

INTERPRETATION GUIDELINES & LAW CHANGES 2014

The following Interpretation Guidelines (of the Laws of the Games) and changes to the Laws of the Games approved by the NRL will be implemented in games played in the Penrith District Junior Rugby League in 2014.

1. Interpretation Guidelines

- ✓ *Shoulder Charge* – will be penalised when a defending player does not make a genuine attempt to tackle the man in possession. A player who turns his hips in, tucks an arm in a way that he cannot catch/hold the man in possession; this will be deemed a shoulder charge.
- ✓ *High Tackle* – a defender will be penalised when he makes **any** contact with the head or neck of an opposing player.
- ✓ *10 metres* – will be measured from the centre of the ruck. When the play the ball is taking place on a line of demarcation, the referee will mark the 10 metres at the next line.
- ✓ *Role of Touch Judges* – the touch judge is the sole judge of touch and touch in goal and kicks at goal. In senior games the touch judge will assist the referee in policing the 10 metres as the near side touch judge will be in line with the ruck/PTB, and the far side touch judge will be marking the 10metres in line with the Referee.
- ✓ *Penalty / Free Kick* – a penalty or free kick is to be taken in compliance with the Laws of the Game (section 13) and a quick penalty restart is permitted on any infringement against the team **not** in possession except:
 - 10 metre penalties;
 - within 10 metres of the opposition goal line;
 - where the referee is required to caution a player;
 - where the referee requires it to be delayed; or
 - where the mark has been advanced.
- ✓ *Captain's Communication* – the captain is entitled to speak to the referee to clarify a ruling at any stoppage including tries, injuries or goal line dropout and at halftime prior to leaving the field. A penalty or scrum is **not** considered to be a stoppage for the purpose of a captain's communication with the referee.

2. International Law Changes

- ✓ *Spearing at the Legs/Third Man In* – when a player is held in an upright position by two defenders, any additional defender must make initial contact to the player above their knees/knee joint. In addition, referees will call held earlier on upright tackles to deter unnecessary contact by the third man in tackles and have been advised to take strong action against players who commit a breach of this law.
- ✓ *20 metre restart* – the optional kick is to be taken in accordance with the Laws of the Games (sections 2 and 8) and must be taken when all officials are in position and when the whistle is blown. The first tackle after a 20-metre restart will be a **zero** tackle.
- ✓ *40/20 restart* – after a successful 40/20 kick, play will recommence with a tap kick awarded to the attacking team 20 metres from the touchline but no closer than 10 metres from the goal line.
- ✓ *Kick out on full* – if the ball is kicked into touch on the full on any tackle, the non-offending team will recommence play with a handover where the ball was kicked but no closer than 10 metres from the touchline and 10 metres from the goal line.

3. Modified Laws Changes:

Based on feedback provided by the State Leagues, two changes were approved for implementation in season 2014. The law changes for 2014 applicable to the under 6 and under 7 year age groups are as follows:

- 1) Following a try, the non-scoring team will restart play from the halfway line with a tap kick; and
- 2) No scrums will apply to the modified games under any circumstance

(See Appendix A for further detail on both these law changes)

Appendix A:

The following supported and agreed changes to the Laws, **effective in the Under 6 and Under 7 (Mini Footy) age groups only** will apply in 2014:

- **SCRUM**

Scrum are not to be formed in the 6 and 7 year age groups. A change of possession will occur in all circumstance where otherwise a scrum may have been formed in the 6 and 7 year age groups. In the case of (c) below, the team with territorial advantage will be provided with possession.

(14) Scrum, should they occur in Mini Footy (never in 6 and 7 year age groups), will consist of three (3) players from each team who are to be correctly bound in the accepted fashion. A scrum will only be packed when

- (a) there is an infringement by BOTH sides, e.g. a double knock-on, except after three (3) play-the-balls;
- (b) from a penalty kick the ball is touched by a member of the non-kicking team before entering touch;
- (c) There is an infringement involving the referee, a touch judge or a spectator.

- **STARTS / RE-STARTS OF PLAY**

(17) Following a try, the non-scoring team will re-start play with a place kick (i.e. tap kick re-start) from the centre of the halfway line. The ball need not travel any prescribed distance. The place kick re-starts are to be taken, in rotation, by all members of the team...as in Law 16 re attempts at conversion after a try has been scored.

(18) Although the field is reduced in size, scrums – for 8 years and above – are still to be set 10 metres from the touch line and goal line. Penalties normally taken 10 metres from the goal line are still to be taken from that line.