the rear of the lineout

When is the lineout over?

If the ball is thrown by the hooker over the last player in the lineout

Once the scrum half or the ball passes the last player in the lineout

Players not in the lineout

All players, attacking and defending, not involved in the lineout must be at least 10m back from the midpoint of the lineout

Players can move forward once the lineout is over (see 'When is the lineout over?')

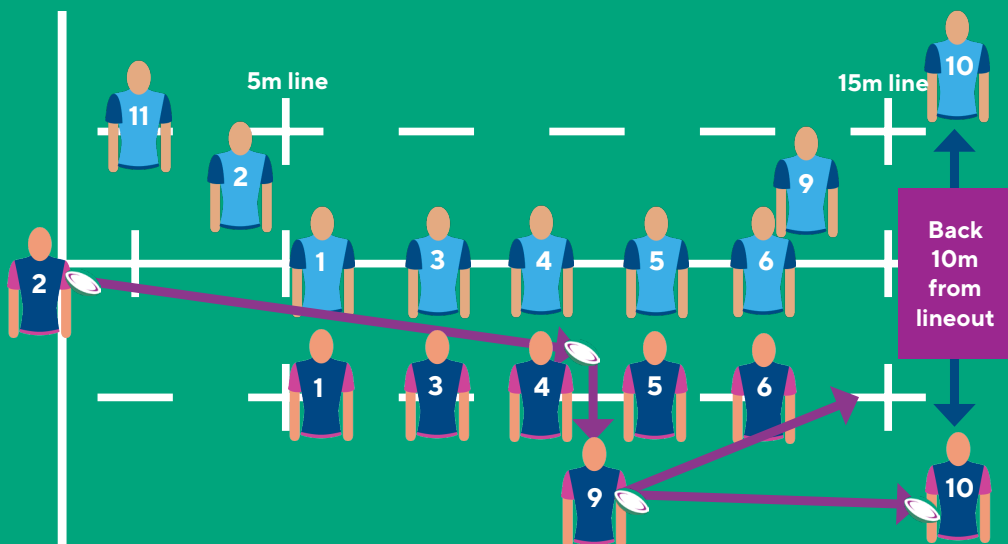
Free Kick to the non-offending team at the place where the offence was committed

Free Kick to the non-offending team at the place where the offence was committed

Lineout Set Up for S2(U14) Boys Rugby

Scrum Half and Defence - S1-S3 Boys

Minimum 5v5 - (Hooker + 4)



Lineout defence:

- Cannot run through lineout
- Cannot leave the lineout until scrum-half has run or passed beyond the 5 or 15m line

Catcher

- Must pass to the scrum-half
- Cannot turn and run
- Cannot set up maul

Scrum-half

- Must be allowed to run
- Cannot run through lineout
- Cannot delay pass or run

Players not in lineout

- Must be back 10m from lineout
- Defending team (light blue) - Scrum-half (no.9) and hooker (no.2) can be 2m from the middle of the lineout
- Cannot move forward until scrum-half has run or passed beyond the 5 or 15m line

Restarting the Game

Kick Offs

Each half starts with a Drop Kick from the centre of the pitch

The kick must travel 10m

Attacking players must be behind the kicker at the time when the kick is taken

Defending players must be at least 10m back when the kick is taken

Restarting After a Try

After a try is scored, the team that conceded the try starts with the ball

This team can either choose to take a drop kick or a tap and pass

If tap and pass is chosen, defenders must be 10m back and can move forward once the first receiver touches the ball

Open Play Kicking

Conversions

If a try is scored within the in-goal area level with the 15m channels the conversion attempt can be moved to the 15m line

Kicking to Touch

As per World Rugby Laws

New World Rugby Law - 50:22 Rule is applicable – if a player kicks the ball from within their own half and it bounces out in the opposition 22, the kicking team will receive the following lineout.

In-Goal Area

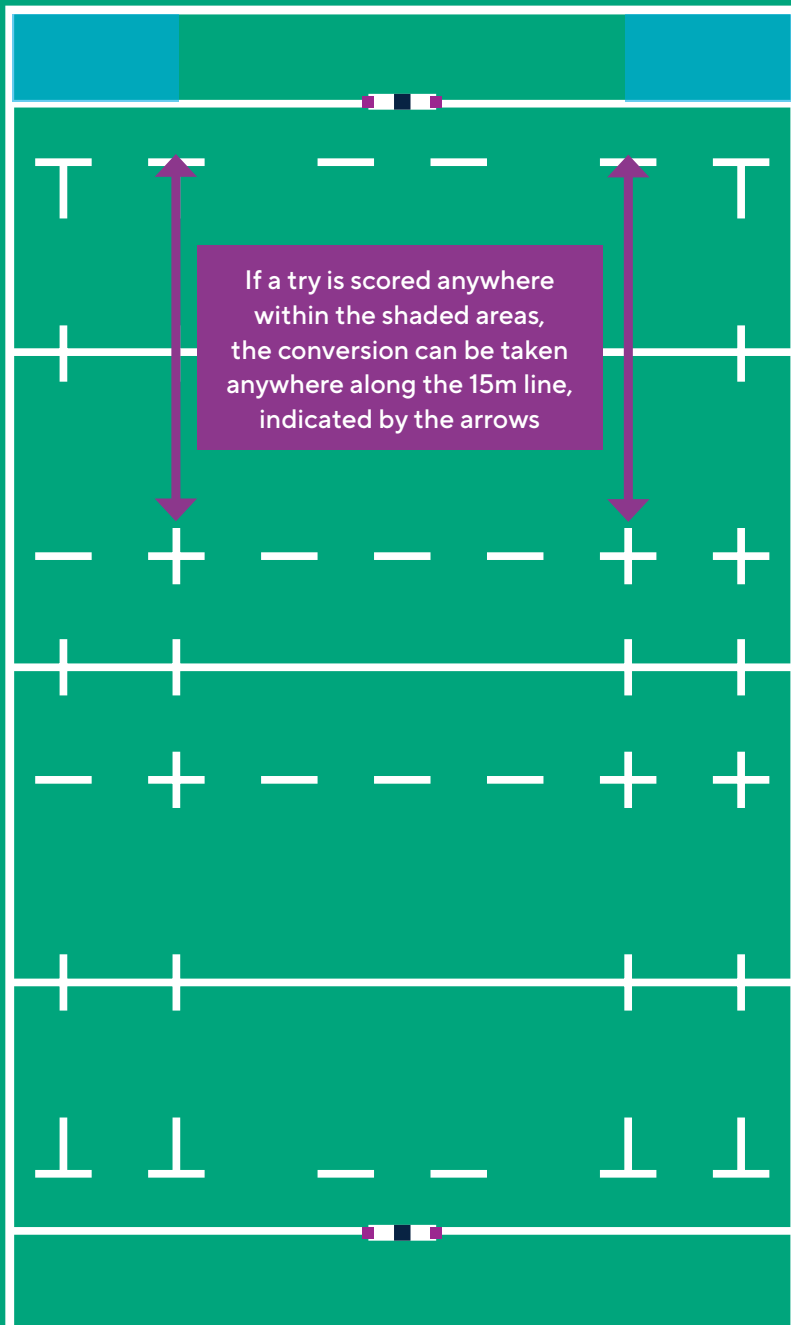
As per World Rugby Laws

New World Rugby law – Goal Line Dropout - If ball carrier held up in-goal, attacking kick grounded in-goal by defence or knock on by attacking team in-goal – Goal line drop out to defending team – ball must go at least 5m

Referee Guidance

Encourage the first receiver to find space via evasive footwork or to pass to a teammate in a better position

Full Pitch Set Up for S2/U14 Boys Rugby



Concussion Management

Any player with a suspected head knock or concussion should be immediately removed from play in a safe manner.

They must not return to activity that day. If a neck injury is suspected, players should be removed under the direction of a healthcare professional.

In all cases of suspected concussion, it is recommended that medical advice is sought early. These may include the players' GP or NHS 24 (Dial 111)

Return to sport, once symptom free, should be graduated.

Please visit <https://scottishrugby.org/rules-and-regulations/player-welfare/> or sportscotland.org for more information.



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