



**SCOTTISH  
RUGBY**

# Age Grade Law Variations 24/25

**U14 (S2) Boys**




Leadership • Engagement • Achievement • Enjoyment • Respect

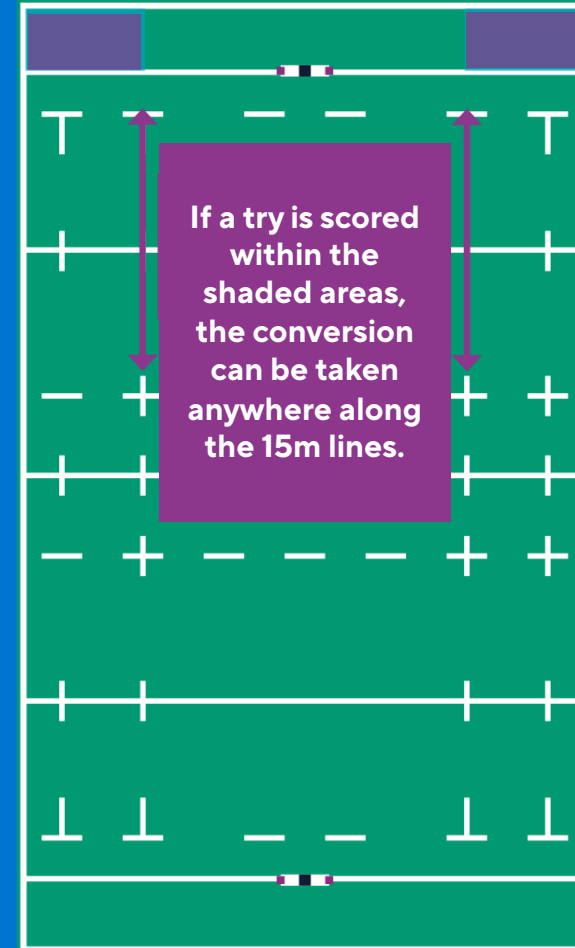
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# U14 / S2 Boys | Age Grade Law Variations



## Overview

<b>Players</b> 15v15 	<b>Pitch</b> Full Pitch	<b>Ball Size</b> 4 	<b>Playing Time</b> Game - Max 60 mins	<b>Scoring</b> 5 points for try 2 points for conversion 3 points for penalties
<b>Tackle</b> Waist & Below 		<b>Hand off</b> Yes - Not to Head or Neck	<b>Breakdown</b> As per World Rugby Laws	
<b>Scrum</b> 8v8 - contested hookw/ 1m push. 8 can pick and pass.	<b>Lineouts</b> Yes - min of Hooker + 4; Uncontested	<b>Kick Off / Restart</b> <b>Kick off</b> - starts with drop kick <b>After Try</b> - team that SCORES starts with drop kick		<b>Kicking</b> Full kicking options - conversions and kicks at goal within 15m lines



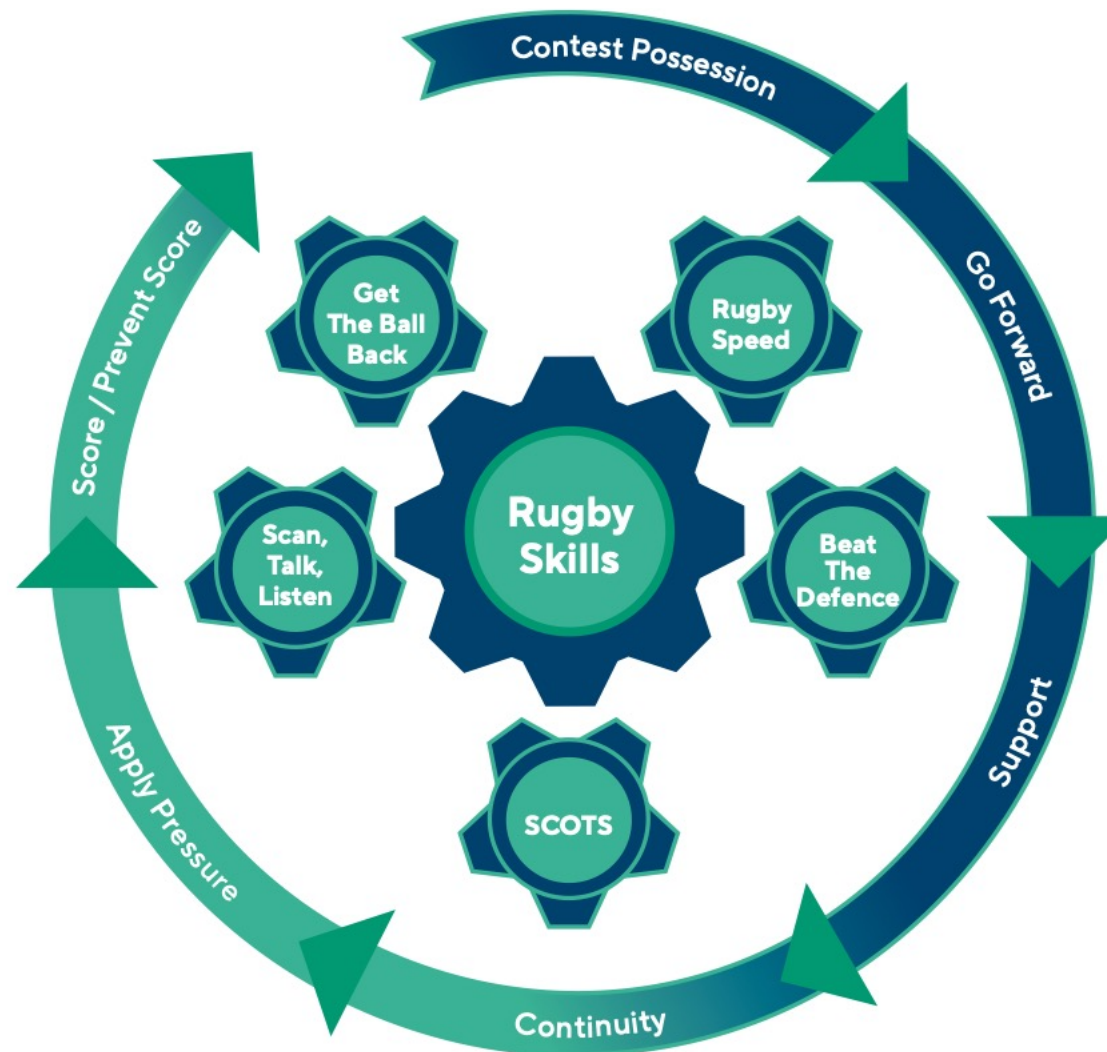
For a full law breakdown and coach/referee guidance, please visit [gainline.scottishrugby.org](http://gainline.scottishrugby.org)

# Blueprint

The Blueprint is the playing and coaching philosophy for Scottish Rugby, aiming to improve the standard of rugby at all levels of the game. The Blueprint has evolved from the original to expand the technical/tactical focus of the game

The key focuses for this stage of rugby, are to:

- Look for the best space in attack, using run, pass or kick skills
- To play with speed and keep the ball alive
- To develop effective low tackle technique
- To develop set piece skills



# U14 / S2 Boys

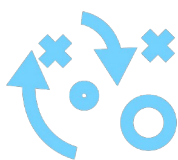
## Team Size, Game, Pitch & Ball Size



15 v 15



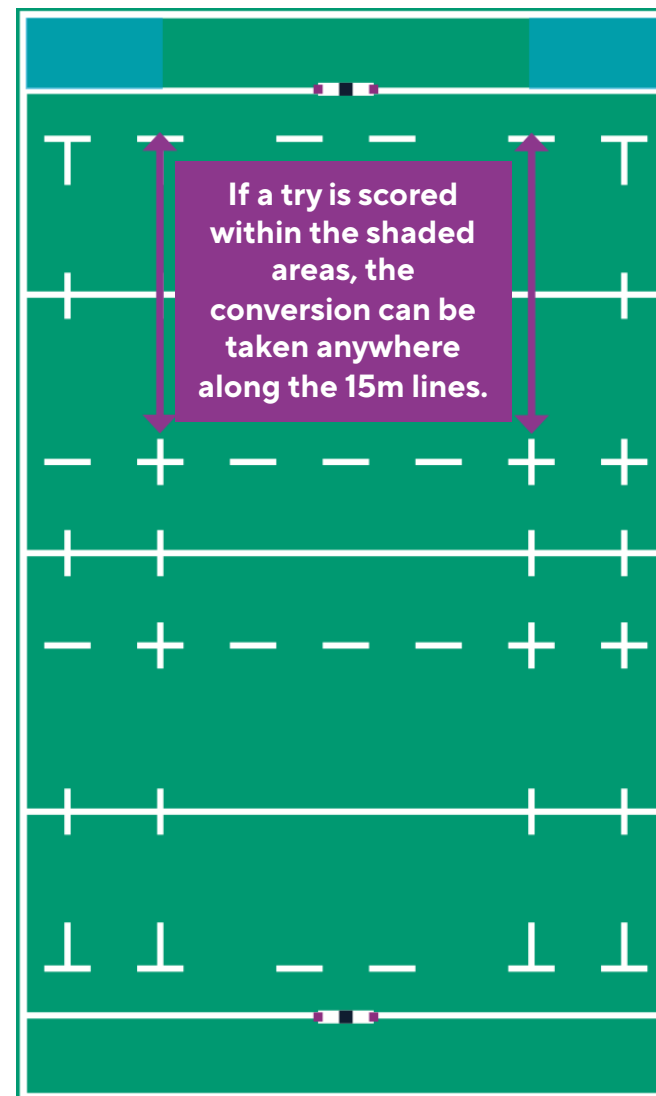
Max. 60 mins per game



Half Game Policy Applies (all players should get equal game time)



Size 4 Ball



## Starting / Restarting the Game

**At the start of a game** – The game starts with a **drop-kick** at the centre of the pitch. The kick should go at least 10m.

The receiving team must be at least 10m back - The kicking team can move forward once the ball has been kicked.

**After a try** – The team that SCORES restarts with a **drop-kick** – the above parameters apply.

## Referee Guidance

**Kick offs** - Encourage all players to try to take a kick, players are still forming skillsets so it's important that everyone should be able to try.

**Sanction** – See World Rugby Laws [here](#)

**Chasing players in front of the kicker** – Scrum to non-kicking team  
**Ball doesn't go 10m** - Option of kick being taken again or a scrum to non-kicking team



# Hand Offs

Hand Offs	Sanctions	Referee Guidance
<p><b>Hand Offs</b> – Are ALLOWED. No contact must be made to the head or neck of the player attempting the tackle.</p>	<p><b>Penalty to the non offending team.</b></p>	<p>Encourage the ball carrier to hold the ball in two hands to give them greater control of the ball but also, to help them look for offload and passing opportunities.</p> <p>When handing off, encourage the ball carrier to use their evasive footwork to try to beat the defender first</p>



# Tackle – Waist and Below

Tackle	Sanctions	Referee Guidance
<p><b>Tackle Height</b> – All tackles should be on or below the waist or the ball carrier. <b>No targeting of the ball.</b></p>	<p>Penalty to non-offending team.</p>	<p>As players tire, the height of the tackler may rise – if a tackle is made above the GREEN zone (but not to the head or neck), a referee can play advantage if <b>the ball can still be passed by the ball carrier.</b></p>
<p><b>No Swing Tackles</b> – The tackler is responsible for bringing the ball carrier to ground safely – throwing the ball carrier to ground is not permitted.</p>	<p>Penalty to non-offending team.</p>	



**Red Zone**  
 High tackle, Free Kick  
 No Targeting the ball

**Green Zone**  
 Waist or below  
 'Below ball'  
 'Belly Tackle'  
 Effective safe tackle





# U14 / S2 Boys The Breakdown

## Full Breakdown Laws

As the game progresses to full pitch formats, full World Rugby laws are applied to the breakdown.

Remember to encourage players to keep the ball alive

## Referee Guidance

**The Tackler** – ensure that they release and roll away from the contact area as soon as the tackle is complete.

**Arriving players** – ensure that players are supporting their body weight when 'jackaling' for the ball and that they come through the gate (as per world rugby laws)

**The Defence** – The offside line is the hindmost point of the breakdown. The defence cannot move until the ball is played.

**Sanctions** – See World Rugby Laws [here](#)



# Scrum

## Scrum

**Numbers** – 8 players from each team should form the scrum

**Formation**- 3 front row, 2 second row, 2 flankers, 1 Number.8

**Contest** – Both hookers can CONTEST for the ball (both hookers can strike for the ball) – Maximum Push of 1m allowed

**Attacking Scrum Half** – Can pass or run

**Number 8** - Can pick and pass to the scrum half

**Defending Scrum Half** – Cannot pass the mid-point of the scrum. They can move once the ball has been passed.

## Referee Guidance

**Brake foot** – Try to get the hookers to have a ‘brake foot’ (they start with a ‘split stance’ and slightly bent knees) during the crouch and bind calls – they can then get their feet square on ‘set’ to help with the resisted lean.

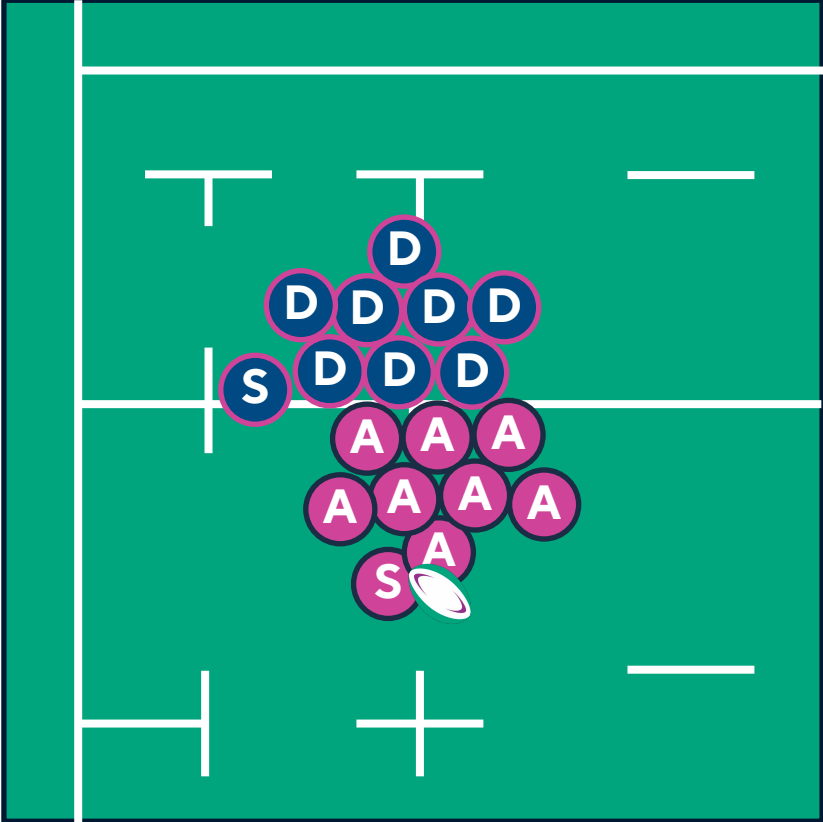
**Scrum engagement sequence** – Crouch, Bind, Set – on crouch look for them to be ear to ear with heads to the left, on bind look for the props to bind high and long.

**Managing the Push** – Give a clear call of ‘Stop Pushing’ when one team has pushed 0.5m

## Sanctions

**Defending Scrum Half going beyond the mid point of the scrum before the ball is out** – Penalty to non-offending team at the base of the scrum

**Early Push (Before ball leaves the Scrum Half’s Hands) or Team pushes more than 1m** – Free Kick to non-offending team



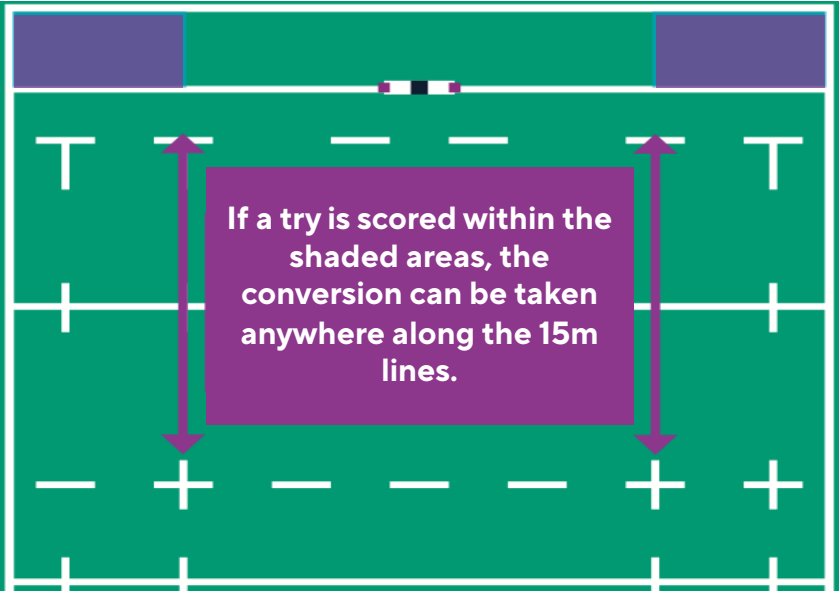


# U14 / S2 Boys

## Kicking

### Conversions

If a try is scored in the wide channels (from touchline to 15m line) the kicker can bring the ball to anywhere on the 15m line to



### Goal Line & 22m drop-outs

**Full World Rugby Laws apply regarding Goal Line and 22m drop-outs – See Law 12 [here](#)**

### Referee Guidance

**Goal Line Drop Out** - The Ball must go at least 5m. All chasers must be behind the kicker and can move forward once the ball has been kicked. Defending players must be behind the 5m line.

### Open Play Kicks

All open kicks permitted including 50:22s