

MEMORANDUM

DATE: 4 March 2015
TO: State/Territory Unions; ARU Affiliates
FROM: Ben Whitaker, Andrew Larratt
SUBJECT: 2015 Law Variations

Dear All,

This Memo covers four topics:

- A. Distribution of the Game Management Guidelines for 2015.
- B. Notification of changes to scrum management in 2015.
- C. A reminder of the Law Variations adopted in 2010, which will continue in 2015.
- D. A request for Unions and Affiliates to submit any local Law Variations they may seek to play in 2015 to the Laws Advisory Group (LAG).

A. GAME MANAGEMENT GUIDELINES 2015

Please find attached the Game Management Guidelines for 2015. The Game Management Guidelines are an amalgam of outcomes of various conferences and workshops held over the past few years.

They have been adapted to reflect the playing, coaching and refereeing of the game at community levels in Australia for 2015, following the SANZAR conference held in January.

It is recommended that State Unions distribute this document immediately to all stakeholders to ensure all participants in the game are aware of the changes in emphasis and Law application for 2015.

B. SCRUM MANAGEMENT CHANGES 2015

While the scrum engagement sequence will remain the same for 2015 as in 2014, there will be a minor change in the referee's role.

Referees will indicate to the scrum-half when to feed the ball in all games U10+ (i.e. games with contested scrums). Only when the scrum is steady, will the referee give a non-verbal indication to the scrum-half, and the ball should then be fed without delay. The indication to feed must be non-verbal.

We have attached a PDF of the Scrum Engagement Sequence. The final box has been updated with the approach to be utilised in 2015.

C. DOMESTIC LAW VARIATIONS FOR 2015

Several Law Variations have been implemented at Community level by ARU since 2010. The first is a mandatory change to substitution Law across all forms of the Game in Australia. The other two Law Variations have been incorporated into Law proper in 2015.

1. Rolling Substitutions

The following Union Specific Variation World Rugby Law 3.13 is mandatory across all domestic Rugby played in Australia:

- a) Unlimited rolling substitutions will be implemented for all rugby aged U14s and below.
- b) Rolling substitutions, with a maximum of 12 movements will be implemented for all U19 rugby aged U15 and above.
- c) Rolling substitutions, with a maximum of 8 movements will be implemented for all senior rugby, except the lowest grade of any division/competition where the maximum number may, at the discretion of the local Union, be 12.

Note: Unions may submit a request to the Laws Advisory Group to play Law 3.4 (at any level of the game). Law 3.4 allows for only a maximum of 7 tactical substitutions where there is a squad of 22 players and 8 where there is a squad of 23 players, with substituted players not able to return (except for blood or to replace a front-row player).

2. Nomination of 23 Players

Law 3.4(b) has been changed for 2015. 23 players may be nominated by a team in any match where the local Union allows for this.

3. Mechanisms to Discourage Uncontested Scrums

The ARU will allow any Member Union or Affiliate to implement World Rugby Law 3.5(k) at their discretion.

Any Union or Affiliate planning to implement this Law must use in their Competition Rules the approved language found in Appendix A to this Memo.

D. REQUEST FOR LOCAL LAW VARIATIONS IN 2015

In 2010, ARU began a process of managing applications for Local Law Variations. It is highly important that a thorough process be undertaken by ARU to ensure we have an understanding of local issues, can cover off on any insurance matters and ensure the Law variations are consistent with the ethos and principles of Rugby.

Those Unions that have been granted formal dispensations will be allowed to continue those arrangements into 2015. All other Unions seeking Law Variations should submit a request to LAG using the attached form.

Competition Rules

Please note that the Laws Advisory Group does **not** wish to consider competition rules that affect the conduct of various competitions. These arrangements remain localised.

Rather this request is for **any variation that affects the conduct of the on-field game** in a way that adds to or alters any existing World Rugby International, U19 or 7-per-side Law, or any existing ARU U19 Law Variation or approved ARU Pathway Laws at ages U6 to U12 (including substitutions and replacement rules).

If you require further clarification, please do not hesitate to contact either Jamie McGregor (jamie.mcgregor@rugby.com.au) or myself.

Kind regards,



Andrew Larratt
General Manager, Rugby Participation



Ben Whitaker
General Manager, Development Pathways

Appendix A

Any Union or Affiliate planning to implement World Rugby Law 3.5(k) in 2015 must use in their Competition Rules the following approved language:

For competitions where teams are allowed to nominate 22 players

When 22 players are nominated in a team there must be five players who can play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.

Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.

If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.

For competitions where teams are allowed to nominate 23 players

When 23 players are nominated in a team there must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement in each front row position is required, the team can continue to play safely with contested scrums.

Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.

If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.