

World Rugby directives relating to Foul Play

CURRENT LAW:

Law 10 Foul Play (e) Dangerous tackling.

A player must not tackle an opponent early, late or dangerously.

Sanction: Penalty kick

A player must not tackle (or try to tackle) an opponent above the line of the shoulders even if the tackle starts below the line of the shoulders. A tackle around the opponent's neck or head is dangerous play.

Sanction: Penalty kick

A 'stiff-arm tackle' is dangerous play. A player makes a stiff-arm tackle when using a stiffarm to strike an opponent.

Sanction: Penalty kick

Playing a player without the ball is dangerous play.

Sanction: Penalty kick

A player must not tackle an opponent whose feet are off the ground.

Sanction: Penalty kick

High tackles – two new categories:

1. **Accidental high tackle** – accidental contact made to the head due to unavoidable actions of the ball carrier.
2. **Reckless high tackle** – deliberate contact and/or known risk of contact to the head due to actions of the tackler.

Decision making process

HAS THERE BEEN FOUL PLAY?

- **NO** = play on
 - **YES** = then in delivering the best decision, consider:
 - **Where was the initial contact?** Direct to the head or indirect (slipped up).
 - **Severity:** Force, Speed/Pace, swinging arm, momentum, shoulder
 - **Accidental/Mitigating factors:** 'Slipped' 'Ducked into'.
1. **PK ONLY** – Indirect contact, No force
 2. **YELLOW CARD**
 - A. Indirect contact, with force
 - B. Direct contact, no Force
 3. **RED CARD** – Direct contact, with force

Global Law Trials 2017 – Effective 1st January in the southern hemisphere and 1st August in the northern hemisphere and will apply for the British and Irish Lions tour and June Test Matches.

- **LAW 3 – Number of players – The team**
 - A team can substitute up to three front row players
 - **6 UNCONTESTED SCRUMS (h) Uncontested scrums as a result of a sending off, temporary suspension or injury must be played with eight players per side.**
- **LAW 4 – Players' Clothing**
 - **1 ADDITIONAL ITEMS OF CLOTHING (j) A player may wear goggles which must bear the World Rugby Approval Mark (Regulation 12)**
- **LAW 5 – Time**
 - **7 OTHER TIME REGULATIONS (e) If time expires and the ball is not dead , or an awarded scrum or lineout has not been completed , the referee allows play to continue until the next time that the ball becomes dead. The ball becomes dead when the referee would have awarded a scrum , lineout , an option to the non-infringing team , drop out or after a conversion or successful penalty kick at goal. If a scrum has to be reset , the scrum has not been completed. If time expires and a mark , free kick or penalty kick is then awarded , the referee allows play to continue. If a penalty is kicked into touch after time has elapsed without touching another player, the throw-in is taken and play continues until the next time the ball becomes dead.**
- **LAW 6 – Match Officials**
 - **6 A 7 – REFEREE CONSULTING WITH OTHERS – *TMO Laws and protocols have changed***
- **LAW 8 – Advantage [the Captain may choose the most advantageous mark]**
 - **1 ADVANTAGE IN PRACTICE (a) The referee is sole judge of whether or not a team has gained an advantage. The referee has wide discretion when making decisions.**

When advantage is being played for multiple penalty infringements by the same team, the referee allows the captain of the non-offending team to choose the most advantageous of the penalty marks.
- **LAW 9 – Method of Scoring [PENALTY TRY – 7 points with no conversion taken]**
 - **A.1 POINTS VALUES Penalty Try. If a player would probably have scored a try but for foul play by an opponent, a penalty try is awarded. No conversion is attempted. Value: 7 points**

LAW 19 – Touch [There have been four changes made to the definitions]

DEFINITIONS

Paragraph 6:

The ball is in touch if a player catches the ball and that player has a foot on the touchline or the ground beyond the touchline. If a player has one foot in the field of play and one foot in touch and holds the ball, the ball is in touch.

LAW AMENDMENT TRIAL

In this case, if the ball has reached the plane of touch when it is caught, then the catcher is not deemed to have taken the ball into touch. If the ball has not reached the plane of touch when it is caught or picked up, then the catcher is deemed to have taken the ball into touch, regardless of whether the ball was in motion or stationary.

If the ball crosses the touchline or touch-in-goal line, and is caught by a player who has both feet in the playing area, the ball is not in touch or touch-in-goal. Such a player may knock the ball into the playing area.

LAW AMENDMENT TRIAL

If a player jumps from the playing area and knocks the ball back into the playing area (or if that player catches the ball and throws it back into the playing area) before landing in touch or touch-in-goal, play continues regardless of whether the ball reaches the plane of touch.

A player in touch may kick or knock the ball, but not hold it, provided it has not crossed the plane of the touchline. The plane of the touchline is the vertical space rising immediately above the touchline.

LAW AMENDMENT TRIAL

A player who is attempting to bring the ball under control is deemed to be in possession of the ball.

LAW AMENDMENT TRIAL

If the ball-carrier reaches the plane of touch but returns the ball to the playing area without first landing in touch, play continues.

- **Ball kicked over the plane of touch: out by kicker.**
- **Ball not kicked over the plane of touch but caught by catcher with foot out: out by catcher.**
- **If a catcher can jump and knock it back in, play on (even if catcher lands out).**
- **Ball moving or stationary in the field of play and player picks up whilst having one foot out = they've taken the ball out.**
- **Same for all lines on the field [Law Clarification – 5-2016]**
 - **Touchline = Opposition line out**
 - **22m = taken back**
 - **In goal = 22m**
 - **Dead ball and Touch in goal = no option 22m**
 - **Try line = 5m scrum**