

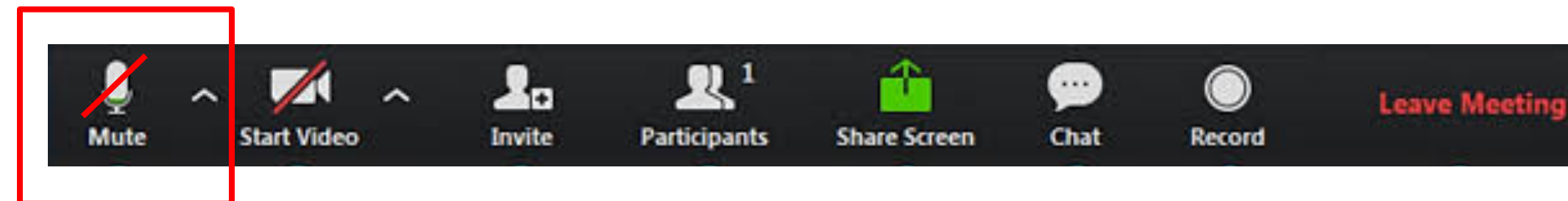


# Return to Rugby Law Adaptions

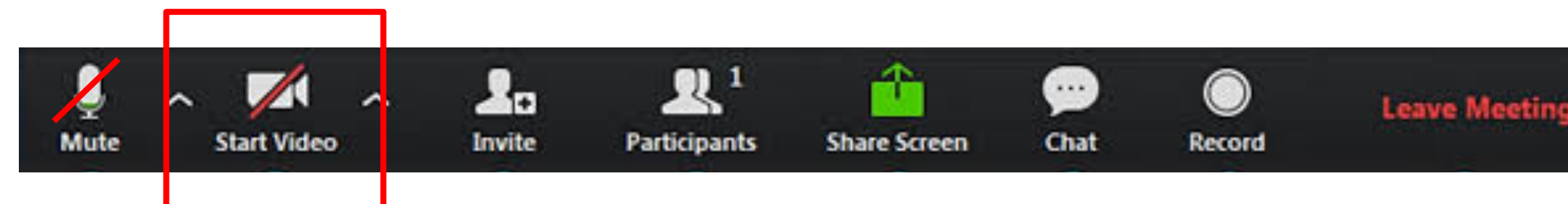
Leicestershire Society of Rugby Union  
Referee's



# HouseKeeping



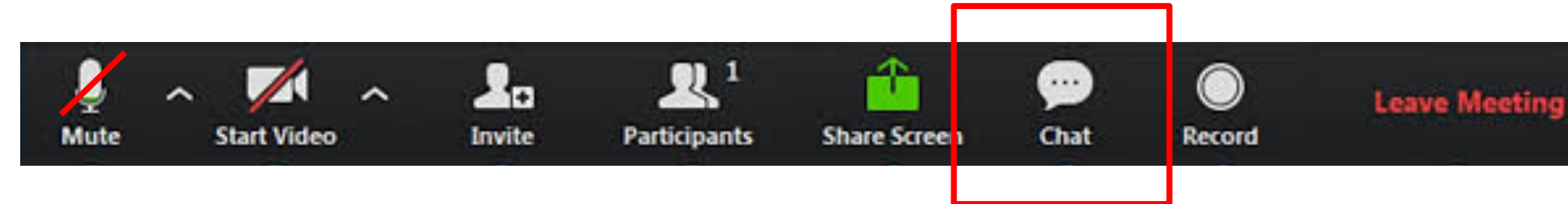
Please mute your microphones so that a **red line goes through the logo**



Make sure cameras are turned off so that a **red line goes through the logo**



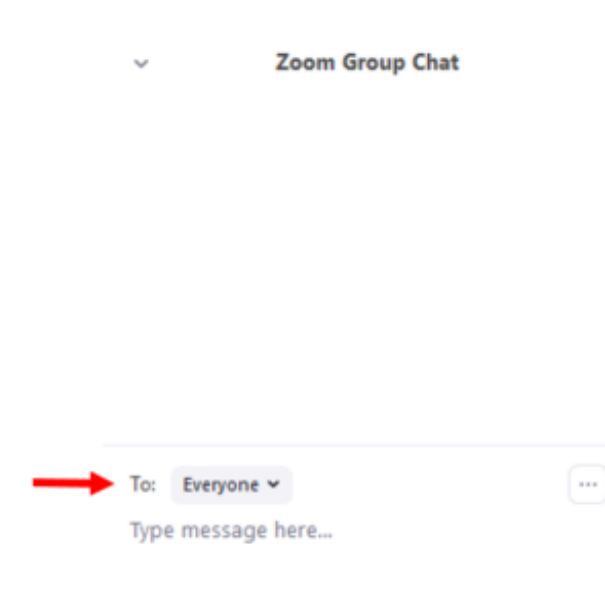
# HouseKeeping



If you want to ask a question please select the chat box

You will see this box pop up

Select the everyone tab



Then select "Luke Thompson"

Type your question followed by your full name

Luke will then send your message to me which I will answer at the end of the slide.

If I do not fully understand I will ask you to un-mute your microphone and ask the question directly to the group

## Stage E – Current Stage

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- Increased contact training permitted
- Contact fixtures under law variations permitted from 18<sup>th</sup> December 2020

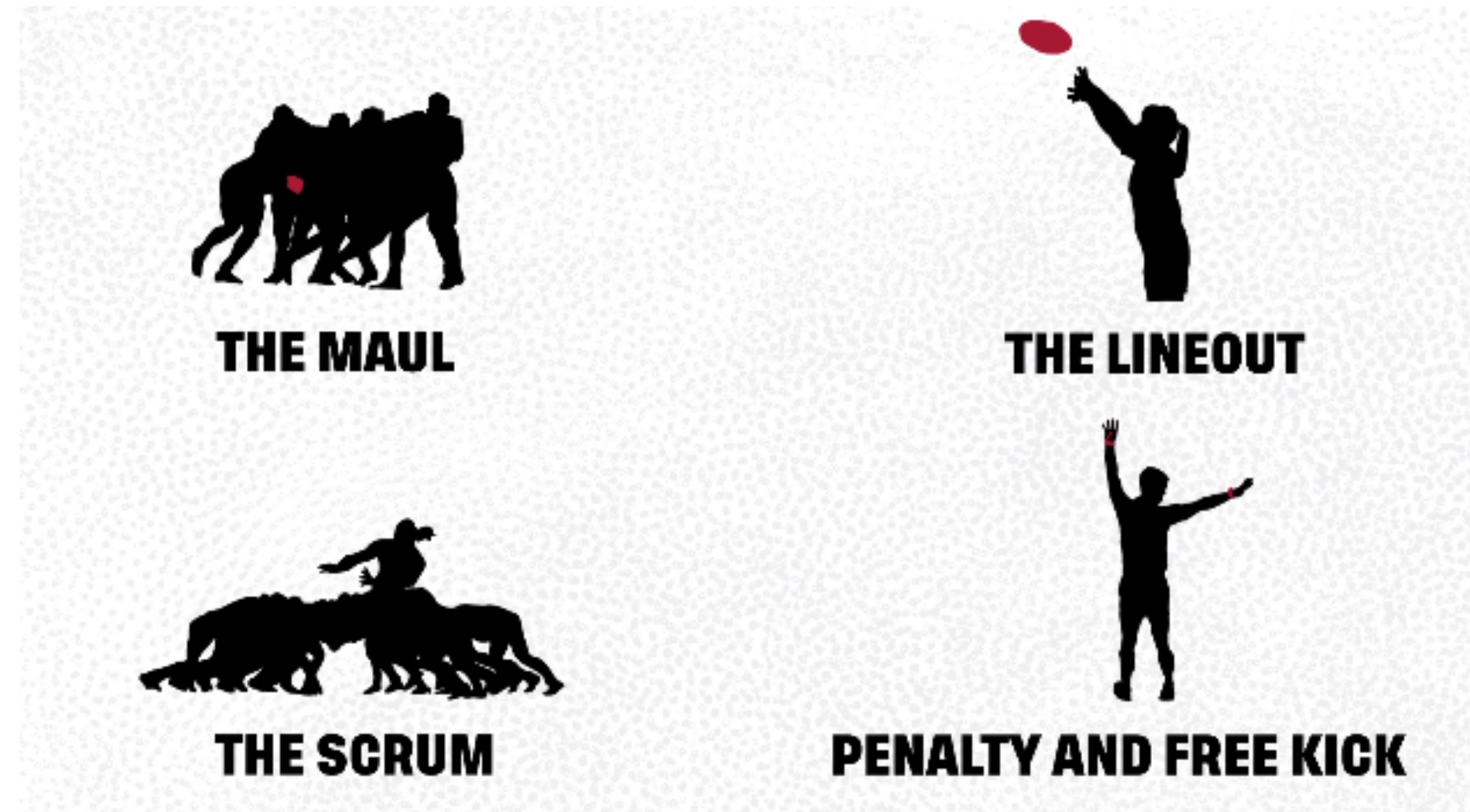
### Adapted Law Variations



Relaxations of restrictions on outdoor contact sports Law variations reduce risk of F2F & close contact exposure low enough to allow progression to adapted contact matches and training activities

More information is available on the  
[Return to rugby roadmap – Stage E Webinar](#)

# Four Key areas of change





## COVID-19 Law Variations 2020/21 FACT SHEET



### The principal changes are to:

1. Suspend Law 19 (other than the amended Law 19.1 below) in its entirety.
2. Suspend Law 16 in its entirety.

### **Law 16: The Maul is suspended in its entirety**

Players must not bind onto a team-mate who is in possession of the ball.

Sanction: Penalty kick.

When one or more players come into contact with an opposing ball carrier and do not bring that player to ground, those players may attempt to gain possession of the ball if done immediately, but thereafter must not prevent the ball carrier from playing the ball.

**Sanction:** Penalty kick to the team in possession of the ball.

No other player may join these players in contact.

**Sanction:** Penalty kick against arriving players.

The ball carrier must play the ball immediately.

**Sanction:** Penalty kick to the team not in possession.

### **Law 18 Lineout**

**18.11** – Forming a Lineout. The throwing team must, when forming the lineout, have a minimum of five players and maximum of seven players.

**Sanction:** Free-kick to the non-throwing team.

**18.14** - Amend to - The non-throwing team must match the number of players in the lineout with the throwing team. Sanction: Free-kick to the throwing team. The player winning the ball in the lineout must either pass the ball immediately, release it to a teammate or leave the lineout as soon as they land on the ground.

**Sanction:** Free-kick.

**NB:** *Law 18.3 & 4 (quick throw) have not been varied.*

### **Law 19 Scrum**

**19.1** - Principle. Amend to Where the game would restart play with a scrum, is replaced with a Free-kick in all circumstances.

Law 5 Time

**5.7 a:** Delete 'scrum'.

**5.7 b:** Amend to - The referee awards a Penalty or Free-kick, other than a Free-kick for which a scrum would have been awarded previously. (This will end the half or full-time.)

**5.9** - Irrespective of the weather conditions, the referee has the discretion to allow water breaks at any stage of the match.

### **Law 20 Penalty and Free-Kick**

**20.3** - Amend to - A team awarded a Penalty or Free-kick may not choose a scrum.

**20.4** – Amend to - A team awarded a Penalty or Free-kick at a lineout may instead choose another lineout at the same mark.

**20.11** - Amend to - Taking a Penalty or Free-Kick. The ball must be kicked a visible distance. If the kicker is holding it, it must clearly leave the hands. If it is on the ground, it must clearly leave the mark. At a free-kick, other than on either five-metre lines, once the kick has been taken legally, the kicker may not run with the ball. Sanction: Free-kick.

**NB:** *For the avoidance of doubt, there is no change to the law relating to taking a penalty kick, which can be played immediately, and the kicker may run with the ball.*



Training Officer  
George Richardson

# Scrum

**No Scrums will take place**

## 19.1 - Principle

Where the game would restart play with a scrum, this is replaced with a free kick in all circumstances.

NB: When a scrum offence occurs after the expiry of half or full time, that offence will end that period of the game. No free kick will be awarded.

*Clarification – These free kicks are designed as a method of restarting the game and will not be escalated in sanction. The tempo of the free kicks will be determined by the match officials and are not to be taken quickly.*





Training Officer  
George Richardson

# Free Kick

## Law 20.11 – Taking a free kick

‘Taking a Free Kick. The ball must be kicked a visible distance. If the kicker is holding it, it must leave the hands. If it is on the ground, it must clearly leave the mark. Once the free kick has been successfully taken, the kicker may not play the ball again unless the free-kick has been awarded on either of the 5m lines.’

*Clarification – a player who taps the ball must then make a pass to another player or kick the ball, **unless** the mark for the free kick is on the 5m line (infringement occurs between 5m and goal line). If this is the case, the player who taps the ball may play the ball themselves.*

## Law 20.3 – Options at a penalty or free kick

A team awarded a penalty or free kick may not chose a scrum

## Law 20.4 – Options at a penalty or free kick

A team awarded a penalty or free kick at a lineout may instead chose another lineout at the same mark





# Questions on Scrum or free kick?

[SCRUMS FINAL CLIPS - YouTube](#)

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## LAW 19 | PREVIOUS SCRUM INFRINGEMENTS

Infringement	Mark	Who takes the Free Kick?
A knock-on or throw forward, apart from at a lineout.	The place of infringement.	The non-offending side.
A knock-on or throw forward at a lineout; incorrect throw at a lineout; incorrect quick throw.	15 metres in from the mark of touch.	The non-offending side.
Offside in open play (where it would be a scrum option).	The place of infringement.	The non-offending side.
The ball is taken into in-goal by the defending team and made dead.	On the 5m line, point closest to where the ball was made dead.	The attacking team.
An unplayable tackle or ruck.	The point closest to where the tackle or ruck took place.	The team last moving forward. If neither team was moving forward, the attacking team.
An incorrect kick-off or restart kick (scrum option).	At the middle point of the half-way line or 22-metre line if the restart kick was a 22 drop-out.	The non-kicking team.
Failure to "use it" at a ruck.	The point closest to where the ruck took place.	The team not in possession.
The ball or ball-carrier touches the referee and either team gains an advantage.	At the point closest to the incident.	The team that last played the ball.
Stoppage due to injury.	At the point where the ball was last played.	The team last in possession.
A penalty attempt at goal not taken within the time limit.	At the point closest to where the penalty was awarded.	The non-offending team.
Where the referee would award a scrum for any other reason not covered in law.	At the point closest to the place of stoppage.	The team that was last moving forward or, if neither team was moving forward, the attacking team.

**THE TEMPO OF FREE KICKS FOR THE ABOVE INFRINGEMENTS WILL BE CONTROLLED BY MATCH OFFICIALS**





Training Officer  
George Richardson

# Penalty

## Law 20.11 – Taking a penalty

**When a penalty or free-kick is awarded, the opposing team must immediately retreat 10 meters towards their own goal line or until they have reached their own goal line if that is closer.**

## Law 20.3 – Options at a penalty or free kick

A team awarded a penalty or free kick may not chose a scrum

## Law 20.4 – Options at a penalty or free kick

A team awarded a penalty or free kick at a lineout may instead chose another lineout at the same mark



# Questions on Penalty and free kick options?

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# Lineout



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## 18.11 – Forming a lineout

A minimum of five players and maximum of seven players from each team are required to form a lineout.

## 18.14 – Forming a lineout

The non throwing in team must match the numbers of players in the line out of the team throwing in.

*Clarification – There will be no sanction if the requirements above are not met on the first occasion. The lineout will be re-set with the variations adhered to. This can then be managed with sanction thereafter.*

The team winning the ball in a lineout will either pass immediately or release the ball to a teammate as soon as they land on the ground, no maul shall be formed.



# Questions on lineout?



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George Richardson

[LINEOUT LV CLIPS - YouTube](#)



# Maul

**No mauls will take place**

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Union Referee's



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George Richardson

## 16.1 – Principle

It will be illegal for a maul to take place

Players must not bind onto a team-mate who is in possession of the ball.

**Sanction:** Penalty kick.

When one or more players come into contact with an opposing ball carrier and do not bring that player to ground, those players may attempt to gain possession of the ball if done immediately, but thereafter must not prevent the ball carrier from playing the ball.

**Sanction:** Penalty kick to the team in possession of the ball.

No other player may join these players in contact. Sanction: Penalty kick against arriving players. The ball carrier must play the ball immediately.

**Sanction:** Penalty kick to the team not in possession.



# Questions on Maul?

[MAUL LVs CLIPS - YouTube](#)

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Union Referee's



Training Officer  
George Richardson



# What we are doing to keep you safe

Sending you locally to avoid travel and stops

Providing you with an email/text confirmation prior to all  
games in case of police stop

Doing a training session with all referees to ensure you  
understand the Covid guidelines

Removing our dress code for games and replacing with Covid  
friendly guide

Training Coaches around the county and updating on new  
laws/adaptions so that you do not have to.





Leicestershire Society of Rugby Union

***Referees***

Match Official Covid-19 Guidance



# Prior to Match Day

- Give the current situation careful thought and make an informed decision, as to whether or not you want to re-start refereeing, at this time.
- Making yourself available for fixtures, indicates to the Society that you are aware of the Risks due to Covid-19, of refereeing a rugby match and you are happy to take these Risks.
- You must have received the training from the LSRUR Training Officer, on the new Law Variations and the Covid-19 measures that we and the Clubs, will be taking.
- The appointments secretaries will endeavour to keep you as local as possible, but if you do not want to travel, or go to a particular club, let the Society know asap.



# Prior to leaving home for the match

Ensure you have a text/email of the appointment confirmation with you, just in case you are stopped by the authorities on the way to the match

Symptom self-check:

*Do not leave home for the fixture if you have :-*

A high temperature

A new, persistent cough

Loss of, or change to, your sense of taste or smell



# At the Club

- Arrive changed for the game so you do not have to enter the changing rooms
- Consider wearing a mask for arrival, briefings and for the time leading up to the game
- Take your own, labelled, water bottle
- Take your own hand sanitiser and clean hands at regular intervals
- Conduct all briefings and equipment checks out of doors - You are **NOT** expected to go through variations with teams, captains or coaches
- Carry out the coin toss yourself
- Do not give out your own Assistant Referee flags to the volunteers who will be running touch. Ask them to use a training bib, for example
- Follow social distancing at all times, outside of game times, including water breaks
- Do not engage in handshakes or 'tunnels', post-game
- Take a tracksuit to wear after the game and return home for a shower



Leicestershire Society of Rugby Union

***Coaches/Assessors***

Match Official Covid-19 Guidance



# Prior to Match Day

- Give the current situation careful thought and make an informed decision, as to whether or not you want to re-start Match Observing at this time.
- Making yourself available for fixtures, indicates to the Society that you are aware of the Risks due to Covid-19, of refereeing a rugby match and you are happy to take these Risks.
- You must have received the training from the LSRUR Training Officer, on the new Law Variations and the Covid-19 measures that we and the Clubs, will be taking.
- MODO will endeavour to keep you as local as possible, but if you do not want to travel, or go to a particular club, let the Society know asap.
- Ensure you have a copy of the email of the appointment confirmation with you, just in case you are stopped by the authorities on the way to the match



# Prior to leaving home for the match

Ensure you have a text/email of the appointment confirmation with you, just in case you are stopped by the authorities on the way to the match

Symptom self-check:

*Do not leave home for the fixture if you have : -*

A high temperature

A new, persistent cough

Loss of, or change to, your sense of taste or smell



# At the Club

- Avoid entering the changing rooms
- Consider wearing a mask for arrival, briefings and for the time leading up to the game
- Try to distance yourself from other spectators during the match. If you are unavoidably close to other people (spectators, etc), wear a mask
- Take your own hand sanitiser; and clean hands at regular intervals
- Conduct all briefings out of doors - You are **NOT** expected to go through variations with teams, captains or coaches
- Follow social distancing at all times, outside of game times.
- Do not engage in handshakes
- Consider carrying out the Referee debrief by telephone or other social media

