



# AGE GRADE LAW VARIATION

Boys U15 (S3)



# 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. 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 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, certain players not allowed to score.

# 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

<b>APES</b> Key Points		Top Tips
		Youth
<b>Activity</b>	Keep high levels of activity in the session.  Ensure every player is receiving the same opportunity to take part.	<b>Avoid Queues.</b>  When running skill or technique zone activities, try to minimise the number of people waiting in a queue. Use multiple stations where possible.
<b>Purpose</b>	Have a clear purpose to your session, and stick to the plan.  Share this with your players, fellow coaches and parents.	<b>Core skills at the heart of training.</b>  Use the Technical Blueprint to ensure you develop competence of core skills before progressing.
<b>Enjoyment</b>	Most of all, above anything else, we need to create a rugby experience which is enjoyed by everyone.  Set appropriate levels of challenge for players – too much and it won’t be enjoyable, too little and they’ll be bored.	<b>Understand your players.</b>  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.
<b>Safe</b>	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.	<b>ACTIVATE programme.</b>  Use the activate warm-up programme to develop players’ physical competence and reduce injury risks.

**Remember – If in doubt, sit them out!**

# Overview

U15 (S3) Boys Rugby signals the last of the AGLV stages in the boys' pathway before full World Rugby (U19 Variation) laws are played at U16 and U18.

At the scrum, all play from options are available, meaning the No.8 can now pick and run whilst at the lineout, teams can now lift the jumper to catch the ball. The lineout is still unopposed to allow these techniques to be developed without pressure

Players	15
Pitch Size	Full Pitch
Ball Size	5
Playing Time	60 minutes
Scoring	As per World Rugby Laws
Tackle	As per Scottish Rugby Laws
Hand off	Yes - Not to Head or Neck
Breakdown	As per World Rugby Laws
Scrum	As per World Rugby (U19 Variation Laws – 1.5m max push)
Lineout	Lineout – unopposed, Lifting allowed, Minimum of 5 per team (Hooker + 4)
Kick Off/ Restarts	As per World Rugby Laws – Drop kick to team that conceded after a score
Open Play Kicking	Full kicking options – conversions to be taken within 15m lines

Tackle	Sanctions	Referee Guidance
<p>All tackles should be below the sternum line of the Ball Carrier</p>	<p>Penalty to the non-offending team</p>	<p>High Tackles will be refereed in accordance with World Rugby Laws. There are degrees of severity, for example the use of a swinging arm or the shoulder contacting the head. The sanction for a high tackle is a penalty but may require further sanction. Guidance on high tackles can be found in the World Rugby Law Book.</p>



## Hand Off

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

## Sanctions

Free Kick to the non-offending team

## Referee Guidance

Encourage the ball player 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 player to use evasive footwork prior to using a handoff



## 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

Full World Rugby Laws (U19 Variations) see here:

<https://www.world.rugby/the-game/laws/variatiions/3/u19/>

8v8 – all play from options available

Max 1.5m push



## 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 lineout is uncontested

The team in possession can lift a player into the air to catch the ball

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

If the catcher knocks on in an attempt to catch the ball – play advantage to see if defending team can regather possession and play

### 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

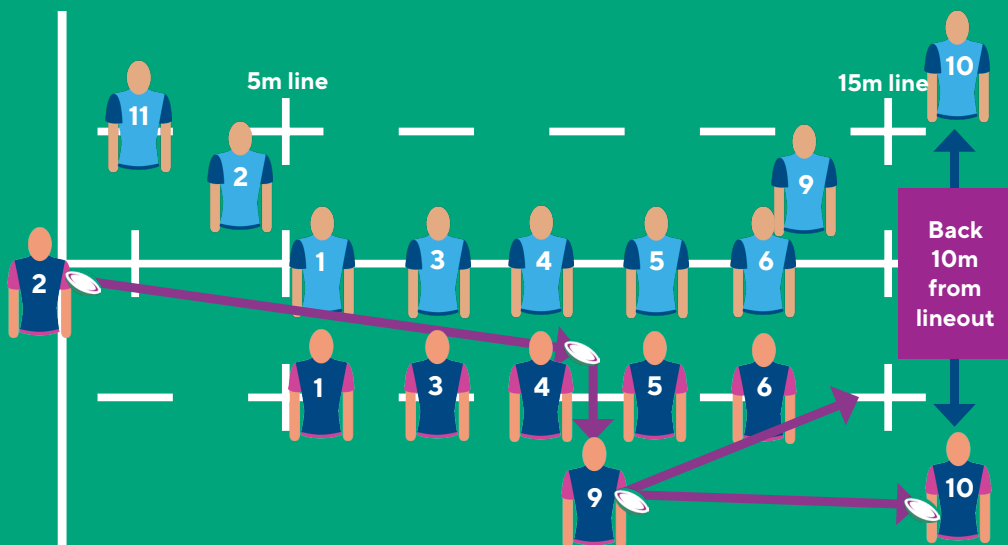
Players can move forward once the lineout is over (see 'When is the lineout over?')

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

not a Free Kick is awarded to the non-offending team on the 15m (avoid double set piece to keep ball in play high)

# Lineout Set Up for U15 (S3) 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

As per World Rugby Laws – team that conceded score restart with a drop kick

## 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



# 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 refer to Scottish Sports Concussion Guidance for more information or visit [sportscotland.org.uk](https://www.sportscotland.org.uk)

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