

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

	U9 and younger	U10 to U16 Including provincial school age-group rugby	School U18 & U19, club U18 & U19, provincial U18 & U19, national U18 & U19, and all adult club rugby – including U20 – up to and including the 2nd XV of the highest senior amateur division	1st XV of the highest senior amateur division of club rugby, national U20, provincial U21, Vodacom Cup, Absa Currie Cup, Vodacom Super Rugby and all national representative teams
Scrum calls Crouch – Ear-to-ear distance apart Bind – Pre-bind & come together with passive engagement, no hit Scrum – Ball in, no contest	YES	NO	NO	NO
Scrum calls Crouch – Ear-to-ear distance apart Bind – Pre-bind & come together with passive engagement, no hit Scrum – Ball in, scrum contest	NO	YES	NO	NO
Scrum calls Crouch – Ear-to-ear distance apart Bind – Pre-bind Set – Active IRB form of engagement, reduced hit. Once scrum is square and stable put-in on “Yes 9” call.	NO	NO	YES	YES
Elbow	Both loose-head and tight-head props must bind with their elbows not lower than their shoulder line			No
Ball in	Ball must be put in on “Scrum” call		On ref’s call (ref to silently indicate to scrumhalf “Yes 9”)	
Scrum contest	No contest	Scrum contest at put-in on “Scrum” call	Scrum contest at put-in of ball	
Scrum push	No	Max 1.5m	School, club, provincial and national U18 & U19 – max 1.5m Clubs & U20 – full contest	Full contest
Turnover scrum when wheeled	No	No (max wheel 45°)	School, club, provincial and national U18 & U19 – NO (max 45° wheel) Club 2nd XV of the highest senior amateur division and below, and U20 – NO (max 90° wheel)	Yes

These modifications apply to all rugby from the 2014 season. Updated 20 February 2014



Scrum law modifications for amateur rugby played within South Africa

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

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

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 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 a wheel reaches 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 gross mismatch, inadequacy or unsuitability of either of the forward packs, then uncontested scrums should be called for by the referee

School U18 & U19, club U18 & U19, provincial U18 & U19, national U18 & U19, and all adult club rugby – including U20 – up to and including the 2nd XV of the highest senior amateur division

Normal rugby laws with scrum law modifications

- Full scrum formation
- Active Engagement, with pre-scrum binding and a reduced hit allowed on engagement

Scrum calls

- **Crouch** (align ear-to-ear, and get into spine-in-line and parallel position)
- **Bind** (Take the bind firmly on 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)
- **Yes 9** – Once the referee is satisfied that the scrum is stable and square he will silently instruct the scrumhalf to put the ball in “Yes 9”
 - Full scrumming contest at put-in

Post engagement

Schools, club, provincial and national U18 & U19 rugby

- One-and-a-half (1½) metre push allowed, thereafter no more contest, for all U18 and U19 rugby – includes, school, club, provincial and national level
 - Enforce Under 19 Variations
 - No wheeling, a team must not intentionally wheel a scrum
 - If a wheel reaches 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

Adult club rugby – including U20 – up to and including the 2nd XV of the highest senior amateur division

- Full scrum contest within the IRB adult rugby Laws after the front rows have engaged subject to the following restrictions:
 - No deliberate wheeling of the scrum
 - No turnover possession when the scrum wheels through 90°
 - Both loose-head and tight-head props must bind with their elbows not lower than their shoulder line

Management

- Should there be a gross mismatch, inadequacy or unsuitability of either of the forward packs, then scrums may be contested in the format of the previous level – i.e. U16 – in SA competitions
- Failing that, uncontested scrums should be called for by the referee

All other rugby

1st XV of the highest senior amateur division of club rugby, national U20, provincial U21, Vodacom Cup, Absa Currie Cup, Vodacom Super Rugby and all national representative teams

Normal Rugby Laws

- Full scrum formation
- Active Engagement, with pre-scrum binding and a reduced hit allowed on engagement
- Full scrum contest within the IRB adult rugby Laws for the 1st XV of the highest senior amateur division of club rugby, national U20, provincial U21, Vodacom Cup, Absa Currie Cup, Vodacom Super Rugby and all national representative teams

Engagement Sequence

- **Crouch** (align ear-to-ear, and get into spine-in-line and parallel position)
- **Bind** (Take the bind firmly on 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, actively engage)
- **Yes 9** – Once the referee is satisfied that the scrum is stable and square he will silently instruct the scrumhalf to put the ball in “Yes 9”

Management

Should there be a gross mismatch, inadequacy or unsuitability of either of the forward packs, then the current IRB Laws prevail in correctly managing the situation