

Five changes to the Laws of the Game will be trialled globally in 2017, following their approval at the World Rugby Council meeting in London in November.

They will apply across all competitions in New Zealand from 1 January 2017.

Law Reference	Trial Details
<u>3.5 (h) Front Row replacements</u>	To discourage teams from going to uncontested scrums, if, because of a sending off or injury, a team cannot provide enough suitably trained front row players, the match continues with uncontested scrums, the scrums have to be played with eight players per side.
<u>5.7(e) Other Time regulations</u>	In order to increase the penalty for infringing in the dying moments of the game, if time expires and a mark, free kick or penalty kick is then awarded, the referee allows play to continue. If time expires and a player then kicks to touch from a penalty kick anywhere in the playing area, the referee allows the throw-in to be taken, and play continues until the next time that the ball becomes dead.
<u>8.1 Advantage in practise</u>	8.1“(a)”Add sentence:(a) The referee is sole judge of whether or not a team has gained an advantage. The referee has wide discretion when making decisions. For multiple penalised infringements, the referee has the discretion to allow the captain of the team for whom the penalty has been awarded, to choose from which of the points of penalty on the field, the penalty may be taken.
<u>9.A.1 Points values – Penalty try</u>	If a player would probably have scored a try but for foul play by an opponent, a penalty try is awarded. The conversion kick shall not be taken after a penalty try is awarded. Value = seven points as above (9.A.1).
<u>19 Touch</u>	Simplify the law relating to touch for officials, players, coaches and fans, promote consistency across the game and increase ball in play time. Who has taken the ball into touch is determined by who last had possession or played the ball before the ball went into touch. <ol style="list-style-type: none"> Clarify the existing law definition at the front of the law book so that a player who is attempting to bring the ball under control is deemed to be in possession of the ball. This is existing practice and means that a player does not have to be in contact with the ball at the moment the player touches the touchline for the ball to be in touch. This clarification makes it easier for the match officials to judge whether or not the ball is in touch if the player is “juggling” with it in an attempt to bring it under control. Permit a player to jump from the playing area and return a ball to play that has reached the plane of touch provided the player does so before he or she lands in touch. Permit a ball carrier whose momentum takes him or her over the touchline, to return the ball to play provided that neither the player nor the ball lands in touch before the ball is released. Change the law so that a player who is in touch who catches or picks up a ball that has not reached the plane of touch is deemed to have taken the ball into touch. There is no proposal to change the existing law that permits a player, who is in touch, from playing a ball that has not reached the plane of touch providing that the player does not take possession of the ball while the player is in touch.