



## Law Amendments - April 2004 Council Meeting

**These Law amendments come into effect on 1 June in both hemispheres.**

### (i) **3.14 FRONT ROW FORWARD SENT OFF OR TEMPORARILY SUSPENDED OR INJURED**

(a) After a front row player has been sent off or during the time a front row player is temporarily suspended the referee, upon awarding the next scrum, will ask that player's captain whether or not the team has another player on the field of play who is suitably trained to play in the front row. If not, the captain chooses any player from that team who then must leave the field of play and be replaced by a suitably trained front row player from the team's replacements. The captain may do this immediately prior to the next scrum or after another player has been tried in the front row.

(b) When a period of temporary suspension ends and a front row player returns to the field of play, the replacement front row player leaves the field of play and the nominated player who left the field of play for the period of the suspension may resume playing in the match.

(c) Furthermore, if, because of sending off or injury, a team cannot provide enough suitably trained front row players, the match continues with uncontested scrums.

(d) An uncontested scrum is the same as a normal scrum, except that the team do not compete for the ball, the team throwing in the ball must win it, and neither team is allowed to push.

### **SUGGESTED REWORDING**

In April 2003 a directive was sent to Unions regarding Law 3.14, with a view to rewriting this Law at a later date. This is the suggested rewording.

(a) If after a front row player has been sent off or during the time a front row player is temporarily suspended, and there are no further front row players available from the nominated team, then uncontested scrums will be ordered. It is not the responsibility of the referee to determine the suitability of trained front row replacements nor their availability, as this is a team responsibility.

### **3.5 SUITABLY TRAINED AND EXPERIENCED PLAYERS IN THE FRONT ROW**

(a) The table below indicates the numbers of suitably trained and experienced players for the front row when nominating different numbers of players.

Number of Players	Number of Suitably Trained and Experienced Players
15 or less	3 players who can play in the front row
16,17,18	4 players who can play in the front row
19,20,21,22	5 players who can play in the front row

(b) Each player in the front row and any potential replacement(s) must be suitably trained and experienced.

(c) When 19, 20, 21 or 22 players are nominated in a team there must be five players who can play in the front row to ensure that on the first occasion that a replacement hooker is required and, on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.

(d) The replacement of a front row forward may come from suitably trained and experienced players who started the match or from the nominated replacements.

Reason: To provide the necessary framework for the non-elite game, and to clarify for pragmatic reasons the position regarding front row replacements at the elite level.

### **5.4 (a) Injury**

Add a 4th paragraph:

"If a player is seriously injured and needs to be removed from the field of play, the referee has the discretion to allow the necessary time to have the injured player removed from the field-of-play."



Reason: Safety.

### **10.2 (c) Throwing into touch etc.**

Amend to read:

"A player must not intentionally throw or knock the ball with his arm or hand into touch, touch-in-goal, or over the dead ball line."

Reason: Clarification.

### **13.1 Where and how a kick-off is taken**

Delete current 13.1 and 13.2 including headings.

Amend heading to read: 13.1 Where and how a kick-off is taken

Amend text to read:

"(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 with the wrong type of kick, or from the wrong place, the opposing team has two choices:

To have the ball kicked off again, or  
To have a scrum at the centre of the half-way line and they throw in the ball"

Renumber consequential paragraphs.

### **13.13 Drop-out incorrectly taken**

Renumber to 13.12.

Amend text to read:

"If the ball is kicked off with the wrong type of kick, or from the wrong place, the opposing team has two choices:

To have another drop-out, or  
To have a scrum at the centre of the 22 metre line and they throw in the ball

Renumber consequential paragraphs.

Reason: If a player infringes in this way they should not be given a second chance.

(ii)

This Law amendment from the November 2003 Interim Meeting, has been dealt with as an item in the Proposed Law Amendments and is here by way of information.

### **15 Tackle**

Amend Definition to read:

"A tackle occurs when the ball-carrier is held by one or more opponents and is brought to ground. 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.'



Reason: Clarification.

(iii)

This Law amendment is from the November 2003 Interim Meeting.

#### **19.10 Options available to Players not in the Line-out**

Amend Exception 2 to read:

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

Delete:

"Penalty: Penalty Kick on the 15-metre line."

#### **3.4 SEVENS Players Nominated as Substitutes**

Amend to read:

"A team may nominate no more than 5 replacements/substitutes."

Reason: Inclusion of players for experience.