



To: **Secretaries / Chief Executive Officers of Unions and Regional Associations in Membership of World Rugby**

From: **David Carrigy
Head of Development & International Relations**

Date: **November 23, 2017**

Re: **World Rugby Special and Interim Meeting of Council November 15, 2017
World Rugby Council Decisions: Notice of Alterations to World Rugby Regulations
Notice of Approved Law Changes
Notice of Alterations to World Rugby Bye-Laws
Notice of Approval of Law Trials**

At its Special and Interim Meeting held on November 15, 2017 Council agreed the following:

Notice of Alterations to World Rugby Regulations Relating to the Game

- (1) Regulation 8 – Eligibility to Play for National Representative Teams – *attached annex one (page 3)*
(Implementation date: January 1, 2018)
- (2) Regulation 16 – Organisation of International Matches; International Tournaments; International Tours – *attached annex two (page 5)*
(Implementation date: November 15, 2017)
- (3) Regulation 20 – Misconduct and Code of Conduct – *attached annex three (page 10)*
(Implementation date: January 1, 2018)
- (4) Regulation 22 – Artificial Playing Surfaces – *attached annex four (page 12)*
(Implementation date: January 1, 2018)

Notice of Alteration to World Rugby Laws of the Game

- (1) Simplified Law Book – *attached annex five (page 44)***
(Implementation date: January 1, 2018)
 - (2) Sevens Laws of the Game – *attached annex seven (page 167)*
(Implementation date: December 1, 2017)
 - (3) Approved Law Variations – X–Rugby – *attached annex eight (Page 169)*
(Implementation date: January 1, 2018)
- ** Consequential amendments to Regulation 17 – Discipline–Foul Play – attached as annex six (page 112)**
(Implementation date: January 1, 2018)

Notice of Alterations to World Rugby Bye–Laws of the Game

- (1) Approved Bye–Laws alterations – *attached annex nine (page 180)*
(Implementation date: January 1, 2018)

Notice of Approval of Law Trials

- (1) Approved Law Trial Extension – Law 4 – Player Microphones – *attached annex ten (page 194)*
(Implementation date: November 15, 2017)
- (2) Approved Sevens Law Trial Extension*** – *attached annex eleven (page 196)*
(Implementation date: November 15, 2017)

*****Unions should note the Sevens Law Trial applies only to the following: 2017/2018 HSBC Sevens World Series for Men and Women, 2018 Commonwealth Games, Rugby World Cup Sevens 2018**



Notice of World Rugby Council Ruling

(1) Regulation 4 – Player Status, Player Contracts and Player Movement – *annex twelve (page 199)*

Yours sincerely,

A handwritten signature in blue ink, appearing to read "David Carrigy".

David Carrigy
Head of Development & International Relations



ANNEX ONE

Regulation 8: Eligibility to Play for National Representative Teams

Implementation Date: January 1, 2018

13. What does Parent mean?

The term “parent” in the Regulations is limited to either a blood parent or a parent that has formally adopted a Player in accordance with the applicable legal requirements of the country concerned. Unless a Player has been adopted in accordance with the formal, legal requirements of the country concerned, the application of this criterion will be based on a Player’s blood parent. When a Player has been formally adopted in accordance with the applicable legal requirements of the country concerned, the birth place of the Player’s blood parent will no longer be relevant for the purposes of establishing the Player’s eligibility pursuant to Regulation 8.1(b). The relevant parent will be the parent that has formally and legally adopted the Player. ~~However, in~~ such circumstances, the relevant grandparents for the purposes of establishing a Player’s eligibility pursuant to Regulation 8.1(b) will be the Player’s adoptive rather than blood grandparents. It is not possible under Regulation 8.1(b) to assume eligibility via ~~non~~-blood grandparents ~~even~~ if a Player has been formally and legally adopted. In the event that one of the Player’s blood parents has been adopted, the relevant grandparents for the purposes of establishing that Player’s eligibility pursuant to Regulation 8.1(b) will be the Player’s blood parent’s adoptive parents.

For the avoidance of any doubt, stepparents and fostering parents will not be considered to constitute a Player’s parent for the purposes of Regulation 8.1(b).

14. How is the Residence criteria satisfied?

Regulation 8.1(c) requires a Player to complete 60 consecutive months of Residence immediately preceding the time of playing⁴. Regulation 8(d) requires a Player to complete 10 years of cumulative Residence preceding the time of playing. Residence is defined as “the place or location in which the Player has his primary and permanent home” and Resident shall be construed accordingly. In essence, Regulation 8.1(c) and Regulation 8.1(d) constitute a sporting naturalization procedure, based on a geographical/presence test. As in any naturalisation process, a number of factors will influence the determination of what constitutes a Player’s permanent and primary home. Such factors include, but are not limited to, the actual time spent in a country and the purpose of any absences during the qualification period. By being Resident in a country for a period of 60 consecutive months⁵ immediately preceding the time of playing for a Union, or 10 cumulative years over the course of the Player’s lifetime, a Player is deemed to acquire a credible, close and established national link with a country or Union that entitles him to participate in sporting competitions for that Union. Based on the overriding rationale of the eligibility Regulations, in cases where a Player’s eligibility is uncertain the Regulations Committee will consider that Player’s eligibility by reference to the particular facts and

⁴ The sixty-month residency requirement comes into effect after the cut-off date of December 31, 2020. The residency requirement up to and including December 31, 2020 is “thirty-six consecutive months of Residence immediately preceding the time of playing”.

⁵ See footnote 4 above.



ANNEX TWO

Regulation 16: Organisation of International Matches; International Tournaments; International Tours

Implementation Date: November 15, 2017

Council at its Interim Meeting held on November 15, 2017 unanimously agreed to clarify Regulation 16 in order to clearly outline within the Regulation the existing Council policy on the sanctioning of cross border tournaments.

**REGULATION 16. ORGANISATION OF INTERNATIONAL MATCHES;
INTERNATIONAL TOURNAMENTS;
INTERNATIONAL TOURS**

- 16.1** (a) All International Matches, International Tournaments, International Tours or Series of Matches involving the senior National Representative Team (at fifteen and seven-a-side) or the next senior National Representative Team of a High Performance Union(s)¹ must be regulated, co-ordinated and approved by the Council. No International Match, International Tournament, International Tour or Series of Matches involving the senior National Representative Team and/or next senior National Representative Team of a High Performance Union(s) can be confirmed before it has been approved by the Council, such consent not to be unreasonably withheld. The criteria for the approval of International Matches, International Tours, International Tournaments or Series of Matches involving the senior National Representative Team or the next senior National Representative Team of a High Performance Union(s) by the Council shall be determined by the Council from time to time.
- (b) All International Matches, International Tournaments, International Tours or Series of Matches involving the senior National Representative Team (at fifteen and seven-a-side) of Unions which are not High Performance Unions must be regulated, co-ordinated and approved by the CEO. No International Match, International Tournament, International Tour or Series of Matches involving the senior National Representative Team of Unions which are not High Performance Unions can be confirmed before it has been approved by the CEO, such consent not to be unreasonably withheld. The criteria for the approval of International Matches, International Tours, International Tournaments or Series of Matches which do not involve the senior National Representative Team of High Performance Union(s) by the CEO shall be determined by the CEO from time to time.
- (c) All International Matches, International Tournaments, International Tours and Series of Matches including age-grade and other forms of the Game save for fifteen and seven-a-side which do not fall within (a) or (b) above must be regulated, co-ordinated and approved by the Unions concerned and the Association in which the International Match, International Tournament, International Tour or Series of Matches is scheduled to be held. No such International Match, International Tournament, International Tour or Series of Matches can be confirmed before it has been approved by the Unions involved and the relevant Association, such consent not to be unreasonably withheld. The criteria for the approval of such International Matches, International Tours, International Tournaments or Series of Matches

¹ "High Performance Union" means any of the twenty Unions which competed in the most recent Rugby World Cup.

shall be determined by the relevant Unions and Associations from time to time in accordance with any directions of World Rugby.

16.1.1 The Council will establish a schedule of International Matches, an International Tournament schedule and an International Tour schedule for the High Performance Unions for an agreed period. Once International Match, International Tournament and International Tour details are confirmed by the Unions concerned and have been approved by the Council or, as applicable, the CEO or relevant Association, the arrangements cannot be changed unless agreed by the Council or, as applicable, the CEO or relevant Association.

16.1.2 International Matches, International Tournaments, International Tours or Series of Matches involving National Representative Teams may be provisionally arranged by the Unions concerned and subsequently submitted to the Council or, as applicable, the CEO or relevant Association (in accordance with Regulation 16.1(a), (b) or (c)) for approval at the discretion of the Council or, as applicable, the CEO or relevant Association. No International Match, International Tour, International Tournament or Series of Matches involving a National Representative Team(s) may be arranged by any organisation other than the Council or, as applicable, the CEO or relevant Association, and the Unions of such National Representative Teams in accordance with Regulation 16.1(a), (b) or (c).

16.2 Matches, tours and tournaments below National Representative level

16.2.1 A Rugby Body or Club shall not play a Match or Matches against any Rugby Body or Club or other team(s) that are not affiliated (temporarily or otherwise) to a Union or against teams that contain Players that are not members of a Union without the prior written consent of the CEO (subject to Regulation 16.2.5 below).

16.2.2 Without limiting Regulation 16.2.1 above, when consideration is being given to a Match, Series of Matches or tour involving teams below National Representative level (e.g. Provincial, State, County, District, Club or other Rugby Body) from more than one Union, written permission to arrange such Match(es), Series of Matches or tour(s) must first be obtained from the Secretary of the organiser's Union, who in turn, subject to permission being granted by his Union, will seek shall obtain the agreement of the secretary of the other Union in writing and, as applicable, of the Union(s) within whose territory the Match(es), Series of Matches or tour(s) will take place.

16.2.3 ~~16.2.7~~ When consideration is being given to any tournament is planned where it is proposed that involving teams below National Representative level (e.g. Provincial, State, County, District, Club or other Rugby Body) from more than one two or more Unions will participate, written permission to arrange such tournament must first be obtained from the Secretary of each the approval of the Unions concerned must be obtained in writing in advance through the Secretaries of those Unions (including for the avoidance of doubt any Union within whose territory Matches forming part of the tournament will take place).

~~No Match, tour, or Series of Matches below National Representative level (e.g. Provincial, State, County, District, Club or other Rugby Body) shall be arranged or permitted to take place between teams from different Unions or one Union without the prior written agreement of the secretary of each of the Unions or Union concerned and the secretary of the Union within whose territory such Match, tour or Series of Matches is due to take place.~~

16.2.4 The visited Union shall be fully responsible for ensuring the proper administration and control of all Matches, tours, Series of Matches or tournaments within its territory or tours.

Additional Requirements in Relation to Cross-Border Tournaments²

~~16.2.5 In addition to the approval of the respective Unions as required pursuant to Regulations 16.2.3 above, when consideration is being given to a Cross-Border Tournament, written permission to arrange such Cross-Border Tournament must also be obtained in advance from the Council. No Cross-Border Tournament can be confirmed before it has been approved by the Council, such consent not to be unreasonably withheld. The criteria for the approval of Cross-Border Tournaments by the Council shall be determined by the Council from time to time.~~

“Composite” or “Scratch” Teams

16.2.~~65~~ For the avoidance of doubt, the instigation, negotiation or arrangement of a Match, Series of Matches, tournament or tour to the country of another Union involving a “composite” or “scratch” team or any team which includes a Player who is (temporarily or otherwise) a member of a Union is prohibited unless the specific written permission has been granted by the Unions concerned, as applicable, and:

- (a) if the “composite” or “scratch” team includes a Contract Player(s) contracted to play the Game within a High Performance Union; the CEO; or
- (b) if the “composite” or “scratch” team does not include any Contract Player set out in (a) above and/or otherwise in relation to a Player who is not (temporarily or otherwise) a member of a Union, the Association in which the Match is scheduled to be held.

If both (a) and (b) above apply to a Match, Series of Matches, tournament or tour to the country of another Union, the CEO may grant permission in respect of both (a) and (b).

16.2.~~76~~ For the purposes of Regulation 16.2.~~65~~ a “composite” or “scratch” team is one which is neither:

- (a) a Club team; nor

² Drafting note: New definition to be inserted in Regulation 1: **Cross-Border Tournament** means a tournament in which Clubs or Rugby Bodies from different Unions meet to participate in a Series of Matches at 15-a-side or an abbreviated version of the Game.

(b) a National Representative Team or the team of a Rugby Body.

~~16.2.7 When any tournament is planned where it is proposed that teams below National Representative level, from two or more Unions will participate, the approval of the Unions concerned must be obtained in writing in advance through the Secretaries of those Unions.~~

Non-Compliance

16.2.8 Any Match, Series of Matches, tour or tournament which does not fully comply with the requirements of the Bye-Laws, Regulations and Laws of the Game shall be deemed unofficial. The Union within whose territory such an unofficial event takes place (and the visiting Union or Unions) and/or the Union or Unions of participating Provincial, County, District, Clubs or Rugby Bodies will be held responsible and will be liable to sanction in accordance with the Regulations and/or Bye-Laws.

Association Approval

16.3 Where a Match, Series of Matches, tour or tournament is approved by a Union or Association in accordance with Regulation 16, the Union or Association shall maintain a full record of such approvals which World Rugby may request from time to time.

16.4 Where a Match, Series of Matches, tour or tournament is approved in accordance with Regulation 16 to take place within the territory not of a Union but:

- (a) within the territory of a union in membership of an Association; or
- (b) within the territory of a union within the jurisdiction of but not yet in membership of an Association with the consent of that Association;

the Association shall assume the relevant role and obligations of the Union set out in Regulation 16.



ANNEX THREE

Regulation 20: Misconduct and Code of Conduct

Implementation Date: January 1, 2018

REGULATION 20. MISCONDUCT AND CODE OF CONDUCT

Preamble

- A** Adherence to the Laws of the Game, Regulations Relating to the Game, ~~and~~ the spirit of fair play and the integrity of the Game remains fundamental to the proper administration and preservation of the Game in the modern era. Accordingly, a general obligation arises on all stakeholders to uphold the integrity of the Game and address Misconduct matters within their jurisdictions to ensure that discipline, control, honesty and mutual respect, which are fundamental to the integrity of the Game, are preserved.
- B** This Regulation 20 sets out a harmonised approach to the administration of discipline and the implementation of sanctions for Misconduct at all levels of the Game. The administration of this Regulation shall be carried out on behalf of World Rugby by the Disciplinary Officer in consultation with World Rugby.
- C** All participants in the Game by means of their participation recognise and agree to be bound by the principle of universality which means that Players who are suspended at any level of the Game shall have their suspension recognised and applied at all levels of the Game and in the territories of all member Unions and Associations.

20.17 Recognition of Decisions

20.17.1 World Rugby may as appropriate recognise decisions imposed by public authorities, other sports and/or other bodies in respect of equivalent offence(s) to Misconduct as defined in this Regulation 20 and/or breach(es) of disciplinary and/or conduct rules (including without limitation with respect to conduct committed on or off the field of play, or equivalent, in another sport), and may recognise and/or impose appropriate sports-based sanctions, including without limitation equivalent sanctions to those provided for in this Regulation 20. For the avoidance of doubt there shall be no form or time limit applicable to the recognition of any decision by World Rugby pursuant to this Regulation 20.17. Where World Rugby recognises such a decision, the decision shall thereafter be recognised automatically (without the need for further formality) by all Unions and Tournament Organisers which shall take all necessary action to render such decision (including without limitation any sanctions and/or penalties) effective in relation to involvement in the Game (in compliance with any applicable laws).



ANNEX FOUR

Regulation 22: Artificial Playing Surfaces

Implementation Date: January 1, 2018

REGULATION 22. STANDARD RELATING TO THE USE OF ~~ARTIFICIAL~~ RUGBY TURF

22.1 Definitions

For the purposes of this Regulation 22 the terms below shall have the following meanings assigned to them:

~~**Accredited Test Institute** means an entity approved by World Rugby to provide Laboratory Tests which complies with the requirements laid out in the Rugby Turf Performance Specification.~~

~~**Artificial Rugby Turf** means an artificial playing surface for training and playing the Game, which meets the requirements of the World Rugby Artificial Rugby Turf Performance Specification and Regulation 22.~~

Field Tests means testing of an installed ~~artificial~~ Rugby Turf playing surface(s) by a Test Institute in accordance with the ~~World Rugby Artificial~~ Rugby Turf Performance Specification.

Laboratory Tests means tests conducted on sample(s) of ~~artificial~~ Rugby Turf playing surfaces by a Test Institute in accordance with the ~~World Rugby Artificial~~ Rugby Turf Performance Specification.

Manufacturer means a manufacturer of artificial ~~playing~~ surfaces intended for use in rugby.

~~**One-Off Event Requirements** means the turf requirements set out in the Rugby Turf Performance Specification in relation to venues which are not otherwise used for the Game which are sought to stage one-off rugby events.~~

~~**Rugby Turf** means an artificial playing surface, and all associated run-off areas, for training and playing the Game, which meets the requirements of the Rugby Turf Performance Specification and Regulation 22.~~

~~**Test Institute** means an entity approved by World Rugby to provide Laboratory Tests.~~

~~**World Rugby Artificial** **Rugby Turf Performance Specification** means the World Rugby standard relating to ~~Artificial~~ Rugby Turf which is available on the World Rugby website at ~~at~~ www.worldrugby.com/org.~~

~~**World Rugby Artificial** **Rugby Turf Expert Group** means the group appointed by World Rugby to be responsible for the management of the ~~World Rugby Artificial~~ Rugby Turf Performance Specification.~~

World Rugby Preferred Turf Producer means any World Rugby accredited entity which is responsible for the manufacture, construction, installation and maintenance of Artificial Rugby Turf surfaces.

22.2 Introduction

Technology in the area of artificial playing surfaces has improved over time and artificial playing surfaces are widely used including in rugby. World Rugby has produced the ~~World Rugby Artificial~~ Rugby Turf Performance Specification to set a minimum standard for artificial playing surfaces which may be used in rugby. The ~~World Rugby Artificial~~ Rugby Turf Performance Specification stipulates the testing and approval procedures which Manufacturers and other entities involved in the installation of artificial playing surfaces must comply with in order for their products to be approved for use in rugby. The Game may not be played on any artificial surface which does not meet the ~~World Rugby Artificial~~ Rugby Turf Performance Specification and, the requirements of Regulation 22 and Law 1 of the Laws of the Game. The ~~World Rugby Artificial~~ Rugby Turf Performance Specification will be amended over time as technology and research evolves in the area of artificial playing surfaces.

22.3 Testing Protocol

The suitability of an artificial playing surface for rugby depends on the surface layer, the preparation of the sub-base and the composition of the existing sub-soil. Therefore, testing of the surface will necessarily involve Laboratory Tests and Field Tests. A surface can only be certified as meeting the ~~World Rugby Artificial~~ Rugby Turf Performance Specification upon the successful completion of both the Laboratory Tests and Field Tests. Accordingly, only installed ~~Artificial~~ Rugby Turf surfaces which have been tested and proved to meet the ~~World Rugby Artificial~~ Rugby Turf Performance Specification will be permitted for use in rugby.

Step 1	Manufacturer and/or World Rugby Preferred Turf Producer submit product sample to Test Institute
Step 2	Product sample subjected to the Laboratory Tests - if it passes it moves to step 3
Step 3	A surface comprising the material of the product sample which satisfied the Laboratory Tests is installed
Step 4	The installed surface undergoes the Field Tests
Step 5	If the surface passes the Field Tests it is certified as meeting the World Rugby Artificial Rugby Turf Performance Specification by the Union
<u>Step 6</u>	<u>The surface must be retested in accordance with the requirements of Section 22.9 of this Regulation.</u>

22.4 ~~World Rugby Artificial~~ Rugby Turf Performance Specification Tests

22.4.1 Laboratory Tests

Manufacturers ~~and/or (including~~ World Rugby Preferred Turf Producers) must submit ~~an~~ artificial playing surface samples as defined in the Rugby Turf Performance Specification of approximately 2.0 metres x 2.0 metres of each product type/model proposed for classification as an ~~Artificial~~ Rugby Turf to an Accredited Test Institute. Successful completion of the Laboratory Test phase will enable progression to Field Tests.

22.4.2 Field Tests

- (a) Field Tests are carried out upon the artificial playing surface once it has successfully completed the Laboratory Tests and has been installed.

The date set for the Field Tests ~~will shall take into account that artificial playing surfaces often require some time to settle following installation. Field Tests will ordinarily be conducted by the Test Institute within three months of installation of the artificial playing surface~~ be as close to the installation date as practicable.

22.4.3 Test Evaluations

There are three basic categories of test which determine the suitability of an artificial playing surface for rugby. These may be broadly identified as:

1. The reaction of a ball to the artificial playing surface (Ball/Surface Interaction)
2. The reaction of a Player to the artificial playing surface (Player/Surface Interaction)
3. The resistance of the artificial playing surface to wear and tear, and the environment (Durability)

The World Rugby Artificial Rugby Turf Performance Specification sets out that the testing process as a minimum will include:

Laboratory Tests

- (i) Identification
- (ii) Durability
- (iii) Climatic Resistance
- (iv) Player/Surface Interaction
- (v) Ball/Surface Interaction

Field Tests

- (i) Construction (Slope, Evenness, Base Permeability)
- (ii) Player/Surface Interaction
- (iii) Ball/Surface Interaction
- (iv) Identification

22.5 Test Procedures

The test procedures and methods are outlined in the ~~World Rugby Artificial~~

Rugby Turf Performance Specification and may vary from time to time as determined by the ~~World Rugby Artificial Surfaces Rugby Turf~~ Expert Group. The ~~World Rugby Artificial Surfaces Rugby Turf~~ Expert Group is appointed by ~~the~~ World Rugby to monitor developments in technology with respect to ~~Artificial~~ Rugby Turf and amend the ~~World Rugby Artificial~~ Rugby Turf Performance Specification as appropriate.

22.6 Inherent Dangers

Rugby is a contact sport and there are inherent dangers in playing the Game on any surface including ~~Artificial~~ Rugby Turf.

22.7 Modifications

Any minor modifications in the profile or composition of an artificial playing surface which has passed the Laboratory Tests must be submitted to a Test Institute together with relevant evidence that the surface continues to satisfy the requirements of the ~~World Rugby Artificial~~ Rugby Turf Performance Specification. Any significant change will require a complete re-evaluation of the surface by an Accredited Test Institute.

22.8 Maintenance

The party acquiring and/or responsible for the maintenance and/or management of the ~~Artificial~~ Rugby Turf surface must demonstrate to the Accredited Test Institute on a periodic basis as required by the Union and/or World Rugby, that it is maintaining the ~~Artificial~~ Rugby Turf surface such that it continues to meet the ~~World Rugby Artificial~~ Rugby Turf Performance Specification, and the requirements of Regulation 22 and Law 1.1 of the Laws of the Game.

22.9 Additional Testing

If World Rugby raise becomes aware of concerns over the suitability of a surface for rugby, additional tests may be requested prior to certification of the surface as complying with this Regulation. These tests may ~~or not~~ be tests already contained within the Rugby Turf Performance Specification or other tests depending on the reason for the concerns.

22.9.22.10 Continued Testing

Each ~~Artificial~~ Rugby Turf surface will be re-tested by an Accredited Test Institute every two years during its lifetime to ensure that through an appropriate maintenance regime it continues to meet the ~~World Rugby Artificial~~ Rugby Turf Performance Specification and, the requirements of Regulation 22 ~~and Law 1.1 of the Laws of the Game~~. Where World Rugby deem it to be appropriate, this requirement may be shortened so that the Rugby Turf Surface shall be tested before the two-year time period has passed. These instances along with the time frame within which that testing must be completed ~~within~~ will be identified in the Rugby Turf Performance Specification. Unions, may at their own discretion insist on a shortened requirement but may not permit the time between re-tests to exceed 2 years.

22.1022.11 **Contact**

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APPENDIX 1. ADDITIONAL REQUIREMENTS FOR INSTALLATION AND USE OF ~~ARTIFICIAL~~ RUGBY TURF SURFACES

Rugby Bodies, Clubs, organisations or other entities seeking to install an ~~Artificial~~ Rugby Turf surface must adhere to the following conditions in addition to the testing and approval regime established by Regulation 22 and the ~~World Rugby Artificial~~ Rugby Turf Performance Specification:

1. Permission to install or use an artificial playing surface must be sought in writing in advance of installation or the first use from the Union in whose territory the surface is intended to be installed or used. The Union must ascertain:
 - (a) in the case of a request for installation, that the Union has received a report ~~of~~ from the Accredited Test Institute confirming that the artificial playing surface has passed the Laboratory Tests; or
 - (b) in the case of a request for use, that the Union has received a report ~~of~~ from the Accredited Test Institute that the artificial playing surface has passed the Field Tests and has been certified in accordance with the ~~World Rugby Artificial~~ Rugby Turf Performance Specification.

Where the artificial playing surface has met the ~~World Rugby Artificial~~ Rugby Turf Performance Specification and, the requirements of Regulation 22 ~~and Law 1.1 of the Laws of the Game~~, the Union shall grant such permission. Where a Union is the party seeking to install or use an artificial playing surface then permission shall be sought from World Rugby.

2. The permission of the Union pursuant to Section 1 above shall be granted for a period of two years, following which the ~~Artificial~~ Rugby Turf surface shall be re-tested by an Accredited Test Institute. Where the ~~Artificial~~ Rugby Turf surface continues to meet the ~~World Rugby Artificial~~ Rugby Turf Performance Specification, and the requirements of Regulation 22 ~~and Law 1.1 of the Laws of the Game~~, the Union shall grant permission for use of the surface for a further period of two years. The ~~Artificial~~ Rugby Turf surface shall then be re-tested by an Accredited Test Institute every two years of its lifetime and Unions shall grant permission for use of the surface for further periods of two years accordingly.
3. This permission does not constitute and/or imply an endorsement by the granting Union or World Rugby of the artificial playing surface(s) concerned.
4. During the period for which permission is granted, the ~~Artificial~~ Rugby Turf surface may be used for the playing of the Game including International Matches.
5. The World Rugby Preferred Turf Producer and/or entity contracted to install the artificial playing surface shall be responsible for the supply of equipment and training in relation to maintenance of the artificial playing surface. The World Rugby Preferred Turf Producer and/or entity contracted to install/maintain the artificial playing surface shall indemnify and hold harmless World Rugby and its associated companies and the Union, and its and their officers, employees and agents from and against all demands, claims, legal actions, damages, costs (including without limitation, legal costs and the fees of any expert witness(es) incurred in connection with any action(s) or proceeding(s)), loss, interest, or

expenses in connection with any injury sustained by a Player as a result of the surface and/or any failure to comply with the Rugby Turf Performance Specification and/or any other act or omission by or on behalf of the World Rugby Preferred Turf Producer and/or Manufacturer and/or installer of the artificial playing surface and/or the entity responsible for maintenance of the artificial playing surface (as the case may be).

6. The World Rugby Preferred Turf Producer and/or entity contracted to install/maintain the ~~Artificial~~ Rugby Turf surface shall have in place and shall maintain public liability insurance cover with a reputable insurer to meet any claim that may arise in the sum of £5 million sterling save where a particular Union shall demonstrate to the satisfaction of World Rugby that its national government has in place a comprehensive, no-fault, government-funded public liability scheme which covers, without limitation, any and all treatment and compensation arising from any injury occasioned through participation in rugby Matches.
7. The Union in whose territory the ~~Artificial~~ Rugby Turf surface is to be used should ensure that all participants playing on the ~~Artificial~~ Rugby Turf surface understand and appreciate that there are inherent dangers in participating in the sport on any surface including ~~Artificial~~ Rugby Turf.
8. The Union shall log injuries sustained by Players participating on the ~~Artificial~~ Rugby Turf surface.
9. World Rugby may request sample injury surveys and such further and supplemental information as it requires from Unions to monitor the ongoing safety of ~~Artificial~~ Rugby Turf. Unions requested to undertake such surveys shall not unreasonably withhold permission and will make best endeavours to facilitate the surveys and requests for information. In response to such requests Unions shall use the form attached (Appendix 2) modified as appropriate. It is the responsibility of the Union concerned to obtain the requisite consents, in accordance with local law, of Players, coaches and medical personnel, as appropriate, for the collection of personal information and provision of such information to the relevant Union, World Rugby, its associated companies and any other entity designated by World Rugby for use in connection with Regulation 22 and the ~~World Rugby Artificial~~ Rugby Turf Performance Specification.
10. Manufacturers shall not in any way seek or promote any association with World Rugby. World Rugby Preferred Turf Producers shall only be allowed to associate with World Rugby to the extent granted in their agreement with World Rugby.
11. World Rugby shall be entitled to impose such further conditions as it considers appropriate in the best interests of Players and the Game.



APPENDIX 2. ARTIFICIAL RUGBY TURF INJURY INFORMATION FORM

Match: versus

or

Training: Yes No Venue: Date/KO

Time: Referee:

Conditions:

Type of Surface/Manufacturer/World Rugby Preferred Turf Producer:

Player Name: Position:

Nature and Cause of Injury:

.....
.....
.....

Attention Required:

.....
.....
.....

Period of Time Player Unable to Play Rugby:

Attending Doctor Name:

Signed by Union Medical Officer:

(Print Name in Block Capitals)

Confirmation by Union official of consent of Player/coach/medical officer to personal information sharing:

Signed: Date:

Name:

Rugby Turf Performance Specification
January 2018

Rugby Turf Performance Specification
2016 Edition



Rugby Turf Performance Specification

September 2017

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Rugby Turf Performance Specification

September 2017

1. Introduction

Rugby Union as a sport was quick to adopt new generation (3G) artificial grass surfaces for the development of the game. What is now referred to as World Rugby Regulation 22 was introduced in 2003 to ensure that 3G surfaces replicate the playing qualities of good quality natural grass. Regulation 22 defines those artificial grass systems specifically designed for the game of rugby union and as such are referred to as Rugby Turf. Climatic conditions, in many countries where the game is played, make it difficult to grow natural turf. In countries where Rugby Union is developing, Rugby Turf offers credible alternatives to those parts of the world where climate or resources make the growing and maintaining of good quality natural grass pitches difficult or impossible to achieve. In future it is hoped that the development of multi-sport artificial turfs, where Rugby Union and Association Football, amongst other sports, can be played, will provide a potential solution to facility operators wishing to maximise the use of their facilities through community use. Rugby Turf fields can be used significantly more intensely than natural turf fields, consequently where resources are limited or space is limited it is a persuasive argument for consideration. Guidelines for natural turf can be found on www.worldrugby.org under Play Rugby or upon request from the World Rugby Technical Services Department.

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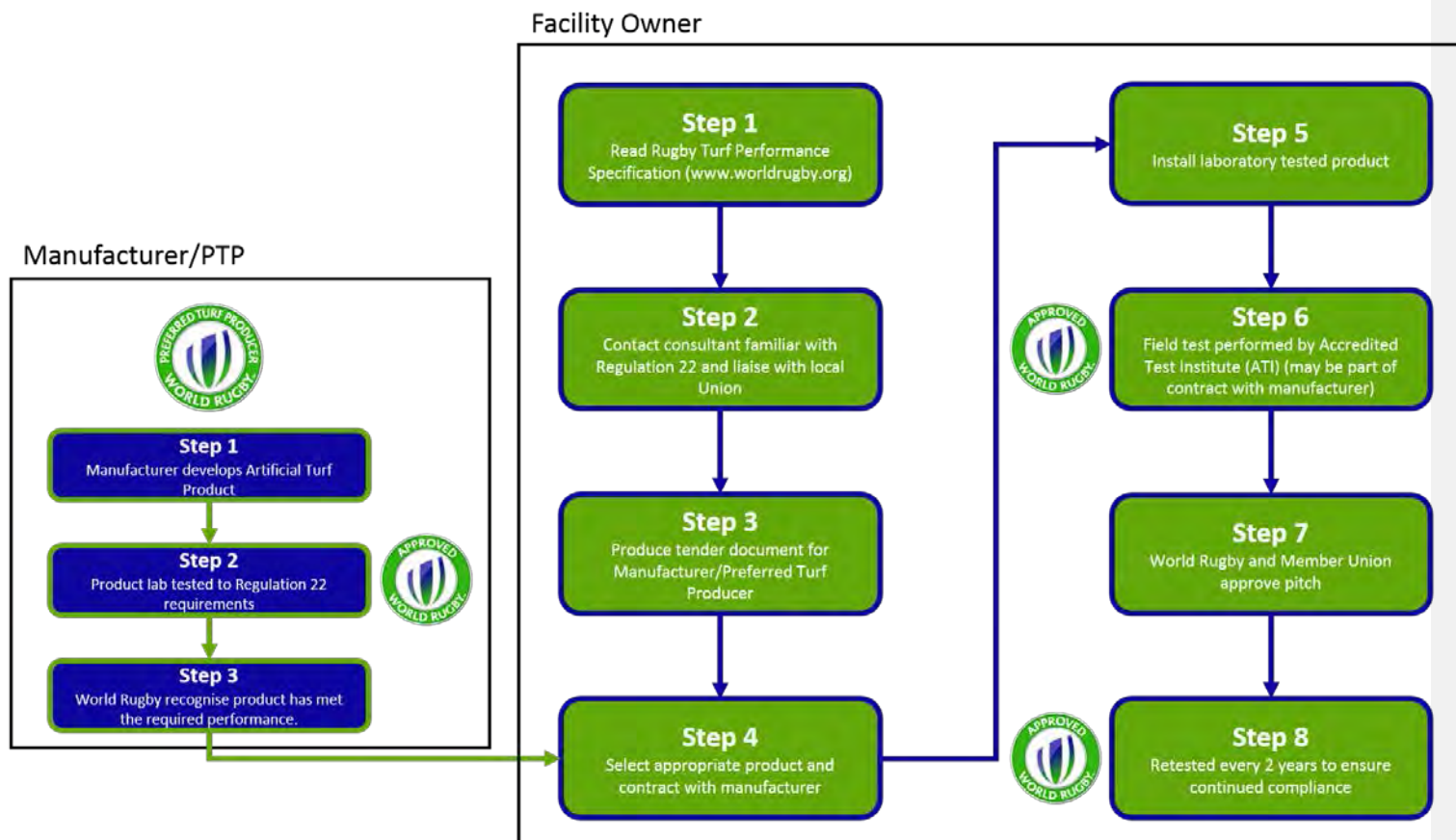
To ensure that these new types of playing surfaces replicate the playing qualities of good quality natural grass, provide a playing environment that will not increase the risk of injury to players (current statistics indicate that there is no increased risk of injury) and are of sufficient durability (provided they are maintained), World Rugby has developed the Rugby Turf Performance Specification. Revised in 2011, 2012, 2015 and again in 2016 the Performance Specification is a rigorous testing programme for artificial turf that assesses the ball surface interaction, player surface interaction durability and environmental resistance of products and encourages the continuing improvement of Rugby Turf to meet the needs of the game. In accordance with World Rugby Regulation 22 any artificial turf used for any form of competitive rugby (at all levels of the game) needs to comply with World Rugby Regulation 22 and the Rugby Turf Performance Specification.

The laboratory test programme, which an artificial turf must satisfy as part of the Rugby Turf Performance Specification, includes a programme of simulated use to assess the ability of a surface to perform over a period of time. The degree of simulated use undertaken on a product is designed to replicate levels of use which are significantly greater than those achieved by natural turf systems. Potential installers of artificial turf fields should note, however, that experience has shown fields subjected to overuse will not be able to retain the demanding performance criteria of the Rugby Turf Performance Specification for the life of the playing surface. Manufacturers of Rugby Turf systems should be able to clearly advise on the weekly usage of these surfaces for rugby. Failure to undertake adequate maintenance will also reduce the period of time a field may satisfy the requirements of the Rugby Turf Performance Specification.

This edition of the manual supersedes previous editions with effect from XXXX.

2. The World Rugby Process to Achieve Successful Field Certification

Unions, clubs or organisations seeking to install/use Rugby Turf must comply with the Rugby Turf Performance Specification.





Determination of Critical Fall Height (CFH) using Head Injury Criteria (HIC) (World Rugby Test Method 01)

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3. Manufacturers

It is the manufacturer's responsibility to ensure that any product being installed has been previously tested in the laboratory by an Accredited Test Institute (ATI) to ensure it meets the requirements set out in this specification.

The manufacturer should consult with an ATI to ensure that the correct components are submitted to enable the test to be carried out in accordance with this specification.

The minimum size of the samples provided for type testing must be in compliance with the performance specification. In instances where yarns of multiple thicknesses are to be tested, it is sufficient for the thinnest yarn to be tested for UV resistance and the thickest yarn (for simulated wear, assuming that the tuft density is equivalent) as long as the chemical composition of the yarns in question are technically similar.

Manufacturers must provide a product declaration to World Rugby before the product testing can be undertaken.

Prior to installation, manufacturers must be able to provide evidence (in the form of a World Rugby Product Test Certificate) that the product has been shown to comply with the product test requirements outlined in this Performance Specification to the client who is undertaking the installation and also to the Union which has jurisdiction over the venue.

World Rugby Preferred Turf Producers will be issued a certificate on verification from an ATI that a field is Regulation 22 compliant for fields that do not have the designation of "Suitable for training only".

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4. Test Institute Requirements

Type of Accredited Test Institute

There are two distinct types of ATI:

- Product Testing ATI – the ATI is accredited to fully test artificial turf systems in the laboratory to determine if they [satisfy] comply with Step 4 (see above) of the field approval process.
- Surface Testing ATI – the ATI is accredited to fully test artificial turf fields to determine if they comply with World Rugby Regulation 22.

Some ATI are both surface testing and product testing ATIs and other ATIs are surface testing ATIs only.

Requirements

- All ATIs must be independently owned entities with no legal links (save for service contracts) with any manufacturer or other industry based entity.
- ATI's are required to demonstrate their capability of performing the tests required of Regulation 22. This is partly completed by their achievement of ISO 17025 certification for all tests required.
- In addition to ISO accreditation, ATIs are required to have at least one accredited technician within their organisation. Accreditation is achieved via a Round Robin, organized by World Rugby in conjunction with FIFA to ensure that they can demonstrate competence.
- All ATIs must have a current contract with World Rugby.

Round Robins

- Product testing Round Robins are expected to take place every 2-3 years and will require ATIs to test given products and to submit the results to World Rugby for assessment. World Rugby reserves the right to have an independent representative on site while the testing is being completed should it be deemed necessary.
- Surface testing Round Robins will take place at least annually in a location decided upon by World Rugby, in conjunction with FIFA. Further details on these prerequisites are available in the next section.

Equipment

ATIs must own their own equipment and have calibration certificates and any other requirements as set out in ISO 17025. Outsourcing of product testing is not permitted except in exceptional circumstances and only by a laboratory that is ISO 17025 accredited for that test and with acknowledged permission from World Rugby.

Accreditation Expiration

ATI accreditation must be renewed, by the signing of a new contract with World Rugby, every 2 years. ATI Accreditation will expire in instances where:

- They cease to be considered independent by World Rugby.
- The ATI contract expires and no new contract is signed.
- The ATI ceases to have an accredited technician employed/contracted.
- The terms of the contract are not met and the contract is invalidated.

In instances where product testing ATIs cease to be accredited they can, once the applicable requirements are met, continue to be a surface testing ATI.

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Surface Testing Round Robin

Round Robins will be held at least annually by World Rugby in conjunction with FIFA in a location decided upon by World Rugby/FIFA and on a date to be confirmed by World Rugby/FIFA at least four months in advance.

Round Robins will last 3 to 4 days (depending on the number of technicians and the access available to fields) in which technicians must complete all the required testing.

Testing

Round Robins currently consists of the following tests being undertaken by all applicants on a minimum of two artificial turf fields:

- Evenness and Visual Inspection – ONE field ONLY
- Vertical Deformation
- Shock Absorption
- Energy Restitution
- Rotational Resistance
- Vertical Ball Rebound
- Impact Attenuation (HIC)
- Infill Depth

In addition to this, each ATI will be provided with turf, infill and shock pad samples at the Round Robin and will be required to undertake the appropriate tests specified in the Performance Specification. World Rugby reserve the right to add additional tests to the list of tests provided above.

World Rugby reserves the right to alter the format of the Round Robin as necessary.

Equipment

Each technician must complete all testing on his/her own with no assistance from any individual, except where assistance is needed in moving equipment. All ATI's must provide all technicians with their own full set of equipment for testing. It is permissible for equipment to be used by more than one technician during the Round Robin but not at the same time.

Successful Completion

Technicians must submit all test results in the format provided by World Rugby. If this is not done, then the technician will be deemed to have failed that individual test.

The variance of individual technicians' results from the mean for all benchmark technicians will be determined. The Grubbs standard statistical analysis method is used to determine outliers for each test on each field. Any technician who has three exceeded the specified number of permitted outliers on an individual test for an individual field will be considered to have failed that test.

For evenness and visual inspection testing, a technician must identify a minimum specified number of defects identified by the benchmark results. In this instance, World Rugby and FIFA will identify an individual tester to complete this task.

Technicians must pass all tests to be considered to have successfully completed the Round Robin.

Accreditation

Accreditation is received once the technician has been confirmed as passing the Round Robin and their ATI has successfully completed the identification element of the process. Accreditation commences on the day after the Round Robin was completed. Once a technician becomes accredited this accreditation will cease to be valid under any of the following circumstances:

- The accreditation is not renewed within 5 years from accreditation.
- The technician's affiliated test institute is no longer considered an ATI.
- The technician fails to successfully complete a Round Robin – in this instance the technician will be given

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a one year to successfully complete a Round Robin, if this is not done then accreditation ceases.

- A technician becomes affiliated to another ATI.

Technicians are permitted to reaccredit themselves at any time during the 5 year period, however subsequent reaccreditation must be completed within 5 years from the most recent successfully completed Round Robin.

Reaccrediting technicians who are completing the last possible Round Robin prior to their accreditation expiring will be considered as applicant technicians. Applicant technicians who do not complete the Round Robin successfully will not be considered accredited from the date that that Round Robin ends and will need to complete another Round Robin before they can become accredited.

5. Applicable Test Requirements

The requirements used to assess artificial turfs and installed fields are described in this Rugby Turf Performance Specification. Where a test method is given a dated reference, subsequent amendments to, or revisions of, the requirements will apply to this document only when incorporated into it by amendment or revision. For undated references, the latest edition of the publication referred to applies.

In general the applicability of this specification and others which have preceded it are:

- Products submitted for testing must comply with the performance specification in effect at the date of submission or more recent performance specifications.
- Products which comply with the 2015 Performance Specification may continue to be installed until January 1st 2017 and any surface which complies with the 2015 Performance Specification installed after this date must be part of a project tendered for prior to June 1st 2016.
- Fields installed between the dates given in the table below must comply with the performance specification in place at the time or any subsequent specification.

Tendered for	Installed	Product Test Requirements	Surface Test Requirements
Pre January 1 st 2017	Pre June 1 st 2016	Either 2015 or 2016	Performance Specification in place at time of installation
	Post June 1 st 2016		2016
Post January 1 st 2017	Post January 1 st 2017	2016	

In instances where a shock pad which was installed to comply with a previous version of this Performance Specification then the combination of new carpet and old shock pad should be treated as a new product and must comply fully with this latest version of the specification. The laboratory tests can be completed using a new sample of the same shock pad but the shock pad on site must comply with the requirements set out in **Section 8.5** below. Furthermore, it is the sole responsibility of the manufacturer to ensure when re-using an existing shock pad that the combination with a new turf complies with the Regulation 22 field requirements.

6. Retest Requirements

As detailed in World Rugby Regulation 22, all fields must be retested a maximum of two years from the date of last test in order to maintain their status as Regulation 22 compliant. Fields intended for use at the following World Rugby tournaments must comply with the stated retest requirements:

Competition	Applicable pitches	Testing requirements
Rugby World Cup	Match and training venues	A maximum of 3 months prior to the start of the competition
Sevens World Series	Match venues	A maximum of 3 months prior to the first day of competition for that Series

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7. Product Test Requirements

7.1 General

Product Test Requirements are separated into 4 distinct groups:

- Performance Testing
- Laboratory Testing
- Ratings
- Identification Testing

Results should be recorded as accurately as the apparatus used allows, averages should be calculated to this number of decimal places or to one decimal place more than the permitted values are expressed in, whichever is the greater.

All white and yellow products used for markings (lines and logos where applicable) must be tested as if individual products. Additional colours used for markings must be subjected to simulated wear and must achieve similar performance when compared to the green, white and yellow markings. These additional colours can be tested when tufted together as long as the area of each colour is no less than 0.2m x 2.5m and the stripe of colour is in the direction of the stitching. The FIFA method for assessing this comparison should be used.

7.2 Sample provision

The following samples must be provided to ATIs for product testing to be completed in the order laid out:

Sample	Sample 01	Sample 02	Sample 03	Sample 04	Sample 05
Size	3m x 1m	5m x 1m	1m x 1m	0.4m x 0.4m	0.4m x 0.4m
Conditioning	Dry	Lisport XL	Dry	-5°C	As per FIFA Method
Test 01	Shock Absorption	Shock Absorption	Angled Ball Rebound	Shock Absorption	Heat Test
Test 02	Energy Restitution	Energy Restitution	Re-condition	Energy Restitution	
Test 03	Vertical Deformation	Vertical Deformation	Infill splash	Vertical Deformation	
Test 04	Rotational Resistance	Rotational Resistance	Surface Friction and Abrasion	Impact Attenuation (HIC)	
Test 05	Impact Attenuation (HIC)	Impact Attenuation (HIC)			
Test 06		Reduced Ball Roll			
Test 07		Vertical Ball Rebound			
Test 08		Friction/Abrasion			
Conditioning	Wet	Wet	Wet	+50°C	
Test 07	Shock Absorption	Shock Absorption	Angled Ball Rebound	Shock Absorption	
Test 08	Energy Restitution	Energy Restitution		Energy Restitution	
Test 09	Vertical Deformation	Vertical Deformation		Vertical Deformation	
Test 10	Rotational Resistance	Rotational Resistance		Impact Attenuation (HIC)	
Test 11	Impact Attenuation (HIC)	Impact Attenuation (HIC)			
Test 12	Vertical Ball Rebound	Vertical Ball Rebound			

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7.3 Performance Testing

Table 7.1 below indicates the tests, test methods and permitted limits for the performance testing completed in the laboratory. Performance testing is used to mimic and measure how players and balls interact with the surface under different conditions.

Simulated Wear refers to conditioning of the product using the Lisport XL apparatus for 6,000 cycles plus 20 additional conditioning cycles.

Table 7.1 – Performance Testing

Property	Test Method	Test Conditions			Requirements
		Preparation	Temperature	Condition	
Vertical Ball Rebound	EN 12235 (expressed as absolute)	Pre-conditioned	23°C (±2°C)	Dry	0.6 – 1.0m
				Wet	
		Simulated Wear		Dry	
Angled Ball Rebound	FIFA Method	Pre-conditioned	23°C (±2°C)	Dry	45% - 70%
				Wet	
Shock Absorption	AAA Version (Appendix A)	Pre-conditioned	23°C (±2°C)	Dry	57% - 68%
				Wet	
		Simulated Wear	50°C (±2°C)	Dry	55% - 70%
				Frozen	
Energy Restitution		Pre-conditioned	23°C (±2°C)	Dry	22% - 48%
				Wet	
		Simulated Wear	50°C (±2°C)	Dry	20% - 50%
				Frozen	
Vertical Deformation	Pre-conditioned	23°C (±2°C)	Dry	6 – 10mm	
			Wet		
	Simulated Wear	50°C (±2°C)	Dry	5.5 – 11mm	
			Frozen		
Impact Attenuation (Head Impact Criteria)	World Rugby Test Method 01 ¹	Pre-conditioned	23°C (±2°C)	Dry	≥ 1.3m
				Wet	
		Simulated Wear	50°C (±2°C)	Dry	
				Frozen	
Rotational Resistance	EN 15301 – 1 (football studs)	Pre-conditioned	23°C (±2°C)	Dry	32Nm – 43Nm
				Wet	
Reduced Ball Roll ^{2,3}	FIFA Method	Simulated Wear	23°C (±2°C)	Dry	≤ 10m
Skin / Surface Friction ²	FIFA Method	Pre-conditioned	23°C (±2°C)	Dry	0.35 – 0.75
		Simulated Wear (undressed)			
		Simulated Wear (dressed)			
Skin Abrasion ²	FIFA Method	Pre-conditioned	23°C (±2°C)	Dry	± 30%
		Simulated Wear (undressed)			
		Simulated Wear (dressed)			

¹Method A must be used for all laboratory testing

² in the interests of clarity these are the most likely tests to be required to be completed on site if issues arise.

* the reduced ball roll method should be used in the laboratory, the full method should be used if the test is required in the field.

Products that differ only in the number of stitches per linear metre do not require separate tests on the Lisport XL

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for each combination. In such circumstances, an otherwise similar product with a higher stitch rate than the previously tested one may be approved based on the previous laboratory report. Note: this applies to the requirements in place for after simulated wear only.

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Systems that fail to meet the requirements when frozen (at -5°C) will require an underground heating system to comply with the Performance Specification if installed in countries where the temperature falls below freezing annually and must be designated as such, namely not suitable without an underground heating system.

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7.4 Laboratory Testing

Table 7.2 below indicates the tests, test methods and permitted limits for the required laboratory testing. Where a test is indicated as aged, artificial weathering should be done in accordance with EN 14836:2005 (UVA) at 5,000 hours' exposure time. Laboratory testing is used to ensure that the product complies with the requirements of tests which cannot be practically performed in situ and relate to the strength and resistance to wear of the product.

Table 7.2 – Laboratory Testing following artificial weathering

Property	Characteristic	Test Method	Requirement	
Artificial Turf	Colour Change – Aged	EN ISO 20105-A02	≥ Grey Scale 3	
Pile Yarn(s)	Tensile Strength	EN 13864	Fibrillated	≥ 30N
			Monofilament (per filament)	≥ 8N
	Tensile Strength – Aged		≤ 50% change from Unaged	
	Pile Height	ISO 2549	≥ 60mm	
Polymeric Infill	Colour Change – Aged	EN ISO 20105-A02	≥ Grey Scale 3	
Joint Strength (stitched and bonded)	Unaged	EN 12228 Method 1	≥ 2500N/100mm	
	After immersion in hot water	EN 13744 & EN 12228 Method 1		
Joint Strength (Peel – bonded seams only)	Unaged	EN 12228 Method 2	≥ 25N/100mm	
	After immersion in hot water	EN 13744 & EN 12228 Method 2		
Rugby Turf Strength	Direct Tension (both parallel and perpendicular to stitching)	ISO 13934-1	≥ 25N/mm	
Shock Pads / E-layers (if supplied)	Tensile Strength	EN 12230	≥ 0.15MPa	
Product	Water Permeability	FIFA Method	> 500 mm/h	

Notes on the Laboratory Testing Requirements:

- In instances where a local requirement exists, which exceeds the UVA exposure requirement of 5,000 hours, then local requirements shall supersede this requirement.
- In instances where the water permeability requirement is not met, the product may still be used specifically for indoor use and on bases designed to be impermeable. Furthermore, World Rugby reserves the right to provide dispensation on a case by case basis to systems that are installed in specifically low rainfall areas of the world where the permeability requirement may be irrelevant.
- In circumstances where the building materials used prevent the construction of a permeable sub-base the system should be designed to allow horizontal movement of rainwater to avoid the field flooding. In such circumstances, the tolerances permitted for the surface under a 3m straightedge should be reduced to ≤6mm.

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7.5 Categories

Table 7.3 below indicates the tests and test methods for the turf categories that need to be defined. The ratings are used to give an indication as to the suitability of the product for different climatic conditions and also an indication of the amount of splash that can be expected from the surface.

Table 7.3 – Ratings

Property	Test Method	Possible Ratings
Heat	FIFA Method	To be determined in line with FIFA
Splash	FIFA Method	Typical (<10%) – High (≥10%)

7.6 Identification Testing

Table 7.4 below indicates the tests, test methods and required limits for the identification testing completed in the laboratory. Identification testing is used to ensure that the product tested in the lab is identical to that installed on the field. It helps in protecting the owner's investment as well as ensuring that the surface can achieve the performance levels for those tests that cannot be completed on the field.

Table 7.4 – Identification Testing

Component	Characteristic	Test Method	Permitted variation between laboratory component and manufacturer's declaration
Rugby Turf	Mass per unit area	ISO 8543	≤ ± 10%
	Tufts per unit area	ISO 1763	≤ ± 10%
	Tuft withdrawal force	ISO 4919	≥ 40N
	Tuft withdrawal force post immersion in hot water	EN 13744 & ISO4919	≥ 35N
	Pile height	ISO 2549	≤ ± 5%
	Pile weight	ISO 8543	≤ ± 10%
Yarn (per yarn)	Pile Yarn Characteristic	DSC – ISO 11357-3	≤ ± 3°C (for all peaks)
	Pile Thickness, Width and Depth)	FIFA Method	≤ ± 10%
	Dtex	See below*	≤ ± 10%
	Shape	FIFA Method	>90% for all dimensions
Infill (per infill)	Layer thickness	EN1969	≤ ± 15%
Performance Infill (if supplied as part of the system)	Particle Size	EN 933 – Part 1	± 1 Sieve Size
	Particle Shape	EN 14955	Similar Shape
	Bulk Density	EN 1097-3	≤ ± 15%
	% Organic	TGA	≤ ± 10%
	% Inorganic		≤ ± 10%
Stabilising Infill (if supplied as part of the system)	Particle Size/Grading	EN 933 – Part 1	± 1 Sieve Size
	Particle Shape	EN 14955	Similar Shape
	Bulk Density	EN 1097-3	≤ ± 15%
	Thickness	EN 1969	≥ 90%
Shock Pads / E-layers (if supplied)	Shock Absorption	AAA	≤ 5% of the Absolute Force Reduction value
	Vertical Deformation	AAA	≤ 2mm from declared value

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*Dtex (g per 10,000m) shall be calculated from the mean weight (measured to 0.01g) and mean length (measured to 1mm) of a minimum of 40 tufts removed from the artificial turf.

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7.7 Use of Data from Previously Tested Artificial Turf – Resistance to Artificial Weathering

If an artificial turf product has been previously tested by a World Rugby Accredited Test Institute for resistance to artificial weathering the results may be used for the new rugby product where it complies with the requirements in Table 7.5 below.

Table 7.5

Property	Test Requirement	Tolerance
Pile characteristic	DSC - ISO 11357 - 3	Within $\pm 3^{\circ}\text{C}$ of declared value for all peaks
Pile thickness	FIFA Method	$\geq 90\%$ of declared value
Colour	RAL Number	To be similar to declared colour

8. Surface Test Requirements

World Rugby and the World Rugby Member Union or the client must receive evidence, from an Accredited Test Institute, that the system that is due to be installed has gone through all the relevant laboratory testing and has met all requirements of such. The manufacturer/World Rugby Preferred Turf Producer must submit the relevant documentation to World Rugby and the World Rugby Member Union, or the client in whose jurisdiction the field lies, in advance of the installation.

Any product being installed must have been lab tested and be shown to comply with Regulation 22 prior to the installation taking place.

Surface Test Requirements are separated into four distinct groups:

- Performance Tests
- Identification Tests
- Visual Inspection
- Construction

The field shall be tested in the positions as specified in Section 7.5 below. Field tests should be carried out on areas of turf which do not contain seams, inlaid lines or painted on lines. Maintenance of the field shall not be undertaken during the field test therefore no brushing, levelling or topping up of infill should be carried out. Should a minor problem be identified during testing which can be resolved within 24 hours the World Rugby Accredited Test Institute may be commissioned to return to the field to complete the testing programme.

Weather conditions during the test should allow for the proper and correct performance of the test procedures which should not be hindered or altered by wind, rain or cold conditions. Testing will be conducted within the temperature range $+5^{\circ}\text{C}$ to $+45^{\circ}\text{C}$ (temperatures refer to the surface temperature of the infill materials). Wind speed should not be so great as to affect the testing process, namely a maximum of 2.0m/sec. Pitches must be re-tested every within two years from the date of the last successful test.

The number of test areas on smaller pitches, e.g. training pitches, must be pro-rated by area using the 15 test points within the field of play, where six test points is the minimum number for any field.

Results should be recorded as accurately as the apparatus used allows, averages should be calculated to this number of decimal places or to one decimal place more than the permitted values are expressed in, whichever is the greater.

In the event that an ATI becomes aware of any issues relating to testing, performance or compliance of a playing surface they must immediately report the issue to World Rugby.

In instances where there are safety or quality concerns that may affect the suitability of the field to be used for rugby, World Rugby reserve the right to include any lab based test that is not normally conducted on the field or any other additional test that it deems appropriate to assess the field's suitability or otherwise.

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8.1 Performance Testing

Table 8.1 below indicates the tests, test methods and required limits that must be achieved for a surface to be considered Regulation 22 compliant.

Variance is the maximum variation that is permitted between the average reading for all locations and that of any individual location assuming all results are within the required limits.

Table 8.1 – Performance Testing

Characteristic	Test Method	Requirement	Variance
Vertical Ball Rebound	EN 12235 (absolute)	0.60m – 1.0m	±0.1m
Shock Absorption	AAA Version	55% – 70%	±5%
Energy Restitution		20% – 50%	±6%
Vertical Deformation	World Rugby Test Method 01 ⁴	5.5mm – 11.0mm	±2mm
Impact Attenuation (HIC)		≥ 1.3m	-
Rotational Resistance	EN 15301 - 1	30Nm – 45Nm	±4Nm

⁴ Procedure B must only be used where the CFH calculated is greater or equal to 1.45m

In instances where World Rugby deem it appropriate the inclusion of a ball roll test can be included in the performance testing.

Table 8.2 – Performance Testing – Ball Roll

Characteristic	Test Method	Requirement	Variance
Ball Roll	FIFA Method	≤ 10m	±10%

8.2 Visual Inspection

Prior to, and during, the field test programme it is necessary to conduct a visual inspection of the surface to ensure that there are no significant defects in the surface which could be hazardous to players. Features including, but not limited to, the following should be noted:

- Seam failures of any type such as lumps of glue, incorrect stitch orientation and missing tuft lines
- Looped yarn/pile
- Delamination of the adhesive from the turf
- Free pile height
- Uneven fill - low or high areas
- Exposed irrigation heads
- Exposed goal and flag sockets
- Upright goals
- Position of goals
- Loose socket covers for goal sockets
- Loose or dangerous goal structures or flags which do not comply with safety requirements
- Checks should also be made to ensure that the line markings are; straight, in the correct position, the right colour and in line with the laws of the game.
- Presence of maintenance equipment.
- Any other untypical feature of the system

Where a World Rugby Accredited Test Institute deems that there is an issue which may constitute a hazard on the field of play then the manufacturer/World Rugby Preferred Turf Producer/installer shall be required to make safe the issue identified to the satisfaction of the World Rugby Accredited Test Institute, prior to the issue of the Field Test Report to the World Rugby Member Union in whose jurisdiction the field lies.

Note: The inspection carried out by the World Rugby Accredited Test Institute does not constitute a formal site safety audit and is carried out as a requirement of the Rugby Turf Performance Specification. The responsibility for the safety of the facility rests fully with the proprietor and neither the World Rugby Accredited Test Institute, nor World Rugby, can be held responsible for any matter arising from the inspection report issued by the World Rugby Accredited Test Institute to the World Rugby Member Union in whose jurisdiction the field lies.

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8.3 Identification Testing

Identification testing is completed at the initial test phase, on retest only those necessary identification tests are undertaken. Table 8.2 identifies the tests, test methods and required variations from the manufacturers' declarations that must be completed on initial and on retests. Table 8.3 identifies the tests, test methods and required variations that must be completed on initial test only.

The samples of artificial turf shall be supplied to the laboratory when they undertake the field test. Samples of yarn, sand and rubber from the field shall be obtained by the laboratory. Samples should be submitted in adequate time so that if it is found they do not comply with the requirements of the World Rugby specification a new laboratory test using the new materials can be made prior to installation of the artificial turf and subsequent field test.

Table 8.2 – Identification testing – initial and retest

Component	Characteristic	Test Method	Permitted variation between laboratory component and manufacturer's declaration
Rugby Turf	Pile height	ISO 2549	≤ ± 5%
Yarn (per yarn)	Pile Thickness, Depth and Width	FIFA Method	≤ ± 10%
Infill (per infill)	Layer thickness	EN1969	≤ ± 15%
Performance Infill (if supplied as part of the system)	Particle Size/Grading	EN 933 – Part 1	± 1 Sieve Size
	Particle Shape	EN 14955	Similar Shape
Stabilising Infill (if supplied as part of the system)	Particle Size/Grading	EN 933 – Part 1	± 1 Sieve Size
	Particle Shape	EN 14955	Similar Shape

For Rugby Turf tests the above measurements shall be made in four different areas of the field not subjected to high areas of wear or usage.

For infill samples, a minimum sample of 250g shall be taken from the top portion of the performance infill (20mm) on six of the test positions detailed in Diagram 8.1.

Table 8.3 – Identification testing – initial only

Component	Characteristic	Test Method	Permitted variation between laboratory component and manufacturer's declaration
Rugby Turf	Mass per unit area	ISO 8543	≤ ± 10%
	Tufts per unit area	ISO 1763*	≤ ± 10%
	Tuft withdrawal force	ISO 4919	≥ 40N
	Pile height	ISO 2549	≤ ± 5%
	Pile weight	ISO 8543	≤ ± 10%
	Water Permeability of System	FIFA Method	> 500 mm/h & >75% of laboratory result
Yarn (per yarn)	Pile Yarn Characteristic	DSC – ISO 11357-3	≤ ± 3°C (for all peaks)
	dTex	See below#	≤ ± 10%
	Shape	FIFA Method	>90% for all dimensions
Performance Infill	Bulk Density	EN 1097-3	≤ ± 15%
	% Organic	TGA	≤ ± 10%
Stabilising Infill	% Elastomer	TGA	≤ ± 10%
	Bulk Density	EN 1097-3	≤ ± 15%
Shock Pads / E-layers (if supplied)	Thickness	EN 1969	≥ 90%
	Shock Absorption	AAA	≤ 5% Force Reduction
	Vertical Deformation	AAA	≤ ± 10%
Unbound sub-bases (if tested as part of the system)	Composition	-	Same Composition
	Particle Size Range	EN 933 – Part 1	≤ ± 20%
	Particle Shape	EN 14955	Similar Shape

- When testing lines, the adjusted method of determining the stitch gauge included in Appendix 1 should be used.

Dtex (g per 10,000m) shall be calculated from the mean weight (measured to 0.01g) and mean length (measured to 1mm) of a minimum of 40 tufts removed from the artificial turf.

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8.4 Construction

Table 8.4 details the tests, test methods and requirements that must be completed for a surface to be considered Regulation 22 compliant.

Table 8.4 – Construction testing

Characteristic	Test Method	Requirement
Slope	Surveyor's Level	Maximum Slope 1%
Surface Regularity	EN 13036 3m straight edge	≤ 10mm
Infill depth	EN1969	2 locations are permitted to vary by >5mm from the average.

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Table 8.5 – Sub-base testing

Component	Characteristic	Test Method	Permitted variation between laboratory component and manufacturer's declaration
Unbound sub-bases (if tested as part of the system)	Composition	-	Same Composition
	Particle Size Range	EN 933 – Part 1	≤ ± 20%
	Particle Shape	EN 14955	Similar Shape

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8.5 Use of Existing Shock Pad Systems and Other Base Types

If an existing artificial turf pitch is converted to an artificial rugby pitch in the refurbishment of an old pitch, there may be existing shock pad systems which can be retained and incorporated into the new pitch. Existing shock pad systems can be retained so long as the following requirements are verified by in-situ testing by an independent laboratory:

1. The mean shock absorption of the existing pad is between 90% and 110% of the manufacturers declared shock absorption value when the product was initially submitted for type approval.
2. The mean deformation is no greater than ± 2mm of the deformation of the manufacturers declared value when the product was initially submitted for type approval. This is subject to the shock pad having a maximum deformation value of 9mm.
3. The water permeability of the laid shock pad is greater than 500mm/hr when tested in accordance with EN 12616.
4. Evenness testing as per EN 13036 with a 3m straight edge should be completed. No undulations greater than or equal to 10mm should be present.
5. No shrinkage gaps greater than 10mm should be present for assembled pads.
6. Visually, there is no apparent binder failure or loose friable rubber or significant variance in all areas.
7. There is no visible damage to the shock pad, any such areas would require replacement with new material.

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Note: The shock pad may have been sampled and tested to identify the aforementioned properties at tender stage however it is important that the exposed shock pad is checked when the old carpet is removed prior to the installation of the new turf by an ATI for the issues identified above to ensure it has retained its sports functional characteristics.

The installed shock pad shall be tested for each property above in a minimum of 6 positions which provide for a range of usage levels across the field. Tests on the existing shock pad shall be carried out prior to refurbishment, but in any case no longer than 12 months prior to the initial field test, to ensure that the properties of the shock pad do not change in this period. The consistency requirements in place for the field will apply to each of these tests. If the pad has been exposed for any extended length of time then testing should be completed to ensure that UV exposure has not affected the performance. This dispensation does not negate the need for the field to fully meet the Rugby Turf Performance Specification.

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8.6 Test Locations

The number of test locations depends on the size of the surface to be tested. For full size rugby fields Diagram 8.1 indicates the test locations to be used:

- All locations indicated must have AAA, infill depth and pile height tests performed
- Blue and yellow marked locations must have Impact Attenuation (HIC), Rotational Resistance and Vertical Ball Rebound tests performed on them.
- Ball Roll should be undertaken in six locations chosen by the technician but which give a good indication of the overall condition of the field.

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Locations 17 and 18 should be identified as the most high-use areas along each of the touchlines.

Note that the location marked in yellow (No.19) is a variable location that should be selected as the location on the Playing Area which is closest to the point of entry of the field. In instances where there are multiple points of entry the most used or the location likely to experience the most wear should be selected.

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Any additional areas of concern (for example, sprinkler head or man-hole covers) should be tested in addition to the locations indicated in Diagram 8.1.

Table 8.6 indicates the number of test locations that should be used for various surface areas:

Table 8.6 – Applicable test locations

Area (m ²)	AAA Tests	VRB, HIC & RR Tests	Ball Roll	Infill Depth Measures
≤ 3,000	6	3	3	6
3,001 – 6,000	12	5	4	12
6,001 – 6,500	15	7	5	15
≥ 6,501	19	9	6	19

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Pitch Plan with Test Points

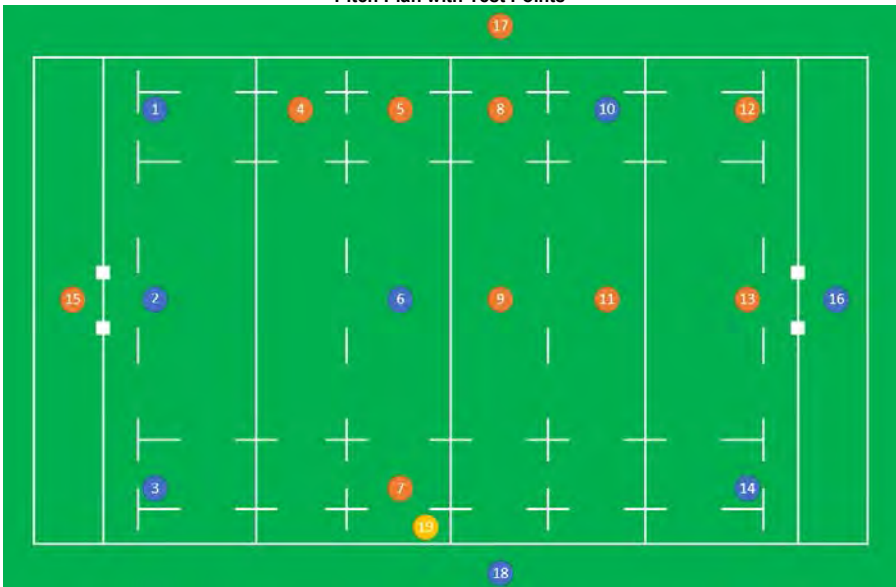


Diagram 8.1

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9. Field dimensions and markings

The World Rugby Laws of the Game stipulate the required dimensions of the field of play in Law 1 – The Ground (www.worldrugby.org). In cases where there is variation from the World Rugby Laws of the Game and a preferred size cannot be achieved then it will be the responsibility of the World Rugby Member Union to declare a field of play suitable for matches in terms of dimensions.

9.1 Field Dimensions

To be deemed appropriate for hosting international matches the field of play must comply fully with the requirements set down in Law 1 of the Laws of the Game.

These measurements should be taken as follows:

- Field Width is measured from the inside of the touchline to the inside of the opposite touchline
- Field Width excludes the goal line
- The in-goal includes the goal line but excludes the dead ball line
- Carpet size and site dimensions are the dimensions of the entire area covered by rugby turf. In instances where this is not rectangular the shortest dimension should be declared.

Any field which has dimensions smaller than 80m long and/or 55m wide will be considered suitable for training only.

9.2 Field Markings

The field shall be field marked in accordance with Law 1 – The Ground as detailed in the World Rugby Laws of the Game. The line markings and respective competition regulations must be met and checked by the relevant World Rugby Member Union.

All turf used for line markings and any other inlaid designs included on the field must undergo and comply with the same identification tests as the turf used for the main field. On retest, the pile height for these areas must match that of the main field and be checked for fibrillation of fibres. In cases where substantial fibrillation has occurred, the field will be deemed to have failed and the sections must be replaced prior to the field being considered compliant. Guidance will be provided to test institutes regarding what constitutes substantial fibrillation on the test report document. If there is any doubt about whether substantial fibrillation has occurred World Rugby should be consulted for a decision.

Photographic evidence of the condition of the lines must be provided with every retest and justification for the opinion provided by the tester included.

In instances where lines for other sports are present, these must also comply with the requirements set out above.

10. Maintenance

The maintenance regime provided by the manufacturer must be available for inspection by the accredited technician during field testing. This should include the full package of maintenance training provided, equipment used and the maintenance testing equipment supplied. This equipment should be consistent with the recommendations of the manufacturer.

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Following the maintenance practices as issued by the manufacturer/Preferred Turf Producer/installer forms a fundamental part of the care of an artificial turf pitch. Procedures and equipment are prescribed by the manufacturers of the artificial turf system which, if followed, will assist in keeping the field of play in good condition. The most important aspect of these procedures for Rugby is maintaining high performance and ensuring a safe surface for the players. It is essential that properties such as shock absorption are maintained due to the nature of the game which involves contact between players and the surface. Maintenance is crucial to player welfare, the quality of play, longevity of the playing surface and overall aesthetics of the field. Where World Rugby deems that in its opinion an inadequate maintenance regime is recommended, it reserves the right to adjust this regime accordingly.

The manufacturer/World Rugby Preferred Turf Producer's guidance document will contain specific instructions on how to maintain a pitch and what type of equipment to use. In the context of this document maintenance is referenced to highlight the impact it can have on the safety and performance of a field.

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11. Temporary Run-offs

Where a temporary surface is required to extend the run-off areas around a natural turf rugby field, the specification above must be met in its entirety except for the following three aspects:

Section	Property	Characteristic	Test Method	Requirement
7.4	Pile Yarns	Pile Height	ISO 2549	≥ 50mm
7.4	Joint Strength		No Specific Requirement	
7.1	Simulated Wear		FIFA Method	3,000 Cycles

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The following restrictions also apply:

- A temporary surface is defined as one which is installed for not more than 65 days per calendar year and not for more than 4 days at a time, unless being used for a tournament not lasting more than 8 weeks.
- The temporary surface cannot be installed on any part of the playing area, this also includes the touchlines, touch-in-goal lines and dead ball lines. Any artificial surface that is installed as part of any part of the playing area must comply fully with the requirements set out in Sections 1-10 above.
- The temporary surface must have a method of connecting individual sections securely to ensure that the pieces do not separate during use. The weight of the surface must not be the only factor ensuring that the surface stays in place.
- The installation of the temporary surface should be installed so as to minimise the risk to players when sliding across or treading upon the join between the two surfaces.
- Where the installation is on a running track, consideration of the presence of varying surface types and obstructions (jumping pits, throwing areas, water hazard, etc.) should be made to ensure that the consistency of performance of the field is met as required within this specification.
- Where the temporary surface is installed on an existing sports surface, performance of this surface must be taken into account when designing the performance of the temporary surface. It is recommended that the temporary surface is tested in the lab, using a sample of the intended sub-surface or something similar in performance prior to installation to ensure compliance will be achieved. The sample should be aged to perform to a similar level as the existing site where relevant.
- Meeting the above restrictions is not in itself validation that the surface will be safe, the venue management must undertake a risk assessment of the solution in situ and act on any issues arising from this assessment.

12. World Rugby Test Methods

Test Method 01 - Determination of Critical Fall Height (CFH) using Head Injury Criteria (HIC)



Determination of Critical Fall Height (CFH) using Head Injury Criteria (HIC) (World Rugby Test Method 01)

September 2017

1. Principle

- 1.1. A head form is released from a series of four heights and the HIC for each impact is recorded, the critical fall height (CFH) at which HIC would equal 1,000 is then estimated using a regression model.
- 1.2. This test is undertaken in the laboratory under various conditions including pre-and post-simulated wear as well as a field test.

2. Apparatus

- 2.1. A 4.6kg (± 0.05 kg) hemispherical head form with a 160mm (± 5 mm) diameter with an accelerometer is used. The impacting part of the head form between the lower boundary and accelerometer shall be homogenous and free from voids. For wired head forms the mass of the wires and any connections should be accounted for in the determination of mass. For the purpose of clarity, this head form has the same specification as the head form defined in EN 1177¹.
- 2.2. A means of suspending the head form statically prior to dropping it at various heights with the rounded surface (contact surface) facing towards the surface. Where required, it must be possible to reproduce the drop height for subsequent drops. The drop height must be measured using one or both of the two following options:
 - A direct measurement device from the bottom most part of the head form to the top of the infill or
 - A combination, where the two results must differ from each other by no more than 1%, of:
 - i. Using Δt , the time between release and contact of the head form with the surface, and the formula $s = \frac{1}{2}a\Delta t^2$ where s is the drop height and a is the acceleration due to gravity.
 - ii. Using the impact velocity (v) and the formula $s = \frac{v^2}{2a}$ where s and a have the same meanings as (i) above.

Note: Attention should be paid to the potential for lag to be created by the release system
- 2.3. A means of measuring the impact including:
 - an accelerometer measurement system capable of measuring, recording and displaying the acceleration and time duration for each complete impact. It should have a frequency range of 20-1,000Hz (-3dB).
 - Amplitude errors below 5%, in accordance with ISO 64873 Channel Class 1000. It shall be capable of measuring, recording and displaying the acceleration and time duration of each complete impact.
 - A recording device capable of measuring the acceleration/time signals of the accelerometer with a sampling rate of at least 5kHz and a means of displaying the recorded signal.
 - A means of calculating the HIC for each drop, as per Section 3 below, and a means of completing a regression analysis on the results achieved.

- 2.4. The apparatus must be calibrated by a competent laboratory in accordance with ISO 17025² requirements.

Signal conditioning and filtering shall be compatible with the accelerometer and the data channel specified. This process shall conform to ISO 6487.

NOTE: According to ISO 6487³, the analogue anti-aliasing filters should have an attenuation minimum of 30dB at half the sampling rate.
- 2.5. Validate the apparatus using one drop at a known drop height which must be $\geq 1,000$ mm (to be physically measured and compared ($\pm 5\%$) with that calculated from the time between release and contact with the surface) on a reference against the expected HIC performance ($\pm 5\%$) for the sample before undertaking a series of lab tests or field tests. It is recommended that the reference sample be tested at a range of temperatures to allow for environmental variances on site at a frequency of at least once every 25 field tests or once a month, whichever is more frequent.

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3. Test Procedure

3.1. For laboratory testing, testing shall be carried out on a flat, rigid, concrete substrate of sufficient mass, density and thickness that its deformation during the test makes no significant contribution to the test result. The minimum requirements for this surface are:

- Thickness of 100mm
- Concrete hardness of 40MPa, verified according to EN 12504-2⁴

3.2. For each location to be tested the characteristic HIC for four separate and distinct drop heights must be calculated.

3.3. Calculate the characteristic HIC for a given drop height by one of the following procedures:

- PROCEDURE A
 - Perform three drops of the head form from the same height onto the same location on the surface so that the impact centres for the three drops are as close as possible to the same point on the surface.
 - Calculate the HIC for each individual impact using the formula:
 - $$HIC = \left\{ \left[\frac{1}{t_2 - t_1} \int_{t_1}^{t_2} a(t) dt \right]^{2.5} (t_2 - t_1) \right\}_{max}$$
 - Where t_1 and t_2 are the initial and final times (in seconds) of the interval during which HIC attains maximum value, and acceleration a is measured in terms of g .
 - If $t_2 - t_1 < 3ms$ then the impact will be considered invalid and the test will be restarted for that drop height on an area which has had no previous testing completed on it for that location.
 - Use the largest HIC value of the three calculated as the characteristic HIC value for that drop height.
 - The drop height (in mm) and the three HIC values calculated must be recorded.
- PROCEDURE B
 - Perform one drop of the head form from the drop height onto a point on the surface.
 - Calculate the HIC for this impact using the equation specified in 3.3.1 above.
 - Use this HIC value calculated as the characteristic HIC value for that drop height.
 - The height and HIC calculated must be recorded.

3.4. Calculate the characteristic HIC for four separate heights ensuring that the following has been achieved:

- The lowest and highest drop height are not more than 1,000mm apart
- There is at least 150mm difference between all individual drop heights
- There must be two drop heights greater than the CFH with a characteristic HIC value greater than 1,000 calculated and two drop heights less than the CFH calculated with a characteristic HIC value less than 1,000.
- There must be no characteristic HIC values between 975 and 1,025.
- The impact centre for a given drop height test must be at least 200mm from the impact centre of any other drop height test, in instances where there is significant displacement of infill, this should be increased at the operator's discretion.
- All impact centres for a given test location must be within a square area of side 1,000mm.
- No impact centre must be closer than 150mm from the edge of the surface.

3.5. When the characteristic HIC for all four drop heights have been calculated plot the drop height (x-axis) against the characteristic HIC. Using an exponential a linear regression model (with the y-intercept calculated normally) determine the drop height at which the HIC value is predicted to be equal to 1,000.

3.6. This drop height is the Critical Fall Height (CFH).

4. Laboratory testing:

4.1. For laboratory testing on a sample size smaller than 0.64m² it is permissible to use the following method:

4.2. Using a drop height equal to the minimum CFH requirement specified use Method A in 3.3.1 above to calculate the characteristic HIC value for that drop height.

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- 4.3. If this characteristic HIC value is less than 1,000 then the test is deemed to have been passed the requirement.
 - 4.4. If this characteristic HIC value is $\geq 1,000$ then the test is deemed to have failed.
5. Expression of results
- 5.1. The following information must be reported for each test location:
 - The four drop heights used (in mm)
 - The HIC calculated for each drop at each of the four drop heights
 - The characteristic HIC for each of the four drop heights
 - The Critical Fall Height (in mm) determined.
6. Normative references
1. EN 1177 - Impact attenuating playground surfacing — Methods of test for determination of impact attenuation
 2. ISO 17025 - General requirements for the competence of testing and calibration laboratories
 3. ISO 6487 – Road vehicles – measurement of impact velocity instrumentation
 4. EN 12504-2 – Testing concrete in structures -Part 2: Non-destructive testing – Determination of rebound number.



ANNEX FIVE

Simplified Laws of the Game

Implementation Date: January 1, 2018



Simplified 2018 Law Book

Approved by World Rugby Council



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FOREWORD

The object of the game is that two teams of 15, 10 or seven players each, observing fair play, according to the laws and sporting spirit, should by carrying, passing, kicking and grounding the ball, score as many points as possible, the team scoring the greater number of points being the winner of the match.

The laws of the game, including the standard set of variations for under-19s, 10s and rugby sevens, are complete and contain all that is necessary to enable the game to be played correctly and fairly.

Rugby union is a sport which involves physical contact and, as such, presents inherent dangers. It is very important to play the game in accordance with the laws and be mindful of player welfare at all times.

It is the responsibility of players to ensure that they are physically and technically prepared to play within the laws and are committed to participate in accordance with safe practices and enjoyment.

It is the responsibility of those who coach or teach the game to ensure that players are prepared to comply with the laws, to play fairly and practice safe conduct.

It is the duty of the referee to apply fairly all the laws in every match, including law trials and variations as authorised by World Rugby.

It is the duty of the unions to ensure that the game at every level is conducted in accordance with disciplined and sporting behaviour.

The principle of fair play cannot be upheld solely by the referee. Responsibility for its observance also rests on unions, clubs, other affiliated bodies, coaches and players.

DEFINITIONS

A

Actual time: Continuous elapsed time (see playing time).

Advantage: A clear and real tactical or territorial benefit arising after an infringement by the opposition.

Attacking team: The opposition to the team in whose half play is taking place.

B

Ball-carrier: A player who is in possession of the ball.

Beyond or behind or in front of a position: Means with both feet, except where the context makes that inappropriate.

Binding: Grasping another player's body firmly between the shoulders and the hips with the whole arm in contact from hand to shoulder.

Blood injury: Uncontrolled active bleeding.

C

Captain: The player nominated by a team to lead that team, consult the referee and select options relating to referee decisions.

Cavalry charge: An illegal type of attack, which usually happens near the goal line, when the attacking team is awarded a penalty or free-kick. At a signal from the kicker, a line of attacking players charge forward from a distance. When they get near, the kicker taps the ball and passes to a player.

D

Dead: The ball is dead when the referee blows the whistle to stop play or following an unsuccessful conversion.

Dead-ball line: The line at either end (and not part) of the playing area.

Defending team: The team in whose half play is taking place.

Drop-kick: After being intentionally dropped to the ground from the hand or hands, the ball is kicked as it rises from its first bounce.

Directly caught: A ball caught without first touching anyone else or the ground.

F

Field of play: The area between the goal lines and the touch lines. Those lines are not part of the field of play.

Flying wedge: An illegal type of attack, which usually happens near the goal line, when the attacking team is awarded a penalty or free-kick. The kicker taps the ball and starts the attack, either by driving towards the goal line or by passing to a team-mate who drives forward. Immediately, team-mates bind on each side of the ball-carrier in a wedge formation before engaging the opposition. Often one or more of these team-mates is in front of the ball-carrier.

Forward: Towards the opposition's dead-ball line.

Foul play: Anything a player does within the playing enclosure that is contrary to Law 9 governing obstruction, unfair play, repeated infringements, dangerous play and misconduct.

Free-kick: Awarded against a team for an infringement or to a team for a mark.

G

Goal: The ball is place-kicked or drop-kicked over the opponents' cross-bar from the field of play.

Goal line: The line at either end (and not part) of the field of play.

The ground: The total area shown on the plan on page 25 [OF CURRENT LAW BOOK].

H

Half-time: The interval between the two halves of the game.

Hand-off: A permitted action, taken by a ball-carrier to fend off an opponent, using the palm of the hand.

Hindmost foot: The foot nearest a team's own goal line in a scrum, ruck or maul.

Holding the ball: Being in possession of the ball in the hand or hands or in the arm or arms.

I

Infield: Within the playing area, away from the touchlines.

In-goal: The area between the goal line and dead-ball line, and between the touch-in-goal lines. It includes the goal line but not the dead-ball line or the touch-in-goal lines. The goal posts and their surrounding padding are located in in-goal.

J

Jersey: A shirt worn on the upper half of the body and which is not attached to shorts or underwear.

K

Kick: An act made by intentionally hitting the ball with any part of the leg or foot, except the heel, from the toe to the knee but not including the knee. A kick must move the ball a visible distance out of the hand, or along the ground.

Kicking tee: Any device approved by the match organiser to support the ball when taking a place-kick.

Kicked directly into touch: The ball is kicked into touch without first landing on the playing area or touching a player or the referee.

Kick-off: The method of starting each half of a match and at the beginning of each period of extra-time with a drop-kick.

Knock-on: When a player loses possession of the ball and it goes forward, or when a player hits the ball forward with the hand or arm, or when the ball hits the hand or arm and goes forward, and the ball touches the ground or another player before the original player can catch it.

L

Line of touch: See mark of touch.

Line through the mark or place: Unless stated otherwise, a line parallel to the touchline.

Lineout: A lineout is a set piece consisting of a line of at least two players from each team waiting to receive a throw from touch.

Lineout players: The players in either line of a lineout.

M

Mark: A method of suspending play and winning a free-kick by directly catching an opponent's kick in the catcher's own 22 or in in-goal and shouting "mark".

Mark of touch: An imaginary line in the field of play at right angles to the touchline through the place where the ball is thrown in. The mark of touch cannot be within five metres of a goal line.

Match officials: Those who control the game, usually consisting of a referee and two assistant referees or touch judges but may also include a television match official and, in sevens, two in-goal judges.

Match organiser: Administrative body responsible for the match which may be World Rugby, a union, a group of unions or any organisation approved by a union or World Rugby.

Maul: A phase of play consisting of a ball-carrier and at least one player from each team, bound together and on their feet.

N

Near: Within one metre.

O

Obstruction: When a player attempting to play is illegally impeded and prevented from doing so.

Off feet: Players are off their feet when any other part of the body is supported by the ground or players on the ground.

On feet: Players are on their feet if no other part of their body is supported by the ground or players on the ground.

Offside: A positional offence meaning a player can take no part in the game without being liable to sanction.

Open play: The period after a kick-off, restart kick, free-kick, penalty or set piece and before the next phase, or the period between phases of play, excluding when the ball is dead.

P

Participating players at a lineout: These consist of lineout players, one receiver from each team (if present), the player who throws in and an immediate opponent.

Pass: A player throws or hands the ball to another player.

Penalty: Awarded against a team for a serious infringement.

Penalty try: Awarded when, in the opinion of the referee, a try probably would have been scored (or scored in a more advantageous position) if not for an act of foul play by an opponent.

Phase of play: Scrum, lineout, ruck or maul.

Place-kick: The ball is kicked after it has been placed on the ground (or on an approved kicking tee) for that purpose.

Placer: A player holding the ball for a team-mate to place kick.

Plane of touch: The vertical space rising immediately above the touch line or touch-in-goal line.

Played: The ball is played when it is intentionally touched by a player.

Player grounded: See "off feet".

Players' clothing: Anything players wear which, to be legal, must conform to World Rugby Regulation 12.

Playing area: The field of play plus the in-goal areas. The touch lines, touch-in-goal lines and dead ball lines are not part of the playing area.

Playing enclosure: The playing area plus a space around it, which is known as the perimeter area.

Playing time: Actual time, excluding time lost for stoppages (see actual time).

Possession: An individual or team in control of the ball or who are attempting to bring it under control.

Punt: A player intentionally drops the ball and kicks it before it touches the ground.

Q

Quick-throw: A throw from touch taken before the lineout is formed. The ball is thrown in by the team that would have thrown the ball into the lineout.

R

Receiver: The player in a position to receive the ball if it is knocked or passed back from a lineout.

Red card: The card shown by the referee to a player to indicate that the player has been permanently excluded from the match.

Replacement: A player who replaces a team-mate because of injury or for tactical reasons.

Restart kick: The method of restarting play with a drop-kick after a score or a touch-down.

Ruck: A phase of play where one or more players from each team, who are on their feet and in physical contact, close around the ball, which is on the ground.

Rucking: Legally using one's feet to try to win or keep possession of the ball in a ruck.

S

Sanction: The method by which the game is restarted following an infringement or stoppage.

Scrum: A set piece, normally consisting of eight players from each team bound together in formation.

Scrum zone: The area in the field of play where a scrum may take place.

Sent off: A player is shown a red card and is permanently excluded from the match.

Shorts: Trousers that start at the waist and end above the knees, have an elasticated waist band and/or draw string, and are not attached to the jersey or underwear.

Sin-bin: The designated place outside the playing area within which a temporarily suspended player must remain.

Stiff-arm tackle: An illegal tackle whereby a player uses a stiff arm to strike the ball-carrier.

T

Tackle: The method of holding a ball-carrier and bringing that player to ground.

Tackled player: A ball-carrier who is held and taken to ground by a tackler or tacklers.

Tackler: An opposition player who holds the tackled player and goes to ground.

Team: A group of players, usually 15, who start the match plus any authorised replacements.

Team-mate: Another player of the same team.

Temporarily suspended: Excluded from the game for a specified period of playing time, usually 10 minutes.

Throw forward: When a player throws or passes the ball forward i.e. if the arms of the player passing the ball move forward.

Touch: The area alongside the field of play that includes the touchlines and beyond.

Touch-in-goal: The area alongside the in-goal area that includes the touch-in-goal lines and beyond.

22: The area between the goal line and the 22-metre line, and between the touchlines. It includes the 22-metre line but not the goal line or the touchlines.

U

Union: A body, approved by World Rugby, responsible for the organising and playing of games within a specific geographical area.

Uncontested scrum: A scrum in which the team throwing-in gains possession without contest, with neither team being allowed to push from the mark.

Underwear: An undergarment, that covers the body from the waist, having short or no legs, ending above the knees, and is worn next to the skin or under clothing, and is not attached to the jersey or shorts.

Y

Yellow card: The card shown by the referee to a player to indicate that the player has been cautioned and temporarily suspended.

Playing charter

Introduction

A game which started out as a simple pastime has been transformed into a global network around which vast stadia have been built, an intricate administrative structure created and complex strategies devised. Rugby union, in common with any activity which attracts the interest and enthusiasm of all kinds of people, has many sides and faces.

Rugby is played by men and women and by boys and girls worldwide. More than 8.5 million people aged from six to 60+ regularly participate in the playing of the game. The wide variation of skills and physical requirements needed for the game mean that there is an opportunity for individuals of every shape, size and ability to participate at all levels.

Apart from the playing of the game, rugby embraces a number of social and emotional concepts such as courage, loyalty, sportsmanship, discipline and teamwork. What this charter does is to give the game a checklist against which the mode of play and behaviour can be assessed. The objective is to ensure that rugby maintains its unique character both on and off the field.

The charter covers the basic principles of rugby as they relate to playing and coaching, and to the creation and application of the laws. It is hoped that the charter, which is an important complement to the laws, will set the standards for all those who are involved in rugby, at whatever level.

Principles of the game

CONDUCT

The legend of William Webb Ellis, who is credited with first picking up the football and running with it, has doggedly survived the countless revisionist theories since that day at Rugby School in 1823. That the game should have its origins in an act of spirited defiance is somehow appropriate.

At first glance, it is difficult to find the guiding principles behind a game which, to the casual observer, appears to be a mass of contradictions. It is perfectly acceptable, for example, to be seen to be exerting extreme physical pressure on an opponent in an attempt to gain possession of the ball, but not wilfully or maliciously to inflict injury.

These are the boundaries within which players and referees must operate and it is the capacity to make this fine distinction, combined with control and discipline, both individual and collective, upon which the code of conduct depends.

SPIRIT

Rugby owes much of its appeal to the fact that it is played both to the letter and within the spirit of the laws. The responsibility for ensuring that this happens lies not with one individual – it involves coaches, captains, players and referees.

It is through discipline, control and mutual respect that the spirit of the game flourishes and, in the context of a game as physically challenging as rugby, these are the qualities which forge the fellowship and sense of fair play so essential to the game's ongoing success and survival.

Old fashioned traditions and virtues they may be but they have stood the test of time and, at all levels at which the game is played, they remain as important to rugby's future as they have been throughout its long and distinguished past. The principles of rugby are the fundamental elements upon which the game is based and they enable participants to immediately identify the game's character and what makes it distinctive as a sport.

OBJECT

The game's objective is to score as many points as possible against an opposing team by carrying, passing, kicking and grounding the ball, according to the laws of the game, its sporting spirit and fair play.

CONTEST AND CONTINUITY

The contest for possession of the ball is one of rugby's key features. These contests occur throughout the game and in a number of different forms:

- In contact
- In open play
- When play is re-started at scrums, lineouts, kick-offs and restart kicks.

The contests are balanced in such a way as to reward superior skill displayed in the preceding action. For example, a team forced to kick for touch because of its inability to maintain the play, is denied the throw-in to the lineout. Similarly, the team knocking the ball on or passing the ball forward is denied the throw at the subsequent scrum. The advantage then must always lie with the team throwing the ball in, although, here again, it is important that these areas of play can be fairly contested.

The team in possession aims to maintain continuity by denying the opposition the ball and, by skilful means, to advance and score points. Failure to do this will mean the surrendering of possession to the opposition either as a result of shortcomings on the part of the team in possession or because of the quality of the opposition defence; contest and continuity, profit and loss.

As one team attempts to maintain continuity of possession, the opposing team strives to contest for possession. This provides the essential balance between continuity of play and continuity of possession. This balance of contestability and continuity applies to both set piece and open play.

Principles of the laws

The principles upon which the laws of the game are based are:

A SPORT FOR ALL

The laws provide players of different physiques, skills, genders and ages to participate at their levels of ability in a controlled, competitive and enjoyable environment. It is incumbent upon all who play rugby to have a thorough knowledge and understanding of the laws of the game.

MAINTAINING THE IDENTITY

The laws ensure that rugby's distinctive features are maintained through scrums, lineouts, mauls, rucks, kick-offs and re-starts. Also the key features relating to contest and continuity – the backward pass, the offensive tackle.

ENJOYMENT AND ENTERTAINMENT

The laws provide the framework for a game that is both enjoyable to play and entertaining to watch. If, on occasions, these objectives appear to be incompatible, enjoyment and entertainment are enhanced by enabling the players to give full rein to their skills. To achieve the correct balance, the laws are constantly under review.

APPLICATION

There is an over-riding obligation on the players to observe the laws and to respect the principles of fair play. The laws must be applied in such a way as to ensure that the game is played according to the principles of play. The match officials can achieve this through fairness, consistency, sensitivity and, when appropriate, management. In return, it is the responsibility of coaches, captains and players to respect the authority of the match officials.

Conclusion

Rugby is valued as a sport for men and women, boys and girls. It builds teamwork, understanding, co-operation and respect for fellow participants. Its cornerstones are, as they always have been:

- The pleasure of participating
- The courage and skill which the game demands
- The love of a team sport that enriches the lives of all involved
- The lifelong friendships forged through a shared interest in the game.

It is because of, not despite, rugby's intensely physical and athletic characteristics that such great camaraderie exists before and after matches. The long standing tradition of players from competing teams enjoying each other's company away from the pitch and in a social context, remains at the very core of the game.

Rugby has fully embraced the professional era but has retained the ethos and traditions of the recreational game. In an age in which many traditional sporting qualities are being diluted or even challenged, rugby is rightly proud of its ability to retain high standards of sportsmanship, ethical behaviour and fair play.

This charter will help reinforce those cherished values.

LAW 1 – The Ground

1. The playing surface must be safe.
2. The permitted surface types are grass, sand, clay, snow or artificial turf (conforming to World Rugby Regulation 22).
3. The dimensions of the playing area (see the plan on page 25 of current law book)

Dimensions (metres)	Field of Play Length	In-goal Length	Width
Maximum	100	22	70
Minimum	94	6	68

- a. The playing area is rectangular in shape.
- b. Any variations on these dimensions must be approved by the relevant union for domestic competitions or World Rugby for international matches.
- c. Where the length of the field of play is less than 100 metres, the distance between the 10-metre lines and 22-metre lines is reduced accordingly.
- d. Where the width of the playing area is less than 70 metres, the distance between the 15-metre lines is reduced accordingly.
- e. The perimeter area should not be less than five metres wide where practicable.

LINES

4. There are solid lines configured as indicated in the diagrams on page 25 of current law book. The solid lines are on:
 - a. The dead-ball lines and touch-in-goal lines.
 - b. The goal lines.
 - c. The 22-metre lines.
 - d. The half-way line.
 - e. The touchlines.
5. There are dash lines configured as indicated in the diagrams on page 25 of current law book. Each dash within a dash line is five metres in length. There are dash lines:
 - a. Five metres from, and parallel to each touchline.
 - b. 15 metres from, and parallel to each touchline.
 - c. 10 metres from, and parallel to each side of the half-way line.
 - d. Five metres from, and parallel to each goal line.
6. There is one line 0.5 metres long that intersects the centre of the half-way line.

GOAL POSTS AND CROSSBAR (see diagram on page 30 of current law book)

7. When padding is attached to the goal posts the distance from the goal line to the external edge of the padding must not exceed 0.3 metres.

FLAG POSTS

8. There are 14 flag posts with flags, each with a minimum height of 1.2 metres.
9. One is positioned at each intersection of the touch-in-goal lines and the goal lines and at each intersection of the touch-in-goal lines and the dead-ball lines (eight flag posts in total).



10. One is positioned in line with the 22-metre line and the half-way line on both sides of the pitch, two metres outside the touchlines and within the playing enclosure (six flag posts in total).

OBJECTIONS TO THE GROUND

11. Teams must inform the referee of any objections before the match starts.
12. The referee will attempt to resolve the issues and will not start a match if any part of the ground is considered to be unsafe.

LAW 2 – The Ball

1. The ball is oval and made of four panels.
2. It has dimensions as shown in the diagram below.
[DIAGRAM HERE PAGE 31 OF CURRENT LAW BOOK]
3. It weighs 410-460 grams.
4. Smaller balls may be used for matches between young players.
5. The ball is made of leather or a suitable synthetic material. It may be treated to make it water resistant and easier to grip.
6. Its air pressure at the start of play is 65.71-68.75 kilopascals, 0.67-0.70 kilograms per square centimetre or 9.5-10.0 lbs per square inch.
7. Spare balls may be available during a match.

LAW 3 – The Team

NUMBERS

1. Each team has no more than 15 players in the playing area during play.
2. A match organiser may authorise matches to be played with fewer than 15 players in each team.
3. A team may make an objection to the referee about the number of players in their opponents' team. If a team has too many players, the referee orders the captain of that team to reduce the number appropriately. The score at the time of the objection remains unaltered. **Sanction: Penalty.**
4. For international matches, a union may nominate up to eight replacements.
5. For other matches, the match organiser decides how many replacements may be nominated, up to a maximum of eight.
6. Replacements are made only when the ball is dead and only with the permission of the referee.
7. If a player re-joins or a replacement joins the match without the referee's permission and the referee believes the player did so to gain an advantage, the player is guilty of misconduct. **Sanction: Penalty.**

[TABLE AS IS ON PAGE 35 OF CURRENT LAW BOOK (note: change 16-18 to read "either a prop or a hooker"; 19 – 22 in table to read "both a prop and a hooker")]

8. The table indicates the minimum number of front-row players by squad size and the minimum replacement obligations. A match organiser may, having taken player welfare into account, amend the minimum number of front-row players in the squad and the minimum replacement obligations at defined levels of the game.
9. Where the match organiser has determined squad sizes of 23 and a team is able to nominate only two front-row replacements, then that team may nominate only 22 players in their squad.
10. Prior to the match, each team must advise the appropriate match official of their front-row players and possible front-row replacements and which position(s) in the front row they can play. Only these players may play in the front row when the scrum is contested and only in their designated position(s).
11. A replacement front-row player may start the match in another position.
12. It is a team's responsibility to ensure that all front-row players and front-row replacements are suitably trained and experienced.

UNCONTESTED SCRUMS

13. Scrums will become uncontested if either team cannot field a suitably trained front row or if the referee so orders.
14. A match organiser may stipulate the conditions under which a game may start with uncontested scrums.
15. When a front-row player leaves the playing area, whether through injury or temporary or permanent suspension, the referee enquires 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 orders uncontested scrums. If the player returns or another front-row player comes on, then contested scrums may resume.
16. In a squad of 23 players or at the discretion of the match organiser, a player whose departure has caused the referee to order uncontested scrums cannot be replaced.
17. Only when no replacement front-row player is available is any other player permitted to play in the front row.

18. If a front-row player is temporarily suspended, and the team cannot continue with contested scrums with players already on the field, then the team nominates another player 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, or to act as a replacement.
19. If a front-row player is sent off, and the team cannot continue with contested scrums with players already on the field, then the team nominates another player to leave the playing area to enable an available front-row player to come on. The nominated player may act as a replacement.

PERMANENT REPLACEMENT

20. A player may be replaced if injured. An injured player may not return once replaced.
21. A player is deemed to be injured if:
 - a. At national representative level, it is the opinion of a doctor that it would be inadvisable for the player to continue.
 - b. In other matches, where a match organiser has given explicit permission, it is the opinion of a medically trained person that it would be inadvisable for the player to continue. If none is present, that player may be replaced if the referee agrees.
 - c. The referee decides (with or without medical advice) that it would be inadvisable for the player to continue. The referee orders that player to leave the playing area.
22. The referee may also order an injured player to leave the playing area to be medically examined.

PERMANENT REPLACEMENT – RECOGNISE AND REMOVE

23. If, at any point during a match, a player is concussed or has suspected concussion, that player must be immediately and permanently removed from the playing area. This process is known as “Recognise and Remove”.

TEMPORARY REPLACEMENT – BLOOD INJURY

24. When a player has a blood injury, that player leaves the field of play and may be temporarily replaced. The injured player returns to play as soon as the bleeding has been controlled and/or covered. If the player is not available to return to the field of play within 15 minutes (actual time) of leaving the playing area, the replacement becomes permanent.
25. In international matches, the match-day doctor decides whether an injury is a blood injury necessitating a temporary replacement.

TEMPORARY REPLACEMENT – HEAD INJURY ASSESSMENT (HIA)

26. In elite adult matches, which have been approved in advance by World Rugby (pursuant to Regulations 10.1.4 and 10.1.5) for use of the HIA process, a player who requires an HIA:
 - a. Leaves the field of play; and
 - b. Is temporarily replaced (even if all the replacements have been used). If the player is not available to return to the field of play after 10 minutes (actual time) of leaving the playing area, the replacement becomes permanent.

TEMPORARY REPLACEMENTS – ALL

27. A temporary replacement can be temporarily replaced (even if all replacements have been used).
28. If a temporary replacement is injured, that player may also be replaced.

29. If a temporary replacement is sent off, the originally replaced player is not permitted to return to the playing area, except to comply Law 3.18 or 3.19, and only if the player has been medically cleared to do so and does so within the required time of leaving the field of play.
30. If the temporary replacement is temporarily suspended, the replaced player is not permitted to return to the field of play until after the period of suspension, except to comply with Law 3.18 or 3.19, and only if the player has been medically cleared to do so and does so within the required time of leaving the field of play.
31. If the time allowed for a temporary replacement elapses during half-time, the replacement shall become permanent unless the replaced player returns to the field of play immediately at the start of the second half.

TACTICAL REPLACEMENTS REJOINING THE MATCH

32. Tactically replaced players may return to play only when replacing:
 - a. An injured front-row player.
 - b. A player with a blood injury.
 - c. A player undertaking an HIA.
 - d. A player who has just been injured as a result of foul play (as verified by the match officials).
 - e. The nominated player described in Law 3.18 or 3.19.

ROLLING REPLACEMENTS

33. A match organiser may implement rolling tactical replacements at defined levels of the game within its jurisdiction. The number of interchanges must not exceed 12. The administration and rules relating to rolling replacements are the responsibility of the match organiser.

LAW 4 – Players’ Clothing

1. All items of clothing must comply with World Rugby Regulation 12.
2. A player wears a jersey, shorts and underwear, socks and boots. The sleeve of a jersey must extend at least half-way from the shoulder point to the elbow.
3. Additional items are permitted. These are:
 - a. Washable supports made of elasticated or compressible materials.
 - b. Shin guards.
 - c. Ankle supports worn under socks, not extending higher than one third of the length of the shin and, if rigid, from material other than metal.
 - d. Mitts (fingerless gloves).
 - e. Shoulder pads.
 - f. Mouth guard or dental protector.
 - g. Headgear.
 - h. Bandages, dressings, thin tape or other similar material.
 - i. Goggles (global law trial).
 - j. Studs, including those of moulded rubber, on the soles of their boots.
4. In addition, women may wear:
 - a. Chest pads.
 - b. Cotton blend long tights, with single inside leg seam under their shorts and socks.
 - c. Headscarves, providing they do not cause a danger to the wearer or other players.
5. A player may not wear:
 - a. Any item contaminated by blood.
 - b. Any sharp or abrasive item.
 - c. Any items containing buckles, clips, rings, hinges, zippers, screws, bolts or rigid material or projection not otherwise permitted under this law.
 - d. Jewellery.
 - e. Gloves.
 - f. Shorts with padding sewn into them.
 - g. Any item that is normally permitted in law but, in the referee’s opinion, is liable to cause injury.
 - h. Communication devices.
6. The referee has the power to decide at any time that part of a player’s clothing is dangerous or illegal. In this case, the referee must order the player to remove the item. The player must not take part in the match until the item is removed or rendered harmless.
7. If, at an inspection before the match, a match official tells a player that an item banned under this law is being worn and the player is subsequently found to be wearing that item on the playing area, that player is sent off for misconduct. **Sanction: Penalty.**
8. The referee must not allow any player to leave the playing area to change items of clothing, unless they are bloodstained.

World Rugby Regulation 12 can be found at: <http://playerwelfare.worldrugby.org/reg12>.

LAW 5 – Time

1. A match lasts no longer than 80 minutes (split into two halves, each of not more than 40 minutes plus time lost), unless the match organiser has authorised the playing of extra-time in a drawn match within a knock-out competition.
2. Half-time consists of an interval not exceeding 15 minutes as decided by the match organiser. During this time, the teams and match officials may leave the playing enclosure.
3. In non-international matches, the match organiser may decide to reduce the length of a match. If the match organiser does not decide, the teams agree on the length of a match. If they cannot agree, the referee decides.
4. The referee keeps the time but may delegate the duty to either or both assistant referees and/or an official time-keeper, in which case the referee signals to them any stoppage. In matches without an official time-keeper, if the referee is in doubt as to the correct time, the referee consults either or both the assistant referees and may consult others but only if the assistant referees cannot help.
5. The referee may stop play and allow time for:
 - a. Player injury for up to one minute. If a player is seriously injured, the referee has the discretion to allow more than one minute for that player to be removed from the playing area.
 - b. Consultation with other officials.
6. Once the ball is already dead, the referee may allow time for:
 - a. Replacement of players.
 - b. Replacing or repairing players' clothing.
 - c. Re-tying a boot-lace.
 - d. Retrieving the ball.
7. A half ends when the ball becomes dead after time has expired unless:
 - a. A scrum, lineout or restart kick following a try or touchdown, awarded before time expired, has not been completed and the ball has not returned to open play. This includes when the scrum, lineout or restart kick is taken incorrectly.
 - b. The referee awards a free-kick or penalty.
 - c. A try has been scored, in which case the referee allows time for the conversion to be taken.
8. A team scoring a try may attempt the conversion or may decline it.
 - a. The decision to decline the conversion must be relayed by the try scorer to the referee by saying "no kick" after the try is awarded.
 - b. Provided the conversion is attempted or declined before time elapses, the referee will award a restart kick.
 - c. If the conversion is attempted, time is taken from the strike on the ball.
9. When weather conditions are exceptionally hot and/or humid, the referee has the discretion to allow for a water break. This one-minute break should be taken midway through the half, after a score or when the ball is dead near the half-way line.
10. The referee has the power to end or suspend the match at any time if the referee believes that it would be unsafe to continue.

LAW 6 – Match Officials

PRINCIPLE

Every match is under the control of match officials who consist of the 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, the television match official, the time-keeper, the match doctor, the team doctors, the non-playing members of the teams and the ball persons.

Assistant referees and touch judges are responsible for signalling touch, touch in-goal and the success or otherwise of kicks at goal. In addition, assistant referees provide assistance as the referee directs, including the reporting of foul play.

APPOINTMENT OF THE REFEREE

1. The referee is appointed by the match organiser. If no referee has been appointed, the two teams agree upon a referee. If they cannot agree, the home team appoints a referee.
2. If the referee is unable to complete the match, the referee's replacement is appointed according to the instructions of the match organiser. If the match organiser has given no instructions, the referee appoints a replacement. If the referee cannot do so, the home team appoints a replacement.

DUTIES OF THE REFEREE BEFORE THE MATCH

3. The referee organises the toss. One of the captains tosses a coin and the other captain calls. The winner of the toss decides whether to kick off or to choose an end. If the winner of the toss decides to choose an end, the opponents must kick off and vice versa.
4. The match officials must inspect the players' clothing and studs for conformity to Law 4.

DUTIES OF THE REFEREE DURING A MATCH

5. Within the playing enclosure:
 - a. The referee is the sole judge of fact and of law during a match. The referee must apply the laws of the game fairly in every match.
 - b. The referee keeps the time. However, the match organiser may appoint a time-keeper who will signify the end of each half.
 - c. The referee keeps the score.
6. The referee permits access to the playing area for players and replacements, when it is safe to do so.
7. The referee gives permission for players to leave the playing area.

THE WHISTLE

8. The referee carries a whistle and blows it:
 - a. To indicate the beginning and the end of each half of the match.
 - b. To stop play. The referee has the power to stop play at any time.
 - c. To indicate a score or a touch down.
 - d. To caution or send off an offender and a second time when the penalty or penalty try is awarded.

- e. When the ball becomes dead, other than after a failed conversion kick.
- f. When the ball becomes unplayable.
- g. When a penalty, free-kick or scrum is awarded.
- h. When it would be dangerous to let play continue or when it is suspected that a player is seriously injured.

THE BALL BECOMES DEAD

9. The referee will deem the ball to be dead when:
 - a. The ball is in touch or touch in-goal.
 - b. The ball is grounded in in-goal.
 - c. A conversion has been attempted.
 - d. A try, penalty or dropped goal has been scored.
 - e. The ball or ball-carrier touches the dead-ball line or anything beyond it.
 - f. The ball hits anything above the playing area.

THE BALL OR BALL-CARRIER TOUCHES THE REFEREE OR NON-PLAYER

10. If the ball or the ball-carrier touches the referee or other non-player and neither team gains an advantage, play continues. If either team gains an advantage in the field of play, a scrum is awarded to the team that last played the ball.
11. If the ball-carrier touches the referee or other non-player in in-goal and either team gains an advantage:
 - a. If the ball is in possession of an attacking player, the referee awards a try where the contact took place.
 - b. If the ball is in possession of a defending player, the referee awards a touch down where the contact took place.
12. If the ball is touched by the referee or other non-player in in-goal, the referee judges what would have happened next and awards a try or a touch down at the place where the contact took place.

INTERACTION BETWEEN REFEREES AND ASSISTANT REFEREES/TOUCH JUDGES

13. The referee may consult with assistant referees about matters relating to their duties, the law relating to foul play and timekeeping, and may request assistance related to other aspects of the referee's duties.
14. The referee may alter a decision after a touch judge or an assistant referee has raised the flag to signal touch, touch-in-goal or an assistant referee has signalled foul play.

TELEVISION MATCH OFFICIAL/LAW AMENDMENT TRIAL

15. A match organiser may appoint a television match official (TMO), who uses technological devices to clarify situations relating to:
 - a. The grounding of the ball in in-goal.
 - b. Touch or touch-in-goal in the act of grounding the ball or the ball being made dead.
 - c. Where there is doubt as to whether a kick at goal has been successful.
 - d. Where match officials believe an infringement may have occurred in the playing area leading to a try or preventing a try.
 - e. Foul play, including sanctions.

16. Any of the match officials, including the TMO, may recommend a review by the TMO. The reviews will take place in accordance with the TMO protocol which is available at <http://laws.worldrugby.org>.

DUTIES OF THE REFEREE AFTER A MATCH

17. The referee communicates the score to the teams and to the match organiser.
18. If a player was sent off, the referee gives the match organiser a written report on the foul play infringement as soon as possible.

APPOINTING AND CONTROLLING ASSISTANT REFEREES AND TOUCH JUDGES

19. There are two assistant referees or two touch judges for every match. Unless they have been appointed by or under the authority of the match organiser, each team provides a touch judge.
20. The match organiser may nominate a person to act as a replacement for the assistant referees or touch judges. This person is called the reserve touch judge or reserve assistant referee and is situated in the perimeter area.
21. The referee has control over the assistant referees or touch judges. The referee may tell them what their duties are and may overrule their decisions. If a touch judge is unsatisfactory, the referee may ask that the touch judge be replaced. If the referee believes a touch judge is guilty of misconduct, the referee has the power to send the touch judge off and make a report to the match organiser.

DURING THE MATCH

22. There is one assistant referee or touch judge on each side of the ground. The assistant referee or touch judge remains in touch except when judging a kick at goal. When judging a kick at goal they stand in in-goal, behind the goal posts.
23. An assistant referee may enter the playing area to report foul play. This may be done only at the next stoppage in play and when the referee allows.

SIGNALS [RETAIN USE OF PHOTOS PAGE 193-206 OF CURRENT LAW BOOK]

24. Each assistant referee or touch judge carries a flag or something similar with which to signal decisions.
25. Signalling the result of kicks at goal: One assistant referee or touch judge stands at or behind each goal post. If the ball goes over the crossbar and between the posts, they raise the flags to indicate a goal.
26. Signalling touch:
 - a. When the ball or the ball-carrier has gone into touch or touch-in-goal, the assistant referee or touch judge holds up the flag.
 - b. The assistant referee or touch judge stands at the place of the throw and points to the team entitled to throw in.
 - c. When the ball is thrown in, the assistant referee or touch judge lowers the flag, with the following exceptions:
 - i. When the player throwing in puts any part of either foot in the field of play.
 - ii. When the team not entitled to throw in has done so.

- iii. When, at a quick throw, the ball that went into touch is replaced by another ball or, after it went into touch, it was touched by anyone except the ball-carrier who took it into touch or the player who takes the throw.
 - d. It is for the referee, and not the assistant referee or touch judge, to decide whether the ball was thrown in from the correct place.
27. Signalling foul play:
- a. A match organiser may give authority to the assistant referee to signal for foul play.
 - b. An assistant referee signals that foul play or misconduct has been seen by holding the flag horizontally and pointing infield at right angles to the touchline.
 - c. If an assistant referee signals foul play, the assistant referee stays in touch and continues to carry out all the other duties until the next stoppage in play.
 - d. At the invitation of the referee the assistant referee may then enter the playing area to report the offence to the referee. The referee will then take appropriate action.
 - e. If an assistant referee's verbal report to the referee leads to a player being sent off, the assistant referee submits a written report about the incident to the referee as soon as possible after the match and the referee provides it to the match organiser.

ADDITIONAL PERSONS

- 28. Medically trained persons (only qualified doctors or physiotherapists) may enter the playing area to attend to injured players any time it is safe to do so.
- 29. The following may enter the playing area without the referee's permission, provided they do not interfere with play or make any comments to the match officials:
 - a. Water-carriers during a stoppage in play for an injury to a player or when a try has been scored.
 - b. A person carrying a kicking tee after a team has indicated they intend to kick at goal or a try has been scored.
 - c. The coaches attending to their teams at half-time.
- 30. The management of replacements may be delegated to sideline managers appointed by the match organiser. Information relating to sideline management can be found here: <http://officiating.worldrugby.org>

LAW 7 - Advantage

PRINCIPLE

If a team gains an advantage following an infringement by their opponents, the referee may allow play to continue in an effort to keep the game flowing.

1. Advantage:

- a. May be tactical. The non-offending team is free to play the ball as they wish.
- b. May be territorial. Play has moved towards the offending team's dead-ball line.
- c. May be a combination of tactical and territorial.
- d. Must be clear and real. A mere opportunity to gain an advantage is not sufficient.

2. Advantage ends when:

- a. The referee deems that the non-offending team has gained an advantage. The referee allows play to continue; or
- b. The referee deems that the non-offending team is unlikely to gain an advantage. The referee stops the game and applies the sanction for the infringement from which advantage was being played; or
- c. The non-offending team commits an infringement before they have gained an advantage. The referee stops the game and applies the sanction for the first infringement. If either or both infringements are for foul play, the referee applies the appropriate sanction(s) for the offence(s); or
- d. The offending team commits a second infringement from which no advantage can be gained. The referee stops play and applies the appropriate and more advantageous sanction (either tactically or territorially).

3. Advantage must not be applied and the referee must blow the whistle immediately when:

- a. The ball or a player in possession of the ball, touches the referee and an advantage is gained by either side.
- b. The ball comes out of either end of the tunnel at a scrum.
- c. A scrum is wheeled through more than 90 degrees.
- d. A player in a scrum is lifted or forced upwards so that the player is no longer in contact with the ground.
- e. A quick throw, free-kick or penalty is taken incorrectly.
- f. The ball is made dead.
- g. It would be dangerous to let play continue.
- h. It is suspected that a player is seriously injured.

LAW 8 – Scoring

1. Methods and points value of scoring:
 - a. Try or penalty try. **Five points.**
 - b. Conversion. **Two points.**
 - c. Penalty goal. **Three points.**
 - d. Dropped goal. **Three points.**

TRY

2. A try is scored when an attacking player:
 - a. Is first to ground the ball in the opponents' in-goal, against the opponents' goal post or its surrounding padding.
 - b. Is first to ground the ball when a scrum, ruck or maul reaches the goal line.
 - c. With the ball is tackled short of the goal line and the player's momentum carries them in a continuous movement along the ground into the opponents' in-goal, and the player is first to ground the ball.
 - d. Is tackled near to the opponents' goal line and the player immediately reaches out and grounds the ball.
 - e. Who is in touch or touch-in-goal, grounds the ball in the opponents' in-goal provided the player is not holding the ball.

PENALTY TRY

3. A penalty try is awarded between the goal posts if foul play by the opposing team prevents a probable try from being scored, or scored in a more advantageous position. A player guilty of this must be cautioned and temporarily suspended or sent off.

CONVERSION, PENALTY GOAL AND DROPPED GOAL

4. For any goal to be successful, the ball must be kicked over the crossbar and between the goal posts without first touching a team-mate or the ground.
5. If the ball goes over the crossbar and over the height of the goal posts, the kick is successful if it is deemed that the ball would have gone between the goal posts had they been taller.
6. If the ball has crossed the crossbar and the wind blows it back into the field of play, the score stands.

CONVERSION

7. When a try or penalty try is scored, it gives that team the right to attempt a conversion, which may be a place kick or drop-kick.
8. The kicker:
 - a. Uses the ball that was in play unless it is defective.
 - b. Takes the kick in the field of play on a line through the place where the try was awarded, parallel to the touchlines.
 - c. Places the ball directly on the ground or on sand, sawdust, or a kicking tee. The kicker may be assisted by a placer. Nothing else may be used to assist the kicker.
 - d. Takes the kick within 90 seconds (playing time) from the time the try was awarded, even if the ball rolls over and has to be placed again.
Sanction: Kick is disallowed.
9. The kicker's team, apart from a team-mate holding the ball, stay behind the ball when it is kicked and do nothing to mislead their opponents into charging too soon. **Sanction: Kick is disallowed.**

10. If the ball falls over before the kicker begins the approach to kick, the referee permits the kicker to replace it. While the ball is replaced, the opponents remain behind their goal line.
11. If the ball falls over after the kicker begins the approach to kick, the kicker may then kick or attempt a dropped goal.
12. If the ball falls over and rolls away from the line through the place where the try was awarded and the kicker then kicks the ball over the crossbar, the conversion is successful.
13. If the ball falls over and rolls into touch after the kicker begins the approach to kick, the kick is disallowed.

THE OPPOSING TEAM AT A CONVERSION

14. All opposing players retire to their goal line and do not overstep that line until the kicker begins the approach to kick. When the kicker does this, they may charge or jump to prevent a goal but must not be physically supported by other players in these actions.
15. The team must not shout during a conversion attempt.

Sanction: If the opposing team at a conversion attempt infringes but the kick is successful, the goal stands. If the kick is unsuccessful, the kicker retakes the conversion and the opposing team is not allowed to charge. When another kick is allowed, the kicker may repeat all the preparations. The kicker may change the type of kick.

16. If the ball falls over after the kicker begins the approach to kick, the opponents may continue to charge.
17. If the opposition touches the ball and the kick is successful, the goal stands.

PENALTY GOAL

18. A penalty goal can be scored only from a penalty.
19. The kicking team must indicate their intention to kick for goal without delay.
20. If the team indicates to the referee the intention to kick at goal, they must kick at goal. The intention to kick can be communicated to the referee or signalled by the arrival of the kicking tee or sand, or when the player makes a mark on the ground.
21. The kick must be taken within 60 seconds (playing time) from the time the team indicated their intention to do so, even if the ball rolls over and has to be placed again.
Sanction: Kick is disallowed – Scrum.
22. If the kicker indicates to the referee the intent to kick at goal, the opposing team must stand still with their hands by their sides from the time the kicker starts to approach to kick until the ball is kicked.
23. If the kicker has not indicated an intention to kick at goal but takes a drop-kick and scores a goal, the goal stands.
24. The kicker places the ball directly on the ground or on sand, sawdust, or a kicking tee. The kicker may be assisted by a placer. Nothing else may be used to assist the kicker.
Sanction: Scrum.
25. Any player who intentionally touches the ball in an attempt to prevent a penalty goal being scored is illegally touching the ball.
26. A defending player must not shout during a penalty kick at goal.
27. If the opposing team infringes while the kick is being taken but the kick at goal is successful, the goal stands and a further penalty is not awarded. If the kick is unsuccessful, the non-offending team is awarded a penalty 10 metres in front of the original mark. **Sanction:** Penalty.

DROPPED GOAL

28. A player scores a dropped goal by kicking a goal from a drop-kick in open play.

29. The team awarded a free-kick (including where they opt for a scrum or lineout instead) cannot score a dropped goal until the ball next becomes dead or until an opponent has played the ball, has touched it or has tackled the ball-carrier. Any such kick is deemed to be unsuccessful and play continues.

LAW 9 – Foul Play

PRINCIPLE

A player who commits foul play must either be cautioned or temporarily suspended or sent off.

1. OBSTRUCTION

- a. When a player and an opponent are running for the ball, neither player may charge or push the other except shoulder-to-shoulder.
- b. An offside player must not intentionally obstruct an opponent or interfere with play.
- c. A player must not intentionally prevent an opponent from tackling or attempting to tackle the ball-carrier.
- d. A player must not intentionally prevent an opponent from having the opportunity to play the ball, other than by competing for possession.
- e. A ball-carrier must not intentionally run into an off-side team-mate to obstruct the opposition.
- f. A player must not obstruct, or in any way interfere with an opponent while the ball is dead.

Sanction: Penalty.

2. UNFAIR PLAY

A player must not:

- a. Intentionally infringe any law of the game.
- b. Intentionally knock, place, push or throw the ball with arm or hand from the playing area.
- c. Do anything that may lead the match officials to consider that an opponent has committed an infringement.

Sanction: Penalty.

- d. Waste time. **Sanction: Free-kick.**

3. REPEATED INFRINGEMENTS

- a. A team must not repeatedly commit the same offence.
- b. A player must not repeatedly infringe the laws.

Sanction: Penalty.

- c. When different players of the same team repeatedly commit the same offence, the referee gives a general caution to the team and if they then repeat the offence, the referee temporarily suspends the guilty player(s).

4. DANGEROUS PLAY

- a. Players must not do anything that is reckless or dangerous to others.
- b. A player must not physically or verbally abuse anyone. Physical abuse includes, but is not limited to, biting, punching, contact with the eye or eye area, striking with any part of the arm (including stiff-arm tackles), shoulder, head or knee(s), stamping, trampling, tripping or kicking.

- c. A player must not tackle an opponent early, late or dangerously. Dangerous tackling includes, but is not limited to, tackling or attempting to tackle an opponent above the line of the shoulders even if the tackle starts below the line of the shoulders.
- d. A player must not tackle an opponent who is not in possession of the ball.
- e. Except in a scrum, ruck or maul, a player who is not in possession of the ball must not hold, push, charge or obstruct an opponent not in possession of the ball.
- f. A player must not charge or knock down an opponent carrying the ball without attempting to grasp that player.
- g. A player must not tackle, charge, pull, push or grasp an opponent whose feet are off the ground.
- h. A player must not lift an opponent off the ground and drop or drive that player so that their head and/or upper body make contact with the ground.
- i. Dangerous play in a scrum.
 - i. The front row of a scrum must not form at a distance from its opponents and rush against them.
 - ii. A front-row player must not pull an opponent.
 - iii. A front-row player must not intentionally lift an opponent off their feet or force the opponent upwards out of the scrum.
 - iv. A front-row player must not intentionally collapse a scrum.
- j. Dangerous play in a ruck or maul.
 - i. A player must not charge into a ruck or maul. Charging includes any contact made without binding onto another player in the ruck or maul.
 - ii. A player must not make contact with an opponent above the line of the shoulders.
 - iii. A player must not intentionally collapse a ruck or a maul.
- k. A player must not retaliate.
- l. Teams must not use the 'cavalry charge' or 'flying wedge'.
- m. A player must not attempt to kick the ball from the hands of the ball-carrier.
- n. A ball-carrier is permitted to hand off an opponent provided excessive force is not used.

Sanction: Penalty.

- o. A player must not intentionally charge or obstruct an opponent who has just kicked the ball.

Sanction: Penalty. The non-offending team chooses to take the penalty either:

- At the place of the infringement; or
- Where the ball lands or is next played but not nearer than 15 metres from the touchline; or if the ball is kicked directly into touch, on the 15-metre line in line with where the ball crossed the touchline; or if the ball lands in in-goal, touch-in-goal or on or over the dead-ball line, five metres from the goal line in line with where the ball crossed the goal line and at least 15 metres from the touchline; or if the ball hits a goal post or crossbar, where the ball lands.

5. MISCONDUCT

- a. A player must not do anything that is against the spirit of good sportsmanship.
- b. Players must respect the authority of the referee. They must not dispute the referee's decisions. They must stop playing immediately when the referee blows the whistle to stop play.

Sanction: Penalty.

6. When a player is being cautioned and suspended for 10 minutes, the referee will show that player a yellow card. If that player later commits another yellow-card offence, the player must be sent off.
7. When a player is being sent off, the referee will show that player a red card and the player will take no further part in the match. A player sent off may not be replaced.

LAW 10 – Offside and Onside in Open Play

PRINCIPLE

The game is played only by players who are onside.

OFFSIDE AND ONSIDE IN OPEN PLAY

1. A player is offside in open play if that player is in front of a team-mate who is carrying the ball or who last played it. An offside player must not interfere with play. This includes:
 - a. Playing the ball.
 - b. Tackling the ball-carrier.
 - c. Preventing the opposition from playing as they wish.
2. A player can be offside anywhere in the playing area.
3. A player who receives an unintentional throw forward is not offside.
4. An offside player may be penalised, if that player:
 - a. Interferes with play; or
 - b. Moves forwards towards the ball; or
 - c. Was in front of a team-mate who kicked the ball and fails to retire immediately to an imaginary line across the field 10 metres on that player's side from where the ball is caught or lands, even if it hits a goal post or crossbar first. If this involves more than one player, then the player closest to where the ball lands or is caught is the one penalised. This is known as the 10-metre law and still applies if the ball touches or is played by an opponent but not when the kick is charged down. **Sanction: Option of a penalty at the place of infringement or a scrum where the offending team last played the ball.**
5. A player is accidentally offside if the player cannot avoid being touched by the ball or by a team-mate who is carrying the ball. Only if the offending team gains an advantage should play stop. **Sanction: Scrum.**
6. Other than under 10.4c, an offside player can be put onside when:
 - a. That player:
 - i. Moves behind a team-mate who last played the ball; or
 - ii. Moves behind a team-mate who is onside.
 - b. An onside team-mate of that player moves past the offside player and is within or has re-entered the playing area.
 - c. An opponent of that player:
 - i. Carries the ball five metres; or
 - ii. Passes the ball; or
 - iii. Kicks the ball; or
 - iv. Intentionally touches the ball without gaining possession of it.

[DIAGRAM ON PAGE 76 OF CURRENT LAW BOOK]

[DIAGRAM ON PAGE 77 OF CURRENT LAW BOOK]

7. A player offside under Law 10.4c cannot be put onside by any action of an opponent, apart from a charge down.

RETIRING FROM A RUCK, MAUL, SCRUM OR LINEOUT

8. A player who is offside at a ruck, maul, scrum or lineout remains offside, even after the ruck, maul, scrum or lineout has ended.
9. The player can be put onside only if:
 - a. That player immediately retires behind the applicable offside line; or
 - b. An opposition player carries the ball five metres in any direction; or
 - c. An opposition player kicks the ball.
10. An offside player may be penalised if that player:
 - a. Fails to retire without undue delay and benefits from being put onside in a more advantageous position; or
 - b. Interferes with play; or
 - c. Moves towards the ball.

Sanction: Penalty.

LAW 11 – Knock-on or Throw Forward

[KEEP DIAGRAMS ON PAGES 81 AND 82 OF CURRENT LAW BOOK]

1. A knock-on may occur anywhere in the playing area.
2. It is a knock-on when a player, in tackling or attempting to tackle an opponent, makes contact with the ball and the ball goes forward.
Sanction: Scrum.
3. A player must not intentionally knock the ball forward with hand or arm. **Sanction: Penalty.**
4. It is not an intentional knock-on if, in the act of trying to catch the ball, the player knocks on provided that there was a reasonable expectation that the player could gain possession.
5. The ball is not knocked-on, and play continues, if:
 - a. A player knocks the ball forward immediately after an opponent has kicked it (charge down).
 - b. A player rips or knocks the ball from an opponent and the ball goes forward from the opponent's hand or arm.

THROW FORWARD

6. A throw forward may occur anywhere in the playing area. **Sanction: Scrum.**
7. A player must not intentionally throw or pass the ball forward. **Sanction: Penalty.**

LAW 12 – Kick-offs and Restart Kicks

PRINCIPLE

Kick-offs are used to start each half of the match or period of extra-time. Restart kicks resume play after a score or touch-down.

1. All kick-offs and restart kicks are drop kicks. **Sanction: The non-kicking team has the option of the kick being retaken or a scrum.**

[DIAGRAM ON PAGE 86 OF CURRENT LAW BOOK]

KICK-OFFS AND RESTART KICKS FOLLOWING A SCORE

2. Kick-offs are taken on or behind the centre of the half-way line. **Sanction: The non-kicking team has the option of the kick being retaken or a scrum.**
3. The opponents of the team who kicked off the match start the second half.
4. After a team has scored, their opponents restart play on or behind the centre of the half-way line. **Sanction: The non-kicking team has the option of the kick being retaken or a scrum.**
5. When the ball is kicked:
 - a. Team-mates of the kicker must be behind the ball. **Sanction: Scrum.**
 - b. Opposition players must be on or behind the 10-metre line. **Sanction: The kick is retaken.**
6. The ball must reach the 10-metre line. **Sanction: The non-kicking team has the option of the kick being retaken or a scrum.**
7. If the ball reaches the 10-metre line but is then blown back or if an opponent plays the ball before it reaches the 10-metre line, play continues.
8. If the ball goes directly into touch, the non-kicking team chooses one of the following:
 - a. The kick being retaken.
 - b. Scrum.
 - c. Lineout.
 - d. Quick-throw.
9. If the ball is kicked into the opponents' in-goal without touching any player and an opponent grounds the ball without delay or it goes dead through in-goal, the non-kicking team has the option of having the kick retaken or a scrum.
10. If the ball is kicked into the kicking team's own in-goal and is made dead by a defending player or it goes dead through in-goal, the non-kicking team is awarded a five-metre scrum.

RESTART KICKS FOLLOWING A TOUCH-DOWN (22-METRE DROP-OUT)

11. Apart from at a kick-off or restart kick, if the ball is played or taken into in-goal by an attacking player and is made dead by an opponent, play is restarted with a 22-metre drop-out.
12. A 22-metre drop-out:
 - a. Is taken anywhere on or behind the defending team's 22-metre line. **Sanction: Scrum.**
 - b. Must be taken without delay. **Sanction: Free-kick.**

- c. Must cross the 22-metre line. **Sanction:** The non-kicking team has the option of the kick being retaken or a scrum.
 - d. Must not go directly into touch. **Sanction:** The opposing team chooses one of the following:
 - i. The drop-out being retaken; or
 - ii. A scrum; or
 - iii. A lineout; or
 - iv. A quick-throw.
13. An opponent must not charge over the 22-metre line before the ball is kicked. **Sanction:** Free-kick.
14. An opponent, who is inside the kicker's 22, may not delay or obstruct the drop-out. **Sanction:** Penalty.
15. If the ball crosses the 22-metre line but is then blown back, play continues.
16. If the ball does not cross the 22-metre line, advantage may apply.
17. If a 22-metre drop-out reaches the opponents' in-goal without touching any player and an opponent grounds the ball without delay or it goes into touch-in-goal or on or over the dead-ball line, the non-kicking team has the option of having the kick retaken or a scrum.
18. The team-mates of the kicker must be behind the ball when it is kicked. Those who are in front of the ball when it is kicked may be sanctioned unless they retire and do not interfere with play until they are put aside by the actions of a team-mate. **Sanction:** Scrum.

[DIAGRAM ON PAGE 91 OF CURRENT LAW BOOK]

LAW 13 – Players on the Ground with the Ball in Open Play – No Tackle

PRINCIPLE

The game is played only by players who are on their feet.

1. Players, who go to ground to gather the ball or who go to ground with the ball, must immediately:
 - a. Get up with the ball; or
 - b. Play (but not kick) the ball; or
 - c. Release the ball.

Sanction: Penalty.

2. Once the ball is played or released, players on the ground must immediately either move away from the ball or get up. **Sanction: Penalty.**
3. A player on the ground without the ball is out of the game and must:
 - a. Allow opponents who are not on the ground to play or gain possession of the ball.
 - b. Not play the ball.
 - c. Not tackle or attempt to tackle an opponent.

Sanction: Penalty.

4. Players on their feet and without the ball must not fall on or over players on the ground who have the ball or who are near it. **Sanction: Penalty.**

LAW 14 – Tackle

PRINCIPLE

A tackle can take place anywhere in the field of play. The actions of players involved in the tackle must ensure a fair contest and allow the ball to be available for play immediately.

REQUIREMENTS FOR A TACKLE

1. For a tackle to have occurred, the ball-carrier must be held and brought to ground by one or more opponents.
2. Being brought to ground means that the ball-carrier is lying, sitting or has at least one knee on the ground or on another player who is on the ground.
3. Being held means that a tackler must continue holding the ball-carrier until the ball-carrier is on the ground.

PLAYERS IN A TACKLE

4. Players in a tackle are:
 - a. Tackled player.
 - b. Tackler(s).
 - c. Others:
 - i. Player(s) who hold the ball-carrier during a tackle but do not go to ground.
 - ii. Player(s) who arrive to contest possession in the tackle.
 - iii. Player(s) who are already on the ground.

PLAYER RESPONSIBILITIES

5. Tacklers must:
 - a. Immediately release the ball and the ball-carrier after both players go to ground.
 - b. Immediately move away from the tackled player and from the ball or get up.
 - c. Be on their feet before attempting to play the ball.
 - d. Allow the tackled player to release or play the ball.
 - e. Allow the tackled player to move away from the ball.

Sanction: Penalty.

6. Tacklers may play the ball from any direction provided they have complied with the above responsibilities and a ruck has not formed.
7. Tackled players must immediately:
 - a. Make the ball available so that play can continue by releasing, passing or pushing the ball in any direction except forward. They may place the ball in any direction.
 - b. Move away from the ball or get up.
 - c. Ensure that they do not lie on, over or near the ball to prevent opposition players from gaining possession of it.

Sanction: Penalty.

8. Other players must:
 - a. Remain on their feet and release the ball and the ball-carrier immediately.

- b. Remain on their feet when they play the ball.
- c. Arrive at the tackle from the direction of their own goal line before playing the ball.
- d. Not play the ball or attempt to tackle an opponent while on the ground near the tackle.

Sanction: Penalty.

- 9. Any player who gains possession of the ball:
 - a. Must play it immediately, by moving away, or by passing or kicking the ball.
 - b. Must remain on their feet, and not go to ground at or near the tackle unless tackled by the opposition.
 - c. May be tackled, provided the tackler does so from the direction of their own goal line.

Sanction: Penalty.

- 10. The tackle ends when:
 - a. A ruck is formed.
 - b. A player on their feet from either team gains possession of the ball and moves away or passes or kicks the ball.
 - c. The ball leaves the tackle area.
 - d. The ball is unplayable. If there is doubt about which player did not conform to law, the referee orders a scrum. The throw is taken by the team moving forward prior to the stoppage or, if no team was moving forward, by the attacking team.

LAW 15 – Ruck

PRINCIPLE

The purpose of a ruck is to allow players to compete for the ball which is on the ground.

[DIAGRAMS PAGES 102 AND 105]

FORMING A RUCK

1. A ruck can take place only in the field of play.
2. A ruck is formed when at least one player from each team are in contact, on their feet and over the ball which is on the ground.
3. Players involved in all stages of the ruck must have their heads and shoulders no lower than their hips. **Sanction: Free-kick**

OFFSIDE AT A RUCK

4. Each team has an offside line that runs parallel to the goal line through the ruck participants' hindmost foot. If that foot is on or behind the goal line, the offside line for that team is the goal line.

JOINING A RUCK

5. An arriving player must be on their feet and join from behind their offside line.
6. A player may join alongside but not in front of the hindmost player.
7. A player must bind onto a team-mate or an opposition player. The bind must precede or be simultaneous with contact with any other part of the body.
8. Players must join the ruck or retire behind their offside line immediately.
9. Players who have previously been part of the ruck may rejoin the ruck, provided they do so from an onside position.

Sanction: Penalty.

DURING A RUCK

10. Possession may be won either by rucking or by pushing the opposing team off the ball.
11. Once a ruck has formed, no player may handle the ball unless they were able to get their hands on the ball before the ruck formed and stay on their feet.
12. Players must endeavour to remain on their feet throughout the ruck.
13. All players in a ruck must be caught in or bound to it and not just alongside it.
14. Players may play the ball with their feet, provided they do so in a safe manner.
15. Players on the ground must attempt to move away from the ball and must not play the ball in the ruck or as it emerges.
16. Players must not:
 - a. Pick the ball up with their legs.
 - b. Intentionally collapse a ruck or jump on top of it.
 - c. Intentionally step on another player.
 - d. Fall over the ball as it is coming out of a ruck.

Sanction: Penalty.

- e. Return the ball into the ruck.
- f. Take any action to make opponents believe that the ruck has ended when it has not.

Sanction: Free-kick.

ENDING A RUCK

17. When the ball has been clearly won by a team at the ruck, and is available to be played, the referee calls “use it”, after which the ball must be played away from the ruck within five seconds. **Sanction: Scrum.**
18. The ruck ends and play continues when the ball leaves the ruck or when the ball in the ruck is on or over the goal line.
19. The ruck ends when the ball becomes unplayable. If the referee decides that the ball will probably not emerge within a reasonable time, a scrum is awarded.

LAW 16 – Maul

PRINCIPLE

The purpose of a maul is to allow players to compete for the ball, which is held off the ground.

FORMING A MAUL

1. A maul can take place only in the field of play.
2. It consists of a ball-carrier and at least one player from each team, bound together and on their feet.
3. Once formed, a maul must move towards a goal line.

OFFSIDE AT A MAUL

4. Each team has an offside line that runs parallel to the goal line through the maul participants' hindmost foot that is nearest to that team's goal line. If that foot is on or behind the goal line, the offside line for that team is the goal line.
5. A player must either join a maul from an onside position or retire behind their offside line immediately. **Sanction: Penalty.**
6. Players who leave a maul must immediately retire behind the offside line. These players may re-join the maul. **Sanction: Penalty.**

JOINING A MAUL

7. Players joining a maul must:
 - a. Do so from an onside position.
 - b. Bind on to the hindmost player in the maul. **Sanction: Penalty.**
 - c. Have their heads and shoulders no lower than their hips. **Sanction: Free-kick.**

DURING A MAUL

8. The ball-carrier in a maul may go to ground provided that player makes the ball available immediately. **Sanction: Scrum.**
9. All other players in a maul must endeavour to stay on their feet.
10. All players in a maul must be caught in or bound to it and not just alongside it.
11. Players must not:
 - a. Intentionally collapse a maul or jump on top of it.
 - b. Attempt to drag an opponent out of a maul. **Sanction: Penalty.**
 - c. Take any action to make opponents believe that the maul has ended when it has not. **Sanction: Free-kick.**
12. When players of the team who are not in possession of the ball intentionally leave the maul such that there are no players of that team left in the maul, the maul continues.

13. When all players of the team who are not in possession of the ball intentionally leave the maul, they may re-join provided that the first player binds on the frontmost player of the team in possession of the ball. **Sanction: Penalty.**
14. When a maul has stopped moving towards a goal line for more than five seconds but the ball is being moved and the referee can see it, the referee instructs the players to use the ball. The team in possession must then use the ball within a reasonable time. **Sanction: Scrum.**
15. When a maul has stopped moving towards a goal line, it may restart moving towards a goal line providing it does so within five seconds. If it stops a second time but the ball is being moved and the referee can see it, the referee instructs the team to use the ball. The team in possession must then use the ball in a reasonable time. **Sanction: Scrum.**

ENDING A MAUL

16. A maul ends and play continues when:
 - a. The ball or a player with the ball leaves the maul.
 - b. The ball is on the ground.
 - c. The ball is on or over the goal line.
17. A maul ends unsuccessfully when:
 - a. The ball becomes unplayable.
 - b. The maul collapses (not as a result of foul play).
 - c. The maul does not move towards a goal line for longer than five seconds and the ball does not emerge.
 - d. The ball-carrier goes to ground and the ball is not immediately available.
 - e. The ball is available to be played, the referee has called “use it” and it has not been played within five seconds of the call.

Sanction: Scrum.

18. If a maul is formed immediately after a player has directly caught an opponent’s kick in open play, a scrum that is awarded for any of the above reasons will be to the team of the ball catcher.

LAW 17 – Mark

PRINCIPLE

A means of stopping play within a player's own 22 by directly catching an opponent's kick.

CLAIMING A MARK

1. To claim a mark, a player must:
 - a. Have at least one foot on or behind their own 22-metre line when catching the ball or when landing having caught it in the air; and
 - b. Catch the ball directly from an opponent's kick before it touches the ground or another player; and
 - c. Simultaneously call "mark".
2. A player may claim a mark even if the ball hits a goal post or crossbar before being caught.
3. When a mark is called correctly, the referee immediately stops the game and awards a free-kick to the team in possession.
4. A mark may not be claimed from a kick-off or a restart kick after a score.

RESTARTING PLAY AFTER A MARK

5. The player who claimed the mark takes the free-kick (in accordance with Law 20).
6. If the player is unable to take the free-kick within one minute, a scrum is awarded to the team in possession.
7. The free-kick is taken at the following locations:

Place of the mark	Location of free-kick
Within the 22	At the place of the mark but at least five metres from the goal line, in line with the place of the mark.
Within the in-goal	On the five-metre line in line with the place of the mark.

LAW 18 – Touch, Quick Throw and Lineout

[INCLUDE DIAGRAMS PAGE 120-130 OF CURRENT LAW BOOK]

PRINCIPLES

The field of play has side boundaries known as touchlines. When play reaches a touchline, the ball is in touch and becomes dead.

Quick-throws and lineouts are methods of restarting the game with a throw after the ball or ball-carrier has gone into touch.

TOUCH OR TOUCH-IN-GOAL

1. The ball is in touch or touch-in-goal when:
 - a. The ball or ball-carrier touches the touchline, touch-in-goal line or anything beyond.
 - b. A player, who is already touching the touchline, touch-in-goal line or anything beyond, catches or holds the ball.
2. The ball is not in touch or touch-in-goal if:
 - a. The ball reaches the plane of touch but is caught, knocked or kicked by a player who is in the playing area.
 - b. A player jumps, from within or outside the playing area, and catches the ball, and then lands in the playing area, regardless of whether the ball reached the plane of touch.
 - c. A player, who is in touch, kicks or knocks the ball, but does not hold it, provided it has not reached the plane of touch.

QUICK THROW

3. A player who carries the ball into touch must release the ball immediately so that a quick throw may be taken. **Sanction: Penalty.**
4. At a quick throw, the ball is thrown in:
 - a. Between the mark of touch and the thrower's own goal line; and
 - b. Parallel to or towards the thrower's own goal line; and
 - c. So that it reaches the five-metre line before it touches the ground or hits a player; and
 - d. By a player whose feet are both outside the field of play.

Sanction: Opposition has the option of throwing into a lineout at the place where the quick throw was taken or into a scrum on the 15-metre line at the same place.

5. A quick throw is disallowed and a lineout is awarded to the same team if:
 - a. A lineout had already been formed; or
 - b. The ball had been touched after it went into touch by anyone other than the player throwing in or the player who carried the ball into touch; or
 - c. A different ball is used from the one that originally went into touch.
6. The ball must reach the five-metre line before it is played and a player must not prevent the ball from travelling five metres. **Sanction: Free-kick.**
7. If the mark of touch is outside the 22, the defending team may take the quick throw inside the 22 but is deemed to have taken the ball into the 22.

LINEOUT

WHERE THE GAME IS RESTARTED WITH A LINEOUT AND WHICH TEAM THROWS IN

EVENT	LOCATION OF THE MARK OF TOUCH	WHO THROWS IN
GENERAL		
The ball-carrier goes into touch.	Where the player touches the touchline or the ground beyond it.	The opposition.
A player unintentionally knocks, passes or throws the ball into touch.	Where the ball reaches the touchline.	The opposition.
The ball hits a player and goes directly into touch.	Where the ball reaches the touchline or at the point on the touchline closest to where the ball hit the player, whichever is nearer to that player's goal line.	The opposition.
The ball hits a player and it bounces into touch.	Where the ball reaches the touchline.	The opposition.
A player, who is in touch, picks up a moving ball.	Where that player is standing.	Whoever would have thrown in if the ball had continued to the touch line.
A player who is in touch picks up a stationary ball.	Where that player is standing.	The opposition.

BALL IS KICKED DIRECTLY INTO TOUCH FROM A KICK-OFF OR RESTART KICK		
The ball goes directly into touch from a kick-off or restart kick following a score.	If the touch option is taken, the throw is where the ball reaches the touchline or on the half-way line, whichever is nearer to the kicker's goal line.	The non-kicking team.
The ball goes directly into touch from a 22 drop out.	If the touch option is taken, then the throw is where the ball reaches the touchline or on the 22-metre line, whichever is nearer to the kicker's goal line.	The non-kicking team.

BALL IS KICKED FROM A PENALTY

A player kicks the ball into touch (either directly or first bouncing in the field of play or hitting a player or the referee).	Where the ball reaches the touchline.	The kicking team.
A player, who is in touch, catches the ball irrespective of whether the ball has reached the touchline.	Where the ball reaches the touchline or, if the ball hasn't reached the touchline, where the player catching the ball is standing.	The kicking team.
A player, who is in touch, picks up a moving ball that has not reached the touchline.	Where that player is standing.	The kicking team.

BALL KICKED DIRECTLY INTO TOUCH FROM WITHIN OWN 22 OR IN-GOAL

NO GAIN IN GROUND

The defending team took the ball into their 22, no tackle, ruck or maul took place and no opponent touched the ball within the 22.

A player kicks the ball directly into touch.	Where the ball reaches the touchline or on the touchline in line with where the ball was kicked, whichever is nearer to the kicker's goal line.	The non-kicking team.
An opposition player, who is in touch, catches the ball.	Where the ball reaches the touchline or on the touchline in line with where the ball was kicked, whichever is nearer to the kicker's goal line.	The non-kicking team.

GAIN IN GROUND

Either the defending team did not take the ball into their 22 or a tackle, ruck or maul took place within the 22 or an opponent touched the ball within the 22.

A player kicks the ball directly into touch.	Where the ball reaches the touchline.	The non-kicking team.
An opposition player, who is in touch, catches the ball.	Where the ball reaches the touchline.	The non-kicking team.
A player kicks the ball from a free-kick awarded within the 22.	Where the ball reaches the touchline.	The non-kicking team.

BALL KICKED DIRECTLY INTO TOUCH FROM OUTSIDE THE 22

A player kicks the ball directly into touch from open play or from a free-kick.	Where the ball reaches the touchline or on the touchline in line with where the ball was kicked, whichever is nearer to that player's goal line. No gain in ground.	The non-kicking team.
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LINEOUT OPTIONS		
Following an incorrect throw.	Where the original lineout took place.	The opposition.
Following a disallowed quick throw.	Where the formed lineout would have taken place if the quick throw had not been taken.	The same team.
Following an incorrect quick throw.	Where the incorrect throw was taken.	The opposition.
Following the ball going into touch from a knock-on or throw forward.	Where the ball reached the touchline.	The opposition.
From a penalty or free-kick awarded for a lineout infringement.	Where the original lineout took place.	The opposition.

FORMING A LINEOUT

8. A lineout is formed on the mark of touch.
9. Each team forms a single line parallel to and half a metre from the mark of touch on their side of the lineout between the five-metre and 15-metre lines. The gap between the lines must be maintained until the ball is thrown in. **Sanction: Free-kick.**
10. A minimum of two players from each team are required to form a lineout.
11. Teams form the lineout without delay. **Sanction: Free-kick.**
12. The team throwing in determines the maximum number of players that each team may have in the lineout.
13. Unless the throw is taken as soon as the lineout is formed, the non-throwing team may not have more players (but may have fewer players) in the lineout than the throwing team. **Sanction: Free-kick.**
14. The non-throwing team must have a player between the touchline and the five-metre line. The player stands two metres from the mark of touch on their team's side of the lineout and two metres from the five-metre line. **Sanction: Free-kick.**
15. If a team elects to have a receiver, the receiver stands between the five-metre and the 15-metre lines, two metres away from their team-mates in the lineout. Each team may have only one receiver. **Sanction: Free-kick.**
16. Once the lineout is formed, players:
 - a. From the team throwing in may not leave the lineout other than to change positions with other participating players.
 - b. From the non-throwing team may leave the lineout only to ensure that they do not have more players than the opposition.**Sanction: Free-kick.**
17. Participating players may change places in the lineout before the ball is thrown.

18. Players in the lineout who are going to lift or support a team-mate jumping for the ball may pre-grip that team-mate providing they do not grip below the shorts from behind or below the thighs from the front. **Sanction: Free-kick.**
19. Players must not jump or be lifted or supported before the ball has left the hands of the player throwing in. **Sanction: Free-kick.**
20. Players must not make any contact with an opponent before the ball is thrown in. **Sanction: Penalty.**

THROWING INTO A LINEOUT

21. The player throwing in the ball stands on the mark of touch with both feet outside the field of play. The thrower must not step into the field of play until the ball has been thrown. **Sanction: Option of lineout or scrum.**
22. The ball must:
 - a. Be thrown in straight along the mark of touch; and
 - b. Reach the five-metre line before it hits the ground or is played.
Sanction: Option of lineout or scrum. If the lineout is chosen and the ball is again not thrown straight, a scrum is awarded to the team that originally threw in the ball.
 - c. Be thrown in without delay once the lineout is formed. **Sanction: Free-kick.**
23. The thrower must not pretend to throw the ball. **Sanction: Free-kick.**

DURING A LINEOUT

24. The lineout commences once the ball leaves the hands of the thrower.
25. Once the lineout has commenced, the thrower and the thrower's immediate opponent may:
 - a. Join the lineout.
 - b. Retire to the offside line of the non-participating players of his own team.
 - c. Stay within five metres of the touchline.
 - d. Move to the receiver position if that position is empty.
26. If those players move anywhere else, they are offside. **Sanction: Penalty.**
27. Once the lineout has commenced, any player in the lineout may:
 - a. Compete for possession of the ball.
 - b. Catch or deflect the ball. A jumper may catch or deflect the ball with the outside arm only if they have both hands above their head. **Sanction: Free-kick.**
 - c. Lift or support a player from the same team. Players who support or lift a team-mate must lower the player to the ground safely as soon as the ball is won by a player of either team. **Sanction: Free-kick.**
 - d. Leave the lineout so as to be in a position to receive the ball, provided they remain within 10 metres of the mark of touch and they keep moving until the lineout is over.
Sanction: Free-kick.
 - e. Grasp and bring an opponent in possession of the ball to ground, provided that the player is not in the air. **Sanction: Penalty.**

OFFSIDE AT A LINEOUT

28. All lineout players are onside if they remain on their side of the mark of touch until the ball has been thrown in and touched a player or the ground.
29. Players jumping for the ball who cross the mark of touch and do not catch the ball must immediately return to their own side.
30. Until the ball is thrown in, and has touched the player or the ground, the offside line for lineout players is the mark of touch. After that, their offside line is a line through the ball.

31. When a ruck or maul forms at the mark of touch, a participating player may either:
 - a. Join the ruck or maul; or
 - b. Retire to the offside line, which is the hindmost foot of that player's team in the ruck or maul.
32. Once the ball has been thrown, a lineout player may move beyond the 15-metre line. If the ball does not go beyond the 15-metre line, the player must immediately return to the lineout.
33. Players not participating in the lineout must remain at least 10 metres from the mark of touch on their own team's side or behind the goal line if this is nearer. If the ball is thrown in before a player is onside, the player will not be liable to sanction if the player immediately retires to the onside position. The player cannot be put onside by the action of any other player.
34. Once the ball has been thrown in by a team-mate, players who are not participating in the lineout may move forward. If that occurs, then their opponents may also move forward. If the ball does not go beyond the 15-metre line, the players will not be liable to sanction if they immediately retire to their respective offside lines.

Sanction: Penalty.

ENDING A LINEOUT

35. The lineout ends when:
 - a. The ball or a player in possession of the ball
 - i. leaves the lineout; or
 - ii. enters the area between the touchline and the five-metre line; or
 - iii. goes beyond the 15-metre line.
 - b. A ruck or maul forms and all of the feet of all of the players in the ruck or maul move beyond the mark of touch.
 - c. The ball becomes unplayable.
36. Other than as permitted by Law 18.24d, no lineout player may leave the lineout until it has ended. **Sanction: Penalty.**

LAW 19 – Scrum

PRINCIPLE

The purpose of a scrum is to restart play with a contest for possession after a minor infringement or stoppage.

INFRINGEMENT/STOPPAGE	LOCATION OF SCRUM	WHO THROWS IN
A knock-on or throw forward, apart from at a lineout.	In the scrum zone at the point closest to the place of infringement.	The non-offending team.
A knock-on or throw forward at a lineout; incorrect throw at a lineout; incorrect quick throw.	15 metres in from the mark of touch.	The non-offending team.
Offside in open play (scrum option).	In the scrum zone at the point closest to where the offending team last played the ball.	The non-offending team.
A penalty or free-kick (scrum option).	In the scrum zone at the point closest to where the infringement took place.	The non-offending team.
The ball is taken into in-goal by the defending team and made dead.	In the scrum zone at the point closest to where the ball was made dead.	The attacking team.
An unplayable tackle or ruck.	In the scrum zone at the point closest to where the tackle or ruck took place.	The team last moving forward. If neither team was moving forward, the attacking team.
A maul that ends unsuccessfully.	In the scrum zone at the point closest to where the maul ended.	The team not in possession at the start of the maul. If the referee cannot decide which team had possession, the team moving forward before the maul stopped. If neither team was moving forward, the attacking team.
An unplayable maul after kick in open play.	In the scrum zone at the point nearest to place of maul.	The team in possession at the start of the maul.
An incorrect kick-off or restart kick (scrum option).	At the middle point of the half-way line or 22-metre line if the restart kick was a 22 drop-out.	The non-kicking team.
Failure to “use it” at scrum, ruck or maul.	In the scrum zone at the point closest to where the scrum, ruck or maul took place.	The team not in possession.
The ball or ball-carrier touches the referee and either team gains an advantage.	In the scrum zone at the point closest to the incident.	The team that last played the ball.

Stoppage due to injury.	In the scrum zone at the point where the ball was last played.	The team last in possession.
Reset scrum – no infringement.	Where the original scrum took place.	The team originally awarded the scrum.
A penalty attempt at goal not taken within the time limit.	In the scrum zone at the point closest to where the penalty was awarded.	The non-offending team.
A player unable to take a free-kick after a mark within one minute.	In the scrum zone at the point closest to where the free-kick was awarded.	Team of player who was awarded the free-kick.
The referee awards a scrum for any other reason not covered in law.	In the scrum zone at the point closest to the place of stoppage.	The team that was last moving forward or, if neither team was moving forward, the attacking team.

[DIAGRAM NEEDS REVISION]

FORMING A SCRUM

1. A scrum is formed in the scrum zone at a mark indicated by the referee.
2. The referee makes the mark to create the middle line of the scrum, which runs parallel to the goal lines.
3. Teams must be ready to form the scrum within 30 seconds of the mark being made.
Sanction: Free-kick
4. When both teams have 15 players, eight players from each team bind together in the formation as outlined in the diagram. Each team must have two props and one hooker in the front row and two locks in the second row. Three back-row players from each team complete the scrum. **Sanction: Penalty**
5. When a team is reduced to fewer than 15 for any reason, then the number of players in each team in the scrum may be similarly reduced. Where a permitted reduction is made by one team, there is no requirement for the other team to make a similar reduction. However, a team must not have fewer than five players in the scrum.
6. The players in the scrum bind in the following way:
 - a. The props bind to the hooker.
 - b. The hooker binds with both arms. This can be either over or under the arms of the props.
 - c. The locks bind with the props immediately in front of them and with each other.
 - d. All other players in the scrum bind on a lock's body with at least one arm.
Sanction: Penalty
7. The two groups face each other, either side of and parallel to the middle line.
8. The two front rows stand not more than an arm's length apart with the hookers at the mark.

ENGAGEMENT

9. When both sides are square, stable and stationary, the referee calls "crouch".
 - a. The front-rows then adopt a crouched position if they have not already done so. Their heads and shoulders are no lower than their hips, a position that is maintained for the duration of the scrum.

- b. The front-rows crouch, ear against ear with their heads to the left of their immediate opponents', so that no player's forehead is up against the forehead of an opponent.

Sanction: Free-kick.

10. When both sides are square, stable and stationary, the referee calls "bind".
 - a. Each loose-head prop binds by placing the left arm inside the right arm of the opposing tight-head prop.
 - b. Each tight-head prop binds by placing the right arm outside the left upper arm of the opposing loose-head prop.
 - c. Each prop binds by gripping the back or side of their opponent's jersey.
 - d. All players' binding is maintained for the duration of the scrum.

Sanction: Penalty.

11. When both sides are square, stable and stationary, the referee calls "set".
 - a. Only then may the teams engage, completing the formation of the scrum and creating a tunnel into which the ball will be thrown.
 - b. All players must be in position and ready to push forward.
 - c. Each front-row player must have both their feet on the ground, with their weight firmly on at least one foot.
 - d. Each hooker's feet must be in line with, or behind, the foremost foot of that team's props.

Sanction: Free-kick.

THROW

12. The scrum-half chooses which side of the scrum to throw in the ball.
13. The scrum-half holds the ball as shown in the diagram. [use diagram on page 146 of 2017 law book]
14. When both sides are square, stable and stationary, the referee signals to the scrum-half to throw in the ball.
15. The scrum-half throws in the ball:
 - a. From the chosen side.
 - b. From outside the tunnel.
 - c. Without delay.
 - d. With a single forward movement.
 - e. At a quick speed.
 - f. Straight along the middle line.
 - g. So that it first touches the ground inside the tunnel.

Sanction: Free-kick.

DURING A SCRUM

16. The scrum begins when the ball leaves the hands of the scrum-half.
17. Only when the scrum begins may the teams push. **Sanction: Free-kick.**
18. Possession may be gained by pushing the opposition backwards and off the ball.
19. Players may push provided they do so straight and parallel to the ground. **Sanction: Penalty.**
20. Front-row players may gain possession by striking for the ball but only once the ball touches the ground in the tunnel. **Sanction: Free-kick.**
21. A front-row player striking for the ball may do so with either foot but not both at the same time. **Sanction: Penalty.**
22. A front-row player must not intentionally kick the ball out of the tunnel from the direction it was thrown. **Sanction: Free-kick.**

23. Any player within the scrum may play the ball but only with their feet or lower legs and they must not lift the ball. **Sanction: Penalty.**
24. If a scrum collapses or if a player in the scrum is lifted or is forced upwards out of the scrum, the referee must blow the whistle immediately so that players stop pushing.
25. When the scrum is stationary and the ball has been available at the back of the scrum for three-five seconds, the referee calls “use it”. The team must then play the ball out of the scrum immediately. **Sanction: Scrum.**

OFFSIDE AT A SCRUM

26. Players remain onside for the duration of the scrum (see diagram).
27. Prior to the start of play in the scrum, the scrum-half of the team not throwing in the ball stands:
 - a. On that team’s side of the middle line next to the opposing scrum-half, or
 - b. At least five metres behind the hindmost foot of their team’s last player in the scrum and remains there until the completion of the scrum.
28. Once play in the scrum begins, the scrum-half of the team in possession has at least one foot level with or behind the ball.
29. Once play in the scrum begins, the scrum-half of the team not in possession:
 - a. Takes up a position with both feet behind the ball and close to the scrum or
 - b. Permanently retires to a point on the offside line either at that team’s hindmost foot, or
 - c. Permanently retires at least five metres behind the hindmost foot.
30. All players not participating at the scrum remain at least five metres behind the hindmost foot of their team.
31. When the hindmost foot of a team is in in-goal or within five metres of that team’s goal line, the offside line for that team’s non-participants is the goal line.
Sanction: Penalty
32. As soon as the scrum ends, offside lines no longer apply.

RESETTING A SCRUM

33. When there is no infringement, the referee will stop play and reset the scrum if:
 - a. The scrum-half throws in the ball and it comes out at either end of the tunnel.
 - b. The scrum collapses or breaks up before it has otherwise ended.
 - c. The scrum is wheeled through more than 90 degrees, so the middle line has passed beyond a position parallel to the touchline.
 - d. Neither side wins possession.
 - e. The ball is unintentionally kicked out of the tunnel. (Exception: If the ball is repeatedly kicked out, the referee must treat this as intentional. **Sanction: Penalty**).
34. When a scrum is reset, the ball is thrown in by the team that previously threw it in.

ENDING A SCRUM

35. The scrum ends:
 - a. When the ball comes out of the scrum in any direction except the tunnel.
 - b. When the ball reaches the feet of the hindmost player and it is picked up by that player or is played by that team’s scrum-half.
 - c. When the referee blows the whistle for an infringement.
 - d. When the ball in a scrum is on or over the goal line.

DANGEROUS PLAY AND RESTRICTED PRACTICES IN A SCRUM

36. Dangerous play in a scrum includes:

- a. A front-row charging against the opposition.
- b. Pulling an opponent.
- c. Intentionally lifting an opponent off their feet or forcing them upwards out of the scrum.
- d. Intentionally collapsing a scrum.
- e. Intentionally falling or kneeling.

Sanction: Penalty.

37. Other restricted practices at a scrum include:

- a. Falling on or over the ball immediately after it has emerged from the scrum.
- b. Scrum-half kicking the ball while it is in the scrum.
- c. Non-front-row player holding or pushing an opponent.

Sanction: Penalty.

- d. Bringing the ball back into the scrum once it has left.
- e. Non-front-row players playing the ball in the tunnel.
- f. Scrum-half attempting to make an opponent believe the ball is out of the scrum when it is not.

Sanction: Free-kick.

SCRUM LAW VARIATIONS

38. A union may implement the under-19 scrum law variations at defined levels of the game within its jurisdiction.

LAW 20 – Penalty and Free-kick

PRINCIPLE

Penalties and free-kicks are awarded to restart play after infringements.

LOCATION OF A PENALTY OR FREE-KICK

1. The mark for a penalty or free-kick must be in the field of play and be no closer than five metres from the goal line, as per the following table:

INFRINGEMENT	LOCATION OF PENALTY OR FREE-KICK
While the ball is in play excluding a late charge after a kick.	At the place of infringement.
While the ball is dead.	<ul style="list-style-type: none"> - At the point where play would have restarted or, if that place is on the touchline or within 15 metres of it, the mark is on the 15-metre line, in line with that place. - If play would have restarted with a 22 drop-out, the mark is anywhere on the 22-metre line (non-offending team decides).
Any infringement that takes place outside the playing area while the ball is in play.	On the 15-metre line, in line with where the offence occurred or if the offence occurred in touch-in-goal or beyond the dead-ball line, on the five-metre line, in line with the place of the infringement, but no less than 15 metres from the touchline.
Any infringement in a lineout.	15 metres from the touchline on the mark of touch.
Offside at a phase of play.	At the offending team's offside line.
Any subsequent infringement by the original offending team after the first penalty or free-kick is awarded but before it is taken.	Advanced 10 metres from the original mark.
Late charging the kicker.	<p>The opposition chooses either at the place of the infringement, where the ball landed or where the ball was next played.</p> <ul style="list-style-type: none"> - If the infringement takes place in the kicker's in-goal, the penalty is taken five metres from the goal line in line with the place of infringement but at least 15 metres from the touchline. - The non-offending team may also choose to take the penalty where the ball lands or where it is next played before landing, at least 15 metres from the touchline. - If the ball lands in touch, the optional penalty is on the 15-metre line, in line with where it went into touch. - If the ball lands, or is next played before landing, within 15 metres of the touchline, the mark is on the 15-metre line opposite where the ball landed or was played. - If the ball lands in in-goal, in touch-in-goal, or on or over the dead-ball line, the optional penalty is five metres from the goal line, in line with the place where the ball crossed the goal line and at least 15 metres from the touchline.

	- If the ball hits a goal post or crossbar, the optional penalty kick is awarded where the ball lands. -
Intentionally throwing or knocking the ball into touch.	If the ball is thrown or knocked: - Into touch or touch-in-goal or over the dead-ball line from the playing area, the mark is where the infringement occurred but no closer than 15 metres from the touchline and five metres from the goal line. - Into touch or touch-in-goal from in in-goal, the mark is on the five-metre line at least 15 metres from the touchline. - Over the dead-ball line from in-goal, the mark is on the five-metre line in a line with where the infringement occurred.
Any infringement in in-goal or within five metres of a goal line.	In the field of play, five metres from the goal line, in line with the place of infringement.

2. A penalty or free-kick is taken from where it is awarded or anywhere behind it on a line through the mark and parallel to the touchlines. When a penalty or free-kick is taken at the wrong place, it must be re-taken.

OPTIONS AT A PENALTY OR FREE-KICK

3. A team awarded a penalty or free-kick may instead choose a scrum.
4. A team awarded a penalty or free-kick at a lineout may instead choose a lineout or a scrum at the same mark.

TAKING A PENALTY OR FREE-KICK

5. A penalty or free-kick must be taken without delay.
6. Any player from the non-offending team may take it, other than for a free-kick awarded for a mark.
7. The kicker must use the ball that was in play unless the referee decides it is defective.
8. The kicker may punt, drop-kick or place-kick (other than for touch) the ball.
9. The kicker may kick the ball in any direction.
10. Other than the placer at a place-kick, the kicker's team must remain behind the ball until it has been kicked.
11. The ball must be kicked a visible distance. If the kicker is holding it, it must clearly leave the hands. If it is on the ground, it must clearly leave the mark. Once the kick has been successfully taken the kicker may play the ball again.

Sanction: Scrum.

OPPOSING TEAM AT A PENALTY OR FREE-KICK

12. When a penalty or free-kick is awarded, the opposing team must immediately retreat 10 metres towards their own goal line or until they have reached their goal line if that is closer.
13. Even if the penalty or free-kick is taken quickly and the kicker's team is playing the ball, opposing players must keep retreating the necessary distance. They may not take part in the game until they have done so.

14. If it is taken so quickly that opponents have no opportunity to retreat, they will not be sanctioned for this. However, they may not take part in the game until they have retreated 10 metres from the mark or until a team-mate who was 10 metres from the mark has moved in front of them.
15. The opposing team may not do anything to delay the kick or obstruct the kicker, including intentionally taking, throwing or kicking the ball out of reach of the team awarded the penalty. **Sanction: Second penalty or free-kick, 10 metres in front of the original mark. The second penalty or free-kick must not be taken before the referee has made the mark.**

OPPOSING TEAM AT A FREE-KICK

16. As soon as the kicker initiates movement to kick, the opposing team may charge and try to prevent the free-kick being taken by tackling the kicker or to block the kick.
17. If the opposing team charge fairly and prevent the free-kick being taken, the kick is disallowed. Play restarts with a scrum at the mark with the opposing team throwing in.

LAW 21 – In-goal

[DIAGRAMS PAGES 161-168 OF CURRENT LAW BOOK – APART FROM GROUNDING AGAINST GOAL POST (PAGE 163) – NOW IN NEW LAW 8]

GROUNDING THE BALL

1. The ball can be grounded in in-goal:
 - a. By holding it and touching the ground with it; or
 - b. By pressing down on it with a hand or hands, arm or arms, or the front of the player's body from waist to neck.
2. Picking up a ball is not grounding it. A player may pick up the ball in in-goal and ground it elsewhere in in-goal.
3. An attacking player grounding the ball in in-goal scores a try (See Law 8).
4. When an attacking player holding the ball grounds the ball in in-goal and simultaneously makes contact with the touch-in-goal line or the dead-ball line (or anywhere beyond either), a 22-metre drop-out is awarded to the defending team.
5. When the ball-carrier grounds the ball in in-goal and simultaneously makes contact with the touch line (or the ground beyond), the ball is in touch in the field of play and a lineout is awarded to the opposition.
6. A defending player grounding the ball in in-goal results in a touch down.
7. If a tackled player has momentum that carries them into their own in-goal area, they can make a touch down.
8. A tackled player near their own goal line may reach out and ground the ball in in-goal to make a touch down, provided it is done immediately. **Sanction: Penalty.**
9. If a defending player grounds the ball against a goal post or its surrounding padding, the result is a touch down.
10. If a player is in touch or touch-in-goal, they can make a touch down or score a try by grounding the ball in in-goal provided they are not holding the ball.
11. If a tackled player is in the act of reaching out to ground the ball for a try or touch down, players may pull the ball from the player's possession but must not kick or attempt to kick the ball. **Sanction: Penalty.**

BALL KICKED DEAD THROUGH IN-GOAL

12. If a team kicks the ball through their opponents' in-goal from the field of play into touch-in-goal or on or over the dead ball line, except by an unsuccessful kick at goal or attempted dropped goal, the defending team can choose:
 - a. To have a drop-out anywhere on or behind the 22-metre line; or
 - b. To have a scrum at the place where the ball was kicked.

DEFENDING PLAYER IN IN-GOAL

13. If any part of a defending player is in in-goal, that player is considered to be in in-goal, provided they are not also in touch or on or over the dead-ball line.
14. If a player who is in in-goal picks up a stationary ball within the field of play, that player has taken the ball into in-goal.
15. If a player who is in in-goal picks up a moving ball within the field of play, that player has not taken the ball into in-goal.
16. If a player who is on or beyond the dead-ball line or who is in touch-in-goal, picks up a stationary ball within in-goal, that player is deemed to have made the ball dead.

17. If a player who is on or beyond the dead-ball line or who is in touch-in-goal, picks up a moving ball within in-goal, that player is not deemed to have made the ball dead.

CORNER FLAG POST

18. If the ball or ball-carrier touches a corner flag or corner flag post without otherwise being in touch or touch-in-goal, play continues unless the ball is grounded against the post.

BALL HELD UP IN-GOAL

19. When a player carrying the ball is held up in the in-goal so that the player cannot ground or play the ball, the ball is dead. Play restarts with a five-metre scrum, in line with the place where the player was held up. The attacking team throws in.

DOUBT ABOUT GROUNDING

20. If there is doubt about which team first grounded the ball in in-goal, play is restarts with a five-metre scrum, in line with the place where the ball was grounded. The attacking team throws in.

Law Variations

Law Variations – Under-19

The laws of the game apply to the under-19 game, subject to the following variations:

LAW 3 -The Team

3.8 If a team nominates 22 players, it must have at least six players who can play in the front row so that there is replacement cover for the loose-head prop, hooker and tight-head prop.

3.34 A player who has been tactically replaced may replace any injured player.

LAW 5 - Time

5.1 A match lasts 70 minutes (split into two halves, each of not more than 35 minutes) plus time lost. No extra-time is permissible.

LAW 19 - Scrum

FORMING A SCRUM

19.5. All players in the three front-row positions and the two lock positions must be suitably trained for these positions. If a team cannot field such suitably trained players for whatever reason, then the referee must order uncontested scrums.

- a. In an eight-person scrum, the formation must be 3-4-1, with the single player (normally the number eight) shoving on the two locks. The locks must pack with their heads on either side of the hooker.
- b. When a team is reduced to fewer than 15 for any reason, the number of players in each team in the scrum may be similarly reduced.
- c. Where a permitted reduction is made in the scrum by one team, the other team must reduce their scrum accordingly, down to a minimum of five.
- d. Where there is an incomplete scrum, it must be formed as follows:
 - i. Seven players – three-four formation (i.e. no number eight).
 - ii. Six players – three-two-one formation (i.e. no flankers).
 - iii. Five players – three-two formation (i.e. no flankers or number eight).

Sanction: Free-kick.

19.32 When there is no infringement, the referee will stop play and reset a scrum if:

- c. The scrum is unintentionally wheeled through more than 45 degrees.

19.36 Other restricted practices in a scrum include:

- e. Pushing the scrum more than 1.5 metres towards the opponents' goal line.
- f. Keeping the ball in the scrum once it is heeled and controlled at the base of the scrum.

Sanction: Free-kick.

- g. Intentionally wheeling the scrum. Sanction: Penalty.

Law Variations – Sevens

The laws of the game apply to sevens, subject to the following variations:

LAW 3 - The Team

- 3.1 Each team has no more than seven players in the playing area during play.
- 3.4 A team may nominate and use up to five replacements.
- 3.29 Delete (a)
- 3.35 Delete (a).

LAW 5 - Time

- 5.1 A match lasts 14 minutes (split into two halves, each of not more than seven minutes) plus time lost. When a drawn match requires extra-time, play restarts after a one-minute break with periods of no more than five minutes. After each period, the teams change ends without an interval.
A competition final match may last no longer than 20 minutes (split into two halves, each of not more than 10 minutes) plus lost time and extra-time.
- 5.2 Half-time consists of an interval not exceeding two minutes.

LAW 6 - Match Officials

- 6.3a Before extra-time starts, the referee organises a toss in the same way as in 6.3.
- 6.32 IN-GOAL JUDGES
 - a. There are two in-goal judges for each match, one in each in-goal area.
 - b. The referee has the same control over in-goal judges as with assistant referees or touch judges.
 - c. In-goal judges signal the result of conversions or penalty kicks at goal.
 - d. In-goal judges signal when the ball or the ball-carrier has gone into touch-in-goal.
 - e. If required, the in-goal judge will assist the referee in decisions on touch downs and tries.
 - f. A match organiser may give authority for the in-goal judge to signal foul play in in-goal.

LAW 8 - Scoring

- 8.7 When a try or penalty try is scored, it gives that team the right to attempt a conversion, which must be a drop kick.
- 8.8c delete.
- 8.8e A conversion must be taken within 30 seconds of the try being awarded. **Sanction: Kick is disallowed.**
- 8.14 All opposing players immediately assemble close to their own 10-metre line.
- 8.15 delete sentence that starts: "When another kick is allowed..."
- 8.16 delete.
- 8.21 A penalty kick for goal must be taken within 30 seconds of the penalty having been awarded. **Sanction: Kick is disallowed and a scrum is awarded.**
- 8.24 The kick must be a drop-kick.
- 8.30 In extra-time, the team that scores points first is immediately declared the winner, without any further play.

LAW 9 - Foul Play

- 9.6 When a player is temporarily suspended, the suspension is for two minutes.

LAW 12 – Kick-offs and Restart Kicks

- 12.4 After a team has scored, the same team restarts with a drop kick on or behind the centre of the half-way line. **Sanction: Free-kick.**
- 12.5 When the ball is kicked:
- a. Team-mates of the kicker must be behind the ball. **Sanction: Free-kick.**
- 12.6 The ball must reach the 10-metre line. **Sanction: Free-kick.**
- 12.8 The ball must not go directly into touch. **Sanction: Free-kick.**
- 12.9 If the ball is kicked into the opponents' in-goal without touching any player and an opponent grounds the ball without delay or it goes into touch-in-goal or on or over the dead-ball line, the non-kicking team is awarded a free-kick. **Sanction: Free-kick.**

LAW 19 - Scrum

DEFINITION

A scrum is a set piece consisting of three players from each team bound together in one row, close up with their opponents so that the heads of the players are interlocked.

FORMING A SCRUM

- 19.4 A scrum must have three players from each team. All three must stay bound to the scrum until it ends. **Sanction: Penalty.**
- 19.5 delete.
- 19.6c delete.
- 19.6d delete.
- 19.36c A front-row player must not intentionally kick the ball out of the tunnel or out of the scrum in the direction of the opponents' goal line. **Sanction: Penalty.**

LAW 20 - Penalty and free-kick

- 20.8 At a penalty or free-kick, the kicker may punt or drop-kick the ball but not place-kick it.

Variations – 10s

The laws of the game apply to 10s, subject to the following variations:

LAW 3 – The Team

- 3.1 Each team has no more than 10 players in the playing area during play.
- 3.4 A team may nominate up to five replacements. A team may replace any number of players during a match at any time. Players entering the field of play must do so at the half-way line after the replaced player has left the field of play. **Sanction: Penalty.** Match organisers may vary the number of replacements a team may nominate and/or use.
- 3.34 delete.

LAW 5 – Time

- 5.1 A match lasts 20 minutes (split into two halves, each of not more than 10 minutes) plus time lost. Match organisers may vary the duration of the match. When a drawn match requires extra-time, play restarts after a one-minute break with periods of no more than five minutes. After each period, the teams change ends without an interval.
- 5.2 Half-time consists of an interval not exceeding two minutes.

LAW 6 – Match Officials

- 6.3a Before extra-time starts, the referee organises a toss in the same way as in 6.3.

LAW 8 - Scoring

- 8.7 When a try or penalty try is scored, it gives that team the right to attempt a conversion, which must be a drop-kick.
- 8.8c delete.
- 8.8d A conversion must be taken within 30 seconds of the try being awarded. **Sanction: Kick is disallowed.**
- 8.14 All opposing players immediately assemble close to their own 10-metre line.
- 8.15 delete sentence that starts: “When another kick is allowed...”
- 8.22 A penalty kick for goal must be taken within 30 seconds of the penalty having been awarded. **Sanction: Kick is disallowed and a scrum is awarded.**
- 8.24 The kick must be a drop-kick.
- 8.31 In extra-time, the team that scores points first is immediately declared the winner, without any further play.

LAW 9 – Foul Play

- 9.6 When a player is temporarily suspended, the suspension is for two minutes.

LAW 12 – Kick-offs and Restart Kicks

- 12.4 After a team has scored, the same team restarts with a drop-kick on or behind the centre of the half-way line. **Sanction: Free-kick.**
- 12.5 When the ball is kicked:
 - a. Team-mates of the kicker must be behind the ball. **Sanction: Free-kick.**
- 12.6 The ball must reach the 10-metre line. **Sanction: Free-kick.**
- 12.8 The ball must not go directly into touch. **Sanction: Free-kick.**
- 12.9 If the ball is kicked into the opponents’ in-goal without touching any player and an opponent grounds the ball without delay or it goes into touch-in-goal or on or over the dead-ball line, the non-kicking team is awarded a free-kick. **Sanction: Free-kick.**

LAW 19 – Scrum

DEFINITION

A scrum is a set piece consisting of five players from each team bound together in two rows, close up with their opponents so that the heads of the front rows are interlocked.

FORMING A SCRUM

19.4 A scrum must have five players in two rows from each team. The front row consists of two props and a hooker and the second row consists of two locks. All five must stay bound to the scrum until it ends and may not unbind to play the ball. **Sanction: Penalty.**

19.5 delete.

19.6d delete.

19.34b delete.

LAW 20 – Penalty and free-kick

20.8 At a penalty or free-kick, the kicker may punt or drop-kick the ball but not place-kick it.

MATCH OFFICIAL SIGNALS

Primary referee signals

1. **Scrum**
Shoulders parallel with touchline. Arm horizontal pointing towards team to throw in the ball.
2. **Free-kick**
Shoulders parallel with touchline. Arm bent square at elbow, upper arm pointing towards non-offending team.
3. **Penalty**
Shoulders parallel with touchline. Arm angled up, pointing towards non-offending team.
4. **Advantage**
Arm outstretched, waist high, towards non-offending team, for a period of approximately five seconds.
5. **Try and penalty try**
Referee's back to dead-ball line. Arm raised vertically.
6. **No try**
Arms crossed then uncrossed in front of the body.
7. **Award of 22 drop-out**
Arm points to centre of 22-metre line.

Secondary referee signals

Scrum:

8. **Throw forward or forward pass**
Hands gesture as if passing an imaginary ball forward.
9. **Knock-on**
Arm out-stretched with open hand above head, and moves backwards and forwards.
10. **Unplayable ball in ruck or tackle**
Shoulders parallel with the touchline, arm horizontal pointing towards the team to throw in the ball, then pointing the other arm and hand towards the other team's goal line whilst moving it backwards and forwards.
11. **Unplayable ball in maul**
Arm out to award scrummage to side not in possession at maul commencement. Other arm out as if signalling advantage and then swing it across body with hand ending on opposite shoulder.
12. **Scrum wheeled more than 90 degrees**
Rotating index finger, above the head.

13. Throw at lineout not straight
Shoulders parallel with touchline. Hand above head indicates the path of the ball, not straight.
14. Ball held up in in-goal
Space between hands indicates that ball was not grounded.

Free-kick:

15. Foot-up by front-row player
Foot raised, foot touched.
16. Throw at scrum not straight
Hands at knee level imitating action of throw not straight.
17. Closing gaps in lineout
Both hands at eye level, pointing up, palms inward. Hands meet in squeezing action.
18. Early lifting and lifting in lineout
Both fists clenched in front, at waist level, making lifting gesture.

Penalty:

19. Not releasing ball immediately in the tackle
Both hands are close to the chest, as if holding an imaginary ball.
20. Tackler not releasing tackled player
Arms brought together as if grasping a player and then opening as if releasing a player.
21. Tackler or tackled player not rolling away
A circular movement with the finger and arm moving away from the body.
22. Entering tackle from wrong direction
Arm held horizontally then sweep of the arm in a semi-circle.
23. Intentionally falling over on a player
Curved arm makes gesture to imitate action of falling player. Signal is made in direction in which offending player fell.
24. Diving to ground near tackle
Straight arm gesture, pointing downwards to imitate diving action.
25. Joining a ruck or a maul in front of the back foot and from the side
The hand and arm held horizontally, moving sideways.
26. Intentionally collapsing ruck or maul
Both arms at shoulder height as if bound around opponent. Upper body lowered and twisted as if pulling down opponent who is on top.
27. Prop pulling down opponent
Clenched fist and arm bent. Gesture imitates pulling opponent down.
28. Prop pulling opponent

Clenched fist and arm straight, at shoulder height. Gesture imitates pulling opponent.

29. Failure to bind
One arm out-stretched as if binding. Other hand moves up and down arm to indicate the extent of a full bind.
30. Handling ball in ruck or scrum
Hand at ground level, making sweeping action, as if handling the ball.
31. Barging in lineout
Arm horizontal, elbow pointing out. Arm and shoulder move outwards as if barging opponent.
32. Leaning on player in lineout
Arm horizontal, bent at elbow, palm down. Downward gesture.
33. Pushing opponent in lineout
Both hands at shoulder level, with palms outward, making pushing gesture.
34. Offside in the lineout
Hand and arm move horizontally across chest, towards offence.
35. Obstruction in open play
Arms crossed in front of chest at right angles to each other, like open scissors.
36. Offside at scrum, ruck or maul
Shoulders parallel with touchline. Arm hanging straight down, swings in arc along offside line.
37. Offside under 10-metre law or not 10 metres at penalty and free kicks
Both hands held open above head.
38. High tackle (foul play)
Hand moves horizontally in front of neck.
39. Stamping (foul play)
Stamping action or similar gesture to indicate the offence.
40. Punching (foul play)
Clenched fist punches open palm.
41. Dissent (disputing referee's decision)
Outstretched arm with hand opening and closing to imitate talking.

Other signals

42. Forming a scrum
Elbows bent, hands above head fingers touching.
43. Offside choice: penalty kick or scrum

One arm as for penalty kick. Other arm points to place where scrum may be taken instead of kick.

44. Physiotherapist needed

One arm raised indicates physiotherapist is needed for injured player.

45. Doctor needed

Both arms raised above head indicates a doctor and/or a stretcher is needed for injured player.

46. Bleeding wound

Arms crossed above head indicates player has bleeding injury and may be temporarily replaced.

47. Timekeeper to stop and start watch

Arm held up in air and whistle blown when watch should be stopped or started.

48. Head injury assessment required

Abducted arm flexes and extends to touch head.

49. Time off

Arms form a T shape.

50. Referee consults TMO

Extended index fingers draw a rectangle to represent a television screen.

Assistant referee signals

1. Kick at goal successful

Raises flag to indicate that the ball has gone over the crossbar and between the posts.

2. Touch and team to throw in

Raises flag with one arm, moves to place of throw in and stands there, pointing with the other arm towards the team entitled to throw in.

3. Foul play

Holds flag horizontally and points infield at right angles to the touchline.



ANNEX SIX

Regulation 17: Discipline – Foul Play*

**Consequential amendments to Regulation 17 and Sanction Table to ensure references remain consistent with Simplified Laws of the Game*

Implementation Date: January 1, 2018

REGULATION 17. DISCIPLINE - FOUL PLAY

Preamble

- A** The underlying rationale for Regulation 17 is to maintain and promote fair play, protect the health and welfare of Players, ensure that acts of Foul Play are dealt with expeditiously and appropriately by independent means within the Game and that the image and reputation of the Game is not adversely affected.
- B** This Regulation sets out a harmonised approach to the administration of discipline and the implementation of sanctions for Foul Play at all levels of the Game. The objective of this Regulation is to achieve consistency in the way in which discipline is administered and uniformity in the manner in which the assessment of the seriousness of Foul Play is conducted and sanctions imposed. Underlying the Regulation is the overall objective that the disciplinary process shall comply with the fundamental principles of natural justice.
- C** This Regulation is drafted from the stand point of the international governing body of the Game. In recognition of the pyramid structure of international sport, the application and enforcement of this Regulation by Unions within their respective jurisdictions may necessitate suitable adjustments to cater for the imperatives of their competitions and domestic structures and as applicable to accord with national legislation.
- D** All participants in the Game shall by means of their participation recognise and agree to be bound by this Regulation including the core principle of universality which means that Players who are suspended at any level of the Game shall have their suspension recognised and applied at all levels of the Game and in the territories of all Unions and Associations. World Rugby has identified certain Core Principles which must be implemented by all Unions and Associations at all levels of the Game in the implementation of disciplinary rules for Foul Play.

17.1 Core Principles

- 17.1.1 The principles set out below shall be the “Core Principles” which shall be mandatorily applied in disciplinary regulations at all levels of the Game are as follows:
- (a) The sanctions applicable to Foul Play shall be the same throughout the Game. Therefore all Unions and Associations shall adopt the World Rugby Sanctions for Offences within the Playing Enclosure (Appendix 1) and ensure that they are applied within their territory. Where a Union adopts the World Rugby Disciplinary Guidelines for the Underage Game (Appendix 3), then the sanctions applicable to Foul Play Adjusted for Underage Rugby shall apply.
 - (b) All Matches are equal. A Player suspended from playing the Game shall be suspended from participating in any Match at any level during the period of his suspension.

- (c) The core sanctioning process set out in Regulation 17.19 shall be applied to all disciplinary cases involving Foul Play at all levels of the Game.
- (d) The principles of natural justice shall be adhered to in all disciplinary proceedings. Such principles include, Players cited/Ordered Off shall have the right to know the evidence against them, shall have the right to be heard, to be represented, to produce evidence and defend themselves before independent adjudicators.
- (e) All Judicial Officers, Disciplinary Committees, Appeal Officers, Appeal Committees and Citing Commissioners shall meet the criteria for appointment in this Regulation 17 and shall be independently appointed and shall exercise their functions independently of the parties to the Match and/or proceedings and of the Unions, Associations or Rugby Bodies under whose jurisdiction responsibility falls for the relevant Match and shall not perform a legislative role in any Union, Association or Rugby Body involved in the Match and/or proceedings.
- (f) Citing Commissioners and/or Citing Commissioner Liaison Officers shall be appointed for all International Matches and Matches set out in Regulation 17.3.2 and 17.3.3. For all other Matches, or where a dispensation is granted under Regulation 17.8.6, team referrals shall be permitted which accord with Regulation 17.11.
- (g) The threshold test for citing (“Red Card” test) shall be as set out in Regulation 17.9.1.
- (h) Timelines for citings and Orderings Off and the holding of hearings for International Matches shall be strictly adhered to unless they fall within Regulation 17.8.6.
- (i) The standard of proof for Ordering Off and citing shall be as provided in Regulation 17.17.1 to 17.17.4.
- (j) Temporary Suspension policies which accord with Regulation 17.25 shall be introduced for all International Tournaments, International Tours and Series of International Matches.
- (k) Players Ordered-Off or cited by a Citing Commissioner shall be provisionally suspended pending the hearing of the case.
- (l) Suspended Players who appeal shall remain under suspension in accordance with Regulation 17.24.3.
- (m) Unions, Tournament Organisers and World Rugby shall have the right to appeal as set out in Regulation 17.22.2(a) to (c).
- (n) It is recognised that due to particular circumstances Unions or Associations or their recognised Tournament Organisers may wish for practical reasons to depart from certain provisions of Regulation 17 which are not Core Principles and where appropriate they have the

flexibility to do so provided always that no rules or procedures may be introduced (and/or omitted) by any Union, Association and/or their recognised Tournament Organisers in respect of their disciplinary rules which conflict with (and/or do not properly implement) the Core Principles of this Regulation 17, the principle of universality and/or are contrary to the Laws of the Game.

17.2 Application of the Regulations

17.2.1 All Unions, Associations and their recognised Tournament Organisers have an obligation to put in place and implement disciplinary regulations within their jurisdictions and in respect of their tournaments and Matches which incorporate fully the Core Principles.

17.2.2 The Core Principles shall apply to all Unions, Associations and Tournament Organisers within their respective jurisdictions (and at all levels). The remaining provisions of Regulation 17 are mandatory guiding principles that allow flexibility in the formulation of regulations by such bodies and it is the responsibility of Unions and Associations to:

- (a) advise their Players, Persons and Rugby Bodies of this Regulation and their obligations hereunder; and
- (b) put in place disciplinary regulations compatible and not in conflict with Regulation 17, embodying the Core Principles and to ensure that such regulations are applied to and by all Rugby Bodies within their jurisdiction.

17.2.3 All participants in Matches in the fifteen-a-side and seven-a-side Game and any other abbreviated versions of the Game shall be bound by the provisions of this Regulation 17.

17.2.4 In the event of non-compliance or improper implementation of this Regulation by any Union or Association, World Rugby may undertake such action as it considers reasonable and appropriate in the circumstances in order to address the matter with the Union or Association. Where a Rugby Body does not comply with or fails to properly implement this Regulation, the Disciplinary Officer or World Rugby may require the relevant Union(s) or Association to undertake appropriate investigations and/or proceedings to remedy the matter. In any event World Rugby shall have the authority to ensure the proper implementation of this Regulation 17 within the Game.

17.3 Categories of Matches

17.3.1 The provisions of Regulation 17 shall apply to the categories of Matches set out in this Regulation 17.3 notwithstanding the body responsible for hosting the Match.

17.3.2 International Matches, International Tours, International Tournaments or Series of International Matches and which, for the purposes of this Regulation, also include:

- (a) all Matches involving The Combined Team of the Pacific Island Unions;
- (b) all Matches involving The British and Irish Lions; and
- (c) all Matches involving the senior or next senior National Representative Teams or senior National Representative Sevens Teams of a Union including where such Matches are against non-National Representative Teams played as part of an International Tour or International Tournament or Series of International Matches.

17.3.3 World Rugby Matches: which means all Matches, International Matches, International Tournaments and Series of Matches under the direct control of World Rugby and shall include but not be limited to Rugby World Cup, Rugby World Cup Sevens, Women's Rugby World Cup, World Championships, World Rugby Sevens World Series, World Rugby Sevens tournaments, designated Olympic Sevens qualification tournaments, the Olympic Games Sevens Matches and other Matches designated by World Rugby from time to time.

17.3.4 Non-International Matches

- (a) Subject to Regulation 17.3.1 and where a Citing Commissioner is not appointed, for all Matches which do not form part of an International Tour, International Tournament or Series of International Matches, the procedures set out in Regulation 17.11 shall apply.

17.4 Responsibility and Compliance

17.4.1 International Matches, International Tours and Series of International Matches not falling under the direct control of World Rugby

- (a) All teams participating in such International Matches shall enter into, and be bound by a Tours Agreement or Match Agreement (being the terms upon which the International Match which is not part of an International Tour is organised) as applicable.
- (b) The Tours Agreement or Match Agreement (as applicable) shall provide for the Host Union (or Tournament Organiser agreed by all the participating Unions) to be responsible for putting in place disciplinary procedures as set out in Regulation 17 and making appointments for such International Matches, save as provided in Regulation 17.5. Where Regulation 17 provides flexibility (such as with regard to timeframes for citings and/or disciplinary hearings) such detail shall be set out in the Tours Agreement or Match Agreement.
- (c) If Unions cannot agree on the disciplinary arrangements to be adopted for such Matches then they shall refer the matter to the Disciplinary Officer of World Rugby who shall determine the arrangements.

17.4.2 World Rugby Matches

- (a) For World Rugby Matches the provisions of this Regulation 17 may be modified and/or additional procedures and rules to those set out in this Regulation may be adopted by the Tournament Organiser or other body designated by World Rugby.
- (b) World Rugby shall make the relevant appointments in accordance with Regulation 17 and 18 for all World Rugby Matches.

17.4.3 International Tournaments and Cross-Border Matches

- (a) In respect of International Tournaments, the appointment and administration of Disciplinary Tribunals and Citing Commissioners may be delegated by the relevant Unions to an international Tournament Organiser subject to such body adopting disciplinary rules in compliance with this Regulation.
- (b) The Host Union or duly recognised Tournament Organiser shall be responsible for putting in place the disciplinary procedures and appointing the Disciplinary Tribunals and Citing Commissioners for the International Tournament or Cross-Border Match(es) in accordance with this Regulation.
- (c) The Host Union or duly recognised Tournament Organiser shall also put in place an agreement with all participating teams to ensure the teams and their Unions or Rugby Bodies (as appropriate) acknowledge and agree to the disciplinary rules for the International Tournament or Cross-Border Match(es), which shall be compliant with Regulation 17.

17.4.4 Non-International Matches

Subject to Regulation 17.4.1 to 17.4.3, responsibility for Matches shall be that of the Union in whose territory such Matches are played and that Union is responsible for ensuring compliance with Regulation 17.

17.4.5 If the Disciplinary Officer (or his nominee), considers that a Union or Association is not applying, or in a particular case did not apply disciplinary rules and procedures in accordance with this Regulation, he may take disciplinary action against the Union or Association concerned on behalf of World Rugby.

17.4.6 All Unions, Associations and Tournament Organisers shall provide to World Rugby, upon request, their disciplinary rules and procedures.

17.4.7 All disciplinary case decisions shall be made available to World Rugby upon request and in relation to all decisions in International Matches and Matches which form part of International Tours shall be immediately provided to World Rugby in writing for inclusion in the World Rugby judicial database (to discipline@worldrugby.org) by the responsible Union or Tournament Organiser.

17.5. Merit Based Appointment Scheme

17.5.1 The merit based appointment scheme was established by Council to permit the independent appointment by World Rugby of Citing Commissioners, Judicial Officers, Disciplinary Committees, Appeal Officers and Appeal Committees on a merit basis to designated Matches. The following Matches form part of the merit based appointment scheme:

- (a) World Rugby Matches;
- (b) Cross-hemisphere Summer and Autumn International Matches between the Unions forming part of the Six Nations¹ and Rugby Championship² International Tournaments; and
- (c) Upon application, any other Match where World Rugby gives its approval for the Match to form part of the merit based appointment scheme.

17.5.2 Where World Rugby makes appointments under the scheme reference to Host Union or Tournament Organiser appointments within this Regulation should be read as references to World Rugby.

17.6 Scope of Regulation 17

17.6.1 This Regulation 17 sets out the procedures for dealing with the following disciplinary matters:

- (a) When a Player is Ordered Off the playing enclosure (Red Card);
- (b) When a Player is cited for an act or acts of Foul Play (Citing); and
- (c) Where a Player has been Temporarily Suspended three times in accordance with Regulation 17.25 (Accumulated Yellow Cards).

17.7 Definitions - Ordering Off, Temporary Suspension and Foul Play

17.7.1 A Player is Ordered Off when he is sent off the playing enclosure permanently by the referee and can take no further part in the Match in which he was Ordered Off.

17.7.2 A Player is Temporarily Suspended when he is cautioned in a Match by the referee and temporarily sent off the playing enclosure by the referee for a period of ten minutes playing time (which is spent in the sin bin).

17.7.3 For the purposes of this Regulation 17, "Foul Play" means a breach or breaches of Law 10.9 of the Laws of the Game and/or a breach or breaches of Law 3.11(e) or Law 4.5(e).

¹ Being the Unions of England, France, Ireland, Italy, Scotland and Wales.

² Being the Unions of Argentina, Australia, New Zealand and South Africa.

17.8 Citing

- 17.8.1 A citing arises where the duly appointed Citing Commissioner cites a Player for an act(s) of Foul Play in accordance with Regulation 17.9.1.
- 17.8.2 Citing Commissioners satisfying the general requirements of Regulation 17.13.1(a) shall be appointed for all International Matches and all Matches forming part of International Tours, International Tournaments and World Rugby Matches.
- 17.8.3 For all other Matches a Citing Commissioner should be appointed where practicable. When such appointment is not reasonably practicable, then provided the prior agreement of the participating Unions or Rugby Bodies is obtained, no Citing Commissioner may be appointed. In those circumstances team citing in accordance with Regulation 17.11 shall apply.
- 17.8.4 Unions shall strive to introduce the Citing Commissioner role within their domestic Game.
- 17.8.5 The CEO of World Rugby (or his nominee) shall have the right to review the Union policies in place with regard to citing and consider whether it is reasonably practicable for a Citing Commissioner to be appointed to designated Matches under the Union's control.
- 17.8.6 For International Matches, International Tours and/or International Tournaments or Series of International Matches where it is not reasonably practicable to appoint a citing commissioner due to resource issues and/or the non-availability of suitably qualified personnel, the Host Union may apply to the CEO of World Rugby no less than 21 days in advance of the International Match or scheduled start of the Series of International Matches for dispensation. Where World Rugby approval is granted the Union shall apply the procedures set out in Regulation 17.12.

17.9 Matches where a Citing Commissioner is appointed

- 17.9.1 Citing Commissioners shall be entitled to cite a Player for any act(s) of Foul Play which in the opinion of the Citing Commissioner warranted the Player concerned being Ordered Off.
- 17.9.2 Citing Commissioners may cite Players for an act(s) of Foul Play where such act(s) may have been detected by the referee or assistant referee and which may have been the subject of referee action. A Citing Commissioner may not cite a Player for an act(s) of Foul Play in respect of which the Player has been Ordered Off save where the Ordering Off is as a result of two yellow cards. A Player in that situation may also be cited for the act(s) of Foul Play which resulted in either or both yellow card(s).
- 17.9.3 Citing Commissioners shall be entitled to issue a Citing Commissioner Warning to a Player who has in his opinion committed an act(s) of Foul Play which falls just short of warranting that the Player concerned be Ordered Off in circumstances where the act of Foul Play was not subject to a Temporary Suspension or Ordering Off.

- 17.9.4 Citing Commissioners may cite a Player if he has been Temporarily Suspended. Such citing may be made in respect of the incident(s) for which the Player was Temporarily Suspended or otherwise.
- 17.9.5 Citing Commissioners shall act independently of the Disciplinary Committee or Judicial Officer and of the Match Officials of a Match or other Citing Commissioners.
- 17.9.6 Citing Commissioners may be in attendance at the Match for which they are appointed. Where a Citing Commissioner is not present at the Match, there shall be a suitably qualified and experienced Citing Commissioner Liaison Officer in attendance at the Match who is able to provide the Citing Commissioner in accordance with the applicable timeframe with the relevant information and back-up required to assist the Citing Commissioner with his duties.

17.10 Union referral to Citing Commissioner

- 17.10.1 Where a Citing Commissioner has been appointed, the Union or other affiliated organisation responsible for the management of either participating team in a Match shall not have the power to cite a Player for Foul Play but may refer any incident of alleged Foul Play to the Citing Commissioner for consideration. Such incident shall ordinarily be referred to the Citing Commissioner within **12 hours** of the Match in which the incident is alleged to have occurred.
- 17.10.2 A Citing Commissioner's decision as to whether a Player should be cited, whether as the result of an incident referred to him or otherwise, shall be final.

17.11 Matches where Citing Commissioners are not Appointed

- 17.11.1 For Matches where, in accordance with Regulation 17.8.3 or 17.8.6, it is not reasonably practicable for a Citing Commissioner to be appointed, the following shall apply:
- (a) Each team participating in a Match, or any of its authorised officials, or its Union, may cite:
 - (i) a Player(s) for an act(s) of alleged Foul Play committed during that Match provided that such act(s) have not been detected by the Match Officials;
 - (ii) a Player for more than one incident of alleged Foul Play in the same Match; and
 - (iii) more than one Player in any Match.
 - (b) Unions and Tournament Organisers shall put in place procedures for team citing which accord with the following:
 - (i) citings by teams or their Unions shall be in writing and sent by an authorised member of the Union or management of the team to the nominated officer of the Host Union or Tournament

Organiser responsible for the Match in which the incident that is the subject of the citing complaint occurred.

- (ii) such citing, to be effective, must be made no later than **48 hours** of the conclusion of the Match in which the Foul Play is alleged to have occurred;
- (iii) the responsibility for obtaining information and reports in relation to the citing shall rest with the Union or team management making the citing complaint. The Union or team management shall liaise with the Host Union or Tournament Organiser (or its/their nominated officer) to ensure that relevant information and reports are circulated to the appropriate parties in advance of the hearing;
- (iv) the independent disciplinary body of the Union or Tournament Organiser having jurisdiction over the Match, shall consider the citing complaint and any other evidence it deems appropriate including via televisual means, oral (witness), film or photographic evidence. The Player cited shall have the right to be heard, to be represented and to produce evidence; and
- (v) at any hearing of a citing complaint a representative of the citing team or Union must be in attendance, failing which the citing complaint will be dismissed. If an act of Foul Play is found to have been committed the disciplinary body of the Union or Tournament Organiser having jurisdiction over the Match shall take the appropriate action and shall apply the World Rugby's Sanctions for Foul Play set out in Appendix 1, by following the core sanctioning principles set out in Regulation 17.19.

17.11.2 Players who are the subject of a citing by Unions shall not be provisionally suspended pending the hearing of the case.

17.12 Notification of Citing and Temporary Suspensions Arrangements

17.12.1 In relation to all International Matches (whether or not they form part of an International Tour, International Tournament or Series of International Matches) it is the responsibility of the Host Union or duly recognised Tournament Organiser to notify the Disciplinary Officer, or his nominee, **28 days** prior to the commencement of the International Match of:

- (a) the identity of the Citing Commissioner who has been appointed for the International Matches and in the event of there being more than one, the Matches to which each Citing Commissioner is assigned;
- (b) whether there are any non-International Matches which form part of the International Tour, International Tournament or Series of International Matches to which Citing Commissioner(s) shall be appointed, and their identity;
- (c) the policy to be adopted for Temporary Suspensions in accordance with Regulation 17.25; and

- (d) the timelines applicable to the International Matches for team referrals, citings and the bringing of disciplinary hearings for Foul Play.

17.13 Disciplinary Bodies and Judicial Personnel - Constitution and Appointment

17.13.1 For all International Matches, all Matches forming part of International Tours, International Tournaments, Series of International Matches and World Rugby Matches the Host Union or Tournament Organiser shall, subject to Regulation 17.8.6 above, appoint through an independent process the following personnel and disciplinary bodies:

- (a) An independent Citing Commissioner(s).

The Citing Commissioner shall be from a neutral Union to the participating teams, unless the participating Unions and/or teams agree otherwise. The Citing Commissioner shall have an in-depth knowledge of the Laws and skills of the Game and appropriate Rugby experience. For the purposes of Regulation 20 the Citing Commissioner may undertake the role of designated disciplinary officer.

- (b) Citing Commissioner Liaison Officer(s).

The function of the Citing Commissioner Liaison Officer shall be to liaise with and assist the Citing Commissioner in such manner as the Citing Commissioner directs. If the Citing Commissioner is not in attendance at the Match, then the Citing Commissioner Liaison Officer must be able to satisfy the minimum criteria set out in Regulation 17.9.5. For the purposes of Regulation 20 the Citing Commissioner Liaison Officer may undertake the role of designated disciplinary officer.

- (c) An independent Disciplinary Committee or Judicial Officer.

- (i) A Judicial Officer or a Disciplinary Committee comprising of three members shall be appointed.

- (ii) The Disciplinary Committee or Judicial Officer shall have jurisdiction to determine disciplinary matters arising from Players Ordered Off the playing enclosure, citings and Temporary Suspensions.

- (iii) The Members of the Disciplinary Committee or Judicial Officer shall be from a neutral Union to the participating teams unless the Participating Unions and/or teams agree otherwise in writing.

- (iv) The Chairman of the Disciplinary Committee or Judicial Officer shall be a senior legal practitioner of at least seven years standing or a serving or retired judge who shall have previous experience in rugby disciplinary proceedings and an in-depth knowledge of the Game. Where a Disciplinary Committee is

appointed, the remaining two members appointed by the Host Union or Tournament Organiser shall include an eminent former Player, experienced rugby administrator and/or legally qualified persons with previous experience in rugby disciplinary proceedings.

- 17.13.2 (a) The Host Union or Tournament Organiser through an independent process shall, when required, appoint and have available an Appeal Committee comprising of three independent members or a single independent Appeal Officer to adjudicate on appeals from decisions of Disciplinary Committees or Judicial Officers.
- (b) The Chairman of the Appeal Committee or the Appeal Officer shall be a serving or retired Judge or senior legal practitioner of at least 10 years standing who has previous experience in rugby disciplinary matters and an in-depth knowledge of the Game. The members of the Appeal Committee or the Appeal Officer shall be from a neutral Union to the participating teams unless the participating Unions and/or teams agree otherwise in writing. Where applicable, the persons to be appointed as the two additional members of the Appeal Committee may include eminent former players, experienced rugby administrators, legally qualified persons who have previous experience in rugby disciplinary proceedings or other suitably qualified personnel.
- 17.13.3 No person who is a member or an employee of a Union, Association or Tournament Organiser or other affiliated organisation responsible for the management of either team participating in a Match shall be eligible for appointment as a Citing Commissioner, Judicial Officer or member of a Disciplinary Committee or Chairman or member of an Appeal Committee or as an Appeal Officer.

17.14 Initial Procedures - Ordering Off

- 17.14.1 Where a Player in a Match is Ordered Off the referee shall, ordinarily within **2 hours** of the completion of the Match or such further time as is necessary in the circumstances, give to the nominated officer of the Host Union or Tournament Organiser a written report of the incident. Form 1 (Appendix 2 of this Regulation) may be used by the referee for this purpose.
- 17.14.2 If a Player is Ordered Off the playing enclosure as a result of the intervention of an assistant referee, the assistant referee shall also give to the nominated officer of the Host Union or Tournament Organiser a written report ordinarily within **2 hours** of the completion of the Match, or such further time as is necessary in the circumstances. Form 2 (Appendix 2 of this Regulation) may be used by an assistant referee for this purpose.
- 17.14.3 Reports prepared by referees and/or assistant referees when a Player has been Ordered Off should ordinarily contain the following information:
- (a) the date of the Match, the venue and the teams participating;
 - (b) the name of the Player Ordered Off and his team;

- (c) the circumstances in which the Player was Ordered Off;
 - (d) the reason for the Player being Ordered Off; and
 - (e) any other information the referee (or assistant referee where applicable) considers relevant.
- 17.14.4 The Host Union's or Tournament Organiser's nominated officer shall arrange for the reports to be provided, as soon as possible, to members of the Disciplinary Committee or Judicial Officer who will adjudicate on the case. In default of appointment the nominated officer shall be deemed to be the Secretary of the Host Union or Tournament Organiser.
- 17.14.5 The Host Union's or Tournament Organiser's nominated officer shall supply the Player Ordered Off with a copy of the referee's report and, where applicable, the assistant referee's report and any other relevant evidence as soon as reasonably practicable and shall advise the Player:
- (a) of the date, place and time of the Disciplinary Committee or Judicial Officer hearing at which the disciplinary proceedings will be heard;
 - (b) of the identity of the Disciplinary Committee members or Judicial Officer;
 - (c) that he will be required to attend in person at the hearing (which may include attendance by telephone or audio-visual means at the discretion of the Disciplinary Committee or Judicial Officer);
 - (d) that if he is unable to appear at the Disciplinary Committee or Judicial Officer hearing as notified, he should advise the nominated officer of the Host Union or Tournament Organiser as soon as practicable;
 - (e) that he is entitled to adduce evidence and make submissions and be represented by his Union or team and/or a legal advisor; and
 - (f) that he is not eligible to play in any Match anywhere in the world and shall be suspended from all on-field activities on Match days pending resolution of the case.
- 17.14.6 Where possible, notice to the Player Ordered Off under this Regulation shall be given in writing. It shall be sufficient compliance with this Regulation if a copy of the referee's report and, where applicable, the assistant referee's report and any other relevant evidence together with oral notice of the information in Regulation 17.14.5 are provided to the Player or the Player's team manager or coach.
- 17.14.7 Cases involving an Ordering Off shall, where reasonably practicable, be heard within **48 hours** and no later than **72 hours** of the conclusion of the Match in which the Player was Ordered Off.

17.15 Initial Procedures – Citing Complaint and Citing Commissioner Warning

- 17.15.1 Subject to Regulation 17.15.3 and 17.15.4, a citing complaint by a Citing Commissioner must be sent in writing to the nominated officer of the Host Union or Tournament Organiser responsible for the Match in which the incident that is the subject of the citing complaint occurred within ordinarily a minimum of **12 hours** and no later than a maximum of **48 hours** of the conclusion of the Match. In default of appointment, the nominated officer shall be deemed to be the Secretary of the Host Union or Tournament Organiser.
- 17.15.2 For the purposes of this Regulation 17.15, a citing complaint is deemed to be sent when:
- (a) it is transmitted by facsimile or email provided that timed and confirmed notice of transmission can be provided; or
 - (b) if transmitted by some other means, when it is received by the nominated officer or Secretary of the Host Union or Tournament Organiser (or his nominee).
- 17.15.3 In circumstances where a Player has not been cited within the time periods specified in Regulation 17.15.1 as a result of either:
- (a) mistaken identity; and/or
 - (b) circumstances exist where the nature of the Foul Play incident(s) concerned is such that an investigation is needed to identify the Player(s) alleged to have committed an act(s) of Foul Play; and/or
 - (c) circumstances exist where the nature of the Foul Play incident(s) concerned is such that an investigation is needed to identify or establish the full nature of the alleged act(s) of Foul Play;
- then the citing period may be extended by the duly appointed Disciplinary Committee, Judicial Officer, Host Union or Tournament Organiser, however, any such extension will not in any event exceed **12 days** from the last date otherwise permitted by Regulation 17.15.1.
- 17.15.4 The citing complaint should ordinarily contain the following information:
- (a) the date and place of the alleged Foul Play;
 - (b) the name of the Player in respect of whom the complaint is made and the team he was playing for at the time of the alleged Foul Play;
 - (c) the name of the opposing team; and
 - (d) details of the alleged Foul Play including brief details of the evidence relied upon.

Form 3(A) (Appendix 2 of this Regulation) may be used for the purposes of making a citing complaint.

- 17.15.5 All Persons requested to provide reports and/or information must do so within the timescale requested or seek more time if required from the Citing Commissioner. Failure to provide the information and/or reports sought by the Citing Commissioner or his nominee may, in the absence of a reasonable explanation, constitute Misconduct.
- 17.15.6 The Citing Commissioner or his nominee (who may be the Citing Commissioner Liaison Officer) must obtain such reports and information as he considers necessary in relation to the cited act(s) of Foul Play. The Citing Commissioner shall provide to the Host Union or Tournament Organiser who shall in turn forward the documents and televisual evidence (where available) to the Player and other parties who were provided with a copy of the citing complaint including the relevant Match Officials.
- 17.15.7 The Host Union's or Tournament Organiser's nominated officer shall arrange for the reports and related evidence in relation to the matter to be provided, as soon as possible, to the Player and members of the Disciplinary Committee or Judicial Officer that will hear the case. The Player subject to a citing complaint shall be advised that he is not eligible to play in any Match anywhere in the world and shall be suspended from all on-field activities on Match days pending resolution of the case.
- 17.15.8 Where a Player is the subject of a citing complaint, his case should, wherever practicable, be heard ordinarily within **48 hours** and no later than **72 hours** of the conclusion of the Match in which the cited alleged Foul Play occurred.
- 17.15.9 Initial Procedures – Citing Commissioner Warning
- (a) A Citing Commissioner Warning shall be notified to the nominated officer of the Host Union or the Tournament Organiser in which the incident occurred within ordinarily a minimum 12 hours and a maximum of 48 hours of the conclusion of the relevant Match. The Citing Commissioner Warning notification shall contain the information in Regulation 17.15.4 (a) to (d). Form 3(B) (Appendix 2 of this Regulation) may be used for the purposes of notification;
 - (b) On receipt of the Citing Commissioner Warning, the nominated officer of the Host Union or Tournament Organiser shall send a copy of the notification to the Player in respect of whom it is made, his team management and the appropriate Match Officials of the Match in which it is alleged the Foul Play occurred.
- 17.16 Initial Procedures - Citing by Unions**
- 17.16.1 The procedures to be applied for a citing by a Union in circumstances where a Citing Commissioner has not been appointed, shall as far as reasonably practicable, be as set out in Regulation 17.11.
- 17.17 Standard of Proof for Ordering Off and Citing**
- 17.17.1 The standard of proof for all matters under this Regulation shall be on the balance of probabilities.

- 17.17.2 The integrity of Law 6.A.4(a)5(a) of the Laws of the Game and the referee's position as sole judge of fact and law during the Match is unassailable. With the sole exception of Regulation 17.19.7 the referee's decisions on the field of play and their sporting consequences shall not be altered or overturned by a ruling of a Disciplinary Committee or Judicial Officer. The purpose of a subsequent review of an incident that occurred during a Match, by a Citing Commissioner and/or Disciplinary Committee or Judicial Officer, is to determine whether there should be any disciplinary sanctions applied for an act of Foul Play as provided for in Law 109.
- 17.17.3 In the case of an Ordering Off, the function of the Disciplinary Committee or Judicial Officer is to consider the circumstances of the case and determine its/his factual findings and what further sanction, if any, should be imposed on the Player. The Player Ordered Off may seek to show that the referee's decision was wrong and the Disciplinary Committee or Judicial Officer may, subject to 17.17.2 review the referee's decision and the circumstances surrounding it. In any such case, the Disciplinary Committee or Judicial Officer shall not make a finding contrary to the referee's decision unless it/he is satisfied, on the balance of probabilities that the referee's decision was wrong.
- 17.17.4 (a) In the case where there has been a citing complaint, the function of the Disciplinary Committee or Judicial Officer is to determine whether an act of Foul Play was committed by the Player. Where a Player accepts that there has been Foul Play or Foul Play is established to the satisfaction of the Disciplinary Committee or Judicial Officer in accordance with 17.17.4(a), the cited Player may seek to show that the Citing Commissioner's decision to cite was wrong and the Disciplinary Committee or Judicial Officer may review the Citing Commissioner's decision and the circumstances surrounding it. In any such case, the Disciplinary Committee or Judicial Officer shall not make a finding contrary to the Citing Commissioner's decision to cite unless it/he is satisfied, on the balance of probabilities that the Citing Commissioner's decision was wrong. If the citing is upheld, the Disciplinary Committee or Judicial Officer shall determine the sanction to be imposed on the Player in accordance with Regulation 17.19. In determining the appropriate sanction, the Disciplinary Committee or Judicial Officer may take account of any action taken during the Match in respect of the Foul Play by the referee.
- (b) In citing cases involving Matches in which no Citing Commissioner was appointed, the Disciplinary Committee or Judicial Officer shall, prior to considering whether the citing complaint by a team is to be upheld, establish that the incident was undetected by the referee and/or assistant referees and whether the alleged Foul Play was sufficiently serious to warrant an Ordering Off. If the Disciplinary Committee or Judicial Officer does not consider the alleged Foul Play of sufficient seriousness to have warranted an Ordering Off they/he shall dismiss the citing complaint.

17.18 Disciplinary Committees and/or Judicial Officers - Powers and Procedures

- 17.18.1 The General Procedures relating to hearings before Disciplinary Committees and Judicial Officers contained in Regulation 18, Appendix 1 shall apply to any matter arising under this Regulation.
- 17.18.2 The referee of the Match in which the Player is Ordered Off (and, if a Player is Ordered Off as a result of an assistant referee's intervention, the assistant referee) shall, unless exceptionally permitted by the Disciplinary Committee or Judicial Officer, attend the hearing (whether in person or via telephonic and/or audiovisual means). Nothing in this Regulation shall prevent the Disciplinary Committee or Judicial Officer hearing and determining disciplinary proceedings in the absence of the referee and/or assistant referee.
- 17.18.3 The Citing Commissioner of the Match in which the Player is cited shall, if so required by the Disciplinary Committee or Judicial Officer, attend the hearing (whether in person or via telephone and/or audiovisual means) for the purposes of providing evidence and/or a further explanation of the factual material relied upon in the making of the citing.
- 17.18.4 In respect of cases involving the Ordering Off or citing of a Player, the Disciplinary Committee or Judicial Officer shall ensure that, prior to the hearing, the Player Ordered Off or cited has been supplied with, and has had a sufficient opportunity to consider, the referee's report and the report of the assistant referee (where applicable), and/or the citing report together with any other information, reports or evidence.
- 17.18.5 Any electronic recording of an incident permitted in evidence by a Disciplinary Committee or Judicial Officer shall preferably be viewed without the sound or commentary associated with it being heard, save where the sound or commentary includes the comments made by the referee through his microphone in relation to the specific incident in question or if the parties agree that the sound or commentary should be played.
- 17.18.6 At any hearing the Disciplinary Committee or Judicial Officer may direct that the Host Union or Tournament Organiser be represented. If so, the Union or Tournament Organiser shall appear by counsel or by a representative at the hearing, in such capacity as the Disciplinary Committee or Judicial Officer requires, to provide assistance to the Disciplinary Committee or Judicial Officer in the discharge of its duties.

- 17.18.7 The Disciplinary Officer (or his nominee), or the disciplinary officer of the Host Union or Tournament Organiser (as the case may be) shall be permitted representation at any hearing arising out of any alleged acts of Foul Play arising from Matches within their jurisdiction and/or control.
- 17.18.8 Where evidence is given before a Disciplinary Committee or Judicial Officer there shall be no cross-examination of any witness other than by Disciplinary Committee members or the Judicial Officer except to the extent allowed by the Disciplinary Committee or Judicial Officer.
- 17.18.9 For citing complaints initiated by Unions, in circumstances where a Citing Commissioner was not appointed, the Union citing the Player must have a representative in attendance at the hearing to present the basis of the citing complaint and evidence in support. Failure to attend by the Union representative shall result in the case being dismissed.
- 17.18.10 The Player subject to the proceedings (a) shall appear before the Disciplinary Committee, in person or via technological means; (b) may admit the act or alleged act of Foul Play at any time, in which case the Disciplinary Committee or Judicial Officer should proceed immediately to hear evidence and/or submissions as to the sanction, if any, to be imposed.
- 17.18.11 Subject always to Regulation 17.17.4, the Disciplinary Committee or Judicial Officer shall, in the first instance, in the case of a citing determine whether the act of Foul Play has been committed. In the case of an Ordering Off the Disciplinary Committee or Judicial Officer shall, in the first instance, determine its/his factual findings in relation to matters that can be properly raised in accordance with Regulation 17.17.3. Thereafter, as appropriate, it will reconvene and hear and consider evidence and submissions in relation to sanctions.

17.19 Sanctions and Core Sanctioning Process

- 17.19.1 In any case where a Disciplinary Committee or Judicial Officer considers an incident(s) of Foul Play has occurred, it/he may decide to impose a sanction in accordance with the provisions of this Regulation 17.19. When imposing sanctions, all Disciplinary Committees or Judicial Officers dealing with an Ordering Off and/or citing shall apply the World Rugby's sanctions for Foul Play set out in Appendix 1 and do so in accordance with this Regulation 17.19.

Assessment of seriousness of the Foul Play

- 17.19.2 Disciplinary Committees or Judicial Officers shall undertake an assessment of the seriousness of the Player's conduct that constitutes the offending and categorise that conduct as being at the lower end, mid range or top end of the scale of seriousness in order to identify the appropriate entry point for consideration of a particular incident(s) of Foul Play where such incident(s) is expressly covered in Appendix 1. The assessment of the seriousness of the Player's conduct shall be determined by reference to the following features:
- (a) whether the offending was intentional or deliberate;

- (b) whether the offending was reckless, that is the Player knew (or should have known) there was a risk of committing an act of Foul Play;
- (c) the gravity of the Player's actions in relation to the offending;
- (d) the nature of the actions, the manner in which the offence was committed including part of body used (for example, fist, elbow, knee or boot);
- (e) the existence of provocation;
- (f) whether the Player acted in retaliation and the timing of such;
- (g) whether the Player acted in self-defence (that is whether he used a reasonable degree of force in defending himself);
- (h) the effect of the Player's actions on the victim (for example, extent of injury, removal of victim Player from the game);
- (i) the effect of the Player's actions on the Match;
- (j) the vulnerability of the victim Player including part of victim's body involved/affected, position of the victim Player, ability to defend himself;
- (k) the level of participation in the offending and level of premeditation;
- (l) whether the conduct of the offending Player was completed or amounted to an attempt; and
- (m) any other feature of the Player's conduct in relation to or connected with the offending.

Based on the assessment of the offence(s) under consideration against the above features of offending, the Disciplinary Committee or Judicial Officer shall categorise the act of Foul Play as being at the lower end, mid range or top end of the scale of seriousness of offending and identify the applicable entry point as set out in Appendix 1.

- 17.19.3 For offences categorised at the top end of the scale of seriousness of offending, the Disciplinary Committee or Judicial Officer shall identify an entry point between the period shown as the top end for the particular offence and the maximum sanction in Appendix 1.³

Aggravating Factors

- 17.19.4 Having identified the applicable entry point for consideration of a particular incident, the Disciplinary Committees or Judicial Officers shall identify any relevant off-field aggravating factors and determine what additional period of suspension, if any, above the applicable entry point for the offence should apply to the case in question. Aggravating factors include:

³ The plus sign against each top end period suspension denotes this entitlement and flexibility.

- (a) the Player's status generally as an offender of the Laws of the Game;⁴
- (b) the need for a deterrent to combat a pattern of offending in the Game; and
- (c) any other off-field aggravating factor(s) that the Disciplinary Committee or Judicial Officer considers relevant and appropriate.

Mitigating Factors

17.19.5 Thereafter, the Disciplinary Committee or Judicial Officer shall identify any relevant off-field mitigating factors and determine if there are grounds for reducing the period of suspension and subject to Regulations 17.19.6 and 17.19.7 the extent, if at all, by which the period of suspension should be reduced. Mitigating factors include the following:

- (a) the presence and timing of an acknowledgement of culpability/wrong-doing by the offending Player;
- (b) the Player's disciplinary record and/or good character;
- (c) the youth and inexperience of the Player;
- (d) the Player's conduct prior to and at the hearing;
- (e) the Player having demonstrated remorse for his conduct to the victim Player including the timing of such remorse; and
- (f) any other off-field mitigating factor(s) that the Disciplinary Committee or Judicial Officer considers relevant and appropriate.

17.19.6 Subject to Regulations 17.19.7 and 17.19.8, for acts of Foul Play the Disciplinary Committee or Judicial Officer cannot apply a greater reduction than 50% of the relevant entry point suspension. In assessing the percentage reduction applicable for mitigating factors, the Disciplinary Committee or Judicial Officer shall start at 0% reduction and apply the amount, if any, to be allowed as mitigation up to the maximum 50% reduction.

17.19.7 In cases involving offending that has been classified pursuant to Regulation 17.19.2 as lower end offending, where:

- (a) there are off-field mitigating factors; and
- (b) where the Disciplinary Committee or Judicial Officer considers that the sanction would be wholly disproportionate to the level and type of offending involved;

⁴ *The Player's disciplinary record in all competitions and (as appropriate) in other sports during his playing career from the age of 18 shall be considered by a Disciplinary Committee or Judicial Officer. In any case in which the Disciplinary Committee or Judicial Officer establishes that the Player has previously been found by a Judicial Officer and/or Disciplinary Committee to have committed any act of Foul Play and/or Misconduct then the Disciplinary Committee or Judicial Officer in imposing any sanction on the Player may in fixing that sanction take account of such offending as an aggravating factor.*

the Disciplinary Committee or Judicial Officer may apply sanctions less than 50% of the lower end entry sanctions specified in Appendix 1 including in appropriate cases no sanction. In exceptional cases where the Disciplinary Committee or Judicial Officer considers it is warranted it/he may (i) expunge the Ordering Off (Red Card) from the Player's disciplinary record, or (ii) in the case of a Temporary Suspension (Yellow Card) issued by the referee, solely in circumstances attributed to mistaken identity, may expunge the Temporary Suspension from the Player's disciplinary record.

- 17.19.8 In cases of multiple offending, Disciplinary Committees and Judicial Officers may impose sanctions to run either on a concurrent or a consecutive basis provided that the total sanction is in all the circumstances proportionate to the level of the overall offending.
- 17.19.9 Disciplinary Committees and Judicial Officers shall ordinarily in their written decisions set out the reasoning for their findings, including the finding on culpability, how they have categorised the seriousness of the offence by reference to the features set out in Regulation 17.19.2, how they identified and applied any aggravating and mitigating factors and conclude with the resultant sanction, if any, imposed.
- 17.19.10 Decisions on sanctions and suspensions imposed on Players under World Rugby Regulation 17 shall:
- (a) be applied universally by Unions, Associations, Rugby Bodies and their constituent bodies such that the Player may not play the Game (or any form thereof) or be involved in any on-field Match day activities anywhere during the period of suspension;
 - (b) not allow Players to avoid the full consequences of their actions by, for example, playing in Matches prior to the commencement of their suspension, or playing in Matches during a break in the suspension and/or serving their suspension during a period of inconsequential pre-season and/or so-called friendly Matches;
 - (c) apply and be served when the Player is scheduled to play;
 - (d) be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension; and
 - (e) be effective immediately (subject to 17.19.11(b)).
- 17.19.11 When imposing suspensions on Players under Regulation 17 Disciplinary Committees or Judicial Officers shall comply with the requirements set out in Regulation 17.19.10 above. In doing so Disciplinary Committees or Judicial Officers:
- (a) must not suspend the effect of any sanction imposed;
 - (b) may defer the commencement of a suspension provided that the Player is not scheduled to play (and will not be permitted to play) prior to the commencement of the suspension;

- (c) shall, in respect of meaningful off-season application of sanctions, set out the reasons why it or he considers those Matches to be meaningful;
 - (d) may, at its/his discretion in assessing the playing consequences of a sanction apply the suspension to scheduled pre-season and/or so-called friendly Matches, provided such scheduled pre-season and/or so-called friendly Matches have, in the opinion of the Disciplinary Committee or Judicial Officer concerned, a meaningful playing consequence for the Player. In making their assessment Disciplinary Committees and Judicial Officers may, in their discretion, take account of such factors as they consider relevant including, for example, the proximity of the Match to the commencement of the season, the identity and stature of the opponents, likely quality of teams to be selected, and the general Match profile;
 - (e) must, if a Player's suspension has not terminated by the end of the current playing season, continue the suspension until a stated date in the next playing season, unless the Player has been selected for a closed season tour, or he has made plans to play during the close of season in another Union. In this event (and subject to the Disciplinary Committee or Judicial Officer receiving satisfactory verification of such tour or playing arrangements), the period of the tour or the fact that he intends to play in another Union shall be taken into account in determining when the suspension shall come to an end; and
 - (f) may divide the suspension into two separate periods in order to exclude the whole or part of the closed season provided that the Player is not permitted to play during such closed season.
- 17.19.12 In respect of offences not referred to in the World Rugby Sanctions in Appendix 1, appropriate sanctions may be imposed at the discretion of the relevant Judicial Officer, Disciplinary Committee, Appeal Officer and/or Appeal Committee.
- 17.19.13 Notwithstanding the World Rugby Sanctions in Appendix 1 and/or the provisions of this Regulation 17.19 in cases where the Player's actions constitute mid range or top end offending for any type of offence which had the potential to result and, in fact, did result in serious/gross consequences to the health of the victim, the Judicial Officer and/or Disciplinary Committee may impose any period of suspension including a suspension for life.
- 17.20 Costs**
- 17.20.1 As a general principle and subject to Regulation 17.20.2 and 17.20.3 below, the Host Union or Tournament Organiser shall ordinarily bear the cost of holding the hearing, including the travel, accommodation and/or costs of the Disciplinary Committee members or Judicial Officer and/or Match Officials, Citing Commissioner and other witnesses called by the Disciplinary Committee or Judicial Officer as well as the costs of interpretation, recording and/or transcription and legal advice for the Disciplinary Committee or Judicial Officer.

- 17.20.2 The Player that is the subject of the proceedings or his Union shall pay his/their own costs, including travel/accommodation costs of the Player, his representatives and his witnesses, as well as his legal costs.
- 17.20.3 Notwithstanding the provisions of this Regulation 17.20, Disciplinary Committees and Judicial Officers shall have complete discretion to impose such cost orders as to the payment of costs relation to any proceedings, including the nature of costs set out in Appendix 1 to Regulation 18.

17.21 Post-Hearing Procedures

- 17.21.1 The decision of the Disciplinary Committee or Judicial Officer shall be advised to applicable parties, as soon as practicable after the hearing and shall be binding on notification to the Player or his representative or Union. The Disciplinary Committee or Judicial Officer may deliver a short oral decision at the conclusion of the hearing (with its/his reasons to be put in writing and communicated to the parties at a later date) or it/he may reserve the decision. If an oral decision is made it shall be binding from the time of communication to the parties.
- 17.21.2 Relevant parties heard by the Disciplinary Committee or Judicial Officer shall be entitled to a copy of the final written decision which shall, where practicable, be sent to them by the Host Union or Tournament Organiser within **48 hours** of its being made available. The timelines for notifying World Rugby in Regulation 17.4.7 shall also be met.
- 17.21.3 Where a relevant party (including a Player, applicable Union(s) or Rugby Body) is adversely affected by a disciplinary decision such party shall be notified by the Disciplinary Committee or Judicial Officer of the circumstances in which an appeal to an Appeal Committee or Appeal Officer may be made. Such notification shall, ordinarily, be included in the Disciplinary Committee's or Judicial Officer's final written decision and notified at the conclusion of the hearing if an oral decision is given.
- 17.21.4 The hearing by the Disciplinary Committee or Judicial Officer may be audio or audio-visually recorded or recorded by a stenographer. The record of the proceedings, and all papers associated with the proceedings, shall be held for a suitable period by the Host Union or Tournament Organiser. Copies of the record shall be made available to the relevant parties at reasonable cost only on appeal of the decision of the Disciplinary Committee or Judicial Officer. Notwithstanding the foregoing, copies of the record shall be made available to World Rugby upon its request.

17.22 Appeals

- 17.22.1 For the purposes of Regulation 17.22, "decision" shall mean the final written decision of the Disciplinary Committee or Judicial Officer.
- 17.22.2 (a) A Player and/or the Player's Home Union/Rugby Body (as appropriate) may appeal to an Appeal Committee or Appeal Officer from a decision of a Disciplinary Committee or Judicial Officer. Any appeal of such decision must be lodged with the nominated officer of the Host Union or Tournament Organiser (as applicable) within

48 hours of the date on which the decision of the Disciplinary Committee or Judicial Officer has been notified or in default, with the Secretary of the Host Union or the disciplinary officer of the Tournament Organiser (as applicable).

- (b) The following additional parties shall be entitled to appeal to an Appeal Committee or Appeal Officer from the decision of a Disciplinary Committee or Judicial Officer:
- (i) Host Union; and/or
 - (ii) Tournament Organiser; and/or
 - (iii) World Rugby in respect of all World Rugby Matches and Matches falling under the merit based appointment scheme;

such parties shall lodge an appeal as soon as reasonably practicable but in any event no later than **72 hours** following receipt by the appealing party of the decision.

- (c) World Rugby has a supervisory jurisdiction in respect of disciplinary matters under this Regulation. In the event the Disciplinary Officer determines it is appropriate that a particular decision should be appealed in respect of International Matches, where there is no appropriate hosting body for a Match and/or where the disciplinary regulations for a Match are clearly contrary to Regulation 17, the Disciplinary Officer or other nominee of World Rugby may take such steps as are reasonably necessary to review the matter and make such recommendations to World Rugby as he deems appropriate. The Disciplinary Officer (or other nominee of World Rugby) may appeal the matter and such right of appeal shall be exercised within **72 hours** following receipt of the decision.

17.22.3 An appeal shall be deemed to have been lodged by the relevant party (Appellant) when the notice of appeal is received by the nominated officer of the Host Union or Tournament Organiser (or in default the Secretary or Disciplinary Officer of such body) within the timeframes set out in 17.22.2 together with any required deposit referred to in Regulation 17.22.5.

17.22.4 The notice of appeal shall be in writing and signed by the particular Appellant lodging the appeal and shall specify the:

- (a) name of the Appellant lodging the appeal;
- (b) decision appealed against;
- (c) date of the decision appealed against;
- (d) date of receipt of the decision appealed against by the party appealing; and
- (e) grounds of the appeal.

Except as provided, no specific form of a notice of appeal is required.

- 17.22.5 If the Host Union or Tournament Organiser shall so require, each notice of appeal shall be accompanied by a deposit of an amount not exceeding the equivalent of £1,000 (pounds Sterling), such amount to be determined by the Host Union or Tournament Organiser. In the event of a required deposit not being paid, the appeal shall be deemed to be abandoned, save that the Appeal Committee or Appeal Officer, in any case, shall have power to extend the time for payment of the deposit. In the event of an appeal by World Rugby, the Host Union or Tournament Organiser no appeal deposit shall be payable.
- 17.22.6 On the lodgement of the appeal the Host Union or Tournament Organiser shall:
- (a) notify the applicable parties in Regulation 17.22.2 of the appeal; and
 - (b) make available to the Appeal Committee or Appeal Officer (and the Appellant(s)) the full record of the proceedings before the Disciplinary Committee or Judicial Officer.

Appeal Committee or Appeal Officer

- 17.22.7 The Appeal Committee or Appeal Officer shall determine the basis on which the appeal shall proceed. The General Procedures relating to hearings before Appeal Committees and Appeal Officers contained in Regulation 18, Appendix 1 shall apply to any matter arising under this Regulation.
- 17.22.8 The Appellant(s) will be notified of the names of the Appeal Committee members or Appeal Officer and the fact that the Player is not eligible to play the Game (or any form thereof) or be involved in any on-field Match day activities anywhere in the world pending the appeal save always where no sanction has been imposed by the Disciplinary Committee or the Judicial Officer and/or that where a Player's suspension expires while his appeal is pending the Player shall be eligible to play immediately.
- 17.22.9 An appeal should, where reasonably practicable, be heard within **7 days** after its lodgement.
- 17.22.10 In any appeal before the Appeal Committee or Appeal Officer:
- (a) an Appellant that is a Player may be represented by a Union representative and/or legal counsel. Any other appellant may be represented by legal counsel and/or another representative of the Appellant;
 - (b) where the Host Union or Tournament Organiser appeals they shall be represented by a designated disciplinary officer of that body (and/or his nominee);
 - (c) where World Rugby appeals they shall be represented by the Disciplinary Officer (and/or his nominee).

17.22.11 If an Appeal Committee or Appeal Officer allows further evidence to be adduced at a hearing, there shall be no cross-examination of witnesses except to the extent allowed by the Appeal Committee or Appeal Officer.

17.23 Additional Provisions Relating to Hearings

17.23.1 In all proceedings heard by a Disciplinary Committee or Judicial Officer and/or Appeal Committee or Appeal Officer, referees and/or assistant referees may only give evidence of fact, not opinion.

17.23.2 Disciplinary Committees, Judicial Officers, Appeal Committees and Appeal Officers, prior to a hearing or at any stage during a hearing may amend the offence for which the Player has been Ordered Off or cited unless, having regard to the circumstances of the case, such amendment cannot be made without causing injustice. Where an amendment is made, in appropriate cases an adjournment may be granted.

17.24 Suspension

17.24.1 A Player Ordered Off or cited by a Citing Commissioner may not take part or be selected for any further Match until his case has been dealt with by a Disciplinary Committee or Judicial Officer.

17.24.2 Without in any way limiting the effect of Clause 17.19.11, a Player that is subject to an Ordering Off or citing in a domestic or any other Match is not entitled to play the Game (or any form thereof) or be involved in any on-field Match day activities anywhere in the world until his case has been finally resolved.

17.24.3 A suspended Player who elects to appeal may not take part or be selected for any further Match until his case has been dealt with by an Appeal Committee or Appeal Officer or the expiry of his suspension whichever occurs earlier.

17.25 Temporary Suspensions and Citing Commissioner Warnings

17.25.1 All Unions, for competitions within their jurisdictions and Tournament Organisers International Tournaments or Series of International Matches have an obligation to put in place provisions to regulate the administration and disciplinary consequences arising out of Temporary Suspensions and Citing Commissioner Warnings (including with respect to the accumulation of a combination of three Temporary Suspensions and/or Citing Commissioner Warnings).

17.25.2 The following principles shall be applied for Temporary Suspensions subject to such modifications as may be necessary in the context of the relevant Union competitions, International Tournament or Series of International Matches:

- (a) the referee must report each Temporary Suspension at the conclusion of the Match in which the Temporary Suspension was imposed;

- (b) the report which may be in a standard form shall be forwarded to the nominated officer of the Host Union or Tournament Organiser, where reasonably practicable, within **2 hours** following the completion of the Match in which the Temporary Suspension was imposed. For the purposes of this Regulation 17.25.2 the nominated officer shall be the Secretary of the Host Union or the disciplinary officer of the Tournament Organiser;
- (c) the Host Union or Tournament Organiser shall forward a copy of the report to the relevant parties within **48 hours** of receipt. Such report shall clearly state that the Player has the right to challenge the Temporary Suspension but if he wishes to do so he must give notice of his challenge, ordinarily specifying reasons, within **48 hours** of receipt. Such notice shall be duly recorded by the Host Union or Tournament Organiser and shall be considered in the event of the Player subsequently being involved in any judicial hearing in relation to the accumulation of Temporary Suspensions;
- (d) a Player who has been Temporarily Suspended on three or more occasions and/or received a combination of three or more Temporary Suspensions in any particular tournament or competition or Series of Matches under the jurisdiction of the Host Union or Tournament Organiser (for International Matches) during a single season shall be required to appear before a Disciplinary Committee or Judicial Officer independently appointed by the Host Union or Tournament Organiser at an appointed time and place. At that time the Player will be notified as follows:
 - (i) that the purpose of the hearing is to consider whether any further penalty should be imposed on him for his persistent offending;
 - (ii) that he may be represented by his Union and/or by a legal representative;
 - (iii) that save where the Player has given notice of his intention to challenge a Temporary Suspension within the time period specified in 17.25.2(c) above and in the absence of exceptional circumstances relating to the failure to give the prescribed notice, no evidence will be heard other than on the question of sanction;
 - (iv) the identity of the Disciplinary Committee members or Judicial Officer, as the case may be; and
 - (v) that the Player shall not be permitted to play in any Match and shall be suspended from all on-field activities on Match days anywhere in the world pending the outcome of his case;
- (e) the general procedures for hearings and appeals under Regulation 17, subject to such modifications as may be necessary, shall also apply to the hearings and appeals in relation to the accumulation of Temporary Suspensions; and

- (f) Given the numerous permutations of potential sanctions that could arise in cases involving accumulated Temporary Suspensions the sanctioning of the Player shall be solely within the discretion of the Disciplinary Committee or Judicial Officer.

17.25.3 The Citing Commissioner Warning shall become part of the Player's disciplinary record. In this regard:

- (a) The Citing Commissioner is not limited in the number of Citing Commissioner Warnings he may issue to a Player for Foul Play during a Match;
- (b) If a Player has received two Citing Commissioner Warnings or a combination of a Citing Commissioner Warning and a Temporary Suspension during a Match he shall be treated for disciplinary purposes as if he had been Ordered Off;
- (c) If the Player concerned wishes to challenge the Citing Commissioner Warning, he shall give notice of his intention to challenge it within 48 hours of its notification. Such notice shall be duly recorded by the Host Union or Tournament Organiser and shall be considered in the event of the Player subsequently being involved in any judicial hearing in relation to the accumulation of Temporary Suspensions and/or Citing Commissioner Warnings;
- (d) If a Player has received three Citing Commissioner Warnings or a combination of three Citing Commissioner Warnings and/or Temporary Suspensions in a tournament, competition or a Series of Matches under the jurisdiction of a Host Union or Tournament Organiser during a single season, he shall be required to appear before a Disciplinary Committee or Judicial Officer independently appointed by the Host Union or Tournament Organiser. At that time, the Player shall be notified as follows:
 - (i) that the purpose of the hearing is to consider whether any further penalty should be imposed on him for his persistent offending;
 - (ii) that he may be represented by his Union and/or by a legal representative;
 - (iii) the identity of the appointed Disciplinary Committee members or Judicial Officer; and
 - (iv) that the Player shall not be permitted to play any Match and shall be suspended from all on-field activities on Match days anywhere in the world pending the outcome of his case.

17.26 Exceptional Circumstances in relation to Players' Conduct

17.26.1 In exceptional circumstances where the conduct of a Player(s) or Person(s) is of such a serious/gross nature that his or their continued involvement in the Game in any capacity pending the final determination of the matter by the relevant authority is deemed by World Rugby to be inappropriate and/or

potentially prejudicial to the image and reputation of the sport, then World Rugby is entitled to require as it deems fit that the relevant Union(s) provisionally suspend such Player(s) or Person(s) from any involvement in the sport.

- 17.26.2 It is the responsibility of each Union in membership of World Rugby to ensure that in such circumstances it is able by reference to its regulations or otherwise to effect and/or recognise such provisional suspension on the Player or Person concerned.

17.27 Unforeseen Circumstances

- 17.27.1 In the event that a particular incident takes place for which there is no provision in this Regulation 17 then the Disciplinary Officer, or his nominee may take such action that he considers appropriate in the circumstances in accordance with general principles of natural justice and fairness.

17.28 Miscellaneous

- 17.28.1 In circumstances where an act of Foul Play and an act of Misconduct (as defined in Regulation 20) arise in respect of the same Match for the same Player and provided it does not give rise to an injustice to the Player, for convenience both matters may be dealt with by the same Judicial Officer or Disciplinary Committee, notwithstanding that the acts may be governed by different Regulations.
- 17.28.2 Procedures or proceedings under this Regulation and/or Regulation 18 or any decision of a Disciplinary Committee, Judicial Officer, Appeal Committee or Appeal Officer shall not be quashed or held invalid by reason only of any defect, irregularity, omission or other technicality unless such defect, irregularity, omission or technicality raises a material doubt as to the reliability of the findings or decisions of a Disciplinary Committee, Judicial Officer, Appeal Committee or Appeal Officer or results in a miscarriage of justice.

MODIFIED PROCEDURES FOR FOUL PLAY IN SEVENS

17.29 Introduction

- 17.29.1 In recognition of the unique structure of Sevens Tournaments and Series of Matches and the timelines within which the Sevens Game operates, the following provisions shall apply to the Sevens Game for Foul Play.
- 17.29.2 For the avoidance of doubt, references in Regulations 17.3, 17.4 and 17.5 to International Tournaments, International Tours and Series of International Matches includes Sevens International Matches. All other references to Matches shall include Sevens.

17.30 Application of the Regulations

- 17.30.1 In respect of all Sevens Matches the procedures and standards in respect of the fifteen-a-side game as provided in Regulation 17 shall apply equally to Sevens save as provided in Regulation 17.31 to 17.32 below. In particular the following provisions shall apply:
- (a) Initial Procedures - Ordering Off; as per Regulation 17.14 save as amended by Regulation 17.31;
 - (b) Initial Procedures – Citing and Citing Commissioner Warning; as per Regulation 17.15 and 17.16 save as amended by Regulation 17.32;
 - (c) Judicial Officer - Powers and Procedures; as per Regulations 17.18 and Regulation 18, Appendix 1 save as amended by Regulation 17.33;
 - (d) Sanctions; as per Regulation 17.19 save as amended in Regulation 17.34;
 - (e) Appeals; per Regulation 17.22 save as amended in Regulation 17.36; and
 - (f) Suspensions; as per Regulation 17.24 and Temporary Suspensions and Citing Commissioner Warnings as per Regulation 17.25 save as amended in Regulation 17.35.

17.31 Initial Procedures - Ordering Off

- 17.31.1 If a Player is Ordered Off the playing enclosure in a Sevens Match, his case shall, whenever practicable, be adjudicated on within **2 hours** of the conclusion of that Match, or prior to him playing another Match in the Tournament (whichever is earlier).
- 17.31.2 Form 4 (Appendix 2 of this Regulation) may be used by the referee for the purposes of a report under Regulation 17.14.1.
- 17.31.3 Form 5 (Appendix 2 of this Regulation) may be used by the assistant referee for the purposes of a report under Regulation 17.14.2.

17.31.4 In light of the specific time pressures in Sevens Tournaments and Series of Matches it is not necessary that notice provided for in Regulation 17.14.5 be given in writing to the Player Ordered Off. It shall be sufficient compliance with this Regulation if the referee's report and where applicable, the assistant referee's report and any other relevant evidential material together with notice of the information required in Regulation 17.14.5, are handed to the Player or the Player's team manager.

17.32 Initial Procedures – Citing and Citing Commissioner Warning

17.32.1 The Union or other affiliated organisation responsible for the management of either participating team in a Sevens Match shall not have the power to cite a Player for Foul Play but may refer any incident of Foul Play to the Citing Commissioner for consideration provided such incident is referred to the Citing Commissioner within **30 minutes** of the completion of the Match in which the incident is alleged to have occurred. A Citing Commissioner's decision as to whether a Player should be cited (or not, as the case may be), whether as the result of an incident referred to him or otherwise shall be final.

17.32.2 Form 3(A) (Appendix 2 of this Regulation) may be used by the Citing Commissioner for the purposes of making a citing complaint.

17.32.3 A citing complaint by a Citing Commissioner should ordinarily contain the information provided in Regulation 17.15.4 and be received by the appointed disciplinary officer or in default the Secretary of the Host Union or Tournament Organiser within **60 minutes** of the end of the Match in which the act or acts of Foul Play is alleged to have taken place.

17.32.4 The exceptional circumstances for citing out of time in Regulation 17.15.3 shall also apply to Sevens and in addition, upon application by the Citing Commissioner to the Judicial Officer, the time period for citing may be extended where there are extenuating circumstances provided always that the extension of time does not extend beyond the duration of the Tournament.

17.32.5 Where a Player is the subject of a citing complaint his case wherever practicable should be adjudicated on within **2 hours** of the citing complaint being received by the Player or prior to his next scheduled Match.

17.32.6 A Citing Commissioner Warning shall be notified to the nominated officer of the Host Union or the Tournament Organiser in which the incident occurred ordinarily within 60 minutes of the end of the Match in which the act or acts of Foul Play is alleged to have taken place. The Citing Commissioner Warning notification shall contain the information in Regulation 17.15.4 (a) to (d). Form 3(B) (Appendix 2 of this Regulation) may be used for the purposes of notification.

17.33 Judicial Officer – Power to Regulate Own Procedures

17.33.1 In Sevens, any case involving an Ordering Off, Citing, Temporary Suspensions will be adjudicated on by a Judicial Officer who shall act as sole arbiter.

17.33.2 Any matters not provided for in these Modified Procedures for Sevens or Regulation 17 shall in the first instance be referred to a Judicial Officer who shall deal with such matter as he sees fit.

17.34 Sanctions in a Sevens context

17.34.1 The World Rugby's Sanctions for Foul Play set out in Appendix 1 have been established on the basis that a one week period of suspension would normally result in a Player missing one Match of Fifteens. During a Sevens Tournament, Players may participate or participating Unions may be scheduled to participate in several Matches per day. When determining the appropriate periods of suspension, a Judicial Officer should take cognisance of the fact that during a Sevens Tournament or Series of Matches a Player may miss more than one Match as a result of being made subject to a week's suspension and may impose a suspension based on a number of Tournament Matches. In this respect the Judicial Officer shall have regard to the overall impact of the suspension. This provision does not preclude the imposition of periods of suspension running beyond a Player's participation in the Tournament.

17.34.2 The Judicial Officer shall convey his decision using the standard form (a copy of which appears as Form 6 at Appendix 2 of this Regulation 17) or otherwise in writing as soon as reasonably practicable to the Player, to the teams involved in the Match, the appointed disciplinary officer and to World Rugby. The decision shall be binding on the Player as soon as he, his representative, or his team is notified of the decision. "Decision" shall have the meaning set out in Regulation 17.22.1.

17.35 Temporary Suspension and Citing Commissioner Warning

17.35.1 The provisions of Regulation 17.25 shall apply to Temporary Suspensions and Citing Commissioner Warnings in Sevens save as set out below:

- (a) The maximum period of suspension shall not exceed **2 minutes** and does not include half-time for time-keeping purposes. If the period of suspension continues beyond the half-time interval, the suspended Player is not permitted contact with his team.
- (b) The report which may be in the standard form shall be forwarded to the nominated officer of the Host Union or Tournament Organiser as soon as reasonably practicable and ordinarily within **2 hours** of the completion of the Match in which the Temporary Suspension was imposed.
- (c) The Host Union or Tournament Organiser shall forward a copy of the report to the relevant parties within **4 hours** of receipt. Such report shall clearly state that the Player has the right to challenge the Temporary Suspension but if he wishes to do so he must give notice of his challenge within **12 hours** of receipt. Such notice shall be duly recorded by the Host Union or Tournament Organiser and shall be considered in the event of the Player subsequently being involved in

any judicial hearing in relation to the accumulation of Temporary Suspensions.

- (d) If the Player wishes to challenge the Citing Commissioner Warning he shall give notice of his intention to challenge within **12 hours** of notification. Such notice shall be duly recorded by the Host Union or Tournament Organiser and shall be considered in the event of the Player subsequently being involved in any judicial hearing in relation to the accumulation of Citing Commissioner Warnings.

- 17.35.2
- (a) A Player who has been Temporarily Suspended and/or received a Citing Commissioner Warning in three or more Matches and/or received a combination of three or more Temporary Suspensions and/or Citing Commissioner Warnings at a single Sevens tournament or Series of Matches or a Player who has been Temporarily Suspended or received a Citing Commissioner Warning (or a combination of both) five times during a season of World Rugby Sevens World Series, shall be required to appear before a Judicial Officer at an appointed time and place.
 - (b) Pending such hearing the Player shall not take part in any Match anywhere in the world and shall be suspended from all on-field activities on Match days pending the resolution of the case.
 - (c) Ordinarily, such hearings shall take place at the Tournament venue at which the third or fifth Temporary Suspension, Citing Commissioner Warning or combination of both was imposed on the Player. The decision on the appropriate venue for the hearing shall be made by the Judicial Officer.

17.36 Appeals

- 17.36.1 To be valid, any appeal against the decision of a Judicial Officer in Sevens must be lodged with the disciplinary officer (or his nominee) of the Host Union or Tournament Organiser in writing, within **24 hours** of the notification of the decision of the Judicial Officer to the Player or his Union.
- 17.36.2 Appeals shall ordinarily be heard by an Appeal Officer.

APPENDIX 1. WORLD RUGBY SANCTIONS FOR FOUL PLAY (REGULATION 17)

9.11. Players must not do anything that is reckless or dangerous to others.

Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks
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9.12. A player must not physically abuse anyone. Physical abuse includes, but is not limited to:

Biting	Low-end: 12 weeks	Mid-range: 18 weeks	Top-end: 24+ weeks	Max: 208 weeks	
Punching	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks	A punch to the head shall result in at least a mid-range entry point sanction
Contact with Eye(s) ⁵	Low-end: 12 weeks	Mid-range: 18 weeks	Top-end: 24+ weeks	Max: 208 weeks	
Contact with Eye Area ⁶	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks	
Striking with hand or arm (including stiff-arm tackle)	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks	A strike to the head shall result in at least a mid-range entry point sanction
Striking with the elbow	Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 10+ weeks	Max: 52 weeks	A strike to the head shall result in at least a mid-range entry point sanction
Striking with shoulder	Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 10+ weeks	Max: 52 weeks	A strike to the head shall result in at least a mid-range entry point sanction
Striking with head	Low-end: 4 weeks	Mid-range: 10 weeks	Top-end: 16+ weeks	Max: 104 weeks	
Striking with knee	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks	A strike to the head shall result in at least a mid-range entry point sanction
Stamping or Trampling	Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 12+ weeks	Max: 52 weeks	Stamping/trampling on the head shall result in a top-end entry point sanction
Tripping	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks	
Kicking	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks	Kicking the head shall result in a top-end entry point sanction

9.12. A player must not verbally abuse anyone. Verbal abuse includes, but is not limited to, abuse based on: religion, colour, national or ethnic origin, sexual orientation.

Low-end: 6 weeks	Mid-range: 12 weeks	Top-end: 18+ weeks	Max: 52 weeks
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9.13. A player must not tackle an opponent early, late or dangerously. Dangerous tackling includes, but is not limited to, tackling or

^{5 & 6} The "eye" involves all tissues including the eye lids within and covering the orbital cavity and the "eye area" is anywhere in close proximity to the eye.

attempting to tackle an opponent above the line of the shoulders even if the tackle starts below the line of the shoulders.

Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 10+ weeks	Max: 52 weeks	A dangerous tackle which results in a strike to the head shall result in at least a mid-range entry point sanction
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9.14. A player must not tackle an opponent who is not in possession of the ball.

Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 10+ weeks	Max: 52 weeks
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9.15. Except in a scrum, ruck or maul, a player who is not in possession of the ball must not hold, push, charge or obstruct an opponent not in possession of the ball.

Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 6+ weeks	Max: 52 weeks
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9.16. A player must not charge or knock down an opponent carrying the ball without attempting to grasp that player.

Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 10+ weeks	Max: 52 weeks
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9.17. A player must not tackle, charge, pull, push or grasp an opponent whose feet are off the ground.

Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks
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9.18. A player must not lift an opponent off the ground and drop or drive that player so that their head and/or upper body make contact with the ground.

Low-end: 6 weeks	Mid-range: 10 weeks	Top-end: 14+ weeks	Max: 52 weeks
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9.19. Dangerous play in a scrum.

- i. The front row of a scrum must not form at a distance from its opponents and rush against them.
- ii. A front-row player must not pull an opponent.
- iii. A front-row player must not intentionally lift an opponent off their feet or force the opponent upwards out of the scrum.
- iv. A front-row player must not intentionally collapse a scrum.

Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks
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9.20. Dangerous play in a ruck or maul.

- i. A player must not charge into a ruck or maul. Charging includes any contact made without binding onto another player in the ruck or maul.
- ii. A player must not make contact with an opponent above the line of the shoulders.
- iii. A player must not intentionally collapse a ruck or a maul

Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks
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9.25. A player must not intentionally charge or obstruct an opponent who has just kicked the ball.

Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 10+ weeks	Max: 52 weeks
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9.26. A player must not do anything that is against the spirit of good sportsmanship including but not limited to:

Hair pulling or grabbing	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 6+ weeks	Max: 52 weeks
Spitting at anyone	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks
Grabbing, twisting or squeezing the genitals (and/or breasts in the case of female players)	Low-end: 12 weeks	Mid-range: 18 weeks	Top-end: 24+ weeks	Max: 208 weeks
Other	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks

9.27. A player must not physically abuse Match Officials.

Low-end: 24 weeks	Mid-range: 48 weeks	Top-end: 96+ weeks	Max: Life
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9.27. A player must not use threatening actions or words towards Match Officials

Low-end: 12 weeks	Mid-range: 24 weeks	Top-end: 48+ weeks	Max: 260 weeks
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9.27. A player must not make incidental physical contact with Match Officials.


Low-end: 6 weeks	Mid-range: 12 weeks	Top-end: 18+ weeks	Max: 52 weeks
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In respect of offences not referred to in Appendix 1 above, appropriate sanctions may be imposed at the discretion of the relevant Judicial Officer, Disciplinary Committee, Appeal Officer and/or Appeal Committee (as the case may be).

Notwithstanding the Sanctions in Appendix 1 and/or the provisions of Regulation 17.19 in cases where the player’s actions constitute mid-range or top end offending for any type of offence which had the potential to result and, in fact, did result in serious/gross consequences to the health of the victim, the Judicial Officers and/or Disciplinary Committees may impose any period of suspension including a suspension for life.

APPENDIX 2. FORM 1 – STANDARD FORM REFEREE’S REPORT ON AN ORDERING OFF – INTERNATIONAL MATCH

APPENDIX 2 – FORM 1 STANDARD FORM REFEREE’S REPORT ON AN ORDERING OFF – INTERNATIONAL MATCH



Player's Union: Full name of Player:

Venue: Date of Dismissal:

Player Number: Playing position:

Match result: pts pts

Nature of offence / Infringement of:
(Please circle appropriate offence and give a short description of the Law)

Law 4.7 Law 9.7 (a) (b) (c) (d) Law 9.9 Law 9.10
Laws 9.11, 9.12, 9.13, 9.14, 9.15, 9.16, 9.17, 9.18, 9.19, 9.20, 9.21, 9.22, 9.23, 9.24, 9.25, 9.26, 9.27
Other

PERIOD (of game when incident occurred): 1st Half 2nd Half Elapsed time in half

Proximity of referee to incident: (metres)

Score at that time: pts pts

Had any cautions been issued to: a) Individual Yes No b) General Yes No

Was the Player ordered off further to the report of an assistant referee? Yes No
(If yes, a separate Form may need to be completed and submitted by the assistant referee)


REFEREE'S NAME: _____ UNION: _____ Date: _____

Please give detailed report below: PLEASE WRITE CLEARLY

REPORT - *please use paper apart if necessary*

THIS REPORT MUST BE COMPLETED AND PROVIDED TO A DESIGNATED DISCIPLINARY OFFICIAL IMMEDIATELY AFTER THE COMPLETION OF THE MATCH

APPENDIX 2. FORM 2 – STANDARD FORM ASSISTANT REFEREE’S REPORT ON AN ORDERING OFF – INTERNATIONAL MATCH

APPENDIX 2 – FORM 2 STANDARD FORM ASSISTANT REFEREE'S REPORT ON AN ORDERING OFF – INTERNATIONAL MATCH 

Player's Union: Full name of Player:

Venue: Date of Dismissal:

Player Number: Playing position:

Match result: pts pts

Nature of offence / Infringement of:
(Please circle appropriate offence and give a short description of the Law)

Law 4.7 Law 9.7 (a) (b) (c) (d) Law 9.9 Law 9.10
Laws 9.11, 9.12, 9.13, 9.14, 9.15, 9.16, 9.17, 9.18, 9.19, 9.20, 9.21, 9.22, 9.23, 9.24, 9.25, 9.26, 9.27
Other

PERIOD (of game when incident occurred): 1st Half 2nd Half Elapsed time in half

Proximity of Assistant referee to incident: (metres)

Score at that time: pts pts

Had any cautions been issued to: a) Individual Yes No b) General Yes No

ASSISTANT REFEREE'S NAME: _____ UNION: _____ Date: _____

REFEREE'S NAME: _____ UNION: _____


Please give detailed report below: **PLEASE WRITE CLEARLY**

REPORT - please use paper apart if necessary

THIS REPORT MUST BE COMPLETED AND PROVIDED TO A DESIGNATED DISCIPLINARY OFFICIAL IMMEDIATELY AFTER THE COMPLETION OF THE MATCH

APPENDIX 2

FORM 3(B) STANDARD FORM CITING COMMISSIONER WARNING -INTERNATIONAL MATCH

APPENDIX 2 – FORM 3(B) STANDARD FORM CITING COMMISSIONER WARNING – INTERNATIONAL MATCH 

Player's Union: Full name of Player:

Venue: Date of Incident:

Player Number: Playing position:

Match result: pts pts

Nature of offence:
(Please circle appropriate offence and give a short description of the Law)

Laws 9.11, 9.12, 9.13, 9.14, 9.15, 9.16, 9.17, 9.18, 9.19, 9.20, 9.21, 9.22, 9.23, 9.24, 9.25, 9.26, 9.27

PERIOD (of game when incident occurred): 1st Half 2nd Half Elapsed time in half

Proximity of Official(s) to incident: (metres)

Score at that time: pts pts

Please give detailed report below: PLEASE WRITE CLEARLY

REPORT: - please use paper apart if necessary


Citing Commissioner

THIS REPORT MUST BE COMPLETED AND PROVIDED TO THE DESIGNATED DISCIPLINARY OFFICIAL AND SHALL FORM PART OF THE PLAYER'S DISCIPLINARY RECORD

NOTE TO PLAYER: You may challenge this Citing Commissioner Warning within **48 hours** of receipt by giving notice to the Designated Disciplinary Official and, ordinarily, specifying reasons

APPENDIX 2. FORM 4 STANDARD FORM REFEREE'S REPORT ON AN ORDERING OFF - SEVENS MATCH

APPENDIX 2 – FORM 4 STANDARD FORM REFEREE'S REPORT ON AN ORDERING OFF – SEVENS MATCH



Player's Union: Full name of Player:

Venue: Date of Dismissal:

Player Number: Playing position:

Match result: pts pts

Nature of offence / Infringement of:
(Please circle appropriate offence and give a short description of the Law)

Law 4.7 Law 9.7 (a) (b) (c) (d) Law 9.9 Law 9.10
 Laws 9.11, 9.12, 9.13, 9.14, 9.15, 9.16, 9.17, 9.18, 9.19, 9.20, 9.21, 9.22, 9.23, 9.24, 9.25, 9.26, 9.27
 Other

PERIOD (of game when incident occurred): 1st Half 2nd Half Extra Time

Elapsed time in half

Proximity of referee to incident: (metres)

Score at that time: pts pts

Had any cautions been issued to: a) Individual Yes No b) General Yes No

Was the Player ordered off further to the report of an assistant referee? Yes No
(If yes: a separate Form may need to be completed and submitted by the assistant referee)


REFEREE'S NAME: _____ UNION: _____ Date: _____

Please give detailed report below: PLEASE WRITE CLEARLY

REPORT - please use paper apart if necessary

THIS REPORT MUST BE COMPLETED AND PROVIDED TO A DESIGNATED DISCIPLINARY OFFICIAL IMMEDIATELY AFTER THE COMPLETION OF THE MATCH

APPENDIX 2 FORM 5 STANDARD FORM ASSISTANT REFEREE'S REPORT ON AN ORDERING OFF – SEVENS MATCH

APPENDIX 2 – FORM 5 STANDARD FORM ASSISTANT REFEREE'S REPORT ON AN ORDERING OFF – SEVENS MATCH 

Player's Union: Full name of Player:

Venue: Date of Dismissal:

Player Number: Playing position:

Match result: pts pts

Nature of offence / Infringement of:
(Please circle appropriate offence and give a short description of the Law)

Law 4.7 Law 9.7 (a) (b) (c) (d) Law 9.9 Law 9.10
Laws 9.11, 9.12, 9.13, 9.14, 9.15, 9.16, 9.17, 9.18, 9.19, 9.20, 9.21, 9.22, 9.23, 9.24, 9.25, 9.26, 9.27
Other

PERIOD (of game when incident occurred): 1st Half 2nd Half Extra Time

Elapsed time in half

Proximity of Assistant referee to incident: (metres)

Score at that time. pts pts

Had any cautions been issued to: a) Individual Yes No b) General Yes No

ASSISTANT REFEREE'S NAME: _____ UNION: _____ Date: _____

REFEREE'S NAME: _____ UNION: _____

Please give detailed report below: PLEASE WRITE CLEARLY

REPORT - please use paper apart if necessary

THIS REPORT MUST BE COMPLETED AND PROVIDED TO A DESIGNATED DISCIPLINARY OFFICIAL IMMEDIATELY AFTER THE COMPLETION OF THE MATCH



**APPENDIX 2 - FORM 6 WORLD RUGBY SEVENS TOURNAMENTS
JUDICIAL OFFICER'S HEARING REPORT**

Date of Hearing: _____

Name of Unions participating in the Match: _____

Date of Match: _____

Match Venue: _____

Player's Name: _____

Player's Union: _____

Referee's Name: _____

Offence as stated in the Referee's / Citing Commissioner's Report *(please circle as appropriate)*:

Judicial Officer's Decision *(please continue on a separate sheet if necessary)*

Signature of Judicial Officer: _____

APPENDIX 3. DISCIPLINARY GUIDELINES FOR UNDERAGE GAME

A. Introduction

These Guidelines have been made available by World Rugby for Unions who wish to implement a specific disciplinary regime at the Underage Game level which reflects the age of the Players, the truncated playing season of such Players and the likelihood for non-Match based sanctions to be imposed in particular for school-boys and girls.

The Disciplinary Guidelines for the Underage Game (the “**Guidelines**”) may be adopted by Unions at their sole election. If adopted, in order to ensure that the principle of universality is maintained the Guidelines must be implemented in their entirety including the application of the World Rugby Sanctions for Foul Play Table adjusted for Underage Rugby contained in the Guidelines.

1. Additional Rules in the Underage Game

1.1 Where a Union so elects as part of its rules, the following provisions relating to Discipline for Foul Play in the Underage Game shall apply to Underage Players within its jurisdiction.

1.2 For the purposes of Regulation 17.1.1(a) these Underage Game provisions shall not constitute a breach of Regulation 17. These rules shall replace the equivalent provisions within Regulation 17 to the extent necessary to enable their enforcement.

2. Definitions⁷

2.1 “**Constituent Body**” shall mean a Union member or duly recognised entity within the territory of the Union responsible for the running of Matches involving Underage Players and/or participation of Underage Players in the Game and imposition of sanctions in the Underage Game (including primary and second level educational institutions).

2.2 “**Underage Players**” shall mean those players below the Age of Majority at the level of Game below International Match and/or cross-border match level within the territory of the Union. For the avoidance of doubt such provisions shall not apply to any Underage professional, semi-professional or Rugby academy Players or to those playing adult Rugby.

3. Disciplinary Personnel

3.1 The Union shall develop and/or approve a process for the appointment by it or its designated Constituent Bodies of suitable and experienced

⁷ All other definitions in the Guidelines are as per Regulation 1 of the World Rugby Regulations Relating to the Game.

personnel to an Underage disciplinary panel and (where appropriate) an accompanying accreditation system to deal with cases involving Foul Play by Underage Players. Such panel shall comprise persons who can act in a disciplinary and/or appeals capacity.

3.2 The Union and/or its designated Constituent Bodies may appoint a single “**Disciplinary Officer**” (or a Disciplinary Committee) to deal with cases of Foul Play for Underage Players. An appeals process should also be developed.

3.3 All appointees to the Underage disciplinary panel and (where appointed) accredited personnel shall have an in-depth knowledge of the Game and its disciplinary process, be either a lawyer, judge or senior member of an educational institution (such as the principal, vice principal or head teacher), be accustomed to dealing with Underage Players and meet any national imposed criteria for engaging / interacting with Underage Players.

3.4 Neutrality of the appointee(s) to the parties is desirable but can be waived by agreement save where there is a conflict of interest scenario.

3.5 The appointed disciplinary personnel shall carry out their functions in a manner that recognises the following fundamental principles – including the need to ensure:

(a) the provision of a comfortable and safe hearing environment for the Underage Player;

(b) the adoption of a structured but less formal approach to the proceedings;

(c) the adherence to the principles of natural justice which should be made known to the Underage Player (and their representative) at the outset; and

(d) be administered by people who are accustomed to dealing with children.

4. Sanctioning

4.1 Where the Guidelines are adopted, the World Rugby Sanctions for Foul Play Adjusted for the Underage Rugby shall apply to all Underage Players. These Sanctions have been established on a per Match basis.

4.2 It is recognised that for Underage Players restorative justice and community sanctions, alongside mentoring, educational development and supervision are all effective mechanisms in dealing with the treatment of breaches for Underage Players. Therefore augmenting playing sanctions with non-playing sanctions for Underage Players is considered appropriate for this age-group.

- 4.3 Disciplinary personnel in the imposition of sanctions for Underage Players may consider the imposition of non-playing sanctions (such as suspension from membership of a team or club or from social activities, loss of privileges, detention etc.) in addition to the World Rugby Sanctions for Foul Play Adjusted for the Underage Rugby.
- 4.4 In terms of the application of Sanctions the following principles apply:
- 4.4.1 The Core Sanctioning Process in Regulation 17.19 shall be followed;
- 4.4.2 Regulation 17.19.5 allows the youth and inexperience of the Player to be taken into account for (off-field) mitigation purposes. In the Underage Game this is particularly pertinent;
- 4.4.3 Regulation 17.19.6 permits up to a maximum of 50% discount on the entry point sanction – this allows great flexibility;
- 4.4.4 Where a matter is determined to be low end offending (following the assessment under Regulation 17.19.2) and there are off field mitigating factors and the sanction would be wholly disproportionate to the level and type of offending involved, in these cases a sanction below 50% of the sanction may apply;
- 4.4.5 Education based sanctions shall be supplemental to the World Rugby Sanctions for Foul Play Adjusted for the Underage Rugby.

5. Enforcement

- 5.1 It is the responsibility of the Union where it introduces these Guidelines to ensure that they are implemented in a consistent and cohesive manner. The Union shall exercise its supervisory jurisdiction in this regard and introduce relevant rules to support such review.
- 5.2 Where a Union implements these Guidelines it shall:
- 5.2.1 so inform World Rugby and provide a copy of the empowering regulations;
- 5.2.2 keep an account (on an annual basis) of the cases and decisions which arise under these Guidelines and make them available to World Rugby upon request;
- 5.2.3 provide suitable educational materials and training to the disciplinary panel (and as applicable accredited) personnel on the implementation of the Guidelines and the application of the disciplinary process.
- 5.3 Any sanctions imposed under the Guidelines for the Underage Game are intended to carry through into adult rugby where applicable.
- 5.4 Where adopted, these Guidelines shall be treated as enforceable by World Rugby in the same way as Regulation 17.

WORLD RUGBY SANCTIONS FOR FOUL PLAY (REGULATION 17) ADJUSTED FOR UNDERAGE RUGBY

9.11. Players must not do anything that is reckless or dangerous to others.

Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks
Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 3+ matches	
U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 3 matches	Top-end: 5+ matches	

9.12. A player must not physically abuse anyone. Physical abuse includes, but is not limited to:

Biting	Adult Sanction (incl. U20s)	Low-end: 12 weeks	Mid-range: 18 weeks	Top-end: 24+ weeks	Max: 208 weeks	
	Up to U15s Sanction	Low-end: 3 matches	Mid-range: 6 matches	Top-end: 12 + matches		
	U16 to U18 Sanction	Low-end: 6 matches	Mid-range: 12 matches	Top-end: 18+ matches		
Punching	Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks	A punch to the head shall result in at least a mid-range entry point sanction
	Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 3+ matches		
	U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 3 matches	Top-end: 5+ matches		
Contact with Eye(s)⁸	Adult Sanction (incl. U20s)	Low-end: 12 weeks	Mid-range: 18 weeks	Top-end: 24+ weeks	Max: 208 weeks	
	Up to U15s Sanction	Low-end: 3 matches	Mid-range: 6 matches	Top-end: 12+ matches		
	U16 to U18 Sanction	Low-end: 6 matches	Mid-range: 12 matches	Top-end: 18+ matches		
Contact with Eye Area⁹	Adult Sanction (incl. U20s)	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks	
	Up to U15s Sanction	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches		

^{8 & 9} The "eye" involves all tissues including the eye lids within and covering the orbital cavity and the "eye area" is anywhere in close proximity to the eye.

	U16 to U18 Sanction	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches		
Striking with hand or arm (including stiff-arm tackle)	Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks	A strike to the head shall result in at least a mid-range entry point sanction
	Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 3+ matches		
	U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 3 matches	Top-end: 5+ matches		
Striking with the elbow	Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 10+ weeks	Max: 52 weeks	A strike to the head shall result in at least a mid-range entry point sanction
	Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches		
	U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 5 matches	Top-end: 8+ matches		
Striking with shoulder	Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 10+ weeks	Max: 52 weeks	A strike to the head shall result in at least a mid-range entry point sanction
	Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches		
	U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 5 matches	Top-end: 8+ matches		
Striking with head	Adult Sanction (incl. U20s)	Low-end: 4 weeks	Mid-range: 10 weeks	Top-end: 16+ weeks	Max: 104 weeks	
	Up to U15s Sanction	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches		
	U16 to U18 Sanction	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches		
Striking with knee	Adult Sanction (incl. U20s)	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks	A strike to the head shall result in at least a mid-range entry point sanction
	Up to U15s Sanction	Low-end: 2 matches	Mid-range: 3 matches	Top-end: 5+ matches		
	U16 to U18 Sanction	Low-end: 3 matches	Mid-range: 4 matches	Top-end: 8+ matches		
Stamping or Trampling	Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 12+ weeks	Max: 52 weeks	Stamping/trampling on the head shall result in a top-end entry point sanction
	Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 5+ matches		
	U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 5 matches	Top-end: 10+ matches		

Tripping	Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks	
	Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 3+ matches		
	U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 3 matches	Top-end: 5+ matches		
Kicking	Adult Sanction (incl. U20s)	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks	Kicking the head shall result in a top-end entry point sanction
	Up to U15s Sanction	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches		
	U16 to U18 Sanction	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches		

9.12. A player must not verbally abuse anyone. Verbal abuse includes, but is not limited to, abuse based on: religion, colour, national or ethnic origin, sexual orientation.

Adult Sanction (incl. U20s)	Low-end: 6 weeks	Mid-range: 12 weeks	Top-end: 18+ weeks	Max: 52 weeks
Up to U15s Sanction	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches	
U16 to U18 Sanction	Low-end: 4 matches	Mid-range: 8 matches	Top-end: 12+ matches	

9.13. A player must not tackle an opponent early, late or dangerously. Dangerous tackling includes, but is not limited to, tackling or attempting to tackle an opponent above the line of the shoulders even if the tackle starts below the line of the shoulders.

Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 10+ weeks	Max: 52 weeks	A dangerous tackle which results in a strike to the head shall result in at least a mid-range entry point sanction
Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches		
U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 5 matches	Top-end: 8+ matches		

9.14. A player must not tackle an opponent who is not in possession of the ball.

Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 10+ weeks	Max: 52 weeks
Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches	
U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 5 matches	Top-end: 8+ matches	

9.15. Except in a scrum, ruck or maul, a player who is not in possession of the ball must not hold, push, charge or obstruct an opponent not in possession of the ball.

Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 6+ weeks	Max: 52 weeks
Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 3+ matches	
U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 3 matches	Top-end: 5+ matches	

9.16. A player must not charge or knock down an opponent carrying the ball without attempting to grasp that player.

Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 10+ weeks	Max: 52 weeks
Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches	
U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 5 matches	Top-end: 8+ matches	

9.17. A player must not tackle, charge, pull, push or grasp an opponent whose feet are off the ground.

Adult Sanction (incl. U20s)	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks
Up to U15s Sanction	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches	
U16 to U18 Sanction	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches	

9.18. A player must not lift an opponent off the ground and drop or drive that player so that their head and/or upper body make contact with the ground.

Adult Sanction (incl. U20s)	Low-end: 6 weeks	Mid-range: 10 weeks	Top-end: 14+ weeks	Max: 52 weeks
Up to U15s Sanction	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches	
U16 to U18 Sanction	Low-end: 5 matches	Mid-range: 8 matches	Top-end: 14+ matches	

9.19. Dangerous play in a scrum.

- i. The front row of a scrum must not form at a distance from its opponents and rush against them.
- ii. A front-row player must not pull an opponent.
- iii. A front-row player must not intentionally lift an opponent off their feet or force the opponent upwards out of the scrum.
- iv. A front-row player must not intentionally collapse a scrum.

Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks
Up to U15s Sanction	Low-end: warning ¹⁰	Mid-range: 1 match	Top-end: 2+ matches	

¹⁰ A Warning shall form part of the Players disciplinary record while at Underage level but not extend into their senior disciplinary record.

U16 to U18 Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 3+ matches	
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9.20. Dangerous play in a ruck or maul.

- i. A player must not charge into a ruck or maul. Charging includes any contact made without binding onto another player in the ruck or maul.
- ii. A player must not make contact with an opponent above the line of the shoulders.
- iii. A player must not intentionally collapse a ruck or a maul

Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks
Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 3+ matches	
U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 3 matches	Top-end: 5+ matches	

9.25. A player must not intentionally charge or obstruct an opponent who has just kicked the ball.

Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 6 weeks	Top-end: 10+ weeks	Max: 52 weeks
Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 4+ matches	
U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 5 matches	Top-end: 8+ matches	

9.26. A player must not do anything that is against the spirit of good sportsmanship including but not limited to:

Hair pulling or grabbing	Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 6+ weeks	Max: 52 weeks
	Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 3+ matches	
	U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 3 matches	Top-end: 5+ matches	
Spitting at anyone	Adult Sanction (incl. U20s)	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks
	Up to U15s Sanction	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches	
	U16 to U18 Sanction	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches	
Grabbing, twisting or squeezing the genitals (and/or breasts in the case of female players)	Adult Sanction (incl. U20s)	Low-end: 12 weeks	Mid-range: 18 weeks	Top-end: 24+ weeks	Max: 208 weeks
	Up to U15s Sanction	Low-end: 3 matches	Mid-range: 6 matches	Top-end: 12+ matches	
	U16 to U18 Sanction	Low-end: 6 matches	Mid-range: 12 matches	Top-end: 18+ matches	
Other	Adult Sanction (incl. U20s)	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks
	Up to U15s Sanction	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches	
	U16 to U18 Sanction	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 10+ matches	

9.27. A player must not physically abuse Match Officials.

Adult Sanction (incl. U20s)	Low-end: 24 weeks	Mid-range: 48 weeks	Top-end: 96+ weeks	Max: Life
Up to U15s Sanction	Low-end: 6 matches	Mid-range: 12 matches	Top-end: 24+ matches	
U16 to U18 Sanction	Low-end: 12 matches	Mid-range: 24 matches	Top-end: 48+ matches	

9.27. A player must not use threatening actions or words towards Match Officials

Adult Sanction (incl. U20s)	Low-end: 12 weeks	Mid-range: 24 weeks	Top-end: 48+ weeks	Max: 260 weeks
Up to U15s Sanction	Low-end: 3 matches	Mid-range: 6 matches	Top-end: 12+ matches	
U16 to U18 Sanction	Low-end: 6 matches	Mid-range: 12 matches	Top-end: 24+ matches	

9.27. A player must not make incidental physical contact with Match Officials.

Adult Sanction (incl. U20s)	Low-end: 6 weeks	Mid-range: 12 weeks	Top-end: 18+ weeks	Max: 52 weeks
Up to U15s Sanction	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 6+ matches	
U16 to U18 Sanction	Low-end: 3 matches	Mid-range: 6 matches	Top-end: 9+ matches	

APPENDIX 4. SANCTIONS GUIDANCE FOR ACCUMULATION OF TEMPORARY SUSPENSIONS AND/OR CITING COMMISSIONER WARNINGS

1. There is deliberately no guidance within the World Rugby sanctions table(s) to assist a Judicial Officer or Judicial Committee to determine the appropriate sanction in relation to accumulated Temporary Suspensions and/or Citing Commissioner Warnings. This is an area where judicial discretion is required given the multiple permutations that could emerge. A Judicial Officer or Judicial Committee may be required to consider whether to apply sanctions against Players for accumulation of Temporary Suspensions and/or Citing Commissioner Warnings in two circumstances:
 - (a) where a Player has received three Temporary Suspensions and/or Citing Commissioner Warnings (or a combination thereof) in a particular tournament or series and/or five Temporary Suspensions and/or Citing Commissioner Warnings in a season of the World Rugby Sevens Series and the Judicial Officer or Judicial Committee is required to consider whether any further penalty should be imposed by reason of his persistent Foul Play (Regulations 17.25.2(d), 17.25.3(d) and 17.35.2(a)); or
 - (b) where a Player has received two Temporary Suspensions and/or Citing Commissioner Warnings in one Match which in the case of a Temporary Suspension led to him being Ordered Off on receipt of the second temporary suspension (Regulation 17.25.3(b)).
2. It is assumed for the purposes of this Appendix that none of the relevant Temporary Suspensions resulted in a subsequent citing which was upheld by a Judicial Officer. In such cases the Temporary Suspension event which has been cited falls away and is replaced by the decision arising from the citing.
 - A. Player receives three Temporary Suspensions and/or Citing Commissioner Warnings in a Tournament/Series or five in a Sevens Series**
 1. The Judicial Officer or Judicial Committee is required to apply a sanction for the offence of persistent offending, not for the substantive offences relating to each Temporary Suspension and/or Citing Commissioner Warning. Ordinarily, the appropriate entry point sanction in such circumstances is a suspension of one to three weeks depending upon the seriousness of the offending. Sanctioning in these circumstances should be determined by reference to the methodology in Regulation 17.19 and in particular to the application of mitigating and aggravating features.
 2. The Judicial Officer or Judicial Committee may, however, decide to apply no sanction in the following circumstances:
 - (a) where one or more of the Temporary Suspensions and/or Citing Commissioner Warnings was applied as a result of mistaken identity; or
 - (b) exceptional circumstances exist which would warrant no sanction being imposed. This situation could arise when:

- (i) a Player was temporarily suspended for an act of Foul Play but on review it was clear that there was no Foul Play or only a minor act of Foul Play had been committed which would not have warranted a Temporary Suspension or Citing Commissioner Warning;
- (ii) some of the Temporary Suspensions were awarded for technical offences (that is, not Foul Play) following a team warning by the referee or for what are characterised as so called technical offences not involving a breach of [Law 109.4](#) and/or [Law 9.5](#).

B. Player receives two Temporary Suspensions/Citing Commissioner Warnings in one Match

1. The Judicial Officer or Judicial Committee is required to apply a sanction for the offence of persistent offending, not for the substantive offences relating to each Temporary Suspension and/or Citing Commissioner Warning. Ordinarily, the appropriate entry point for persistent offending within a single Match is a suspension of one to two weeks. Sanctioning in these circumstances should be determined by reference to the methodology in Regulation 17.19 and in particular to the application of mitigating and aggravating features.
2. The Judicial Officer or Judicial Committee may decide that sending off was sufficient (or otherwise that no further sanction is appropriate) in the following circumstances:
 - (a) where either of the Temporary Suspensions or Citing Commissioner Warnings was applied as a result of mistaken identity; or
 - (b) that exceptional circumstances exist which would warrant no further sanctions being imposed. This situation could arise when a Player was temporarily suspended for an act of Foul Play but on review it was clear that there was no Foul Play or only a minor act of Foul Play had been committed which would not have warranted a Temporary Suspension and/or Citing Commissioner Warning;
 - (c) any of the Temporary Suspensions were awarded for so-called technical offences (including following a team warning) not involving a breach of [Law 109.4](#) and/or [Law 9.5](#).



ANNEX SEVEN

Approved Alterations to the Sevens Laws of the Game

Implementation Date: December 1, 2017

World Rugby Council at its Interim Meeting held on November 15, 2017 approved the following amendments to the World Rugby Sevens Laws. Changes to take effect from December 1, 2017.

Law	
6.A.7	One referee acts as an appointed TMO and, once consulted, makes the final decision. The protocol remains unchanged: Act of scoring issues only (grounding and touch in goal)
13.2	The restart kick must be taken within 30 seconds from the time a conversion has been taken or declined, or from the time a penalty goal or dropped goal is attempted, whether it is successful or goes dead.
19.8	Teams must form a lineout within 15 seconds from the time the referee indicates the place where the throw in will take place. Sanction Free Kick
20.1	Teams must be ready to form a scrum within 15 seconds from the time the referee indicates the mark of the scrum: Sanction: Free-kick



ANNEX EIGHT

Approved Law Variations – X–Rugby

Implementation Date: January 1, 2018

X RUGBY INFORMAL EXPLANATION

X Rugby – Proposed Laws

Law area	Proposed law for consideration
1. Pitch size	<ul style="list-style-type: none">• The game will be played on a pitch not exceeding 70m (including in-goal areas) in length and 45m in width.• Where two games are played side by side (e.g. cross pitch on a full-size pitch) a minimum space of 7 metres must be created between the two pitches.• On a typical full-size pitch, the in-goal areas will be the 5m area with the side-line nearest the goal posts being the 5m line.
2. Scoring	<ul style="list-style-type: none">• A try results in a 5-point score unless it is scored in a “Max Zone” – a 15-metre-wide space in the centre of the try line. Scoring within this zone results in a 7-point score.• There will be no conversions.
3. Team size	<ul style="list-style-type: none">• Maximum: each team must have no more than seven players on the playing area. A team may nominate up to five replacements/substitutes.• Rolling substitutions are permitted and substituted players can return at any time. Substitutions can only take place when the ball is dead and always with the referee’s permission.
4. Tackle	<ul style="list-style-type: none">• The tackler must grasp the ball carrier when performing a tackle below the armpits, on the shirt, shorts or around the legs. The grasp must be simultaneous with, or prior to shoulder contact.• A player must not tackle (or try to tackle) an opponent above the line of the arm pit, even if the tackle starts below the line of the arm pit.• When a tackle is made, there are two offside lines parallel to the goal lines, one for each team. Each offside line runs through the hindmost body part of the player(s) on the ground.• A player from either team not involved in the tackle may play the ball only by entering from behind the hindmost body part of the player(s) on the ground. This player can only be tackled when the ball is lifted from the ground and they have made a move to either step, run pass or kick the ball.• The offside line remains until the ball is lifted from the ground as described above by an arriving player.
5. Hand-off	<ul style="list-style-type: none">• An action taken by a ball carrier to fend off an opponent by using the palm of the hand. A hand-off must be a push action below the line of the arm pit (i.e. cannot be toward the face).
6. Ruck	<ul style="list-style-type: none">• <i>How can a ruck form?</i> Players are on their feet. At least one player must be in physical contact with an opponent, with a maximum of two players from each team.
7. Maul	<ul style="list-style-type: none">• A maul begins when a player carrying the ball is held by one or more opponents, and one or more of the ball carrier’s team mates bind on the ball carrier. A maul therefore consists, when it begins, of at least three players, all on their feet; with a maximum of three players from each team.
8. Scrum	<ul style="list-style-type: none">• When called, a scrum will be formed by any 3 players from each team. The referee will set the scrum in the normal way with all scrums being non-pushing

	<p>through the mark. The team in possession will put the ball into the scrum; both teams can hook the ball and win the scrum.</p> <ul style="list-style-type: none"> • No opposition players are permitted to go past the midpoint of the scrum, where the front rows come together until the ball is lifted by the scrum half of the team in possession of the ball.
9. Lineout	<ul style="list-style-type: none"> • When called, a line-out will be formed by any 3 players from each team. Two players will take positions in the line – all behind a 5-metre mark given by the referee. The third player from the throwing in team will throw the ball in, with the third player from the opposition team being within the 5-metre line. • No lifting will be allowed.
10. Penalties and Free Kicks	<ul style="list-style-type: none"> • Kicking is only allowed in open play, from the hands and must be kicked into the ground (grubber kick). Sanction for any other type of kick – Tap and play at the place of infringement. • If a kick results in the ball going into touch before touching the ground it results in a tap and play to the non-offending team from the point at which the kick was made. • If, from a grubber kick, a defender touches down in the in-goal or if the ball goes dead the re-start is a tap and play from the 15m line. • Any penalty offences will result in a tap and play. The team being awarded the penalty have a choice, once the referee has called the penalty of a quick tap and play, from the place of the infringement or wait for the referee to take the penalised team back 7 metres or their try line (if less than 7 metres). • A Free-kick offence is replaced by a tap and play.
11. Kick off and Re-start	<ul style="list-style-type: none"> • A team kicks off with a tap and play which must be taken at or behind the centre of the half way line. • Re-start following the scoring of a try takes place on the referee's signal and consists of a tap and play by the non-scoring team.
12. Sanctions (Foul Play)	<ul style="list-style-type: none"> • Any player issued with a yellow card has to leave the field of play until the next try is scored.

X RUGBY LAW LANGUAGE

X Rugby Law Variations

The Laws of the Game and seven-a-side variations apply to X Rugby, subject to the following variations:

Definitions

Amend

Hand off: An action taken by a ball carrier to fend off an opponent by using the palm of the hand. *The use of excessive force or contact with the opponent's head, face or neck when handing off is foul play.*

Amend

Kick (Tap): A kick (*for the purposes of these law variations includes a tap*) is made by hitting the ball with any part of the leg or foot, except the heel, from the toe to the knee but not including the knee; a kick must move the ball a visible distance out of the hand, or along the ground.

Add

Kick in open play Kicking is only allowed in open play, from the hands and must be kicked into the ground (known as a grubber kick).

Sanction for any other type of kick – Tap and pass at the place of infringement

If a kick results in the ball going into touch before touching the ground it results in a tap and pass to the non-offending team from the point at which the kick was made.

Law 2 The Ball

Amend

2.7 SMALLER BALLS

Balls of different sizes may be used for matches as agreed by the team captains or the match/competition organiser.

Law 3 Number of Players - The Team

Amend

3.15 ROLLING SUBSTITUTIONS

Rolling substitutions are permitted and substituted players may return at any time.

Law 5 Time

5.1 DURATION OF A MATCH

Amend

Exception: A match last no longer than thirty minutes plus lost time and extra time. A match is divided into two halves of not more than 15 minutes playing time. There is an interval of not more than two minutes.

During the match

Method of Playing the Match

Law 9 Method of Scoring

9.A SCORING POINTS

9.A.1 POINTS VALUES

Add

Max Zone Try (a 15-metre-wide space in the centre of the try line) Scoring within this zone results in a 7-point score. No conversion is attempted.

(Refer to Law 1 diagram)

Delete

Conversion Goal

(There are no Conversion Goals)

Penalty Goal

(There are no Penalty Goals)

Dropped Goal

(There are no Dropped Goals)

9.A.2 KICKS AT GOAL – SPECIAL CIRCUMSTANCES

Delete as there are no kicks at goal

9.B CONVERSION KICK

9.B.1 TAKING A CONVERSION

Delete as there are no conversions

9.B.2 DECLINING A CONVERSION KICK

Delete as there are no conversions

9.B.3 THE KICKER'S TEAM

Delete as there are no kicks at goal.

9.B.4

Delete as there are no kicks at goal

Law 10 Foul Play

Amend

10.5 SANCTIONS

Note: Temporary Suspension: When a player has been temporarily suspended, the player's period of suspension will be until *a try is scored by either side when they may, with the referee's permission, return.*

Law 11 Offside and Onside in General Play

Amend

11.4 OFFSIDE UNDER THE 10 METRE LAW

Amend to: Offside Under the 7 Metre Law

Amend

11.5 BEING PUT ONSIDE UNDER THE 10 METRE LAW

Amend to: Being Put Onside Under the 7 Metre Law

11.8 PUTTING ONSIDE A PLAYER RETIRING DURING A RUCK, MAUL, SCRUM, LINE-OUT AND TACKLE

Amend: When a ruck, maul, scrum, lineout and tackle forms, a player who is offside and is retiring as required by Law remains offside even when the opposing team wins possession and the ruck, maul, scrum, lineout and tackle has ended.

The player is put onside by retiring behind the applicable offside line. No other action of the offside player and no action of that player's team mates can put the offside player onside.

If the player remains offside the player can be put on-side only by the action of the opposing team. There are two such actions:

Opponent runs 5 metres with ball. When an opponent carrying the ball has run 5 metres, the offside player is put on-side. An offside player is not put onside when an opponent passes the ball. Even if the opponents pass the ball several times, their action does not put the offside player onside.

Opponent kicks. When an opponent kicks the ball, the offside player is put onside.

In the Field of Play

Law 13 Kick-off and Restart Kicks

13.1 WHERE AND HOW THE KICK-OFF IS TAKEN

Amend

(a) A team kicks off with a tap and pass which must be taken at or behind the centre of the half way line.

Delete

(b)

13.2 WHO TAKES THE KICK-OFF AND RESTART KICK

Amend

(c) After a score, the opponents of the team who scored restart play on the referee's signal with a tap and pass.

13.18 KICK IN OPEN PLAY

DEFINITION

Kicking is only allowed in open play, from the hands and must be kicked into the ground (known as a grubber kick).

(a) A player is not allowed to kick the ball with any other type of kick.

Sanction: Tap and pass at the place of infringement

(b) If a kick results in the ball going into touch before touching the ground it results in a tap and pass to the non-offending team from the point at which the kick was made.

Law 15 Tackle: Ball carrier brought to the ground

15.4 THE TACKLER

Add

(d) When a player tackles an opponent that player must grasp the ball carrier below the armpits, on the shirt, shorts, around the legs or on the foot. The grasp must be simultaneous with, or prior to the tackler making contact with their shoulder.

Sanction: Penalty kick

(e) A player must not tackle (or attempt to tackle) an opponent above the line of the arm pit, even if the tackle starts below the line of the arm pit.

Sanction: Penalty kick

15.6 OTHER PLAYERS

Add

(k) After a tackle, there are two offside lines parallel to the goal lines, one for each team. Each offside line runs through the hindmost player. If the hindmost player is in contact with or behind the goal line or the ground beyond, the offside line for that team is on the goal line.

(l) After a tackle, a player from either team not involved in the tackle may play the ball. This player can only be tackled when the ball is lifted from the ground and they have made a step while in possession of the ball.

Sanction: Penalty kick

(m) After a tackle, the offside line remains until the ball is lifted from the ground (or the ball moves away from the tackle area) as described in (l) above.

(m) Off side players at the tackle can only be put on-side under the provisions of Law 11.8.
Sanction: Penalty

Law 16 Ruck

16.1 FORMING A RUCK

Amend

How can a ruck form. One player from each team are on their feet. At least one player must be in physical contact with an opponent, *with a maximum of two players from each team*. The ball must be on the ground. If the ball is off the ground for any reason, the ruck is not formed.

All the players involved in the ruck must be caught in or bound to the ruck and must be on their feet. Open play has ended.

Law 17 Maul

Amend

DEFINITIONS

A maul begins when a player carrying the ball is held by one or more opponents, and one or more of the ball carrier's team mates bind on the ball carrier. A maul therefore consists, when it begins, of at least three players, all on their feet; the ball carrier and one player from each team, *with a maximum of three players from each team*. All the players involved must be caught in or bound to the maul and must be on their feet and moving towards a goal line. Open play has ended.

Restarts

Law 19 Touch and Lineout

Lineout

Defintions

Amend 5th paragraph:

All other players. All other players who are not taking part in the lineout must be at least 7 metres behind the line of touch, on or behind their goal line if that is nearer, until the lineout ends.

Amend

19.8 FORMING A LINEOUT

A line-out will be formed by any 3 players from each team. Two players will take positions in the line – all behind a 5-metre mark given by the referee. The third player from the throwing in team will throw the ball in, with the third player from the opposition team being within the 5-metre line and the touchline.

(A diagram may help in future editions)

19.10 OPTIONS AVAILABLE IN A LINEOUT

Amend

(d) **Lifting and supporting.** No lifting of players is allowed.

Sanction: Free kick on the 15-metre line as given by the referee

Law 20 Scrum

Definitions

Amend 2nd paragraph:

A scrum is formed in the field of play when three players from each team, bound together in one row, close up with their opponents so that the heads of the players are interlocked. This creates a tunnel into which a scrum half throws the ball so that the players can compete for possession by hooking the ball with either of their feet, *but may not push their opponents off the mark.*

20.1 FORMING A SCRUM

Amend

(e) Number of players: three. A scrum must have a maximum of *any* three players from each team. All three players must stay bound in the scrum until it ends.

Sanction: Penalty kick

Delete

Exception

20.12 OFFSIDE AT THE SCRUM

Amend

(b) **Offside for scrum-halves.** When a team has won the ball in a scrum, the scrum half of that team is offside if they go past the midpoint of the scrum, where the front rows come together until the ball leaves the scrum or is lifted by the scrum half of the team in possession of the ball.

Sanction: Penalty kick

Law 21 Penalty and Free Kicks

21.3 HOW THE PENALTY AND FREE KICKS ARE TAKEN

Amend

(a) Any player must take a penalty or free kick awarded for an infringement with a tap and pass.

Amend

21.7 WHAT THE OPPOSING TEAM MUST DO AT A PENALTY KICK

(a) Must run from the mark. The opposing team must immediately run towards their own goal line until they are at least *7 metres* away from the mark for the penalty kick, or until they have reached their goal line if that is nearer the mark.

Amend

21.8 WHAT OPTIONS THE OPPOSING TEAM HAVE AT A FREE KICK

(a) Must run from the mark. The opposing team must immediately run towards their own goal line until they are at least *7 metres* away from the mark for the free kick, or until they have reached their goal line if that is nearer the mark.

In-Goal

Law 22 In-goal

Amend

22.7 RESTARTING AFTER A TOUCH DOWN

When an attacking player sends or carries the ball into the opponents' in-goal and it the ball is grounded by a defender or it goes into touch in-goal or touches the dead ball line or the ground beyond it, a tap and pass is awarded to the non-offending teams on that team's 15m line.



ANNEX NINE

Alterations to World Rugby Bye-Laws

Implementation Date: January 1, 2018

BYE-LAW 9. THE COUNCIL

9.1 ~~Representatives on~~Composition of Council and Voting Rights

The Council shall consist of:

(a) Two Representatives from each of the Foundation Unions, ~~each of which Representatives shall have one vote;~~

~~(b) One Representative from each of the Unión Argentina de Rugby, the Canadian Rugby Union, and the Federazione Italiana Rugby, the Japan Rugby Football Union, each of which Representatives shall have one vote; and who must be or have been a member of the governing body of that Union;~~

~~(eb) One Representative from each of the following Associations: Asia Rugby, Rugby Africa, Rugby Europe, Oceania Rugby, Sudamericana Rugby (Rugby Americas South) and Rugby Americas North, each of which Representatives shall have one vote; and who must be or have been a member of the governing body of that Association;~~

~~(ec) The Officers referred to in Bye-Law 9.75.~~

~~(e) From immediately after (d) One representative from:~~

~~(i) the Annual Meeting Associations set out in Bye-Law 9.1(b); and~~

~~(ii) the Unions entitled to an additional vote in accordance with Bye-Law 9.1(f)(v),~~

~~in both cases, provided such Representative is female (who is not required to be or have been a member of the governing body of that Association or Union).~~

~~(e) All Unions other than those set out in Bye-Law 9.1(a) wishing to join Council may apply to the Nominations Committee at any time (the assessment period being the previous eight years at the time of the application). Such Unions will be subject to review and recommendation by the Nominations Committee and must comply with the criteria required for Eligibility for Consideration of Membership to Council (the "Criteria"). The Criteria may be reviewed from time to time but include the requirement to demonstrate compliance with the provisions below:~~

~~in May 2016 the following changes shall be made to the voting and (i) Have qualified for the Rugby World Cup Finals Tournament on two consecutive occasions in the assessment period (8 years)~~

~~(ii) Fully comply with World Rugby Membership Criteria as applicable at the time of application~~

~~(iii) Be in good standing with World Rugby (and in particular that it has filed and continues to file all appropriate paperwork / reports~~

required by World Rugby and has paid all fees which are due for its membership structure or the renewal thereof)

~~(i) The (iv)~~ Be a member of its Association recognised by Council

(v) Be in good standing with its National Olympic Committee (NOC) and/or National Sports Ministry

(vi) Be able to demonstrate that Good Governance practice is in operation including but not limited to in the following areas:

- Constitution, Bye-Laws & Regulations Relating to the Game are fully applied;
- Three years of unqualified audited accounts or, where such accounts are qualified, such qualification(s) is not material to the Union's compliance with the Criteria, as determined by the Nominations Committee;
- Three years of AGM Minutes provided;
- Transparent links with membership evident;
- Satisfactory confirmation that the Union has jurisdiction and control over players & the professional game in their Union territory; and
- Comply with any National or regional legislation, in the area of good governance for sporting bodies.

(f) Voting Rights on Council

The Representatives shall have two votes; set out in Bye-Laws 9.1(a)-(e) inclusive shall have the following voting rights on Council:

~~(ii) Unions (i)~~ Each Union which ~~have~~has qualified for the Rugby World Cup Finals Tournament on two consecutive occasions in the assessment period (8 years) shall have one ~~Representative who shall have one~~ vote;

~~(iii) Unions~~ Each Union which ~~have~~has qualified for the Rugby World Cup Finals Tournament on two consecutive occasions in the assessment period (8 years) and who play in a major Championship (being for this purpose the Six Nations or ~~SANZARS~~SANZAAR Rugby Championships) shall have one ~~Representative who shall have one~~additional vote;

~~(iv)~~ (iii) Each Association set out in Bye-Law 9.1(b) shall have two votes;

(iv) The Chairman shall have a casting vote in accordance with Bye-Law 9.5;

(v) Unions which have qualified for RWC on two consecutive occasions in assessment period (8 years) and satisfy the criteria below shall have one additional vote but no additional Representative: (subject to Bye-Law 9.1(d));

- (i) contribute to the Game by having a Union audited average annual turnover greater than £20million or an equivalent amount in the relevant Union's territory taking into account an appropriate purchasing-power parity index¹ over the previous four-year period (to reflect its investment in the Game); and
 - (ii) bid to host (as voted at Council) or hosts a major event in the assessment period (8 years) or is scheduled to do so in the succeeding ~~4-four~~-year period (major events being: a Rugby World Cup Finals Tournament, Rugby World Cup Sevens, Women's Rugby World Cup, U20/Junior World Championship, U20/Junior World Trophy and/or Sevens World Series); and
 - (iii) have in place a sustainable Women's sevens and/or fifteens programme with national team participation in the Women's Rugby World Cup and/or Rugby World Cup ~~qualifiers~~Sevens and/or qualification process for either tournament in the assessment period (8 years); and
 - (iv) have in place a sustainable Men's sevens programme, Women's sevens programme, reflected by (at a minimum) participation in Association competitions and/or the Sevens World Series (male and female).
- ~~(f) All new Unions wishing to join Council will also be subject to review and recommendation by the Nominations Committee and must comply with the criteria required for Eligibility for Consideration of Membership to Council (the "Criteria"). The Criteria may be reviewed from time to time but include the requirement to demonstrate compliance with the provisions below:~~
- ~~(i) Fully comply with World Rugby Membership Criteria~~
 - ~~(ii) Be in good standing with World Rugby (and in particular that it has filed and continues to file all appropriate paperwork / reports required by World Rugby and has paid all fees which are due for its membership or the renewal thereof)~~
 - ~~(iii) Be a member of its Association recognised by Council~~
 - ~~(iv) Be in good standing with its National Olympic Committee (NOC) and/or National Sports Ministry~~

¹ ~~The~~ For this purpose the Nominations Committee shall ~~have discretion~~ determine an equivalent amount to £20million in examining London, England, in the accounts country of an applicant the Union ~~to recommend to Council using an established purchasing-power parity index such as the Economist's Big Mac Index or other index deemed suitable comparative currency index when determining compliance with this criteria~~ by the Nominations Committee;

~~(v) Be able to demonstrate that Good Governance practice is in operation including but not limited to in the following areas:~~

- ~~• Constitution, Bye Laws & Regulations Relating to the Game are fully applied;~~
- ~~• Five years of unqualified audited accounts;~~
- ~~• Five years of AGM Minutes provided;~~
- ~~• Transparent links with membership evident;~~
- ~~• That Unions have jurisdiction and control over players & the professional game in their Union territory; and~~
- ~~• Comply with any National or regional legislation, in the area of good governance for sporting bodies.~~

(g) Ordinarily by the end of January following each Rugby World Cup Finals Tournament, each Union in membership of Council shall be reviewed by a nominee of the Nominations Committee (which, for the avoidance of doubt, may be a World Rugby staff member) to confirm each Union's continued compliance with the applicable criteria set out in Bye-Law 9.1(a) to (f) inclusive as applicable. The Nominations Committee shall consider a compliance report with respect to each Union ordinarily at its meeting in or about March of the year following each Rugby World Cup Finals Tournament. Ordinarily at that meeting the Nominations Committee shall make recommendation(s) with respect to the membership and voting rights of Council in consideration of the criteria set out in Bye-Law 9.1(e) and (f) as applicable.

The Representatives set out ~~in (a) to (c) and (e)~~ above shall be elected by their Unions or Associations (as the case may be).

The Officers shall be elected in accordance with the provisions of Bye-Law 9.75.

9.2

Composition

- ~~(a) Each Foundation Union shall be entitled to send two Representatives, who must be or have been a member of the governing body of that Union, to all meetings of the Council.~~
- ~~(b) Unions and Associations, other than Foundation Unions, represented on the Council shall be entitled to send one Representative, who must be or have been a member of the governing body of that Union or Association, to all meetings of the Council.~~
- ~~(c) The Officers shall be entitled to attend and speak at all meetings of the Council.~~
- ~~(d) From immediately after the Annual Meeting of Council in May 2016 the following changes shall be made to the composition structure:~~

- ~~(i) Each Association Representative shall have two votes;~~
- ~~(ii) Unions, other than Foundation Unions, represented on Council shall be entitled to send the number of Representatives to which they are eligible and entitled in accordance with Bye-Law 9.1(e).~~

~~9.3~~ **Quorum & Voting**

- ~~(a) The quorum for any meeting of the Council shall be 50% of the Representatives (excluding the Chairman).~~

~~9.4(b) If a Union or Association has the right to appoint multiple Representatives pursuant to Bye-Law 9.1 but only one Representative is present at any meeting that Representative will receive the full number of allotted votes to the Union or Association in accordance with Bye-Law 9.1.~~

- ~~(c) If a Union or Association has multiple Representatives present at any meeting, such Representatives shall determine how to cast the total number of votes allotted to that Union or Association (including for the avoidance of doubt utilising the votes for and/or against a particular matter, provided that: (a) no more than the total number of votes allotted to such Union or Association are cast; and (b) no single vote can be split into a half vote).~~

9.3 Powers of the Council

As the ultimate and supreme legislative authority of World Rugby, Council has the power to make decisions on the following:

- (a) The ratification of the mission, strategy, goals and plan of World Rugby and the oversight of the implementation thereof by the Executive Committee;
- (b) The consideration and approval of the minutes of previous Council Meetings;
- (c) To elect the Chairman and Vice-Chairman in accordance with Bye-Law 9.65.2;
- (d) To elect seven Representatives to the Executive Committee and to approve two Independent Members of the Executive Committee proposed by the Nominations Committee in accordance with Bye-Law 10.2;
- (e) To receive a report from the Executive Committee and to give consideration to the actions taken by the Executive Committee since the last Council Meeting;
- (f) To ratify, or otherwise, as it considers appropriate, the emergency decisions taken by the Executive Committee under Bye-Law 12;
- (g) To receive and approve the audited group financial statements of World Rugby for the preceding financial year;

- (h) As and when appropriate at the Annual and Interim Meetings, to elect the Officers and seven members of the Executive Committee, to approve the nominations of the two Independent Members of the Executive Committee proposed by the Nominations Committee, and, in appropriate circumstances, to remove members of the Executive Committee;
- (i) To consider and approve, as appropriate, any amendment or alteration to:
 - (i) the Bye-Laws;
 - (ii) the Regulations;
 - (iii) the Laws of the Game which have been duly proposed and of which due notice shall have been given as provided in Bye-Laws 5, 9.76 and 9.87;
- (j) To receive reports from the Executive Committee on the work of the Standing Committees since the last Council Meeting;
- (k) To consider any proposals or business of which due notice shall have been given as provided for in Bye-Law 9.129;
- (l) To determine the date, venue and agenda for the General Assembly;
- (m) To determine the Host Union(s) for all Rugby World Cup Tournaments (Men's, Women's and Sevens);
- (n) To take such other decisions and/or steps necessary and/or incidental to the exercise of the above powers;
- (o) To appoint judicial and appeal personnel in accordance with Regulation 18;
- (p) At any meeting of the Council it shall have power, following a recommendation of the Executive Committee, to elect to membership of World Rugby any national Rugby Football Union. Such Union shall be proposed and seconded by and its election must be supported by a majority of at least three-quarters of the Representatives present;
- (q) Without prejudice to the generality of these Bye-Laws, the Council may expel or suspend from membership of World Rugby or impose such other punishment or penalty, including a fine, as it considers fit on a Union or Association for any infringement of the Bye-Laws or the Regulations or for any conduct which in the opinion of the Council is prejudicial to the interests of World Rugby or of the Game or which may bring World Rugby or the Game or any Persons, Administrators or Officials into disrepute.

9.54 Constitutional Process

9.54.1 Annual and Interim Meetings

The Council shall meet biannually (“Annual Meeting” and “Interim Meeting”) normally in Dublin in March/April/May and October/November respectively to be determined by the Council. Provided, however, that they may be held at such other occasions, time or times and place or places as a majority of the Council may agree, or failing agreement, in Dublin on a date to be fixed by the Officers as defined in Bye-Law 9.65. The Annual and Interim Meetings shall have the same powers. The Annual and Interim Meetings shall be held for the transaction as appropriate of the business required in accordance with the Powers of Council set out in Bye-Law 9.43.

9.54.2 Special Meetings

If so directed by the Council (or if so requested by no fewer than eight (8) Unions or Associations represented on the Council), the Chief Executive Officer shall convene a special meeting of the Council (“Special Meeting”) for any purpose. Additionally, the Chief Executive Officer shall convene a Special Meeting if so directed by the Executive Committee for the purpose of considering proposed alterations to the Bye-Laws, Regulations Relating to the Game, General Regulations or the Laws of the Game subject to Bye-Law 9.87(g) below. The purpose for which the Special Meeting is being convened shall be notified by the Chief Executive Officer to every Union and Association at least six (6) weeks prior to the date fixed for the Special Meeting unless the Council, in case of extreme urgency, agree by a three-quarter majority that a shorter period of notice may be given.

9.65 Officers

9.65.1 Status of Chairman and Vice-Chairman

- (a) Following election, the Chairman must relinquish any office or paid position within his Union and may not be the President, Vice-President, Chairman, Vice-Chairman, Treasurer or a Representative of his Union or Association or hold any comparable position.
- (b) The Chairman shall be afforded a period of six (6) months to relinquish any such office within his Union or Association, which Union or Association shall in turn be entitled to elect a replacement Representative to the Council.
- (c) The Officers shall be members of all Committees, sub-committees and advisory committees (including any associated working parties/sub-groups) of World Rugby, save for the Nominations Committee where appointments are specified and detailed in Bye-Law 11.6.
- (d) The Chairman shall only have a casting vote at any Council Meeting and Executive Committee meeting.

- (e) The Vice-Chairman role is not independent so the elected Vice-Chairman shall be one of the Representatives of his Union or Association and will not be in addition to that Union or Association's Council member(s).
- (f) If the Chairman shall cease in office then the Vice-Chairman elected pursuant to Bye-Law 9.65.2, shall assume the position of Chairman pro-tem and the Council shall elect a new Chairman and Vice-Chairman at its next meeting.
- (g) If the elected Vice-Chairman shall cease in office then the Chairman shall appoint another member of the Executive Committee to become Vice-Chairman until the next Council meeting.

9.65.2 Election of Chairman and Vice-Chairman

The Chairman and Vice-Chairman shall be elected initially from the Representatives usually but not necessarily at the Annual Meeting immediately following the quadrennial men's Rugby World Cup Tournament and for a period of four (4) years commencing on 1st July of the same calendar year as approved by the Executive Committee. They shall thereafter be eligible for re-election for one further term of four (4) years at the end of their first term of office.

- (a) The voting procedure for the Officers shall be as follows:
 - (i) All candidates for Officer positions shall be proposed and seconded by members of Council.
 - (ii) In the event that more than one Candidate is proposed for an available position, the Council shall vote by secret ballot.
 - (iii) To be elected a candidate must achieve a simple majority of the votes held by the Representatives present and entitled to vote pursuant to Bye-Law 9.1 above.
 - (iv) If following a secret ballot none of the candidates have achieved a simple majority the candidate with the lowest number of votes will be eliminated and a new ballot will be taken. If two candidates with the lowest number of votes have an equal number of votes Council will hold a secret ballot to determine which candidate will proceed to the next round of voting. The voting shall continue until a candidate reaches a simple majority or in the event of a tie the Chairman is called to use his casting vote.
 - (v) In the event of a repeated tied vote, the Chairman shall have the casting vote providing he is not a candidate for the position in question.

- (vi) If the Chairman is a candidate and unable to use the casting vote in the event of a tied vote Council must continue voting until a new Chairman is elected.
- (b) Where the incumbent Chairman and Vice-Chairman are both standing for re-election an Independent Vote Chair shall be appointed by the Executive Committee to manage this voting process.
- (c) To be admissible, all candidatures for the role(s) of Chairman and/or Vice-Chairman must be submitted to the Chief Executive Officer and fulfil the following conditions:
 - (i) Be sent in writing duly signed by the candidate and his nominating Union no later than 60 days prior to the Annual Meeting referenced in 9.54.1 above;
 - (ii) Be accompanied by the names of the Representatives who are proposing and seconding the candidate.
- (d) World Rugby shall (i) call for nominations for Chairman and Vice-Chairman no later than 90 days prior to the Annual Meeting and (ii) circulate all Nominations received in compliance with Bye-Law 9.65.2(c) above to all Unions, Associations and Council no less than 45 days prior to the Annual Meeting.

~~(e) For transitional purposes:~~

- ~~(i) At the Annual Meeting of Council 2016 only, any candidate for the positions of Chairman or Vice-Chairman who has at that date served the maximum permitted term (under Bye-Law 10.3.1) on the Executive Committee shall, upon election by Council as Chairman or Vice-Chairman be permitted to serve a maximum of two terms, subject to re-election in accordance with these Bye-Laws).~~

9.65.3 Chief Executive Officer

The Chief Executive Officer shall be appointed by the Executive Committee on such terms and conditions as the Executive Committee shall from time to time determine.

9.76 Alterations to Bye-Laws, Regulations Relating to the Game, General Regulations and Laws of the Game

- (a) Subject to Bye-Law 12 until the time of the next Council meeting, no alterations to the Bye-laws, Regulations Relating to the Game or the Laws of the Game shall be made unless agreed by a three quarter majority of the votes of the Representatives present and entitled to vote pursuant to Bye-Law 9.1 at the Annual or Interim Meetings or at a Special Meeting;
- (b) Subject to Bye-Law 12 until the time of the next Council meeting, no alterations to the General Regulations shall be made unless agreed

by a simple majority of the votes of the Representatives present and entitled to vote pursuant to Bye-Law 9.1 at the Annual or Interim Meetings or at a Special Meeting.

- (c) For the purposes of Bye-Law 9.76(a), the three-quarter majority shall equate to 75% of the total votes cast inclusive of any abstentions. If a Representative fails to cast a vote(s) this will be considered as an abstention.
- (d) Voting in relation to individual changes to proposed alterations to the Bye-Laws, Regulations Relating to the Game, General Regulations and/or Laws of the Game shall be as follows:
 - (i) a simple majority of the votes of the Representatives present and entitled to vote pursuant to Bye-Law 9.1 shall be required for individual alterations to be made to the proposed alterations;
 - (ii) a final vote on the proposed alteration to the Bye-laws, Regulations Relating to the Game and/or Laws of the Game (following consideration of any individual alterations) shall require a three-quarter majority of the votes of the Representatives present and entitled to vote pursuant to Bye-Law 9.1;
 - (iii) a final vote on the proposed alteration to a General Regulation (following consideration of any individual alteration) shall require a simple majority of the votes of the Representatives present and entitled to vote pursuant to Bye-Law 9.1.

9.87 Proposed Alterations to Bye-Laws, Regulations Relating to the Game, General Regulations and Laws of the Game

(a) Annual Meeting

Subject to Bye-Law 5, proposed alterations to the Bye-Laws, Regulations Relating to the Game, General Regulations or Laws of the Game, to be considered at the Annual Meeting shall be sent by the Union, Association, Chairman of the Council, and the Executive Committee, Chairman of any Committee of the Council proposing such alteration or the Chief Executive Officer to the Chief Executive Officer not later than 15th January in any year and shall be forwarded by the Chief Executive Officer to each Union and Association within 14 days thereafter.

(b) Interim Meeting

Subject to Bye-Law 5, proposed alterations to the Bye-Laws, Regulations Relating to the Game, General Regulations or Laws of the Game, to be considered at the Interim Meeting shall be sent by the Union, Association, Chairman of the Council, Chairman of any Committee of the Council and the Executive Committee proposing such alteration or the Chief Executive Officer to the Chief Executive Officer not later than 1st July in that year and shall be forwarded by

the Chief Executive Officer to each Union and Association within 14 days thereafter.

- (c) Generally any alterations proposed in accordance with (a) and (b) above shall state in respect of each separate proposal:
 - (i) the precise wording of the proposed alteration,
 - (ii) the reasons for the proposed alteration, and
 - (iii) any consequential amendments.
- (d) Subject to Bye-Law 5, any proposed amendments to such proposals must reach the Chief Executive Officer no later than 25th February in respect of the Annual Meeting and 31st August in respect of the Interim Meeting, in the relevant year and these will then be forwarded by him to each Union and Association by 15th March and 14th September respectively in the relevant year.
- (e) Subject to Bye-Law 5, where any proposals for alterations are to be dealt with at a Special Meeting the latest dates for receiving proposals and proposed amendments to them shall be determined by the Council and notified by the Chief Executive Officer to every Union and Association.
- (f) Subject to Bye-Law 12 until the time of the next Council meeting, no alterations to the Bye-Laws, Regulations Relating to the Game, General Regulations or Laws of the Game shall be made without due notice as provided for in the Bye-Laws, unless it is an alteration consequential on or arising from some other proposed alteration of which due notice has been given, and unless three-quarters of the Representatives present consent to the matter being considered without due notice.
- (g) The Council, in considering any duly submitted proposal to alter the Bye-Laws, Regulations Relating to the Game, General Regulations or Laws of the Game and proposed amendments thereto may modify, alter and amend such proposals provided there is a three quarters majority of the votes of the Representatives present and entitled to vote pursuant to Bye-Law 9.1 at the Annual or Interim Meetings or at a Special Meeting has been obtained, and such modified, altered or amended proposals shall thereafter be incorporated as part of the Bye-Laws, Regulations Relating to the Game, General Regulations or Laws of the Game.

9.98 Notice of Other Business

Notice of any other business which falls within the purview of Council to be dealt with at the Annual or Interim Meetings (save for proposals pursuant to Bye-Law 9.76), shall be sent to the Chief Executive Officer not later than 31st January in respect of the Annual Meeting and 31st August in respect of the Interim Meeting in the relevant year and the Chief Executive Officer

shall forward such notice to every Union and Association by 14th February and 14th September respectively in the relevant year.

9.109 Finance

- (a) The Council and the Executive Committee (as the case may be) shall have control of the funds and property of World Rugby, and in addition to the powers contained in Bye-Law 2 and without limiting the generality of the foregoing the Council shall have the power to fix from time to time the amount of the subscription to be paid to World Rugby by a Union and Association;
- (b) Audited accounts of World Rugby and of its associated entities where required shall be made up to the 31st December in each year and shall be signed by the Chairman and the CEO;
- (c) All expenses incurred in connection with attendance at meetings of the General Assembly, Council, Executive Committee or any Standing Committee, Advisory Committee of the Council, including working parties or sub-groups or advisory groups, shall be defrayed in such manner as the Council shall from time to time determine;
- (d) World Rugby's income shall accrue from the subscriptions paid by Unions and Associations pursuant to Bye-Law 9.129(a), from World Rugby's investments and securities, and from any other income source.

BYE-LAW 10 (excerpt)**10.3 Terms of Office of the Executive Committee**

- 10.3.1 ~~In accordance with Bye-Law 9.6.2, t~~The Chairman and Vice-Chairman shall serve on the Executive Committee for the duration of their term(s) of office in accordance with Bye-Law 9.5.2a ~~period of four (4) years.~~

The other Members of the Executive Committee (save the Chief Executive Officer) shall be eligible to serve as a Member of the Executive Committee for a period of four (4) years. The other Members of the Executive Committee (save the Chief Executive Officer) shall be elected and/or approved, as applicable, usually but not necessarily at the Annual Meeting immediately following the quadrennial men's Rugby World Cup Tournament and for a period of four (4) years commencing on July 1 of the same calendar year. The Members of the Executive Committee, including the Vice-Chairman, elected from the Representatives by the Council shall only be entitled to remain Members of the Executive Committee if they remain Representatives on the Council as appointed by their respective Union or Association.

Subject to the foregoing, Members of the Executive Committee may be re-elected and/or re-approved for a further period of membership of the Executive Committee up to a maximum of twelve years in aggregate save that where the term(s) of office of the Chairman under Bye-Law 9.5.2 extends beyond the maximum twelve years in aggregate then the Chairman shall remain a Members of the Executive Committee for the duration of his term(s) of office under Bye-Law 9.5.2.

The Chief Executive Officer shall remain a Member of the Executive Committee for the duration of his tenure.



ANNEX TEN

Law 4 Trial – Player Microphones Trial Extensions

Implementation Date: November 15, 2017



World Rugby Law 4 – Player Microphones Trial Extension

Council at its Interim Meeting held on November 15, 2017 has approved to extend the trial for the use of Player Microphones for two years with effect from November 15, 2017 subject to:

- (1) one per team
- (2) Unions gaining appropriate consents and indemnities from the microphone wearers and opposition players
- (3) Imposition of suitable terms on conditions of footage use by broadcasters and
- (4) The GPS / Player Tracking Device trial outcomes reports being shared with World Rugby

Unions who wish to apply to use Player Microphones should contact Mark Harrington, World Rugby Head of Technical Services (mark.harrington@worldrugby.org)



ANNEX ELEVEN

Law 3 Sevens Variation Trial Extension

Implementation Date: November 15, 2017

**Unions should note the Law 3 Sevens Variations trial applies only to the 2017/2018 HSBC Sevens World Series Tournaments for Men and Women, 2018 Commonwealth Games Tournament and Rugby World Cup Sevens 2018*

SEVENS LAW VARIATIONS

3.4 Players nominated as substitutes

A team may nominate up to five replacements/substitutes.

A team may substitute or replace up to five players.

A team may substitute the same player more than once as long as no more than 5 substitutions are made in total. See 3.13 for exception

3.13 Substituted players rejoining the match

If a player is substituted, that player may return to play in that match under the following circumstances:

- Up to 5 tactical substitutions per game
- In addition to which players may return to play when replacing:
 - 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.

SEVENS LAW VARIATION (MARKED UP)

3.4 Players nominated as substitutes

A team may nominate up to five replacements/substitutes.

A team may substitute or replace up to five players.

A team may substitute the same player more than once as long as no more than 5 substitutions are made in total. See 3.13 for exception

3.13 Substituted players rejoining the match

If a player is substituted, that player ~~must may not~~ return ~~and to~~ play in that match ~~even to~~ replace an injured player under the following circumstances:-

Exception: ~~A substituted player may replace a player with a bleeding or open wound.~~

- Up to 5 tactical substitutions per game
- In addition to which players may return to play when replacing:

o a player with a blood injury in accordance with Law 3.10

o a player undertaking a Head Injury Assessment in accordance with Law 3.11.



ANNEX TWELVE

Regulation 4 Player Status, Player Contracts and Player Movement

Implementation Date: November 15, 2017

Regulation 4 – Player Status, Player Contracts and Player Movement

Ruling of World Rugby Council:

Council at its Interim Meeting held on November 15, 2017 agreed that with immediate effect that where the release of a player is refused, that within 48 hours the Player and requesting Union must receive a detailed explanation in writing as to why the Player is not being released.