

Addition to the Safe Play Code

2. DANGEROUS TACKLE

The Code: (2.6) A DEFENDER CANNOT "PUSH" THE BALL-CARRIER TO EFFECT/COMPLETE A TACKLE

Application: A defender who pushes the ball-carrier to effect / complete a tackle is guilty of an infringement

Alterations to Mini Laws

1. Page 9: TACKLES/SAFE PLAY

Change 'B' to read: *At any tackle, the ball-carrier MAY NOT BE tripped; slung or thrown; pushed; or lifted from the ground to be then driven to the ground to effect the tackle.*

2. Page 10: SCRUM (14)(b)

Delete (14)(b) so that the Law for held up over the try line is now in line with the International Law

Alterations to Mod Laws

1. Page 29: TACKLES/SAFE PLAY

Change 'B' to read: *At any tackle, the ball-carrier MAY NOT BE tripped; slung or thrown; pushed; or lifted from the ground to be then driven to the ground to effect the tackle.*

2. Page 31: SCRUM (14)(b)

Delete (14)(b) so that the Law for held up over the try line is now in line with the International Law