

# World Rugby Global Law Trials

## Frequently Asked Questions

The World Rugby Global Law Trials apply to all rugby from 1<sup>st</sup> August 2021.

You will find a short explanation of each Law Trial and some FAQs below. More resources, including video clips, can be found on the World Rugby website by clicking here <https://www.world.rugby/the-game/laws/global-law-trials>.

### **50:22**

A player, in their own half, kicks the ball indirectly into touch in the opposition's 22. Either the team did not take the ball into their half, or a tackle, ruck or maul took place within the half, or an opponent touched the ball within the half. If a 50:22 kick is achieved the kicking team throw into the lineout. This variation does not apply at a kick-off or any type of restart kick.

#### **Primary intention**

To encourage the defensive team to put more players in the backfield, thereby creating more attacking space and reducing defensive line speed.

**Does there need to be a phase of play before a 50:22 kick can be attempted?** No. Once possession is gained within their own half a team can achieve a 50:22 kick.

**What happens if a team carry or pass the ball back into their own half?** When this happens there must be a phase of play (tackle, ruck, maul) or an opponent must touch the ball before a successful 50:22 kick can be achieved.

**Can a 50:22 kick be achieved directly from a FK or PK?** Yes. There is no requirement to 'tap' the ball first.

**Can a 50:22 kick be achieved after gaining possession from a scrum or lineout in your own half?** Yes.

**Does the ball have to 'carry' into the 22 before bouncing into touch?** No. The ball can bounce before the 22m line and roll into touch inside the 22 to be successful.

**Can a quick throw in be taken after a successful 50:22 kick?** Yes.

### **Goal Line Drop-Out**

If the ball is held up in in-goal, there is a knock-on from an attacking player in in-goal, or an attacking kick is grounded in in-goal or made dead by the defenders, then play restarts with a goal line drop-out anywhere along the goal line.

#### **Primary intention**

To encourage variety in attacking play close to the goal line and to increase ball in play time by replacing a scrum with a kick that must be taken without delay. An opportunity for counter attack is also created.

**There are three situations where a goal line drop-out will be awarded:**

- Attacking team carry the ball in to in-goal and the ball is subsequently held up.
- Attacking team carry the ball across the goal line and subsequently knock the ball on in in-goal.
- Attacking team, in open play, or from a FK or PK, kick the ball into their opponents in-goal, and it is grounded or made dead by the defence. This does not apply from an attempted kick at goal or drop goal, or goal line drop outs, 22m drop outs or half way line restarts.

**What happens if the goal line drop-out goes directly into touch?** If the ball goes directly into touch, the non-kicking team chooses one of the following:

- To have the kick retaken.
- 5m Scrum in line with where the ball was kicked.
- 5m Lineout on the side the ball went into touch.
- Quick throw.

**Where is the kick taken?** From behind the goal line, anywhere along the goal line.

**How far does the ball have to travel?** The ball must reach the 5m line.

**What happens if the goal line drop-out doesn't reach the 5m line?** Advantage may apply. If no advantage is gained the receiving team has the option of the kick being retaken or a 5m scrum in line with where the ball was kicked.

**What happens if a goal line drop-out reaches the opponent's in-goal area?** If the ball is grounded without delay by the receiving team, a scrum back on the 5m line in line with where the ball was kicked will be awarded.

**Can a goal line drop-out be charged down?** Yes, although the defending team must be behind the 5m line and must not cross the 5m line before the ball is kicked (Sanction - FK on the 5m line, in line with where the ball was kicked).

**What if the ball is grounded in in-goal or made dead by the defending team, which has resulted from knock-on in the field of play?** Scrum where the ball was knocked-on.

**What is the sanction for a player being in front of the kicker?** The sanction for the kicking team being in front of the kicker is a 5m scrum to the receiving team in line with where the ball was kicked.

**Is there a time limit on the goal line drop-out being taken?** A drop-out must be taken without delay. (Sanction - FK anywhere along the 5m line).

**Can a goal line drop-out be taken quickly?** Yes. Players ahead of the kicker in this instance must not interfere with play until brought onside. If a player is illegally prevented from taking a quick goal line drop-out the sanction is a PK, to be taken on the 5m line, in line with where the offence occurred.

## **Flying Wedge**

To sanction the multi person pre-bound mini-scrum by redefining the flying wedge.

### **Primary intention**

To reduce the number of events where the ball carrier and multiple support players are bound (latched) prior to contact, and to protect the tackler who can be faced with the combined force of three or more opposing players.

**What is the definition of 'latched'?** Bound to a team-mate prior to contact (Grasping another player's body firmly between the shoulders and the hips with the whole arm in contact from hand to shoulder).

**Is one player still permitted to latch onto the ball carrier prior to contact?** Yes. See below in one player pre-latched section.

**Can other players still bind on to the ball carrier and drive forward immediately after contact?** Yes.

## **One Player Pre-Latched**

To recognise the potential for one player latching prior to contact, but this player must observe all the requirements for a first arriving player, particularly the need to stay on their feet.

### **Primary intention**

To be more consistent in the management of the one person latched player.

**Can the latched player be tackled?** No, only the ball carrier can be tackled and brought to ground. However, the latcher can be engaged by defenders if that player has a full arm bind.

**Can the latched player be in front of the ball carrier?** No. The latcher must be level with or behind the ball carrier.

**What must the latcher do?** The latcher must stay on their feet when the tackle occurs. If the latcher goes to ground and seals off the ball they should be penalised. If the latcher goes to ground but does not prevent a fair contest for possession, play can continue.

**Are there any other actions the referee must be aware of?** The latcher, or any teammate, are not permitted to propel or throw the ball carrier into contact. This is dangerous play and should be sanctioned with a PK.

## **Cleanout and Safety of the Jackler**

To introduce a sanction for clean outs which target or drop weight onto the lower limbs.

### **Primary intention**

To reduce injury risk to the player being cleaned out.

**What is the definition of the Jackler?** The jackler is a team-mate of the tackler. They must remain on their feet to contest for possession. If previously involved in the tackle, they must clearly release the ball and ball-carrier before contesting for possession.

**Is a defending player permitted to roll out the jackler?** Yes. The Jackler must be grasped between armpits and waist.

**When entering a ruck, or when cleaning out a jackler, do players still have to bind onto an opponent or a team-mate?** Yes, charging into a breakdown or ruck without binding is considered dangerous play.

**Can the latcher's legs be lifted?** Yes, so long as the player enters the breakdown legally (through the gate) and the legs aren't taken beyond horizontal.

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