

MEMORANDUM

DATE: 26 May 2004
TO: ARU Member & Affiliate Unions
FROM: Geoff Shaw – General Manager Community Rugby
SUBJECT: **Age Grade Rugby Players – Maximum Playing Time**

Unions are requested to note that as per the IRB Memorandum dated 6th May 2004, the IRB Council, at its recent Annual Meeting agreed that 90 minutes be adopted as the maximum playing time in one day for Age Grade Rugby Players.

In association with the above decision the IRB Council also agreed that Unions be requested to ensure that Unions engaging in Age Grade Rugby consider their duty of care that all necessary safety requirements are adhered to.

Below is the amended Australian Under-19 Law Variation: Law 5 – Time, which pertains to the aforementioned change as it will appear in the 2004 Australian Rugby Union Law Book.

Please advise all schools, clubs, associations and affiliate unions under your control.

AUSTRALIAN UNDER-19 LAW VARIATIONS

Below are important safety variations and guidelines for players, coaches and referees involved in the game at Under 19 level, which must be followed.

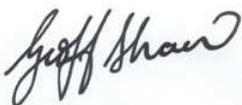
LAW 5 – TIME

- *Each half of an Under 19 match lasts no longer than 35 minutes playing time. Play in a match lasts no longer than 70 minutes. After a total of 70 minutes playing time, the referee must not allow extra time to be played in the case of a drawn match in a knock-out competition.*
- *The maximum playing time in any one day is to be 90 minutes.*
- *Refer IRB memorandum dated 6 May 2004.*

This is designed to prevent players from engaging in multiple games on one day during carnivals and championships, and is not intended to cover replacements or substitution. Players wishing to stand by for another team (as substitute or replacement) may do so as long as a proper duty of care is exercised in relation to position played, environmental conditions, age group played and common sense is exercised in regard to playing time in any one day.

No matter what the game is called (a trial or a knockout game or tournament), the total amount of playing time in any one day is to be no more than 90 minutes. The number of games in the day is not an issue; the playing time is the issue. It is expected that proper duty of care is exercised by coaches with regards substitution or replacement of players and that the time issue is always the over riding consideration.

Regards



Geoff Shaw
General Manager – Community Rugby

Age Grade Rugby Pl.

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Handwritten signatures and initials

To: Secretaries/Chief Executive Officers of Unions and Regional Associations in Membership of the International Rugby Board

AGE GRADE RUGBY PLAYERS

The Council, at its recent Annual Meeting agreed that 90 minutes be adopted as the maximum playing time permitted in one day for Age Grade Rugby Players.

In association with the above decision the Council also agreed that Unions be requested to ensure that Unions engaging in Age Grade Rugby consider their duty of care and that all necessary safety requirements are adhered to.

Yours sincerely,

Handwritten signature of Hugh H. Penman

**Hugh H. Penman
Head of Council & Member Services**

6th May 2004

Cc Regional Development Managers

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LAW 10 – FOUL PLAY

2. UNFAIR PLAY, 3. REPEATED INFRINGEMENTS and 4. DANGEROUS PLAY AND MISCONDUCT

- Any player ordered off shall be replaced.
- In age groups under 14 to 19, if a team is unable to provide a suitably trained tight five replacements for any reason, the referee will order a non-contestable scrum.

TEMPORARY SUSPENSION

If a player is sent off as a temporary suspension, he shall remain with his team coach and shall not enter the playing area until permitted to do so by the referee.

For the duration of each temporary suspension, the player shall be replaced except

that, in age groups Under 14 to 19, if the player suspended is from the front row or second row and no suitably trained replacement is available, the referee should award a non-contestable scrummage.

The following notes should be read in conjunction with Law 10 - Foul Play, 4. Dangerous Play and Misconduct:

Temporary Suspension is not a substitute for ordering a player from the field. If an offence warrants a player being ordered off, then the player must be ordered off.

The maximum period of a temporary suspension shall not exceed five minutes in any circumstances.

Time is to be accounted from when the player leaves the playing area.

If the period of temporary suspension has not expired when half time or no-side is called, the period is deemed to have then expired.

LAW 15 – TACKLE: BALL-CARRIER BROUGHT TO GROUND

The referee will insist that the tackler(s) release the tackled player immediately and moves away from the tackled player immediately so that the tackled player can exercise his/her options. The referee will manage this situation by using the words 'let him/her go' and say the words 'play it', indicating to the ball carrier to exercise the options available.

Arriving players, of either team, must stay on their feet to play the ball. Arriving players must have their weight supported by their own feet (no 'bridging') and have all the rights when seeking the ball from a tackled ball carrier.

A shoulder charge is illegal.

LAW 16 – RUCK & LAW 17-MAUL

Binding involves the whole arm, from hand to shoulder.

Players joining a ruck must bind onto the ruck with at least one arm around the body of a team mate.

Remind players that entering a ruck or maul at speed is dangerous. Players should sight an entry position, slow down and be sure that the shoulders are above the hips with the head up. The referee needs to manage this phase of play diligently.

LAW 19 – TOUCH, LINE-OUT AND LINE-OUT OFF-SIDE

Pre-gripping on the shorts is permitted, however there is to be no lifting on the legs. Holding the thighs of the jumper by the front support player is not permissible.

Taking jumpers and supporters' out in the line-out is extremely dangerous play and the referees and touch judges are instructed to deal with this practice firmly. Players who support a jumper must not only steady the jumper at the top of the jump but must bring the jumper safely back to the ground. Referees will control this facet of play strictly. Non-compliance will result in a Free Kick.

LAW 20 – SCRUM

3 BINDING IN THE SCRUM

- (e) Add "binding between the legs by the lock is illegal"

Penalty: PK at place of infringement

Front row players must adopt the **CROUCH** position before the engagement. Head and shoulders must remain above the level of the hips with knees bent sufficiently to make a simple forward movement into engagement.

Players should keep their chin forward and head straight in order to maintain the normal and safe alignment of the cervical spine.

CROUCH-TOUCH-HOLD-ENGAGE

Following the **CROUCH** a light **TOUCH** on the upper arm will establish a safe distance for engagement. **HOLD** means to pause prior to the **ENGAGE** call from the referee, NOT to hold or grip the jersey of your opponent. The referee will manage the entire sequence of events in the engagement process.

Scrum assembly is important and locks should be well balanced and with their knees off the ground prior to engagement. (Knees should be raised from the ground on the word 'touch').

The halfback will be penalised for standing in the space between the flanker and Number 8 when following the ball through the scrum.