



IRB Experimental Law Variations  
For Application in ARU Competitions 2008

(as at 4 February 2008)

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**ELV Law changes are shown in Red (including changes to sanctions), unchanged PK sanctions are shown in Blue and unchanged FK sanctions are shown in Green**

## Law 6 Match Officials

### DEFINITIONS

Every match is under the control of **match officials** who consist of the referee and two touch judges or **assistant referees**. **Additional persons**, as authorised by the match organisers may include the referee, reserve touch judge and/or **assistant referee**, an official to assist the Referee in making decisions by using technological devices, the time keeper, the match doctor, the team doctors, the non-playing members of the teams and the ball persons.

A touch judge may be appointed by a match organiser or a team involved in a match and is responsible for signalling, touch, touch in-goal and the success or otherwise of kicks at goal.

An assistant referee may be appointed by a match organiser and is responsible for signalling, touch, touch in-goal, the success or otherwise of kicks at goal and indicating foul play. An assistant referee will also provide assistance to the referee in the performance of any of the referee's duties as directed by the referee.

### 6.A. REFEREE *BEFORE THE MATCH*

#### 6.A.1 APPOINTING THE REFEREE

The referee is appointed by the match organiser. If no referee has been appointed the two teams may agree upon a referee. If they cannot agree, the home team appoints a referee.

#### 6.A.2 REPLACING THE REFEREE

If the referee is unable to complete the match, the referee's replacement is appointed according to the instructions of the match organiser. If the match organiser has given no instructions, the referee appoints the replacement. If the referee cannot do so, the home team appoints a replacement.

#### 6.A.3 DUTIES OF THE REFEREE BEFORE THE MATCH

(a) **Toss.** The referee organises the toss. One of the captains tosses a coin and the other captain calls to see who wins the toss. The winner of the toss decides whether to kick off or to choose an end. If the winner of the toss decides to choose an end, the opponents must kick off and vice versa.

## ***DURING THE MATCH***

### **6.A.4 THE DUTIES OF THE REFEREE IN THE PLAYING ENCLOSURE**

- (a) The referee is the sole judge of fact and of Law during a match. The referee must apply fairly all the Laws of the Game in every match.
- (b) The referee keeps the time.
- (c) The referee keeps the score.
- (d) The referee gives permission to the players to leave the playing area.
- (e) The referee gives permission to the replacements or substitutes to enter the playing area.
- (f) The referee gives permission to the team doctors or medically trained persons or their assistants to enter the playing area, as and when permitted by the Law.
- (g) The referee gives permission to each of the coaches to enter the playing area at half time to attend their teams during the interval.

### **6.A.5 PLAYERS DISPUTING A REFEREE'S DECISION**

All players must respect the authority of the referee. They must not dispute the referee's decisions. They must stop playing at once when the referee blows the whistle except at a kick off.

**Penalty:** Penalty Kick at the place of infringement or where play would next commence.

### **6.A.6 REFEREE ALTERING A DECISION**

The referee may alter a decision when a touch judge has raised the flag to signal touch.

The referee may alter a decision when an assistant referee has raised the flag to signal touch or an act of foul play.

### **6.A.7 REFEREE CONSULTING WITH OTHERS**

(a) The referee may consult with assistant referees in regard to matters relating to their duties, the Law relating to foul play, or timekeeping and may request assistance related to other aspects of the referee's duties including the adjudication of offside.

(b) A match organiser may appoint an official who uses technological devices. If the referee is unsure when making a decision in in-goal involving a try being scored or a touch down, that official may be consulted.

(c) The official may be consulted if the referee is unsure when making a decision in in-goal with regard to the scoring of a try or a touch down when foul play in in-goal may have been involved.

- (d) The official may be consulted in relation to the success or otherwise of kicks at goal.
- (e) The official may be consulted if the referee or touch judge is unsure if a player was or was not in touch when attempting to ground the ball to score a try.
- (f) The official may be consulted if the referee, touch judges or **assistant referees** are unsure when making a decision relating to touch-in-goal and the ball being made dead if a score may have occurred.
- (g) A match organiser may appoint a timekeeper who will signify the end of each half.
- (h) The referee must not consult with any other persons.

#### **6.A.8 THE REFEREE'S WHISTLE**

- (a) The referee must carry a whistle and blow the whistle to indicate the beginning and end of each half of the match.
- (b) The referee has power to stop play at any time.
- (c) The referee must blow the whistle to indicate a score, or a touch down.
- (d) The referee must blow the whistle to stop play because of an infringement or for an offence of foul play. When the referee cautions or sends off the offender, the referee must whistle a second time when the penalty kick or penalty try is awarded.
- (e) The referee must blow the whistle when the ball has gone out of play, or when it has become unplayable, or when a penalty is awarded.
- (f) The referee must blow the whistle when the ball or the ball carrier touches the referee and either team gains an advantage from this.
- (g) The referee must blow the whistle when it would be dangerous to let play continue. This includes when a scrum collapses, or when a front row player is lifted into the air or is forced upwards out of a scrum, or when it is probable that a player has been seriously injured.
- (h) The referee may blow the whistle to stop play for any other reason according to the Laws.

### **6.A.9 THE REFEREE AND INJURY**

(a) If a player is injured and continuation of play would be dangerous, the referee must blow the whistle immediately.

(b) If the referee stops play because a player has been injured, and there has been no infringement and the ball has not been made dead, play restarts with a scrum. The team last in possession throws in the ball. If neither team was in possession, the attacking team throws in the ball.

(c) The referee must blow the whistle if continuation of play would be dangerous for any reason.

### **6.A.10 THE BALL TOUCHING THE REFEREE**

(a) If the ball or the ball carrier touches the referee and neither team gains an advantage, play continues.

(b) If either team gains an advantage in the field of play, the referee orders a scrum and the team that last played the ball has the throw in.

(c) If either team gains an advantage in in-goal, if the ball is in possession of an attacking player the referee awards a try where the contact took place.

(d) If either team gains an advantage in in-goal, if the ball is in possession of a defending player, the referee awards a touch down where the contact took place.

### **6.A.11 THE BALL IN IN-GOAL TOUCHED BY NON-PLAYER**

The referee judges what would have happened next and awards a try or a touch down at the place where the ball was touched.

## ***AFTER THE MATCH***

### **6.A.12 SCORE**

The referee communicates the score to the teams and to the match organiser.

### **6.A.13 PLAYER SENT-OFF**

If a player is sent off the referee gives the match organiser a written report on the foul play infringement as soon as possible.

## **6.B. TOUCH JUDGES AND ASSISTANT REFEREES *BEFORE THE MATCH***

### **6.B.1 APPOINTING TOUCH JUDGES AND ASSISTANT REFEREES**

There are two touch judges or two assistant referees for every match. Unless they have been appointed by or under the authority of the match organiser, each team provides a touch judge.

### **6.B.2 REPLACING A TOUCH JUDGE OR ASSISTANT REFEREE**

The match organiser may nominate a person to act as a replacement for the referee, the touch judges **or assistant referees**. This person is called the reserve touch judge **or reserve assistant referee** and stands in the perimeter area.

### **6.B.3 CONTROL OF TOUCH JUDGES AND ASSISTANT REFEREES**

The referee has control over both touch judges **or assistant referees**. The referee may tell them what their duties are, and may overrule their decisions.

If a touch judge is unsatisfactory the referee may ask that the touch judge be replaced. If the referee believes a touch judge is guilty of misconduct, the referee has power to send the touch judge off and make a report to the match organiser.

### ***DURING THE MATCH***

### **6.B.4 WHERE THE TOUCH JUDGES OR ASSISTANT REFEREES SHOULD BE**

(a) There is one touch judge **or assistant referee** on each side of the ground. The touch judge **or assistant referee** remains in touch except when judging a kick at goal. When judging a kick at goal the touch judges stand in in-goal behind the goal posts.

(b) **An assistant referee** may enter the playing area when reporting an offence of dangerous play or misconduct to the referee. The **assistant referee** may do this only at the next stoppage in play.

### **6.B.5 TOUCH JUDGE SIGNALS**

(a) Each touch judge **or assistant referee** carries a flag or something similar with which to signal decisions.

(b) **Signalling result of kick at goal.** When a conversion kick or a penalty kick at goal is being taken, the touch judges **or assistant referees** must help the referee by signalling the result of the kick. One touch judge **or assistant referee** stands at or behind each goal post. If the ball goes over the cross-bar and between the posts, the touch judges **or assistant referees** raises the flags to indicate a goal.

(c) **Signalling touch.** When the ball or the ball carrier has gone into touch, the touch judge **or assistant referee** must hold up the flag. The touch judge **or assistant referee** must stand at the place of the throw in and point to the team entitled to throw in. The touch judge **or assistant referee** must also signal when the ball or the ball carrier has gone into touch-in-goal.

(d) **When to lower the flag.** When the ball is thrown in, the touch judge or **assistant referee** must lower the flag, with the following exceptions:

**Exception 1:** When the player throwing in puts any part of either foot in the field of play, the touch judge **or assistant referee** keeps the flag up.

**Exception 2:** When the team not entitled to throw in has done so, the touch judge **or assistant referee** keeps the flag up.

**Exception 3:** When, at a quick throw in, the ball that went into touch is replaced by another ball, or after it went into touch or it has been touched by anyone except the player who takes the throw in, the touch judge **or assistant referee** keeps the flag up.

(e) It is for the referee, and not the touch judge **or assistant referee**, to decide whether or not the ball was thrown in from the correct place.

(f) **Signalling foul play.** An **assistant referee** signals that foul play or misconduct has been seen by holding the flag horizontally and pointing infield at right angles to the touchline.

### **6.B.6 AFTER SIGNALLING FOUL PLAY**

A match organiser may give authority to the **assistant referee** to signal for foul play. If an **assistant referee** signals foul play, the **assistant referee** must stay in touch and continue to carry out all the other duties until the next stoppage in play. **At the invitation of the referee the assistant referee** may then enter the playing area to report the offence to the referee. The referee may then take whatever action is needed. Any penalty awarded will be in accordance with Law 10 – Foul Play.

## ***AFTER THE MATCH***

### **6.B.7 PLAYER SENT-OFF**

If a player has been sent-off following an **assistant referee's** signal and **report to the referee**, the **assistant referee** submits a written report about the incident to the referee as soon as possible after the match and provides it to the match organiser.

## **6.C. ADDITIONAL PERSONS**

### **6.C.1 RESERVE TOUCH JUDGE OR ASSISTANT REFEREE**

When a reserve touch judge **or assistant referee** is appointed, the referee's authority regarding replacements and substitutions may be delegated to the reserve touch judge **or reserve assistant referee**.

### **6.C.2 THOSE WHO MAY ENTER THE PLAYING AREA**

The match doctor and the non-playing members of the team may enter the playing area as authorised by the referee.

### **6.C.3 LIMITS TO ENTERING THE PLAYING AREA**

In the case of injury, these persons may enter the playing area while play continues, provided they have permission from the referee. Otherwise, they enter only when the ball is dead.

### **11.8 PUTTING ONSIDE A PLAYER RETIRING DURING A TACKLE, RUCK, MAUL, SCRUM OR LINEOUT**

When a **tackle**, ruck, maul, scrum or lineout forms, a player who is offside and is retiring as required by law remains offside even when the opposing team wins possession and the **tackle**, ruck, maul, scrum or lineout has ended. The player is put onside by retiring behind the applicable offside line. No other action of the offside player and no action of that player's team mates can put the offside player onside.

If the player remains offside the player can be put onside only by the action of the opposing team. There are two such actions:

**Opponent runs 5 metres with the ball.** When an opponent carrying the ball has run 5 metres, the offside player is put onside.

An offside player is not put onside when an opponent passes the ball. Even if the opponents pass the ball several times, their action does not put the offside player onside.

**Opponent kicks.** When an opponent kicks the ball, the offside player is put onside.

## Law 13 Kick Off and Restart Kicks

### DEFINITION

The kick off occurs at the start of the match and the restart of the match after half time. Restart kicks occur after a score or a touch down.

#### 13.1 WHERE AND HOW THE KICKOFF IS TAKEN

(a) A team kicks off with a drop kick which must be taken at or behind the centre of the half-way line.

(b) If the ball is kicked off by the wrong type of kick, or from the incorrect place, the opposing team **is awarded a free kick**:

**.Penalty; Free Kick**

#### 13.2 WHO TAKES THE KICKOFF AND RESTART KICK

(a) At the start of the game, the team whose captain elected to take the kick after winning the toss will kick off, or the opposing team if the winning captain elected to choose an end.

(b) After the half time interval, the opponents of the team who kicked off at the start of the game kick off.

(c) After a score the opponents of the team who scored restart play.

#### 13.3 POSITION OF THE KICKER'S TEAM AT A KICK OFF

All the kicker's team must be behind the ball when it is kicked. If they are not, **the opposing team is awarded a free kick**.

**Penalty: Free Kick**

#### 13.4 POSITION OF THE OPPOSING TEAM AT A KICK OFF

All the opposing team must stand on or behind the 10-metre line. If they are in front of that line or if they charge before the ball is kicked, it is kicked off again.

### *KICK OFF*

#### 13.5 KICK OFF OF 10 METRES

If the ball reaches the opponents' 10-metre line or reaches the 10-metre line and is blown back, play continues.

### 13.6 KICK OFF OF UNDER 10 METRES BUT PLAYED BY AN OPPONENT

If the ball does not reach the opponent's 10-metre line but is first played by an opponent, play continues.

### 13.7 KICK OFF OF UNDER 10 METRES AND NOT PLAYED BY AN OPPONENT

If the ball does not reach the opponent's 10-metre line the opposing team **is awarded a free kick**

**Penalty: Free Kick**

### 13.8 BALL GOES DIRECTLY INTO TOUCH

The ball must land in the field of play. If it is kicked directly into touch the opposing team has **two** choices:

To be awarded a free kick, or  
To accept the kick.

**Penalty: Free Kick**

If they accept the kick, the lineout is on the half-way line. If the ball is blown behind the half-way line and goes directly into touch, the lineout is at the place where it went into touch.

### 13.9 BALL GOES INTO THE IN-GOAL

(a) If the ball is kicked into the in-goal without having touched or been touched by a player, the opposing team has three choices:

To ground the ball, or  
To make it dead, or  
To play on.

(b) If the opposing team grounds the ball, or if they make it dead, or if the ball becomes dead by going into touch-in-goal or on or over the dead ball line, **the opposing team is awarded a free kick:**

**Penalty: Free Kick**

(c) If they opt to ground the ball or make it dead, they must do so without delay. Any other action with the ball by a defending player means the player has elected to play on.

### 13.10 DROP OUT

#### DEFINITION

A drop out is used to restart play after an attacking player has put or taken the ball into the in-goal, without infringement, and a defending player has made the ball dead there or it has gone into touch-in-goal or on or over the dead ball line.

A drop out is a drop kick taken by the defending team. The drop out may be taken anywhere on or behind the 22-metre line.

### 13.11 DELAY IN DROP OUT

The drop out must be taken without delay.

**Penalty:** Free Kick on the 22-metre line.

### 13.12 DROP OUT INCORRECTLY TAKEN

If the ball is kicked with the wrong type of kick, or from the wrong place, the opposing team **is awarded a free kick.**

**Penalty:** Free Kick

### 13.13 DROP OUT MUST CROSS THE LINE

(a) If the ball does not cross the 22-metre line, the opposing team **is awarded a free kick.**

**Penalty:** Free Kick

(b) If the ball crosses the 22-metre line but is blown back, play continues.

(c) If the ball does not cross the 22-metre line, advantage may apply. An opponent who plays the ball can score a try.

### 13.14 DROP OUT GOES DIRECTLY INTO TOUCH

The ball must land in the field of play. If it is kicked directly into touch, the opposing team has **two** choices:

**To be awarded a free kick,** or

To accept the kick. If they accept the kick, the throw in is on the 22-metre line.

### 13.15 DROP OUT GOES INTO THE OPPONENTS IN-GOAL

(a) If the ball is kicked into the opponent's in-goal without having touched or been touched by a player, the opposing team has three choices:

To ground the ball, or  
To make it dead, or  
To play on.

(b) If the opposing team grounds the ball, or makes it dead, or if the ball becomes dead by going into touch-in-goal or on or over the dead ball line, **the opposing team is awarded a free kick.**

**Penalty: Free Kick**

(c) If they opt to ground the ball or make it dead, they must do so without delay. Any other action with the ball by a defending player means the player has elected to play on.

### 13.16 THE KICKER'S TEAM

(a) All the kicker's team must be behind the ball when it is kicked. If not, **a free kick is awarded to the opposing team.**

**Penalty: Free Kick at the centre of the 22-metre line**

(b) However, if the kick is taken so quickly that players of the kicker's team who are retiring are still in front of the ball, they will not be penalised. They must not stop retiring until they have been made onside by an action of a team mate. They must not take part in the game until they have been made onside in this way.

**Penalty: Free Kick at the centre of the 22-metre line.**

### 13.17 THE OPPOSING TEAM

(a) The opposing team must not charge over the 22-metre line before the ball is kicked.

**Penalty: Free Kick at the place of infringement.**

(b) If an opponent is on the wrong side of the 22-metre line and delays or obstructs the drop out, the player is guilty of misconduct.

**Penalty: Penalty Kick on the 22-metre line**

## Law 15 Tackle: Ball carrier Brought to the Ground

### DEFINITIONS

A tackle occurs when the ball carrier is held by one or more opponents and is brought to ground **in the field of play**. A ball carrier who is not held is not a tackled player and a tackle has not taken place.

Opposition players who hold the ball carrier and bring that player to ground, and who also go to ground, are known as tacklers.

Opposition players who hold the ball carrier and do not go to ground are not tacklers.

**A player is on the ground if that player's knee or any part of the body above the knee is on the ground.**

### 15.1 TACKLED PLAYERS, TACKLERS AND PLAYERS ON THE GROUND

(a) A tackled player must immediately either pass, place in any direction, push or release the ball.

Exception - A tackled player must release the ball to opponents on their feet who contest for the ball. A tackled player has no other options in this situation.

Penalty: Free Kick

(b) Any players who are on the ground for any reason must not play the ball, prevent the ball being played by other players on their feet or take part in play in any manner or form. This includes players who tackled a ball carrier.

Penalty: Free Kick

(c) Any players who go to ground for any reason near the ball or players involved in a tackle must move away

Penalty Free Kick

(d) If a tackled player's momentum carries the player into the in-goal, the player can score a try or make a touch down.

(e) If players are tackled near the goal line, these players may immediately reach out and ground the ball on or over the goal line to score a try or make a touch down.

(f) When a tackled player reaches out to ground the ball on or over the goal line to score a try, an opponent may pull the ball from the players possession, but must not kick the ball.

**Penalty:** Penalty Kick

**Exception:** Ball goes into the in-goal. After a tackle near the goal line, if the ball has been released and has gone into the in-goal any player, including a player on the ground, may ground the ball.

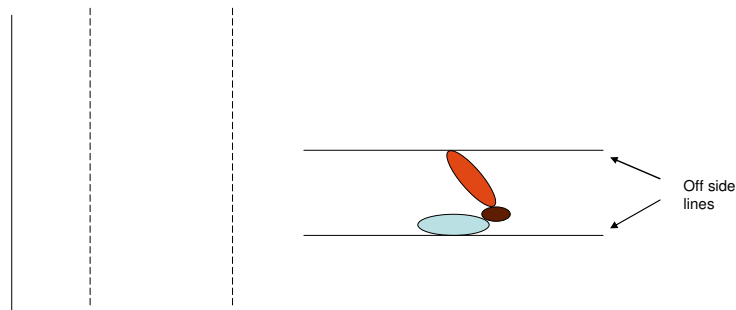
### 15.2 WHEN THE BALL BECOMES UNPLAYABLE

If the ball becomes unplayable at a tackle the referee will award a free kick to the team not in possession of the ball when the tackle began

### 15.3 OFFSIDE AT THE TACKLE

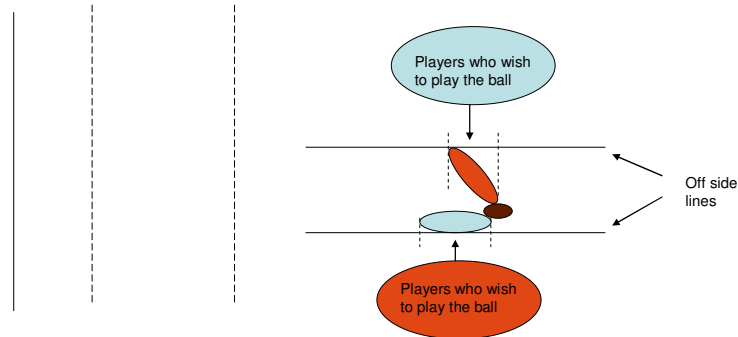
(a) **The Offside line.** There are two offside lines parallel to the goal lines. Each offside line runs through the hindmost part of the nearest player to each team's goal line regardless of the team to which that player belongs.

OFFSIDE AT THE TACKLE



(b) At a tackle or near to a tackle, other players who play the ball must do so from behind the offside line nearer to their goal line at the tackle and from directly behind the tackled player and/or the tackler(s) closest to those players' goal line.

OFFSIDE AT THE TACKLE



(c) Players must either play the ball at the tackle from an onside position, or retire behind the offside line immediately. If a player loiters at the side of the tackle, the player is offside.

Exception: A tackler who immediately regains that player's feet may play the ball from any direction

Penalty: Penalty Kick

### 15.4 UNFAIR PLAY

If a player intentionally offends at a tackle a player, the provisions of Law 10 2 must be applied by the referee.

## Law 16 Ruck

### DEFINITIONS

**A ruck commences when** one or more players from each team, who are on their feet, in physical contact, close around the ball on the ground. Open play has ended.

**Rucking.** Players are rucking when they are in a ruck and are using their hands or feet to try to win or keep possession of the ball, without being guilty of foul play.

#### 16.1 FORMING A RUCK

**Where can a ruck take place?** A ruck can take place only in the field of play.

#### 6.2 JOINING A RUCK

(a) A player joining a ruck must bind onto the ruck with at least one arm around the body of **another player of either team**, using the whole arm.

**Penalty:** Penalty Kick

(b) Placing a hand on another player in the ruck does not constitute binding.

**Penalty:** Penalty Kick

(c) All players forming or joining a ruck must be on their feet.

**Penalty:** Free Kick

#### 16.3 RUCKING

(a) Players in a ruck must endeavour to stay on their feet.

**Penalty:** Free kick

(b) A player must not fall or kneel in a ruck.

**Penalty:** Free Kick

(c) A player must not intentionally collapse a ruck.

**Penalty:** Penalty Kick

(d) A player must not jump on top of a ruck, or charge into a ruck, or a ruck that has collapsed.

**Penalty:** Penalty Kick

(e) A player rucking for the ball with the feet must not ruck players on the ground. A player rucking for the ball with the feet must try to step over or between players on the ground and must not intentionally step on them. A player rucking with the feet must do so near the ball.

**Penalty:** Penalty Kick for dangerous play

## 16.4 OTHER RUCK OFFENCES

(a) Players must not return the ball into a ruck.

**Penalty:** Free Kick

(b) Players on the ground in or near the ruck must try to move away from the ball. These players must not interfere with the ball in the ruck or as it comes out of the ruck.

**Penalty:** Free Kick

(c) A player must not fall on or over a ball as it is coming out of a ruck.

**Penalty:** Free Kick

(d) A player must not take any action to make the opposing team think that the ball is out of the ruck while it is still in the ruck.

**Penalty:** Free Kick

## 16.5 OFFSIDE AT THE RUCK

(a) **The offside line.** There are two offside lines parallel to the goal lines, one for each team. Each offside line runs through the hindmost foot of the hindmost player in the ruck. If the hindmost foot of the hindmost player is on or behind the goal line, the offside line for the defending team is the goal line.

(b) Players must either join a ruck, or retire behind the offside line immediately. If a player loiters at the side of a ruck, the player is offside.

**Penalty:** Penalty Kick

(c) **Players joining or rejoining the ruck.** All players joining a ruck must do so from behind the foot of the hindmost team mate in the ruck. A player may join alongside this hindmost player. If the player joins the ruck from the opponents' side, or in front of the hindmost team mate, the player is offside.

**Penalty:** Penalty Kick on the offending team's offside line

(d) **Players not joining the ruck.** If a player is in front of the offside line and does not join the ruck, the player must retire behind the offside line at once. If a player who is behind the offside line oversteps it and does not join the ruck the player is offside.

**Penalty:** Penalty Kick on the offending team's offside line

## 16.6 SUCCESSFUL END TO A RUCK

A ruck ends successfully when the ball leaves the ruck, or when the ball is on or over the goal line.

## 16.7 UNSUCCESSFUL END TO A RUCK

(a) A ruck ends unsuccessfully when the ball becomes unplayable or the ruck collapses and the ball does not emerge.

**(b) Free Kick following an unsuccessful Ruck.** Following an unsuccessful end to a ruck, the referee will award a free kick to the team not in possession when the ruck began. If the referee cannot decide who had possession, the team who were moving forward immediately before the ball became unplayable will be awarded a free kick. If neither team was moving forward, the attacking team is awarded a free kick

(b) Before the referee blows the whistle for a free kick, the referee allows a reasonable amount of time for the ball to emerge, especially if either team is moving forward. If the ruck stops moving, or if the referee decides that the ball will probably not emerge within a reasonable time, the referee must award a free kick.

## Law 17 Maul

### DEFINITION

A maul occurs when a player carrying the ball is held by one or more opponents, and one or more of the ball carrier's team mates bind on the ball carrier. All the players involved must be caught in or bound to the maul and must be on their feet. Open play has ended.

#### 17.1 FORMING A MAUL

(a) **Where can a maul take place?** A maul can only take place in the field of play.

#### 17.2 JOINING A MAUL

(a) **Players** must be caught in or bound to the maul and not just alongside it.

**Penalty:** Penalty Kick on the offside line in line with the place of infringement

(b) Placing a hand on another player in the maul does not constitute binding.

**Penalty:** Penalty Kick on the offside line in line with the place of infringement

(c) **Players of the team in possession of the ball in the maul may break away from the maul and be bound together in front of the ball carrier providing the ball carrier is bound to those players who are in front of that player.**

**Penalty –** Penalty Kick at the place of infringement.

(d) **Players** must not jump on top of a maul.

**Penalty:** Penalty Kick at the place of infringement

#### 17.3 OTHER MAUL OFFENCES

(a) **Players** must not try to drag an opponent out of a maul.

**Penalty:** Penalty Kick

(b) A player must not take any action to make the opposing team think that the ball is out of the maul while it is still in the maul.

**Penalty:** Free Kick

#### 17.4 OFFSIDE AT THE MAUL

(a) **The offside line.** There are two offside lines parallel to the goal lines, one for each team. Each offside line runs through the hindmost foot of the hindmost player in the maul. If the hindmost foot of the hindmost player is

on or behind the goal line, the offside line for the defending team is the goal line.

(b) A player must either join a maul, or retire behind the offside line immediately. If a player loiters at the side of a maul, the player is offside.

**Penalty:** Penalty Kick on the offending team's offside line

(c) **Players joining the maul.** Players joining a maul must do so from behind the foot of the hindmost team mate in the maul. The player may join alongside this player. If the player joins the maul from the opponents' side, or in front of the hindmost team mate, the player is offside.

**Penalty:** Penalty Kick on the offending team's offside line

(d) **Players not joining the maul.** All players in front of the offside line and who do not join the maul, must retire behind the offside line at once. A player who does not do so, is offside. If any player who is behind the offside line oversteps it and does not join the maul, the player is offside.

**Penalty:** Penalty Kick on the offending team's offside line

(e) **Players leaving or rejoining the maul.** Players who leave a maul must immediately retire behind the offside line, otherwise, they are offside. If the player rejoins the maul in front of the hindmost team mate in the maul, they are offside. The player may rejoin the maul alongside the hindmost team mate.

**Penalty:** Penalty Kick on the offending team's offside line

## 17.5 SUCCESSFUL END TO A MAUL

(a) A maul ends successfully when the ball or a player with the ball leaves the maul. A maul ends successfully when the ball is on the ground, or is on or over the goal line.

(b) A player may pull a maul to the ground providing that player does so by pulling another player in the maul down from the shoulders to the hips .

**Penalty:** Penalty Kick

## 17.6 UNSUCCESSFUL END TO A MAUL

(a) A maul ends unsuccessfully if the ball becomes unplayable collapses or is pulled down and the ball does not emerge.

(b) **Free Kick following an unsuccessful Maul .** Following an unsuccessful end to a maul the referee will award a free kick to the team not in possession when the maul began. If the referee cannot decide who had possession, the team who were moving forward immediately before the ball became unplayable will be awarded a free kick. If neither team was moving forward, the attacking team is awarded a free kick.

(c) When a maul remains stationary or has stopped moving forward for more than 5 seconds, but the ball is being moved and the referee can see it, a reasonable time is allowed for the ball to emerge. If it does not emerge within a reasonable time, **a free kick is awarded.**

(d) When the ball in a maul becomes unplayable, the referee does not allow prolonged wrestling for it. **A free kick is awarded.**

(e) If the ball carrier in a maul goes to ground, including being on one or both knees or sitting, the referee **awards a free kick** unless the ball is immediately available.

**(f) When a catcher is held.** If a player catches the ball direct from an opponent's kick, except from a restart kick from the centre or a drop out, and the player is immediately held by an opponent, a maul may form. If the ball becomes unplayable the team of the ball catcher will be awarded a free kick.

**Direct from an opponents kick means the ball did not touch another player or the ground before the player caught it.**

**(g) If a maul moves into a player's in-goal, where the ball is touched down or becomes unplayable a scrum is awarded to the attacking team 5 metres from the defending team's goal line opposite where the ball was touched down or the ball became unplayable.**

## Law 19 Touch and Lineout

### DEFINITIONS

**'Kicked directly into touch'** means that the ball was kicked into touch without landing on the playing area, and without touching a player or the referee.

**'The 22'** is the area between the goal line and the 22-metre line, including the 22-metre line but excluding the goal line.

**The line of touch** is an imaginary line in the field of play at right angles to the touchline through the place where the ball is thrown in.

**The ball is in touch** when it is not being carried by a player and it touches the touchline or anything or anyone on or beyond the touchline.

**The ball is in touch** when a player is carrying it and the ball carrier (or the ball) touches the touchline or the ground beyond the touchline. The place where the ball carrier (or the ball) touched or crossed the touchline is where it went into touch.

**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.

**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.

**If a player jumps and catches the ball**, both feet must land in the playing area otherwise the ball is in touch or touch-in-goal.

**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.

## 19.1 THROW IN

### NO GAIN IN GROUND

(a) **Outside a team's 22, a team member kicks directly into touch.**

Except for a penalty kick, when a player anywhere in the field of play who is outside the 22 kicks directly into touch, there is no gain in ground. The throw in is taken either at the place opposite where the player kicked the ball, or at the place where it went into touch, whichever is nearer that player's goal line.

(b) **When a team causes the ball to put into that team's 22..** When a defending player plays the ball from outside the 22 and it goes into that player's 22 or in-goal area without touching an opposition player and then that player or another player from that team kicks the ball directly into touch before it touches an opposition player, or a tackle takes place or a ruck or maul is formed, there is no gain in ground. This applies when a defending player moves back beyond the 22 metre line to take a quick throw-in and then the ball is kicked directly into touch.

(c) **Defending team takes ball into that team's 22 at a scrum or lineout.**

When a defending team throws the ball into a scrum or lineout outside that team's 22 and the ball then crosses into the team's 22 without touching an opposition player and then a player from the defending team kicks the ball directly into touch before it touches an opposition player, or a tackle takes place or a ruck or maul is formed, there is no gain in ground.

### GAIN IN GROUND

(e) **Player takes ball into that team's 22.** When a defending player plays the ball from outside the 22 and it goes into that player's 22 or in-goal area and it touches an opposition player, or a tackle takes place or a ruck or maul is formed and then the ball is kicked by a player of that team directly in touch, the throw in is where the ball went into touch.

(f) **Ball put into a player's 22 by the opposition.** When the ball is put into a team's 22 by the opposition, without having touched (or been touched by) a player of the defending team before crossing the 22 and the ball is then kicked into touch by the defending team, the throw in is where the ball went into touch.

(g) **Kicks indirectly into touch.** When a player anywhere in the playing area kicks indirectly into touch so that the ball bounces in the field of play the throw in is taken where the ball went into touch.

When a player anywhere in the playing area kicks the ball so that it touches or is touched by an opposition player and then goes indirectly into

touch so that the ball bounces in the field of play the throw in is taken where the ball went into touch.

When a player anywhere in the playing area kicks the ball so that it touches or is touched by an opposition player and then goes directly into touch the throw in is taken in line with where the opposition player touched the ball or where the ball crossed the touchline if that is nearer the opposition player's goal line.

## ***TOUCH & THROW IN***

### **PENALTY KICK**

(g) **Penalty kick.** When a player kicks to touch from a penalty kick anywhere in the playing area, the throw in is taken where the ball went into touch.

### **FREE KICK**

(h) **Outside the kicker's 22, no gain in ground.** When a free kick is awarded Outside the 22 goes directly into touch, the throw in is in line with where the ball was kicked, or where it went into touch whichever is near the kicker's goal line.

(i) **Inside the kicker's 22 or in-goal, gain in ground.** When a free kick is awarded in the 22 or in-goal and the kick goes directly into touch, the throw in is where the ball went into touch.

### **19.2 QUICK THROW IN**

(a) A player may take a quick throw in without waiting for a lineout to form.

(b) For a quick throw in, the player may be anywhere outside the field of play between the place where the ball went into touch and the player's goal line

(c) A player must not take a quick throw in after the lineout has formed. If the player does, the quick throw in is disallowed. The same team throws in at the lineout.

### ***QUICK THROW IN***

(d) For a quick throw in, the player must use the ball that went into touch. If, after it went to touch and was made dead, another ball is used, or if another person has touched the ball apart from the player throwing it in, then the quick throw in is disallowed. The same team throws in at the lineout.

(e) At a quick throw in, if the player throws the ball **in the direction of the opposition's goal line or if the ball does not travel** at least **five** metres along or behind the line of touch before it touches the ground or a player, or if the player steps into the field of play when the ball is thrown, then the quick throw in is disallowed. **The opposing team is awarded a free kick on the 15-metre line.**

(f) **At a quick throw in a player may throw the ball in straight along the line of touch or towards that player's goal line.**

**Penalty: Free Kick**

(g) At a quick throw in, a player may come to the line of touch and leave without being penalised.

(h) At a quick throw in, a player must not prevent the ball being thrown in 5 metres.

**Penalty: Free Kick on 15-metre line**

(i) If a player carrying the ball is forced into touch, that player must release the ball to an opposition player so that there can be a quick throw in.

**Penalty: Penalty Kick on 15-metre line**

### **19.3 OTHER THROW INS**

On all other occasions, the throw in is taken where the ball went into touch.

### **19.4 WHO THROWS IN**

The throw in is taken by an opponent of the player who last held or touched the ball before it went into touch. When there is doubt, the attacking team takes the throw in.

## ***TOUCH & THROW IN***

**Exception:** When a team takes a penalty kick, and the ball is kicked into touch, the throw in is taken by a player of the team that took the penalty kick. This applies whether the ball was kicked directly or indirectly into touch.

### **19.5 HOW THE THROW IN IS TAKEN**

The player taking the throw in must stand at the correct place. The player must not step into the field of play when the ball is thrown. The ball must be thrown straight, so that it travels at least 5 metres along the line of touch before it first touches the ground or touches or is touched by a player.

## ***HOW THE THROW IN TAKES PLACE***

### **19.6 INCORRECT THROW IN**

(a) If the throw in is incorrect a free kick is awarded on the 15-metre line.

(b) The throw in at the lineout must be taken without delay and without pretending to throw.

**Penalty:** Free Kick on the 15-metre line

(c) A player must not intentionally or repeatedly throw in the ball not straight.

**Penalty:** Penalty Kick on the 15-metre line

## LINEOUT

### DEFINITIONS

The purpose of the lineout is to restart play, quickly, safely and fairly, after the ball has gone into touch, with a throw in between two lines of players.

**Lineout players.** Lineout players are the players who form the two lines that make a lineout.

**Receiver.** The receiver is the player in position to catch the ball when lineout players pass or knock the ball back from the lineout. Any player may be the receiver but each team may have only one receiver at a lineout.

**Players taking part in the lineout known as participating players.**

Players taking part in the lineout are the player who throws in and an immediate opponent, the two players waiting to receive the ball from the lineout and the lineout players.

**All other players.** All other players who are not taking part in the lineout must be at least 10 metres behind the line of touch, on or behind their goal line if that is nearer, until the lineout ends. **15-metre line.** The 15-metre line is 15 metres infield and parallel with the touchline.

**Scrum after lineout.** Any scrum ordered because of an infringement or stoppage at the lineout is on the 15-metre line on the line of touch

### 19.7 FORMING A LINEOUT

(a) **Minimum.** At least two players from each team must form a lineout. **A team must not voluntarily fail to form a lineout.**

**Penalty:** Free Kick on the 15-metre line

(b) **Maximum.** There is no restriction to the number of players from each team participating in the lineout. Each team can decide how many players participate in the lineout and there is no requirement for there to be an equal number of participants from each team.

(c) When the ball is in touch, every player who approaches the line of touch is presumed to do so to form a lineout. Players who approach the line of touch must do so without delay. Players of either team must not leave the lineout once they have taken up a position in the lineout until the lineout has ended.

**Penalty:** Free Kick on the 15-metre line

(d) **Where the lineout players must stand.** The front of the lineout is not less than 5 metres from the touchline. The back of the lineout is not more than 15 metres from the touchline. All lineout players must stand between these two points.

**Penalty:** Free Kick on the 15-metre line

(e) **The receiver must stand.** The receiver must stand at least two metres towards that player's goal line from that player's team-mates who are lineout players and between five and fifteen metres from the touchline

Penalty: Free Kick on the 15 metre line

(f) **Player between touch and five metres.** The team not throwing in may have a player standing between the touchline and the 5-metre line on that team's side of the line of touch when the lineout is formed.

(g) **Two single straight lines.** The lineout players of both teams form two single parallel lines each at right angles to the touchline.

Penalty: Free Kick on the 15-metre line

(h) Opposing players forming a lineout must keep a clear space between their inside shoulders. This space is determined when players are in an upright stance.

Penalty: Free Kick on the 15-metre line

(i) **Metre gap.** Each line of players must be half a metre on their side of the line of touch.

Penalty: Free Kick on the 15-metre line

(j) The line of touch must not be within 5 metres of the goal line.

(k) After the lineout has formed, but before the ball has been thrown in, a player must not hold, push, charge into, or obstruct an opponent.

Penalty: Penalty Kick on the 15-metre line

## 19.8 BEGINNING AND ENDING A LINEOUT

(a) **Lineout begins.** The lineout begins when the ball leaves the hands of the player throwing it in.

(b) **Lineout ends.** The lineout ends when the ball or a player carrying it leaves the lineout.

This includes the following:

When the ball is thrown, knocked or kicked out of the lineout, the lineout ends.

When the ball or a player carrying the ball moves into the area between the 5-metre line and the touchline, the lineout ends.

When a lineout player hands the ball to a player who is peeling off, the lineout ends.

When the ball is thrown beyond the 15-metre line, or when a player takes or puts it beyond that line, the lineout ends.

When a ruck or maul develops in a lineout, and all the feet of all the players in the ruck or maul move beyond the line of touch, the lineout ends.

When the ball becomes unplayable in a lineout, the lineout ends. Play restarts with a scrum.

## 19.9 OPTIONS AVAILABLE IN A LINEOUT

(a) **Offside.** A lineout player must not be offside. The offside line runs through the line of touch until the ball is thrown in. After the ball has touched a player or the ground, the offside line is a line through the ball.

**Penalty:** Penalty Kick on the 15-metre line

(b) Players jumping for the ball may take a step in any direction providing they do not step across the line of touch.

**Penalty:** Penalty Kick on the 15-metre line

(c) **Levering on an opponent.** A lineout player must not use an opponent as a support when jumping.

**Penalty:** Penalty Kick on the 15-metre line

(d) **Holding or shoving.** A lineout player must not hold, push, charge, obstruct or grasp an opponent not holding the ball except when a ruck or maul is taking place.

**Penalty:** Penalty Kick on the 15-metre line

(e) **Illegal charging.** A lineout player must not charge an opponent except in an attempt to tackle the opponent or to play the ball.

**Penalty:** Penalty Kick on the 15-metre line

(f) **Lifting and supporting.** Players may assist a team mate in jumping for the ball by lifting and supporting that player providing that the lifting and/or supporting players do not support the jumping team-mate below the shorts from behind or below the thighs from the front.

**Penalty:** Free Kick on the 15-metre line

(g) **Pre-gripping is permitted.** Players who are going to lift or support a team mate jumping for the ball may pre-grip that team mate providing they do not pre-grip below the shorts from behind and below the thighs from the front.

**Penalty:** Free Kick on the 15-metre line

(h) **Jumping, supporting or lifting before the ball is thrown.** A player must not jump or be lifted or supported before the ball has left the hands of the player throwing in.

**Penalty:** Free Kick on the 15-metre line

(i) **Lowering a Player.** Players who support a jumping team mate must lower that player to the ground as soon as the ball has been won by a player of either team.

**Penalty:** Free Kick on the 15-metre line

(j) **Blocking the throw in.** A lineout player must not stand less than 5 metres from the touchline. A lineout player must not prevent the ball being thrown in 5 metres.

**Penalty:** Free Kick on the 15-metre line

(k) When the ball has been thrown beyond a player in the lineout, that player may move to the space between the touchline and the 5-metre line. If the player moves into that space the player must not move towards that player's goal line before the lineout ends, except in a peeling off movement.

**Penalty:** Free Kick on the 15-metre line

(l) **Catching or deflecting.** When jumping for the ball, a player must use either both hands or the inside arm to try to catch or deflect the ball. The jumper must not use the outside arm alone to try to catch or deflect the ball. If the jumper has both hands above the head either hand may be used to play the ball.

**Penalty:** Free Kick on the 15-metre line

## 19.10 OPTIONS AVAILABLE TO PLAYERS NOT IN THE LINEOUT

In general, a player not taking part in a lineout must stay at least 10 metres behind the line of touch, or on or behind that player's goal line if that is nearer, until the lineout ends.

There are two exceptions to this:

**Exception 1:** Long throw in. If the player who is throwing in throws the ball beyond the 15-metre line, a player of the same team may run forward to take the ball. If that player does so, an opponent may also run forward.

**Penalty:** Penalty Kick on the offending team's offside line, opposite the place of infringement but not less than 15 metres from the touchline.

**Exception 2:** The receiver may run into the gap and perform any of the actions available to any other player in the lineout. The receiver is liable to penalty for offences in the lineout as would be other players in the lineout.

## 19.11 PEELING OFF

### DEFINITION

A lineout player 'peels off' when leaving the lineout to catch the ball knocked or passed back by a team mate.

(a) **When:** A player must not peel off until the ball has left the hands of the player throwing it in.

**Penalty:** Free Kick on the 15-metre line, in line with the line of touch.

(b) A player who peels off, must stay within the area from that players' line of touch to 10 metres from the line of touch, and must keep moving until the lineout has ended.

**Penalty:** Free Kick on the 15-metre line, in line with the line of touch.

(c) Players may change their positions in the lineout before the ball is thrown in.

## 19.12 OFFSIDE AT THE LINEOUT

(a) When a lineout forms, there are two separate offside lines, parallel to the goal lines, for the teams.

(b) **Participating players.** One offside line applies to the players taking part in the lineout (usually some or all of the forwards, plus the scrum half and the player throwing in). Until the ball is thrown in, and has touched a player or the ground, this offside line is the line of touch. After that, the offside line is a line through the ball.

(c) **Players not taking part.** The other offside line applies to the players not taking part in the lineout (usually the backs). For them, the offside line is 10 metres behind the line of touch or their goal line, if that is nearer.

The lineout offside Law is different in the case of a long throw in, or in the case of a ruck or maul in the lineout.

## 19.13 OFFSIDE WHEN TAKING PART IN THE LINEOUT

(a) **Before the ball has touched a player or the ground.** A player must not overstep the line of touch. A player is offside, if, before the ball has touched a player or the ground, that player oversteps the line of touch, unless doing so while jumping for the ball. The player must jump from that player's side of the line of touch.

**Penalty:** Penalty Kick on the 15-metre line

(b) If a player jumps and crosses the line of touch but fails to catch the ball, that player is not penalised provided that player gets back onside without delay.

(c) **After the ball has touched a player or the ground.** A player not carrying the ball is offside if, after the ball has touched a player or the ground, that player steps in front of the ball, unless tackling (or trying to tackle) an opponent. Any attempt to tackle must start from that player's side of the ball.

**Penalty:** Penalty Kick on the 15-metre line

(d) The referee must penalise any player who, intentionally or not, moves into an offside position without trying to win possession or tackle an opponent.

**Penalty:** Penalty Kick on the 15-metre line

(e) No player of either team participating in the lineout may leave the lineout until it has ended.

**Penalty:** Penalty Kick on the 15-metre line

#### **19.14 PLAYER THROWING-IN**

There are four options available to the player throwing in (and the thrower's immediate opponent):

(a) The thrower may stay within 5 metres of the touchline.

(b) The thrower may retire to the offside line 10 metres behind the line of touch.

(c) The thrower may join the lineout as soon as the ball has been thrown in.

(d) The thrower may move into the receiver position if that position is empty.

If the thrower goes anywhere else, the thrower is offside.

**Penalty:** Penalty Kick on the 15-metre line

#### **19.15 OFFSIDE WHEN NOT TAKING PART IN THE LINEOUT**

(a) **Before the lineout has ended.** The offside line is 10 metres behind the line of touch, or the player's goal line, whichever is nearer. A player who is not taking part in the lineout is offside if that player oversteps the offside line before the lineout has ended.

**Penalty:** Penalty Kick on the offending team's offside line opposite the place of infringement, at least 15 metres from the touchline.

(b) **Players not yet onside when the ball is thrown in.** A player may throw in the ball even if a team mate has not yet reached the offside line. However, if this player is not trying to reach an onside position without delay, this player is offside.

**Penalty:** Penalty Kick on the offending team's offside line opposite the place of infringement, at least 15 metres from the touchline

**Exception:** Long throw in. There is an exception to the Law of offside at the lineout. It applies if the ball is thrown beyond the 15-metre line. As soon as the ball leaves the hands of the player throwing in, any players of the thrower's team may run for the ball. This means that a player taking part in the lineout may run infield beyond the 15-metre line, and a player not taking part in the lineout may run forward across the offside line. If this happens, an opponent may also run infield or run forward. However, if a player runs infield or runs forward to take a long throw in, and the ball is not thrown beyond the 15-metre line, this player is offside and must be penalised.

**Penalty:** Penalty Kick

For players taking part in the lineout: penalty kick is on the 15-metre line.  
For players not taking part in the lineout: penalty kick is on the offending team's offside line at the place of infringement, at least 15 metres from the touchline.

#### **19.16 OFFSIDE AT RUCKS OR MAULS IN THE LINEOUT**

(a) When a ruck or a maul develops in a lineout the offside line for a player taking part in the lineout no longer runs through the ball. The offside line is now the hindmost foot of that player's team in the ruck or maul.

(b) However, for players not taking part in the lineout, the offside line is still 10 metres behind the line of touch. For these players, the lineout does not end when a ruck or maul develops.

(c) It ends when the ruck or maul leaves the line of touch. For this to happen, all the feet of all the players in the ruck or maul must have left the line of touch.

(d) A player taking part in the lineout must either join the ruck or maul, or retire to the offside line and stay at that line, Otherwise that player is offside.

**Penalty:** Penalty Kick on the 15-metre line

(e) The rest of the Law of ruck or maul applies. A player must not join the ruck or maul from the opponents' side.

**Penalty:** Penalty Kick on the 15 metre line

Players must not join it in front of the offside line. If they do, they are offside.

**Penalty:** Penalty Kick on the 15-metre line

(f) **Players not taking part in the lineout.** When a ruck or maul develops in a lineout, the lineout has not ended until all the feet of all the players in the ruck or maul have moved beyond the line of touch. Until then, the offside line for players not taking part in the lineout is still 10 metres behind the line of touch, or the goal line if that is nearer. A player who oversteps this offside line is offside.

**Penalty:** Penalty Kick on the offside line at least 15 metres from the touchline

## Law 20 Scrum

### DEFINITIONS

The purpose of the scrum is to restart play quickly, safely and fairly, after a minor infringement or a stoppage.

A scrum is formed in the field of play when eight players from each team, bound together in three rows for each team, close up with their opponents so that the heads of the front rows are interlocked. This creates a tunnel into which a scrum half throws in the ball so that front row players can compete for possession by hooking the ball with either of their feet.

The middle line of a scrum must not be within 5 metres of the goal line. A scrum cannot take place within 5 metres of a touchline.

The tunnel is the space between the two front rows.

The player of either team who throws the ball into the scrum is the scrum half.

The middle line is an imaginary line on the ground in the tunnel beneath the line where the shoulders of the two front rows meet.

The middle player in each front row is the hooker.

The players on either side of the hooker are the props. The left side props are the loose head props. The right side props are the tight head props.

The two players in the second row who push on the props and the hooker are the locks.

The outside players who bind onto the second or third row are the flankers.

The player in the third row who usually pushes on both locks is the No.8. Alternatively, the No. 8 may push on a lock and a flanker.

## 20.1 FORMING A SCRUM

(a) Where the scrum takes place. The place for a scrum is where the infringement or stoppage happened, or as near to it as is practicable in the field of play, unless otherwise stated in Law.

(b) If this is less than 5 metres from a touchline, the place for the scrum is 5 metres from that touchline. A scrum can take place only in the field of play. The middle line of a scrum must not be within 5 metres of the goal line when it is formed.

(c) If there is an infringement or stoppage in in-goal, the place for the scrum is 5 metres from the goal line.

(d) The scrum is formed in line with the place of the infringement or stoppage.

(e) **No delay.** A team must not intentionally delay forming a scrum.

**Penalty:** Free Kick

(f) **Number of players: eight.** A scrum must have eight players from each team. All eight players must stay bound to the scrum until it ends. Each front row must have three players in it, no more and no less. Two locks must form the second row.

**Penalty:** Free Kick

**Exception :** When a team is reduced to fewer than fifteen for any reason, then the number of players of each team in the scrum may be similarly reduced. Where a permitted reduction is made by one team, there is no requirement for the other team to make a similar reduction. However, a team must not have fewer than five players in the scrum.

**Penalty:** Free Kick

(g) **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 shoulders are no lower than the hips. The front rows must interlock so that no player's head is next to the head of a team mate.

**Penalty:** Free Kick

(h) The referee will call "crouch" then "touch". The front rows crouch and using their outside arm each prop touches the point of the opposing prop's outside shoulder. The props then withdraw their arms. The referee will then call "pause". Following a pause the referee will then call "engage". The front rows may then engage.

The “engage” call is not a command but an indication that the front rows may come together when ready.

**Penalty:** Free Kick

(i) A crouched position is the extension of the normal stance by bending the knees sufficiently to move into the engagement without a charge.

(j) **Charging.** A front row must not form at a distance from its opponents and rush against them. This is dangerous play.

**Penalty:** Penalty Kick

(k) **Stationary and parallel.** Until the ball leaves the scrum half’s hands, the scrum must be stationary and the middle line must be parallel to the goal lines. A team must not shove the scrum away from the mark before the ball is thrown in.

**Penalty:** Free Kick

## 20.2 FRONT-ROW PLAYERS’ POSITIONS

(a) **All players in a position to shove.** When a scrum has formed, the body and feet of each front row player must be in a normal position to make a forward shove.

**Penalty:** Free Kick

(b) This means that the front row players must have both feet on the ground, with their weight firmly on at least one foot. Players must not cross their feet, although the foot of one player may cross a team mate’s foot. Each player’s shoulders must be no lower than the hips.

**Penalty:** Free Kick

(c) **Hooker in a position to hook.** Until the ball is thrown in, the hooker must be in a position to hook the ball. The hookers must have both feet on the ground, with their weight firmly on at least one foot. A hooker’s foremost foot must not be in front of the foremost foot of that team’s props.

**Penalty:** Free Kick

## 20.3 BINDING IN THE SCRUM

### DEFINITION

When a player binds on a team mate that player must use the whole arm from hand to shoulder to grasp the team mate’s body at or below the level of the armpit. Placing only a hand on another player is not satisfactory binding.

(a) **Binding by all front row players.** All front row players must bind firmly and continuously from the start to the finish of the scrum.

**Penalty:** Free Kick

(b) **Binding by hookers.** The hooker may bind either over or under the arms of the props. The props must not support the hooker so that the hooker has no weight on either foot.

**Penalty: Free Kick**

(c) **Binding by loose head props.** A loose head prop must bind on the opposing tight head prop by placing the left arm inside the right arm of the tight head and gripping the tight head prop's jersey on the back or side. The loose head prop must not grip the chest, arm, sleeve or collar of the opposition tight head prop. The loose head prop must not exert any downward pressure.

**Penalty: Free Kick**

(d) **Binding by tight head props.** A tight head prop must bind on the opposing loose head prop by placing the right arm outside the left upper arm of the opposing loose head prop. The tight head prop must grip the loose head prop's jersey with the right hand only on the back or side. The tight head prop must not grip the chest, arm, sleeve or collar of the opposition loose head prop. The tight head prop must not exert any downward pressure.

**Penalty: Free Kick**

(e) Both the loose head and tight head props may alter their bind providing they do so in accordance with this Law.

(f) **Binding by all other players.** All players in a scrum, other than front-row players, must bind on a lock's body with at least one arm. The locks must bind with the props in front of them. No player other than a prop may hold an opponent.

**Penalty: Free Kick**

(g) **Flanker obstructing opposing scrum half.** A flanker may bind onto the scrum at any angle, provided the flanker is properly bound. The flanker must not widen that angle and so obstruct the opposing scrum half moving forward.

**Penalty: Penalty Kick**

(h) **Scrum collapse.** If a scrum collapses, the referee must blow the whistle immediately so that players stop pushing.

(i) **Player forced upwards.** If a player in a scrum is lifted in the air, or is forced upwards out of the scrum, the referee must blow the whistle immediately so that players stop pushing.

## 20.4 THE TEAM THROWING THE BALL INTO THE SCRUM

- (a) After an infringement, the team that did not cause the infringement throws in the ball.
- (b) **Scrum after ruck.** Refer to Law 16.7.
- (c) **Scrum after maul.** Refer to Law 17.6.
- (d) **Scrum after any other stoppage.** After any other stoppage or irregularity not covered by Law, the team that was moving forward before the stoppage throws in the ball. If neither team was moving forward, the attacking team throws in the ball.
- (e) When a scrum remains stationary and the ball does not emerge immediately a further scrum is ordered at the place of the stoppage. The ball is thrown in by the team not in possession at the time of the stoppage.
- (f) When a scrum becomes stationary and does not start moving immediately, the ball must emerge immediately. If it does not a further scrum will be ordered. The ball is thrown in by the team not in possession at the time of the stoppage.
- (g) If a scrum collapses or lifts up into the air without penalty a further scrum will be ordered and the team who originally threw in the ball will throw the ball in again. If a scrum has to be reformed for any other reason not covered in this Law the team who originally threw in the ball will throw the ball in again.

## 20.5 THROWING THE BALL INTO THE SCRUM

- (a) **No Delay.** As soon as the front rows have come together, the scrum half must throw in the ball without delay. The scrum half must throw in the ball when told to do so by the referee. The scrum half must throw in the ball from the side of the scrum first chosen.

**Penalty:** Free Kick

## 20.6 HOW THE SCRUM HALF THROWS IN THE BALL

- (a) The scrum half must stand one metre from the mark on the middle line so that player's head does not touch the scrum or go beyond the nearest front row player.

**Penalty:** Free Kick

- (b) The scrum half must hold the ball with both hands, with its major axis parallel to the ground and to the touchline over the middle line between the front rows, mid-way between knee and ankle.

**Penalty:** Free Kick

(c) The scrum half must throw in the ball at a quick speed. The ball must be released from the scrum half's hands from outside the tunnel.

**Penalty: Free Kick**

(d) The scrum half must throw in the ball straight along the middle line, so that it first touches the ground immediately beyond the width of the nearer prop's shoulders.

**Penalty: Free Kick**

(e) The scrum half must throw in the ball with a single forward movement. This means that there must be no backward movement with the ball. The scrum half must not pretend to throw the ball.

**Penalty: Free Kick**

## 20.7 WHEN THE SCRUM BEGINS

(a) Play in the scrum begins when the ball leaves the hands of the scrum half.

(b) If the scrum half throws in the ball and it comes out at either end of the tunnel, the ball must be thrown in again unless a free kick or penalty has been awarded.

(c) If the ball is not played by a front row player, and it goes straight through the tunnel and comes out behind the foot of a far prop without being touched, the scrum half must throw it in again.

(d) If the ball is played by a front row player and comes out of the tunnel, advantage may apply.

## 20.8 FRONT-ROW PLAYERS

(a) **Striking before the throw in ('foot up')**. All front row players must place their feet to leave a clear tunnel. Until the ball has left the scrum half's hands, they must not raise or advance a foot. They must not do anything to stop the ball being thrown in to the scrum correctly or touching the ground at the correct place.

**Penalty: Free Kick**

(b) **Striking after the throw in**. Once the ball touches the ground in the tunnel, any front row player may use either foot to try to win possession of the ball.

(c) **Kicking-out**. A front row player must not intentionally kick the ball out of the tunnel in the direction from which it was thrown in.

**Penalty: Free Kick**

(d) If the ball is kicked out unintentionally, the same team must throw it in again.

(e) If the ball is repeatedly kicked out, the referee must treat this as intentional and penalise the offender.

**Penalty:** Penalty Kick

(f) **Swinging.** A front row player must not strike for the ball with both feet. No player may intentionally raise both feet from the ground, either when the ball is being thrown in or afterwards.

**Penalty:** Penalty Kick

(g) **Twisting, dipping or collapsing.** Front row players must not twist or lower their bodies, or pull opponents, or do anything that is likely to collapse the scrum, either when the ball is being thrown in or afterwards.

**Penalty:** Penalty Kick

(h) Referees must penalise strictly any intentional collapsing of the scrum. This is dangerous play.

**Penalty:** Penalty Kick

(i) **Lifting or forcing an opponent up.** A front row player must not lift an opponent in the air, or force an opponent upwards out of the scrum, either when the ball is being thrown in or afterwards. This is dangerous play.

**Penalty:** Penalty Kick

## 20.9 SCRUM - GENERAL RESTRICTIONS

(a) **All players: Collapsing.** A player must not intentionally collapse a scrum. A player must not intentionally fall or kneel in a scrum. This is dangerous play.

**Penalty:** Penalty Kick

(b) **All players: Handling in the scrum.** Players must not handle the ball in the scrum or pick it up with their legs.

**Penalty:** Free Kick

(c) **All players: Other restrictions on winning the ball.**

Players must not try to win the ball in the scrum by using any part of their body except their foot or lower leg.

**Penalty:** Free Kick

(d) **All players: When the ball comes out, leave it out.** When the ball has left the scrum, a player must not bring it back in to the scrum.

**Penalty:** Free Kick

(e) **All players: No falling on the ball.** A player must not fall on or over the ball as it is coming out of the scrum.

**Penalty:** Free Kick

(f) **Locks and flankers: Staying out of the tunnel.** A player who is not a front row player must not play the ball in the tunnel.

**Penalty:** Free Kick

(g) **Scrum half: Kicking in the scrum.** A scrum half must not kick the ball while it is in the scrum.

**Penalty:** Free Kick

(h) **Scrum half: Dummying.** A scrum half must not take any action to make the opponents think that the ball is out of the scrum while it is still in the scrum.

**Penalty:** Free Kick

(i) **Scrum half: Holding opposing flanker.** A scrum half must not grasp an opposing flanker in order to gain leverage, or for any other reason.

**Penalty:** Penalty Kick

## 20.10 ENDING THE SCRUM

(a) **The ball comes out.** When the ball comes out of the scrum in any direction except the tunnel, the scrum ends.

(b) **Scrum in the in-goal.** A scrum cannot take place in the in-goal. When the ball in a scrum is on or over the goal line, the scrum ends and an attacker or a defender may legally ground the ball for a try or a touch down.

(c) **Hindmost player unbinds.** The hindmost player in a scrum is the player whose feet are nearest the team's own goal line. If the hindmost player unbinds from the scrum with the ball at that player's feet and picks up the ball, the scrum ends.

## 20.11 SCRUM WHEELED

(a) If a scrum is wheeled through more than 90 degrees, so that the middle line has passed beyond a position parallel to the touchline, the referee must stop play and order another scrum.

## EXPERIMENTAL LAW VARIATION

(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 win possession, it is thrown in by the team that previously threw it in.

## 20.12 OFFSIDE AT THE SCRUM

(a) When the scrum is set, the scrum half not throwing the ball into the scrum must take up a position either at the same side of the scrum as the scrum half throwing in the ball or behind the offside line defined for other players.

(b) **Offside for scrum-halves.** When a team has won the ball in a scrum, the scrum half of that team is offside if both feet are in front of the ball while it is still in the scrum. If the scrum half has only one foot in front of the ball, the scrum half is not offside.

**Penalty:** Penalty Kick

(c) When a team has won the ball in a scrum, the scrum half of the opposing team is offside if that scrum half steps in front of the ball with either foot while the ball is still in the scrum.

**Penalty:** Penalty Kick

(d) The scrum half whose team does not win possession of the ball must not move to the opposite side of the scrum and overstep the offside line **for that scrum half that runs** through the hindmost foot of that player's team in the scrum.

**Penalty:** Penalty Kick

(e) The scrum half whose team does not win possession of the ball must not move away from the scrum and then remain in front of the offside line **for that scrum half that runs** through the hindmost foot of that player's team in the scrum.

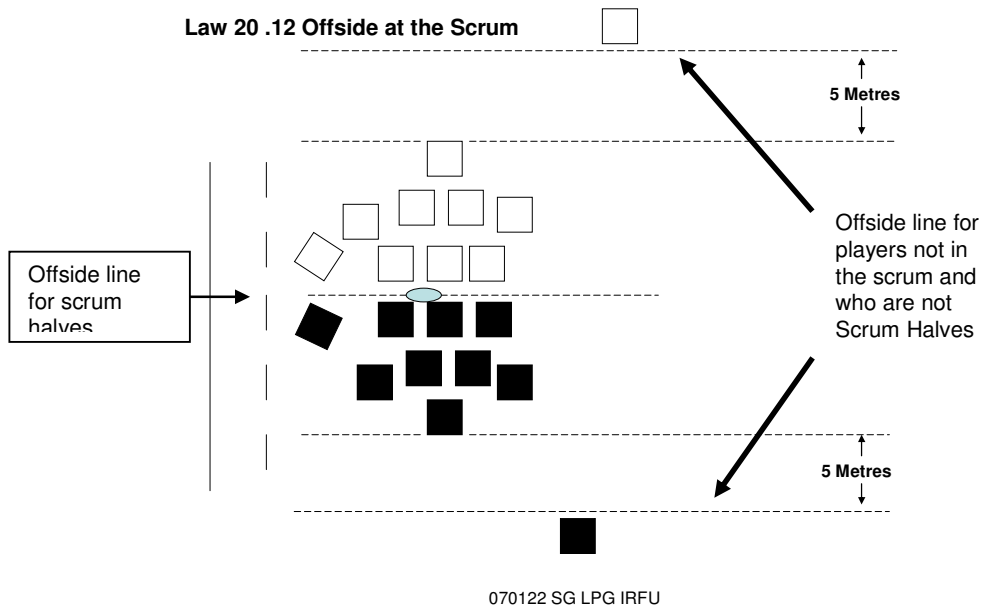
**Penalty:** Penalty Kick

(f) Any player may be scrum half, but a team can have only one scrum half at each scrum.

**Penalty:** Penalty Kick on the offside line

(g) **Offside for players not in the scrum.** Players who are not in the scrum and who are not the team's scrum half, are offside if they remain in front of their offside line or overstep the offside line **which is a line parallel to the goal lines and 5 metres from the hindmost player of each team in a scrum .**

**Penalty:** Penalty Kick on the offside line



(h) **Loitering.** When a scrum is forming, players not taking part in it must retire to their offside line without delay. If they do not, they are loitering. Loiterers must be penalised.

**Penalty:** Penalty Kick on the offside line

## Law 22 In-Goal

### 22.11 BALL DEAD IN IN-GOAL

(a) When the ball touches the touch-in-goal line or the dead ball line, or touches anything or anyone beyond those lines, the ball becomes dead. If the ball was played into in-goal by the attacking team, a drop out shall be awarded to the defending team. If the ball was played into in-goal by the defending team, a 5-metre scrum shall be awarded and the attacking team throws in the ball.

(b) When a player carrying the ball touches the touch-in-goal line, the dead ball line, or touches the ground beyond those lines, the ball becomes dead. If the ball was carried into in-goal by the attacking team, a drop out shall be awarded to the defending team. If the ball was carried into in-goal by the defending team, a 5-metre scrum shall be awarded and the attacking team throws in the ball.

(c) When a player scores a try or makes a touch down, the ball becomes dead.

## New

### **22.12 BALL OR PLAYER TOUCHING A FLAG OR FLAG (CORNER) POST**

If the ball or a player carrying the ball touches a flag or a flag (corner) post at the intersection of the touch-in-goal lines and the goal lines or at the intersection of the touch-in-goal lines and the dead ball lines without otherwise being in touch or touch-in-goal the ball is not out of play unless it is first grounded against a flag post.

Renumber 22.12 to 22.16 as 22.13 to 22.17

## ELV Penalty Provisions

**Objective** – The objective of the table below is to clarify the penalty provisions in relation to the Experimental Law Variations as they apply to sanctions.

Law Number and Title	Law Section	IRB Laws of the Game Book Page Reference	Current Penalty Provision	ELV Penalty Provision
<b>Law 3 Number of Players – The Team</b>	3.2 Team with more than the permitted numbers	9	Penalty Kick	Penalty Kick
	3.11 (c) Player wishing to rejoin the match.	12	Penalty Kick	Penalty Kick
<b>Law 4 Players' Clothing</b>	4.5 (c) Inspection of players' clothing	16	Penalty Kick	Penalty Kick
<b>Law 6 Match Officials</b>	6 A 5 Players disputing a referee's decision.	21	Penalty Kick	Penalty Kick
<b>Law 9 Method of Scoring</b>	9 A 2 (d) Kick at goal – special circumstances	34	Penalty Kick	Penalty Kick
<b>Law 10 Foul Play 10.1 Obstruction</b>	10.1 (a) Charging or pushing	36	Penalty Kick	Penalty Kick
	10.1 (b) Running in front of ball carrier	36	Penalty Kick	Penalty Kick
	10.1 (c) Blocking the tackler	36	Penalty Kick	Penalty Kick
	10.1 (d) Blocking the ball	36	Penalty Kick	Penalty Kick
	10.1 (e) Ball carrier running into team mate at a set-piece	36	Penalty Kick	Free Kick
	10.1 (f) Flanker Obstructing opposing scrum-half	36	Penalty Kick	Penalty Kick
<b>Law 10 Foul Play 10.2 Unfair Play</b>	10.2 (a) Intentionally Offending	37	Penalty Kick	Penalty Kick
	10.2 (b) Time wasting	37	Free Kick	Free Kick
	10.2 (c) Throwing into touch	37	Penalty Kick	Penalty Kick
<b>Law 10 Foul Play 10.3 Repeated Infringements</b>	10.3 (a) Repeatedly Offending	37	Penalty Kick	Penalty Kick
	10.3 (b) Repeated infringements by the team	38	Penalty Kick	Penalty Kick

IRB ELV ARU

Law Number and Title	Law Section	IRB Law Book Page Reference	Current Penalty Provision	ELV Penalty Provision
<b>Law 10 Foul Play 10.4 Dangerous Play and Misconduct</b>	10.4 (a) to (n)	38 - 43	Penalty Kick	Penalty Kick
<b>Law 11 Offside and Onside in General Play</b>	11.4 (a) and (c) to (f) Offside Under the 10-metre Law	47	Penalty Kick	Penalty Kick
	11.7 Offside after a knock on	48	Penalty Kick	Penalty Kick
	11.9 Loitering	49	Penalty Kick	Penalty Kick
<b>Law 12 Intentional Knock on or Throw Forward</b>	12.1 (e) Intentional knock or throw forward	52	Penalty Kick	Penalty Kick
<b>Law 13 Kick-off and restart kicks</b>	13.1 (b) Wrong Kick	54	Options	Free Kick
	13.7 Not Ten	56	Options	Free Kick
	13.8 Directly to touch	56	Scrum/Lineout	Free Kick or Lineout
	13.9 (b) In-goal	56	Options	Free Kick
	13.11 Delay in drop out	57	Free Kick	Free Kick
	13.12 Incorrect Kick	57	Options	Free Kick
	13.13 Cross the line	57	Options	Free Kick
	13.14 Directly into touch	58	Options	Free Kick or Lineout
	13.15 In-goal	58	Options	Free Kick
	13.16 Behind Ball	58	Scrum	Free Kick
	13.17 (a) Team charging over 22	59	Free Kick	Free Kick
<b>Law 14 Ball On Ground No Tackle</b>	14.1 Player on ground	60	Penalty Kick	Free Kick
	14.2 (a) Lying on or around the ball	61	Penalty Kick	Free Kick
	14.2 (b) Falling over the player on the ground with the ball	61	Penalty Kick	Free Kick
	14.2 (c) Falling over players lying on the ground near the ball	61	Penalty Kick	Free Kick

IRB ELV ARU

Law Number and Title	Law Section	IRB Law Book Page Reference	Current Penalty Provision	ELV Penalty Provision
<b>Law 15 Tackle Player Brought To The Ground–</b>	15.1 (a) to (c) Tackled players, tacklers and players on the ground	NA	Penalty Kick	Free Kick
	15.1 (f) Kicking ball from tackled players hands on goal line	NA	Penalty Kick	Penalty Kick
	15.2 Ball Unplayable	NA	Scrum	Free Kick
	15.3 Offside at the tackle	NA	NA	Penalty Kick
	15.4 Unfair Play	NA	NA	Penalty Kick in accordance with Law 10.2

IRB ELV ARU

Law Number and Title	Law Section	IRB Law Book Page Reference	Current Penalty Provision	ELV Penalty Provision
<b>Law 16 - Ruck</b>	16.2 Joining Ruck (a) and (b) Binding	NA	Penalty Kick	Penalty Kick
	Old 16 2 (a) Head and shoulders above hips	71	Free Kick	Delete
	(c) Players joining on their feet	NA	Penalty Kick	Free Kick
	16.3 (a) (b) Players staying on their feet – No kneeling	NA	Penalty Kick	Free Kick
	16.3 (c) Collapsing ruck	NA	Penalty Kick	Penalty Kick
	16.3 (d) Jumping on top of the ruck and charging into a ruck	NA	Penalty Kick	Penalty Kick
	16.3 (e) No feet on players	NA	Penalty Kick	Penalty Kick
	16.4 (a) Not returning ball into ruck	NA	Free Kick	Free Kick
	16.4 (b) and (c) Players on ground not interfering	NA	Penalty Kick	Free Kick
	16.4 (d) Dummying	NA	Free Kick	Free Kick
	16.5 (b) (c) and (d)Offside at the ruck	NA	Penalty Kick	Penalty Kick
	16.7 Unsuccessful end to a ruck	NA	Scrum	Free Kick
<b>Law 17 Maul</b>	Old 17.2 (a) heads and shoulders below hips	76	Free Kick	Delete
	17 2 joining Maul (a) and (b) binding	NA	Penalty Kick	Penalty Kick
	17 2(c) Truck and trailer – if not bound to players	NA	NA	Penalty Kick
	17 2 (d) Jumping on the maul	NA	Penalty Kick	Penalty Kick
	17.3 (a) Dragging a player from maul	NA	Penalty Kick	Penalty Kick
	17.3 (b) Dummying	NA	Free Kick	Free Kick
	17.4 (b) to (e)Offside at the maul	NA	Penalty Kick	Penalty Kick
	17.5 (b) Illegally pulling Maul down	NA	NA	Penalty Kick
	17.6 (b) to (f) Unsuccessful end to a maul	NA	Scrum	Free Kick

IRB ELV ARU

Law Number and Title	Law Section	IRB Law Book Page Reference	Current Penalty Provision	ELV Penalty Provision
<b>Law 19 Touch and Lineout</b>	19.2 (h) Preventing a quick throw	NA	Free Kick	Free Kick
	19.2 (i) Holding onto the ball to prevent throw	NA	Penalty Kick	Penalty Kick
	19.6 (a) Incorrect throw	NA	Scrum	Free Kick
	19.6 (b) Delaying or dummying throw	NA	Free Kick	Free Kick
	19.6 (c) Repeatedly not straight	NA	Penalty Kick	Penalty Kick
	19.7 (a) Two players to form lineout and failure to form a lineout	NA	Free Kick	Free Kick
	19.7 (b) Maximum Numbers in Lineout	NA	Free Kick	Delete
	19.7 (c) Approaching and staying in lineout	NA	Free Kick	Free Kick
	19.7 (d) lineout 5 – 15 metre lines	NA	Free Kick	Free Kick
	19.7 (e) Receiver Two metres	NA	Free Kick	Free Kick
	19.7 (g) Two straight lines	NA	Free Kick	Free Kick
	19.7 (i) and (j) gap	NA	Free Kick	Free Kick
	19.7 (k) Hold, push and charge before ball thrown	NA	Penalty Kick	Penalty Kick
	19.9 (a) Offside		Penalty Kick	Penalty Kick
	19.9 (b) to (e) Interfering with opposition players	NA	Penalty Kick	Penalty Kick
	19.9 (f) Levering on a team mate	NA	Free Kick	Delete
	19.9 (f) and (g) Support and pre-grip incorrectly	NA	Free Kick	Free Kick
	19.9 (h) Early jumping	NA	Free Kick	Free Kick
	19.9 (i) Lowering player	NA	Free Kick	Free Kick
	19.9 (j) Blocking the throw in	NA	Free Kick	Free Kick
	19.9 (k) Leaving lineout except at a peel	NA	Free Kick	Free Kick

IRB ELV ARU

Law Number and Title	Law Section	IRB Law Book Page Reference	Current Penalty Provision	ELV Penalty Provision
<b>Law 19 continued</b>	19.9 (l) Inside arm	NA	Free Kick	Free Kick
	19.10 Encroachment by backs (offside)	NA	Penalty Kick	Penalty Kick
	19.11 (a) and (b) Peeling offences	NA	Free Kick	Free Kick
	19.13 (a) and (c) to (e) Offside by participants	NA	Penalty Kick	Penalty Kick
	19.14 (a) to (d) Player throwing in	NA	Penalty Kick	Penalty Kick
	19.15 (a) and (b) Offside by non participants	NA	Penalty Kick	Penalty Kick
	19.16 (d) to (f) Offside at lineout rucks and mauls	NA	Penalty Kick	Penalty Kick
<b>Law 20 Scrum</b>	20.1 (e) Delay in forming	102	Free Kick	Free Kick
	20.1 (f) Eight in scrum	102	Penalty Kick	Free Kick
	20.1 (g) Front rows coming together	102	Free Kick	Free Kick
	20.1 (h) CTPE engagement sequence	102	Free Kick	Free Kick
	20.1 (j) Charging	103	Penalty Kick	Penalty Kick
	20.1 (k) Stationery	103	Free Kick	Free Kick
	20.2 (a) and (b) Position to shove	103	Free Kick	Free Kick
	20.2 (c) Hookers position	103	Free Kick	Free Kick
	20.3 (a) to (f) Binding	103	Penalty	Free Kick
	20.3 (g) Flanker obstructing scrum half	103	Penalty Kick	Penalty Kick
	20.5 delaying put in	106	Free Kick	Free Kick
	20.6 (a) to (e) Scrum put in	106	Free Kick	Free Kick
	20.8 (a) Foot up	107	Free Kick	Free Kick
	20.8 (c) Kicking out	108	Free Kick	Free Kick
	20.8 (e) Repeated kicking out	108	Penalty Kick	Penalty Kick
	20.8 (f) Swinging	108	Penalty Kick	Penalty Kick
	20.8 (g) and (h) Twisting, dipping, collapsing	108	Penalty Kick	Penalty Kick

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Law Number and Title	Law Section	IRB Law Book Page Reference	Current Penalty Provision	ELV Penalty Provision
	20.8 (i) Lifting or forcing up	108	Penalty Kick	Penalty Kick
	20.9 (a) Collapsing	108	Penalty Kick	Penalty Kick
	20.9 (b) Handling in scrum	108	Penalty Kick	Free Kick
	20.9 (c) Only use foot	109	Free Kick	Free Kick
	20.9 (d) Returning ball to scrum	109	Free Kick	Free Kick
	20.9 (e) Falling on ball	109	Penalty Kick	Free Kick
	20.9 (f) Locks and flankers in tunnel	109	Free Kick	Free Kick
	20.9 (g) Scrum half kicking ball out scrum	109	Penalty Kick	Free Kick
	20.9 (h) Scrum half dummying	109	Free Kick	Free Kick
	20.9 (i) Scrum half levering on flanker	109	Penalty Kick	Penalty Kick
	20.12 (b) to (h) Offside provisions	109	Penalty Kick	Penalty Kick