



# Australian Law variations *UNDER-19*

**RUGBY**  
**AU**

## LAW 3: TEAM

33. Unless an exemption has been sought from and approved by Rugby Australia, all games of age group U14 and below will play with rolling replacements that are unlimited in number, and all games of age group U15 and above will play with rolling replacements that are limited to 12 movements. The implementation of rolling replacements must adhere to the guidelines provided to all Unions by Rugby Australia.

## LAW 5: TIME

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 over-riding consideration.

## LAW 9: FOUL PLAY

11. At age groups U15 and below, lifting of a team-mate on the legs in open play is not permitted. **Sanction: Free-kick**
12. Players who punch or stamp other players must be sent-off (red card).

28. If a player is temporarily suspended, they shall remain with their team coach and shall not enter the playing area until permitted to do so by the referee.
30. At age groups U14 and below, Member Unions may adopt provisions in their Competition Rules to reduce the time of a temporary suspension (yellow card) to 5 minutes playing time.

### LAW 15: RUCK and LAW 16: 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 18: TOUCH, QUICK THROW AND LINEOUT

19. **Add:** At age groups U15 and below, players in the lineout who are going to lift or support a team-mate jumping for the ball may pre-grip that team-mate providing they do not grip below the shorts. There is to be no lifting on the legs.

**Sanction:** Free Kick

### LAW 19: SCRUM

- 7(c). **Add:** At age groups U15 and below, binding between the legs of either prop by either lock is illegal. **Sanction:** Penalty kick