

## RESTARTS AND KICKS

### Penalty Kick and Free Kicks

- If a player takes a Penalty Kick or Free Kick quickly, the ball must leave the hands of the player, and the kick must be taken in the right place (i.e. at or on a line directly behind the mark).
- Zero tolerance on the ball being thrown away or preventing a Free Kick or Penalty Kick being taken quickly. If a member of the infringing team is in possession, they must put the ball on the ground where they are standing or give the ball to an opponent who tries to take it from them.
- Beware of players contriving an extra 10 metres by intentionally running into offside players who are retreating onside and not taking part in play. Referees should 'play on' in these situations.
- When a Free Kick or Penalty Kick is taken quickly, defending players who are not back 10m are not put onside until they retire 10m or while they are retiring a teammate who was back 10m runs past them. No action of the team taking the penalty kick can put them onside (including running 5m).

## ADVANTAGE

- For a 'scrum advantage' to accrue, the non-offending team needs to have gained clear and real possession roughly equivalent to that which they would get from a scrum.
- A 'penalty kick advantage' calls for a greater level of reward than for a knock-on or Free Kick. The non-offending team must gain either tactical or territorial advantage roughly equivalent to that of receiving the Penalty Kick in the first instance.
- On the rare occasions that advantage is played after foul play, the very least that should happen is an admonishment. The player involved needs to understand that the referee was playing advantage for their offence.
- Advantage may now be played when a scrum collapses, or when a player stands up in a scrum (see scrum section for more detail).
- If referee plays 2 or more advantages, the captain can be asked which location is preferable.

## FOUL PLAY

### WR HIGH TACKLE SANCTION GUIDE

	RC	YC	PK
<b>SHOULDER CHARGE</b>			
	HEAD OR NECK CONTACT	HIGH DANGER	LOW DANGER
<b>HIGH TACKLE</b>	DIRECT CONTACT	HIGH DANGER	LOW DANGER
	INDIRECT CONTACT	HIGH DANGER	LOW DANGER (incl SEATBELT)

IF THE TACKLE IS ALWAYS ILLEGAL, DANGEROUS OR DELIBERATE – NO MITIGATION

#### Factors against mitigation:

- Open space
- Time to make a decision
- Deliberate action

#### Mitigating Factors:

- Tackler makes attempt to change height
- Ball carrier drops in height
- Tackler is unsighted
- Reactionary tackle with immediate release

## World Rugby High Tackle Guidance

World Rugby has provided new guidance regarding high tackles. Stricter enforcement is encouraged: World Rugby is allowing the opportunity to assess whether the player has committed foul play prior to entering the framework. **To decide an appropriate sanction (No foul play, PK, YC or RC), referees should be considering:**

- **Has there been foul play?** – has the player committed an act of foul play? Is the tackler in control of the contact.
- **Level of Danger** – speed? where did the contact take place?
- **Mitigating Factors**
- This includes a fend from ball carrier with forearm/elbow.
- Referees should use common sense – but player safety is paramount.

## Repeated and Deliberate Infringements

- Repeated infringements can be:
  - A number of different offences in a short period of time,
  - A pattern of similar offences without a time limit (e.g. regular offences close to the defending team's goal line), or
  - Repeated infringements by an individual without a time limit.
- Deliberate infringements can result in a Penalty Kick and a caution (yellow card) without any warning, depending on the cynical nature of the infringement.

## Dangerous Clean outs.

- World Rugby is working to eliminate the practice dangerous clear outs at the breakdown.
- **To decide an appropriate sanction (PK, YC or RC), referees should be considering:**
  - **Has there been foul play?** – has the player committed an act of foul play? Has there been head contact? Is the player in control of the contact? Is it a legal clean out (use of arms). "Drive not dive"
  - **Level of Danger** – Speed? Has the player come from depth? where did the contact take place?
  - **Players are required to arrive in a controlled manner.**

## Challenge in the air

- World Rugby has provided guidelines for situations where two players contest for a ball in the air and collide:
  - **Play on** = Fair challenge with both players in a realistic position to catch the ball. Even if the player lands dangerously, play on
  - **PK** = Not a fair challenge, wrong timing but no pulling down
  - **YC** = Not a fair challenge, there is no contest and the player is pulled down/interfered with landing on their back or side
  - **RC** = Not a fair challenge, there is no contest and the player is pulled down/interfered with landing on their head, neck or shoulder

## Other Foul Play

- Players must not charge at speed into the side of rucks and mauls without binding (shoulder charge).
- The Law regarding what is commonly called a 'shoulder charge' says that a player must not charge or knock down an opponent carrying the ball without trying to grasp that player. This should be the standard for referees to apply. 'Grasscut' tackles are illegal (diving at a ball carrier's legs).
- Lifting tackles that place players in danger of injury must have serious consequences. The onus is on the tackler to complete the tackle safely. Dropping or throwing tackled players once they are in a dangerous position is to be strongly sanctioned.
- Any time a tackled player's legs are lifted above horizontal it should result in a yellow card as a minimum. If the tackled player is lifted and lands on their shoulder or head area it should result in a red card.
- In U19 matches, punching and stamping are an automatic send off (red card).
- If a player makes a deliberate action in order to 'milk' a penalty, where possible play will continue.
- Players should not appeal for decisions, wave arms, or shout at match officials (e.g. "That's a card!")
- **In open play, lifters must lower that player to the ground safely as soon as the ball is won by either team which brings this in line with lineout (FK).**