



2016 Australian U 19 Variations Affecting CNRU

LAW 5 TIME

5.1 Add: The maximum playing time for a team is to be 90 minutes in any one day, no matter what the games are called (trial, knockout, carnival or tournaments).

Comment

- This Law protects players from excessive playing time during carnivals and championships by preventing teams from engaging in numerous games on any one day.
- Individual players standing by as a replacement for another team may play more than 90 minutes on one day, so long as a proper duty of care is exercised by his or her coaches in relation to the position they play, the environmental conditions, the age group played, and common sense is exercised in regard to total playing time.
- It is expected that due care is taken by coaches with regards to replacement of players and that the amount of time a player has played should always be the coach's overriding consideration.

LAW 10 FOUL PLAY

10.5 (c) Players who punch or stamp other players must be sent-off (red card).

10.6 (d) If a player is temporarily suspended, he shall remain with his team coach and shall not enter the playing area until permitted to do so by the referee.

LAW 16 RUCK AND LAW 17 MAUL

Comment

- It is dangerous for players to enter a ruck or maul at speed. 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 20 SCRUM

20.3 (f) Add: Binding between the legs of either prop by either lock is illegal. Sanction: Penalty Kick

20.12 (c) Add: The scrum-half of the team that has not won the ball in the scrum may not stand in the space between the flanker and Number 8 when following the ball through the scrum. Sanction: Penalty Kick