




Reminders & Updates for 2024/25

PLAYER CENTRED, DEVELOPMENT-DRIVEN, COMPETITION SUPPORTED



Player, Coach & Match Official Essentials

All players, coaches & match officials must be registered on [SCRUMS](#)

Add position details to player profile for Front Row players (U16 & U18)

No [RugbyRight](#) or PVG = No Coaching

Match Officials must complete the Introduction to Match Officiating course (or the old Level 1) and the World Rugby Laws of the Game e-learning module, before refereeing a match.




Further information [Coaches](#) | [Match Officials](#)

Player Welfare

[Concussion](#) - If in Doubt, Sit Them Out

[Report All Serious Injuries](#)

Maximum Game-time - 90 minutes in 48 hours



Age Banding

Always follow Age Banding Policies

Maximum age range for playing and training is **2 years**

Each player's Age Grade for season 2024/25 is defined by their age on 1st September 2024.

In exceptional circumstances 15-year-olds can be cleared to 'play-up' to U18 rugby, and players can receive dispensation to 'play down' one age grade.

Click through [here](#) for further information

Match Points
(U13 - U18)

5	2	3	50
TRY	CON	PEN/DG	MAX WIN MARGIN*

*Adapt game format/teams and complete remaining time as a Development Match



AGE GRADE LAW VARIATIONS

HALF-GAME INITIATIVE
ALL players should play at least half a game

MAX GAME-TIME
90 minutes in 48 hours

National Competition Rules 2024/25

Please review the complete set of Competitions Rules in addition to the reminders & updates below.



Schools and Youth National Competition Rules 2024/25



SCRUMS



Fixture Administration

Update SCRUMS and Competitions team if venue or Kick Off time changes

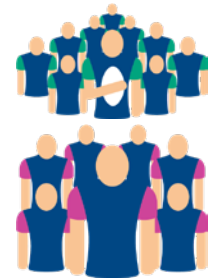
Keep Referee Societies and allocated referees up to date with fixture arrangements

Report results in SCRUMS as soon as possible after Full Time (Home Team only)

Submit Teamsheet in SCRUMS as soon as possible after Full Time

Playing Numbers		U13 Boys	U14 & U15 Boys	U16 Girls	U18 Girls	U16 & U18 Boys
	Max. player numbers	13	15	13 (as per AGLV)	15 (as per AGLV)	15
	Min. player numbers*	10	12	10	12	12
	Max. replacements	7	7	7	7	7
	Uncontested Scrum allowed	Yes	Yes	No*	No*	No*
	Player Matching	Yes	Yes	Yes	Yes	Yes

*If minimum requirement cannot be met, adapt and get the Game On by playing a Development Match.



Player Eligibility

(Applicable to competitions covered by SYNCRs played in autumn phase i.e. all National Conferences/Leagues/Cups, and all Regional Leagues)

U15, U16 & U18 players limited to one match per weekend

Players limited to play for one Team across all National Schools and Youth Cup competitions

Additional rules apply in National Cups if players are eligible to play up an age group. Please review this [Guide to Player Eligibility](#) for further information.

Competition Points & Tables

3 WIN **2** DRAW **1** LOSS

U13 & U14 School Conference fixtures are played for participation purposes only. Two points awarded to both teams regardless of result.

Cancellations (weather) - re-arrange if possible, points shared if not

Tables used for Whole Conference, U18, U16 and U15 Conference/Leagues



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