



U14 LAW CLARIFICATIONS AND ADDITIONS

This document is intended to clarify and establish where needed additional rules for Rugby Idaho's U14 (7th & 8th grade) rugby program for boys and girls. U14 rugby will follow the rules and laws Rugby Idaho has established for high school matches with exceptions and additions noted below. Where any conflicts between this document and the Rugby Idaho high school rules exist, this document shall take precedence.

- Boys teams will consist of 15 players. If both coaches agree, this may be changed with a minimum of 7 to a maximum of 15 players.
- Girls teams will consist of 7 players. If both coaches agree, this may be changed with a minimum of 7 to a maximum of 15 players.
- Open substitutions are allowed where any players may be subbed in and out at any dead ball. Players do not need to check in with referees to sub
- Games will consist of two 20 minute halves with a 5 minute halftime.
- As this is developmental rugby, brief game stoppages will be allowed if coaches or referees see anything that they feel should be immediately addressed with players. The referee may stop the game at his/her discretion and coaches may request a brief stoppage from the referee.
- If a player does anything during a game that would be considered dangerous, unsportsmanlike or not within the spirit of the game, coaches should temporarily remove the player from play and make sure the player understands the transgression before returning to play. The player should be removed regardless of whether or not the transgression was recognized by the referee.
- Each team must have one coach (or other qualified individual) whom is a certified referee ready to referee on game days in case referees are not available.
- All scrums and lineouts are contested unless either coach wants them to be uncontested. This must be communicated to the opposing coach and referee before the match begins. At any time during a match where scrums and/or lineouts are full contested, a coach may request to go uncontested if he or she feels that it would be unsafe to continue contested.
 - If a team attempts to contest an uncontested scrum or lineout, the referee should on the first offense issue a warning with a restart if the non-offending team has no advantage. Additional attempts should be penalized
 - Teams are allowed and encouraged to lift during uncontested lineouts
 - The forward receiving the throw in during an uncontested line out cannot run with the ball.
- If games are played on a field with goalposts, conversion kicks after tries and penalty kicks will be included. Conversion kicks will be taken in line from where the try is scored, unless the try is scored outside the goalposts in which case the kicking spot will be in line with the closest post from where the try was scored. Penalty kicks are taken at the point of the infraction.
 - In games where there are no conversion kicks, the team scoring a try must be given reasonable time to set up to receive the following kickoff before the kickoff is attempted. This will be at the referee's discretion
- Gator rolls are not allowed.
- If a game is a blowout at halftime, coaches should try to make it a better contest. Ideas for the winning include:
 - Trying players at new positions
 - Give your players additional challenges like can't run more than 10 meters without passing or must pass to multiple players before a try can be scored.