

## Law Text Changes – 2021 Global Law Trials



Following are the details of all of the Global Law Trials going into effect on August 2. These are the changes in wording to the Laws collected here in one place. We strongly recommend reviewing additional text and videos available at: <https://www.world.rugby/the-game/laws/global-law-trials>.

If anything here conflicts with the World Rugby website, that website controls.

### Official Summaries

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#### 50:22

*The trial:* If the team in possession kicks the ball from inside their own half indirectly into touch inside their opponents' 22, they will throw into the resultant lineout. The ball cannot be passed or carried back into the defensive half for the 50:22 to be played. The phase must originate inside the defensive half.

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

*Links to law:* [Law 18.8a](#)

#### **Goal line drop-out**

*The trial:* 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 by the defenders in their own in-goal, 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.

*Links to law:* [Law 12](#) (restart kicks section), [Law 21.16](#)

#### **Flying wedge**

*The trial:* To sanction the three person pre-bound mini-scrum by redefining the flying wedge.

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

*Links to law:* [New definition of 'latched'](#), [Amended definition of 'flying wedge'](#), [Deletion of definition of 'cavalry charge'](#), [Law 9.22](#)

#### **1-player pre-latched**

*The trial:* To recognise the potential for 1-player pre-latching prior to contact, but this player must observe all of 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 1-person pre-latched player.

#### **Cleanout and the safety of the jackler**

*The trial:* 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.

*Links to law:* [New definition of 'jackler'](#), [Law 9.20](#)

## Law Text Changes

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### DEFINITIONS

**Cavalry Charge:** definition deleted

**Flying wedge:** An illegal type of attack, which usually happens near the goal line, either from a penalty or free-kick or in open play. Team-mates are latched on each side of the ball-carrier in a wedge formation before engaging the opposition. Often one or more of these team-mates is in front of the ball-carrier.

**Jackler:** The jackler is the first arriving team-mate of the tackler at the tackle. They must remain on their feet to contest directly onto the ball. If previously involved in the tackle, they must first clearly release the ball carrier before contesting for the ball.

**Latched:** Bound to a team-mate prior to contact.

### Law 9. Foul Play

**9.20d:** A player may lever the jackler out of the contest at the ruck but must not drop their weight onto them or target the lower limbs.

**9.22:** Teams must not use the 'flying wedge'.

### Law 12. Kick-off and Restart Kicks

*Other restart kicks (drop-outs)*

**11.** Play is restarted with a 22-metre drop-out when an unsuccessful penalty goal or dropped goal attempt is grounded or made dead in in-goal by the defending team, or the ball goes dead through in-goal from one [of] these attempts.

**12.** Play is restarted with a goal line drop-out when:

- a. The ball is played or taken into in-goal by an attacking player and is held up by an opponent.
- b. An attacking kick, other than a kick-off, restart kick following a score, drop goal, drop-out or penalty attempt, is grounded or made dead in in-goal by the defending team.
- c. An attacking player knocks on in the opponents' in-goal.

Type of restart kick	Location of kick	Sanction line
22-metre drop out	On or behind the defending team's 22-metre line.	The 22-metre line.
Goal line drop-out	On or behind the defending team's goal line.	The five-metre line.

**13.** A drop-out:

- a. Is taken at the location specified in the table. Sanction: Scrum.
- b. Must be taken without delay. Sanction: Free-kick.
- c. Must cross the sanction line as specified in the table. Sanction: The non-kicking team has the option of the kick being retaken or a scrum.
- d. Must not go directly into touch. Sanction: The opposing team chooses one of the following:
  - i. The drop-out being retaken; or
  - ii. A scrum;
  - iii. A lineout; or
  - iv. A quick-throw.

**14.** An opponent must not advance in front of the sanction line before the ball is kicked.

Sanction: Free-kick.

**15.** An opponent, who is in front of the sanction line, may not delay or obstruct the drop-out. Sanction: Penalty.

**16.** If the ball crosses the sanction line but is then blown back, play continues.

**17.** If the ball does not cross the sanction line, advantage may apply.

**18.** If a drop-out reaches the opponents' in-goal without touching any player and an opponent grounds the ball without delay or it goes into touch-in-goal or on or over the dead-ball line, the non-kicking team has the option of having the kick retaken or a scrum.

**19.** The team-mates of the kicker must be behind the ball when it is kicked. Those who are in front of the ball when it is kicked may be sanctioned unless they retire and do not interfere with play until they are put onside by the actions of a team-mate. Sanction: Scrum.

**Law 18. Touch, Quick Throw and Lineout [This change is known as "50:22"]**

**8.** Where the game is restarted with a lineout and which team throws in is determined as follows:

a. General

Event	Location of the mark of touch	Who throws in
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. This variation does not apply at a kick-off or any type of restart kick.	Where the ball reaches the touchline	The kicking team
The ball-carrier goes into touch or kicks the ball indirectly into touch (other than kicking from inside their own half into touch in the opposition's 22).	Where the player or ball touches the touchline or the ground beyond it.	The opposition.

b. Ball is kicked directly into touch from a kick-off or restart kick

Event	Location of the mark of touch	Who throws in
The ball goes directly into touch from a drop-out.	If the touch option is taken, then the throw is where the ball reaches the touchline or on the drop-out's sanction line, whichever is nearer to the kicker's goal line.	The non-kicking team.

### Law 19. Scrum

1. Where the game is restarted with a scrum and which team throws in is determined as follows:

Infringement / stoppage	Location of scrum	Who throws in
An incorrect kick-off or restart kick (scrum option).	In the scrum zone, as near as possible to the middle point of the line behind which the kick-off or restart kick was taken.	The non-kicking team.

### Law 20. Penalty and Free Kick

1. The mark for a penalty or free-kick must be in the field of play and be no closer than five metres from the goal line, as per the following table:

Infringement	Location of penalty or free-kick
While the ball is dead.	If play would have restarted with a drop-out, the mark is anywhere on the drop-out's sanction line (non-offending team decides).

### Law 21. In-goal

#### 21.16 Ball held up in-goal

When a player carrying the ball is held up in the in-goal so that the player cannot ground or play the ball, the ball is dead. Play restarts with a goal line drop-out.

Prepared by the Match Management Working Group, USA Rugby

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Please report any feedback to [laws@usa.rugby](mailto:laws@usa.rugby)