



**RFU**

# **RETURN TO RUGBY ACTIVITY**

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**STAGE D2**

**AGE GRADE MATCH GUIDANCE**

**From 26<sup>th</sup> April to 31<sup>st</sup> May 2021**

Version 1 – 19<sup>th</sup> April 2021

# GENERAL INFORMATION

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Ahead of the move to Stage D2 of the Return to Rugby Roadmap, additional guidance has been produced for the Age Grade game as we return to adapted law matches. This relates to the period of 26<sup>th</sup> April to 31<sup>st</sup> May 2021 when the age grade rugby season ends. From the 1<sup>st</sup> June 2021, the Summer Activity Framework applies (see the [Return to Rugby On-Field Guidance](#))

- Law variations must be applied at all age groups where applicable until 1<sup>st</sup> June 2021.
- Anyone not on the field of play should observe social distancing guidance.
- Players should not share communal water bottles and bring their own, clearly labelled.
- Playing shirts should not be shared during matches.
- Players should refrain from touching or removing their mouth guard, and if they do so must wash their hands. Mouth guards must not be left on shared surfaces and should be placed in a personal container and stored with personal possessions.
- Team huddles should be avoided.
- Water breaks should take place at a natural stoppage in the game approximately half way through each half.
- Where possible introduce a clean sanitised ball when the ball leaves the field of play.
- Where possible balls should be cleaned and sanitised after leaving the field of play and during water and half time breaks.
- After the final whistle, players, coaches, match officials should observe social distancing guidance.
- After the game players should avoid shaking hands and forming tunnels with the opposition.
- Match duration should not exceed 70 minutes in total or the maximum duration permitted in the Age Grade game.

The priority remains to **balance the opportunity to play with player safety and welfare**, to aid the retention of as many players as possible in the game. Coaches, teachers, managers and organisers should put the wellbeing of all the players at the centre of their decisions. **Players must be contact-ready before playing the adapted laws version of the game.**

Further information about adaptations to Age Grade Rugby for the remainder of the 2020-21 season, for the summer 2021 out-of-season period and for the 2021-22 season is in the Age Grade Changes document on the [Return to Rugby page](#).

# GAME VARIATIONS BY AGE GRADE

The table below highlights amendments required at each Age Grade within Stage D2. Further support for referees can be found in the **Match Official Law Variations Factsheet**, on the [Return to Rugby Guidance](#) page

## Under 7, Under 8 and Under 9

Age	Format	Stage D2 Law Variations
Under 7	TAG	No amendments
Under 8	TAG	No amendments
Under 9	Adapted contact	No amendments

## Under 10 to Under 13

Age	Format	Stage D2 Law Variations
Under 10	Adapted Contact	<p><b>SCRUM</b> – Where the game would restart play with a scrum, this is replaced with a Free-kick in all circumstances.</p> <hr/> <p><b>MAUL</b> - IT WILL BE <u>ILLEGAL</u> FOR A MAUL TO TAKE PLACE A player coming into contact with an opponent carrying the ball must bring that player to ground <b>Sanction: Penalty to the side in possession of the ball</b></p> <p>The ball carrier must then play the ball immediately <b>Sanction: Penalty</b></p> <hr/> <p><b>PENALTY</b> - Options at a Penalty or Free-kick A team awarded a Penalty or Free-kick may not choose a scrum.</p>
Under 11		
Under 12		
Under 13 (boys)		
Under 13 (girls)		

Under 14 to Under 16

Age	Format	Stage D2 Law Variations
<p>Under 14</p> <p>Under 15 (boys)</p> <p>Under 15 (girls)</p> <p>Under 16</p>	<p>Full Contact Adapted Lineout</p>	<p><b>SCRUM</b> – Where the game would restart play with a scrum, this is replaced with a Free-kick in all circumstances.</p> <hr/> <p><b>MAUL</b> - IT WILL BE <u>ILLEGAL</u> FOR A MAUL TO TAKE PLACE A player coming into contact with an opponent carrying the ball must bring that player to ground</p> <p><b>Sanction: Penalty to the side in possession of the ball</b></p> <p>The ball carrier must then play the ball immediately</p> <p><b>Sanction: Penalty</b></p> <hr/> <p><b>PENALTY</b> - Options at a Penalty or Free-kick A team awarded a Penalty or Free-Kick may not choose a scrum.</p> <p>Options at a Penalty or Free-kick – Lineout A team awarded a Penalty or Free kick at a lineout may instead choose another lineout at the same mark.</p> <hr/> <p><b>LINEOUT</b> - A minimum of five players and maximum number of seven players from each team are required to form a lineout.</p> <p>The non-throwing team must match the number of players in the lineout with the throwing team.</p> <p>The team winning the ball in the lineout will either pass immediately or release the ball to a teammate as soon as they land on the ground, no maul shall be formed.</p> <p><i>Clarification:</i> there will be no sanction if the requirements above are not met. The lineout will be reset with the variations adhered to.</p>

Under 17 & 18

Age	Format	Stage D2 Law Variations
<p>Under 17 (boys)</p> <p>Under 18 (boys)</p> <p>Under 18 (girls)</p>	<p>Full Contact</p>	<p><b>SCRUM</b> – Where the game would restart play with a scrum, this is replaced with a Free-kick in all circumstances.</p> <hr/> <p><b>MAUL</b> - IT WILL BE <u>ILLEGAL</u> FOR A MAUL TO TAKE PLACE            A player coming into contact with an opponent carrying the ball must bring that player to ground  <b>Sanction: Penalty to the side in possession of the ball</b></p> <p>The ball carrier must then play the ball immediately  <b>Sanction: Penalty</b></p> <hr/> <p><b>PENALTY</b> - Options at a Penalty or Free-kick            A team awarded a Penalty or Free-kick may not choose a scrum.</p> <p>Options at a Penalty or Free-kick – Lineout            A team awarded a Penalty or Free kick at a lineout may instead choose another lineout at the same mark.</p> <hr/> <p><b>LINEOUT</b> - A minimum of five players and maximum number of seven players from each team are required to form a lineout.</p> <p>The non-throwing team must match the number of players in the lineout with the throwing team.</p> <p>The team winning the ball in the lineout will either pass immediately or release the ball to a teammate as soon as they land on the ground, no maul shall be formed.</p> <p><i>Clarification:</i> There will be no sanction if the requirements above are not met. The lineout will be reset with the variations adhered to.</p>

For Age Grade specific rules of play including playing times please click here:  
<https://www.englandrugby.com/governance/rules-and-regulations/regulations>

