



**Law Amendments as a Result of Rulings of the Designated Members
Agreed at the Special Meeting of Council, December 2009**

Agreed Law Amendments as a Result of Rulings of the Designated Members

<p>Ruling 1 2009-06-09 The RFU requested a Ruling Ruling Required Team A moves the ball from right to left when the final pass to a colleague close to the touchline is knocked on with the ball crossing the touchline. The non offending side immediately take a quick throw. Please can you confirm the following two options can take place:</p> <ol style="list-style-type: none"> 1. Can a quick throw take place by the non offending team? 2. Has the non offending side the option of a throw in from the touch or scrum as a means of restarting the match? 	
Ruling of the Designated Members	Law Amendment
<ol style="list-style-type: none"> 1. The Designated Members confirm that the quick throw cannot be taken as advantage cannot be played after the ball is dead. The Definition of <i>dead</i> on page (viii) of the IRB Law Book 2008 is <i>The ball is out of play.</i> 2. The referee will award a scrum at the place of infringement in accordance with Law 12.1 (a). 	<p>Add a new 8.3 (f) (f) After the ball has been made dead. Advantage cannot be played after the ball has been made dead.</p>

<p>Ruling 2 2009 Law 22 – In goal. SARU requested a Ruling Simultaneous grounding the ball in in-goal whilst making contact with the touch-in-goal line or dead ball line. A player carrying the ball attempts to score a try. In the process of grounding the ball in the in-goal according to the law, he simultaneously (at exactly the same time) touches the touch-in-goal line with an arm, leg or any part of his body.</p> <p>Questions from above:</p> <ol style="list-style-type: none"> 1. Is a try scored? 2. Is the player in touch-in-goal? 3. Is an attacking scrum 5m from the goal line awarded. 	
Ruling of the Designated Members	Law Amendment
<p>The player has touched the touch-in-goal line in possession of the ball and therefore the Referee will award a 22 metre drop out to the defending team.</p>	<p>Amend Law 22.3 Apply letter (a) to the first paragraph</p> <p>Add new Law 22.3 (b)</p> <p>When an attacking player who has possession of the ball grounds the ball in in-goal and simultaneously contacts the touch-in-goal line or the dead-ball-line (or anywhere beyond) a 22 drop out shall be awarded to the defending team.</p>

Ruling 3 2009

The FFR requested a Ruling

Law 5 - Time

Law 5.4 stipulates that “time-keeping may be delegated to an official responsible for time keeping”.

Law 5.7 (e) stipulates that “if time expires and the ball is not dead or a scrum or lineout has been awarded, the referee allows play to continue **until the next time that the ball becomes dead.**”

The ball is dead “when it has gone outside the playing area, or **when the referee has blown the whistle for a stoppage**, or when a conversion kick has been taken.”

Law 20.4 (g) sets out that “if a scrum collapses or lifts up in the air without penalty a further scrum will be ordered and the team who originally threw in the ball will throw the ball in again.”

Situation 1

Following these provisions, the FFR would like a ruling from the Designated Members with regards to the situation as described below:

1. The referee awards a scrum for Team A.
2. After blowing the whistle for this scrum and setting it up, there is the siren indicating the end of the match (real playing time).
3. The referee allows for this scrum to be played.
4. The ball is put in then the scrum collapses without any penalty from either team.
5. The referee blows the whistle.

The “**technical**” **decision** to be made would be to award a new scrum.

Question:

Does the referee have to have this scrum played or does he have to blow for the end of the match?

For an “identical” situation for a lineout in the facts chronology, the FFR would like the following ruling:

Situation 2

1. The ball is kicked in touch by Team A.
2. After the lineout has been formed, there is the siren indicating the end of the match (real playing time).
3. The referee allows for this lineout to be played.
4. The Team B thrower does not throw the ball straight.
5. The referee blows the whistle.

The “**technical**” **decision** to be made would be to give the choice to Team A between a new lineout or a scrum.

Question 2: Does the referee have to give the choice to the opposing team (lineout to be redone or scrum) or does he have to blow for the end of the match?

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Ruling of the Designated Members	Law Amendment
<p>Ruling 3 2009 continued Law 5 Time Situation 1 Despite the Referee being able to delegate responsibility for time keeping the referee is still the sole judge of fact and Law and the game ends with the referee's whistle.</p> <p>The scrum has been set in playing time and collapses. The referee is obliged to blow the whistle in accordance with Law 6.A.8 (g). The original scrum has not been completed and has had to be reformed in accordance with Law 20.4 (g) and therefore the match would continue and end at the next stoppage of play in accordance with Law 5.7(e).</p> <p>Situation 2 The referee ends the match as there has been an offence that ensures that the ball is dead after the lineout has been completed and therefore the match ends in accordance with Law 5.7 (e).</p>	<p>(e) If time expires and the ball is not dead, or an awarded scrum or lineout has not been completed the referee allows play to continue until the next time that the ball becomes dead. The ball becomes dead when the referee would have awarded a scrum, lineout, an option to a non infringing team, drop out or after a conversion or successful penalty kick at goal. If a scrum has to be reset the scrum has not been completed. If time expires and a mark, free kick or penalty kick is then awarded, the referee allows play to continue.</p>

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Ruling 4 2009
NZRU and ARU requested a Ruling
Law 15 and 16
 Law 15 6 (b) states:
 After a tackle any players on their feet may attempt to gain possession by taking the ball from the ball carriers possession.
 Law 16.1 (b) states:
How can a ruck form? Players are on their feet. At least one player must be in physical contact with an opponent. The ball is on the ground.
 Law 16.4 (b) states:
 (b) Players must not handle the ball in a ruck.
 When a player has complied with Law 15 6 (b), is on his feet and playing the ball after a tackle and is then joined by an opposition player on his feet so that the situation outlined in 16 1 (b) occurs, can the player who has complied with Law 15 6 (b) continue to play the ball with his hands or at what point does he have to release the ball?
 This does not appear to be covered by Law.

Ruling of the Designated Members	Law Amendment
<p>Law 16 Ruck Law 16.1 refers to a player from each side in physical contact over the ball and implies that the ball is not in the possession of any player.</p> <p>Providing a player from either side on their feet after a tackle comply with all aspects of Law 15 and have the ball in their hands prior to contact with an opposition player on his feet those players may continue with possession of the ball even if a player from the opposition makes contact with those players in possession of the ball.</p> <p>Any other players joining the two players contesting the ball must not handle the ball in accordance with Law 16.4 (b). If the ball is not in possession of any player after a tackle and a ruck is formed players may not use their hands in accordance with Law 16.4 (b).</p>	<p>Amend Law 16.4 (b) (b) Players must not handle the ball in a ruck except after a tackle if they are on their feet and have their hands on the ball before the ruck is formed. Penalty: Penalty Kick</p>

Ruling 5 2009

The RFU requested a Ruling

LAW 3.12 SUBSTITUED PLAYERS REJOINING THE MATCH

Early in a match Team A replace their Tight Head Prop, due to injury, with their nominated prop forward replacement.

Late in the match, the replacement prop forward collects a serious injury forcing him to leave the field. Team A, having used all their nominated substitutes, continue to play with 14 players. When the first scrum after the injured prop leaves the field is awarded, and after consulting with the Captain of Team A, who confirms his side cannot replace their injured prop with a suitably trained and experienced prop forward, the referee orders uncontested scrums.

At this stage, Team A seek permission from the match officials for their substituted hooker to rejoin the match in an attempt to bring their playing numbers back to 15. The match officials refuse to allow the player to rejoin the match, which concludes with uncontested scrums and Team A playing with 14 players.

Were the officials correct in not permitting Team A the opportunity to bring their playing numbers up to 15?

Ruling of the Designated Members	Law Amendment
<p>In this situation the team has used all its permitted replacements/substitutes.</p> <p>The purpose of Law 3.12 was to allow a player who has been substituted to return to the front row (in the event of an injury requiring a replacement front row player) to enable the game to continue with contested scrums.</p> <p>In the situation described, uncontested scrums had been ordered and the team had utilised all its permitted replacements and substitutes and therefore the injured front row player should not be replaced.</p> <p>Additionally, if uncontested scrums have been ordered and there is an injury to a front row player which requires that player to be replaced and there is a front row player available to replace that player then the front row player replacement must be used rather than players other than front row replacements.</p>	<p>Amend Law 3.12 to read</p> <p>3.12 SUBSTITUED PLAYERS REJOINING THE MATCH</p> <p>(a) If a player is substituted, that player must not return and play in that match even to replace an injured player.</p> <p>Exception 1: a substituted player may replace a player with an open or bleeding wound.</p> <p>Exception 2: a substituted player may replace a front row player when injured, temporarily suspended or sent off unless the referee has ordered uncontested scrums prior to the event which led to the front row player leaving the field of play and the team has used all the permitted replacements and substitutions.</p> <p>(b) If uncontested scrums have been ordered and there is an injury to a front row player which requires that player to be replaced and there is a front row player available to replace that player then the front row player replacement must be used rather than players other than front row replacements.</p>

<p>Ruling 6 2009 The ARU requested a Ruling Under 19 Variations – Law 20 1 (f)</p> <p>The Australian Rugby Union (ARU) seeks a ruling in respect of the following matters relating to the Under 19 Variations to Law 20.1(f):</p> <ol style="list-style-type: none"> 1. The U19 Law Variation refers to a team having fewer than eight players in its scrum when “...the team cannot field a complete team, or a player sent off for Foul Play, or a player leaves the field because of injury.” Does this Law Variation also apply if a player is cautioned and temporarily suspended (yellow card)? 2. The U19 law Variation refers to both teams using reduced numbers of players in the scrum formation if “...a team is incomplete...” because it is without one, two or three players. No distinction is made between forward players and back players. If a No. 15 is sent off early in a match, must both teams play with seven players in the scrum, even though both teams still have eight players suitably trained and capable of playing in the scrum? 3. If a team cannot field a complete team because it is short one or more forward player, but that team is able to provide form the available players suitably trained players to contest scrums, may the game proceed/continue with eight player scrums per team? 	
<p>Ruling of the Designated Members</p>	<p>Law Amendment</p>
<p>The complete team is a reference to having eight players who can play in the scrum. 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.</p> <p>If any player in the other than a forward has to leave the field for any reason and cannot be replaced there will be no reduction in the players playing in the scrum.</p>	<p>Amend Under 19 Variation 20.1 (f) to read:</p> <p>Exception: A team must have fewer than eight players in its scrum when the team cannot field eight suitably trained players in its scrum due to either the team not fielding a complete team, or a forward player being sent off or temporarily suspended for Foul Play, or a forward player leaving the field because of injury.</p> <p>Even allowing for this exception, each team must always have at least five players in a scrum.</p>

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	<p>If a team is incomplete and it cannot field eight suitably trained players in its scrum, the scrum formation must be as follows:</p> <p>If a team is without one forward player, then both teams must use a 3-4 formation (i.e. no No. 8)</p> <p>If a team is without two forward players, then both teams must use a 3-2-1 formation (i.e. no flankers).</p> <p>If a team is without three forward players, then both teams must use a 3-2 formation (i.e. only front rows and locks)...</p>
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Ruling 7 2009

Request for a Ruling from the Designated Members from USA Rugby

The request for a Ruling arises from the way that players are required to join a ruck which appears to be covered by a number of sections in the Law Book and in particular:

Law 16.2 (b)

A player joining a ruck must bind onto the ruck with at least one arm around the body of a team-mate using the whole arm.

Law 10 4 (j)

Players must not charge into a ruck or maul without binding onto a player in the ruck or maul.

This leads to the following questions:

1. Does a player joining a ruck have to bind on a team-mate?
2. Can a player joining a ruck bind on to an opposition player?
3. Does the contact with the arm have to precede contact with any other part of the body?
4. Does the contact with the arm have to be simultaneous with contact with any other part of the body?
5. Can contact with the shoulder precede contact with the binding arm?

Ruling of the Designated Members	Law Amendment
<p>The Designated Members in reviewing the Request for Ruling also had in mind Law 10 4 (g) Dangerous Charging. A player must not charge or knock down an opponent without trying to grasp that player.</p> <p>The grasping of a player on contact in open play and binding on contact at rucks and mauls is designed to protect players on impact. Bearing this in mind the Designated Members have ruled:</p> <ol style="list-style-type: none"> 1. If a team-mate is the hindmost player in the ruck then a player must bind onto that player in accordance with Law 16.5 (c) – Offside at the ruck. 2. It is recognised in a dynamic game that rucks are not perfectly formed and therefore to comply with Law 16.5 - Offside at the ruck, contact may have to occur with an opposition player. This contact would require a bind to take place in accordance 	<p>Amend Law 10 4 (f) by removing the words “or charge into” so that it reads: Playing an opponent without the ball. Except in a scrum, ruck or maul, a player must not hold, push or obstruct an opponent not carrying the ball.</p> <p>Add new Law 10 4(h) A player must not charge into a ruck or maul. Charging includes any contact made without use of the arms, or without grasping a player.</p> <p>Re-letter (h) to (m) as (i) to (n)</p> <p>Amend 16.2 (b) to read: A player joining a ruck must bind on a team-mate or an opponent, using the whole arm. The bind must either precede, or be</p>

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<p>with Law 10.4 (j)</p> <p>3. In answer to questions 3, 4 and 5 the bind onto another player when joining the ruck must either precede or be simultaneous with contact with any other part of the body including the shoulder of the joining player.</p>	<p>simultaneous with contact with any other part of the body of the player joining the ruck.</p> <p>Amend Law 16.5 (c) to read: A player joining a ruck must do so from behind the foot of the hindmost team-mate in the ruck. A player may join alongside this hindmost player. If a player joins the ruck from the opponents' side, or in front of the hindmost team-mate, the player is offside. A player may bind onto an opposition player providing the joining player is not otherwise offside.</p>
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2009 Law Book Review amendments agreed by Council at a Special Meeting December 1 2009

Law Reference	Amendment	Reason
Throughout Law Book	When detailing punitive measures replace the word 'Penalty:' with 'Sanction:'.	So as to avoid confusion between the word 'Penalty' and a penalty kick, which may or may not be the punitive measure being applied.
Definitions "A"	Add: Assistant referee: Law 6 - Match Officials	New term needs definition
Definitions "G"	Under definition of "Goal" amend "cross bar" to "crossbar"	Consistency
Definitions "N"	Amend definition of "Near" to read simply "Within one metre."	This term applies to Laws other than just 14 so it is not logical to limit its definition to that Law.
Definitions "O"	Amend "Offside in open play" to just "Offside"	Because Law 11 is entitled "Offside and onside in General Play" this avoids confusion between the terms "open play" and "general play"
Definitions "S"	Add: Sanction: The punitive action taken by the referee against an infringing player or team.	
1.3 (c) (iii)	Amend "center" to "centre"	The Law book standardises on UK English
1.4 Goal posts	Amend "Total height exceeding 3.4m" to "Minimum height 3.4m"	It is not true to say that the height of the goal posts must

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diagram (page 25)		exceed 3.4m; in fact if the posts are exactly 3.4m high this is perfectly legal
3.1	Add "during play." to the end of this clause	Clarification
3.3	In the exception, amend "seven-a-side variations" to "Seven-a-side Variations" (i.e. correct capitalisation)	Correction
3.5 (a)	After "players" insert "available"	Improves clarity
3.7	Amend first sentence to, "A player may be permanently replaced if injured."	Consistency with surrounding language
3.10 (d)	Amend "If a temporary replacement" with "If the temporary replacement"	Consistency with surrounding language
3.11 (c)	Amend start to "If a player rejoins or a replacement/substitute joins"	The sanction given also applies to substitutes though this is not currently defined to be the case
3.13 (e)	Transfer to Definitions section under U: Uncontested scrum: An uncontested scrum is the same as a normal scrum, 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.	This is a section of Law relating to number of players and not scrums. There is no reference to uncontested scrums in Law 20 and therefore as it is a definition it has been relocated to the Definitions
3.14 & 3.15	Amend 3.14 heading to read "UNION SPECIFIC VARIATIONS". Amend existing 3.14 entry to be (a) with bold lower case header "Rolling substitutions." Remove header for 3.15 Re-letter existing entries under 3.15 to 3.14 (b), (c) and (d)	All these elements are Union Specific and so should be grouped together as such
5.1	Replace "eighty" with "80"	Follows the general convention of numbers one to ten as words and 11 and upwards as numerals
5.4 (d)	Amend to read: (d) Referee consulting with assistant referee(s) or other officials. Time is allowed for consultations between referee and assistant referees or other officials.	Recognises the change from Touch Judges to Assistant Referees and also allows for time to consult the TMO which is permitted but stated explicitly.
6 Definitions	Amend first paragraph to read: Every match is under the control of Match Officials who consist of the	Corrects an omission of reserve before referee in the second sentence and also makes reference to reserve assistant referee instead of touch judge.

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	referee and two touch judges or assistant referees. Additional persons , as authorised by the match organisers may include the reserve referee and/or reserve assistant referee, an official to assist the referee in making decisions by using technological devices, the time keeper, the match doctor, the team doctors, the non-playing members of the teams and the ball persons.	
6.A.5	Relocate to new Law 10.4 (r): (r) All players must respect the authority of the referee. They must not dispute the referee’s decisions. They must stop playing at once when the referee blows the whistle except at a kick-off or at a penalty kick following admonishment, temporary suspension, or send-off. Sanction: Penalty Kick Consequent renumbering: 6.A.6 thru 6.A.13 become 6.A.5 thru 6.A.12	This is a discipline issue and is more appropriately dealt with in Law 10 Foul Play. Additional comments relate when play resumes after the whistle has been blown rather than players stopping play.
6.A.7	Remove letters from (c) to (f) and these become standard paragraphs following on from (b). Consequent re-lettering: (g) and (h) become (c) and (d) respectively	As paragraphs (c) to (f) all discuss the official using technological devices, a subject which is introduced in (b), there is no logic for them to have letters assigned
6.A.8	Delete 6.A.8 (h) and amend 6.A.8 (b) to read: The referee has the power to blow the whistle and stop play at any time.	Duplication of 6 A 8 (b) and (h)
6.A.8 (f)	Delete 6.A.8 (f) Consequential re-lettering: 6.A.8 (g) becomes 6.A.8 (f) Combine 6.A.10 (a) and (b) to create: (a) If the ball or the ball carrier touches the referee and neither team gains an advantage, play continues. If either team gains an advantage in the field of play, the referee orders a scrum and the team that last played the ball has the throw-in. Consequent re-lettering: 6.A.10 (c) becomes (b) 6.A.10 (d) becomes (c)	Repeated in 6 A 10 (b) Amalgamation of 6 A 10 (a) and (b)) so it is clear that the reference in (b) relates to the ball touching the referee.

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6.A.8 (g)	<p>Delete from 6.A.8 (g) This includes when a scrum collapses, or when a front row player is lifted into the air or is forced upwards out of a scrum.</p> <p>Therefore amended 6.A.8 (g) reads: (g) The referee must blow the whistle when it would be dangerous to let play continue or when it is probable that a player has been seriously injured.</p>	This is covered specifically in Law 20.3 (h) and (i)
6.A.9	<p>Delete 6.A.9 (a) and (c). 6.A.9 (b) has the letter (b) removed and becomes:</p> <p>6.A.9 THE REFEREE AND INJURY</p> <p>If the referee stops play because a player has been injured, and there has been no infringement and the ball has not been made dead, play restarts with a scrum. The team last in possession throws in the ball. If neither team was in possession, the attacking team throws in the ball.</p>	Duplication of 6 A 8 (g).
8.4	<p>Amend to read:</p> <p>8.4 IMMEDIATE WHISTLE WHEN NO ADVANTAGE The referee blows the whistle having determined that an advantage cannot be gained by the non-offending team.</p>	Improved wording
8.5 (a)	<p>Amend to read:</p> <p>8.5 MORE THAN ONE INFRINGEMENT (a) When there is more than one infringement by the same team:</p> <ul style="list-style-type: none"> • If advantage cannot be applied to the second offence the referee applies the appropriate sanction to the first offence. • If advantage is played for the second offence but none accrues, the referee applies the appropriate sanction for the second offence. • If either sanction is for foul play, the referee applies the appropriate sanction for that offence. 	<p>The current Law as written below:</p> <p>(a) If there is more than one infringement by the same team the referee applies the advantage law.</p> <p>does not cover the conventions that have been applied</p>
9.B Definition	Delete 9.B Definition	Duplication - this definition appears on the previous page
Law 10 Definitions	Amend "person" to "player"	The Laws of the Game do not extend to persons other than players

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10.1 (e)	Amend to read: (e) Ball carrier running into a team-mate. A player carrying the ball must not intentionally run into team-mates in front of that player.	Currently the Law specifies specific set pieces but it applies to all situations.
Law 10.1 (f)	Delete 10.1 (f) (f) Flanker obstructing opposing scrum half. A flanker in a scrum must not prevent an opposing scrum half from advancing around the scrum.	Duplication in Law 20.3 (g)
10.2 (a) 10.3 (a) 10.3 (b)	Delete the following from 10.2 (a) After a caution a player is temporarily suspended for a period of ten minutes playing time. After a caution, if the player commits the same or similar offence, the player must be sent off. Delete the following from 10.3 (a) for a period of 10 minutes playing time. If that player then commits a further cautionable offence, or the same offence, the player must be sent off. Delete the following from 10.3 (b) for a period of ten minutes playing time.	Duplication in 10.5 (b)
10.4 (e)	Delete the last sentence of Law 10.4 (e) and create a new 10.4 (p) which reads: (p) Advantage may be played for acts of foul play, but if the offence prevents a probable try, a penalty try must be awarded.	The reference to penalty try appears as part of 10 4 (e) but it should apply to all acts of foul play.
10.4 (n) Place of Infringement	Amend the second sentence of the second paragraph of Law 10 4 (n) to read: The non-offending team may also choose to take the penalty where the ball lands or is next played before landing and at least 15 metres from the touchline.	As currently written, it appears (through ambiguity) that there is a choice of location of penalty within the last two options; where the ball lands or where it is next played. In other words, the ball may land, travel elsewhere, and then be played, resulting in the option of where it landed and where it was next played.
10.4 (n) Where the ball lands	Amend second sentence of first paragraph to read: If the ball lands, or is next played before landing, within 15 metres of	

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	the touchline, the mark is on the 15-metre line opposite where the ball landed or was played.	
10.5 (a)	Amend to: (a) Any player who infringes any part of the Foul Play Law must be admonished, or cautioned and temporarily suspended for a period of ten minutes' playing time, or sent-off.	Clarifies that temporary suspension is for 10 minutes
10.4 (m)	Delete the last sentence of Law 10.4 (m) and create a new 10.4 (q) which will read: For an offence reported by an assistant referee a penalty kick may be awarded where the offence occurred, or advantage may be played.	The sentence is within Law 10.4 (m) but should apply to all of 10.4
10.4 (o)	Amend the 'Cavalry Charge' section of 10.4 (o) to read: 'Cavalry Charge' . The type of attack known as a 'Cavalry Charge' usually happens near the goal line, when the attacking team is awarded a penalty kick or free kick. Either a single player stands some distance behind the kicker, or attacking players form a line across the field some distance behind the kicker. These attacking players are usually a metre or two apart. At a signal from the kicker, they charge forward. When they get near, the kicker tap-kicks the ball and passes to a player who had started some distance behind the kicker. Sanction: Penalty kick at the place of infringement	Now caters for the charge by one person.
Law 11.2 (c)	Amalgamate (c) and (d) to read: Action by the kicker or other onside player. When the kicker, or team-mate who was level with or behind the kicker when (or after) the ball was kicked, runs in front of the offside player, the player is put onside. When running forward, the team-mate may be in touch or touch-in-goal, but that team-mate must return to the playing area to put the player onside. Consequential amendments: (d) ceases to exist	This should not be listed as a 4 th action since it merely clarifies the situation regarding the kicker or onside player. Furthermore, it contradicts and confuses what is written in Law 11.5(b) where three actions are the case.

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	Amend first sentence of 11.2 to read: In general play there are three ways by which an offside player can be put onside by actions of that player or of team-mates.	
Law 11.4 (f)	Add a line to the end of 11.4(f) to read: The 10-metre Law applies if the ball touches or is played by an opponent but not charged down.	Currently there is some confusion as between the ball being touched and a charge down and this clarifies the matter.
11.4 (a)	Amend the second sentence of Law 11.4 (a) to read: The offside player must immediately move behind the imaginary 10-metre line or the kicker if this is closer than 10 metres.	The matter of the ball being kicked less than 10 metres is not currently considered in Law
11.9 Loitering	Amend the penalty provision to read: Sanction: Penalty Kick at the offending player's offside line	It has not been clear where the penalty should be awarded.
Law 13 Definition	Amend first sentence to "The kick-off occurs at the start of each half of the match and at the beginning of each period of extra time."	Clarification and avoids potential confusion over the double use of the word "restart"
13.7	Amend "To have a scrum at the centre. They throw in the ball." to "To have a scrum at the centre of the half-way line and they throw in the ball."	Clarification
13.10 Definition	Move 1st paragraph to 2nd, and move 2nd paragraph to 1st	Improves clarity by placing definition first and explanation second.
14.1 and 14.2	Amend Law 14.1 to read: 14.1 PLAYERS ON THE GROUND (a) A player with the ball must immediately do one of three things: <ul style="list-style-type: none"> • Get up with the ball • Pass the ball • Release the ball. Sanction: Penalty Kick (b) A player who passes or releases the ball must also get up or move away from it at once. Sanction: Penalty Kick (c) A player without the ball must not lie on, over, or near the ball to prevent opponents getting possession of it. Sanction: Penalty Kick	Reads more logically i.e. Players on the ground and players on their feet.

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	<p>(d) A player on the ground must not tackle or attempt to tackle an opponent. Sanction: Penalty Kick</p> <p>Amend 14.2 to read:</p> <p>14.2 PLAYERS ON THEIR FEET</p> <p>Delete (a) and (d) Consequential relettering: (b) becomes (a) and (c) becomes (b)</p>	
15.2	<p>Amend 15.2 to read: When the ball carrier is held by one opponent and a team-mate of the ball carrier binds on to that ball carrier, a maul has been formed and a tackle cannot take place.</p>	<p>Currently reads: When the ball carrier is held by one opponent and a team mate binds on to that ball carrier. For accuracy This should read “and a team mate of the ball carrier”.</p>
15.5 (g)	<p>Amend 15.5 (g) to read: (g) If a player is tackled near the goal line, that player may immediately reach out and ground the ball on or over the goal line to score a try or make a touch down.</p>	<p>Currently reads (g) If players are tackled near the goal line, these players may... All other sections of this Law are singular</p>
15.6 (j)	<p>Amend 15.6 (j) to read (j) When a tackled player reaches out to ground the ball on or over the goal line to score a try, an opponent may pull the ball from the player’s possession, but must not kick or attempt to kick the ball. Sanction: Penalty Kick</p>	<p>Added “attempt to kick “.</p>
15.6 (j)	<p>Relocate the Exception after 15.6 (j) to a paragraph following 15.6 (a)</p>	<p>The exception really only applies to clause (a)</p>
15.7 (c)	<p>Delete 15.7 (c) Consequent re-lettering: (d) to (f) become (c) to (e) respectively</p>	<p>Duplication with following clause</p>
Law 16 definitions	<p>Remove boldening from "A ruck" at the beginning of the first sentence, and remove the word "Rucking" from the beginning of second</p>	<p>Consistency for the first amendment, clarity for the second</p>
16.1 (b)	<p>Amend Law 16.1(b) to read How can a ruck form. Players are on their feet. At least one player must be in physical contact with an opponent. The ball must be on the ground. If the ball is off the ground for any reason, the ruck is not formed,</p>	<p>To clarify the situation when a player is tackled and the ball is not grounded. Players from both sides can therefore play the ball with their hands and stops players attempting to play the ball with their feet whilst the ball is on a player.</p>

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16.3 (f)	Amend "A player rucking for the ball tries" with "A player rucking for the ball must try"	Consistency with tense used in surrounding text
16.3 (f)	Amend "Penalty kick for dangerous play" to simply "Penalty kick"	All of the offences in this section are dangerous play and it is not logical to designate this as such but not others
17.5	Amend to: " A maul ends successfully when : • the ball or a player with the ball leaves the maul • the ball is on the ground • the ball is on or over the goal line."	Using bullets aids clarity and avoids the need for too many occurrences of the word "or"
17.6 (h)	Delete the final paragraph from 17.6 (h) Consequential amendment to Law 22.6: 22.6 SCRUM, RUCK OR MAUL PUSHED INTO IN-GOAL A scrum, ruck or maul can take place only in the field of play. As soon as a scrum, ruck or maul is pushed across the goal line, a player may legally ground the ball. This results in a touch down or try.	The reference to the maul going into in-goal is more appropriately placed in Law 22.
Law 18 Definition	Amend "Definition" to "Definitions"	There are four items defined here so should be plural
18.6 (c)	Amend "throws the ball in" to "throws in the ball"	Consistency with language used elsewhere
19.1	Insert heading "Touch" before 19.1	Consistency, to mirror the presence of the heading "Lineout" before 19.8
19.2 (d)	Amend Law 19.2(d) (d) For a quick throw-in, the player must use the ball that went into touch. A quick throw-in is not permitted if another person has touched the ball apart from the player throwing it in and an opponent who carried it into touch. The same team throws into the lineout.	Clarifies two issues: • Clarifies how the ball becomes dead to overcome issues such as "is ball dead if it hits a hoarding, a tree" etc?
19.8 (b)	Delete the Sanction provision for 19.8 (b)	There is no requirement for a sanction for 19.8 (b)
19.10	Delete 19.10 (a) and (b) Re-letter 19.10 (c) to (l) as (a) to (j)	The current Law is spread over diverse sections and paragraphs. The amendments provide for greater clarity, simplicity and reduce duplication.
19.11	Move 19.11 Exception 2 to 19.8 (i) Delete remainder of 19.11 as it is incorporated into the new 19.15 19.15 PLAYER THROWING IN becomes 19.11	
19.12	19.12 Remains as is	

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19.13-19.15	Amended in accordance with Appendix 1	
19.16	19.17 becomes 19.16	
20.1 (c)	Amend 20.1 (c) to read: If there is an infringement or stoppage in in-goal, the place for the scrum is five metres from the goal-line. The scrum is formed in line with the infringement or stoppage. Delete (d) Consequential re-lettering: (e) to (k) re-lettered as (d) to (j)	Clarifies that (c) and (d) should be part of the same provision.
20.5	Delete the letter (a) (just the letter, not the provision) as single clauses do not need to be lettered.	There is no (b) so the letter (a) is superfluous.
20.7 (d)	Delete 20.7 (d)	Law 8 does not preclude the playing of advantage in this situation and therefore 20.7 (d) is superfluous.
20.9 (i)	Amend Law 20.9 (i) by deleting ...in order to gain leverage, or for any other reason. The amended Law will read: (i) Scrum half: holding opposing flanker. A scrum half must not grasp an opposing flanker.	There is no need to indicate the potential reasons for a player committing the offence
21.2 (b)	Amend 21.2 (b) to read: When a penalty or free kick is awarded to the defending team in in-goal, the mark for the kick is at the place of infringement. When a penalty or free kick is awarded to the attacking team in in-goal, the mark for the kick is in the field of play, 5 metres from the goal line, in line with the place of infringement. Sanction: Any infringement by the kicker's team results in a scrum 5 metres from the goal line in line with the mark. The opposing team throws in the ball.	Clarifies the situation as there are conflicting statements in Law at present.
21.5	Amend Law 21.5 by adding in the penalty provision Sanction: Unless otherwise stated in Law any infringement by the kicker's team results in a scrum at the mark. The opposing team	The Sanction provision is Currently missing

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	throws in the ball.	
22.7	Add new Law 22.7 (e) (e) If a defending team has put the ball into their own in-goal and a defending player kicks the ball so that is charged down in in-goal and then made dead, the attacking side is awarded a five metre scrum in line with where the ball is made dead and they throw in the ball.	Clarifies a situation in the Game which on occasion has caused confusion.
22.7 (c)	Amend Law 22.7 (c) to read: (c) If, at a kick-off or drop-out, the ball is kicked into the opponents' in-goal without having touched or been touched by a player and a defending player grounds it there or makes it dead without delay, the defending team have two choices: To have a scrum formed at the centre of the line from which the kick was taken and they throw in the ball; or To have the other team kick off or drop out again.	Clarifies what happens if a drop out goes dead.
22.8	Amend header from "Ball kicked dead in in-goal" to "Ball kicked dead through in-goal"	Improves clarity
22.8	Line 1 delete comma	Aids clarity
22.13 and 22.14	Replace "penalty" with "sanction" in both header and text	Consistency
U19 Variations 20.1	No wheeling to be specified as Law 20.11(a)	Reflects the numbering system from the Laws of the Game Law 20.
U19 Variations 20.1 (h)	Remove 20.1 (h)	This is the same as senior Law and therefore no longer needs to be listed as a variation
U19 Variations 20.11 (a)	Add a final sentence to Law 20.11 (a) after the last sentence: The same team throws in the ball.	Add 20.11 (a) to put right an omission.
U19 Variations 20.9	Maximum 1.5 metres push to be specified as Law 20.9(j). Ball must be released from the scrum to be specified as Law 20.9(k).	Add 20.9 (j) to put right an omission Add 20.9 (k) to put right an omission.

Appendix 1

19.13 OFFSIDE LINES AT THE LINEOUT

- (a) When a lineout forms, there are two separate offside lines, parallel to the goal lines, for the teams.
- (b) **Participating players.** One offside line applies to the players taking part in the lineout (usually some or all of the forwards, plus the scrum half and the player throwing in). Until the ball is thrown in, and has touched a player or the ground, this offside line is the line of touch. After that, the offside line is a line through the ball.
- (c) **Players not taking part.** The other offside line applies to the players not taking part in the lineout (usually the backs). For them, the offside line is 10 metres behind the line of touch or their goal line, if that is nearer.

19.14 OFFSIDE WHEN TAKING PART IN THE LINEOUT

- (a) **Before the ball has touched a player or the ground.** A player must not overstep the line of touch. A player is offside, if, before the ball has touched a player or the ground, that player oversteps the line of touch, unless doing so while jumping for the ball. The player must jump from that player's side of the line of touch.

Sanction: Penalty Kick on the 15-metre line

- (b) If a player jumps and crosses the line of touch but fails to catch the ball, that player is not penalised provided that player gets back onside without delay.

Players jumping for the ball may take a step in any direction providing they do not step across the line of touch.

Sanction: Penalty Kick on the 15-metre line

- (c) **After the ball has touched a player or the ground.** A player not carrying the ball is offside if, after the ball has touched a player or the ground, that player steps in front of the ball, unless tackling (or trying to tackle) an opponent. Any attempt to tackle must start from that player's side of the ball.

Sanction: Penalty Kick on the 15-metre line

- (d) The referee must penalise any player who, intentionally or not, moves into an offside position without trying to win possession or tackle an opponent.

Sanction: Penalty Kick on the 15-metre line

- (e) No player of either team participating in the lineout may leave the lineout until it has ended.

Sanction: Penalty Kick on the 15-metre line

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(f) **Long throw in.** If the player who is throwing in throws the ball beyond the 15-metre line a player taking part in the lineout may run infield beyond the 15-metre line as soon as the ball leaves the hands of the player throwing in.

If this happens, an opponent may also run infield. If a player runs infield to take a long throw in, and the ball is not thrown beyond the 15-metre line, this player is offside and must be penalised.

Sanction: Penalty Kick on the 15-metre line.

(g) **Ruck and Maul from a lineout.** When a ruck or a maul develops in a lineout the offside line for a player taking part in the lineout no longer runs through the ball. The offside line is now the hindmost foot of that player's team in the ruck or maul.

(h) The ruck or maul ends when the ruck or maul leaves the line of touch. For this to happen, all the feet of all the players in the ruck or maul must have left the line of touch.

(i) A player taking part in the lineout must either join the ruck or maul, or retire to the offside line and stay at that line, Otherwise that player is offside.

Sanction: Penalty Kick on the 15-metre line

(j) The rest of the Law of ruck or maul applies. A player must not join the ruck or maul from the opponents' side.

Sanction: Penalty Kick

(k) Players must not join it in front of the offside line. If they do, they are offside.

Sanction: Penalty Kick on the 15-metre line

19.15 OFFSIDE WHEN NOT TAKING PART IN THE LINEOUT

(a) A player who is not taking part in the lineout is offside if that player oversteps the offside line before the lineout has ended.

Sanction: Penalty Kick on the offending team's offside line opposite the place of infringement, at least 15 metres from the touchline.

(b) **Players not yet onside when the ball is thrown in.** A player may throw in the ball even if a team mate has not yet reached the offside line. However, if this player is not trying to reach an onside position without delay, this player is offside.

Sanction: Penalty Kick on the offending team's offside line opposite the place of infringement, at least 15 metres from the touchline

(c) **Long throw in.** If the player who is throwing in throws the ball beyond the 15-metre line, a player of the same team may run forward to take the ball as soon as the ball leaves the hands of the player throwing in. If that player does so, opponents may also run forward. If a player runs forward to take a long throw in, and the ball is not thrown beyond the 15-metre line, this player is offside and must be penalised.

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Sanction: Penalty Kick on the offending team's offside line, opposite the place of infringement but not less than 15 metres from the touchline

(f) **Rucks and Maul from a lineout.** When a ruck or maul develops in a lineout, the lineout has not ended until all the feet of all the players in the ruck or maul have moved beyond the line of touch.

Until then, the offside line for players not taking part in the lineout is still 10 metres behind the line of touch, or the goal line if that is nearer. A player who oversteps this offside line is offside.

Sanction: Penalty Kick on the offside line at least 15 metres from the touchline



Revision of Sevens Variations agreed by Council at a Special Meeting December 1, 2009

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Law Reference	Amendment	Reason
Sevens Variations 5.2 Half Time	Amend to read: After half time the teams change ends. There is an interval of not more than two minutes.	Increases interval to two minutes. This is a Law amendment and will require the appropriate approvals.
Sevens Variations 5.6 Playing extra time	When there is a drawn match and extra time is required, after a break of one minute the extra time is played in periods of five minutes. After each period, the teams change ends without an interval.	Clarifies that there is to be one minute between the end of normal time and the start of extra time. This is a Law amendment and will require the appropriate approvals.
Sevens Variations 6.B.8	Amend 6.B.8 (d) to: (d) Signalling result of kick at goal. When a conversion kick or a penalty kick at goal is being taken, an in-goal judge must help the referee by signalling the result of the kick. If the ball goes over the crossbar and between the posts, the in-goal judge raises the flag to indicate a goal.	Reference to touch judge removed. This is a Law amendment and will require the appropriate approvals.
Sevens Variations 20.1 (h)	Remove 20.1 (h)	This is the same as Fifteens Law and therefore no longer needs to be listed as a variation