

WORLD RUGBY LAW CHANGES / EDITORIAL AMENDMENTS

EFFECTIVE 1 JANUARY 2016

Law Reference	Change / Amendment	Impact for SUPER RUGBY 2016
<p>Law 3.5 FRONT ROW – REPLACEMENTS AND SUBSTITUTIONS</p>	<p>Revised wording for Law 3.5 (b)</p> <p>Replace</p> <p>“Unions/match organisers may increase the minimum number of front row players in the squad and may increase the minimum replacement obligations.”</p> <p>With:</p> <p>“A Union, having taken player welfare into account, may amend the minimum number of front row players in the squad and the minimum replacement obligations at defined levels of the Game within its jurisdiction”</p>	<p>No change for Super Rugby.</p>
<p>Law 3.12 SUBSTITUTED PLAYERS REJOINING THE MATCH</p>	<p>Add a further bullet to Law 3.12</p> <p>If a player is substituted, that player may only return to play when replacing:</p> <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 Lay 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) 	<p>NB: Match Official Sideline Management personnel will need to apply this amendment in Investec Super Rugby and International matches.</p> <p>This is a change in relation to the injury caused by foul play, whereby a substituted player may now replace that injured player.</p>

<p>Law 6.C ADDITIONAL PERSONS</p>	<p>Merge Law 6.C.2 and Law 6.C.3 to read: 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.</p>	<p>Welfare of players remains paramount. This is to tighten up the access to the pitch by only trained medical support people, while play continues.</p>
<p>Law 8.3 (d), (e) and (f) WHEN THE ADVANTAGE LAW IS NOT APPLIED</p>	<p>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)</p>	<p>Allows teams to clear the ball if it is available when the scrum collapses. Ratifies current practice. Referee must blow the whistle immediately when a player in a scrum is lifted in the air or forced upward.</p>
<p>Law 10.3 (b) REPEATED INFRINGEMENTS</p>	<p>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</p>	<p>This simply ratifies current practice, whereby a referee, having Yellow carded a player under “repeated infringements” is not then duty bound to deliver a Red Card as a result of another offence.</p>

	suspends the guilty player(s). If a player of that same team then repeats the offence the referee send off the guilty player(s). Sanction; Penalty kick.	
Law 10.2 UNFAIR PLAY	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	This law is to promote a positive relationship between players and referees. This law enables referees to appropriately manage players who repeatedly indulge in actions (i.e. throw their arms in the air) to try and influence the referee.
Law 12 THROW FORWARD	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.	Current definition of forward pass.
Law 19.10 (h) OPTIONS AVAILABLE IN A LINEOUT	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 meters.	To be applied at all levels of rugby – again ratifies what would be current practice.
Law 20.1 (d) FORMING A SCRUM	Forming a Scrum 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	Referees are to manage appropriately and instruct teams whom delay forming up, to speed up before applying sanction. It is important to acknowledge that it is from the time the referee makes the mark for the scrum, not from the time he blows the whistle.
Law 20.11 (b) SCRUM WHEELED	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."	When there is a 90 degree rotation of the scrum, & the referee finds no fault by either team, the RESET is awarded & the same team feeds the ball to the scrum (no turnover).
Law 20.12 (c)	When a team has won the ball in a scrum, the scrum half	Clarifies the "pocket" between #8 and flanker is now offside for

OFFSIDE AT THE SCRUM	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.	the opposing #9.
Law 20.1 (f) FORMING A SCRUM	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 shoulder 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	As before. Works with Key Focus Priorities: - 3 calls & 3 actions: Ear to Ear on BIND.
Law 20.10 (d) ENDING THE SCRUM	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 Number 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 referee will NOT call "use it" & turn the ball over, if the scrum has collapsed. The referee will NOT call "use it" & turn the ball over, if the scrum has gone through 90 degrees. This only applies when there has been a good contest, the scrum is still up, & is now stationary, with the ball at the #8's feet.
Law 21.2 (a) WHERE PENALTY AND FREE KICKS ARE TAKEN	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 meters of the opponent's goal line, the mark for the kick is 5 meters from the goal line, opposite the place of infringement.	All penalties to the defenders awarded within 5 metres of the goal line are now moved out to the 5 metre mark. Provides consistency with penalties awarded to the attacking team.

WORLD RUGBY LAW APPLICATION GUIDELINE

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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 to the back of the maul whilst in possession of the ball. Sanction: Penalty Kick	This has been coached in pre-season & all teams are aware of this Law application. This must be refereed in Super Rugby.
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