



GLOSSARY

LAW 9.12/9.13 ETC

The World Rugby Laws of the Game. Law 9 relates to foul play and full details can be found on the World Rugby website here: [World Rugby Law 9](#)

ENTRY POINT

Each of the offences in World Rugby Law 9 has a specific entry point attached to it. These are set out in the Sanction Table which is on the England Rugby website here: [RFU Regulation 19, Appendix 2](#)

LOW END/MID-RANGE/TOP END

Each offence under Law 9 has a low end, mid-range and top end entry point. The Panel reaches an entry point based on the assessment of seriousness of an incident (See [RFU Regulation 19.11.8](#)) and a mixture of their own rugby experience and knowledge of other cases. All cases are judged independently upon their own facts.

HEAD/NECK CONTACT

This is relevant because it affects the entry point. If there is head/neck contact, a Panel must start at least at mid-range. This is mandatory in nearly all cases (some acts of foul play are excluded). If there is no head/neck contact a Panel can enter at low end if appropriate.

RECKLESS

This is defined in RFU Regulation 19, appendix 5 ([available here](#)) as follows ‘The player knew (or should have known) that there was a risk of committing an act of Foul Play.’ For example, if a Player makes an upright tackle and makes contact with the head of an opposition Player, a Panel may find this is reckless because they knew or should have known that there was a risk of that contact happening.

INTENTIONAL/DELIBERATE

If a Player punches another Player, this will be an intentional/deliberate act. Intentional or deliberate in this context doesn’t mean that they have intended to hurt or harm another Player.

PLAYER INJURED

An injury is normally considered to be anything that requires medical assessment or attention during or post-match. In every case, the Clubs are required to provide a medical report or otherwise confirm that the Player suffered no injury. Panels can only sanction based on factual information and not what ‘may’ have happened.

VULNERABILITY OF PLAYER

This relates to the opposition Player. Panel will ask themselves questions such as ‘Was the Player on the floor at the time of the incident?’ or ‘Did the tackler make the tackle from the ball carriers blindside such that they couldn’t have braced for the impact?’ If a Player is punched from behind then this may be seen as more serious than two Players who are facing one another and trading blows.



GLOSSARY

AGGRAVATION

There are only three criteria for aggravating up from an entry point. These are as follows:-

1 REPEAT OFFENDER

Has the Player previously been banned? If so, the Panel will consider what the ban was for, when it was and whether that requires an additional number of weeks to be added to the entry point. If a Player has 4 previous red cards for tip tackles in the last 2 years and has been sent off for another tip tackle, the Panel may decide this Player is a repeat offender and that they should add on another week or two weeks to the entry point. It is unusual for a Player with only one or two previous offences to be considered a 'repeat offender', they're more likely to not receive mitigation for a good record (see mitigation)

2

NEED FOR A DETERRENT

This can only be added on if World Rugby or the RFU issue guidance to all Clubs that there is an issue in the game with a particular offence. An individual Panel cannot decide this themselves. If there is a memoranda in place for a particular offence (such as for Tip Tackles following the 2011 RWC) then every Panel will add on an agreed number of weeks to the entry point so that it is consistent.

3

ANY OTHER FACTORS

This is a catch-all provision for anything else that happens off-field that a Panel may consider.

MATCHES UNAVAILABLE

The Panel will determine which matches the Player will miss as a result of the sanction so that it is meaningful. If a Player is banned for 3 weeks but has two weekends without rugby due to having a bye or a free weekend then the dates may show they're banned for 5 weeks but only 3 of those weeks will be meaningful.

MITIGATION

There are fixed criteria for mitigating down from an entry point. These are as follows:-

1

GUILTY PLEA

Did the Player accept that they had committed an act of foul play and that the act of foul play warranted a red card. If a player does not accept both then are unlikely to get full credit.

2

GOOD RECORD

If the Player has been banned previously they are not considered to have a good record. However, if a Player has one or two different types of offences from a number of years ago then a Panel may consider that the record is not so bad as to stop them getting credit. It's considered on a case by case basis.

3

REMORSE/APOLOGY

Did the Player express remorse for their actions or apologise. It's important to look at when the apology was given, A Player who apologises immediately after the incident is more likely to get credit than a Player who apologises just after they have found out they have been cited. Of course, sometimes a Player doesn't know they've done anything wrong until they have been cited so again, it's important to consider this on a case by case basis.

4

GOOD CONDUCT

Did the Player engage with the Panel? Did they answer the questions openly and honestly? There is a basic expectation that all Players appearing before a Panel will conduct themselves appropriately but Panels may distinguish between the Player who contests the charge and tries to blame the Referee/opposition Player/team mates and the Player who attends the hearing and provides a straightforward, candid account which honestly depicts what happened on-field.

5

ANY OTHER

If a Player undertakes some exceptional work off-field then the Panel may take this in to consideration.