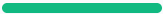


NATIONAL COLLEGIATE
RUGBY

A large, green, curved swoosh graphic that starts under the word 'RUGBY' and sweeps upwards and to the right, ending under the word 'COLLEGIATE'.

NCR Rugby

A short, solid green horizontal line centered under the word 'Rugby'.

Laws Update • July 2026

Law Changes & References



Overview

World Rugby has updated a number of definitions, wording, and laws to match current on-field application.

This presentation serves as a targeted summary of the changes most likely to be seen during matches.

Full List of Changes

Access the complete official database of World Rugby changes.

worldrugby.app.box.com/s/u6xhexv4w582npwme!vmab24o12p5zx8

Amendment Presentation

View the official presentation summarizing the 2026 amendments.

worldrugby.app.box.com/v/lawamends2026

Law 5 & 9 - Time and Foul Play



Law 5 - Time

Law 5.7: When play was stopped for safety reasons and time was expired, play will restart with a scrum.

Law 5.8a: Any player on the scoring team may now say "no kick" to decline a conversion.

Law 9 - Foul Play

Law 9.15: You can no longer push or throw your teammate, with or without the ball. This includes during open play and at lineouts.

Law 9.29: A Yellow Card as a result of "not 10m" at a Free Kick results in an upgrade to a Penalty Kick.

Law 10 & 11 - Offside & Knock Forward



Law 10 - Offside and onside in open play

Law 10.1: The offside line for a kick in open play is set by the foot kicking the ball.

Law 10.4c: *"[Offside at a kick & 10m law] does not apply when the kick is charged down, or **there is an attempted charge down.**"*

Law 11 - Knock forward or throw forward

Law 11.6: A forward pass into touch now has the option for a scrum or a lineout.

Law 12 - Kickoff & Restart Kicks - GLDO

In-goal permutations when a try isn't scored

In-goal permutation			Who makes ball dead, and how					
			Attackers		Defenders		Neither	
			Carry/kick/knock ball TIG or over DBL from in-goal	Knock forward in-goal	Ground ball, or Carry/kick/knock ball TIG or over DBL from in-goal	Knock forward in-goal	Ball continues onto/over Touch-in-Goal or over Dead-ball Line	Held up, either team in possession
Who put ball into in-goal, and how	Attack	Pen/DG attempt	22m DO	TLDO	22m DO	5m scrum	22m DO	TLDO
	Attack	Restart kick – Half way/22/TLDO	TLDO	TLDO	Immediately: Rekick/scrum Delayed: TLDO	5m scrum	Rekick/scrum	TLDO
	Attack	Carry	TLDO	TLDO	TLDO	5m scrum	---	TLDO
	Attack	Kick in open play, including FK/PK not for goal	TLDO	TLDO	TLDO	5m scrum	22 DO / Scrum back	TLDO
	Attack	Charge down from Field of Play	TLDO	TLDO	TLDO	5m scrum	TLDO	TLDO
	Defender	Carry	5m scrum	TLDO	5m scrum	5m scrum	---	5m scrum
	Defender	Kick/Knock back	5m scrum	TLDO	5m scrum	5m scrum	5m scrum	5m scrum

TLDO = Try Line Drop-out 22m DO = 22m Drop-out

Law 12 & 15 - Restart Kicks & Ruck

Law 12 - Kick-off and restart kicks

Law 12.5a: Players in front of the kicker at a restart kick now has the option of a scrum or re-kick, in line with other restart kick infringements.

Law 12.8b & 12.13d ii: A restart kick that goes directly into touch now specifies that if the scrum option is selected, it will be on the sanction line, in line with where the ball was kicked. *Eg. If a GLDO is kicked from 15m away from touch and goes directly into touch, the scrum would be 15m from touch on the 5m line.*

Law 15 - Ruck

Law 15.19: Clarified that the ruck is over when the player playing the ball lifts it from the ground to play.

Law 18 - Touch, Quick Throw & Lineout



Law 18.8c

Penalty Goal Attempt: If a player legitimately attempts a penalty goal but the ball goes into touch, the non-kicking team throws in to the lineout where the ball reaches the touchline.

Law 18.22 & 2.26c

Lineout Throw-in: The player throwing into the lineout only needs a part of their feet on the touchline. They cannot step into the field of play while throwing.

Law 19 - Scrum



Law 19.1 - Scrum Throw-in

Row 6: No more attacking team for unplayable tackle or ruck. The last team moving forward gets the throw in at the scrum.

Row 8: Unplayable maul from open play kick must be from an opponent's kick for the catching team to get the scrum throw in.

Law 19.11 - “bind”

Law 19.11d: Players cannot change bind for the duration of the scrum after this point. This includes the #8.

Law 19.11e: Brake foot can be adjusted on Bind, but must be maintained.

Player Safety & Foul Play Reminders



Law 3.24

HIA & Concussion

No HIA in NCR:

NCR does not use Head Injury Assessments. We follow the strict "Recognise and Remove" protocol.

Recognise & Remove:

"If ... a player is concussed or has a suspected concussion, [they] must be immediately and permanently removed from the playing area."

Law 4.2

Player Equipment

Mouthguard Recommendation:

"World Rugby recommends all players wear a mouthguard or dental protector."

Law 9.30

Red Card Protocol

No 20-Min Red Cards:

NCR competitions do not use the 20-minute red card replacement option.

Permanent Sanction:

"When a player is being sent off, the referee shows that player a red card and the player will take no further part in the match. A player sent off may not be replaced."

Questions?



Laws Committee Contact

For any questions or official clarifications regarding the laws of the game, please contact us directly via email.

Email Address

lawscommittee@ncr.rugby