

## Game On: Law Variations for ERU Preseason Matches

Unless otherwise specified, follow current [World Rugby Laws of the Game](#) and [Global Law Trials](#)

|   |   |  |   |                                    |
|---|---|--|---|------------------------------------|
| <b>Pitch Size</b><br><br>100m x 70m<br>(Full field)   | <b>Numbers per Team</b><br><br>7 - 15 per team  | <b>Substitutions</b><br><br>Rolling subs<br><br>Teams to apply Half Game Rule whereby all players must play at least half a match  | <b>Match Official</b><br><br>Certified and appointed MO where possible  | <b>Coaches on field</b><br><br>Yes |
| <b>Time per Match</b><br><br>14min: 7/8-a-side <i>*play 2x7 min halves</i><br>20min: 9/10-a-side <i>*play 2x10 min halves</i><br>25min: 12/13-a-side <i>*play 25 min straight</i><br>30min: 14/15-a-side <i>*play 30 min straight</i> |   | <b>Kicking</b><br><br><b>Goal (Conversion)</b><br>Yes within 60s of try being scored.<br><br><b>Open Play</b><br>Apply World Rugby Laws of the Game<br><br><b>Penalty / Free Kick</b><br>May only be kicked to touch from inside a team's half |   |                                    |
| <b>Offside &amp; Penalties</b><br><br>Apply World Rugby Laws of the Game  |   | <b>Restart</b><br><br>Drop-Kick from the halfway mark  | <b>Tackle, Ruck, Maul</b><br><br>Apply World Rugby Laws of the Game   |                                    |
| <b>Yellow / Red Card</b><br><br>7 to 10-a-side: 2 min<br>11 to 13-a-side: 5min<br>14 or 15-a-side: 7min   | <b>Scrum - Reset</b><br><br>ONE scrum reset per team per match<br><br>If a scrum is unsuccessful, the game restarts with a Free Kick to the team who originally put the ball in | <b>Scrum - Numbers</b><br><br>7/8-a-side: 3 players<br>9/10/11-a-side: 5 players<br>12/13 -a-side: 6 players<br>14-a-side: 7 players<br>15-a-side: 8 players   | <b>Scrum - Push</b><br><br>Apply World Rugby Laws of the Game<br><br>OR<br><br>Teams may agree to 1.5m push<br><br>OR<br><br>Teams may agree to no pushing but strike contested<br><br>When applying scrum law variations, scrum halves must pass from the base of the scrum. |                                    |
| <b>Lineout</b><br><br>Teams may agree to NO contest or NO lift. If uncontested ball must be passed (i.e. No Maul)<br><br>OR<br><br>Teams may agree to Apply World Rugby Laws of the Game  |   |  |   |                                    |