



Variations 10S



The laws of the game apply to 10s, subject to the following variations:

LAW 3: TEAM

- 1 Each team has no more than 15 players in the playing area during play.

Replaced by:

1. Each team has no more than 10 players in the playing area during play.

2 deleted

- 4 For international matches, a union may nominate up to eight replacements.

Replaced by:

4. A team may nominate up to five replacements.

- 5 For other matches, the match organiser decides how many replacements may be nominated, up to a maximum of eight.

Replaced by:

5. Match organisers may vary the number of replacements a team may nominate and/or use.

- 6 Replacements are made only when the ball is dead and only with the permission of the referee.

Replaced by:

6. A team may replace any number of players during a match at any time. Players entering the field of play must do so at the half-way line after the replaced player has left the field of play. **Sanction: Penalty.**

34 deleted

LAW 5: TIME

- 1 A match lasts no longer than 80 minutes (split into two halves, each of not more than 40 minutes plus time lost), unless the match organiser has authorised the playing of extra-time in a drawn match within a knock-out competition.

Replaced by:

1. A match lasts 20 minutes (split into two halves, each of not more than 10 minutes) plus time lost. Match organisers may vary the duration of the match. When a drawn match requires extra-time, play restarts after a one-minute break with periods of no more than five minutes. After each period, the teams change ends without an interval.
- 2 Half-time consists of an interval not exceeding 15 minutes as decided by the match organiser. During this time, the teams and match officials may leave the playing enclosure.

Replaced by:

2. Half-time consists of an interval not exceeding two minutes.

LAW 6: MATCH OFFICIALS

3. The referee organises the toss. One of the captains tosses a coin and the other captain calls. The winner of the toss decides whether to kick off or to choose an end. If the winner of the toss decides to choose an end, the opponents must kick off and vice versa.

Addition:

1. Before extra-time starts, the referee organises a toss in the same way as before the match.

LAW 8: SCORING

- 7 When a try is scored, it gives that team the right to attempt a conversion, which may be a place-kick or drop-kick.

Replaced by:

7. When a try is scored, it gives that team the right to attempt a conversion, which must be a drop kick.

8. The kicker:

b deleted

- c. Takes the kick within 60 seconds (playing time) from the time the try was awarded, even if the ball rolls over and has to be placed again.

Sanction: Kick is disallowed.

Replaced by:

- c. Takes the kick within 30 seconds (playing time) from the time the try was awarded. **Sanction:** Kick is disallowed.

THE OPPOSING TEAM AT A CONVERSION

- 14 All opposing players retire to their try line and do not overstep that line until the kicker begins the approach to kick. When the kicker does this, they may charge or jump to prevent a goal but must not be physically supported by other players in these actions.

Replaced by:

- 14. All opposing players immediately assemble close to their own 10-metre line.

Sanction: If the opposing team at a conversion attempt infringes but the kick is successful, the goal stands. If the kick is unsuccessful, the kicker retakes the conversion and the opposing team is not allowed to charge. When another kick is allowed, the kicker may repeat all the preparations. The kicker may change the type of kick.

Replaced by:

Sanction: If the opposing team at a conversion attempt infringes but the kick is successful, the goal stands. If the kick is unsuccessful, the kicker retakes the conversion and the opposing team is not allowed to charge.

16 deleted

- 21 The kick must be taken within 60 seconds (playing time) from the time the team indicated their intention to do so, even if the ball rolls over and has to be placed again. **Sanction:** Kick is disallowed and a scrum is awarded.

Replaced by:

21. The kick must be taken within 30 seconds (playing time) from the time the team indicated their intention to do so.

Sanction: Kick is disallowed and a scrum is awarded.

- 24 The kicker places the ball directly on the ground or on sand, sawdust, or a kicking tee. The kicker may be assisted by a placer. Nothing else may be used to assist the kicker. **Sanction:** Scrum.

Replaced by:

24. The kick must be a drop-kick. **Sanction:** Scrum.

Addition:

EXTRA TIME

Addition:

30. In extra-time, the team that scores points first is immediately declared the winner, without any further play.

LAW 9: FOUL PLAY

- 29 When a player is being cautioned and suspended for 10 minutes, the referee will show that player a yellow card. If that player later commits another yellow-card offence, the player must be sent off.

Replaced by:

29. When a player is being cautioned and suspended for two minutes, the referee will show that player a yellow card. If that player later commits another yellow-card offence, the player must be sent off.

LAW 12: KICK-OFF AND RESTART KICKS

- 4 After a team has scored, their opponents restart play on or behind the centre of the half-way line. **Sanction:** The non-kicking team has the option of the kick being retaken or a scrum.

Replaced by:

4. After a team has scored, the same team restarts with a drop kick on or behind the centre of the half-way line. **Sanction:** Free-kick.
5. When the ball is kicked:
- Team-mates of the kicker must be behind the ball. **Sanction:** Scrum.

Replaced by:

- Team-mates of the kicker must be behind the ball. **Sanction:** Free-kick.

- 6 The ball must reach the 10-metre line. **Sanction:** The non-kicking team has the option of the kick being retaken or a scrum.

Replaced by:

6. The ball must reach the 10-metre line. **Sanction:** Free-kick.

- 8 If the ball goes directly into touch, the non-kicking team chooses one of the following:
- The kick being retaken.
 - Scrum.
 - Lineout.
 - Quick-throw.

Replaced by:

8. The ball must not go directly into touch. **Sanction:** Free-kick.
- 9 If the ball is kicked into the opponents' in-goal without touching any player and

an opponent grounds the ball without delay or it goes dead through in-goal, the non-kicking team has the option of having the kick retaken or a scrum.

Replaced by:

9. If the ball is kicked into the opponents' in-goal without touching any player and an opponent grounds the ball without delay or it goes into touch-in-goal or on or over the dead-ball line, the non-kicking team is awarded a free-kick.

LAW 19: SCRUM

- 5 When both teams have 15 players, eight players from each team bind together in formation as outlined in the diagram. Each team must have two props and one hooker in the front row and two locks in the second row. Three back-row players from each team complete the scrum. **Sanction:** Penalty.

Replaced by:

5. A scrum must have five players in two rows from each team. The front row consists of two props and a hooker and the second row consists of two locks. All five must stay bound to the scrum until it ends and may not unbind to play the ball. **Sanction:** Penalty.

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7d deleted

36. The scrum ends:
 - b. When the ball reaches the feet of the hindmost player and it is picked up by that player or is played by that team's scrum-half.

Replaced by:

- b. When the ball is played by that team's scrum-half.

LAW 20: PENALTY AND FREE-KICK

- 8 The kicker may punt, drop-kick or place-kick (other than for touch) the ball.

Replaced by:

8. The kicker may punt or drop-kick the ball but may not place-kick it.