

[video](#)

Experimental Law Variations (ELVs)

Introduction

- iRB Council approved global trial of 13 ELVs at all levels of the Game, effective from **1st August 2008**
- Refereeing interpretation of all 13 rigorously discussed by ERU, Community Referee Department & RFU Coach Development personnel
- Importance of applying current Law
- This is not a discussion of the merits of ELV's or their implementation. They are already in use and all Coaches/Referees and Players **must** adhere to them.

ELV 1

Law 6 – Match Officials

- When appointed by ERU, PDU, Group, Federation or Society, touch judges known as “Assistant Referees”
- Current protocol at National League level applies



= Assistant Referee



= Touch Judge
(just about!!)

ELV 2 & 3

Law 17 – Maul

- Players are able to defend a maul by pulling it down to ground
- **RFU ruling this will not be applied at U19 level**
- A defender **MUST** grasp an opposing player anywhere between shoulders & hips and then pull that player to the ground
- If a maul is brought down by any other action, it is regarded as a collapse and therefore illegal and this must be applied rigorously by referees
- Accidental offside/offside
- Present Law must not be ignored, particularly side entry
- Key words – “pulled down”, “collapsed” and “unsuccessful”

ELV 2 & 3
Law 17 – Maul

[Video Example one](#)

[Video Example Two](#)

ELV 4

Law 19 – Touch and Lineout

- If a team puts the ball back in its own 22 and the ball subsequently kicked directly in to touch, no gain in ground

[Video example one](#)

- Exception – if a tackle, ruck or maul has formed or is played by an opponent prior to the kick to touch
- Vigilance of the Team of Three crucial

[Video Example two](#)

ELV 5

Law 19 – Touch and Lineout

- A quick throw in may be thrown in straight or towards the throwing team's own goal line
- Ball must still travel 5 metres before it touches the ground or another player
- No gain in ground if a player runs back into his own 22 to take a quick throw
- Team of Three vigilance again crucial

[Video example](#)

[Video example two](#)

ELV 6

Law 19 – Touch and Lineout

- There is no restriction on the number of players from either team who can participate in the lineout
- Minimum of 2 players from each team to form a lineout
- All lineout players to fit between the 5 and the 15 metre lines

[Video Example One](#)

[Video Example two](#)

ELV 7

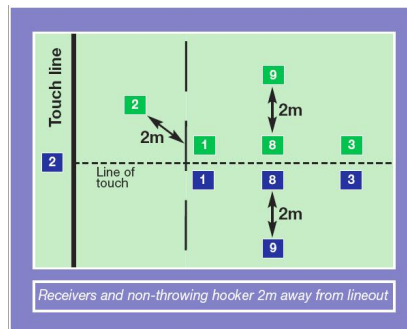
Law 19 – Touch and Lineout

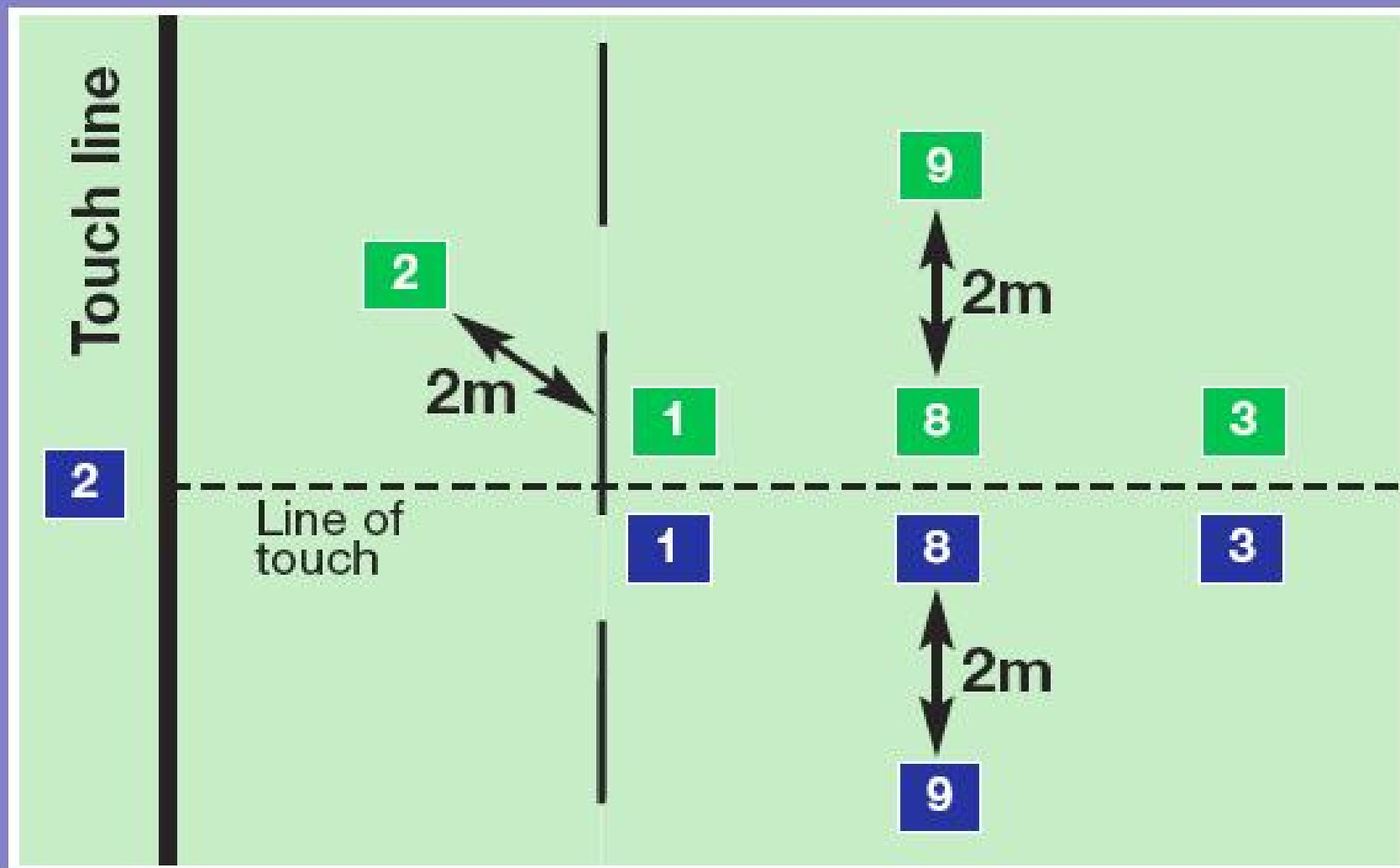
- Receiver at the lineout must be 2 metres away from the lineout
- Receiver cannot move until the ball leaves the thrower's hands

ELV 8

Law 19 – Touch and Lineout

- Team not throwing in must have a player standing between the 5 m line and on that team's side of touch when the lineout is formed
- That player must be at least 2 m from the 5 m line and not move towards the lineout until the ball leaves the thrower's hands





Receivers and non-throwing hooker 2m away from lineout



Receiver and non-throwing hooker 2m away from lineout

ELV 9

Law 19 – Touch and Lineout

- Lineout players may pre-grip a jumper before the ball is thrown in **(RFU ruling not at U 15 except in County matches)**
- Players cannot pre-grip below shorts from behind and below thigh from front
- Responsibility of lifters/supporters to ensure their player are returned to ground safely as per existing law
- Existing law regarding padding applies



ELV 10

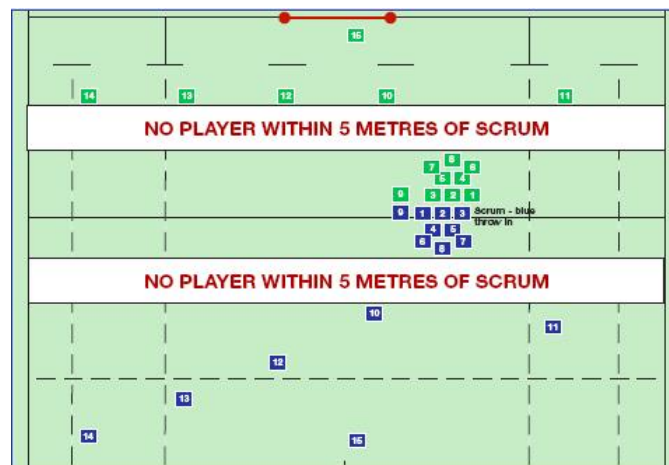
Law 19 – Touch and Lineout

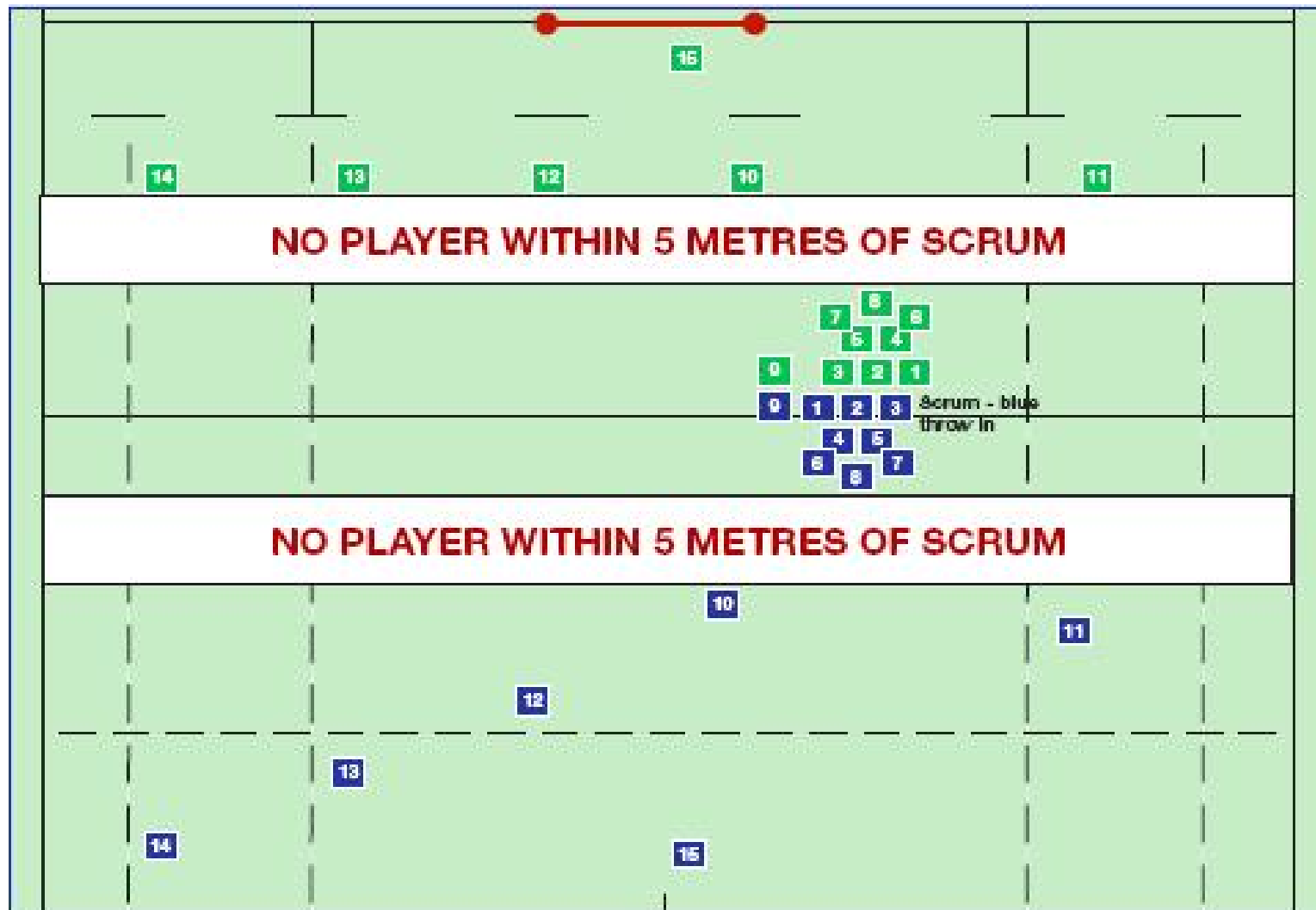
- The lifting of lineout players is permitted
- Remain conscious of where pre-gripping occurs
- Remain strict on:
 - “dummy” jumping by attacking and defending side
 - early lift by defenders and attackers
 - jumping/stepping into the gap
 - management of the throw in
- “Sacking” still legal (ball carrier)

ELV 11

Law 20 – Scrum

- Introduction of an offside line 5 metres behind the hindmost feet of the scrum
- Applies to players who are not in the scrum and who are not the team's scrum half



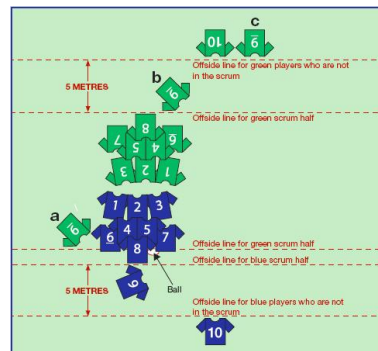


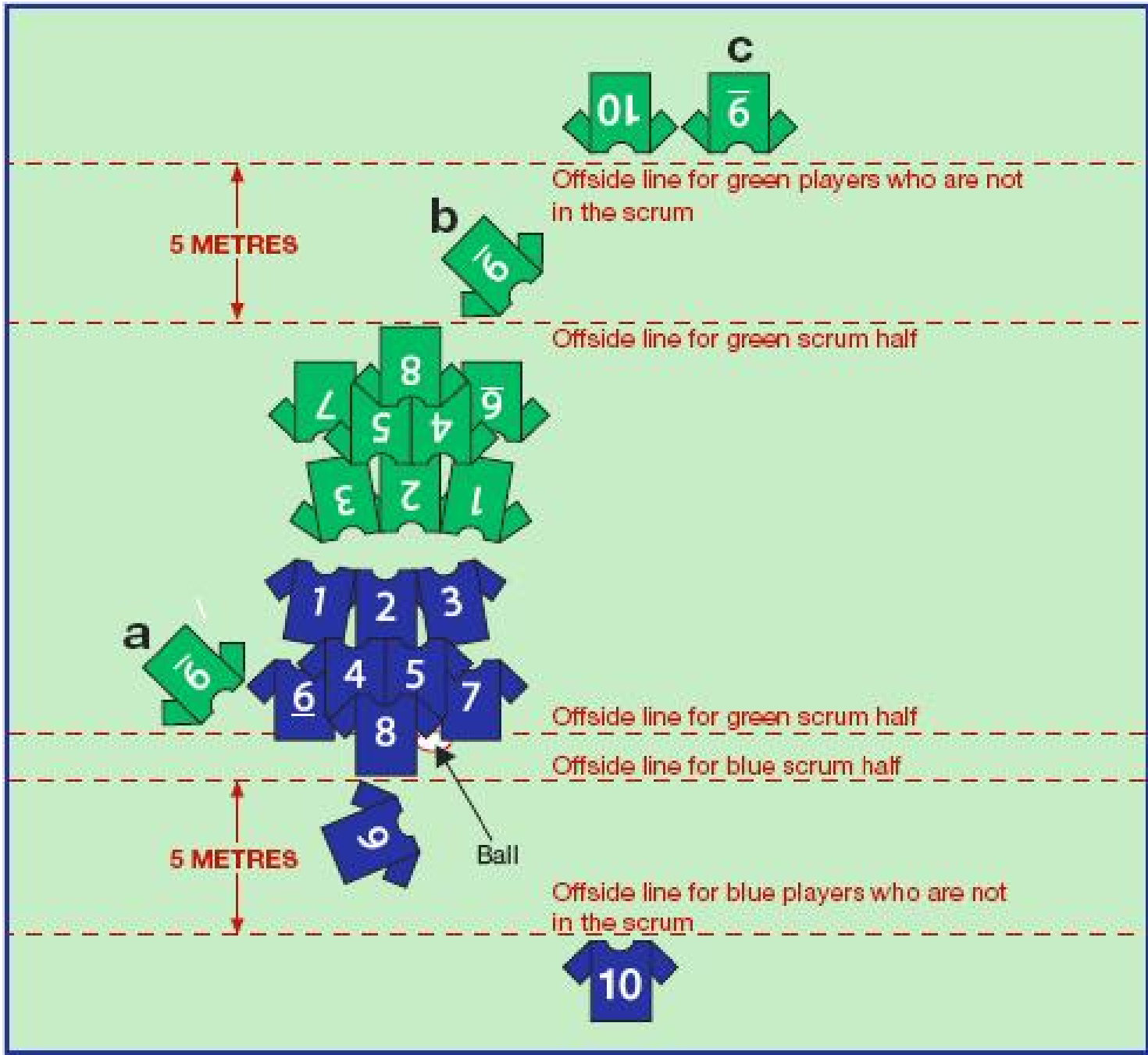
[video](#)

ELV 12

Law 20 – Scrum

- Identification of scrum half offside lines
- Defending scrum half must be in direct opposition to his opponent at the commencement of the scrum
- Non-ball-winning scrum half must not move away from scrum and then remain in front of offside line i.e. hindmost feet
- Recommended distance scrum half can move away from scrum is 1 metre
- Existing Law regarding back rows and attacking scrum half still applies





ELV 13

Corner Posts

- Corner posts no longer considered to be in touch-in-goal except when the ball is grounded against the post
- If ball hits corner post and bounces back into play, game continues