

Experimental Law Variations Summary

Law Description	
1	Assistant Referees able to assist Referees in any way which the Referee requires.
Maul	
2	Remove reference to heads and shoulders not to be lower than hips.
3	Players are able to defend a Maul by pulling it down.
Lineout and Throw	
4	If a team puts the ball back into their own 22 and the ball is subsequently kicked directly into touch there is no gain in ground.
5	A quick throw may be thrown in straight or towards the throwing teams own goal line.
6	There is no restriction on the number of players from either team who can participate in the Lineout.
7	The receiver at the Lineout must be 2 metres back away from the Lineout.
8	The player who is in opposition to the player throwing in the ball may stand in the area between the 5 metre line and touch line but must be 2 metres away from the Lineout.
9	Lineout players may pre-grip a jumper before the ball is thrown in.
10	The lifting of Lineout jumpers is permitted.
Scrum	
11	Introduction of an offside line five metres behind the hindmost feet of the Scrum.
12	Scrum Half Offside Lines
Corner/Flag Posts	
13	The corner posts are no longer considered to be in touch in-goal except when the ball is grounded against the post.

Pulling down of Maul not to be introduced at u19 level and below
Existing Law variation for lifting of lineout jumpers applies to u15 level