

LRG & RYC RECOMMENDATIONS TO COUNCIL

RECOMMENDED AS MINOR LAW CHANGES/ EDITORIAL AMENDMENTS

Law Reference	Union	Proposed Change	Justification from Union															
3.5 FRONT ROW – REPLACEMENTS AND SUBSTITUTIONS	RFU	<p>3.5 THE FRONT ROW – REPLACEMENTS AND SUBSTITUTIONS</p> <p>a) It is the team’s responsibility to ensure that all front row players and potential front row replacements are suitably trained. It is not for the referee to determine whether any player is suitably trained to play in the front row.</p> <p>b) The table below indicates the minimum number of front row players by squad size and the minimum replacement obligations:</p> <table border="1" data-bbox="562 539 1646 715"> <thead> <tr> <th>Squad Size</th> <th>Minimum number of Front Row</th> <th>Must be able to replace the following at the first time of asking</th> </tr> </thead> <tbody> <tr> <td>15 or less</td> <td>3</td> <td>-</td> </tr> <tr> <td>16, 17 or 18</td> <td>4</td> <td>Either Prop or Hooker</td> </tr> <tr> <td>19, 20, 21 or 22</td> <td>5</td> <td>Either Prop and Hooker</td> </tr> <tr> <td>23</td> <td>6</td> <td>Loose Head Prop, Tight Head Prop and Hooker</td> </tr> </tbody> </table> <p>Unions/match organisers may increase the minimum number of front row players in the squad and may increase the minimum replacement obligations. Where the Union/match organiser has determined squad sizes of 23 and a team is only able to nominate two front row replacements, then that team may nominate only 22 players in their squad.</p> <p>c) c. Prior to the match the team must advise the referee of their front row players and potential front row replacements and only these players may play in the front row when the scrum is contested.</p> <p>d) d. A replacement front row player may start the match in another position.</p> <p>Uncontested scrums Uncontested scrums are the same as normal scrums, except that the teams do not compete for the ball; the team throwing in the ball must win it, and neither team is allowed to push.</p> <p>a) Scrums will become uncontested if either team cannot field a suitably trained front row or if the referee so orders.</p> <p>b) Unions/match organisers may determine whether or not a game may start or continue with uncontested scrums.</p> <p>c) When a front row player leaves the playing area, whether through injury or temporary or permanent suspension, the referee will enquire at that time whether the team can continue with contested scrums. If the referee is informed that the team will not be able to contest the scrum then the referee will order uncontested scrums. If the player returns or another front row player comes on then contested scrums may resume.</p> <p>d) d. In a squad of 23 players, or at the discretion of the Union/match organiser, a player whose departure has caused the referee to order uncontested scrums cannot be replaced.</p>	Squad Size	Minimum number of Front Row	Must be able to replace the following at the first time of asking	15 or less	3	-	16, 17 or 18	4	Either Prop or Hooker	19, 20, 21 or 22	5	Either Prop and Hooker	23	6	Loose Head Prop, Tight Head Prop and Hooker	Law 3.5 is over complicated and repetitious, which makes it difficult to follow and implement.
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		e) e. If they are available, a team must have 3 front row players in the front row at all times. In an uncontested scrum, only when there is no available front row replacement or substitute is any other player permitted to play in the front row. f) f. If as a result of a front row player being temporarily suspended, another player has to be nominated by the team to leave the playing area to enable an available front row player to come on. The nominated player may not return until the period of suspension ends. g) g. If as a result of a front row player being sent off, another player has to be nominated by the team to leave the playing area to enable an available front row player to come on. The nominated player may act as a replacement/substitute.	
3.12 SUBSTITUTED PLAYERS REJOINING THE MATCH	SRU	Add a further bullet to 3.12 If a player is substituted, that player may only return to play when replacing: <ul style="list-style-type: none"> • an injured front row player in accordance with Law 3.5 • a player with a blood injury in accordance with Law 3.10 • a player undertaking a Head Injury Assessment in accordance with Law 3.11. • a player who has been injured as a result of foul play (as verified by the Match Officials) 	1. The replacement of a player injured after foul play should not change the number of authorised replacements available to that team. 2. A team should not be put at a disadvantage with regard to the number of replacements available to them when losing a player to injury that resulted directly from foul play by the opposition. 3. The proposal will avoid the unfair situation (under certain circumstances) where a team has to continue to play with 14 players when losing a player to injury resulting from foul play. 4. The change will prevent a team from in effect losing two players from their squad for the remainder of the match when an injury results from foul play by the opposition. 5. The rationale of replacement of injuries sustained resulting from foul play is aligned with the principles of the current Law for injuries to front row players. 6. Replacements for injuries sustained from foul play can be controlled/managed similar to the current provisions for Blood and HIA injuries, and without the time constraints.
6.C ADDITIONAL PERSONS	FFR	Merge 6.C.2 and 6.C.3 to read:	The objective is to allow injured players to be immediately treated by the medical staff of either team. It is

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		In the case of injury, only the match doctor and/or the non-playing members of the team who are medically trained (only qualified Doctors or Physiotherapists) may enter the playing area while play continues. The other non-playing members of the team may enter the playing area while play continues, provided they have permission from the referee. Otherwise, they enter only when the ball is dead. Such persons must not obstruct, interfere or make any comments to the match officials.	important to distinguish qualified and unqualified medical staff. The degree of authorisation is different. Finally, it does formalise a practice currently under way today.
8.3 (d), (e) and (f) WHEN THE ADVANTAGE LAW IS NOT APPLIED	FFR	Delete: (d) Collapsed scrum. Advantage must not be applied when a scrum collapses. The referee must blow the whistle immediately. (e) becomes (d) Amend: Player lifted in the air. Advantage must not be applied when a player in a scrum is lifted in the air or forced upwards and has no support on the ground out of the scrum. The referee must blow the whistle immediately. (f) becomes (e)	This is to formalise a refereeing practice that is more and more applied. Also, in such circumstances, advantage may be applied if there is no risk for the players' safety.
9.B (e) SEVENS VARIATION	HP7 Mgr	The kicker must take the kick within forty thirty seconds of a try being scored. The kick is disallowed if the kicker does not take the kick in the time allowed.	Bring current practise into Law
10.3 (b) REPEATED INFRINGEMENTS	RFU	Amend Law 10.3. Delete final sentence of Law 10.3(b) (b) Repeated infringements by the team. When different players of the same team repeatedly commit the same offence, the referee must decide whether or not this amounts to repeated infringement. If it does, the referee gives a general warning to the team and if they then repeat the offence, the referee cautions and temporarily suspends the guilty player(s). If a player of that same team then repeats the offence the referee sends off the guilty player(s). Sanction: Penalty kick	The Law overly constrains the options of the referee to manage the situation and does not reflect current practice.
10.2 UNFAIR PLAY	FFR	Add: (d) A player must not commit any act that may lead the match officials to consider that that player was subject to foul play or any other type of infringement committed by an opponent. Sanction: Penalty kick	We can observe today more and more injury simulations which is contrary to the spirit and the values of the Game. Referees must be in a position to sanction such acts appropriately.
12 THROW FORWARD	FFR	Amend: A throw forward occurs when a player throws or passes the ball forward, i.e. if the arms of the player passing the ball move Forward means towards the opposing team's dead ball line.	To make sure the Law is consistent with the TMO guidelines.
19.10 (h) OPTIONS AVAILABLE IN A LINE OUT	Rugby Asia	Blocking the throw-in. A lineout player must not stand less than 5 meters from the touchline. A lineout player must not No player may block the throw-in or prevent the ball from travelling 5 metres.	The diagram on page 132 of the law book is somewhat confusing, because it appears to depict the "player between touch and 5 metres" (referred to in law 19.8 (j)) as the person committing this offence? Such a person is not a "lineout player" (such as those referred to in law 19.8 (h)). The suggested rewording would therefore cover the players referred to in both laws 19.8 (h) and

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			19.8 (j) for the purposes of this Law 19.10 (h).
20.1 (d) FORMING A SCRUM	ARU	Forming a Scrum Proposed Amendment No delay. A team must not intentionally delay forming a scrum. A team must be ready for the referee to call "crouch" within 30 seconds from the time the referee makes the mark for the scrum. Sanction: Free Kick	<ul style="list-style-type: none"> • Reduce the time wasting prevalent when teams mill around the mark delaying formation, or are taking their time binding up together. • Referee can still call time out to manage delays for genuine injuries. • Potential ability to move scrum location if nearby injury is minor. • Trialled successfully in ARU NRC competition.
20.11 (b) SCRUM WHEELED	FIR	Proposed Amendment: "20.11(b) This new scrum is formed at the place where the previous scrum ended. The ball is thrown in by the team not in possession at the time of the stoppage. If neither team win possession, The ball is thrown in by the team that previously threw it in. "	To discourage a team not throwing in to "legally" wheel the scrum. This amendment should provide more stability and foster player's safety. Moreover, in the same spirit, we should reinforce the applications of the following law which is now not applied: 20.4 (f) When a scrum becomes stationary and does not start moving immediately, the ball must emerge immediately. If it does not a further scrum will be ordered. The ball is thrown in by the team not in possession at the time of the stoppage.
20.12 (c) OFFSIDE AT THE SCRUM	ARU	When a team has won the ball in a scrum, the scrum half of the opposing team is offside if that scrum half steps in front of the ball with either foot while the ball is still in the scrum. This scrum-half may not move into the space between the flanker and No. 8 when following the ball through the scrum.	<ul style="list-style-type: none"> • Assists with more continuous play and better ball distribution at scrum time. • Still allows for dominant scrum and halfback to exert pressure. • Opportunity also exists for World Rugby to clarify Law 20.10 (c) "If the hindmost player unbinds from the scrum with the ball at that player's feet and picks up the ball, the scrum ends." Is the scrum over as soon as the player unbinds, or as soon as the player picks up the ball? The former is how it is often refereed, but the latter would allow for much cleaner play in this phase of the game.

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20.1 (f) FORMING A SCRUM	FFR	Amend: Front rows coming together. First, the referee marks with a foot the place where the scrum is to be formed. Before the two front rows come together they must be standing not more than an arm's length apart. The ball is in the scrum half's hands, ready to be thrown in. The front rows must crouch so that when they meet, each player's head and shoulders are no lower than the hips. The front rows must interlock ear against ear so that no player's head is next to the head of a team-mate. Sanction: Free Kick	Player safety in front row.
20.10 (d) ENDING THE SCRUM	SARU	New clause 20.10(d) When the attacking team has the ball at Number 8's feet, and is trying to get the shove on, but not obtaining any go-forward, the referee will call "use-it" once the ball has been at 8's feet for a reasonable amount of time to permit the work towards a shove. (3-5 seconds). The attacking team must then use the ball immediately.	The proposal will still give teams a fair chance for creating go-forward but it will prevent situations where perfectly good contests become reset scrums.
21.2 (a) WHERE PENALTY AND FREE KICKS ARE TAKEN	IRFU	The kicker must take the penalty or free kick at the mark or anywhere behind it on a line through the mark. If the place for a penalty or free kick is within 5 metres of the opponent's goal line, the mark for the kick is 5 metres from the goal line, opposite the place of infringement.	To bring consistency of penalty and free kick awards to both attacking and defending teams.