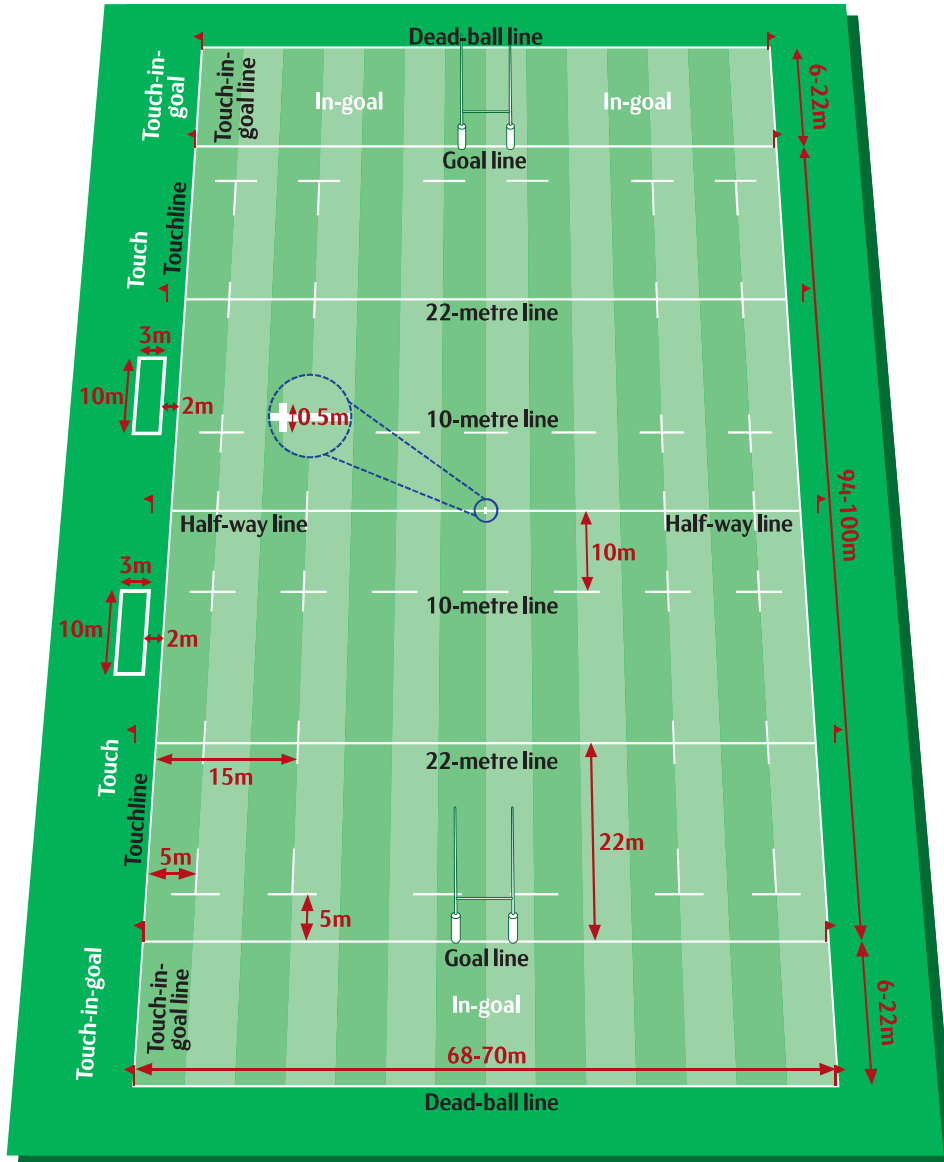


LAW 1 The ground



The ground

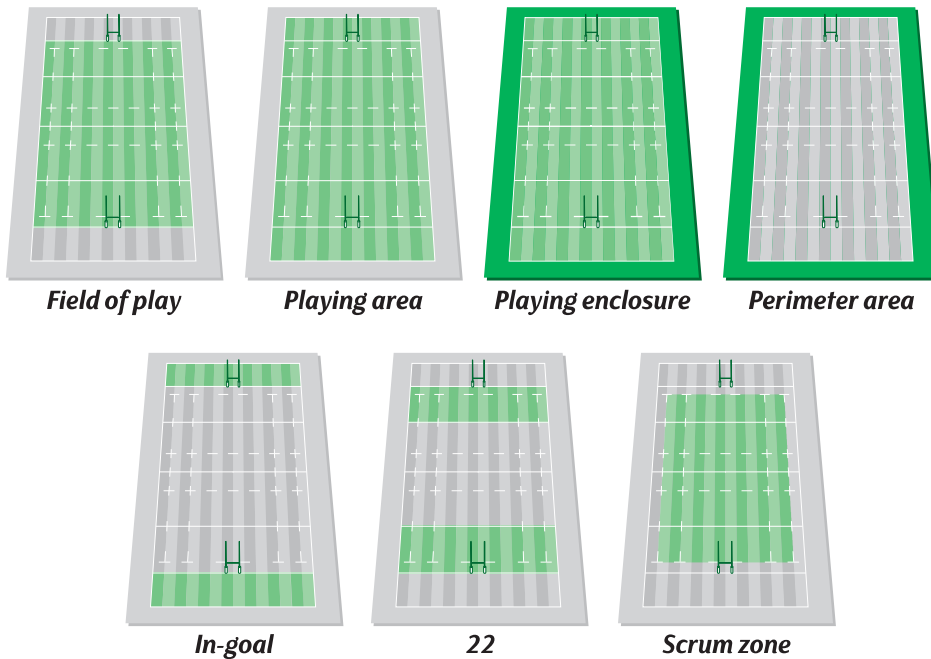


LAW 1 The ground

1. The playing surface must be safe.
2. The permitted surface types are grass, sand, clay, snow or artificial turf (conforming to World Rugby Regulation 22).
3. The dimensions of the playing area shown in the ground diagram.

Dimensions	Field of play length	In-goal length	Width
Maximum (metres)	100	22	70
Minimum (metres)	94	6	68

- a. The playing area is rectangular in shape.
- b. Any variations to these dimensions must be approved by the relevant union for domestic competitions or World Rugby for international matches.



LAW 1 The ground



- c. Where the length of the field of play is less than 100 metres, the distance between the 10-metre lines and 22-metre lines is reduced accordingly.
- d. Where the width of the playing area is less than 70 metres, the distance between the 15-metre lines is reduced accordingly.
- e. The perimeter area should not be less than five metres wide where practicable.

LINES

- 4. There are solid lines configured as shown in the ground diagram. The solid lines are on:
 - a. The dead-ball lines and touch-in-goal lines.
 - b. The goal lines.
 - c. The 22-metre lines.
 - d. The half-way line.
 - e. The touchlines.
- 5. There are dash lines configured as shown in the ground diagram. Each dash within a dash line is five metres in length. There are dash lines:
 - a. Five metres from, and parallel to each touchline.
 - b. 15 metres from, and parallel to, each touchline.
 - c. 10 metres from, and parallel to, each side of the half-way line.
 - d. Five metres from, and parallel to, each goal line.
- 6. There is one line 0.5 metres long that intersects the centre of the half-way line.