



RULING 2: 2007

Law Ruling by Designated Members of Rugby Committee

12 March 2007

The IRFU has requested a ruling with regard to Law 3 Number of Players

1. A penalty kick is awarded to White team. Before the kick is taken, can White team make a substitution? (If so, we assume that the substitute can take the penalty kick.)
2. A penalty kick is awarded to White team. Before the kick is taken can a previously sin-binned White player return; given that the 10 minutes have fully elapsed? (If so, we assume that the returning player may take the penalty kick.)

The Designated Members have ruled the following in answer to the question raised:

A substitution can only be made when the ball is dead. A referee must not let a player rejoin the match until the ball is dead. The ball is dead when the ball is out of play. This happens when the ball has gone outside the playing area and remained there, or when the referee has blown the whistle to indicate a stoppage in play, or when a conversion kick has been taken.

In both cases outlined above, the ball is dead, and therefore the answer to each question is in the affirmative.

RULING 1: 2007

Law Ruling by Designated Members of Rugby Committee

17 February 2007

The RFU has requested a ruling with regard to Law Scrum 20.1(h)

In the letter dated 29 November, it was stated that this amendment would apply at all levels of the game. There has been some confusion within the game in England as to whether the new Law 20.1(h) applies to Age Grade Rugby in place of the previous Age Grade Variations.

The Designated Members have ruled the following in answer to the question raised:



The amendment to Law 20.1(h) applies to all levels of the game. 'All levels of the game' encompasses and includes all stages in the Union's Player Pathway where the Laws provide for a scrum, or modified 3 person scrum to be played. By example, if a 3 person scrum is played in Under 8's, or a full scrum is played in Under 19's, or it is a game of Seven-a-side, then this Law must be applied.