

Game Innovation – Red Card

- If a player is red carded they may be replaced after 20 minutes by another player. The 20mins from when a player is red carded to when they may be replaced is measured as “game time”. This follows the same measurement of time already in place for a yellow carded player in the sin bin (mean sin bin clock is stopped when the game clock is stopped).
- A player receives a yellow card and is sin binned for 10mins. If the same player then returns to the field after serving their 10mins suspension and subsequently receives a 2nd yellow card, which equates to an automatic red card. After a further 20mins the red carded player can be replaced.
- A player who has been tactically replaced, is able to return to the field to replace a red carded player. Note if you have unused replacements (eg #23) still sitting on the bench you do not have to use them to replace a red carded player before you use players who have already been substituted tactically (eg #12).
- If a player is red carded and all eight replacements have already been used, then any players who have been tactically replaced can then replace the red carded player after 20mins (note players replaced due to injury are not permitted to replace a red carded player). *While need to plan for all eventualities the reality of this situation happening is unlikely given the team would have had to have used all 8 replacements and had a player red carded prior to the 60th minute of the match.*
- If the red carded player was a front rower, and the replacement was off for an HIA, then the red carded player is unable to return (note this could lead to uncontested scrums if no further suitably trained front rowers were still on the replacements bench). To be clear, any red carded player cannot return under any circumstance.
- The usual replacement laws continue to apply in that a replaced player may return for an injured front rower, injury due to foul play, HIA or blood.

Game Innovation – Goal-line drop-out

Purpose:

Reward the attacking team who have put themselves into an attacking position, and put some emphasis on the defending team to clear the ball from their in-goal.

Rationale:

Currently there is no real positional advantage of a drop out from the 22m line for the attacking team, and it potentially puts them in a defensive position from the restart.

Scenarios:

- 1) When an attacking player carrying the ball is held up in the in-goal or knocks the ball on in the in-goal, play restarts with a goal-line drop-out.
- 2) When a kick enters the in-goal area and is forced or made dead by the defending team, play restarts with a goal line drop-out.

Note:

- If the kick is taken on the full by one of the defending team's in their in-goal area it can be marked and play restarts with a free kick on the 5m line in line with the place of the mark.
- If the ball goes touch in goal or dead then it will be a 22m drop out or scrum option.

Application:

- The drop-out is taken anywhere on or behind the defending team's goal line.
- The drop-out must be taken without delay. The ball must cross the goal line and travel 5m.

Sanction: The non-kicking team has the option of the kick being retaken or a 5m scrum in line with the place where the kick was taken.

- If the ball crosses the 5m line but the bounces back play continues.
- If a goal line drop out goes out on the full the attacking team have the option for;
 - a scrum on the 5m for the attacking team in line with where the kick is taken;
 - a lineout on the 5m line for the attacking team;
 - re-kick
- The attacking team must be back at least 5m and not charge over the 5m line before the ball is kicked.

Sanction: Free kick to the defending team 10m up field from the original mark.

- Defending players must be behind the kicker to move forward must not move forward until they are put onside by someone who is behind the kicker.

Sanction: PK to the attacking team on the 5m in line with where the kick was taken.

- The receiving team may not take an immediate drop goal from a goal-line drop-out. There needs to be at least one phase of play before they can have an attempt.
- If the defensive team pass or carry the ball from the field of play, back into the in-goal and it is grounded the restart is a 5m scrum to the attacking team.
- If the player taking a goal line drop out hits the post and the ball goes dead then the receiving team has the option of a 5m scrum in line with where the kick was taken or a re-kick.