



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

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

Date: **May 17, 2018**

Re: **World Rugby Special and Annual Meeting of Council May 16, 2018**
World Rugby Council Decisions: Notice of Alterations to World Rugby Regulations
Notice of Approved Law Changes

At its Special and Annual Meeting held on May 16, 2018 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 2)**
- (2) Regulation 10 – Medical – *attached annex two (page 11)*
- (3) Regulation 17 – Discipline – Foul Play – *attached annex three (page 15)*

**Consequential amendments to Regulation 1 and Regulation 2*

Implementation date: June 1, 2018

Notice of Alterations to World Rugby Laws of the Game

- (1) Approved Law Changes – *attached annex four (page 27)*

Implementation date May 16, 2018

World Rugby Age Grade Policy

Council agreed that the World Rugby Age Grade Policy is extended to all World Rugby tournaments. A copy of the World Rugby Age Guideline which will be applied as Policy is available at the following link: <http://playerwelfare.worldrugby.org/?documentid=115>

Implementation date: May 16, 2018

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: June 1, 2018

REGULATION 1 – CONSEQUENTIAL AMENDMENT

Union(s) means every national rugby Union for the time being in full and/or associate and/or recognised regional development membership of World Rugby, and/or an Association.

REGULATION 2. COMPLIANCE WITH REGULATIONS – CONSEQUENTIAL AMENDMENT

2.1 Compliance

2.1.1 A Union or Association is deemed to have full knowledge of the content of these Regulations.

A Union or Association must ensure that it complies with these Regulations and must further ensure that it takes appropriate action to inform each and every one of its members of the terms of the Regulations and the obligation to comply with the same. Associations shall ensure that the Regulations are enforceable against their full, associate and recognised regional development members and that their full, associate and recognised regional development members recognise the jurisdiction of World Rugby to rule on any matters of eligibility. World Rugby may from time to time issue guidelines in relation to the implementation of these Regulations. Any breach(es) of such guidelines may render a Union, Association, Rugby Body, Club or Person responsible for such breach(es) liable to sanctions.

REGULATION 8. ELIGIBILITY TO PLAY FOR NATIONAL REPRESENTATIVE TEAMS

8.1 Subject to Regulation 8.2, a Player may only play for the senior fifteen-a-side National Representative Team, the next senior fifteen-a-side National Representative Team and the senior National Representative Sevens Team of the Union of the country with which the Player has a genuine, close, credible and established national link in which:

- (a) he was born; or
- (b) one parent or grandparent was born; or
- (c) he has completed sixty¹ consecutive months of Residence immediately preceding the time of playing; or
- (d) he has completed ten years of cumulative Residence preceding the time of playing.

8.2 A Player who (subject to Regulation 8.6 to 8.12) has played for:

- (a) the senior fifteen-a-side National Representative Team of a Union; or
- (b) the next senior fifteen-a-side National Representative Team of a Union; or
- (c) either of (i) the senior National Representative Sevens Team of a Union where the Player has reached the age of twenty on or before the date of participation; or (ii) the National Representative Sevens Team of a Union in the Olympic Games or the Rugby World Cup Sevens, having reached the age of majority on or before the date of participation in such tournament,

is not eligible to play for the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team or the senior National Representative Sevens Team of another Union.²

8.3 For the purposes of this Regulation, a Player is deemed to have played for the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team of a Union if:

- (a) He is selected for such team to play in an International Match against the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team of another Union (or in a fifteen-a-side international Match against another Union's senior or next senior Touring Squad during a World Rugby approved International Tour) and is present at the Match played by that team

¹ 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".

² Save where the Union the Player represented was a recognised regional development union.

either as a replacement, substitute or a playing member of that team and has, at the time of the Match, reached the age of majority; or

- (b) He is selected to represent a Union's senior Touring Squad on an International Tour which includes an International Match or Matches approved by World Rugby and is present at any fifteen-a-side Match played on that International Tour either as a replacement, substitute or a playing member of a team selected from the Union's senior Touring Squad and has, at the time of the Match, reached the age of majority; or
- (c) He is selected to represent a Union's next senior Touring Squad on a World Rugby approved International Tour and during that International Tour he is present at a Match against the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team of another Union either as a replacement, substitute or playing member of a team selected from the Union's next senior Touring Squad and has, at the time of the Match reached the age of majority.
- (d) Before January 1, 2018, he is selected to represent the Under 20s National Representative Team of a Union which has been pre-designated as that Union's next senior fifteen-a-side National Representative Team and the Player is part of the team which participates in an International Match as part of the World Rugby Junior World Championships, World Rugby Junior World Rugby Trophy or the Six Nations U20 Championship and is present at the Match played by that Team either as a replacement, substitute or playing member of that Team and has, at the time of the Match, reached the age of majority³.

8.4 For the purposes of this Regulation, a Player is deemed to have played for the senior National Representative Sevens Team of a Union if he is;

- (a) selected to represent a Union's senior National Representative Sevens Team in an International Match against the senior National Representative Sevens Team of another Union and is present at the Match played by that Team either as a replacement, substitute or playing member of that Team the Player has, on or before the date of the Match, reached the age of twenty; or
- (b) selected to represent a Union's National Representative Sevens Team in the Olympic Games or the Rugby World Cup Sevens and is present at such tournament either as a replacement, substitute or playing member of that Team having reached the age of majority on or before the date of participation in such tournament.

³ With effect from January 1, 2018, Unions will no longer be permitted to name its Under 20s National Representative Team as that Union's next senior fifteen-a-side National Representative Team.

8.5 Responsibility, breach and penalties for a breach of Regulation 8

8.5.1 Unions

Regulation 8 is a strict liability offence and shall be construed in accordance with the principles of strict liability under English law. It is not, therefore, necessary that fault or intent on the part of a Union be shown in order for a breach of Regulation 8 to be established. Nor is lack of fault or intent on the part of a Union a defence to a breach of Regulation 8. For the avoidance of any doubt (and without limiting a Union's other obligations and responsibilities for the conduct, acts or omissions of its members and Persons under its jurisdiction pursuant to any other Regulation) Unions are responsible and accountable for the conduct of their Players and all Persons under its jurisdiction in relation to compliance with the provisions of Regulation 8 and any breach of Regulation 8 by such Player(s) or Person(s) shall be deemed to be a breach of Regulation 8 by the Union concerned. Each breach of Regulation 8 by a Union, howsoever arising, will result in a minimum fixed fine being imposed on the Union concerned. The minimum fixed fines for each breach of Regulation 8 are as follows:

- (a) For a Union that is represented on the Council £100,000 sterling;
- (b) For all other World Rugby Member Unions £25,000 sterling.

Based on the facts and circumstances of any breach of Regulation 8 the applicable minimum fixed fine as set out above may be increased. In addition, other penalties as set out in Regulation 18.6 may also be imposed on the Union concerned.

- 8.5.2 In exceptional circumstances, a Union in breach of Regulation 8 may make submissions to the relevant disciplinary body appointed under Regulation 18 to adjudicate on the case as to why the Union should not be subject to the applicable minimum fixed fine. For the avoidance of any doubt, however, the relevant disciplinary body shall only be entitled to reduce the applicable minimum fixed fine set out in this Regulation where the Union is able to provide clear and indisputable evidence that truly exceptional circumstances exist and that the Union concerned had taken all necessary steps to comply with Regulation 8.

Players

- 8.5.3 Notwithstanding Regulations 8.5.1 and 8.5.2 above and without prejudice to any sanction imposed on a Union, Players may also be subject to sanction in accordance with Regulation 18 where they breach Regulation 8 in circumstances where they knew or ought reasonably to have known they were not eligible to play for the relevant Union at the time of participation.

Additional eligibility criteria in relation to Olympic Events

- 8.6 In addition to complying with the criteria set out in Regulation 8.1 to 8.4 above (which applies equally to all Players), to be eligible to participate in the Olympic Games and/or as part of a potential qualifying team or a pre-qualified team of the host nation of the Olympic Games in, Olympic

qualification events (together “Olympic Events”) or other events governed by the Olympic Charter all members of the senior National Representative Sevens Team(s) of a Union or the selected Olympic Sevens Team(s) of a National Olympic Committee must be a national of the country of the National Olympic Committee which it is representing in such Olympic Events. For the avoidance of doubt, these Regulations 8.6 to 8.13 do not apply to National Representative Sevens Teams and Olympic Sevens Teams which are participating in an Olympic qualification event but are not able to qualify through that event and/or have already qualified for the Olympic Games via a previous sevens series (save in the case of a pre-qualified team of the host nation of the Olympic Games).

- 8.7** A Player who is a national of the country or Union for which he has been captured under Regulation 8.2 and who holds the nationality of another country or Union, may apply to participate in an Olympic Event to represent his new country or Union subject to the following conditions;
- 8.7.1** The application of a Player under this Regulation 8.7 must be submitted by the Union which the Player wishes to next represent in an Olympic Event (or a Union associated with the Olympic Sevens Team the Player wishes to represent) to the Regulations Committee with all relevant supporting documentation at least one month in advance of the Player’s intended first participation for the new Union or Olympic Sevens Team. The application shall be pre-notified to the Player’s Union (namely the Union whose National Representative Team the Player represented or a Union associated with the Olympic Sevens Team, as applicable);
- 8.7.2** The Player as at the time of the consideration of his application by the Regulations Committee must have observed and be able to demonstrate a stand down period of at least three (3) years since the time the Player last represented his former Union and the time the Player first plays for the second Union or country, which must be in an Olympic Event. The Player may not represent the second Union in any other form of the Game until after he has participated in such Olympic Event.
- 8.7.3** The Player’s new Union or Olympic Sevens Team must not have already qualified for the Olympic Games (in the same gender as the Player) as at the time of the Player’s intended first participation for the new Union or Olympic Sevens Team, as applicable (save in the case of a pre-qualified team of the host nation of the Olympic Games).
- 8.8** Where the Player is not a national of the Union for which he has been captured under Regulation 8.2, and he meets the Olympic eligibility criteria (in Regulation 8.6 to 8.13) as determined by the Regulations Committee, he shall be eligible for selection to play for the Union or country of which he is a national, in an Olympic Event, subject to satisfying the three-year stand down period.
- 8.9** A Player who is eligible or captured for a Union that cannot participate in an Olympic Event because there is no National Olympic Committee solely for the territory of such Union, may, subject to the Olympic eligibility criteria (in Regulation 8.6 to 8.13), be eligible to play for the Olympic Sevens Team

of a National Olympic Committee of which he is a national, provided that such team is not associated with any one single Union. In such circumstances the following provisions shall apply.

- 8.9.1** Where the Player has been captured under Regulation 8.2 for a Union he shall remain captured for such Union notwithstanding the Player's representation for the Olympic Sevens Team of a National Olympic Committee in an Olympic Event;
- 8.9.2** Where the Player has not previously been captured under Regulation 8.2 and he represents the Olympic Sevens Team of a National Olympic Committee in an Olympic Event he will be deemed to be captured for one of the underlying Unions which support the Olympic Sevens Team of the relevant National Olympic Committee, and the Player must elect which of those underlying Unions he shall be captured by for the purposes of Regulation 8.
- 8.10** A Player who has represented one Union or Olympic Team in an Olympic Event and who has changed his nationality or acquired a new nationality, may apply to participate in an Olympic Event to represent his new Union or country provided that at least three years have passed since the Player last represented his former Union or country and the approval of the International Olympic Committee, the relevant National Olympic Committee(s) and World Rugby is obtained. This period may be reduced or even cancelled with the agreement of the World Rugby and the National Olympic Committees concerned and by the IOC Executive Board, which takes into account the circumstances of each case.
- 8.11** A Player may not represent two different Unions or a Union and an Olympic Sevens Team(s) of a National Olympic Committee in the same Olympic Event(s).
- 8.12** Once the Player has represented the Union or Olympic Sevens Team of which he is a national, in an Olympic Event, he shall thereafter be tied to that Union (or an underlying Union of the Olympic Sevens Team) for all forms of the Game and in all events but shall only be eligible to participate in an International Match in such other forms of the Game in addition to seven-a-side if:
- (a) he participates as a Player in no less than half of the tournaments in a series of World Rugby or Regional Association Olympic qualification tournaments, being for the avoidance of doubt a series of tournaments which provides direct qualification to the Olympic Games for one or more team(s) based on their finishing positions at the conclusion of the series in circumstances where his team is able to qualify for the Olympic Games through that series of tournaments (save in the case of a pre-qualified team of the host nation of the Olympic Games); and/or
 - (b) he participates as a Player in no less than half of the Matches in a standalone World Rugby or Regional Association Olympic qualification tournament, being for the avoidance of doubt a

tournament which provides direct qualification to the Olympic Games for one or more team(s) based on their finishing positions at the conclusion of the tournament in circumstances where his team is able to qualify for the Olympic Games through that tournament (save in the case of a pre-qualified team of the host nation of the Olympic Games); and/or

- (c) he participates as a Player in the Olympic Games; and/or;
- (d) where the Player is a member of a pre-qualified team of the host nation of the Olympic Games and his circumstances do not fall under (a), (b) or (c):
- (i) he participates as a Player in no less than half of the Matches in any tournament(s) his team participates in in a series of World Rugby or Regional Association Olympic qualification tournaments, being for the avoidance of doubt a series of tournaments which provides direct qualification to the Olympic Games for one or more team(s) based on their finishing positions at the conclusion of the series; and/or
 - (ii) he participates as a Player in no less than half of the Matches in another Olympic Event which his team participates in, where applicable; and
 - (iii) the Regulations Committee is satisfied that the Player is a legitimate international seven-a-side player and approves his transfer to the Union of the pre-qualified team of the host nation of the Olympic Games. In addition to (i) and (ii) above, the Regulations Committee may set out an appropriate qualification process on a case-by-case basis where it sees fit in order to satisfy itself of the legitimacy of the Player's application for the purposes of international seven-a-side participation.

Where a Player fails to reach the threshold participation criteria to participate in other forms of the Game set out in (a), (b), ~~or (c)~~ or (d) above, the Player is deemed to have been captured for the Union and/or team for which he has participated in the Olympic Event and shall remain eligible for that new Union in the seven-a-side form of the Game only (and for the avoidance of doubt may not participate for any other Union in any form of the Game), until such time as the threshold participation criteria are achieved at which time he shall become eligible to participate for his new Union in all forms of the Game. In a particular case where exceptional circumstances may arise, the new Union of the Player may apply for a Regulations Committee ruling.

- 8.13** Players who participate in the Olympic Events accept and agree that any disputes relating to eligibility shall first be addressed pursuant to the rules of such Olympic Events and the World Rugby Regulations and that all internal procedures (including applicable National Olympic Committee rules/procedures) and/or World Rugby procedures shall be exhausted first. Thereafter, recourse may be had in respect of Olympic Events only (and

not in relation to eligibility matters to which Regulation 8.6 to 8.16 does not apply) to the Court of Arbitration for Sport (CAS) in accordance with the provision applicable before such court and which will resolve definitively the dispute in accordance with the code of sports related arbitration. World Rugby has the right to appear, attend and/or participate as a party in any appeal to CAS involving eligibility considerations for Olympic Events.

- 8.14** Any Union wishing to obtain clarification around the eligibility of a Player to represent it in the Olympic Games or Olympic Events may do so by referring the matter to the World Rugby Regulations Committee in accordance with Regulation 2 and Regulation 8.7.1 and 8.7.2.
- 8.15** The list of Olympic Events is set out in Schedule 2 and shall be updated for each Olympic cycle.
- 8.16** The provisions of Regulation 8.5 apply equally to any alleged breach of the Olympic eligibility provisions.

Age and Gender

- 8.17** [World Rugby's policies and guidelines in relation to eligibility requirements in respect of age and gender are available \[here\].](#)



ANNEX TWO

Regulation 10: Medical

Implementation Date: June 1, 2018

REGULATION 10. MEDICAL

Concussion is a brain injury, which is serious and can be suffered by a Player of any age.

Concussion and suspected concussion must be taken extremely seriously by all those involved in the Game in order to protect the safety, health and welfare of Players.

Extra caution must also be taken with children and adolescents who have a greater risk of concussion and associated complications.

10.1 Concussion

ADULTS

10.1.1 Any ADULT Player with concussion or suspected concussion:

- (a) must be immediately and permanently removed from training or the field of play; and
- (b) should be assessed by a medical practitioner or an approved healthcare professional (as approved in the relevant jurisdiction); and
- (c) must not return to training or to play in a Match on the same day and until symptom free; and
- (d) must have complete physical and cognitive rest for 24 hours; and
- (e) must have relative physical rest (activity that does not induce or aggravate symptoms) for at least one week (including the initial 24 hour period of complete physical and cognitive rest) before commencing a graduated return to play (GRTP) programme referred to at 10.1.1(f)-(g) below. The Player must be symptom free before commencing the GRTP; and
- (f) must successfully follow and complete a GRTP programme which must be consistent with World Rugby's GRTP Protocol contained in the World Rugby Concussion Guidance which is available [here](#); and
- (g) should receive clearance from a medical practitioner or approved healthcare professional prior to commencing the full contact training stage of the GRTP programme.

10.1.2 The following exceptions may apply:

- (a) The one week rest period (in 10.1.1(e)) is obligatory regardless of whether the Player has become symptom free unless the Player has successfully accessed an 'advanced level of concussion care' (as defined in the World Rugby Concussion ~~Protocol~~ [Guidance](#)). In any event, there is no exception to the initial 24 hour period of complete physical and cognitive rest;
- (b) the completion of a GRTP programme stipulated in 10.1.1(f) is obligatory except in cases of suspected concussion where the Player

has accessed an 'advanced level of concussion care' (as defined in the World Rugby Concussion ~~Protection~~ [Guidance](#)) AND has been medically cleared to return to training or to play on the grounds that the Player had not in fact been concussed.

- 10.1.3 The temporary replacement procedure for head injury assessment set out in Law 3.11~~26~~ is only applicable in elite adult Matches, Series of Matches or Tournaments, which have been approved in advance by World Rugby.
- 10.1.4 If a Union, Association or Tournament Organiser wishes to obtain access to temporary replacement for head injury assessment in approved elite adult rugby Matches, an application for approval must be made to World Rugby. Application procedures are set out in the World Rugby Head Injury Assessment Protocol ("HIA Protocol") available for elite level match day medical staff [here](#).
- 10.1.5 Approval will only be given by World Rugby for access to the temporary replacement procedure in the elite adult game if the relevant approval criteria identified in the HIA Protocol are met, which include confirmation by the applicant that:
- (a) The Tournament or Matches are elite adult Tournaments or Matches;
 - (b) The Core (mandatory) Concussion Player Welfare Standards set out in the HIA Protocol will be adopted and complied with;
 - (c) There will be an ~~Untoward Incident Review~~ [HIA Review Process system](#) in place; and
 - (d) They have facilitated access to video to assist with the management of head impact events occurring during Matches.

CHILDREN AND ADOLESCENTS

- 10.1.6 Any CHILD or ADOLESCENT Player (aged 18 years or less) with concussion or suspected concussion:
- (a) must be immediately and permanently removed from training or the field of play; and
 - (b) should be medically assessed by a medical practitioner or an approved healthcare professional (as approved in the relevant jurisdiction); and
 - (c) must not return to training or to play in a Match on the same day and until symptom free; and
 - (d) must have complete physical and cognitive rest for 24 hours; and
 - (e) must have relative physical rest (activity that does not induce or aggravate symptoms) for at least two weeks (including an initial 24 hour period of complete physical and cognitive rest) before commencing the graduated return to play (GRTP) programme

referred to at 10.1.6(f)-(g) below. The Player must be symptom free before commencing the GRTP; and

- (f) must successfully follow and complete a GRTP programme, which must be consistent with World Rugby's GRTP programme contained in the World Rugby Concussion Guidance which is available at [here](#); and
- (g) should receive clearance from a medical practitioner or approved healthcare professional prior to commencing the full contact training stage of the GRTP programme.

10.1.7 The following exceptions may apply:

- (a) The two week rest period (in 10.1.6(e)) is obligatory regardless of whether the Player has become symptom free unless the Player has successfully accessed an 'advanced level of concussion care' (as defined in the World Rugby Concussion [Protocol Guidance](#)). In any event, there is no exception to the initial 24 hour period of complete physical and cognitive rest;
- (b) the completion of a GRTP programme stipulated in 10.1.6(f) is obligatory except in cases of suspected concussion where the Player has accessed an 'advanced level of concussion care' (as defined in the World Rugby Concussion [Protocol Guidance](#)) AND has been medically cleared to return to training or to play on the grounds that the Player had not in fact been concussed.



ANNEX THREE

Regulation 17: Discipline – Foul Play

****Consequential amendments to Regulation 1 and Regulation 2***

Implementation Date: June 1, 2018

WORLD RUGBY SANCTIONS FOR FOUL PLAY (REGULATION 17)

Note: Any act of foul play which results in contact with the head shall result in at least a mid-range entry point sanction

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

Low-end: 2 weeks	Mid-range: 4 weeks <u>6 weeks</u>	Top-end: 8+ weeks <u>10+ weeks</u>	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
Intentional Contact with Eye(s)¹	Low-end: 12 weeks	Mid-range: 18 weeks	Top-end: 24+ weeks	Max: 208 weeks	
Reckless Contact with Eye(s)²	Low-end: 6 weeks	Mid-range: 12 weeks	Top-end: 18+ weeks	Max: 208 weeks	
Contact with Eye Area^{2,3}	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks	
Punching or Striking with hand or arm (including stiff-arm tackle)	Low-end: 2 weeks	Mid-range: 4 weeks 6 weeks	Top-end: 8+ weeks 10+ 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 6 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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¹ & ² & ³ 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.

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.

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.

a. The front row of a scrum must not form at a distance from its opponents and rush against them.

b. A front-row player must not pull an opponent.

c. A front-row player must not intentionally lift an opponent off their feet or force the opponent upwards out of the scrum.

d. 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.

a. 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.

<u>Low-end: 2 weeks</u>	<u>Mid-range: 6 weeks</u>	<u>Top-end: 10+ weeks</u>	<u>Max: 52 weeks</u>
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b. A player must not make contact with an opponent above the line of the shoulders.

c. 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 disrespect the authority of a Match Official

<u>Low-end: 2 weeks</u>	<u>Mid-range: 4 weeks</u>	<u>Top-end: 6+ weeks</u>	<u>Max: 52 weeks</u>
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9.27 A player must not verbally abuse a Match Official. Verbal abuse includes, but is not limited to, abuse based on: religion, colour, national or ethnic origin, sexual orientation.

<u>Low-end: 6 weeks</u>	<u>Mid-range: 12 weeks</u>	<u>Top-end: 18+ weeks</u>	<u>Max: 52 weeks</u>
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~~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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9.27 A player must not use threatening actions or words towards Match Officials.

<u>Low-end: 12 weeks</u>	<u>Mid-range: 24 weeks</u>	<u>Top-end: 48+ weeks</u>	<u>Max: 260 weeks</u>
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9.27 A player must not physically abuse Match Officials.

<u>Low-end: 24 weeks</u>	<u>Mid-range: 48 weeks</u>	<u>Top-end: 96+ weeks</u>	<u>Max: Life</u>
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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.

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

Note: Any act of foul play which results in contact with the head shall result in at least a mid-range entry point sanction

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: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks	
Biting	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: 10 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
	U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 3 matches	Top-end: 5+ matches		
Contact with Eye(s)¹	Adult Sanction (incl. U20s)	Low-end: 2 weeks	Mid-range: 4 weeks	Top-end: 8+ weeks	Max: 52 weeks	
Intentional Contact with Eye(s)²	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: 10 matches	Top-end: 18+ matches		
Reckless Contact with Eye(s)³	Up to U15s Sanction	Low-end: 2 matches	Mid-range: 4 matches	Top-end: 8+ matches		
	U16 to U18 Sanction	Low-end: 4 matches	Mid-range: 6 matches	Top-end: 12+ matches		
Contact with Eye Area³	Adult Sanction (incl. U20s)	Low-end: 4 weeks	Mid-range: 8 weeks	Top-end: 12+ weeks	Max: 52 weeks	

~~^{1, 3 & 94} 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.~~

~~^{2, 3 & 4} 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.~~

<u>Contact with Eye Area⁴</u>	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		
<u>Striking with hand or arm (including stiff-arm tackle)</u>	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
<u>Punching or striking with hand or arm (including stiff-arm tackle)</u>	Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 34 + matches		
	U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 34 matches	Top-end: 56 + matches		
<u>Striking with the elbow</u>	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
<u>Striking with the elbow</u>	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: 56 matches	Top-end: 8+ matches		
<u>Striking with shoulder</u>	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
<u>Striking with shoulder</u>	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: 56 matches	Top-end: 8+ matches		
<u>Striking with head</u>	Adult Sanction (incl. U20s)	Low-end: 4-weeks	Mid-range: 10-weeks	Top-end: 16+ weeks	Max: 104 weeks	
<u>Striking with head</u>	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		
<u>Striking with knee</u>	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
<u>Striking with knee</u>	Up to U15s Sanction	Low-end: 2 matches	Mid-range: 34 matches	Top-end: 56 + matches		
	U16 to U18 Sanction	Low-end: 3 4 matches	Mid-range: 46 matches	Top-end: 8+ matches		
<u>Stamping or Trampling</u>	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

Stamping or Trampling	Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 54+ matches		
	U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 54 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	
Tripping	Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 34+ matches		
	U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 34 matches	Top-end: 56+ 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
Kicking	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: 56 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: 56 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: 34+ matches	
U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 34 matches	Top-end: 56+ 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: 56 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: 54 matches	Mid-range: 86 matches	Top-end: 1410+ matches	

9.19. Dangerous play in a scrum.

- a. The front row of a scrum must not form at a distance from its opponents and rush against them.
- b. A front-row player must not pull an opponent.
- c. A front-row player must not intentionally lift an opponent off their feet or force the opponent upwards out of the scrum.
- d. 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 ⁴	Mid-range: 1 match	Top-end: 2+ matches	
U16 to U18 Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 3 4+ matches	

9.20. Dangerous play in a ruck or maul.

i.-a. 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.

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: 4 matches	Top-end: 6+ matches

b. A player must not make contact with an opponent above the line of the shoulders.

c. 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 4+ matches	
U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 3 4 matches	Top-end: 5 6+ 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 6 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
Hair pulling or grabbing	Up to U15s Sanction	Low-end: 1 match	Mid-range: 2 matches	Top-end: 3 4+ matches	
	U16 to U18 Sanction	Low-end: 2 matches	Mid-range: 3 4 matches	Top-end: 5 6+ matches	
Spitting at anyone	Adult Sanction (incl. U20s)	Low-end: 4-weeks	Mid-range: 8-weeks	Top-end: 12+ weeks	Max: 52-weeks
Spitting at anyone	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	Adult Sanction (incl. U20s)	Low-end: 12-weeks	Mid-range: 18-weeks	Top-end: 24+ weeks	Max: 208-weeks

⁴ A Warning shall form part of the Players disciplinary record while at Underage level but not extend into their senior disciplinary record.

breasts in the case of female players)					
<u>Grabbing, twisting or squeezing the genitals (and/or breasts in the case of female players)</u>	Up to U15s Sanction	Low-end: 3 4 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
<u>Other</u>	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 disrespect the authority of a Match Official

<u>Up to U15s Sanction</u>	<u>Low-end:</u> 1 matches	<u>Mid-range:</u> 2 matches	<u>Top-end:</u> 4+ matches
<u>U16 to U18 Sanction</u>	<u>Low-end:</u> 1 matches	<u>Mid-range:</u> 2 matches	<u>Top-end:</u> 4+ matches

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

<u>Up to U15s Sanction</u>	<u>Low-end:</u> 2 matches	<u>Mid-range:</u> 4 matches	<u>Top-end:</u> 6+ matches
<u>U16 to U18 Sanction</u>	<u>Low-end:</u> 4 matches	<u>Mid-range:</u> 6 matches	<u>Top-end:</u> 10+ matches

9.27. A player must not make ~~incidental~~ physical contact with Match Officials.

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 use threatening actions or words towards Match Officials

<u>Up to U15s Sanction</u>	<u>Low-end:</u> 4 matches	<u>Mid-range:</u> 6 matches	<u>Top-end:</u> 12+ matches	
<u>U16 to U18 Sanction</u>	<u>Low-end:</u> 6 matches	<u>Mid-range:</u> 12 matches	<u>Top-end:</u> 24+ 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	



ANNEX FOUR

Approved Laws of the Game

Implementation Date: May 16, 2018

Laws of the Game

Approved Annual Meeting of Council – May 2018

Proposed amended/added law text highlighted in blue

1. The definition of "Possession"

This has already been written into law and therefore requires no further amend. Definition currently reads:

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

2. Uncontested scrums requiring eight players per side - law 3

Addition of new number 3.15:

15. Uncontested scrums as a result of a sending off, temporary suspension or injury must be played with eight players per side.

Consequential renumbering: 15-33 become 16-34

Addition of sentence to 19.6 (U19 variations):

6. 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. Uncontested scrums as a result of a sending off, temporary suspension or injury must be played with eight players per side.

- a. In an eight-person scrum, the formation must be 3-4-1... (and so on unchanged)

3. Kicking to touch to end the half - law 5

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.

Add new c:

- c. A penalty is kicked directly to touch without the ball first being tapped and without the ball touching another player.

Consequential renumbering: c becomes d

- d. A try has been scored, in which case the referee allows time for the conversion to be taken.

4. Allowing the team captain to choose penalty mark after advantage - law 7

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

Amend d:

- ~~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).~~
- d. The offending team commits a second or subsequent infringement from which no advantage can be gained. The referee stops play and allows the captain of the non-offending team to choose the most advantageous sanction.

5. Penalty try worth 7 points and no conversions - law 8

1. Methods and points value of scoring:

Amend a:

- a. Try ~~or penalty try~~. **Five points.**
- b. Conversion. **Two points.**

Add new c:

- c. Penalty try. **Seven points.**

Consequential renumbering: c and d become d and e

- d. Penalty goal. **Three points.**
- e. Dropped goal. **Three points.**

Addition to number 3:

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. **No conversion is attempted.**

Amend number 7:

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.

Amend sevens variations:

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.

Amend tens variations:

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.

6. Tackler required to play from own side of tackle gate - law 14

Amend number 14.6:

~~6. Tacklers may play the ball from any direction provided they have complied with the above responsibilities and a ruck has not formed.~~

6. Tacklers may play the ball from the direction of their own goal line provided they have complied with the above responsibilities and a ruck has not formed.


7. Offside lines created after tackle - law 14

Add new 14.10:

10. Offside lines are created at a tackle when at least one player is on their feet and over the ball, which is on the ground. Each team's offside line runs parallel to the goal line through the hindmost point of any player in the tackle or on their feet over the ball. If that point is on or behind the goal line, the offside line for that team is the goal line.

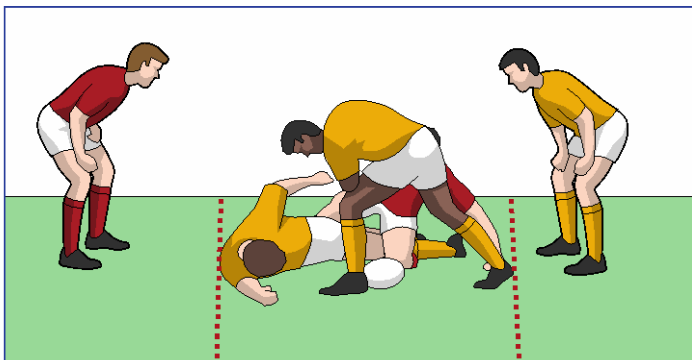
Consequential renumbering: 14.10 becomes 14.11

Add new diagram captioned "Offside lines created by player on feet over ball"



LAW 14 Tackle


10. Offside lines are created at a tackle when at least one player is on their feet and over the ball, which is on the ground. Each team's offside line runs parallel to the goal line through the hindmost point of any player in the tackle or on their feet over the ball. If that point is on or behind the goal line, the offside line for that team is the goal line.



Offside lines created by player on feet over ball

11. 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.

 WORLD RUGBY

8. Kicking the ball out of the ruck - law 15

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.

Add new e:

- e. Kick, or attempt to kick, the ball out of a ruck.

Sanction: Penalty.

Consequential renumbering: e and f become f and g

9. Amend to mark law - law 17

Amend 17.1b:

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 a ball **that has reached the plane of the 22-metre line** directly from an opponent's kick before it touches the ground or another player; and
- c. Simultaneously call "mark".

10. Touch definition - law 18

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.

Add new c:

- c. A player jumps from the playing area and knocks (or catches and releases) the ball back into the playing area, before landing in touch or touch-in-goal, regardless of whether the ball reached the plane of touch.

Consequential renumbering: c becomes d

- d. 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.

11. Identifying the player who has taken the ball into touch - law 18

Add new 1.b i and ii:

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.
 - i. If the ball has reached the plane of touch when it is caught, the catcher is not deemed to have taken the ball into touch.
 - ii. If the ball has not reached the plane of touch when it is caught or picked up, the catcher is deemed to have taken the ball into touch, regardless of whether the ball was in motion or stationary.

Amend last two lines of table on page 79 from:

Event	Location of the mark of touch	Who throws in
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.

To this:

A player, who is in touch, catches or picks up a ball which has reached the plane of touch.	Where the ball reached the plane of touch.	The team of the player who caught or picked up the ball.
A player, who is in touch, catches or picks up a ball which has not reached the plane of touch.	Where that player is standing.	The opposition.

Amend last line of table on page 80 from:

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.
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To this:

A player, who is in touch, picks up a ball that has not reached the plane of touch.	Where that player is standing.	The kicking team.
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12. Gain in ground unaffected by whether ball was stationary or moving - law 18

Amend table on page 81 from:

Event	Location of the mark of touch	Who throws in
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.		

to this:

Event	Location of the mark of touch	Who throws in
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. <i>If a player, who is inside their own 22, picks up the ball when it is outside the 22, or catches the ball before it reaches the plane of the 22-metre line, and kicks it directly to touch from within the 22, then that player has taken the ball back into the 22.</i>		

13. No signal from referee for ball to be thrown into scrum

Delete 19.15

Consequential renumbering: 16-39 become 15-38

Amend 19.15 from:

15. The scrum-half throws in the ball:

to this:

15. When both sides are square, stable and stationary, the scrum-half throws in the ball:

14. Scrum half shoulder alignment - law 19


Amend 19.15 (f) from:

f. Straight along the middle line.

to this:

f. Straight. The scrum-half may align their shoulder on the middle line of the scrum, thereby standing a shoulder-width closer to their side of the scrum.

Also amend diagram on page 95 of law book to show scrum-half aligned with shoulder on the middle line rather than central as he is at present



LAW19 Scrum

THROW


13. The scrum-half chooses which side of the scrum to throw in the ball.

14. The scrum-half holds the ball as shown in the diagram.

15. When both sides are square, stable and stationary, the scrum-half throws in the ball:

- From the chosen side.
- From outside the tunnel.
- Without delay.
- With a single forward movement.
- At a quick speed.
- Straight. The scrum-half may align their shoulder on the middle line of the scrum, thereby standing a shoulder-width closer to their side of the scrum.
- So that it first touches the ground inside the tunnel.

Sanction: Free-kick.



Throw-in at the scrum

95 WORLD RUGBY

15. Obligation to strike for the ball in the scrum - law 19

Add new 19.22:

22. The hooker from the team which threw in the ball must strike for the ball. Sanction: Free-kick.

Consequential renumbering: 23-38 become 24-39 (so owing to previous deletion of 19.15, 19.23 onwards are numbered as at present).

16. Number eight can pick up ball from feet of second rows - law 19

36. 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.

Add new c:

- c. When the number eight picks up the ball from the feet of a second-row player.

Consequential renumbering: c and d become d and e

- d. When the referee blows the whistle for an infringement.
- e. When the ball in a scrum is on or over the goal line.

17 Stationary or moving ball is irrelevant in in-goal - law 21

Delete 21.14

Consequential renumbering: 15-20 become 14-19

Amend 21.14 (was 21.15):

14. If a player, who is in in-goal, catches or picks up a ball that is still in the field of play, that player has taken the ball into in-goal.

Amend 21.15 (was 21.16):

15. If a player who is on or beyond the dead-ball-line, or who is in touch-in-goal, catches or picks up a ball within in-goal, that player has made the ball dead.

Delete 21.16

Consequential renumbering: 17-19 become 16-18