

To: Secretary / CEO of Unions and Regional Association in Membership of World

Rugby

From: David Carrigy

Head of Development & International Relations

Date: June 2, 2020

Re: EXCO Decision – COVID-19 Temporary Optional Law Trials

EXCO acting in accordance with the Bye-Laws and on the recommendation of the Laws Review Group and World Rugby Chief Medical Officer has agreed to approve the attached COVID-19 Temporary Optional Law Trials with immediate effect.

The approved 10 optional law trials are designed to provide Unions with COVID-19 transmission risk reduction options if required. Unions may apply to World Rugby to implement one or more of the temporary law amendments as domestic trials at elite or community levels on a needsbasis in line with the World Rugby return-to-play guidance which may be reviewed at https://playerwelfare.worldrugby.org/?documentid=219.

Unions wishing to apply to implement one or more of the temporary law amendments as domestic trials should submit a request to Mark Harrington (mark.harrington@worldrugby.org), World Rugby Head of Technical Services.

EXCO further approved that an optional law trial may be conducted whereby the pre-contact latch becomes an offense in law and is sanctionable with a penalty. Unions wishing to apply to adopt the pre-contact latch should submit a request to Mark Harrington (mark.harrington@worldrugby.org).

Should you have any further questions on this matter please do not hesitate to contact me.

Yours sincerely,

David Carrigy

Head of Development & International Relations



#	LAW TRIAL	SANCTION	RATIONALE	LAW REFERENCE
	SCRUM			
1	Remove reset scrum when no infringement occurs (e.g. collapse)	Sanction: Free kick to team who put the ball into the original scrum	Average 3.5 reset scrums per match – 30 per cent transmission risk reduction	19.1 and 19.34
2	Hookers must use a 'brake foot' to aid scrum stability	Sanction: Free kick	Increase stability on engagement to reduce scrum resets	19.7b
3	No scrum option for a penalty or free kick		1.3 scrum penalties per match – two minutes reduction of close-proximity playing time	19.1
4	Goal line drop out when an attacker is held up in-goal or knocks on in-goal		0.8 scrum fives per match - two minutes reduction of close- proximity playing time	21.17 and 21.18
	TACKLE			
5	Reinforce High Tackle Sanction Framework Introduction of Orange Card for Red Card high tackle offence	Offending player removed and TMO/ Citing/ Hawkeye review incident. If deemed a Red Card offence, the player does not return, if Yellow Card or Penalty only, the player returns after 15 mins	Change behaviour from higher-transmission risk upright tackles to lower-transmission risk lower tackles	9.31 (new)
6	Remove choke tackle and reward for defensive team	Choke tackle called as a tackle and teams must then present the ball and play	0.7 choke tackles per match of which 70 per cent become unplayable and 25 upright tackles per match. Removal will ensure fewer players are involved in higher transmission risk activities.	16.15



#	LAW TRIAL	SANCTION	RATIONALE	LAW REFERENCE
	RUCK			
7	Ruck "use it" duration time from 5 to 3 seconds	Sanction: Free kick	14 "use it" calls per match. Reduction of time permitted will reduce close-proximity contact time at the tackle/ruck by up to 25 per cent	15.17
8	No scrum for failure to "Use it" at scrum, ruck, or maul	Sanction: Free kick to non-offending team	While rare, players will be encouraged to use the ball quicker, reducing close-proximity at base of the scrum	19.1
	MAUL			
9	No one can join a maul if not in at the start	Sanction: Free kick	8.2 lineout mauls per match and 60 per cent of lineout mauls have all eight forwards involved. Capping the number who can join, caps the proximity risk	16.1
10	Only one forward movement at Maul	Sanction: Free kick	9.3 mauls per match with an average of 12 seconds per movement. Reducing permitted forward movements to one, potentially halves total close-proximity time	16.15