

LRG & RYC RECOMMENDATIONS - APPROVED BY EXCO FOR COUNCIL NOTING

RECOMMENDED TO TRIAL

| Law Reference | Union | Proposed Trial | Justification from Union |
|---|--------------|---|--|
| 3.5 (h) FRONT ROW – REPLACEMENTS AND SUBSTITUTIONS | FIR | If, because of a sending off or injury, a team cannot provide enough suitably trained front row players, the match continues with uncontested scrums. In this case the scrums have to be played with 8 players. | To discourage a team to go to uncontested scrums. In fact, playing with 14 players and 8 players in the scrum should give the opponents more space for the backs and extra attacking options. |
| 5.7 (e) OTHER TIME REGULATIONS | ARU | If time expires and a mark, free kick or penalty kick is then awarded, the referee allows play to continue. If time expires and a player then kicks to touch from a penalty kick anywhere in the playing area, the referee allows the throw-in to be taken, and play continues until the next time that the ball becomes dead. | Current Law when time expires denies a non-offending team all the options they are normally entitled to at a Penalty Kick. <ul style="list-style-type: none"> • Current Law provides reduced consequences for infringing after time expires compared to the rest of the game. • This proposal eliminates a negative tactic that can and does spoil the finish to close matches and instead provides a fair and appropriate conclusion. • Trialed successfully in ARU NRC competition. • If the team receiving the penalty wants to finish the half, they simply take 'tap' the ball first before kicking into touch. |
| 8.1 (a) ADVANTAGE IN PRACTISE | IRFU | 8.1 "(a)" Add sentence (italics):(a) The referee is the sole judge of when a team has gained an advantage. The referee has wide discretion when making decisions. <i>The referee may consult with the team captain in deciding which the greater advantage to his team is.</i> The rationale can best be outlined by an example. Reds v Blacks. Red attack on Black 22, 5 metres from touch. Referee plays advantage to Red. Play moves to mid-field/some forward progress. Black infringe again, no advantage possible, referee awards PK. Depending on the score/time, the most advantageous position for the PK may be at place of first infringement (kick to touch and line-out) OR at the place of the second infringement (kick at goal.) It seems reasonable and positive for the referee to consult with the captain in such instances. | To introduce into law what has become common practice. |
| 9.A.1 POINTS VALUES | UAR | Try: 6 points Penalty try: 6 points Conversion: 2 point Penalty Goal: 2 points Dropped Goal: 2 points | Reward the continuity of the game and the score of tries over Penalty Goals. |

| Law Reference | Union | Proposed Trial | Justification from Union |
|--|----------|--|---|
| 9.A.1 POINTS VALUES | FFR | Penalty Try. If a player would probably have scored a try but for foul play by an opponent, a penalty try is awarded. The conversion kick shall not be taken after a penalty try is awarded. Value= 7 points. FFR happy to tie into UAR proposal thus Penalty Try = 8 points | Not only does this save time because the conversion is a formality in such situations but it also seems logical for a penalty try to reward the non-offending team with a straight 7 points. |
| 13.3, 13.7, 13.8 and 13.9 KICK OFF AND RESTARTS | WRU & RC | Adopt the Seven-a-side Variations for Kick off sanctions i.e. Free kick at the centre of the halfway line. The scrum alternative (Law 21.4a) option is not available at this free kick. | To eliminate poor kick-offs, to increase the time that the ball is in play, to eliminate delays that are caused by scrums, to promote enjoyment for participants and to promote entertainment for spectators. On average between 3/5minutes are wasted during the game when the current options are taken. i.e. time consumption from option being taken then formation of scrum on half way line. |
| 17.6 (d) and (e) UNSUCCESSFUL END TO A MAUL | UAR | Replace both sections with the following section: A maul must start moving forward within 5 seconds it was started. If it does not do that and if the referee can see the ball, a reasonable time is allowed for the ball to emerge but the maul is ended. If it does not emerge within a reasonable time, a scrum is ordered. | Avoid the ball out of vision for a long time. The image of a ball carrier player behind the other five or six players is certainly negative for a contact sport as it clearly impedes the contest. |
| 19 TOUCH | RFU | <p>a) Clarify the existing Law definition at the front of the Law book so that a player who is attempting to bring the ball under control is deemed to be in possession of the ball. This is existing practice and means that a player does not have to be in contact with the ball at the moment the player touches the touchline for the ball to be in touch. This clarification makes it easier for the match officials to judge whether or not the ball is in touch if the player is “juggling” with it in an attempt to bring it under control.</p> <p>b) Permit a player to jump from the playing area and return a ball to play that has reached the plane of touch provided the player does so before he or she lands in touch.</p> <p>c) Permit a ball carrier whose momentum takes him or her over the touchline, to return the ball to play provided that neither the player nor the ball lands in touch before the ball is released.</p> <p>d) Change the Law so that a player who is in touch who catches or picks up a ball that has not reached the plane of touch is deemed to have taken the ball into touch.</p> <p>e) There is no proposal to change the existing Law that permits a player, who is in touch, from playing a ball that has not reached the plane of touch providing that the player does not take possession of the ball whilst the player is in touch.</p> <p>f) The RFU believes that the above changes can be effected simply by changing the definitions (see following sheet for suggested amendments to the definitions)</p> <p>SEE PROPOSED CHANGES TO DEFINITIONS AND CONSISTENCY CHANGES</p> | <p>i. Simplify the Law relating to touch for officials, players, coaches and spectators. Who has taken the ball into touch is determined by who last had possession or played the ball before the ball went into touch.</p> <p>ii. Effectively increase the size of the playing area. A ball can be returned to the playing area by a player jumping from the playing area provided that neither the ball nor the player has touched the ground on or beyond the touchline.</p> <p>iii. Increases the ball in play time: Makes it disadvantageous for a player in touch to pick up or catch a ball that has not reached the plane of touch and thus encourages them to play the ball.</p> <p>iv. Make the game easier to officiate. The match officials only have to determine whether the ball had reached the plane of touch and who was the last player to play the ball before it did so.</p> <p>v. Maintain or increase the number of tries scored. By keeping the ball in play longer more tries are likely to be scored.</p> <p>vi. Aid consistency at all levels of the game and in all parts of the World There is currently inconsistency and lack of understanding around the current touch law.</p> |

| Law Reference | Union | Proposed Trial | Justification from Union |
|---|-------|---|--|
| 20.1 (g) FORMING A SCRUM | IRFU | <p>Proposal for Trial</p> <ul style="list-style-type: none"> • The referee will call “crouch” and then “bind”. • In the “crouch” position the front rows will be shoulder to shoulder with their opponents (having passively engaged) stable and supporting their own weight without pushing. • On the “bind” call the props will position their arms in the correct ‘bind’ position. [The correct ‘bind’ is as outlined in current Law 20.1 (g)] • the front rows (+ back 5 players) will tighten binds and set themselves for the throw-in. • The ball is then thrown-in without delay, Law 20.5. | <ol style="list-style-type: none"> 1. The current engagement process is causing significant problems in the Game, and the percentage of successful completions is unacceptably low. 2. The throwing-in team are disadvantaged, as the opponents 8-man shove (power + weight) is coming through prior to the throw-in. 3. We believe that a trial, as outlined above, would enable a very interesting evaluation. <p>Primary Objectives:</p> <ul style="list-style-type: none"> • To ensure the required stability with no ‘hit and/or chase’ and to comply with Law 20.7 (a): “Play in the scrum begins when the ball leaves the hands of the scrum half”. • To enable the hooker of the throwing-in team to set and strike for the ball. • To allow teams who wish to play off the scrum to do so. • To assist referee decision/sanction accuracy. |
| 20.5 THROWING THE BALL INTO THE SCRUM | IRFU | <p>The rationale is that the scrum-half (No.9) may receive a signal from his hooker (No.2) that the hooker is ready. This may encourage the No.2 to prepare to strike for the ball. The proposal is intended to give the advantage to the team throwing-in the ball. The scrum must be stable prior to feed, and the ball fed without delay in accordance with current Law.</p> | <p>See 150210 LW Law Amendment Union Responses with Outcomes Proposal 76 SSG vote was 5:1 in favour of this proposal but there was good debate</p> |
| 20.6 (d) HOW THE SCRUM HALF THROWS THE BALL INTO THE SCRUM | SARU | <p>The scrum half must throw in the ball straight along the middle line, so that it first touches the ground immediately beyond the width of the nearer prop’s shoulders. Sanction: Free Kick <u>Amendment</u> The scrum half must throw the ball in straight, but is allowed to align his shoulder on the middle line of the scrum, therefore allowing him to stand a shoulder width towards his side of the middle line. <u>Justification for proposal/amendment:</u> A scrum is a reward after an opposition error, but why should it be a position of risk and danger for the hooker to get his strike foot down the middle of the channel, where it is a mechanical challenge for him in the modern day scrum. This amendment will give the attacking side enough protection for 1)hooker safety and 2) preventing the opposition strike. The opposition would now have to get a good shove on to contest the ball, which would be fair and wanted in terms of a good contest.</p> | <p>This was originally agreed to be processed as a Law Application Guideline but under the Chairman’s discretion was not deemed appropriate prior to RWC. This is now resubmitted for consideration as a trial or minor amendment.</p> |
| 20.11 SCRUM WHEELED | LRG | <p>Apply Under 19 Law re: Wheeling No Wheeling: A team must not intentionally wheel a scrum. Sanction: Penalty Kick</p> | <p>LRG viewed wheeling as a negative issue which generally resulted in scrum resets and time wasting.</p> |

| Law Reference | Union | Proposed Trial | Justification from Union |
|---|-------|---|--|
| | | If a wheel reaches 45 degrees, the referee must stop play. If the wheel is unintentional, the referee orders another scrum at the place where the scrum is stopped. The same team throws the ball in. | |
| 22.13 ATTACKING INFRINGEMENT WITH SCRUM SANCTION | SRU | Change current Law to: If an attacking player commits an infringement in the in-goal area which would have resulted in a scrum had it occurred within the Field of Play, and a defending player has made the ball dead or it has gone into touch-in-goal or on or over the dead ball line, play is restarted with either a 5 metre scrum and the defending team throws the ball in OR a 5 metre line drop out. | <ol style="list-style-type: none"> 1. To align the restart, after an opposition player infringed in the in-goal, with the other in-goal decisions when play restarts with a 22-metre drop out. 2. The current defending 5-metre scrum decision maintains the pressure on the defending team for an infringement by the opposition in the in-goal. This option will remain for teams with a dominant scrum. 3. The 5 metre Line drop out provides a fair opportunity for the defending team to clear the ball from their goal line area without added pressure unfairly created by the Law. 4. Under current Law the attacking team (which infringed) is given an opportunity to contest an opposition scrum in a very advantageous position on the field with nothing to lose and all to gain from it. 5. The 5 metre Line drop-out presents a restart which brings opportunities for creative play, innovative thinking and entertainment as opposed to a 5-metre defensive scrum restart. 6. The 5 metre Line drop-out will immediately involve all the players and will demand a variety of skills and awareness from both teams. |
| 22.16 INFRINGEMENTS IN GOAL | SRU | <p>AMEND THE SECOND PARAGRAPH TO READ: A knock on or a throw forward by the defending team in the in-goal results in a 5-metre scrum opposite the place of infringement and the attacking team throws the ball in</p> <p>ADD A THIRD PARAGRAPH: A knock on or a throw forward by the attacking team in the in-goal results in either a 5 metre scrum and the defending team throws the ball in or a 5 metre line drop out.</p> <p>SEE CONSEQUENTIAL CHANGES TO LAW 13</p> | |

ADDITIONAL INFORMATION/ CONSEQUENTIAL CHANGES

Law 19

Proposed changes to definitions

| | CURRENT DEFINITIONS | PROPOSED NEW DEFINITIONS | RATIONALE |
|--|---|--|--|
| Definition at Front of Law Book Possession | This happens when a player carrying the ball or the team has the ball in its control; for example the ball in one half of a scrum or ruck is in that team's possession. | This happens when a player is carrying the ball (or attempting to bring it under control) or the team has the ball in its control; for example the ball in one half of a scrum or ruck is in that team's possession. | Clarifies that when a player is juggling with the ball in an attempt to bring it under control he is in possession and if he puts his foot into touch, the ball is in touch. |
| Law 19 Definition 6 | The ball is in touch if a player catches the ball and that player has a foot on the touchline or the ground beyond the touchline. If a player has one foot in the | The ball is in touch if a player catches the ball and that player has a foot on the touchline or the ground beyond the touchline. If the ball had not reached the touchline when the player | Change encourages the catcher to keep the ball in play. |

| | | | |
|---------------------|---|---|---|
| | field of play and one foot in touch and holds the ball, the ball is in touch. | catches it, the player has taken the ball into touch. | |
| Law 19 Definition 8 | If a player jumps and catches the ball, both feet must land in the playing area, otherwise the ball is in touch or touch-in-goal. | <p>If a player jumps and catches a ball that has reached the plane of touch both feet must land in the playing area, otherwise the ball is in touch. If the player does not land in the playing area the player has NOT taken the ball into touch.</p> <p>If a player jumps and catches a ball that has not reached the plane of touch both feet must land in the playing area, otherwise the ball is in touch. If the player does not land in the playing area the player has taken the ball into touch.</p> <p>If a player jumps from the playing area and plays a ball that has reached the plane of touch the ball is not in touch if the ball lands within the playing area. If the ball does not land in the playing area the player has taken the ball into touch.</p> <p>If a player, who has either or both feet on or beyond the touchline, picks up a ball in the playing area then the ball is in touch and the player picking it up has taken the ball into touch.</p> | <p>Clarifies the Law and makes decision making easier for the Assistant Referee</p> <p>Permits a player to return a ball to the playing area thus extending ball in play time.</p> <p>Deters a player who is in touch from catching or picking up a ball that has not reached the touchline thus encouraging the receiving player to keep the ball in play and extending ball in play time.</p> |

Law 19 - Additional changes for consistency

| | CURRENT LAW | PROPOSED LAW | RATIONALE |
|-------------------------------|---|---|---|
| Law 18 Definitions | To make a mark a player must be on or behind that player's 22-metre line. A player with one foot on the 22-metre line or behind it is considered to be "in the 22". | To make a mark a player must have one or both feet on or behind that player's 22-metre line and catch a ball that has reached the plane of the 22-metre line. | Consistency with the new touch definitions. |
| Law 19.1(c) No Gain in Ground | If a player, with one or both feet inside the 22-metre line, picks up the ball which was stationary outside the 22-metre line, and kicks it directly into touch, then the player has taken the ball back inside the 22-metre line, so there is no gain in ground. | If a player, with one or both feet on or behind the 22-metre line, picks up the ball, which was outside the 22, or catches the ball in front of the 22-metre line and kicks it directly into touch from within the 22, then that player has taken the ball back inside the 22, so there is no gain in ground. | Consistency with the new touch definitions. |
| 19.1(e) Gain in Ground | If a player, with one or both feet inside the 22-metre line, picks up the ball which was in motion outside the 22- | Delete 19.1(e) and re-letter subsequent paragraphs accordingly. | Consistency with the new touch definitions. |

| | | | |
|--------------------------------------|---|---|--|
| | metre line, and kicks it directly into touch from within the 22-metre area, the throw-in is where the ball went into touch. | | |
| Law 22.9 Defending Player in In-goal | 22.9(b) If a player with one or both feet on or behind the goal line, picks up the ball, which was stationary within the field of play, that player has picked up the ball in the field of play and thereby that player has taken the ball into in-goal. | 22.9(b) If a player with one or both feet on or behind the goal line, picks up the ball from within the field of play, or catches the ball in front of the goal line, that player has taken possession of the ball in the field of play. | Consistency with the new touch definitions |
| | 22.9(c) If a player with one or both feet on or behind the goal line, picks up the ball, which was in motion within the field of play, that player has picked up the ball within in-goal. | Delete 22.9(c) and re-letter subsequent paragraphs accordingly. | Consistency with the new touch definitions |
| | 22.9(d) If a player with one or both feet on or behind the dead ball line, picks up the ball, which was stationary within in-goal, that player deemed (sic) has picked up the ball in in-goal and thereby that player has made the ball dead. | 22.9(d) If a player with one or both feet on or behind the dead ball line, picks up or catches a ball that has not reached the dead ball line, or touch-in-goal line, that player is deemed to have made the ball dead. | Consistency with the new touch definitions |
| | 22.9(e) If a player with one or both feet on or behind the dead ball line, picks up the ball, which was in motion within in-goal, that player has picked up the ball outside the playing area. | Delete 22.9(e) | Law no longer required |

Law 13 – Consequential changes from addition of goal line drop out option

“13.18 5 METRE LINE DROP-OUT: DEFINITIONS

A 5 metre line drop-out is a drop kick taken by the defending team. The 5 metre line drop-out may be taken anywhere on or behind the 5 metre line. A 5 metre line drop-out is used to restart play after an attacking player commits an infringement in the in-goal area, for which the sanction is a scrum, and a defending player has made the ball dead or it has gone into touch-in-goal or on or over the dead ball line.

13.19 DELAY IN 5 METRE LINE DROP-OUT

The 5 metre line drop-out must be taken without delay.

Sanction: Free Kick in the centre of the goal post 5 metres from the goal line.

13.20 5 METRE LINE DROP-OUT INCORRECTLY TAKEN

If the ball is kicked with the wrong type of kick, or from the wrong place, the opposing team has two choices:

- To have another 5 metre line drop-out, or
- To have a scrum in the centre of the goal post 5 metres from the goal line. They throw in the ball.

13.21 5 METRE LINE DROP-OUT MUST CROSS THE 5 METRE LINE

(a) If the ball does not cross the 5 metre line, the opposing team has two choices:

- To have another 5 metre line drop-out, or
- To have a scrum in the centre of the goal post 5 metres from the goal line. They throw in the ball.

(b) If the ball crosses the 5 metre line but is blown back, play continues.

(c) If the ball does not cross the 5 metre line, advantage may apply. An opponent who plays the ball can score a try.

13.22 5 METRE LINE DROP-OUT GOES DIRECTLY INTO TOUCH

The ball must land in the field of play. If it is kicked directly into touch, the opposing team has three choices:

- To have another 5 metre line drop-out, or
- To have a scrum, in the centre of the goal post 5 metres from the goal line and they throw in the ball, or
- To accept the kick. If they accept the kick, the line out is formed 5 metres from the goal line, and they throw in the ball.

13.23 5 METRE LINE DROP-OUT GOES INTO THE OPPONENTS' IN-GOAL

(a) If the ball is kicked into the opponents' in-goal without having touched or been touched by a player, the opposing team has three choices:

- To ground the ball, or
- To make it dead, or
- To play on.

(b) If the opposing team grounds the ball, or makes it dead, or if the ball becomes dead by going into touch-in-goal or on or over the dead ball line, they have two choices:

- To have a scrum formed at the centre of the goal post 5 metres from the goal line and they throw in the ball, or
- To have the other team 5 metre line drop-out again.

(c) If they opt to ground the ball or make it dead, they must do so without delay. Any other action with the ball by a defending player means the player has elected to play on.

13.24 THE KICKER'S TEAM

(a) All the kicker's team must be behind the ball when it is kicked. If not, a scrum is formed at the centre of the goal post 5 metres from the goal line. The opposing team throws in the ball.

(b) However, if the kick is taken so quickly that players of the kicker's team who are retiring are still in front of the ball, they will not be penalised. They must not stop retiring until they have been made onside by an action of a team-mate. They must not take part in the game until they have been made onside in this way.

Sanction: Scrum at the centre of the goal post 5 metres from the goal line. The opposing team throws in the ball.

13.25 THE OPPOSING TEAM

(a) The opposing team must not charge over the goal line before the ball is kicked.

Sanction: Free Kick at the place of infringement 5 metres from the goal line.

(b) If an opponent is in the in goal and delays or obstructs the goal line drop-out, the player is guilty of misconduct.

Sanction: Penalty Kick at the place of infringement 5 metres from the goal line.