



# WORLD RUGBY MINOR LAW AMENDMENTS 2016

A number of minor law amendments, approved and announced in September 2015, come into effect from 1st July 2016, in the northern hemisphere having already been implemented in the southern hemisphere since the start of the year.



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TEAMWORK RESPECT ENJOYMENT DISCIPLINE SPORTSMANSHIP



# WORLD RUGBY MINOR LAW AMENDMENTS

## LAWS 3.5 AND (NEW) 3.6

### Front Row-Replacements and Substitutions and Uncontested Scrums

- These are an amalgamation and simplification of various previous parts of Law 3.

| Squad Size       | Minimum number of front row players in the squad | Must be able to replace 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 <i>and</i> hooker                       |
| 23               | 6  | Loose-head prop, tight-head prop and hooker         |

# WORLD RUGBY MINOR LAW AMENDMENTS

## LAW 3.14

### Substituted Players Rejoining the Match

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If a player is substituted, that player may only return to play when replacing:

- An injured front row player in accordance with Law 3.5.
- A player with a blood injury in accordance with Law 3.11.
- A player undertaking a Head Injury Assessment in accordance with Law 3.12.
- **A player who has been injured as a result of foul play (as verified by the Match Officials).**

# WORLD RUGBY MINOR LAW AMENDMENTS

## LAW 8.3

When the Advantage Law is not applied

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- **Law 8.3 (d) (2015)** collapsed scrums is deleted from the 2016 law book.

### However

- **Law 20.3 (h)** If a scrum collapses, the referee must blow the whistle immediately so the players stop pushing.
  - **Law 10.4 (k)** Dangerous play in a scrum, ruck or maul, specifically:
    - Front row players must not intentionally lift opponents off their feet or force them upwards out of the scrum.
    - Players must not intentionally collapse a scrum, ruck or maul.
  - **Advantage must not be played if there is a risk to player safety.**
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# WORLD RUGBY MINOR LAW AMENDMENTS

## LAW 10.2 (D)

### Unfair Play

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- 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.**





# WORLD RUGBY MINOR LAW AMENDMENTS

## LAW 10.3 (B)

### Repeated Infringements by the Team

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- The sentence that obligates the referee to send off a player who repeats an infringement for which a teammate has been previously temporarily suspended has been deleted.

# WORLD RUGBY MINOR LAW AMENDMENTS

## LAW 12

### Throw Forward

#### Definition

- 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 towards the opposing team's dead ball line.

# WORLD RUGBY MINOR LAW AMENDMENTS

## LAW 19.10 (H)

### Options available in a Lineout

#### Blocking the throw-in

- A lineout player must not stand less than 5 metres from the touchline.
- No player may block the throw-in or prevent the ball from travelling 5 metres.
- **Sanction: Free Kick on the 15-metre line.**





# WORLD RUGBY MINOR LAW AMENDMENTS

## LAW 20.1 (D)

### Forming a Scrum - No delay

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- 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.**

## LAW 20.1 (F)

### Forming a Scrum - Front rows coming together

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- The front rows must interlock ***ear against ear*** so that no player’s head is next to the head of a teammate.
  - **Sanction: Free Kick.**
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# WORLD RUGBY MINOR LAW AMENDMENTS

## LAW 20.10

### Ending the Scrum

- When a team has the ball at the number 8's feet, and is trying to move forward but is not succeeding in doing so, the referee will call "use-it" once the ball has been at the number 8's feet for a reasonable amount of time (3-5 seconds). The team must then use the ball immediately.



# WORLD RUGBY MINOR LAW AMENDMENTS

## LAW 20.11

### Scrum Wheeled

- **(a)** If a scrum is wheeled through more than 90 degrees, so that the middle line has passed beyond a position parallel to the touchline, the referee must stop play and order another scrum.
- **(b)** This new scrum is formed at the place where the previous scrum ended.  
**The ball is thrown in by the team that previously threw it in.**



## LAW 20.12

### Offside at the Scrum

- The non-ball winning scrum-half may not move into the space between the flanker and No. 8 when following the ball through the scrum.



# WORLD RUGBY MINOR LAW AMENDMENTS

## LAW 21.2 (A)

Where Penalty and Free Kicks are taken

- No kick to be within 5m of any goal line.  
(Previously just not within 5m of opponents' goal line).



## Sevens and Tens Variations

- **Taking a conversion kick** - The kicker must take the kick within **thirty seconds** of a try having been scored. The kick is disallowed if the kicker does not take the kick in the time allowed.



# LAW APPLICATION GUIDELINES

Implementation from 1st July 2016

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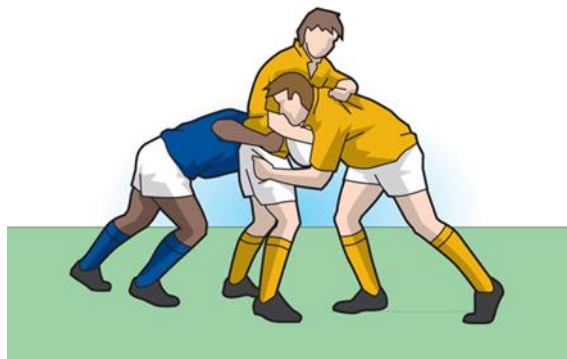


# WORLD RUGBY LAW APPLICATION GUIDELINES

## LAW 17

### Maul

- The ball can be moved backwards hand-to-hand once the maul has formed.
- A player is not allowed to move/slide backwards in the maul when the player is in possession of the ball and the ripper needs to stay in contact with the jumper until they have transferred the ball.
- **Sanction: Penalty Kick.**





# PREVIOUS CLARIFICATIONS BROUGHT INTO LAW

We saw these when they were clarifications

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# WORLD RUGBY LAW CLARIFICATIONS 2016

## LAW 4

### Players Clothes

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- The sleeve of a jersey **must** extend at least half way from the shoulder point to the elbow.

## LAW 5.7(G) AND (H)

### Other Time Regulations

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- This covers the time to be played after a try is scored late in a half and the restrictions on the restart, if taken.

# WORLD RUGBY LAW CLARIFICATIONS 2016

## LAW 9.B.2

### Declining a Conversion Kick

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- **(a)** The decision to decline the conversion must be relayed by the **try scorer** to the referee, by saying “No kick” after the award of the try and before the time reaches 00.00.
- **(b)** Once the decision is made to decline the conversion, the referee will award a restart kick. The restart kick will take place regardless of whether or not players were ready at 00.00.

# WORLD RUGBY LAW CLARIFICATIONS 2016

## LAW 12

### Knock on

#### Definition (addition)

- If a player in tackling an opponent makes contact with the ball and the ball goes forward from the ball carrier's hands, that **is a knock-on**.
- If a player rips the ball or deliberately knocks the ball from an opponent's hands and the ball goes forward from the ball carrier's hands, that **is not a knock-on**.



# WORLD RUGBY LAW CLARIFICATIONS 2016

## LAW 19.4 (B)

### Lineout - Who throws in

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- When the ball goes into touch from a knock-on or throw forward, the non-offending team will have the option of a lineout at the point the ball crossed the touch line, or a scrum at the place of the knock-on or throw forward, or a quick throw in.



# THANK YOU



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