IRB GLOBAL LAW TRIALS

The IRB Council have implemented a global trial of Law amendments aimed at speeding the game up, simplifying the Laws, and improving outcomes at scrum.

These Laws have been adopted since September in the Northern Hemisphere and will apply in Australia to all U19 and senior rugby from 1st March, 2013. Some competitions and matches may utilise these Laws earlier. The major Law amendments are summarised as follows:

LAW	EXPLANATION
9	Conversion kicks following a try must be taken within 90 seconds from the time the try was scored.
12	If a player knocks the ball on, or throws the ball forward, and the ball goes into touch, the non-offending team will be offered the choice of a lineout where the ball went into touch, or a scrum at the place of the knock on or throw forward.
16	When the ball has been clearly won by a team at a ruck and the ball is available to be played, the referee will call "Use it!" after which the ball must be played within five seconds. If the ball is not played within five seconds the referee will award a scrum. The team not in possession of the ball at the ruck is awarded the throw-in.
17	If a maul goes to ground legally, and the ball is immediately available to be played, the referee will call "Use it!", after which the ball must be played within five seconds. If the ball is not played within five seconds the referee will award a scrum. The team not in possession of the ball is awarded the throw-in.
19	For a quick throw-in, the player may be anywhere outside the field of play between the line of touch and the player's goal line. (Previously a quick throw-in was only allowed between the place where the ball went into touch and the player's goal line.)
20	Scrum engagement sequence changes from "Crouch – Touch – Pause – Engage" to "Crouch – Touch – Set". The new engagement sequence must still be a controlled process with a non-verbal pause between 'touch' and 'set' to allow front-rowers to sight their target.
21	A team awarded a free kick or a penalty kick at a lineout may choose to have a further lineout with their throw (ie without having to kick the ball into touch again).

The IRB Laws of the Game, Sevens Rugby, Ten-A-Side Rugby, Australian Under 19 Law Variations, TryRugby Kids Pathway Laws and Game Management Guidelines are available at www.tryrugby.com.au/laws