

## 再発見 misconduct

misconduct: conduct 行動の前に miss がついて出来た言葉です。非行、不品行、違法と言った意味の言葉を堅苦しい言葉に訳すと不行跡になります。規則以前に人間としてやってはならないことという内容です。

misconduct という言葉が Law に見られるのは Law X Function of Referee の 1885 年の条文に後に Referee の duties についてのところが最初です。

In all these cases a claim from the opposite side is necessary but not through the umpires.

In the following cases the Referee may interfere without any claim being made and without reference to the Umpires :—

(a) If, in the opinion of the Referee, a player shall have been guilty of rough or foul play, he shall in his discretion, either caution him for the first offence, or warn him off without any caution, but in either case on a second offence it shall be his duty to warn off the offender, and to forthwith report the occurrence to the Board.

(a) レフリーはプレーヤーが rough or foul play の罪を犯すという意見ならば笛を吹いて競技を止める . . .

rough (乱暴)、foul (不正) なプレーについてだけで、misconduct の中身の記述はなく sportsmanship で処理解決されました。rough or foul play についての詳しい記述もありません。尚、最初は注意または警告 2 度目は退場させ協会へ報告することになっています。

1892 年の International Circular(回状) に次のようにあります。

In 1892 the International Circular was done away with, and the items included in the Laws under Referee, Touch Judges, as follows : “The Referee must carry a whistle, which he must blow in the following cases :—

(a) When he allows an appeal ;

(b) When a player makes and claims a fair catch ;

(c) When he notices rough or foul play or misconduct, when for the first offence he shall either caution the player or order him off the ground, but for the second offence he must order him off and afterwards report him to this Union ;

“rough or foul play or misconduct” と 3 つ併記されるようになりました。全てのことを sportsmanship だけでは処理できなくなったのです。rough ・ foul play ・ misconduct の中身を考察する前に現代ラグビーの基本型になっている 1971 年のルールでの foul play の表題を確認しておきましょう。

LAW26 OBSTRUCTION, FOUL PLAY, MISCONDUCT, REPEATED INFRINGEMENTS

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obstruction.

(1) (a)~(f)

Foul Play and Misconduct

(2) (a)~(i)

rough は粗い、粗暴なという意味です。1971 年には rough は記述されていません。rough が削除された経過を振り返ってみましょう。1925 年に戻ります。

The Board direct special attention of referees to the Law re “Rough and Foul play” and “Misconduct.” とあって 1926 年には rough が削除されています。

ラグビーは健康な人が元気一杯走り回る競技です。より強い身体を鍛えるのに役立ちます。

それには勇敢に戦うことが求められます。あるれる力を一杯に活動することが相手に与える印象は活動内容と力の程度によって異なります。元気一杯勇敢なプレーが rough foul の対象として話し合いの的になり、Law から rough の言葉を削除されました。

foul play は「不正なプレー」と訳されていますが、foul は不正なプレーという意味ですが foul は汚い、厭らしいから卑劣なという意味があり、foul play は卑怯なプレーとも訳せません。不正というのは正しくないとか規則を守っていないというだけの内容ならば illegal play になります。

カー杯に思いっきり戦うゲームの中では話し合っ取り決めた規則に違反するプレーや偶発的に色々なことが起ります。話し合いと sportsmanship や gentleman ship や常識(reasonable)を元にスムーズに進められました。ラグビーでは equal condition, open play, safety を理念として話し合いがなされ、ゲームが展開されました。そんな中で misconduct が Law に加えられ、rough が削除された経緯は時代々々の社会の風潮や展開の過程と共にラグビー展開の歩みを知ることができます。rough は 100%悪い内容でなく rough 無スタイルという場合のように感覚的に認められるものを含んでいるのです。

現在（2010 年度）の競技規則について考えましょう。

#### Law 10 Foul Play

##### DEFINITIONS

Foul play is anything a player does within the playing enclosure that is against the letter and spirit of the Laws of the Game. It includes obstruction, unfair play, repeated infringements, dangerous play and misconduct which is prejudicial to the Game.

現在は a player となっていますが、2009 年までは a parson でした。プレー以外の人々（リザーブ選手・監督・コーチ・競技役員・カメラマン等々）考えられないことがないということです。a play によって、より厳密化し、チーム関係者のみについて含まれるようになりました。

競技場(playing enclosure)というのは、競技区域(Playing area)と少なくとも 5m の周辺区域(Perimeter area)でフィールドオブプレー(Field of play)でのことではありません。

競技場内と特に指定ことは先の a player と合間って競技場外での sportsmanship についても同じであることを言っているのです。

prejudicial to the Game とは、競技に影響を与えていることは偏見を抱かせ営みとなることを防止しようとするものです。

即ち、競技理解の主義だけでなく精神に反する行動に対するもので、精神(spirit)が文字になる数少ないうちの一つです。

「競技規則 10.1 項 妨害 obstruction」についての解説（2010 年度版競技規則より）。

#### 10.1 OBSTRUCTION

(a) Charging or pushing. When a player and an opponent are running for the ball, either player must not charge or push the other except shoulder-to-shoulder.

Sanction: Penalty kick

(b) Running in front of a ball carrier. A player must not intentionally move or stand in front of a team-mate carrying the ball thereby preventing opponents from tackling the current ball carrier or the opportunity to tackle potential ball carriers when they gain possession.

Sanction: Penalty kick

(c) Blocking the tackler. A player must not intentionally move or stand in a position that prevents an opponent from tackling a ball carrier.

Sanction: Penalty kick

(d) Blocking the ball. A player must not intentionally move or stand in a position that prevents an opponent from playing the ball.

Sanction: Penalty kick

(e) Ball carrier running into team-mate. A player carrying the ball must not intentionally run into team-mates in front of that player.

**Sanction: Penalty kick**

- (a) チャージまたは押すこと  
肩と肩とが触れ合う以上の行為(charge)として肩を相手に打ち当てるのはいけないことです。
- (b) ボールキャリアの前方を走ること  
故意でないことを装うことは故意以上にいけないことです。
- (c) タックラーへの妨害  
故意でないことを装うことは故意以上にいけないことです。
- (d) ボールへの妨害  
故意でないことを装うことは故意以上にいけないことです。
- (e) ボールキャリアが前方の味方プレーヤーの中に走りこむこと  
オープンへパスしてもダメと判断したときです。
- (f) フランカーによる相手スクラムハーフへの妨害 (2010 年度版の 10 条 4.(s)に変更)  
フランカーの仕事の一つだと考えている人がいますが大間違いです。

「競技規則 10.2 項 不正なプレー UNFAIR PLAY」についての解説 (2010 年度版競技規則より)

#### 10.2 UNFAIR PLAY

(a) Intentionally Offending. A player must not intentionally infringe any Law of the Game, or play unfairly. The player who intentionally offends must be either admonished, or cautioned that a send off will result if the offence or a similar offence is committed, or sent off.

**Sanction: Penalty kick**

A penalty try must be awarded if the offence prevents a try that would probably otherwise have been scored. A player who prevents a try being scored through foul play must either be cautioned and temporarily suspended or sent off.

(b) Time-wasting. A player must not intentionally waste time.

**Sanction: Free Kick**

(c) Throwing into touch. A player must not intentionally knock, place, push or throw the ball with his arm or hand into touch, touch-in-goal, or over the dead ball line.

Sanction: Penalty kick on the 15-metre line if the offence is between the 15-metre line and the touchline, or, at the place of infringement if the offence occurred elsewhere in the field of play, or, 5 metres from the goal line and at least 15 metres from the touchline if the infringement occurred in in-goal.

A penalty try must be awarded if the offence prevents a try that would probably otherwise have been scored.

(a) 故意に反則すること

不当とは fair でないプレーのことです。10.1 項で故意に装うことは故意以上に行けないことと書きました。故意かどうかはレフリーの判断です。故意でないことを装うことかどうかもレフリーの判断です。レフリーの判断の元になるのは競技規則の意義と精神です。平素の学習とそれに基づく信念が元になります。不当なプレーの見逃しはゲームに影響を与えます。

(b) 時間の浪費

ゴールによる得点で勝敗が決まっていた時代から一定時間内の得点数によって勝敗を決めました。より楽しさのため、反面生活の中に 位置を確保したことを示すノーサイドの精神が一組のものになりました。

- (c) タッチ等にボールを投げること  
故意にボールをデッドにしてはいけないということはノーサイドの精神の一部です。  
全力で戦うことを基本とします。  
ボールを蹴りだすのはよいというのはスポーツの原理をそのまま現在に残したものです。

「競技規則 10.3 項 反則を繰り返すこと REPEATED INFRINGEMENTS」についての解説  
(2010 年度版競技規則より)

<p>10.3 REPEATED INFRINGEMENTS</p> <p>(a) Repeatedly offending. A player must not repeatedly infringe any Law. Repeated infringement is a matter of fact. The question of whether or not the player intended to infringe is irrelevant. <b>Sanction: Penalty kick</b></p> <p>A player penalised for repeated infringements must be cautioned and temporarily suspended.</p> <p>(b) Repeated infringements by the team. When different players of the same team repeatedly commit the same offence, the referee must decide whether or not this amounts to repeated infringement. If it does, the referee gives a general warning to the team and if they then repeat the offence, the referee cautions and temporarily suspends the guilty player(s). If a player of that same team then repeats the offence the referee sends off the guilty player(s). <b>Sanction: Penalty kick</b></p> <p>A penalty try must be awarded if the offence prevents a try that would probably otherwise have been scored.</p> <p>(c) Repeated infringements: standard applied by referee. When the referee decides how many offences constitute repeated infringement, the referee must always apply a strict standard in representative and senior matches. When a player offends three times the referee must caution that player.</p> <p>The referee may relax this standard in junior or minor matches, where infringements may be the result of poor knowledge of the Laws or lack of skill.</p>
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(a) 反則の繰り返し  
プレイヤーのルール理解不足と習慣的になっており場合があります。厳格にルール(精神も含めて)の学習の指示が必要です。

(b) チームによる反則の繰り返し  
チームの特に指導者のルール理解不足が原因である場合があります。

以上の(a)(b)2 項についてはペナルティーを科すだけでなくゲーム後の指摘により以後の試合において繰り返されないことが必要です。

(c) レフリーの適用基準  
チームは 1 ゲームあたりの反則数を 2~3 回にする絶対目標を掲げ、目指さなければなりません。8 回以上の反則数はおかしく、10 回も超えるようなゲームはプレイヤーとしてプレーする資格がありません。レフリーの責任にはいけません。レフリーは笛を吹かなくてもよいことを望んでいるのです。

「競技規則 10.4 項 危険なプレー、不行跡 DANGEROUS PLAY AND MISCONDUCT」についての解説 (2010 年度版競技規則より)

<p>10.4 DANGEROUS PLAY AND MISCONDUCT</p> <p>(a) Punching or striking. A player must not strike an opponent with the fist or arm, including the elbow, shoulder, head or knee(s). <b>Sanction: Penalty kick</b></p> <p>(b) Stamping or trampling. A player must not stamp or trample on an opponent. <b>Sanction: Penalty kick</b></p> <p>(c) Kicking. A player must not kick an opponent. <b>Sanction: Penalty kick</b></p>
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- (d) Tripping. A player must not trip an opponent with the leg or foot.  
**Sanction: Penalty kick**
- (e) Dangerous tackling. A player must not tackle an opponent early, late or dangerously.  
**Sanction: Penalty kick**
- A player must not tackle (or try to tackle) an opponent above the line of the shoulders even if the tackle starts below the line of the shoulders. A tackle around the opponent's neck or head is dangerous play.  
**Sanction: Penalty kick**
- A 'stiff-arm tackle' is dangerous play. A player makes a stiff-arm tackle when using a stiffarm to strike an opponent.  
**Sanction: Penalty kick**
- Playing a player without the ball is dangerous play.  
**Sanction: Penalty kick**
- A player must not tackle an opponent whose feet are off the ground.  
**Sanction: Penalty kick**
- (f) Playing an opponent without the ball. Except in a scrum, ruck or maul, a player must not hold, push or obstruct an opponent not carrying the ball.  
**Sanction: Penalty kick**
- (g) Dangerous charging. A player must not charge or knock down an opponent carrying the ball without trying to grasp that player.  
**Sanction: Penalty kick**
- (h) A player must not charge into a ruck or maul. Charging includes any contact made without use of the arms, or without grasping a player.
- (i) Tackling the jumper in the air. A player must not tackle nor tap, push or pull the foot or feet of an opponent jumping for the ball in a lineout or in open play.  
**Sanction: Penalty kick**
- (j) Lifting a player from the ground and dropping or driving that player into the ground whilst that player's feet are still off the ground such that the player's head and/or upper body come into contact with the ground first is dangerous play.  
**Sanction: Penalty kick**
- (k) Dangerous play in a scrum, ruck or maul. The front row of a scrum must not rush against its opponents.  
**Sanction: Penalty kick**
- Front row players must not intentionally lift opponents off their feet or force them upwards out of the scrum.  
**Sanction: Penalty kick**
- Players must not charge into a ruck or maul without binding onto a player in the ruck or maul.  
**Sanction: Penalty kick**
- Players must not intentionally collapse a scrum, ruck or maul.  
**Sanction: Penalty kick**
- (l) Retaliation. A player must not retaliate. Even if an opponent is infringing the Laws, a player must not do anything that is dangerous to the opponent.  
**Sanction: Penalty kick**
- (m) Acts contrary to good sportsmanship. A player must not do anything that is against the spirit of good sportsmanship in the playing enclosure.  
**Sanction: Penalty kick**

- (n) Misconduct while the ball is out of play. A player, must not, while the ball is out of play, commit any misconduct, or obstruct or in any way interfere with an opponent.

**Sanction: Penalty kick**

The sanction is the same as for sections 10.4 (a)-(m) except that the penalty kick is awarded at the place where play would restart. If that place is on the touchline or within 15 metres of it, the mark for the penalty kick is on the 15-metre line, in line with that place.

If play would restart at a 5-metre scrum, the mark for the penalty kick is at that place of the scrum.

If play would restart with a drop-out, the non-offending team may choose to take the penalty kick anywhere on the 22-metre line.

If a penalty kick is awarded but the offending team is guilty of further misconduct before the kick is taken, the referee cautions or orders off the guilty player and advances the mark for the penalty kick 10 metres. This covers both the original offence and the misconduct.

If a penalty kick is awarded to a team but a player of that team is guilty of further misconduct before the kick is taken, the referee will caution or send-off the guilty player, declare the kick disallowed, and award a penalty kick to the opposing team.

If an offence is committed outside the playing area while the ball is still in play, and if that offence is not covered by any other part of this Law, the penalty kick is awarded on the 15-metre line, in line with where the offence happened.

- (o) Late-charging the kicker. A player must not intentionally charge or obstruct an opponent who has just kicked the ball.

**Sanction: The non-offending team may choose to take the penalty kick either at the place of infringement, where the ball lands or or where it was next played.**

Place of infringement. If the infringement takes place in the kicker's in-goal, the penalty kick is taken 5 metres from the goal line in line with the place of infringement but at least 15 metres from the touchline.

The non-offending team may also choose to take the penalty where the ball lands or is next played before landing and at least 15 metres from the touchline.

Where the ball lands. If the ball lands in touch, the mark for the optional penalty kick is on the 15-metre line, in line with where it went into touch. If the ball lands, or is next played before landing, within 15 metres of the touchline, the mark is on the 15-metre line opposite where the ball landed or was played.

If the ball lands in the in-goal, in touch-in-goal, or on or over the dead ball line, the mark for the optional penalty kick is 5 metres from the goal line, in line with the place where the ball crossed the goal line and at least 15 metres from the touchline.

If the ball hits a goal post or crossbar, the optional penalty kick is awarded where the ball lands on the ground.

- (p) Flying Wedge and Cavalry Charge. A team must not use the 'Flying Wedge' or the 'Cavalry Charge'.

**Sanction: Penalty kick at the place of the original infringement.**

'Flying Wedge'. The type of attack known as a 'Flying Wedge' usually happens near the goal line, when the attacking team is awarded a penalty kick or free kick.

The kicker tap-kicks the ball and starts the attack, either by driving towards the goal line or by passing to a team-mate who drives forward. Immediately, team mates bind on each side of the ball carrier in a wedge formation. Often one or more of these team mates is in front of the ball carrier. A 'Flying Wedge' is illegal.

**Sanction: Penalty kick at the place of the original infringement.**

'Cavalry Charge'. The type of attack known as a 'Cavalry Charge' usually happens near the goal line, when the attacking team is awarded a penalty kick or free kick. Either a single player stands some distance behind the kicker, or attacking players form a line across the field some distance behind the kicker.

These attacking players are usually a metre or two apart. At a signal from the kicker, they charge forward. When they get near, the kicker tap-kicks the ball and passes to a player who had started some distance behind the kicker.

**Sanction: Penalty kick at the place of infringement**

- (q) Advantage may be played for acts of foul play, but if the offence prevents a probable try, a penalty try must be awarded.
- (r) For an offence reported by an assistant referee a penalty kick may be awarded where the offence occurred, or advantage may be played.
- (s) All players must respect the authority of the referee. They must not dispute the referee's decisions. They must stop playing at once when the referee blows the whistle except at a kick-off or at a penalty kick following admonishment, temporary suspension, or send-off.

**Sanction: Penalty kick**

表題の危険なプレー、不行跡というのは文字通り DANGEROUS PLAY AND MISCONDUCT 危険であるから許されないだけでなく、うっかりと偶然にということが許されないことです。

- (a) 殴打といえば拳や腕で殴ることですが、肘、肩、頭で相手を叩く突く行為も含まれます。Punching or striking: Punching は突き、肘、膝、肩、頭による打撃で殴る場合などです。striking は打撃、殴打ということです。
- (b) 踏みつけること stamping 足ふみといった内容を持ち、tramping は踏みにじるというものです。
- (c) 蹴ること
- (d) 躓かせるかせること
- (e) タックルによる事故が多発しています
- (f) ボールを持っていない相手プレーヤーにプレーすること
- (g) 危険なチャージ
- (i) ジャンプしているプレーヤーのタックル
- (j) 地面から両足が離れたプレーヤーのタックルと同じですが、ボールに向かってプレーすることによって無防備の状態であるプレーヤーへのタックルを時には禁止しているのは本来のプレーを十分保証するものです。
- (k) スクラムでは突進の距離だけでなく肩と肩が当たった衝撃の強さが問題です。その時のフロントローのプレーヤーの首にかかる力は大きく角度も色々で危険です。
- (l) 報復行為
- (m) スポーツマンシップに反する行為  
危険なことは全てスポーツマンシップに反す行為です。
- (n) 競技が停止している間の不行跡  
「定義の競技場内でのプレーヤーの行動をいう」を補足するものです。
- (o) キッカーに対するレイトチャージ  
キックした後は無防備かつ不安定な状態のため
- (p) フライング・ウエッジ、キャバルリー・チャージ  
プレーは 1 対 1 即ボールを持って走るプレーヤーと彼を掴まえようとするプレーヤーが基本です

10条の原理を復習しましょう。

ラグビーは7条の競技方法に may（してもよい、できる）とあることをプレーして楽しむ競技で、10条はプレー以前の Law と言うべきものです。10条は真剣に戦っている中で故意でない問題行動をその場またはゲーム後に追求進捗して将来的によりいっそう楽しめるように予防を重点に考えて文字にされたものです。最も大切なのは競技精神に反しないことです。Law に反することをすればペナルティーを科せられるということより、Law に反することをしないという意識作りのためのものです。反則をゼロを目標に少なくすることを真剣に努力しているチームが数少ないという現状は嘆かわしい限りです。

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