

# New rules of the game

An extensive review of the laws of Rugby Union in the aftermath of the 1991 World Cup has produced a number of changes which are to be implemented at the start of this season. These are primarily designed to increase the speed of the game and improve its safety record



## Kick off

A place kick from the ground. If the ball crosses the opposing team's goal line without being touched by the defending team that team may have a scrum at the half way. After a score the kick off is to be a drop kick

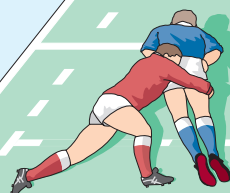
## Free kick and penalty

Penalties are now only awarded for foul play, unfair play, obstruction or offside. 12 penalty provisions, such as time wasting, intentional knock on, using another player for support in a line out or handling the ball in a scrum or ruck, have been changed to free kicks



## Tackle

After a tackle any other player not involved in the tackle must be on his feet when he plays the ball



## Mark

A player only needs one foot on the ground and can call a mark when running



## Ruck and maul

### Experimental change to reduce mauling

When the ball becomes unplayable in a ruck or a maul, or a maul becomes stationary, the team not in possession at the commencement will put the ball into a scrum



## Line out

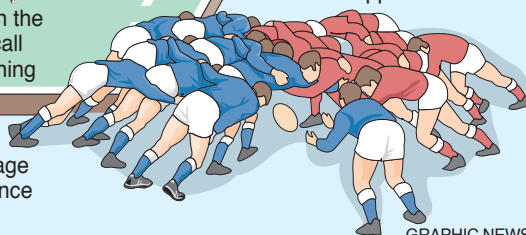
### Experimental change

The present distance of half a metre between opposing lines of players is to be increased to 1 metre. Players of the same team no longer need to be 1 metre apart



## Scrum

It is illegal to lift an opponent intentionally off his feet. A hooker may now raise his foot as soon as the ball leaves the hand of the scrum half. The scrum half may not 'dummy' a pass before the ball leaves the scrum to try and catch opponents off side



## Scoring

	points
TRY	5
PENALTY GOAL	3
DROP GOAL	3
CONVERSION	2

## Try

Score increased to 5 points to encourage attacking play and emphasise importance over a penalty goal