

# 2013 IRB Law Changes

*Mosa Matloga*

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The 2013 rugby season will bring a few new amendments to five of the current laws of rugby affecting on field play. The IRB have sanctioned the trials of rule changes for the new rugby season and Northern hemisphere sides are already playing under the trial laws as their season starts earlier than in the Southern hemisphere. The trial laws will be implemented in the Southern hemisphere at the start of the 2013 rugby season.



## **The amended trail laws are as follows:**

1. Law 16.7 (Ruck): The ball must be used within five seconds of it being made available at the back of a ruck following a warning from the referee to "use it". Sanction: Scrum.
2. 19.2 (b) (Quick Throw-In) The player may be anywhere outside the field of play between the line of touch and the player's goal line.
3. 19.4 (Who throws in?) When the ball goes into touch from a knock-on, the non-offending team will be offered the choice of a lineout at the point the ball crossed the touchline or a scrum at the place of the knock-on. The non-offending team may take a quick throw-in.
4. 21.4 Penalty and free-kick options: Lineout alternative. A team awarded a penalty or a free kick at a lineout may choose a further lineout, they throw in. This is in addition to the scrum option.
5. A conversion must be completed within 1min 30sec from the time a try has been awarded.

The most significant change comes with law 16.7 where scrumhalves, or whoever is at the ruck, will only have 5 seconds to decide what to do once the ball comes out. This will cut down on structured kicking and chasing because teams will not have as much time to set up for the kick and chase from the base of the ruck. Teams will also be given an extra option when a ball is knocked-on into touch. The non-offending team will have the option to take a lineout at the point where the ball went out or take a scrum as before. The rule offers the extra option of a line out and a quick throw in.

Kickers will now have 90 seconds to make a conversion after a try has been scored which cuts down on celebration time for the team. Another significant change is that a player will be able to take a quick throw-in from anywhere between the place the ball was kicked and his/her own goal line unlike before, where they could only take it from the point where the ball went out and their goal line.

The fourth law change gives the option of taking another lineout when a penalty or free kick has been awarded from a lineout. This law offers an extra option to take a line out instead of a tap and go or

scrum if a free kick is awarded from a lineout. Most teams will opt to kick for goal or set up a line out further up the pitch if awarded a penalty from the line out.

The idea of a quicker paced game is the thinking behind the IRB rule trials, which intends to facilitate a quicker and more fluid brand of rugby. With almost yearly rule trials and changes, rugby is evolving into a more dynamic, fast paced game that offers more entertainment value for the spectator.

Thoughts or opinions on the new rule changes? Let us know in the comments!

Info sourced via ***International Rugby Board***