



SCRUM LAW MODIFICATIONS FOR RUGBY PLAYED IN SOUTH AFRICA

Summary of calls, bind, ball-in, push, and turnovers at scrums

SCRUM CALLS	U9 and younger	U10 to U16 Including provincial school age-group rugby	U18 & U19, club U18 & U19, provincial U18 & U19, national U18 & U19
Crouch – Ear to ear distance apart Bind – Pre-bind & come together with passive engagement, no hit Scrum – Ball in, no contest	YES	NO	NO
Crouch – Ear to ear distance apart Bind – Pre-bind & come together with passive engagement, no hit Scrum – Ball in, scrum contest	NO	YES	NO
Crouch – Ear to ear distance apart Bind – Pre-bind, maintain ear-to-ear distance pre-engagement Set – Active World Rugby form of engagement. Once scrum is square and stable Ball put in	NO	NO	YES
ELBOW	Both loose-head and tight-head props must bind with their elbows not lower than their shoulder line		
BALL IN	The ball must be put in on the “scrum” call		The ball must be put into the scrum once scrum is square and stable
SCRUM CONTEST	No contest	Scrum contest at put-in on “Scrum” call	Scrum contest at put-in of the ball. No signal from the referee
SCRUM PUSH	No	Max 1.5m	
TURNOVER SCRUM	No		

U9 and younger age groups

Applies to Mini rugby

- Passive engagement or fold-over, with pre-scrum binding.
 - For Mini-rugby player age groups 5 years old turning 6, and 6 years old turning 7 during the year in question:
 - 3-man uncontested scrums, purely to restart play, with a maximum of 10 players allowed per side.
 - For Mini-rugby player age groups 7 years old turning 8, and 8 years old turning 9, during the year in question:
 - 5-man uncontested scrums, purely to restart play, with a minimum of 12 players per side required for 5-man scrums.
- OR
- 8-man uncontested scrums, purely to restart play, with a minimum of 15 players per side required for 8-man scrums.

Scrum calls

- **Crouch** (align ear-to-ear, and get into spine-in-line and parallel position)
- **Bind** (come together and pre-bind, with passive engagement, no hit)
- **Scrum** (ball in, uncontested)
 - No hit allowed during engagement.
 - No scrum contest allowed.
 - Hooker must hook the ball.

U10 to U16 age groups

Includes provincial school age-group rugby

Applies to Mini-rugby and normal rugby

- Full scrum formation – first introduction to competitive scrumming.
- Passive engagement or fold-over, with pre-scrum binding.
- Uncontested scrums as a result of sending off, temporary suspension, or injury must be played with eight players per side.

Scrum calls

- **Crouch** (align ear-to-ear, and get into spine-in-line and parallel position)
- **Bind** (come together and pre-bind, with passive engagement, no hit)
- **Scrum** (ball in and the contest begins)
 - No hit allowed during engagement.
 - Full scrumming contest at put-in.
 - One-and-a-half (1½) metre push allowed, thereafter no more contest.

Post engagement

- Enforce Under 19 Variations.
- No wheeling, a team must not intentionally wheel a scrum.
 - If the wheel reaches more than 45°, the referee must stop play.
 - If the wheel is unintentional, the referee orders another scrum at the place where the scrum is stopped.
 - No turnover possession when the scrum wheels through 45°.
- Both loose-head and tight-head props must bind with their elbows not lower than their shoulder line.

Management

- Should there be a mismatch, inadequacy, or unsuitability of either of the forward packs, then uncontested scrums should be called for by the referee.

U/18 & U/19, club U/18 & U/19, provincial U/18 & U/19 and national U/18 & U/19

Normal rugby laws with scrum law modifications

- Full scrum formation.
- Active Engagement, with pre-scrum binding and a **reduced** hit allowed on engagement.
- Uncontested scrums as a result of sending off, temporary suspension, or injury must be played with eight players per side.

Scrum calls

- **Crouch** (align ear-to-ear, and get into spine-in-line and parallel position)
- **Bind** (Take the bind firmly on the opposite front row, but do not fully come together yet, keep the ear-to-ear distance, bar up, and prepare)
- **Set** (Maintain, and secure the bind and actively engage)
 - Ball to be put in once the scrum is square and stationary – no indication from the referee.
 - Full scrumming contest at put-in.
 - One-and-a-half (1½) metre push allowed, thereafter no more contest.

Post engagement

- Enforce Under 19 Variations.
- No wheeling - a team must not intentionally wheel a scrum.
 - If the wheel reaches more than 45°, the referee must stop play.
 - If the wheel is unintentional, the referee orders another scrum at the place where the scrum is stopped.
 - No turnover possession when the scrum wheels through 45°
- Both loose-head and tight-head props must bind with their elbows not lower than their shoulder line.

Management

- Should there be a mismatch, inadequacy, or unsuitability of either of the forward packs, then the current World Rugby laws prevail in correctly managing the situation.
- Failing that, uncontested scrums should be called for by the referee.