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# Update on Laws Season 2017 Rugby Union

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World Rugby Laws: <http://laws.worldrugby.org>

World Rugby's 2017 law changes are launched at two different dates:

January 1<sup>st</sup>, 2017 for Southern Hemisphere

July 1<sup>st</sup>, 2017 for Northern Hemisphere

However, since Norway's season is based on calendar year (i.e. the season runs within the year 2017), Norges Rugbyforbund has decided to adopt those law changes as of January 1<sup>st</sup>, 2017 for all Domestic Competitions.

Those changes include:

- High & Dangerous Tackles
- Law 3 – Number of Players – The Team
- Law 5 – Time
- Law 8 – Advantage
- Law 9 – Method of Scoring



# High & Dangerous Tackles

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## Not a Law Change but ramping up the sanctions

- Reasoning: Decrease the number of Head Injuries and Concussions
- **In Short: NO CONTACT with opponent's head during tackle**
- Difference between Reckless & Accidental depends on tackler being in control of his/her movements

## Reckless Tackle:

- A player is deemed to have made reckless contact during a tackle or attempted tackle or during other phases of the game if in making contact, the player knew or should have known that there was a risk of making contact with the head of an opponent, but did so anyway. This sanction applies even if the tackle starts below the line of the shoulders.
- Minimum Sanction: Yellow Card                      Maximum Sanction: Red Card

## Accidental Tackle

- When making contact with another player during a tackle or attempted tackle or during other phases of the game, if a player makes accidental contact with an opponent's head, either directly or where the tackle starts below the line of the shoulders, the player MAY be sanctioned.
- Minimum Sanction: Penalty

More info/video here: <http://laws.worldrugby.org/?domain=9&language=EN>



# Law 3 – Number of Players – The Team

## 3.6 (Uncontested Scrums)

*Add (h) Uncontested scrums as a result of a sending off, temporary suspension or injury must be played with eight players per side.*

- *Reasoning: To discourage teams from going to uncontested scrums.*

If a forward player is:

- Injured
  - Yellow Card'd
  - Red Card'd
  - → Uncontested Scrums will still have to be played with 8 players on each side.
- Example: Prop is injured with no suitable replacement. Uncontested Scrum but team will still have to have 8 players in the scrum – No Backline advantage.



# Law 5 – Time

## **Add to 5.7(e)**

*If a penalty is kicked into touch after time has elapsed without touching another player, the referee allows the throw-in to be taken and play continues until the next time the ball becomes dead.*

- *Reasoning: To discourage teams from infringing in the dying moments of the game.*

→ A team may “go for touch/line-out” on a penalty even if the time of the game has elapsed.

- *This is aimed at preventing defensive team to stop the game with a penalty*

- Example: France-Wales, March 18<sup>th</sup> 2017: Under new law, France could have kicked to have a line-out even at the 95<sup>th</sup> minute.



# Law 8 – Advantage

## **Add to 8.1(a)**

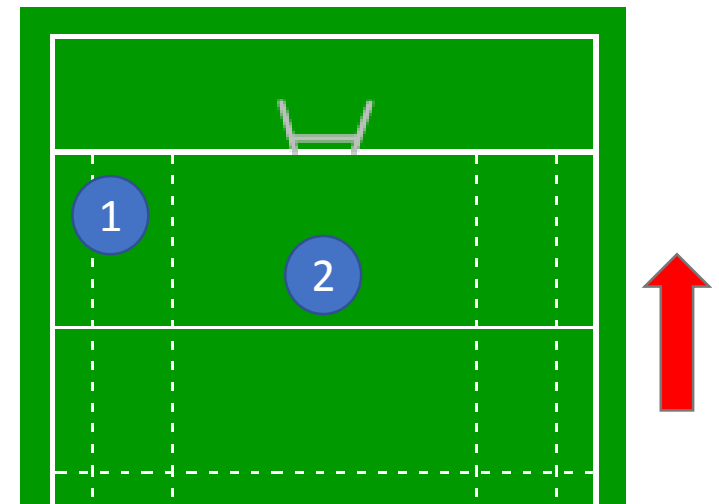
- *When there are multiple penalty infringements by the same team, the referee may allow the captain of the non-offending team to choose the most advantageous of the penalty marks.*
- *Reasoning: To discourage repeat offending when advantage is already being played and to reward teams against whom repeat offending has taken place.*

→ Teams that receive multiple advantages can choose best location for penalty.

## Example:

- First advantage happens on location 1.  
Second advantage on location 2.

With new law, team can ask for location 2 as penalty mark.





# Law 9 – Method of Scoring

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## **9.A.1 (points values)**

- *Penalty Try. If a player would probably have scored a try but for foul play by an opponent, a penalty try is awarded. No conversion is attempted.*
- *Value: 7 points*
- *Reasoning: To discourage teams from illegally preventing a probable try from being scored while also saving time on the clock by negating the need for a conversion.*

→ Penalty Try: 7 points. No Conversion.

- To discourage teams
- To save time on the clock

Thanks & Have a Great Season!





