
DEFINITIONS

Actual time: Elapsed time including time lost for any reason

Advantage: Law 8 - Advantage

Attacking team: The opponents of the defending team in whose half of the ground play is taking place

Ball-carrier: A player carrying the ball

Beyond or behind or in front of a position: Means with both feet, except where the context makes that inappropriate

Binding: Grasping firmly another player's body between the shoulders and the hips with the whole arm in contact from hand to shoulder

Captain: The captain is a player nominated by the team. Only the captain is entitled to consult the referee during the match and is solely responsible for choosing options relating to the referee's decisions

Cavalry charge: Law 10 - Foul Play

Conversion kick: Law 9 - Method of Scoring

Converted: A conversion kick that was successful

Dangerous play: Law 10 - Foul Play

Dead: The ball is out of play. This happens when the ball has gone outside the playing area and remained there, or when the referee has blown the whistle to indicate a stoppage in play, or when a conversion kick has been taken

Dead ball line: Law 1 - The Ground

Defending team: The team in whose half of the ground play is taking place; their opponents are the Attacking Team

Drop-kick: The ball is dropped from the hand or hands to the ground and kicked as it rises from its first bounce

Drop-out: Law 13 - Kick-Off and Restart Kicks

Dropped goal: Law 9 - Method of Scoring

Field of play: Law 1 - The Ground

Flanker: Forward player who usually wears jersey No.6 or No.7

Flying wedge: Law 10 - Foul Play

Foul play: Law 10 - Foul Play

Free kick: Law 21 - Penalty and Free Kicks. A kick awarded to the non-offending team after an infringement by its opponents. Unless a Law states otherwise, a free kick awarded because of an infringement is awarded at the place of infringement

Front row players: Law 20 - Scrum. The forward players who are the loose-head prop, the hooker and the tight-head prop

Goal: A player scores a goal by kicking the ball over an opponents' cross bar and between the goal posts from the field of play, by a place kick or drop-kick. A goal cannot be scored from a kick-off, drop-out or free kick

Goal-line: Law 1 - The Ground

Grounding the ball: Law 22 - In-Goal

Half-time: The interval between the two halves of the game

Hindmost foot: The foot of the hindmost player in a scrum, ruck or maul which is nearest that player's goal-line

Hooker: The middle front row player in a scrum

In-field: Away from touch and towards the middle of the field

In-goal: Law 22 - In-Goal

Kick: A kick is made by hitting the ball with any part of the leg or foot, except the heel, from the toe to the knee but not including the knee; a kick must move the ball a visible distance out of the hand, or along the ground

Kick-off: Law 13 - Kick-off and Restart Kicks

Knock-on: Law 12 - Knock-on or Throw-forward

Lifting: Law 19 - Touch and Line-out

Line of touch: Law 19 - Touch and Line-out. An imaginary line at right angles to the touch-line at the place where the ball is thrown in from touch

Line-out: Law 19 - Touch and Line-out

Line through the mark or place: unless stated otherwise, a line parallel to the touch-line

Long throw: Law 19 - Touch and Line-out

Loose-head prop: Law 20 - Scrum. The left front row player in a scrum

Match organiser: the organisation responsible for the match which may be a union, a group of unions or an organisation affiliated to the International Rugby Board

Mark: Law 18 - Mark

Maul: Law 17 - Maul

Near: Law 14 - Within one metre

Obstruction: Law 10 - Foul Play

Off-side in open play: Law 11 - Off-side and On-side in General Play

Off-side Line: An imaginary line across the ground, from one touch-line to the other, parallel to the goal-lines; the position of this line varies according to the Law

Off-side the 10-Metre Law: Law 11 - Off-side and On-side in General Play

On-side: Law 11 - Off-side and On-side in General Play

Open or Bleeding Wound: Law 3 - Number of Players -The Team

Out of play: This happens when the ball or the ball-carrier has gone into touch or touch-in-goal, or touched or crossed the dead ball line

Oversteps: A player steps across a line with one or both feet; the line may be real (for example, goal-line) or imaginary (for example, off-side line)

Pass: A player throws the ball to another player; if a player hands the ball to another player without throwing it, this is also a pass

Peeling off: Law 19 - Touch and Line-Out

Penalty goal: Law 9 - Method of Scoring

Penalty kick: Law 21 - Penalty and Free Kicks - A kick awarded to the non-offending team after an infringement by its opponents. Unless a Law says otherwise, a penalty kick is awarded at the place of infringement

Penalty try: Law 10 - Foul Play

Place kick: The ball is kicked after it has been placed on the ground for that purpose

Placer: A player who holds the ball on the ground for a team-mate to kick

Played: The ball is played when it is touched by a player

Playing area: Law 1 - The Ground

Playing enclosure: Law 1 - The Ground

Playing time: The time that has been played excluding time lost as defined in Law 5 Time

Possession: This happens when a player is carrying the ball or a team has the ball in its control; for example, the ball in one half of a scrum or ruck is in that team's possession

Pre-gripping: Law 19 - Touch and Line-out. Gripping a team-mate in the line-out prior to the ball being thrown in

Prop: Law 20 - Scrum. A front row player to the left or right of the hooker in a scrum

Punt: The ball is dropped from the hand or hands and kicked before it touches the ground

Pushover try: Law 22 - In-Goal

Receiver: Law 19 - Touch and Line-Out

Red Card: A card, red in colour shown to a player who has been sent off for contravening Law 10 - Foul Play, Law 4.5(c).

Referee: Law 6 - Match Officials

Repeated infringements: Law 10 - Foul Play

Replacements: Law 3 - Number of Players - The Team

Ruck: Law 16 - Ruck

Scrum: Law 20 - Scrum. This happens when players from each team come together in scrum formation so that play can be started by throwing the ball into the scrum

Scrum-half: A player nominated to throw the ball into a scrum

Sin Bin: The designated area in which a temporarily suspended player must remain for 10 minutes playing time

Substitutes: Law 3 - Number of Players - The Team

Tackle: Law 15 - Tackle: Ball-Carrier Brought to the Ground

Team-mate: Another player of the same team

Temporarily suspended: Law 10 - Foul Play

The plan: Law 1 - The Ground

The 22: Law 1 - The Ground

Throw-forward: Law 12 - Knock-On or Throw-Forward

Throw-in: The act of the player who throws the ball into a scrum or a line-out

Tight-head prop: Law 20 - Scrum. The right front row player in a scrum

Touch: Law 19 - Touch and Line-Out

Touch down: Law 22 - In-goal

Touch-line: Law 1 - The Ground

Touch-in-goal line: Law 1 - The Ground

Touch judge: Law 6 - Match Officials

Try: Law 9 - Method of Scoring

Union: The controlling body under whose jurisdiction the match is played; for an International match it means the International Rugby Board or a Committee of the Board

Yellow card: A card, yellow in colour shown to a player who has been cautioned and temporarily suspended for 10 minutes playing time

Rugby Union is a sport which involves physical contact. Any sport involving physical contact has inherent dangers. It is very important that players play the game in accordance with the Laws of the Game and be mindful of the safety of themselves and others. It is the responsibility of those who coach or teach the game to ensure that players are prepared in a manner which ensures compliance with the Laws of the Game and in accordance with safe practices.

The 2003 Law Amendments are highlighted by:



EXCEPT FOR

Note 1: At the November 2002 meeting of Council, it was agreed that a review of the IRB law book was required which would not involve substantive law changes. This has been commenced with this 2003 edition of the Law book.

Note 2: There were numerous changes made to Laws at the April 2003 meeting of Council which have been included in this 2003 edition of the Law book. Many of these were for clarification, referencing, syntax, understanding, readability, updating and consistency. They included the following Laws: Definitions; Law 1.2 and 1.3; Law 2.2-2.7; Law 4.1(d) and 4.5(a); Law 9.B.3(a); Law 11 Definition and 11.4(f) and (g) and 11.9; Law 16.5(a), Law 17.4(a); Law 21.6(b); Regulation 12.3 extract.

Note 3: The Law changes that were not covered in Note 2 are substantive and are highlighted. They include the following Laws: Law 3.5(b-e); Law 5.7(g); Law 19.9(k) under-19 variation, has been deleted; and stud length in Regulation 12.3 extract.

Law amendments incorporated into this 2003 Law book, which were agreed by Council at the November 2002 and April 2003 meetings of Council, can be found on the IRB website at http://www.irb.com/laws_regs/laws/index.cfm