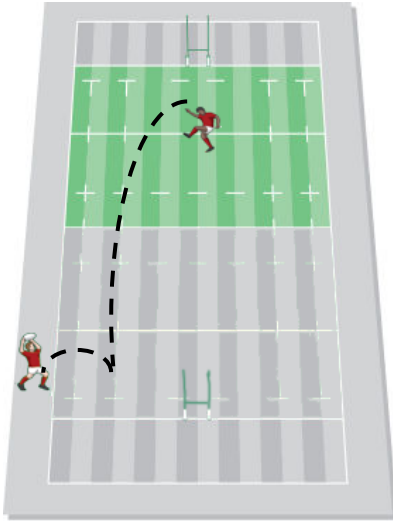


50:22



Kicking the ball indirectly into touch from inside your own half, into opposition 22 results in you getting the lineout

You cannot bring it back into your half and the kick must land in the field of play before bouncing into touch within opposition 22

Goal Line Dropout

Some situations that previously resulted in 22 drop-outs now result in goal-line drop-outs.

Goal Line Drop-Out

Open play kick grounded in goal by defender

Attacker knock-on in-goal

Held up in-goal

22 Drop-Out

Penalty kick/drop-goal attempt unsuccessful

Notes: Goal line dropout must reach 5m line and must not go directly into touch

Pre-Latched Players Flying Wedge

Only one player may latch onto teammate carrying the ball prior to contact. Latching is binding.

The pre-latched player must remain on their feet after the tackle to provide fair contest of the ball.

If the pre-latched player is tackled as well, they must exit the tackle area as normal.

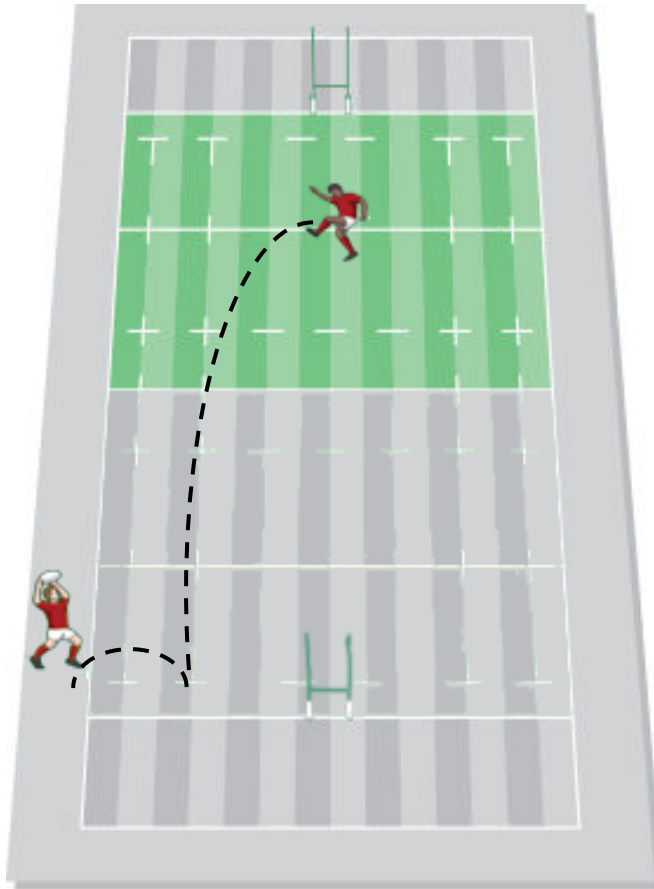
Jackler Protection

Attacking players may lever (gator-roll) the jackler out of the ruck to prevent jackle.

Note: gator roll is NOT legal in U18 and under

Attacking players MAY NOT drop their body weight onto the jackler.

Attacking players MAY NOT target the lower limbs of the jackler with forward or sideways force in an attempt to clear them out.



Law 8.18: A player, in their own half, kicks the ball indirectly into touch in the opposition's 22. Either the team did not take the ball into their half, or a tackle, ruck or maul took place within the half, or an opponent touched the ball within the half. This variation does not apply at a kick-off or any type of restart kick.

Trial: If the team in possession kicks the ball from inside their own half indirectly into touch inside their opponents' 22, they will throw into the resultant lineout. The ball cannot be passed or carried back into the defensive half for the 50:22 to be played. The phase must originate inside the defensive half.

Intention: To encourage the defensive team to put more players in the backfield, thereby creating more attacking space and reducing defensive line speed.

Clarification: This law is similar to the gain in ground a team can achieve from a kick within their own 22. You cannot bring it back into your own half, but if you do, a new "phase" enables the 50:22 for your team to kick and get the attacking lineout within the opposition's 22.

Expectations from Referees: We do not expect to see this occurring often in the junior or high school seasons. Junior kickers often don't have the kicking abilities or game knowledge to identify this as a useful option. The law trial does apply to junior and high school seasons however.

In senior divisions we have already seen this in university games used to a distinct advantage for attacking teams. It does force the defensive back-three back more often, resulting in more attacking opportunities. This can be difficult to officiate without Assistant Referees or touch judges. Understanding from our coaches and players when match officials make a decision is expected and required.

Primary Intention: To encourage variety in attacking play close to the goal line and to increase ball in play time by replacing a scrum with a kick that must be taken without delay. An opportunity for counterattack is also created.

Laws: 12.11: Play is restarted with a 22-metre drop-out when an unsuccessful penalty goal or dropped goal attempt is grounded or made dead in in-goal by the defending team, or the ball goes dead through in-goal from one of these attempts.

12.12 Play is restarted with a goal line drop-out when:

- a. The ball is played or taken into in-goal by an attacking player and is held up by an opponent.
- b. An attacking kick, other than a kick-off, restart kick following a score, drop goal, drop-out or penalty attempt, is grounded or made dead in in-goal by the defending team.
- c. An attacking player knocks on in the opponents' in-goal.

Situation	Old Laws Restart	Law Trial Restart
Ball is knocked on in-goal by attacking player	5m Scrum to Defending Team	Goal Line Drop-out
Attacking kick during open play is grounded in goal by defending player	22m Drop-out	Goal Line Drop-out
Attempted try is held-up	5m Scrum to Attacking Team	Goal Line Drop-out
Penalty Kick or Drop-goal Attempt Misses or is grounded by defending team in goal	22m Drop-out	22m Drop-out (no change)

Notes: The goal line drop-out must travel across the 5m line. **Sanctions:** The non-kicking team has the option of the kick being retaken or a scrum.

The goal line drop-out must not go directly into touch. Sanctions: The opposing team chooses one of the following: the drop-out being retaken; or a scrum; or a lineout; or a quick-throw.

Primary Intention: To reduce number of events where the ball carrier and multiple support players are in contact (latched) prior to contact, and to protect the tackler who can be faced with the combined force of three opposing players. Also allows for fair contest of the ball, especially by jacklers.

Laws: 9.22: Teams must not use the 'flying wedge'.

Definitions:

Flying Wedge: An illegal type of attack, which usually happens near the goal line, either from a penalty or free-kick or in open play. Team-mates are latched on each side of the ball-carrier in a wedge formation before engaging the opposition. Often one or more of these team-mates is in front of the ball-carrier.

Latched: Bound to a team-mate prior to contact.

Clarification: One player may be pre-latched to an attacking player who is about to pick up the ball from a ruck or breakdown. This player may support or help drive the ball-carrier into and through contact. Upon tackle of the ball-carrier, the latched player must remain on their feet as the first arriving player to contact.



✓ #3 Blue is only bound player, on feet



✗ 3 blue players are pre-latched going to contact



✗ Blue support player in black cap is off-feet after tackle

Primary Intention: To reduce injury risk to the player being cleaned out.

Definitions – Jackler: The first arriving team-mate of the tackler at the tackle. They must remain on their feet to contest directly onto the ball. If previously involved in the tackle, they must first clearly release the ball carrier before contesting for the ball.

Laws: 9.20d: A player may lever the jackler out of the contest at the ruck but must not drop their weight onto them or target the lower limbs.

Clarification: Protection is designed for the arriving defending jackler. They must remain on their feet. Attacking players must not target the knees or legs of the jackler with forward or sideways counter-rucking force. Attacking players may lever (gator-roll) the jackler, but may not drop all their weight onto the jackler.



Red has dropped all his weight onto blue jackler



Purple has dropped all his weight onto white jackler



Black player has targeted red players knee with force

Note: Gator roll is not legal for U18 players (including high school competition)



White player successfully levered maroon out without dropping body weight on top



White player is successfully levering green out without dropping his body weight