

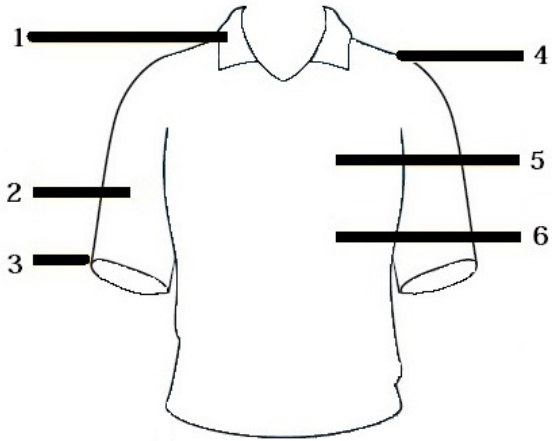
## LRG & RYC RECOMMENDATIONS TO RUGBY COMMITTEE

### LAW CLARIFICATIONS RECOMMENDED TO BE BROUGHT INTO LAW

Law Reference	Union	Request	Designated members Ruling
5 <b>TIME</b>	WRU	<p>The request for a Ruling arises from the ending of two recent international matches and is in relation to the way a restart takes place following the referee's communication that it is to be the "last play" of the match.</p> <p>If the ball is kicked directly out on the full from the restart it should be left to the referee's discretion to decide whether:</p> <p style="padding-left: 40px;">(a) If Law 10.2 (a) Intentionally Offending has occurred</p> <p style="padding-left: 40px;">(b) If Law 13.8 Kick offs/ Restarts has been fully complied with.</p>	<p>if there has been a score towards the end of the game and there is time for the kick off to take place but time will expire immediately after the kick and the kicker:</p> <ul style="list-style-type: none"> <li>• Does not kick the ball ten metres</li> <li>• Kicks the ball directly into touch</li> <li>• Kicks the ball dead on or over the opponents touch-in-goal or dead ball line</li> </ul> <p>The referee will offer the non-offending team the options provided by Law 13.7, 13.8 and 13.9 respectively and the match continues until the ball next becomes dead.</p>
12 <b>KNOCK ON</b>	SARU	<p>Law 12, definition states, "a knock-on occurs when a player loses possession of the ball and it goes forward, or when a player hits the ball forward with hand or arm, or when the ball hits the hand or arm and goes forward, and the ball touches the ground or another player before the original player can catch it." The law does not explicitly cover scenarios where the ball is knocked-out of the grasp of a ball carrier.</p> <p>We refer to ruling 4 of 2011 and believe the answer could come from this ruling.</p> <p>Concern is expressed that this type of play may affect the game going forward as the "tackle" will be down played and the slapping, knocking the ball out of the ball carrier's grasp will prevail.</p> <p>However, for the sake of clarity and consistency of ruling by referees worldwide, in the following scenarios has a knock-on occurred?</p> <ol style="list-style-type: none"> <li>1. A ball carrier from team red runs with the ball in the direction of team blue goal line, a defender/tackler from team blue attempts to tackle from behind and makes contact with his hand on the ball. This action caused the ball to be lost "forward" from the ball carrier. The last contact on the ball was that of the defender before</li> </ol>	<p>If a player in tackling an opponent makes contact with the ball and the ball goes forward from the ball carriers hands, that is a knock on.</p> <p>If a player rips the ball or deliberately knocks the ball from an opponent's hands and the ball goes forward from the ball carrier's hands, that is not a knock on.</p>

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		<p>it went forward. Is this a knock on by player red or a play on as the blue tackler knocked the ball back – similar to a rip, ruling 4 of 2011?</p> <p>2. Same scenario as above but the defender/tackler does not make contact with the ball but his action causes the ball carrier from team Blue to loose possession of the ball and it travels forward. Please confirm that this is knock-on.</p>	
<p><b>9.B.1 TAKING A CONVERSION KICK</b></p>	<p>RFU and SRU</p>	<p>1. Who can or should inform the referee of the team's decision to opt to take the conversion or not? Can anyone or must it be the captain, try scorer or conversion taker? Or any of the foregoing, bearing in mind that one of the foregoing individuals may be some distance from the referee and be inaudible?</p> <p>2. Are there any specific words or signal that must be used to indicate to the referee of the team's decision as to whether they will take the conversion or restart play?</p> <p>3. In relation to the timing restriction on when a team can opt not to take the conversion and to instead restart play, what happens if there is a delay in the referee ruling that a try has been scored (i.e. if he is behind the player or the TMO is consulted) which results in the clock going past 0.00?</p> <p>Lastly, if the team chooses not to take the conversion do they have to be set to take the restart before the clock reaches 0.00 and the hooter sounds? Or do the same principles apply regarding other restarts of play such as the lineout whereby the ball may go out of play before the clock reaches 0.00 and the lineout must still take place regardless of whether it has formed or not before 0.00?</p>	<p>A try is not scored until awarded by the Referee. The decision not to take the conversion must be relayed by the try scorer to the referee, by saying "No Kick" after the award of the try and before the time reaches 00.00. In the event of the Referee utilizing the TMO then the clock will be stopped.</p> <p>Once the decision is made to forfeit the conversion the referee will award a kick off. The kick off will take place regardless of whether players were ready at 00.00 or not.</p> <p>Clarification 3 of 2014 confirms that the ruling above applies to Fifteens and Sevens.</p>
<p><b>5 TIME</b></p>	<p>World Rugby</p>	<p>Following controversy after the Scotland v Wales game regarding the decision by the referee to blow the whistle for the end of the match, we would like a clarification in Law.</p> <p><b>Scenario 1</b> A try is scored in the last minute of a game. The conversion is kicked and after the kick, there is between 5-10 seconds left on the clock, i.e. 79:50.</p> <p>Question: Does the referee allow for a restart to be made or does he blow the whistle for the end of the match, when the clock shows 80</p>	<p><b>Scenario 1</b> A team scoring a try near the end of the match may take the conversion kick or not. Providing they decline to take the kick or take the kick within the time remaining, a restart will occur and the match will end at the next stoppage within Law. Time is taken from the strike on the ball.</p> <p>In the specific query where the conversion was kicked at 79:50 then the referee should allow for a restart.</p> <p><b>Scenario 2</b> The same logic applies, i.e. as long as the penalty kick is taken before</p>

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		<p>(i.e. 40 minutes)? There are a set of Law variations for Sevens which are different. In this specific case, why not consider the application of the Sevens variation which is clearer and could avoid such controversy?</p> <p>Law for fifteen-a-side:  5.7 (e) <i>“If time expires and the ball is not dead, or an awarded scrum or lineout has not been completed, the referee allows play to continue until the next time that the ball becomes dead. The ball becomes dead when the referee would have awarded a scrum, lineout, an option to the non-infringing team, drop out or after a conversion or successful penalty kick at goal. If a scrum has to be reset, the scrum has not been completed. If time expires and a mark, free kick or penalty kick is then awarded, the referee allows play to continue.</i>  (f) <i>If time expires after a try has been scored the referee allows time for the conversion kick to be taken.”</i></p> <p>Variation for Seven-a-side – in practice:  The team scoring a try within the last 40 seconds <i>may</i> however take the kick or not and, providing they decline the kick or take the kick with time remaining, a restart will occur and the match will end at the next stoppage within Law. Time is taken from the strike on the ball.</p> <p><b>Scenario 2</b>  Can the same logic be applied to a penalty award at the end of the game, e.g. what happens if a penalty is awarded at 79:50 and the team wants to kick to touch and take a lineout?</p>	<p>80:00 then the lineout will take place and the match will end at the next stoppage within Law. Time is taken from the strike on the ball.</p>
<p><b>4</b>  <b>PLAYERS</b>  <b>CLOTHING</b></p>	<p>FMRU</p>	<p>The Federación Mexicana de Rugby seeks clarification on the interpretation of Law 4 and Regulation 12.  Is it a requirement for a jersey to have sleeves?</p>	<p><b>Jersey construction</b>  Each playing jersey shall be composed of structural sections which are combined in order to make up a full jersey. The sleeve of a jersey must extend at least half way from the shoulder point to the elbow.</p> <p><b>Jersey (construction guide with diagram reference)</b></p> <ol style="list-style-type: none"> <li>1. Collar area (collar does not need to conform to diagrammatical representation)</li> <li>2. Sleeve</li> <li>3. Sleeve bottom</li> <li>4. Shoulder Point</li> <li>5. Torso</li> <li>6. Chest</li> </ol>

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			 <p data-bbox="1256 778 2078 943">The onus is on Unions to comply with Law 4 and in turn ensure compliance by Clubs in their jurisdiction. Any Unions who have queries with respect to the compliance of jerseys intended to be used should submit a sample of such jersey sufficiently in advance of the proposed match date to World Rugby for review. Unions are strictly liable and may be sanctioned for a failure to comply with Law 4.</p>
19.4 (b)	World Rugby	<p data-bbox="539 975 1249 1002">Law 12.1 refers to Knock-on or throw forward into touch</p> <p data-bbox="539 1029 1249 1056">Law 19.4 (b) only references knock on</p> <p data-bbox="539 1070 1249 1262">When the ball goes into touch from a knock-on, the non-offending team will be offered the choice of a lineout at the point the ball crossed the touch line; or a scrum at the place of the knock-on. The non-offending team may exercise this option by taking a quick throw-in.</p>	<p data-bbox="1256 975 2078 1002">Amend 19.4 (b) to read</p> <p data-bbox="1256 1016 2078 1166">When the ball goes into touch from a knock-on <b>or throw forward</b> , the non-offending team will be offered the choice of a lineout at the point the ball crossed the touch line; or a scrum at the place of the knock-on. The non-offending team may exercise this option by taking a quick throw-in.</p>