



**SCOTTISH  
RUGBY**

# Age Grade Law Variations 24/25

**U15 (S3) Boys**




Leadership • Engagement • Achievement • Enjoyment • Respect

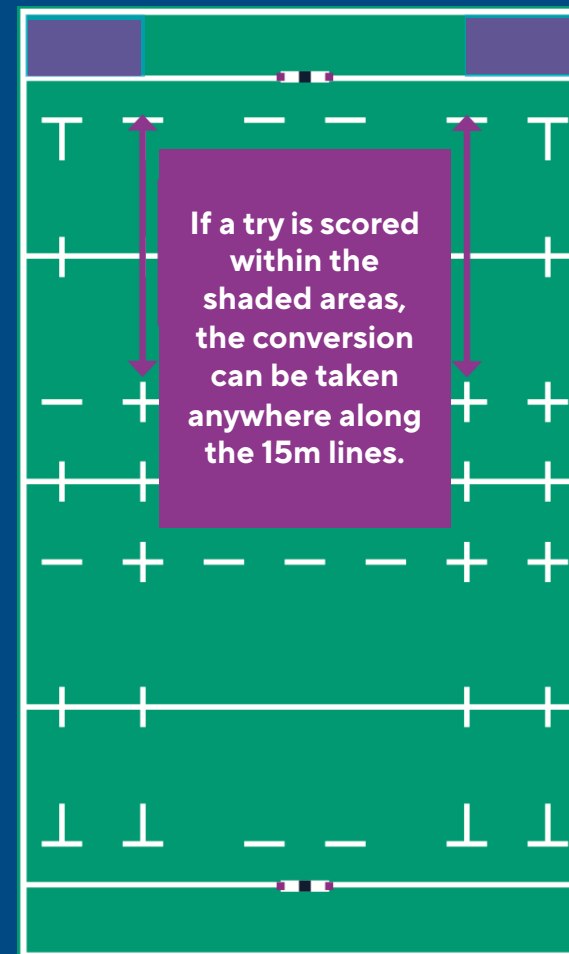
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# U15 / S3 Boys | Age Grade Law Variations



## Overview

<b>Players</b> 15v15  	<b>Pitch</b> Full Pitch	<b>Ball Size</b> 5  	<b>Playing Time</b> Game - Max 60 mins	<b>Scoring</b> 5 points for try 2 points for conversion 3 points for penalties
<b>Tackle</b> Tackle Law Trial - Below Base of Sternum  		<b>Hand off</b> Yes - Not to Head or Neck	<b>Breakdown</b> Full World Rugby Laws	
<b>Scrum</b> 8v8 - contested hook w/ 1.5m push. (World Rugby u19 variations) <b>*NEW*</b> Defending 9 cannot pass midpoint of scrum	<b>Lineouts</b> Yes - min of Hooker + 4; Uncontested; Lifting Allowed	<b>Kick Off / Restart</b> <b>Kick off</b> - starts with drop kick <b>After Try</b> - team that CONCEDED starts with drop kick <b>*NEW*</b> Kick Off can be 'marked' if caught in the 22		<b>Kicking</b> Full kicking options - conversions and kicks at goal within 15m lines

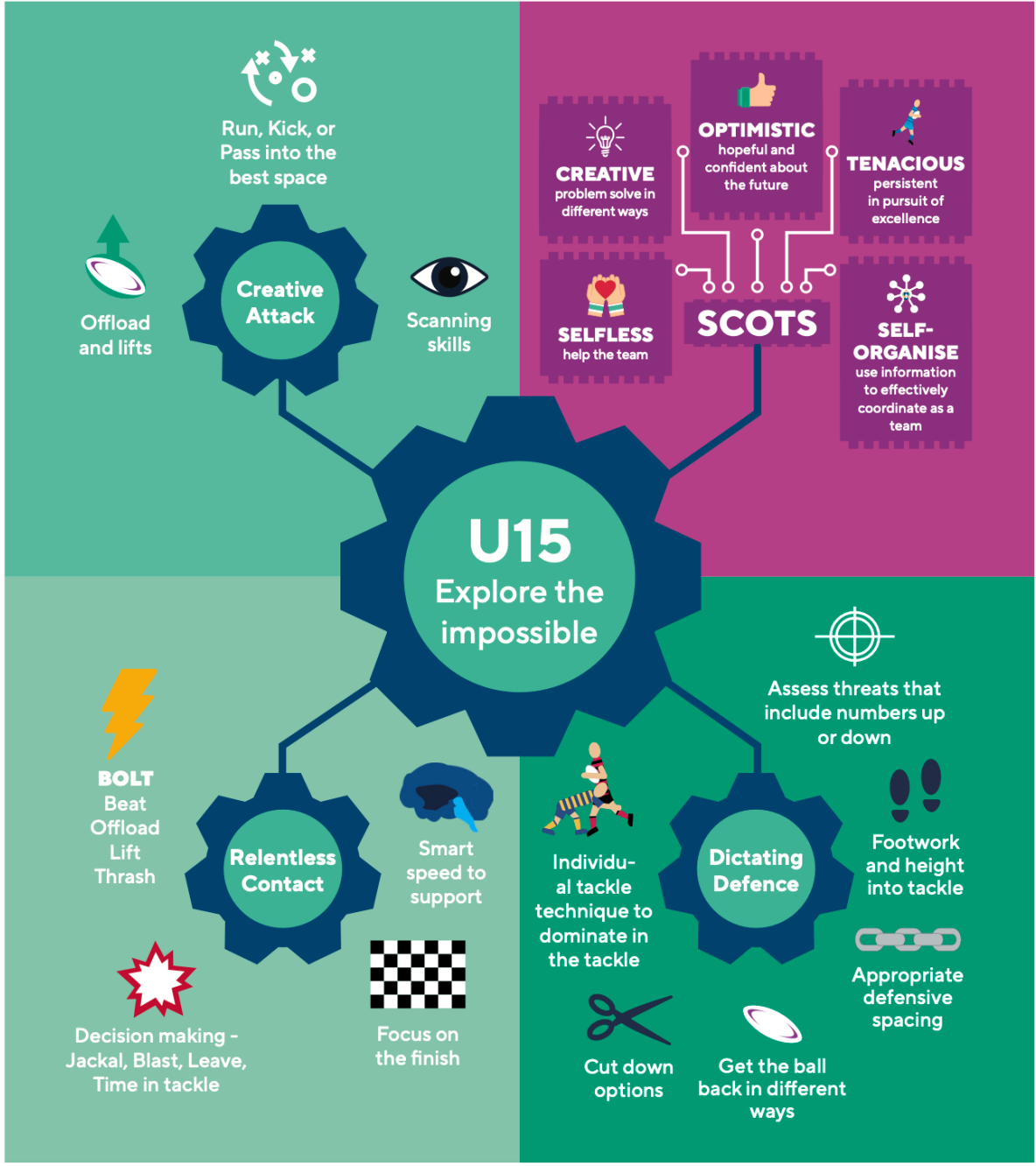


# Blueprint

The Blueprint is the playing and coaching philosophy for Scottish Rugby, aiming to improve the standard of rugby at all levels of the game. The Blueprint has evolved from the original to expand the technical/tactical focus of the game

U15 rugby is all about 'Exploring the Impossible' meaning that coaches and players should try things in games and training that may be risky, but show that they are pushing their skillset and intent to play.

The specific focuses for developing players at U15(S3) can be seen in the diagram on the right.



# U15 / S3 Boys

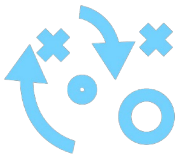
## Team Size, Game, Pitch & Ball Size



15 v 15



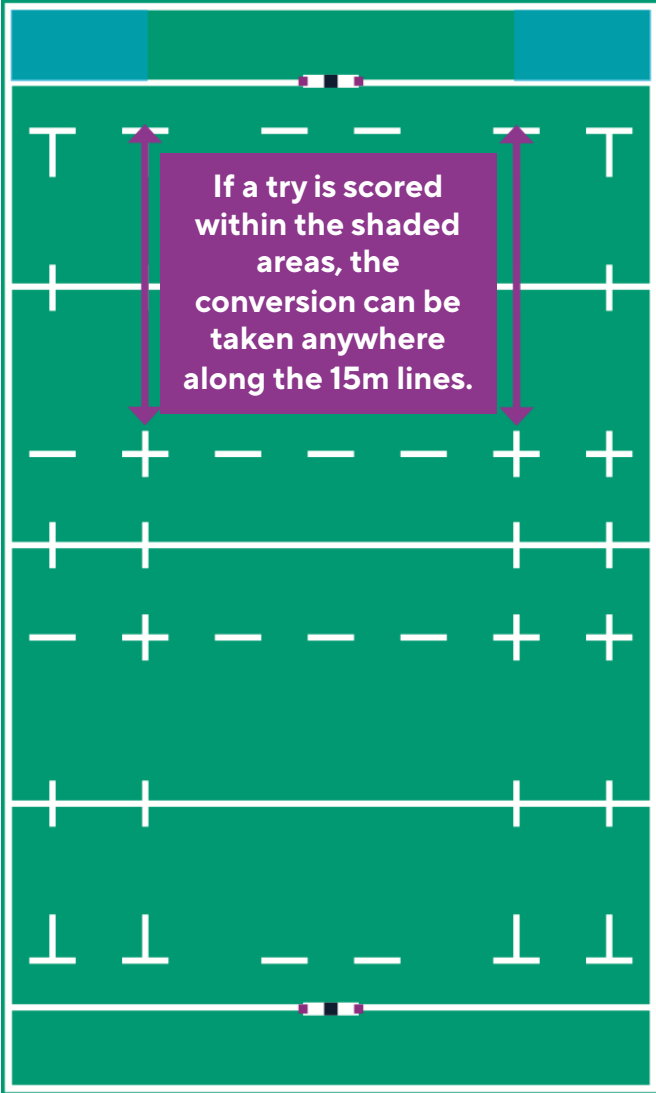
Max. 60 mins per game



Half Game Policy Applies (all players should get equal game time)



Size 5 Ball





# Starting & Restarting the game after a try

## Starting / Restarting the Game

**At the start of a game** – The game starts with a **drop-kick** at the centre of the pitch. The kick should go at least 10m.  
 The receiving team must be at least 10m back - The kicking team can move forward once the ball has been kicked.

**After a try** – The team that **CONCEDED** restarts with a **drop-kick** – the above parameters apply.

**\*NEW\*** - If a kickoff is caught without bouncing in the 22, it can be 'marked' by the catcher, giving a free-kick to the receiving team (Note – a scrum can no longer be asked for at a free-kick)

## Referee Guidance

**Kick offs** - Encourage all players to try to take a kick, players are still forming skillsets so it's important that everyone should be able to try.

## Sanction – See World Rugby Laws [here](#)

**Chasing players in front of the kicker** – Scrum to non-kicking team  
**Ball doesn't go 10m** - Option of kick being taken again or a scrum to non-kicking team



# Hand Offs

Hand Offs	Sanctions	Referee Guidance
<p><b>Hand Offs – Are ALLOWED.</b> No contact must be made to the head or neck of the player attempting the tackle.</p>	<p><b>Penalty to the non offending team.</b></p>	<p>Encourage the ball carrier to hold the ball in two hands to give them greater control of the ball but also, to help them look for offload and passing opportunities.</p> <p>When handing off, encourage the ball carrier to use their evasive footwork to try to beat the defender first</p>



# Tackle – Below the Base of the Sternum

Tackle	Sanctions	Referee Guidance
<p><b>Tackle Height</b> – All tackles should be on or below the ‘Base of the Sternum’.</p>	<p>High Tackle - Penalty to non-offending team.</p>	<p>Remind players to tackle ‘underneath the ball’. This is a good guide for players to focus their efforts.</p>
<p><b>Assist Tacklers</b></p> <ul style="list-style-type: none"> <li>• Can make a tackle, if below the base of the sternum</li> <li>• Can rip the ball – as long as arms are used and there is no ‘active shoulder contact’</li> </ul>	<p>High Tackle - Penalty to non-offending team.</p>	
<p><b>No Swing Tackles</b> – The tackler is responsible for bringing the ball carrier to ground safely – throwing the ball carrier to ground is not permitted.</p>	<p>Swing Tackle - Penalty to non-offending team.</p>	





# U15 / S3 Boys The Breakdown

## Full Breakdown Laws

As the game progresses to full pitch formats, full World Rugby laws are applied to the breakdown.

Remember to encourage players to keep the ball alive

## Referee Guidance

**The Tackler** – ensure that they release and roll away from the contact area as soon as the tackle is complete.

**Arriving players** – ensure that players are supporting their body weight when 'jackaling' for the ball and that they come through the gate (as per world rugby laws)

**The Defence** – The offside line is the hindmost point of the breakdown. The defence cannot move until the ball is played.

**Sanctions** – See World Rugby Laws [here](#)



# Scrum

## Scrum

**Numbers** – 8 players from each team should form the scrum

**Formation**- 3 front row, 2 second row, 2 flankers, 1 Number.8

**Contest** – Both hookers can CONTEST for the ball (both hookers can strike for the ball) – Maximum Push of 1m allowed

**Attacking Scrum Half** – Can pass or run

**Number 8** - Can pick and pass to the scrum half

**\*NEW\* Defending Scrum Half** – Cannot pass the mid-point of the scrum. They can move once the ball has been passed.

## Referee Guidance

**Brake foot** – Try to get the hookers to have a ‘brake foot’ (they start with a ‘split stance’ and slightly bent knees) during the crouch and bind calls – they can then get their feet square on ‘set’ to help with the resisted lean.

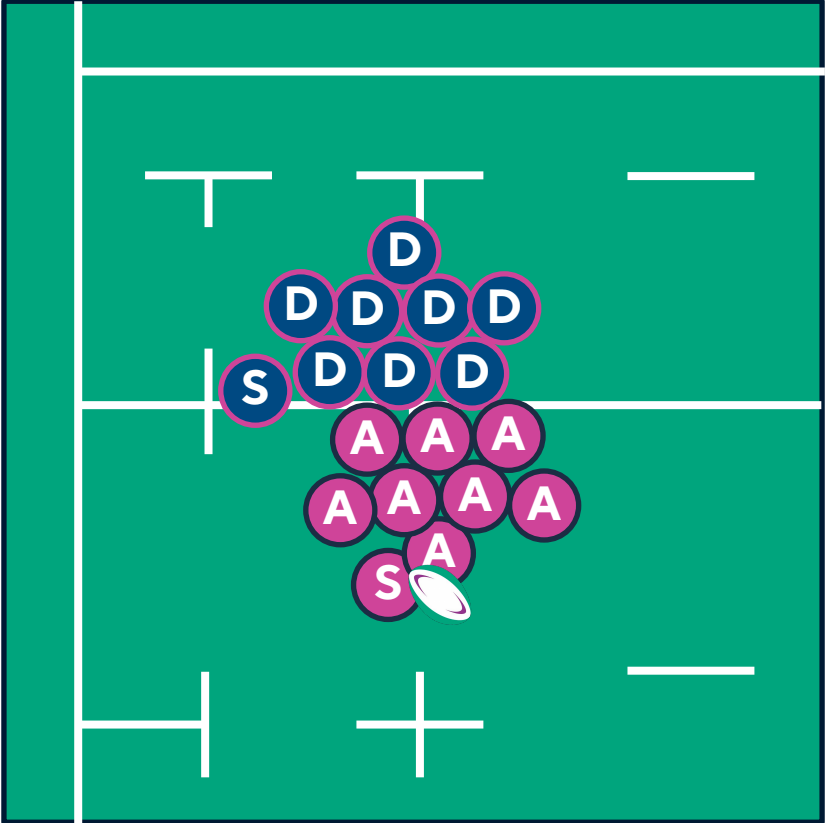
**Scrum engagement sequence** – Crouch, Bind, Set – on crouch look for them to be ear to ear with heads to the left, on bind look for the props to bind high and long.

**Managing the Push** – Give a clear call of ‘Stop Pushing’ when one team has pushed 0.5m

## Sanctions

**Defending Scrum Half going beyond the mid point of the scrum before the ball is out** – Penalty to non-offending tam at the base of the scrum

**Early Push (Before ball leaves the Scrum Half’s Hands) or Team pushes more than 1m** – Free Kick to non-offending team



# Lineout

## The Lineout

**Numbers** – min of 5 players from each team (Hooker +4).

**Contest** – UNCONTENDED – team that throws wins the ball.

**Catcher (Dark Blue 4)** – MUST PASS immediately to the scrum half.

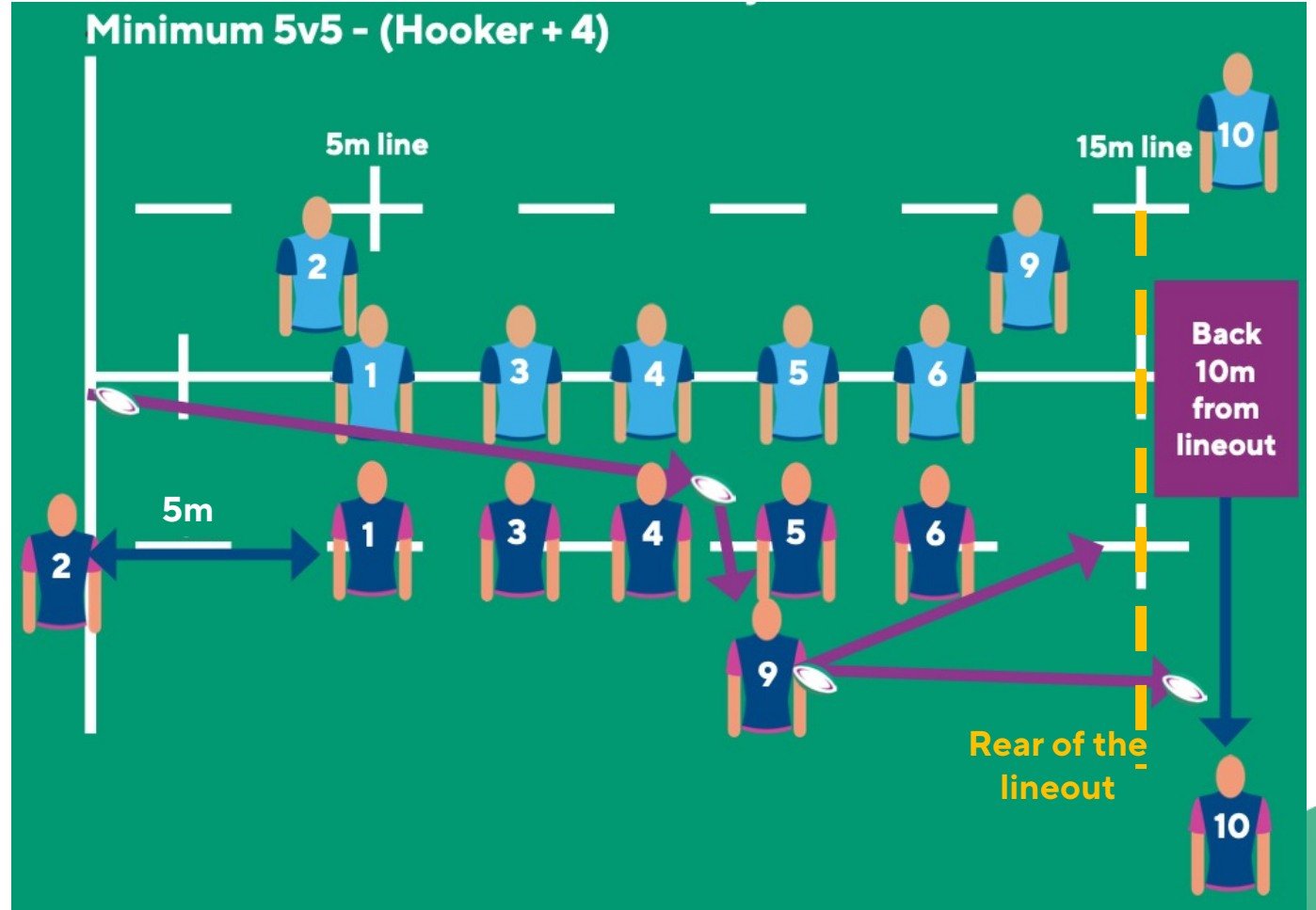
**Attacking Scrum Half (Dark Blue 9)** – Must pass or run beyond the back of the lineout. CANNOT run through the lineout.

**Defending Hooker and Scrum Half (Light Blue 2 & 9)** – can stand 2m from middle of the lineout.

**Players not in the lineout** – Must be 10m back from the lineout. Can move once the ball crosses the rear of the lineout (whether passed or run by scrum half or overthrown).

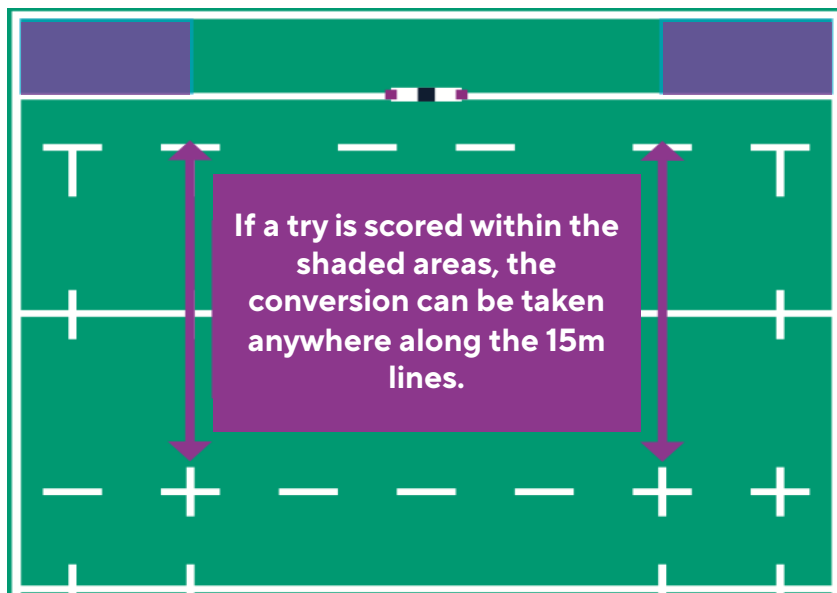
## Sanctions

All offences connected with the lineout – Free Kick



## Conversions

If a try is scored in the wide channels (from touchline to 15m line) the kicker can bring the ball to anywhere on the 15m line to



## Goal Line & 22m drop-outs

Full World Rugby Laws apply regarding Goal Line and 22m drop-outs – See Law 12 [here](#)

## Referee Guidance

**Goal Line Drop Out** - The Ball must go at least 5m. All chasers must be behind the kicker and can move forward once the ball has been kicked. Defending players must be behind the 5m line.

## Open Play Kicks

All open kicks permitted including 50:22s