

2010 Law	New Law
	<p>Definitions</p> <p>H</p> <p>Hand off: An action taken by a ball carrier to fend off an opponent by using the palm of the hand.</p>
<p>Law 5 Time</p> <p>5.2 HALF-TIME</p> <p>After half-time the teams change ends. There is an interval of not more than 10 minutes. The length of the interval is decided by the match organiser, the Union or the recognised body which has jurisdiction over the game. During the interval the teams, the referee and the touch judges may leave the playing enclosure.</p> <p>A Union having jurisdiction over a match below international level may permit an interval of not more than 15 minutes.</p>	<p>Law 5 Time</p> <p>5.2 HALF-TIME</p> <p>After half-time the teams change ends. There is an interval of not more than 15 minutes. The length of the interval is decided by the match organiser, the Union or the recognised body which has jurisdiction over the game. During the interval the teams, the referee and the assistant referees may leave the playing enclosure.</p>
<p>Law 7 Mode of Play</p> <p>PLAYING A MATCH</p> <p>A match is started by a kick-off.</p> <p>After the kick-off, any player who is onside may take the ball and run with it.</p> <p>Any player may throw it or kick it.</p> <p>Any player may give the ball to another player.</p> <p>Any player may tackle, hold or push an opponent holding the ball.</p> <p>Any player may fall on the ball.</p> <p>Any player may take part in a scrum, ruck, maul or lineout.</p> <p>Any player may ground the ball in in-goal.</p> <p>Whatever a player does must be in accordance with the Laws of the Game.</p>	<p>Law 7 Mode of Play</p> <p>PLAYING A MATCH</p> <p>A match is started by a kick-off.</p> <p>After the kick-off, any player who is onside may take the ball and run with it.</p> <p>Any player may throw it or kick it.</p> <p>Any player may give the ball to another player.</p> <p>Any player may tackle, hold or push an opponent holding the ball.</p> <p>Any player may fall on the ball.</p> <p>Any player may take part in a scrum, ruck, maul or lineout.</p> <p>Any player may ground the ball in in-goal.</p> <p>A ball carrier may hand off an opponent.</p> <p>Whatever a player does must be in accordance with the Laws of the Game.</p>
<p>Law 10 Foul Play</p> <p>10.4 DANGEROUS PLAY AND MISCONDUCT</p> <p>(f) Playing an opponent without the ball. Except in a scrum, ruck or maul, a player must not hold, push or obstruct an opponent not carrying the ball.</p> <p>Sanction: Penalty kick</p> <p>(j) Lifting a player from the ground and dropping or driving that player into the ground whilst that player's feet are still off the ground such that the player's head and/or upper body come into contact with the ground first is dangerous play.</p> <p>Sanction: Penalty kick</p>	<p>Law 10 Foul Play</p> <p>10.4 DANGEROUS PLAY AND MISCONDUCT</p> <p>(f) Playing an opponent without the ball. Except in a scrum, ruck or maul, a player who is not in possession of the ball, must not hold, push or obstruct an opponent not carrying the ball.</p> <p>Sanction: Penalty kick</p> <p>(j) Lifting a player from the ground and dropping or driving that player into the ground whilst that player's feet are still off the ground such that the player's head and/or upper body come into contact with the ground is dangerous play.</p> <p>Sanction: Penalty kick</p>

<p>Law 18 Mark 18.2 KICK AWARDED The kick is awarded at the place of the mark.</p>	<p>Law 18 Mark 18.2 KICK AWARDED The kick is awarded at the place of the mark. If the mark is made in the in-goal the kick is awarded five metres from the goal line in line with where the mark was made.</p>
<p>Law 21 Penalty and Free Kicks 21.2 WHERE PENALTY AND FREE KICKS ARE TAKEN (b) When a penalty or free kick is awarded to the defending team in in-goal, the mark for the kick is at the place of infringement. When a penalty or free kick is awarded to the attacking team in in-goal, the mark for the kick is in the field of play, 5 metres from the goal line, in line with the place of infringement.</p> <p>21.4 PENALTY AND FREE KICK OPTIONS AND REQUIREMENTS (f) Kick taken in the in-goal. When a penalty or free kick is taken in the team’s in-goal and a defending player by foul play prevents an opponent from scoring a try, a penalty try is awarded.</p> <p>(g) Out of play in the in-goal. If a penalty or free kick is taken in in-goal and the ball goes into touch-in-goal, or on or over the dead ball line, or a defending player makes the ball dead before it has crossed the goal line, a 5-metre scrum is awarded. The attacking team throws in the ball.</p> <p>21.8 WHAT OPTIONS THE OPPOSING TEAM HAVE AT A FREE KICK (g) Free kick taken in the in-goal. If a free kick has been awarded in the in-goal or if it has been awarded in the field of play and the player retires to in-goal to take it, and the opponents charge and prevent the kick from being taken, a 5-metre scrum is ordered. The attacking team throw in the ball. If a free kick is taken in the in-goal, an opponent who legitimately plays it there can score a try.</p>	<p>Law 21 Penalty and Free Kicks 21.2 WHERE PENALTY AND FREE KICKS ARE TAKEN (b) When a penalty or free kick is awarded in in-goal, the mark for the kick is in the field of play, 5 metres from the goal line, in line with the place of infringement.</p> <p>21.4 PENALTY AND FREE KICK OPTIONS AND REQUIREMENTS (f) Kick taken in the in-goal. If a player retires into in-goal to take a penalty or free kick awarded in the field of play and a defending player by foul play prevents an opponent from scoring a try, a penalty try is awarded.</p> <p>(g) Out of play in the in-goal. If a player retires into in-goal to take a penalty or free kick awarded in the field of play and following the kick the ball goes into touch-in-goal, or on or over the dead ball line, or a defending player makes the ball dead before it has crossed the goal line, a 5-metre scrum is awarded. The attacking team throws in the ball.</p> <p>21.8 WHAT OPTIONS THE OPPOSING TEAM HAVE AT A FREE KICK (g) Free kick taken in the in-goal. If a free kick has been awarded and the player retires to in-goal to take it, and the opponents charge and prevent the kick from being taken, a 5-metre scrum is ordered. The attacking team throw in the ball. If a free kick is taken in the in-goal, an opponent who legitimately plays it there can score a try.</p>