

**Super Rugby Pacific 2023 – Law Modifications & Shape of Game Improvements**

Title	Guidelines
1) Golden Point	<p>If the match is tied at the end of normal time, the procedure will be:</p> <ul style="list-style-type: none"> <li>• An up to 10 minute golden point period is played after a five minute break;</li> <li>• The first team to score (by a penalty, drop-goal, try, or penalty try) will be the winner;</li> <li>• One minute before golden point begins, the match Referee will do a coin toss to choose which team kicks-off and on which side of the pitch they will play;</li> <li>• Teams and match officials must remain on the field during the break;</li> <li>• Coaching staff are not permitted onto the playing enclosure (i.e., those coaching staff in coaches boxes are not permitted down pitch side);</li> <li>• Injury time is added to this period of play;</li> <li>• The Laws governing Tactical Replacements, Temporary Replacements and Permanent Replacements apply for the entire duration of the match, inclusive of the Golden Point period (ie teams are not entitled to "reset" their replacements).</li> </ul> <p>If no points are scored in the Golden Point period then the match is declared a draw.</p> <p>Points allocation from matches that go to Golden Point</p> <ol style="list-style-type: none"> <li>1. Drawn match at fulltime goes to Golden point. If no-one scores any points in the 10min period then both teams retain the competition points earned in regular time (ie 2 competition points each for the draw, plus if one team has scored 3 or more tries than the opposition then they would get an extra bonus point).</li> <li>2. Drawn match at fulltime goes to Golden point. Team "A" scores first in golden point. Team A gets 4 competition points for the win (plus any bonus points for scoring 3 or more tries than the opposition, which for clarity could be 2 tries in regular time and 1 in golden point). Team B gets 1 competition point for losing within 7 points. Note in another example if a team scores 3 or more tries in normal time, but normal time ends in a draw, and then that team loses in Golden Point then they would get 1 point for the 3 or more tries and a further 1 point for losing within 7. The winning team in this example would get 4 points.</li> </ol>
2) TMO Referrals driven by on-field teams. Ref to drive TMO.	<p>TMO will not interrupt the game to instigate an investigation into an incident (foul play or otherwise) unless it is a serious clear and obvious incident of dangerous play missed by the on field Match Official team.</p> <p>The Referee can engage the TMO to assist with an incident they have identified but the Referee will direct that process.</p>
3) Modified Foul Play Process: Review system	<p>All incidents of potential foul play identified by the Match Official (MO) team are reviewed to determine what level of sanction applies. The following sanctions may be applied after the initial review by the on-field MO team:</p> <ul style="list-style-type: none"> <li>• Play On: in the event no foul play is evident; or</li> <li>• Penalty Kick: in the event foul play is evident but at a low level of danger and/or significant mitigating factors are evident; or</li> <li>• Yellow Card: in the event foul play is evident but at an increased level of danger and potential mitigating factor/s are present; or</li> <li>• Red Card: in the event foul play is evident and determined to be deliberate and with a high level of danger. The Red Card would see the player removed from the match and not be replaced.</li> </ul> <p>Any incident of foul play, that contains dangerous actions, that is adjudicated at a Yellow Card level on field will automatically be reviewed by the TMO during the 10 minute period the player is off the field. The TMO will follow existing laws and law application guidelines for specific incidents to determine the correct sanction for the incident. The possible sanctions are:</p> <ul style="list-style-type: none"> <li>• Yellow Card sanction in which the Player is entitled to return at the conclusion of the 10 minute period; or</li> <li>• Red Card sanction in which the Player would be removed from the match but would be permitted to be replaced after 20 minutes from the time of the incident.</li> </ul> <p>The TMO will inform the Match Officials of their decision no later than 8 minutes into the 10 minute review period to provide Teams sufficient time to make any adjustments needed and for the Player to be able to prepare to re-enter the match in the case of a Yellow Card.</p> <p>Any incident of foul play that does not contain dangerous actions but is adjudicated at a Yellow Card sanction (eg. technical infringements, repeated team infringements) would not be subject to a review.</p> <p>Any Player who receives two Yellow Card sanctions during a match, will receive a Red Card sanction in which the Player would be removed from the match but would be permitted to be replaced after 20 minutes from the time of the 2<sup>nd</sup> Yellow Card incident.</p> <p>All post-match disciplinary processes will remain as in previous years.</p>
4) Shot Clock: Conversions – 90 secs from try being awarded	<p>Kickers will have 90 secs to kick a conversion. The 'shot clock' will start the moment the referee awards the try and ball must be struck/kicked by the time the 'shot clock' reaches zero or the kick will be disallowed.</p> <p>The TMO will sweep all try scoring plays whilst the kicker prepares for their conversion attempt. Once the TMO has cleared the try he will provide an 'all clear' to the referee.</p> <p>In the event of a conversion period being interrupted by the match official team for a formal TMO review or to receive the all clear, the 90 seconds 'shot clock' will re-start once the try has been awarded. In this situation the referee will only call game time on when the kicker starts his run up</p> <p>Conversions can be taken with any ball e.g. it does not have to be the ball in play at the time the try was scored.</p>

5) Shot Clock: Penalty goal kicks – 60 secs from referee pointing to the posts	Kickers will have 60 secs to take the penalty kick. The 'shot clock' will start when the team indicates their intention to kick for goal and the referee points to the posts signalling the attempt. The ball must be struck/kicked by the time the 'shot clock' reaches zero or the kick will be disallowed and the opposition is awarded a scrum feed at the sight of the penalty kick.
6) Shot Clock: Lineouts - 30 secs	In the event the Lineout is not formed within 30 seconds from the Assistant Referee setting the mark the sanction would be the opposition is awarded a <b>free kick</b> 15m in from touch in line with where the ball crossed the touch line. A lineout would be deemed formed within the time limit as per World Rugby Law 18.9 – 18.21.
7) Shot Clock: Scrum – 30 secs	In the event a team is not present with required players to begin the scrum engagement sequence (ie. ready to "crouch") within 30 seconds from the Referee setting the mark for the scrum the sanction would be the opposition is awarded a <b>free kick</b> with an inability to choose a scrum.
8) Sanctioning of deliberate knock on's.	Only penalize a clear and deliberate attempt to knock the ball forward, without trying to regain possession. Can be escalated to yellow and/or penalty try if it denies a probable try or is judged to be an extremely cynical action denying a clear line break opportunity. If the actions of the Player demonstrated no intent to catch the ball, it should be deemed a deliberate knock on and sanctioned with a penalty only. Yellow Cards would be reserved for extremely cynical actions that prevented a clear try scoring opportunity or line break opportunity.
9) Removing designated water breaks (except under Heat Guidelines).	WORLD RUGBY LAW 6: MATCH OFFICIALS - ADDITIONAL PERSONS 28. Appropriately trained and accredited first-aid or immediate (pitch-side) care persons may enter the playing area to attend to injured players at any time it is safe to do so. 29. The following may enter the playing area without the referee's permission, provided they do not interfere with play or make any comments to the match officials: a. Water-carriers during a stoppage in play for an injury to a player or <i>when a try has been scored</i> . b. A person carrying a kicking tee after a team has indicated they intend to kick at goal or a try has been scored. c. The coaches attending to their teams at half-time.
10) Defending 9 not being allowed past the midline of the scrum	Modification Law 19: 30. Once play in the scrum begins, the scrum-half of the team not in possession: a) <i>Remains on that team's side of the middle line within 1m of the scrum, or</i> b) Permanently retires to a point on the offside line either at that team's hindmost foot, or c) Permanently retires at least five metres behind the hindmost foot.