



MATCH OFFICIAL TEAM

WORLD RUGBY GLOBAL LAW TRIALS – POINTS OF CLARIFICATION

The following [World Rugby Global Law Trials](#) apply to competitions beginning on or after 1st August 2021.

50:22 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.

Primary intention

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

GLOBAL LAW TRIAL – Law 18.8.a.

Where the game is restarted with a lineout and which team throws in is determined as follows:

18.8.a. General

Event	Location of the Mark of Touch	Who Throws in
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.	Where the ball reaches the touchline.	The kicking team.
The ball-carrier goes into touch or kicks the ball indirectly into touch (other than kicking from inside their own half into touch in the opposition's 22).	Where the player or ball touches the touchline or the ground beyond it.	The opposition.
18.8.b. Ball is kicked directly into touch from a kick-off or restart kick		
The ball goes directly into touch from a drop-out.	If the touch option is taken, then the throw is where the ball reaches the touchline or on the drop-out's sanction line, whichever is nearer to the kicker's goal line.	The non-kicking team.



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Discussions with World Rugby resulted in the following clarifications:

RFU Comments sent to World Rugby	World Rugby Reply
Is a quick throw permissible by the attacking team? (Thus, could this not read 'they will throw in from touch'?)	WR feel it is unlikely to occur but agree that it is allowable in law.
Would the ball from a scrum or lineout with a throw in on the half-way line qualify for a 50:22, whichever side wins the ball?	It would depend where the ball emerged from the set piece. If it were in the half of the team winning the ball, then 50:22 allowable. If they had pushed their opponents beyond the halfway before it emerged and then passed it back to within their own half, then 50:22 is not allowable.
What if a kick from within the 22, and qualifying for a gain in ground under Law 18.8, were to land directly into touch within the opposing 22?	The non-kicking team would throw in from touch. The GLT states that the ball must go into touch indirectly.

Goal Line Drop Out Trial

If the ball is held up in in-goal, there is a knock-on from an attacking player in in-goal or an attacking kick is grounded by the defenders in their own in-goal area, then play restarts with a goal line drop-out.

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.

GLOBAL LAW TRIAL – Law 12

Other restart kicks (drop-outs)

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 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.



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Type of restart kick	Location of kick	Sanction line
22-metre drop out	On or behind the defending team's 22-metre line.	The 22-metre line.
Goal line drop-out	On or behind the defending team's goal line.	The five-metre line.

12.13 A drop-out:

- a. Is taken at the location specified in the table. Sanction: Scrum.
- b. Must be taken without delay. Sanction: Free-kick.
- c. Must cross the sanction line as specified in the table. Sanction: The non- kicking team has the option of the kick being retaken or a scrum.
- d. Must not go directly into touch. Sanction: The opposing team chooses one of the following:
 - i The drop-out being retaken; or
 - ii A scrum; or
 - iii A lineout; or
 - iv A quick-throw.

12.14 An opponent must not advance in front of the sanction line before the ball is kicked. Sanction: Free-kick.

12.15 An opponent, who is in front of the sanction line, may not delay or obstruct the drop-out. Sanction: Penalty.

12.16 If the ball crosses the sanction line but is then blown back, play continues.

12.17 If the ball does not cross the sanction line, advantage may apply.

12.18 If a drop-out reaches the opponents' in-goal without touching any player and an opponent grounds the ball without delay or it goes into touch-in-goal or on or over the dead-ball line, the non-kicking team has the option of having the kick retaken or a scrum.

12.19 The team-mates of the kicker must be behind the ball when it is kicked. Those who are in front of the ball when it is kicked may be sanctioned unless they retire and do not interfere with play until they are put onside by the actions of a team-mate. Sanction: Scrum.



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GLOBAL LAW TRIAL – LAW 21.16

Ball held up in-goal

21.16 When a player carrying the ball is held up in the in-goal so that the player cannot ground or play the ball, the ball is dead. Play restarts with a goal line drop-out.

Flying Wedge Trial

To sanction the three person pre-bound mini-scrum by redefining the flying wedge.

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.

GLOBAL LAW TRIAL – DEFINITIONS

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

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.

~~**Delete the Cavalry Charge viz:** Cavalry charge: An illegal type of attack, which usually happens near the goal line, when the attacking team is awarded a penalty or free-kick. At a signal from the kicker, a line of attacking players charge forward from a distance. When they get near, the kicker taps the ball and passes to a player.~~

GLOBAL LAW TRIAL – Law 9.22

Teams must not use the ‘flying wedge’.

RFU Comments sent to World Rugby	World Rugby Reply
Is the Cavalry Charge no longer an illegal type of attack?	It rarely happens and if it does, it could be dealt with under law 9.11 if the game situation appears to be dangerous play.

1-player pre-latched Trial

To recognise the potential for 1-player pre-latching prior to contact, but this player must observe all of the requirements for a first arriving player, particularly the need to stay on their feet.



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Primary intention

To be more consistent in the management of the 1-person pre-latched player.

RFU Comments sent to World Rugby	World Rugby Reply
Ball carrier must be at the front and accessible to be tackled by the defending team. Can the 1-player, slide up the side of the team-mate, thereby making contact with the opposition players?	The latcher cannot be in front of the ball carrier – there is a good example in the Lions v Japan match, please see https://www.world.rugby/the-game/laws/global-law-trials and the 1st video of the 1 player pre-latched section. Can they be beside the ball carrier – yes, just like they can be when not latched.

Cleanout and the safety of the Jackler Trial

To introduce a sanction for clean outs which target or drop weight onto the lower limbs.

Primary intention

To reduce injury risk to the player being cleaned out.

GLOBAL LAW TRIAL – DEFINITIONS

Jackler: The jackler is 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

GLOBAL LAW TRIAL - Law 9.20.d

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.

RFU Comments sent to World Rugby	World Rugby Reply
The new Definition of the Jackler states that they are a team-mate of the tackler. Are the actions of a team-mate of the tackled player similarly restricted?	Yes, but they are likely to be different in nature. (GLT 9.20.d stresses that dropping weight onto an opponent and attacking the lower limbs are both dangerous play.)
What is the definition of the 'lower limbs'?	Thighs, knees, ankles Mostly focused on the knees and ankles of the jackler, which are the joint injuries that can be severe at the ruck.

Note: There are some small adjustments to the timing and application of the GLTs in the age-grade game.