

## Experimental Law Variations adopted into Law proper

1. **Assistant Referees – Assist the referee if requested**
2. **Lineout and throw – Taken back into 22**
3. **Lineout and throw – Quick throw in**
4. **Lineout and throw – Receiver (halfback) 2 metres away**
5. **Lineout and throw – Non throwing team must have a player in the 5m area who must stand 2m from line-of-touch & 2m from the 5m line**
6. **Lineout and throw – Pre-gripping**
7. **Lineout and throw – lifting**
8. **Scrum – 5m offside lines**
9. **Scrum – halfback offside lines**
10. **Corner posts/flags – No longer touch in-goal**

## Experimental Law Variations NOT adopted

1. Maul – Head & shoulders below hips
2. Maul – Legally collapse
3. Lineout and throw – No restriction on numbers

Mauls cannot be pulled down anymore and the team throwing in the ball at a lineout determines the maximum number of players in the lineout.

### **LAW APPLICATION BEYOND 2009**

All rugby is now being played under one set of laws, with the realisation that differences do exist between ‘senior’ levels of rugby and ‘age specific’ levels of rugby. Eg:

- IRB Under 19 Variations
- NZRU Domestic Safety Law Variations

## **2010 Law Books**

The NZRU is not going to print a NZ Law Book for 2010. They will provide the following:

- **IRB Law Books** (pocket size)
- **NZRU pamphlets incorporating our Domestic Safety Law Variations (DSLVS) and the Small Blacks Laws**

The IRB Laws are always available on the IRB website ([www.irb.com](http://www.irb.com))

NZRU Domestic Safety Law Variations are available on the [www.nzrugby.co.nz](http://www.nzrugby.co.nz) website.

## Amended sections of Laws of the Game Rugby Union

	<b>Law 3</b>		<b>Number of Players – The Team</b>
		3.4	Players nominated as substitutes
		3.13	Front row forward sent off or temporarily suspended or injured
new		(f)	
new		(g)	
new		(h)	
new		3.14	Rolling substitutions
	<b>Law 5</b>		<b>Time</b>
		5.2	Half-time
	<b>Law 6</b>		<b>Match Officials</b>
		6.B.1	Appointing touch judges and assistant referees
		6.B.2	Replacing a touch judge or assistant referee
		6.B.3	Control of touch judges and assistant referees
		6.B.4	Where the touchjudges or assistant referees should be
	<b>Law 10</b>		<b>Foul Play</b>
		10.4	Dangerous Play and Misconduct
		(e)	Dangerous tackling
new		(i)	Lifting a player
	<b>Law 14</b>		<b>Ball on the Ground – No Tackle</b>
		14.2	What the player must NOT do
new		(d)	A player on the ground.
	<b>Law 15</b>		<b>Tackle: Ball Carrier Brought to Ground</b>
		15.4	The Tackler
		(c)	
		15.6	Other players
new		(c)	
	<b>Law 16</b>		<b>Ruck</b>
		16.3	Rucking
		(f)	
	<b>Law 17</b>		<b>Maul</b>
		Definition	
		17.4	Offside at the maul
new		(f)	
new		(g)	
	<b>Law 19</b>		<b>Touch and Lineout</b>
rewrite		19.1	Throw-in
		(b)	

		(c)	
		(d)	
		(e)	
		(f)	
		(g)	
		19.2	Quick throw-in
		(e)	
new		(f)	
new		19.5	Player with foot in touch
		(a)	
		(b)	
		19.8	Forming a lineout
new		(i)	
new		(j)	
new		(k)	
		19.10	Options available in a lineout
new		(f)	
rewrite		(g)	
rewrite		19.15	Player throwing-in
	<b>Law 20</b>		<b>Scrum</b>
		20.3	Binding in the scrum
rewrite		(f)	
		20.11	Scrum wheeled
		(b)	
		20.12	Offside at the scrum
		(d)	
		(e)	
		(g)	
new		(h)	
new		20.13	Under 19 variations in adult matches
	<b>Law 22</b>		<b>In-Goal</b>
		22.9	Defending player in in-goal
new		(b)	
new		(c)	
new		(d)	
new		(e)	
		22.11	Ball dead in in-goal
		(a)	
		(b)	
new		22.12	Ball or player touching a flag or flag (corner) post

## Removed from the Laws of the Game Rugby Union

	Law 19		Touch and line-out
removed		19.9 (f)	<p><b>Levering on a team mate.</b> A jumping lineout player must not use a team mate as a support to jump.</p> <p><b>Penalty:</b> Free Kick on the 15-metre line</p>

Please acquaint yourself with these Law changes as we head towards the beginning of the 2010 rugby season. There are many features and requirements of these newly written laws that we all need to recognise, learn and implement.

Of particular importance, are the law section listed below.

10.4	(e)	Foul Play - Dangerous tackling
10.4	(i)	Foul Play - Lifting a player
15.4	(c)	Tackle - The tackler
15.6	(c)	Tackle - Other players
16.3	(f)	Ruck - Rucking
<b>Law 17</b>	Definition	Maul
17.4	(f)	Maul – offside at the maul
17.4	(g)	Maul – offside at the maul
19.1	(c)	Touch & Lineout – no gain in ground
19.5	(a)	Touch & Lineout – Player with foot in touch
19.5	(b)	Touch & Lineout – Player with foot in touch
19.8	(j)	Touch & Lineout – Forming a lineout – where the player between the touchline and 5m line <b>MUST</b> stand
20.3	(f)	Scrum – binding in the scrum – PRIOR to engagement
22.9	(b)	In-goal – Defending play in in-goal
22.9	(c)	In-goal – Defending play in in-goal

### **Noteworthy points:**

1) The specification in written law that a tackle that starts below the line of the shoulders and ends up above that line, **IS a dangerous tackle.**

2) The definition associated with the Maul law has been altered where the word “occur” has been replaced with “begin”. This has a major influence on whether a maul continues to exist when there are only players from one team participating. Law 17.4 (f) and (g) further explain this.

3) Law 19 – Touch and Lineout and Law 22 – In-goal are altered to incorporate explanations relating to a player ‘receiving’ the ball (when it is in motion) and a player ‘retrieving’ the ball (when it is stationary).

4) The team that is NOT throwing-in the ball at a lineout must have a player between the touchline and the 5m line. **That player can now stand in only one position – 2m from the line-of-touch and 2m from the 5m line.**

5) Locks and loose-forwards must be bound into position PRIOR to scrum engagement. This prevents any players, particularly the Number-8, using a “slingshot” motion as the scrum engages.