



## Law Amendments - April 2003 Council Meeting

### DEFINITIONS

**Attacking Team:** The team who are in their opponents half when the play is taking place there.

#### **Amend to**

**Attacking Team:** The opponents of the defending team in whose half of the ground play is taking place.

**Beyond or Behind or In Front of a Position:** With both feet, except where the context makes that inappropriate.

#### **Amend to**

**Beyond or Behind or In Front of a Position:** Means with both feet, except where the context makes that inappropriate.

**Binding:** Grasping firmly another player's body from the shoulder to the hips with the whole arm from hand to shoulder.

#### **Amend to**

**Binding:** Grasping firmly another player's body between the shoulders and the hips with the whole arm in contact from hand to shoulder.

**Dead:** The ball is out of play. This happens when the ball has gone outside the playing area and remained there, or when the referee has blown the whistle to indicate a stoppage, or when a conversion kick has been taken.

#### **Amend to**

**Dead:** The ball is out of play. This happens when the ball has gone outside the playing area and remained there, or when the referee has blown the whistle to indicate a stoppage in play, or when a conversion kick has been taken.

**Free Kick:** A kick awarded to the non-offending team for an infringement by their opponents; unless a Law states otherwise, a free kick awarded because of an infringement is awarded at the place of infringement.

#### **Amend to**

**Free Kick:** Law 21 - A kick awarded to the non-offending team after an infringement by its opponents. Unless a Law states otherwise, a free kick awarded because of an infringement is awarded at the place of infringement.

**Front Row Players:** Forward players who are made up of the loose-head prop, hooker and the tight-head prop.

#### **Amend to**

**Front Row Players:** Law 20 - The forward players who are the loose-head prop, the hooker and the tight-head prop.

**Line of touch:** An imaginary line at right angles to the touch-line at the place where the ball is thrown in from touch.

#### **Amend to**

**Line of touch:** Law 19 - An imaginary line at right angles to the touch-line at the place where the ball is thrown in from touch.



**Loose-head prop:** The left front row player in a scrum

**Amend to**

**Loose-head prop:** Law 20 - The left front row player in a scrum

**Near:** Within one metre

**Amend to**

**Near:** Law 14 - Within one metre

**Penalty Kick:** A kick awarded to the non-offending team for an infringement by their opponents; unless a Law says otherwise, a penalty kick is awarded at the place of infringement.

**Amend to**

**Penalty Kick:** Law 21 - A kick awarded to the non-offending team after an infringement by its opponents. Unless a Law says otherwise, a penalty kick is awarded at the place of infringement.

**Pre-gripping:** Gripping a team-mate in the line-out prior to the ball being thrown in

**Amend to**

**Pre-gripping:** Law 19 - Gripping a team-mate in the line-out prior to the ball being thrown in.

**Prop:** A front row player

**Amend to**

**Prop:** Law 20 - A front row player to the left or right of the hooker in a scrum.

**Scrum:** formerly named 'scrummage'; this happens when players from each team come together in scrum formation so that play can be started by throwing the ball into the scrum.

**Amend to**

**Scrum:** Law 20 - This happens when players from each team come together in scrum formation so that play can be started by throwing the ball into the scrum.

**Insert**

**The Plan:** Law 1 - The Ground.

**Throw-in:** The act of the player who throws into scrum or line-out

**Amend to**

**Throw-in:** The act of the player who throws the ball into a scrum or a line-out

**Tight-head Prop:** The right front row player in a scrum

**Amend to**

**Tight-head Prop:** Law 20 - The right front row player in a scrum

## **LAW 1 - THE GROUND**



**Amend Law 1.2 and 1.3 to read:**

## **2 REQUIRED DIMENSIONS FOR THE PLAYING ENCLOSURE**

(b) The length and breadth of the playing area are to be as near as possible to the dimensions indicated. All the areas are rectangular.

(c) The distance from the goal line to the dead-ball line should be not less than 10 metres where practicable.

## **3 LINES ON THE PLAYING ENCLOSURE**

(b) **Broken Lines:**

The 10-metre lines, which run from one touch-line to the other, are 10 metres from each side of the half-way line and parallel to it; and

The 5-metre lines, which run from one 5-metre dash line to the other, are 5 metres from and parallel to the touch-lines.

(c) **Dash Lines:**

(i) Six dash lines, each being 1 metre long, 5 metres from and parallel to each goal line positioned 5 metres and 15 metres from each touch-line and in front of each goal post.

(ii) Five dash lines, each one being 5 metres long, 15 metres in from and parallel to each of the touch-lines, intersecting the 22-metre lines, the 10-metre lines and the half-way line.

(iii) Two dash lines, 1 metre long, 15 metres from each of the touch-lines, which start and end at the 5-metre dash line.

(iv) One dash line of 0.5 metre long intersects the center of the half-way line.

All the lines must be suitably marked out according to the Plan.

## **LAW 4 - PLAYERS' CLOTHING**

**Amend Law 4. 5 (a) to read:**

**5 INSPECTION OF PLAYERS' CLOTHING** (a) The referee or the touch judges appointed by or under the authority of the match organizer must inspect the players' clothing and studs for conformity to this Law.

## **LAW 9 - METHOD OF SCORING**

**Amend Law 9.B.3 (a) first sentence to read:**

### **3 THE OPPOSING TEAM**

(a) All players of the opposing team must retire to their goal line and must not overstep that line until the kicker begins the approach to kick or starts to kick.

## **LAW 11 - OFF-SIDE AND ON-SIDE IN GENERAL PLAY**

**Amend the Definition to read:**

At the start of a game all players are on-side. As the match progresses players may find themselves in an off-side position. Such players are then liable to be penalized until they become on-side again.

In general play a player is off-side if the player is in front of a team-mate who is carrying the ball, or in front



of a team-mate who last played the ball.

Off-side means that a player is temporarily out of the game. Such players are liable to be penalized if they take part in the game.

In general play, a player can be put on-side either by an action of a team-mate or by an action of an opponent. However, the off-side player cannot be put on-side if the off-side player interferes with play; or moves forward, towards the ball, or fails to move 10 metres away from the place where the ball lands.

**Amend Law 11.4 (f), (g) to read:**

#### **OFF-SIDE UNDER THE 10 METRE LAW**

(f) The 10-Metre Law does not apply when a player kicks the ball, and an opponent charges down the kick, and a team-mate of the kicker who was in front of the imaginary 10-metre line across the field then plays the ball. The opponent was not 'waiting to play the ball' and the team-mate is on-side.

(g) If more than one player is off-side and moving forward after a team-mate has kicked ahead, the place of infringement is the position of the off-side player closest to an opponent waiting for the ball, or closest to where the ball lands.

#### **LAW 11 - OFF-SIDE AND ON-SIDE IN GENERAL PLAY**

**Amend Law 11.9 to read:**

#### **9 PUTTING ON-SIDE A PLAYER RETIRING DURING A RUCK, MAUL, SCRUM OR LINE-OUT**

When a ruck, maul, scrum or line-out forms, a player who is off-side and is retiring as required by Law remains off-side even when the opposing team wins possession and the ruck, maul, scrum or line-out has ended. The player is put on-side when he retires behind that off-side line which applies to him. No other action of the off-side player and no action of that player's team-mates can put the off-side player on-side.

If the player remains off-side the player can be put on-side only by the action of the opposing team. There are two such actions:

**Opponent runs 5 meters with ball.** When an opponent carrying the ball has run 5 meters, the off-side player is put on-side. An off-side player is not put on-side when an opponent passes the ball. Even if the opponents pass the ball several times, their action does not put the off-side player on-side.

**Opponent kicks.** When an opponent kicks the ball, the off-side player is put on-side.

#### **LAW 16 - RUCK**

**Amend Law 16.5 (a) by adding after the last sentence:**

**5 OFF-SIDE AT THE RUCK** If the hindmost foot of the hindmost player is on or behind the goal-line, the off-side line for the defending team is the goal-line.

#### **LAW 17 - MAUL**

**Amend 17.4 (a) by adding after the last sentence:**

**4 OFF-SIDE AT MAUL** If the hindmost foot of the hindmost player is on or behind the goal-line, the off-side line for the defending team is the goal-line.