

**WORLD RUGBY LAW CHANGES / EDITORIAL AMENDMENTS RUGBY NETHERLANDS
ENGLISH VERSION**

EFFECTIVE 1 SEPTEMBER 2016

Law Reference	Change/Amendment	(Comments)
<p>LAW 3.14 SUBSTITUTED PLAYERS REJOINING THE MATCH.</p>	<p>Add a further bullet to law 3.14</p> <p>If a player is substituted, that player may only return to play when replacing:</p> <ul style="list-style-type: none"> • An injured front row player in accordance with Law 3.5. • A player with a blood injury in accordance with Law 3.10. • A player undertaking a Head Injury Assessment in accordance with law 3.11. • A player who has been injured as a result of foul play (as verified by the Match Officials). 	<p>No change to RN Domestic Competitions. Rolling subs apply.</p> <p>NB: Match Officials & Sideline Management will need to apply this amendment in Pro12, EPCR and International matches</p>
<p>Law 8.3 (d),(e) and (f) WHEN THE ADVANTAGE LAW IS NOT APPLIED.</p>	<p>Delete: (d) Collapsed scrum. Advantage must not be applied when a scrum collapses. The referee must blow the whistle immediately. (e) becomes (d) Amend: Player lifted in the air. Advantage must not be applied when a player in a scrum is lifted in the air or forced upwards and has no support on the ground out of the scrum. The referee must blow the whistle immediately. (f) becomes (e).</p>	<p>Allows teams to clear the ball when the scrum collapses.</p> <p>Referees must blow the whistle immediately when a player in a scrum is lifted in the air.</p> <p>Strict application in all Domestic Competitions.</p>
<p>Law 9.B (e) SEVENS VARIATION</p>	<p>The kicker must take the kick within in forty thirty seconds of a try being scored. The kick is disallowed if the kicker does not take the kick in the time allowed.</p>	<p>Strict application in all Sevens rugby. Referees are to manage when kicker is slow and remind the player of the time available.</p>

<p>Law 10.2 UNFAIR PLAY</p>	<p>ADD: (d) A player must not commit any act that may lead the match officials to consider that, that the player was subject to foul play or any other type of infringement committed by an opponent. Sanction: Penalty Kick.</p>	<p>Strict application in ALL rugby.</p> <p>This law enables referees to appropriately manage players who repeatedly indulge in actions to try and influence referee decisions.</p>
<p>Law 12 DEFINITION: KNOCK-ON</p> <p>DEFINITION: THROW FORWARD</p>	<p>ADD: If a player in tackling an opponent makes contact with the ball and the ball goes forward from the ball carriers hands, that is a knock-on. If a player rips the ball or deliberately knocks the ball from an opponents hands and the ball goes forward from the ball carriers hands that is not a knock-on. Amend: A throw forward occurs when a player throws or passes the ball forward, i.e. if the arms of the player passing the ball move, towards the opposing team's dead ball line.</p>	<p>Strict application in ALL rugby.</p> <p>Clarification now added to definition of knock on.</p> <p>Revised throw forward definition.</p>
<p>Law 19.10 (h) OPTIONS AVAILABLE IN A LINEOUT</p>	<p>Blocking the throw-in. A lineout player must not stand less than 5 metres from the touchline. A line-out player must not No player may block the throw-in or prevent the ball from travelling 5 metres.</p>	<p>Strict application in ALL rugby.</p>
<p>Law 20.1 (d) FORMING A SCRUM</p>	<p>Forming a scrum. Amendment: No delay. A team must not intentionally delay forming a scrum. A team must be ready for the referee to call "crouch" within 30 seconds from the time the referee makes the mark for the scrum. Sanction: Free Kick.</p>	<p>Strict application in ALL rugby.</p> <p>Referees must remind players of the time limit before applying the sanction.</p>

<p>Law 20.11 (b) SCRUM WHEELED</p>	<p>Amendment: “20.11(b) This new scrum is formed at the place where the previous scrum ended. The ball is thrown in by the team not in possession at the time of the stoppage, if neither team was in possession The ball is thrown in by the team that previously threw it in”.</p>	<p>Strict application in ALL rugby.</p>
<p>Law 20.12 (c) OFFSIDE AT THE SCRUM</p>	<p>When a team has won the ball in a scrum, the scrumhalf of the opposing team is offside if that scrumhalf steps in front of the ball with either foot while the ball is still in the scrum. ADD: This scrumhalf may not move into the space between the flanker and No.8 when following the ball through the scrum.</p>	<p>Strict application in ALL rugby.</p>
<p>Law 20.1 (f) FORMING A SCRUM</p>	<p>Amend: Front rows coming together. First, the referee marks with a foot the place where the scrum is to be formed. Before the two front rows come together they must be standing not more than an arm’s length apart. The ball is in the scrum half’s hands, ready to be thrown in. The front rows must crouch so that when they meet, each player’s head and shoulder are no lower than the hips. The front rows must interlock ear against ear so that no player’s head is next to the head of a team mate.</p>	<p>Strict application in ALL rugby</p>
<p>Law 20.10 (d) ENDING THE SCRUM</p>	<p>New clause 20.10(d). When the attacking team has the ball at Number 8’s feet, and is trying to get the shove on, but not obtaining any go-forward the referee will call “use it” once the ball has been at Number 8’s feet for a reasonable amount of time to permit the work towards a shove (3-5 seconds). The attacking team must then use the ball immediately.</p>	<p>Strict application in ALL rugby</p>

<p>Law 20.11 UNDER 19 VARIATIONS SCRUM WHEELED</p>	<p>Apply Under 19 Law re: Wheeling. No Wheeling: a team must not intentionally wheel a scrum. Sanction: Penalty Kick. If a wheel reaches 90 degrees, the referee must stop play. If the wheel is unintentional the referee orders another scrum at the place where the scrum is stopped. The same team throws the ball in.</p>	<p>Strict application at all levels. Under 19 and below 45 wheel.</p>
<p>Law 17 MAUL</p>	<p>The ball can be moved backwards hand – to – hand once the maul has formed. A player is not allowed to move/slide to the back of the maul whilst in possession of the ball. Sanction: Penalty Kick.</p>	<p>Strict application in ALL rugby. Refer to link below to view examples of actions permitted/not permitted: laws.worldrugby.com/language=EN</p>
<p>Law 19.9 BEGINNING AND ENDING A LINEOUT Law 5.7(e) OTHER TIME REGULATIONS</p>	<p>Law 19.9 A lineout cannot be ended with a crooked throw. The non-offending team has an option of another lineout with their team to throw in or a scrum 15 metres in through the line of touch. Law 5.7(e) When time expires the game does not end when the ball is not thrown in straight into a lineout.</p>	<p>Strict application in ALL rugby</p>