

NEW RULES (Summarised)

International Law only (U/13's – BRL Reserve Grade)

2020

Mutual Infringement – where play is irregularly affected. Referee is the sole judge of what constitutes a mutual infringement. eg. When ball hits the referee, trainer, spectator. When the referee gets in the way of attacking/defending player/s.

What to do: re-start play by returning to the point where the

- Previous play the ball occurred – no additional tackle and same player must play the ball
- Scrum was set – reset the scrum and the same team has loose head and feed
- Penalty was given – retaken
- Goal line or 20m drop-out – drop out to be retaken
- 20m optional kick – 20m optional kick to be retaken
- Kick off – kick off to be retaken
- Mutual Infringement IN Goal – Subject to infringement type

Mid-air tackle

It is illegal to tackle an opposing player attempting to field a kick **on the full** whilst the player is in mid-air. The catcher must have returned to the ground before being tackled.

2021

Play the ball Restart from Touch Line

When play is stopped because the ball, or a player in possession of the ball has entered touch in general play, other than all restarts (Halfway kick-off, Goal/20m drop out and 20m Optional), play will be restarted with a play the ball by the non-offending team

- 20m in from touch where the ball entered touch, but no closer than 10m from the goal line.

Please note: 1/ if ball is kicked out on a full, the handover will occur at the point the ball was kicked, but no closer than 10m from touch, or 10m from a goal line.

2/ For a 40/20 kick, the game will continue to be restarted by way of a tap kick, 20m in from where the ball entered touch, but not closer than 10m from a goal line.

All these should be controlled restarts.

Two-Point Field Goals

Two-points will be awarded for a field goal kicked during general play from outside the opposition's 40m line. All of the ball when it is dropped and non kicking foot must be behind the 40m line.

Signal – Raise one arm and hold up with 2 fingers as well.

