

SYDNEY JUNIOR RUGBY UNION COMPETITION NOTES FOR REFEREES 2024

U13-Opens play Australian U19 law variations. U10-12 play Australian Pathway law variations. Download from <https://australia.rugby/participate/referee/laws>.

Game setup

Ensure you have a ground marshal and assistant referee from both teams before starting the match.

Application of competition rules

Team officials (i.e. coaches and managers) are responsible for interpreting the SJRU competition rules. In the event of a dispute, the opinion of the home team shall prevail. Notwithstanding this, referees should be aware of the following.

Time

Age	Law	Red/yellow carded player can be replaced?	Half length	Yellow Card length
U10-11	Pathway	Yes	20 mins	5 mins
U12			25 mins	
U13-14	U19	No	30 mins	10 mins
U15-16			35 mins	
U17-Opens				

There is no injury time in any match.

All matches shall finish 2 mins prior to the scheduled game time of the next match.

If your match starts late you will take equal time off both halves (and half-time if necessary) to ensure you finish on time (noting this is not relevant if there is no match following).

U10-12 Scrum – number of players – teams must match numbers on the field and in the scrum to maximise the number of players on the field. U10-11 scrums should have 6 players, while U12 scrums should have 8 players. If the number of players on the field falls below 12/15 respectively then the number of players in the scrum is determined by the team with the fewest suitably trained players (after sharing players).

U13-Opens Scrum – number of players – [per clarification 6 of 2009](#), if a forward leaves the field of play for any reason and cannot be replaced due to injury, sending off, temporary suspension or any other reason then both teams must reduce the number of players in the scrum so that there are equal numbers in both teams at the scrum (to a minimum of five). The formation must be 3-4, 3-2-1 or 3-2.

There is no reduction in the number of players in the scrum if a player other than a forward has to leave the field for any reason.

Uncontested scrums – an uncontested scrum has the same laws as a normal scrum. The only difference is that the feeding team must win the ball and there is no pushing. There is no sanction for going to uncontested scrums, except as described below.

If an U13-Opens team starts the game with 15 players and contested scrums and then later goes to uncontested scrums due to a forward being injured, cautioned or sent off, then they must play with eight players in the (uncontested) scrum.

If an U13-Opens team does not have sufficient trained front row players to replace a prop on the FIRST occasion that a replacement prop is required, and to replace the hooker on the FIRST occasion that a replacement hooker is required, that team must call for uncontested scrums and play with one player fewer than would otherwise be allowed. This replacement would be required due to a card or injury, or as you cannot tactically replace a player to cause uncontested scrums.

Wheeling and pushing more than 1m/1.5m

A team may not intentionally wheel the scrum (PK) and if it wheels more than 45 degrees and no one is at fault then it must be reset (same team to feed).

A team may not push the scrum more than 1m (U10-12) / 1.5m (U13-Opens) or hold the ball at the base of the scrum (FK).

Replacements

All age groups play with unlimited rolling substitutions. Brief your assistant referees to manage these onto the field at a stoppage.

Automatic send-off

Players who punch or stamp another player (and connect) must be sent-off (red card).

Send-offs

Send Hamish McKay a text ASAP after the game with the player's team, number and name. Complete the send-off report in [Rugby Xplorer](#) before Monday.