

Law Amendments 2009 Explained

Law Number	Page Number	Law Topic	Source	Explanation
3.4	30	Players Nominated as Substitutes	Ruling 6 2008	This means that that in domestic competitions the maximum number of substitutions is seven subject to a new Law provision on page 34 (Law 3.14)
3.13 (f) (g) (h)	34	Number of Players – Uncontested scrums	Ruling 2 2003 and Ruling 2 2008	Referees are now required to report occasions when they have to order uncontested scrums and they MUST not start matches with contested scrums if there are not sufficiently trained and experienced front row players available. In some instances competition rules may prevent a match starting with uncontested scrums which means the game will not start.
3.14	34	Rolling Substitutions	Union Specific ELV	A Union may introduce rolling substitutions at the community/participation levels of the Game providing they do not exceed 12 in a match. The rules and administration process is for the Union to decide. An example used by the Scottish Rugby Union is attached as appendix 1 for information.
5.2	38	Half Time	Union Specific ELV	This provides the opportunity for Unions to extend the maximum time allowed for half time to be extended to 15 minutes in their domestic matches. This allows for commercial activities to occur in the professional Rugby environment. It does NOT apply to international matches.

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6B 1 – 6B 4	46	Assistant Referees	Global ELV	Assistant Referees are able to assist the referee in any way that the referee requires.
10.4 (e)	61	Dangerous Tackling	Ruling 6 2006	This clarifies the situation where a tackle starts below the shoulders but ends up higher and this is deemed illegal.
10.4 (i)	61	Lifting and dropping a player	Ruling 5 2005	The spear tackle has now been described in Law as a result of a Ruling and is regarded as foul play.
14 2 (d)	85	Player on ground not tackling an opponent	Ruling 1 2004	Players who are on the ground must not tackle a player and whilst it has been common practice for such a player to be penalised it was not covered by Law.
15.4 (c)	87	The Tackler	Ruling 13 2003, 3 2004, 8 2004	A tackler who by definition has gone to ground can, when on his/her feet play the ball from any direction. This has been refereed this way and now it is clear in Law.
15.6 (c)	91	Players on their feet at the tackle	Ruling 13 2003, 3 2004, 8 2004	The player who puts a player on the ground and stays on his/her feet has to release that player and can then only play the ball by coming from the direction of his own goal line, behind the ball and the player on the ground nearest his goal line. Please see diagram in appendix 2 .
16.3 (f)	96	Rucking players	Ruling 1 2005	Players must not use their feet in a rucking motion on players on the ground.

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Law Number	Page Number	Law Topic	Source	Explanation
17	99	Maul Definition	Ruling 5 2008	The major change is the word “begins” in the definition because as the maul develops the maul may not comply with the definition especially if the opponents not in possession of the ball voluntarily leave the maul.
17.4 (f) (g)	103	Players detaching from a maul	Ruling 5 2008	The Law defines the offside lines if all of the opponents of the ball carrying team voluntarily leave the maul and this is demonstrated in appendix 3 . It also provides for those opponents re-engaging with the maul from an onside position.
19.1 (b)	110	No gain in ground – own 22	Global ELV	If a team puts the ball back into its 22 and the ball is subsequently kicked directly into touch, there is no gain in ground. There are diagrams on page 111 of the Law Book that explains this Law.
19.1 (c)	110	Player in 22 – stationary ball	Ruling 14 2003	This clarifies that if a player is in the 22 and picks up a stationary ball that is outside the 22 he/she has taken that ball back into the 22.
19.1 (d)	110	No gain in ground – own 22	Global ELV	If a team puts the ball back into the 22 as they are pushed in the scrum or tapped from a lineout it is deemed to be put back into their own 22 as shown in the diagrams on page 111 of the Law Book. There is no gain in ground if the ball is kicked directly into touch.

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Law Number	Page Number	Law Topic	Source	Explanation
19.1 (e)	110	Gain in ground – Player in 22 ball in motion	Ruling 14 2003	This clarifies that if a player is in the 22 and picks up a ball that is outside the 22 but still in motion he/she can kick directly into touch and the lineout will be where the ball went into touch.
19.1 (f)	111	Gain in ground – own 22	Global ELV	If after team puts the ball into their own 22 there is a tackle, ruck, maul or the ball touches an opposition player the ball can be kicked directly into touch with the lineout being where the ball went into touch as shown on page 111 of the Law Book.
19.1 (g)	111	Gain in ground – ball into opposition 22	Global ELV	If a team puts the ball into the opposition 22 without it being touched by the opposition the opposition may kick the ball directly into touch and have the lineout where the ball went into touch as shown on page 111 of the Law Book.
19.2 (e) and (f)	115	Quick Throw in	Global ELV	At a quick throw the ball can be thrown straight or towards the thrower's goal line providing it crosses the five metre line and this is shown in a diagram on page 115 of the Law Book.
19.5 (a) and (b)	116	Player with foot in touch picking up ball	Ruling 1 2008	If a player has a foot in touch and picks up a stationary ball he/she has taken the ball into touch. If a player with a foot in touch picks up a ball that is in motion the opposition has put the ball into touch.

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Law Number	Page Number	Law Topic	Source	Explanation
19.8 (i)	119	Receiver position	Global ELV	If a team has a receiver that player must stand at least 2 metres from players of his/her own side in the lineout and must not go closer until the lineout begins which is when the ball is thrown. It will be very difficult for either receiver to run into a gap. The receiver can change places with somebody in the lineout (Law 18 [k]) providing that the player in the receiver position is 2 metres away when the ball is thrown in. The position of the receiver is shown in a diagram on page 120 of the Law Book.
19.8 (j)	119	Opponent to thrower position	Global ELV	There MUST be a player in opposition to the player throwing in at the lineout and that player MUST stand 2 metres from the line of touch and the 5 metres line as shown in the diagram on page 120 of the Law Book.
19.8 (k)	119	Lineout players changing places	Ruling 9 2002, 1 2003, 4 2004. 7 2004	This confirms that players participating in the lineout can change places before the ball is thrown and includes the receiver and the opponent of the player throwing in which was confirmed in Ruling 7 2004.
19.10 (f)	122	Lifting and supporting	Global ELV	Confirming current practice where support players lift a player from the ground with their hands no lower than the thighs at the front and no lower than the shorts from behind.
19.10 (g)	123	Pre-gripping	Global ELV	This allows support players to pre grip players on their thighs and shorts prior to the ball being thrown in.

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Law Number	Page Number	Law Topic	Source	Explanation
19.15	127	Consequential to 19.8 (j)	Global ELV	This Law now only applies to the player throwing in and not the player in opposition to him/her.
20.3 (f)	134	All players binding before scrum engagement	Ruling 3 2008	All players involved in the scrum must be bound prior to scrum engagement and this prevents the number 8 from standing off, pulling back the second rows and then pushing them into the engagement which was practised by some teams.
20.11	140	Scrum wheeled	Confirmation of long standing global ELV	This has been in the Law Book for some years as an ELV and has now been confirmed. If the scrum goes beyond 90 degrees the referee awards a scrum to the team not in possession when the whistle is blown.

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Law Number	Page Number	Law Topic	Source	Explanation
20.12 (d) (e) and (g)	142	Scrum offside including scrum half	Global ELV	<p>The offside line for non participants in the scrum is five metres back from the hindmost player in their scrum.</p> <p>Both scrum halves must take up a position on the same side of the scrum as the scrum half throwing in the ball (the scrum half not throwing in the ball may be positioned behind the offside line for the non participants and must stay there until the scrum is over).</p> <p>After the ball has been won the scrum half of the team who has not won the ball who was positioned next to the player throwing in the ball can do one of two things:</p> <ul style="list-style-type: none"> (i) Follow the ball whilst remaining on side (ii) Go directly back to the hindmost foot in the scrum and then take up a position anywhere behind this offside line. <p>The scrum half of the side who won the ball in the scrum may also retire to the offside line for that player and take up a position anywhere behind this offside line.</p>
20.12 (h)	142	Offside line of scrum at goal line	Ruling 7 2005	<p>This clarifies the situation where feet of players in a scrum go on or over the goal line and confirms that the goal line then becomes the offside line for that team.</p>

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Law Number	Page Number	Law Topic	Source	Explanation
20.13	142	Under 19 scrum variations in adult Rugby	Union specific ELV	Unions are able to introduce the Under 19 Scrum Law variations for community/participation levels of the game.
22.9 (b) (c) (d) (e)	156	Defending player in in-goal – stationary ball and ball in motion	Ruling 1 2008	If a player is in in-goal a picks up a stationary ball that player has taken the ball into in-goal. If the player in the same position picks up a ball that is in motion the ball is deemed to be in in-goal.
22.11 (a) (b) 22.12	157	Ball dead in goal – removing reference to corner posts - Ball or player touching corner post	Global ELV	The corner posts are no longer considered to be touch in-goal and if a player carrying the ball or the ball touches a corner post the game continues.
Foreword	3	Players 'responsibilities		The revised Foreword indicates the responsibilities of the players to prepare for the game in a manner which ensures that they comply with the Laws of the Game and safe practices.

Appendix 1

Example

Scottish Rugby Union Rolling Substitution Rules and Process

1. A maximum of 12 substitutions per team per match will be allowed [when there are 5 or less players permitted on the bench and a maximum of 15 substitutions when there are 6 or 7 players permitted on the bench].
2. Substitutions under this Exception 3 shall include blood replacements and injuries, indeed **any time one player replaces another player from the same team** other than front-row replacements required after a yellow card (see (viii) below).
3. When a player has a blood injury and is replaced by another player and then returns to the field of play within the permitted time, that will count as 2 substitutions.
4. When a player is sent from the field of play under a red card, that is not a substitution.
5. When a player is temporarily suspended under a yellow card and leaves the field of play, that is not a substitution.
6. When a scrum is ordered during the temporary suspension of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does NOT count as a substitution. If, at the end of the period of temporary suspension, Player A resumes and Player C leaves the field, that does NOT count as a substitution. Player B returning to the field of play is also NOT a substitution. If, however, the team opts to leave Player C on at the end of the temporary suspension period instead of Player A returning, that IS a substitution.
7. After all 12 substitutions have been made, no other substitutions will be allowed for whatever reason including injuries. If, after the 12 substitutions have been made there is any reason for a player to leave the field of play, the team must play on with one less player. Uncontested scrums will apply if this involves a front-row player.
8. Any substitution of a front-row player must be on a positional like for like basis in accordance with Law 3.5 unless any such player has already left the field of play due to being so injured that it would be unwise for him to continue playing.
9. Any substitute who takes the field of play immediately following the awarding of a penalty kick to his team shall not be permitted to kick at goal until after that penalty kick has been taken.
10. It shall be for the Union to determine who shall be responsible for administering and counting the substitutions and how. An optional Procedural Guideline follows.
11. Unless specified differently in this Exception 3, all of Law 3 shall apply to rolling substitutions.

Optional Procedural Guideline for the Administration and Control of Rolling Substitutions at Matches:

A) Twelve sequentially numbered cards indicating Home 1 up to Home 12 and Away 1 to Away 12 will be provided electronically by the Union to all clubs in advance of the first match in which rolling substitutions are permitted.

(B) Each club will then be responsible for providing its own supply of cards for each match in which its teams compete.

(C) Each team shall appoint its responsible person (e.g. Team Manager) who shall require to hand the appropriate substitution card in the correct sequence to the 4th Official/Home Touch Judge before each substitute takes to the field of play. There is no requirement to record or write anything on the card. The correct sequentially numbered card is simply handed over.

(D) The 4th official/home touch judge shall receive and retain the cards during the match and shall monitor each team's use of its substitutes, so advising the referee as appropriate (e.g. when a team has used its last permitted substitution). He is not required to record any information but shall retain the submitted cards until after the end of the match. The cards shall not be returned to the appropriate team (or discarded) until he has advised the referee of the final number of substitutes used by each team and has established that the referee is satisfied that he may do so.

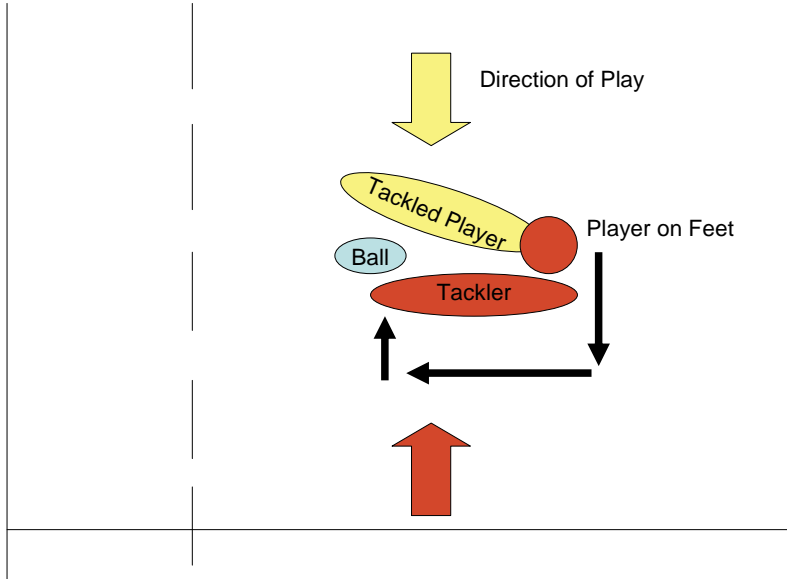
(E) At matches for which the referee is required to submit an official return or result card/form, the referee shall record the final number of substitutes used by each team.

(F) At matches where there is no match doctor available, the referee remains responsible for establishing if a player is leaving the field of play due to being so injured that it would be unwise for him to continue playing.

(G) The teams will be aware of the number of permitted substitutions still remaining from the number of cards they still hold.

Appendix 2

Law 15.6 (c) Page 91 Players on their feet at the tackle



Appendix 3

Law 17.4 (f) (g) Page 103 Offside lines after players detach from a maul

