

LAWS OF THE GAME

RUGBY UNION

QUESTIONS AND ANSWERS





INTRODUCTION

The following document is essentially the World Rugby “Laws of the Game – Rugby Union”, 2022, re-written in the form of questions and answers. It is not designed to be the “complete” bank of questions and answers pertaining to law, but simply a resource if individuals would like to either learn law via questions, or for training and development sessions. Where DSLV and Game On provisions apply, this has also been noted. For your reference, the Game On laws are outlined below.

GAME ON APPLICATION

LAW 3 – NUMBER OF PLAYERS – THE TEAM

APPLICATION

Applicable to all levels of New Zealand Domestic rugby.

Does not apply to International and Investec Super Rugby.

DEFINITIONS

Temporary Replacement: A player who temporarily replaces another who leaves the field to have bleeding controlled and/or an open wound covered, or who replaces a front row player who has been temporarily suspended or required to leave the field to obtain a mouthguard.

Permanent Replacement: A player who permanently replaces an injured player or a front row forward who has been ordered off.

Rolling Substitutions: up to 12 tactical substitutions (per team), which can be made only when the ball is dead and with the permission of the referee.

Secondary School Rugby: all grades of rugby between U14 and U19 inclusive, including all grades played by teams comprising secondary school students (whether representing schools or clubs).

Designated Premier Grade Competitions: rugby competitions that have been designated as such by the Provincial Union/s (or other organisation, such as a regional secondary school sports authority) having jurisdiction over that competition. For the avoidance of doubt more than one grade may be designated as a Designated Premier Grade Competition.

Game On Provisions: means the provisions set out in appendix 1.

3. WHEN THERE ARE FEWER THAN FIFTEEN PLAYERS

- (a) When a team participating in a Designated Premier Grade Competition is unable to provide at least 15 players for a match (including the number of trained front rowers required by 5(e)), that team shall forfeit the match and the opposition team will be deemed to have won the match and will receive the winning competition points (without any bonus points). The match may still be played in accordance with the Game On Provisions (without impact on the official match result or competition points).
- (b) When a team or teams participating in a competition that is not a Designated Premier Grade Competition is or are unable to provide at least 15 players for a match (including at least 3 players who are trained to play in front row positions), but both teams have at least 10 players, the game will proceed in accordance with the Game On Provisions, without any consequence to the match result or competition points.

5. THE FRONT ROW – REPLACEMENTS AND SUBSTITUTIONS

- (c) The replacement of a front row forward must come from suitably trained and experienced players who started the match or from nominated replacements. A player other than a nominated front row player is permitted to play in the front row only when uncontested scrums are being played and there are no available front row replacements.
- (e) A team in a competition that is not a Designated Premier Grade Competition must have a minimum of 3 players trained to play in front row positions.

If a team in a Designated Premier Grade Competition nominates 15, 16, 17, 18, 19 or 20 players, it must have a minimum of 3 players trained to play in the front row positions.

If a team in a Designated Premier Grade Competition nominates 21 players, it must have a minimum of 4 players who are trained to play in front row positions.

If a team in a Designated Premier Grade Competition nominates 22 players, it must have a minimum of 5 players who are trained to play in front row positions.

- (f) When a team or teams participating in a competition that is not a Designated Premier Grade Competition is or are unable to provide sufficient players who are trained to play in front row positions for a match in accordance with 5(e), the match will proceed with uncontested scrums in accordance with the Game On Provisions, without any consequence to the match's result or competition points.

15. ROLLING SUBSTITUTIONS

- (a) Rolling Substitutions are not permitted in Designated Premier Grade Competition matches or matches in Secondary School Rugby. Rolling substitutions are permitted in matches in competitions that are neither Secondary School Rugby nor Designated Premier Grade Competitions, where that match is played in accordance with the Game On Provisions.

LAW 5 – TIME

5.1 DURATION OF MATCH

Each half of an Under 19 match last 35 minutes playing time. Play in a match lasts no longer than 70 minutes. After a total of 70 minutes playing time, the referee must not allow extra time to be played in the case of a drawn match in a knock out competition.

N.B: 90 minutes is the maximum paying time permitted in one day for players in all grades o rugby Under 19 and below (World Rugby Guideline).

5.2 VARIATIONS IN DURATION OF MATCH

The duration of matches in competitions that are not Designated Premier Grade Competitions, that proceed in accordance with the Game On Provisions, may be varied in accordance with appendix 1.

Appendix 1 - Game On Provisions

1. Game On is a flexible game format designated to enable games to proceed with meaningful outcomes despite teams being unable to meet normal team number and/or front row considerations. It applies to all adult club and secondary school rugby competitions that are not Designated Premier Grade Competitions.
2. Game On is only to be used when a team(s) has less than 15 players and/or insufficient players trained to play in front row positions to commence the match.
3. The rules to apply to matches under the Game On Provisions are determined as follows:
 - a. Team Size (when one or both teams has less than 15 players). Playing numbers (between 10 - 15 a side) are determined by agreement between the Teams. In the event of no agreement, the playing numbers will match the number of players that the team with the fewest players has.
 - b. Rolling Subs (Grades above Secondary School Rugby only). Rolling subs will be permitted in all games played under the Game On Provisions unless the teams agree that Rolling Subs will not be used, and notify the referee prior to kick-off. 1/2 Game rule applies to Secondary School Rugby.
 - c. Contested or uncontested scrums. Subject to availability of a minimum of three players trained to play in front row positions to start in each team, the match will commence with contested scrums, but for the avoidance of doubt will revert to uncontested scrums if any of those trained players leave the field.
 - d. Length of match. To be agreed between the teams (with 40 minutes being the minimum and 70 minutes being the maximum for Secondary School Rugby, and 80 minutes being the maximum for grades above Secondary School Rugby). If no agreement is reached, the match duration will be based on team size as follows: 10 a side - 2 x 20 min halves, 40 min max. 11 a side - 2 x 25 min halves, 50 min max. 12 a side - 2 x 30 min halves, 60 min max. 13/14 a side - 2 x 35 min halves, 70 min max. 15 a side - 2 x 40 min halves, 80 min max (Secondary School Rugby 70 mins max).

INDEX

LAW	PAGE
Law 1 – The Ground.....	1
Law 3 – Team.....	2
Law 4 – Players’ clothing	6
Law 5 – Time	7
Law 6 – Match Officials	8
Law 7 – Advantage	11
Law 8 – Scoring.....	12
Law 9 – Foul Play.....	15
Law 10 – Offside and onside in open play	18
Law 11 – Knock-on or throw forward	20
Law 12 – Kick-off and restart kicks	21
Law 13 – Players on the ground in open play	24
Law 14 – Tackle	25
Law 15 – Ruck.....	27
Law 16 – Maul.....	29
Law 17 – Mark.....	32
Law 18 – Touch, quick throw and lineout.....	33
Law 19 – Scrum.....	39
Law 20 – Penalty and free kick	45
Law 21 – In-goal.....	48

LAW 1 – THE GROUND

1. Must the ground be safe?

Answer: Yes

2. What are the permitted surface types?

Answer: Grass, sand, clay, snow or artificial turf.

3. What are the permissible dimensions of a rugby ground?

Answer: Field of Play 94-100m long, In-goal 6-22m, width 68-70m.

4. What is the field of play?

Answer: the area bounded by, but not including, the touch lines and goal lines.

5. What is the playing area?

Answer: The area bounded by, but not including, the touch lines and dead ball lines.

6. What is the playing enclosure?

Answer: The Playing area and an area of approximately 5m surrounding it.

7. What is the perimeter area?

Answer: The area up to 5m surrounding the playing area.

8. What is the in-goal?

Answer: The area bounded by the goal line, the dead ball line and touch in-goal line – it includes the goal line, but not the dead ball line and touch in-goal lines.

9. What is the 22m area?

Answer: The area bounded by and including the 22m line, and the goal lines but not including these lines.

Objections to the Ground

10. When must teams notify the referee of any objections to the ground?

Answer: Before the match starts.

11. If there is/are objections to the ground, what must the referee do?

Answer: Try and resolve any issues prior to the match starting.

LAW 3 – TEAM

Numbers

1. How many players are each team allowed?

Answer: No more than 15 players in the playing area during play.

2. May a match organizer authorize matches to be played with fewer than 15 players?

Answer: Yes

DSLVL: where a team/s are unable to provide 15 players to start the match (including 3 front rowers), the game can still be played but that team forfeits the match (Unless played under Game On format).

3. May a team make an objection to the number of players in the opposition team?

Answer: Yes, and if there are too many players playing, the referee orders the captain of that team to reduce numbers appropriately – the score at the time remains the same. [PK]

4. In international matches, how many replacements may be nominated?

Answer: 8

5. For other matches can the match organizer decide how many replacements may be nominated?

Answer: Yes, but only up to a maximum of 8.

6. When may replacements be made?

Answer: When the ball is dead and only with the permission of the referee.

7. What should the referee do if a player re-joins or a replacement player joins the match without the referee's permission?

Answer: Award a PK to the opposition for misconduct.

8. In international law, how many front row players must be nominated?

Answer: Squad size of 15 or less - 3; squad size of 16, 17, 18 – 4; squad size of 19, 20, 21, 22 – 5, Squad size of 23 – 6.

DSLVL: squad size of 15-20, 3 front rowers, squad size of 21, 4 front rowers, squad size of 22, 5 front rowers.

9. If a match organizer has determined squad sizes of 23 may be used but a team has only 2 front row replacements, how many players may be nominated in the squad?

Answer: 22

10. Prior to a match, what must teams tell the match officials of regarding the front rows?

Answer: The positions the front row players can play in.

11. May a front row player start the match in a different position?

Answer: Yes.

12. Who's responsibility is it to ensure all front row players are suitably trained?

Answer: The teams.

Uncontested Scrums

13. If either team cannot field suitably trained front row players what must the referee order?

Answer: Uncontested scrums.

DSL: the team forfeits the match and competition points unless played under Game On format

14. May a match organizer stipulate the conditions under which a game may start with uncontested Scrums?

Answer: Yes.

15. How many players must be in a scrum if they become uncontested due to sending off, temporary suspension, or injury?

Answer: 8

16. When a front row player leaves the playing area, whether through injury or temporary or permanent suspension, what must the referee do?

Answer: Enquire as to whether the team can carry on with contested scrums. If not, the referee orders uncontested scrums, and if/when the player returns or another front row player comes on, contested scrums may resume.

DSL: This rule applies to a front row player who is sinbinned for not having a mouthguard.

17. When in a squad of 23 a player's departure causes uncontested scrums, can a player whose departure caused the uncontested scrums be replaced?

Answer: no.

18. When may a non-front row player be allowed to play in the front row?

Answer: Only when no front row replacements are available.

19. What must happen when a front row player is temporarily suspended and the team cannot continue with contested scrums?

Answer: The team nominates another player to leave the field of play and another front row player comes on until the end of the suspension period.

20. What must happen when a front row player is sent off and the team cannot continue with contested scrums?

Answer: The team nominates another player to leave the field of play and another front row player comes on until the end of the suspension period.

DSLVL: 19 and 20 above apply to a front row player temporarily suspended for not wearing a mouthguard.

Permanent Replacement

21. May an injured player be replaced?

Answer: Yes, but the replacement is permanent.

22. Who can decide if a player is injured?

Answer: A. at national representative level, a doctor; B. in other matches, a medically trained person; C. the referee.

DSLVL: The referee must remove a player if it is believed the player is concussed.

23. May the referee order a player to leave the field to be medically examined?

Answer: Yes.

Permanent Replacement – Recognise and Remove

24. Must a player who has been concussed or is suspected of concussion be removed from the playing area?

Answer: Yes.

DSLVL: Blue Card protocols apply.

Temporary Replacement – Blood Injury

25. May a player with a blood injury be temporarily replaced?

Answer: Yes, for up to 15 minutes of actual time but that player must return as soon as the bleeding is controlled.

26. For international matches, who decides if an injury is a blood injury?

Answer: The match day doctor.

Temporary Replacement – Head Injury Assessment (HIA)

27. In elite adult matches which have been approved by World Rugby to use the Head Injury Assessment (HIA) process, what is the process?

Answer: A. the player leaves the field and B. the player is temporarily replaced for up to 10 minutes; if longer, that replacement becomes permanent.

Temporary Replacements – All

28. Can a temporary replacement be replaced?

Answer: Yes.

29. If a temporary replacement is injured can that player be replaced?

Answer: Yes.

30. If a temporary replacement is sent off, can the originally replaced player return to the field of play?

Answer: No except to comply law 3.19 or 3.20.

31. If the temporary replaced player is temporarily suspended can the originally replaced player return to the field of play?

Answer: No except to comply law 3.19 or 3.20.

32. If time allowed for a temporary replacement elapses during half time, what should happen?

Answer: The replacement becomes permanent unless the replaced player returns to the field of play immediately at the start of the second half.

Tactical Replacements Joining the Match

33. When may tactically replaced players return to play?

Answer: For A. injured front rowers, B. blood injury, C. HIA, D. injury due to foul play, E. law 3.19 and 3.20

DSLIV: any tactically substituted players maybe used again to replace injured players and players categorized in 33 above.

Rolling Replacements

34. May rolling replacements be permitted?

Answer: A match organiser may permit rolling replacements but only up to a maximum of 12.

DSLIV: Rolling subs are not permitted in NZ domestic rugby 15 a side games, unless they are played under the provisions of Game On.

LAW 4 – PLAYERS CLOTHING

1. Must all items of clothing comply with World Rugby Regulation 12?

Answer: Yes

2. What must players wear during a game as a bare minimum?

Answer: Jersey, shorts, underwear, socks and boots.

3. Along with jersey, shorts and socks, what other items of clothing are permissible on a rugby field?

Answer: A. washable supports made of compressible elasticated material, B. shin guards, C. ankle supports, D. mitts, E. shoulder pads, F. mouth guard, G. headgear, H. bandages, I. goggles, J. studs

DSLVL: mouthguards are compulsory in all levels of NZ Domestic rugby.

4. In addition to approved clothing, what may women wear on the rugby field?

Answer: A. chest pads, B. cotton blend long tights, C. headscarves

5. What items of clothing may a player not wear?

Answer: A. any item contaminated with blood, B. any sharp or abrasive item, C. any items containing buckles, clips, rings, zippers, screws, bolts or rigid material, D. jewelry, E. gloves, F. shorts with padding sewn in, G. any item that the referee may consider could cause injury, H. communication devices

6. Does the referee have the power to stop a match and ask a player to remove an item of clothing if deemed dangerous?

Answer: Yes.

7. What must the referee do if he/she finds a player with an item of clothing on during a match which the referee asked to remove prior to the match starting?

Answer: Send the player off for misconduct. PK

8. Can allow a player to leave the playing area to change an item of clothing?

Answer: Only if it is bloodstained.

LAW 5 – TIME

1. How long can a match last?

Answer: 80 minutes, plus lost time in each half, unless the match organiser has authorized extra time in the case of a draw.

DSLVL: matches played in NZ at U19 level and below last no longer than 70 minutes playing time, 35 minutes playing time each half, however Game On format applies.

2. How long is halftime?

Answer: No more than 15 minutes.

3. May a match organiser or the teams agree to shorten the length of a match?

Answer: Yes and Game On provisions apply.

4. Who keeps the time?

Answer: The referee or someone designated by the referee. If there is doubt as to the correct time, the referee consults either or both ARs, and can consult others if the ARs cannot help.

5. What may the referee stop play and allow time for?

Answer: A. injury for up to 1 minute (if a player is seriously injured the referee has discretion to allow more time), B. consultation with other officials.

6. Once the ball is dead, what the referee allow time for?

Answer: A. replacement of players, B. replacing or repairing players' clothing, C. re-tying a boot lace, D. retrieving the ball

7. When does a half end?

Answer: A. after a scrum, lineout or restart which has been ordered before time expires, B. after a PK or FK has been taken if awarded before time expires, C. after a PK directly to touch if awarded before time expires, D. after a try has been scored and conversion attempt has been taken.

8. May a team take a conversion or decline to take a conversion or after a try?

Answer: Yes provided A. the decision to decline the conversion is relayed by the try scorer to the referee, B. the conversion is attempted or declined before time elapses, C. time is taken from then strike on the ball

9. When weather conditions are exceptionally hot or humid, may the referee allow for a water break?

Answer: Yes, for up to 1-minute, mid-way through the half after a score or when the ball is dead near the halfway line.

10. May the referee end or suspend the match at any time?

Answer: Yes, if the referee deems it would be unsafe to continue.

LAW 6 – MATCH OFFICIALS

Principle

Appointment of the Referee

1. Who is the referee appointed by?

Answer: The match organiser and if no referee has been appointed, the 2 teams agree upon a referee, and if they cannot agree, the home team appoints a referee.

2. What happens if a referee cannot complete the match?

Answer: According to instructions of the match organiser and if no instructions are given, the referee appoints, and if the referee cannot, the home team appoints.

Duties of the Referee Before the Match

3. Does the referee organise the toss?

Answer: Yes, with one captain tossing the coin; the winner chooses to either kick off or choose an end with the other captain taking what the inner does not choose.

4. Must the referee inspect players' clothing?

Answer: Yes.

Duties of the Referee During the Match

5. What are the duties of the referee in the playing enclosure?

Answer: A. the referee is the sole judge of fact and law during the match, B. the referee keeps time, C. the referee keeps score.

6. Does the referee allow access to the playing area for players?

Answer: Yes, but only when it is safe to do so.

7. Does the referee give permission for players to leave the playing area?

Answer: Yes.

The Whistle

8. When does the referee blow the whistle?

Answer: A. indicate beginning and end of each half of the match, B. to stop play, C. indicate score or touch down, D. caution or send off an offender and a second time when the PK is awarded, E. when the all becomes dead, F. when the ball become unplayable, G. when a PK, FK or scrum is awarded, H. when it would be dangerous for play to continue.

The Ball Becomes Dead

9. When does the referee deem the ball to be dead?

Answer: A. the ball is in touch or touch in-goal, B. the ball is grounded in in-goal, C. a conversion has been attempted, D. a try, PK or dropped goal has been scored, E. the ball or ball carrier touches the dead ball line or anything beyond it, F. the ball hits anything above the playing area.

The Ball or Ball Carrier Touches the Referee or Non-Player

10. What should the referee do if the ball or a ball carrier touches him/her?

Answer: If neither team gains an advantage, allow play to continue, but if either team gains an advantage, a scrum is awarded to the team that last played the ball.

11. What should the referee rule if the ball carrier touches the referee or non-player in in-goal?

Answer: A. if the ball was in possession of the attacking team award the try at the point of contact, B. if the ball was in the possession of the defending team award a touch down at the point of contact.

12. If the ball touches the referee or non-player in in-goal, what should the referee rule?

Answer: The referee judges what would have happened next and awards a try or a touch down where the contact took place.

Interaction Between the Referee and Assistant Referees/Touch Judges

13. What may the referee consult the ARs about?

Answer: Matters relating to their duty, foul play, timekeeping, and other aspects of the referee's duties.

14. May the referee alter a decision after a TJ or AR has raised the flag to signal touch, touch-in-goal or after an AR has signaled foul play?

Answer: Yes.

Television Match Official**Duties of The Referee After a Match**

15. Must the referee communicate the scores to the teams?

Answer: Yes.

16. If the referee temporarily suspends or sends a player off must the referee fill out the appropriate forms?

Answer: Yes.

Appointing and Controlling Assistant Referees and Touch Judges

17. Who appoints ARs and TJs?

Answer: The match organiser appoints ARs and the teams provide TJs.

18. May a match organiser appoint a reserve AR?

Answer: Yes.

19. What powers does a referee have over ARs and TJs?

Answer: The referee may tell them what their duties are, overrule their decisions and send TJs off for misconduct.

During the Match

20. Where should ARs and TJs be positioned?

Answer: One on either side of the ground and in touch except when judging a kick at goal where they will stand behind the goal posts.

21. When may an AR enter the field of play?

Answer: To report an incident of foul play at the next stoppage in play.

Signals

22. What do ARs and TJs signal with?

Answer: A flag.

23. How do ARs and TJs signal successful kicks at goal?

Answer: By raising their flags.

24. What should ARs and TJs do when signalling for touch?

Answer: A. raise the flag when the ball or ball carrier goes into touch, B. stand at the place of the throw pointing to the team who throws in, C. lower the flag once the ball is thrown in except when the thrower stands on the touch line; when the team not entitled to throw in does so; when at a quick throw in the ball that went into touch is replaced by another ball or after it went into touch it was touched by anyone other than the thrower or the player who took it into touch, D. Note: it is for the referee to decide whether the ball is thrown in from the correct place.

25. How should the AR signal foul play?

Answer: A. the match organiser empowers the ARs to signal for foul play, B. the AR holds the flag horizontally pointing in-field at right angles to the touch line, C. the AR stays in touch and continues to carry on with their duties until the next stoppage, D. at the invitation of the referee the AR may enter the playing area to report the offence, E. if the AR report leads to a player being temporarily or permanently suspended, the AR must complete the appropriate form as soon as possible after the match.

Additional Persons

26. Can appropriately trained medical personnel enter the playing area?

Answer: Yes.

27. Who can enter the playing area without the referee's permission?

Answer: A. water carriers during a stoppage, B. a person carrying a kicking tee, C. coaches attending their teams at half time.

28. Can others manage replacements on the sideline?

Answer: Yes, if a sideline manager is appointed.

LAW 7 – ADVANTAGE

Principle

1. What may advantage be?

Answer: A. tactical (the non-offending team is free to play the ball as they wish), B. territorial (play has moved towards the offending team's dead ball line), C. a combination of tactical and territorial, D. must be clear and real (the mere opportunity to gain advantage is not sufficient).

2. How does advantage end?

Answer: A. The referee deems the non-offending team has gained an advantage, B. the referee deems the non-offending team is unlikely to gain advantage, C. the non-offending team commits an offence before they gain an advantage, D. the offending team commits a second offence from which no advantage can be gained.

3. When must advantage not be applied?

Answer: A. the ball or a player carrying the ball touches the referee and an advantage is gained by either side, B. The ball comes out of either end of the tunnel at the scrum, C. a scrum is wheeled more than 90 degrees, D. a player in a scrum is lifted or forced upwards so that player is no longer in contact with the ground, E. a quick throw in or PK/FK is taken incorrectly, F. The ball is made dead, G. it would be dangerous to let play continue, H. it is suspected that a player is seriously injured.

LAW 8 – SCORING

1. What are the methods of scoring and the value of the scoring?

Answer: A. try 5 points, B. conversion 2 points, C. penalty try 7 points, D. penalty kick 3 points, E. dropped goal 3 points

Try

2. How can an attacking player score a try scored?

Answer: A. the ball is grounded in their opponent's in-goal, B. they first ground the ball when a scrum, ruck or maul reaches the goal line, C. when tackled short of the goal line, momentum takes the player to the goal line, D. when tackled short of the goal line a player reaches out and grounds the ball, E. when in touch or touch in-goal the player grounds the ball without holding it

Penalty Try

3. Why would a referee award a penalty try?

Answer: When foul play is committed by the opposing team and this prevents a probable try from being scored or scored in a more advantageous position – a player guilty of this must be cautioned and temporarily sin-binned (no conversion attempt is required).

Conversion, Penalty Goal and Dropped Goal

4. How is a goal deemed successful?

Answer: The ball must be kicked over the crossbar and between the goal posts.

5. What happens if the ball is kicked higher than the goal posts?

Answer: A goal is scored if it is deemed the ball went between the goal posts.

6. What happens if the ball is blown backwards after being kicked?

Answer: If the ball crosses the crossbar and is blown back into the field of play, a goal is awarded.

Conversion

7. Does a team have the right to a conversion attempt after a try has been scored?

Answer: Yes

8. At a conversion, what must the kicker do?

Answer: A. use the ball that was in play unless it is defective, B. take the kick in the field of play in line with where the try was scored, C. place the ball directly on the ground or sand or a kicking tee (a placer may assist), D. take the kick within 90 seconds of the try being awarded (kick is disallowed if time runs out).

DSLIV: a kicking tee must be used for conversion kicks in NZ domestic rugby.

9. What must the teammates of the kicker do?

Answer: Stay behind the ball when it is kicked and do nothing to mislead their opponents into charging too soon (kick is disallowed).

10. What happens if the ball falls over before the kicker begins the approach to kick?

Answer: The kicker may replace the ball.

11. What happens if the ball falls over after the kicker has started the approach to kick?

Answer: The kicker may attempt the kick or attempt a dropped goal.

12. What happens if the ball falls over and rolls away from the line through the place where the try was scored?

Answer: the kicker may attempt the kick.

13. What happens if the ball rolls into touch after the kicker begins the approach?

Answer: The kick is disallowed.

The Opposing Team at A Conversion

14. Where must opposition players be at a conversion kick?

Answer: Behind their goal line until the kicker starts the run up; they can then charge or jump to stop the conversion kick.

15. May an opposition team shout or yell during a conversion attempt?

Answer: No, but if the conversion attempt is successful, the goal stands; if it is unsuccessful, the conversion attempt may be taken again with the opposition unable to charge – the kicker may change the type of kick and go through all the preparation again.

16. May the opposition continue to charge if the ball falls over after the run up has started?

Answer: Yes.

17. If the opposition touches the ball and the goal is successful, does the goal stand?

Answer: Yes.

Penalty Goal

18. What can a penalty goal be scored from?

Answer: Only from a penalty.

19. Can there be any delay when opting for an intention to kick for goal?

Answer: No.

20. If a team indicates to the referee it wants to kick for goal, must it kick for goal?

Answer: Yes.

21. How long has a team got to kick for goal?

Answer: Within 60 seconds (playing time) from when the team indicates its intention to do so (kick disallowed and scrum awarded to the non-kicking team)

22. If the team indicates its intention to kick for goal, what must the opposition team do?

Answer: Player must stand still with hands by their sides until the ball has been kicked.

23. If the kicker has not indicated an intention to kick for goal but takes a drop kick and it goes over, does the goal stand?

Answer: Yes.

24. How may a kicker place the ball?

Answer: Directly on the ground or on sand, sawdust or a kicking tee and an assisting player may be used to hold the ball steady (scrum).

25. Can any player intentionally touch the ball in an attempt to prevent a penalty goal being scored?

Answer: No.

26. Can a defending player shout during a penalty kick?

Answer: No.

27. If the defending team infringes while a penalty kick is being taken, what happens?

Answer: If the kick is successful the goal stands and if it is unsuccessful, another penalty kick is awarded 10m in front of the original mark.

Dropped Goal

28. How does a player score a dropped goal?

Answer: By kicking a goal from a drop-kick in open play.

29. If a team is awarded a FK, when may it score a goal from a dropped kick?

Answer: Until after the ball becomes dead, or after the opposition has played the ball, or after the ball is touched by the opposition, or after the ball carrier has been tackled.

LAW 9 – FOUL PLAY

Principle

What must happen to a player who has committed foul play?

Answer: The player must be cautioned or temporarily suspended or sent off.

Obstruction

1. When two opponents are running for the ball what can they do?

Answer: Run shoulder to shoulder but they may not push or charge each other.

2. May an off-side player obstruct or interfere with an opponent?

Answer: No.

3. May a player prevent an opponent from tackling the ball carrier?

Answer: No.

4. May a player prevent an opponent from playing the ball?

Answer: No.

5. Can a ball carrier intentionally run into an off-side team-mate to obstruct the opposition?

Answer: No.

6. While the ball is dead, may a player obstruct or interfere with an opponent?

Answer: No.

Sanction: PK

Unfair Play

7. What must a player not do under "unfair play" law?

Answer: A. infringe any law of the game, B. intentionally knock, place, push or throw the ball from the playing area, C. do anything that will lead the match officials to believe that an opponent has infringed.

Sanction: PK

D. waste time (FK)

Repeated Infringements

8. May a team repeatedly commit the same offence?

Answer: No – PK.

9. May a player repeatedly infringe the laws?

Answer: No – PK.

10. What must the referee do when different players repeatedly commit the same offence?

Answer: Give a general caution to the team and if they then repeat the offence, the referee temporarily suspends the guilty player(s).

Dangerous Play

11. Can players do anything that is reckless or dangerous?

Answer: No.

12. What is abuse?

Answer: It can be physical or verbal – physical abuse includes biting, punching, contact with the eye(s), striking with the hand and/or arm, head, or knees, stamping, trampling, kicking or tripping.

13. How must a player not tackle an opponent?

Answer: Early, late or dangerously – dangerous tackling includes tackling above the shoulder line.

14. Can a player not in possession of the ball be tackled?

Answer: No.

15. When can a player be pushed, held, and/or obstructed?

Answer: At a scrum, ruck or maul.

16. How must a player charge or knock down an opponent?

Answer: By attempting to grasp the opponent.

17. May a player be tackled, pushed, charged or grasped if their feet are off the ground?

Answer: No.

18. May a player be lifted and then dropped or driven so their upper body, head or neck makes contact with the ground?

Answer: No.

19. What is considered to be dangerous play in a scrum?

Answer: A. front rows rushing against each other, B. front row players pulling an opponent, C. a front row player intentionally lifting an opponent off the ground or upwards out of the scrum, D. intentionally collapsing the scrum.

20. What is considered dangerous play in a ruck or maul?

Answer: A. charging in without binding, B. contact with an opponent above the shoulder, C. intentionally collapsing the ruck or maul.

21. May a player retaliate?

Answer: No.

22. May teams use the “cavalry charge” or the “flying wedge”?

Answer: No.

23. Can a player attempt to kick the ball out of the hands of a ball carrier?

Answer: No.

24. If a ball carrier hands off an opponent, how must this be done?

Answer: Without excessive force.

Sanction: PK

25. What must a player not do after an opponent has just kicked the ball?

Answer: Charge or obstruct the kicker.

Sanction: PK - A. at the place of infringement, or B. where the ball lands or is next played but not nearer than 1.5m from the touch line, or C. if the ball is kicked directly into touch, on the 1.5m line in line with where the ball crossed the touch line, or D. if the ball lands in-goal, touch in-goal or on or over the dead ball line, 5m from the goal line in line with where the ball crossed the goal line and at least 1.5m in from the touch line, or E. if the ball hits a goal post or crossbar, where the ball lands.

26. In open play, may a player lift or support a team-mate?

Answer: Yes as long as that player/s lower the lifted player to the ground safely as soon as the ball is won by either team.

Sanction: PK

Misconduct

27. May a player do anything that is against good sportsmanship or the spirit of the game?

Answer: No.

28. Are players allowed to dispute the referee’s decisions?

Answer: No.

Yellow and Red Cards

29. What must a referee show when a player has been cautioned and temporarily suspended for 10 minutes?

Answer: A yellow card and if that same player subsequently commits another yellow card offence, the player must be sent off.

30. What must a referee show when a player is sent off?

Answer: A red card and this player must not return to the match or be replaced.

LAW 10 – OFFSIDE AND ONSIDE IN OPEN PLAY

Principle

Can the game be played only by those players who are onside?

Answer: Yes.

Offside and Onside In Open Play

1. How is a player deemed to be offside and what can that player not do?

Answer: When the player is in front of a team-mate who is carrying the ball or who last played it – an offside player may not A. play the ball, B. tackle the ball carrier, C. prevent the opposition from playing as they wish.

2. Can a player be offside anywhere in the playing area?

Answer: Yes.

3. If a player receives an unintentional throw forward, is this player offside?

Answer: No.

4. Under what circumstances should an offside player be penalised?

Answer: If that player A. interferes with play, B. moves forward towards the ball, C. when within 10m of where the ball alights or is fielded by an opponent (10m touchline to touchline), the player advances.

Sanction: (i). PK where the player was offside or (ii). Scrum where the offending team last played the ball.

5. How is a player deemed to be accidentally offside?

Answer: If the offside player cannot avoid being touched by the ball or by a team-mate carrying the ball – if the offending team gains an advantage, play should stop.

Sanction: scrum.

6. How can an offside player put him/herself onside?

Answer: A. by moving behind a team-mate who last played the ball or B. by moving behind a team-mate who is onside.

7. Other than under law 10.4c, how can an offside player be put onside?

Answer: A. an onside team-mate of that player moves past the offside player and is within or has re-entered the playing area, B. an opponent of that player (i). carries the ball 5m, (ii). Passes the ball, (iii). Kicks the ball, (iv). Intentionally touches the ball without gaining possession of it.

8. Can a player who is offside under law 10.4c be put onside by the action of an opponent?

Answer: No except for a charge down.

Retiring From A Ruck, Maul, Scrum Or Lineout

9 Are players who are offside at a ruck, maul, scrum or lineout still offside when these phases are over?

Answer: Yes.

10. How can a player be put onside when offside at a ruck, maul, scrum or lineout?

Answer: A. that player immediately retires behind the offside line, B. an offside player carries the ball 5m in any direction, C. an opposition player kicks the ball.

11. When should an offside player at a ruck, maul, scrum or lineout be penalized?

Answer: A. when that player fails to retire without undue delay and benefits from being put onside in a more advantageous position, B. interferes with play, C. moves towards the ball.

LAW 11 – KNOCK-ON OR THROW FORWARD

Knock-On

1. Can a knock-on occur anywhere in the playing area?

Answer: Yes.

2. Is it a knock-on if when a player tackling or attempting to tackle an opponent makes contact with the ball causing it to go forward?

Answer: Yes.

Sanction: scrum and if the ball goes into touch, the non-offending team may opt for a quick throw in or a lineout.

3. May a player intentionally knock the ball forward?

Answer: No.

Sanction: PK

4. What must there be if the ball is knocked on in the act of trying to catch the ball?

Answer: A reasonable expectation the player could gain possession.

5. If the ball is knocked forward, under what circumstances should play continue?

Answer: A. after a charge down, B. a player rips or knocks the ball from an opponent and the ball goes forward from the opponent's hand or arm.

Throw Forward

6. Where may a throw forward occur?

Answer: Anywhere in the playing area.

Sanction: scrum.

7. May a player intentionally throw the ball forward?

Answer: No.

Sanction: PK.

LAW 12 – KICK-OFF AND RESTART KICKS

Principle

When are kick-offs used?

Answer: To start each half.

When are restart kicks used?

Answer: To resume play after a score or touch down.

1. What type of kick is used for all kick-offs and restart kicks?

Answer: Dropped kick.

Sanction: the non-kicking team has the option of a re-kick or scrum.

Kick-offs and Restart Kicks Following A Score

2. Where are kick-offs taken from?

Answer: Behind the centre of the halfway line.

Sanction: the non-kicking team has the option of a re-kick or scrum.

3. Which team starts the second half?

Answer: The opponents of the team that kicked off in the first half.

4. After a team has scored, which team restarts play?

Answer: The non-scoring team on or behind the centre of the halfway line.

Sanction: the non-kicking team has the option of a re-kick or scrum.

5. When the ball is kicked, where must players be?

Answer: A. team-mates of the kicker must be behind the ball.

Sanction: scrum.

B. the opposition players must be on or behind their 10m line.

Sanction: the kick is taken again.

6. How far must the ball travel?

Answer: 10m.

Sanction: the non-kicking team has the option of a re-kick or a scrum.

7. If the ball reaches the 10m line but is blown back or if an opponent of the kicker plays the ball, what should the referee rule?

Answer: Play continues.

8. If the ball goes directly into touch, what should the referee rule?

Answer: Offer the non-kicking team the option of choosing A. a re-kick, B. scrum, C. lineout, D. quick throw.

9. If the ball is kicked into the opponents' in-goal without touching a player and an opponent grounds the ball without delay or it goes dead, what should the referee rule?

Answer: Offer the non-kicking team the option of a scrum at halfway or a re-kick.

10. If the ball is kicked into the kicking team's in-goal and is made dead by a defending player or it goes dead through in-goal, what should the referee rule?

Answer: Award the non-kicking team a 5m scrum.

Other Restart Kicks (Drop Outs)

11. When is a 22m drop out awarded?

Answer: After an unsuccessful penalty goal or dropped goal attempt is grounded or made dead in-goal, by the defending team, or the ball goes dead from one of the attempts.

12. When is play restarted with a goal-line drop out?

Answer: When A. the ball is played or taken into in-goal by an attacking player, B. an attacking kick, other than a kick-off, restart following a score, drop goal, drop-out or penalty attempt, is grounded or made dead in in-goal by the defending team, C. an attacking player knock on in the opponent's in-goal.

13. How must a drop-out be taken?

Answer: A. at a location specified in law

Sanction: scrum.

B. without delay.

Sanction: FK

C. must cross the sanction line.

Sanction: Re-kick or scrum.

D. must not go directly into touch.

Sanction: opposing team has option of

(i). drop-out taken again

(ii). scrum

(iii). lineout

(iv). quick throw.

14. May an opponent advance in front of the sanction line before the kick?

Answer: No.

15. What must an opponent in front of the sanction line not do?

Answer: Delay or obstruct the drop-out.

16. If the ball crosses the sanction line and is blown back, does play continue?

Answer: Yes.

17. If the ball does not cross the sanction line, does advantage apply?

Answer: Yes.

18. If a 22m drop out reaches the opposition in-goal without touching a player and it is grounded by an opponent without delay or it goes dead or touch-in-goal, what should the referee rule?

Answer: Offer the non-kicking team the option of a re-kick or a scrum on the kicking team's 22m line.

19. Can the team-mates of the kicker be in front of the ball when it is kicked?

Answer: No unless it is taken quickly; in this case, those who are in front may be sanctioned unless they retire and do not interfere until they are put aside by their team-mates.

Sanction: scrum.

LAW 13 – PLAYERS ON THE GROUND IN OPEN PLAY

Principle

Is the game to be played with players who are on their feet?

Answer: Yes.

1. Players who go to ground to gather the ball or who go to ground with the ball, must do what?

Answer: A. get up with the ball, or B. play the ball, or C. release the ball.

Sanction: PK

2. Once the ball is either played or released, players on the ground must do what?

Answer: Either move away from the ball or get up.

Sanction: PK

3. A player who is on the ground without the ball is out of the game and must do what?

Answer: A. allow opponents who are not on the ground play the ball, B. not play the ball, C. not tackle or attempt to tackle an opponent.

Sanction: PK

4. Players who are on their feet must not do what?

Answer: Fall on or over players who have the ball or who are near the ball.

Sanction: PK

LAW 14 – TACKLE

Principle

What is the principle of the tackle?

Answer: It can take place anywhere in the field of play and the actions of the players involved must ensure a fair contest and allow the ball to be available for play immediately.

Requirements For A Tackle

1. For a tackle to occur what must happen to the ball carrier?

Answer: The ball carrier must be held and brought to ground by one or more opponents.

2. What does being brought to ground in a tackle mean?

Answer: The ball carrier is lying, sitting or has at least one knee on the ground or on another player on the ground.

3. What does being held in the tackle mean?

Answer: The tackler must continue holding the ball carrier until the ball carrier is on the ground.

Players In The Tackle

4. Who are the players in a tackle?

Answer: A. the tackled player, B. the tackler(s), C. others including (i). player(s) who hold the ball carrier during a tackle but do not go to ground, (ii). player(s) who arrive to contest possession in the tackle, (iii). player(s) who are already on the ground.

Player Responsibilities

5. What must tacklers do?

Answer: A. immediately release the ball and ball carrier after both players go to ground, B. immediately move away from the tackled player and get up, C. be on their feet when attempting to play the ball, D. allow the tackled player to release the ball, E. allow the tackled player to move away from the ball.

Sanction: PK.

6. How may tacklers play the ball?

Answer: From the direction of their own goal line provided they have complied with their other responsibilities and a ruck has not formed.

7. What must tackled players do?

Answer: A. make the ball available by releasing, passing or pushing the ball in any direction except forward, and placing the ball in any direction, B. move away from the ball or get up, C. not lie on or over the ball preventing opponents from gaining possession of it.

Sanction: PK.

8. What must other players at a tackle other than the tackler(s) and tackled player do?

Answer: A. remain on their feet and release the ball and ball carrier immediately, B. remain on their feet when they play the ball, C. arrive at the tackle from the direction of their own goal-line, D. not play the ball or attempt to tackle an opponent while on the ground near the tackle.

Sanction: PK.

9. Any player who gains possession of the ball at a tackle must to what?

Answer: A. play the ball immediately by moving away or by passing or kicking it, B. remain on their feet and not go to ground at or near the tackle unless tackled, C. may be tackled provided the tackler does so from the direction of their own goal-line.

Sanction: PK.

10. How are offside lines created at a tackle and where are they?

Answer: When at least one player is on their feet and over the ball which is on the ground – each team's offside line runs parallel to the goal line through the hindmost foot of any player in the tackle or on their feet over the ball; if that point is behind the goal-line, the goal-line for that team is the offside line.

11. When does a tackle end?

Answer: A. a ruck is formed, B. a player on their feet from either team gains possession of the ball and moves away or passes or kicks the ball, C. the ball leaves the tackle area, D. the ball is unplayable where by a scrum is formed with the team moving forward to throw the ball in and if no team was moving forward, the attacking team throws the ball in.

LAW 15 – RUCK

Principle

What is the purpose of the ruck?

Answer: To allow players to compete for the ball when it is on the ground.

Forming A Ruck

1. Where can a ruck take place?

Answer: Only in the field of play.

2. How is a ruck formed?

Answer: When at least one player from each team are in physical contact over the ball on the ground.

3. At all stages of the ruck how must players' heads and shoulders be positioned?

Answer: No lower than their hips.

Sanction FK.

Offside at a Ruck

4. Where are the offside lines at a ruck?

Answer: Each team's offside line runs parallel to the goal line through the hindmost foot of any player in the ruck; if that point is behind the goal-line, the goal-line for that team is the offside line.

Joining A Ruck

5. How must a player join a ruck?

Answer: By being on their feet and from behind their offside line.

6. May a player join alongside the hindmost player?

Answer: Yes, but not in front of this player.

7. May an arriving player join onto a team-mate or an opponent?

Answer: Yes, but the player must bind at the same time they make contact with the player they are binding onto.

8. If players do not join the ruck where must they go?

Answer: They must retire behind their offside line.

9. What can players who have previously been part of ruck do?

Answer: Re-join the ruck provided they do so from an onside position.

Sanction: PK.

During A Ruck

10. How can the ball be won at a ruck?

Answer: By rucking or pushing the opposition off the ball.

11. May hands be used in a ruck?

Answer: No.

12. Must players remain on their feet at a ruck?

Answer: Yes.

13. May players be alongside a ruck?

Answer: No, they must be bound or caught up in it.

14. May players play the ball with their feet in a ruck?

Answer: Yes as long as it is done in a safe manner.

15. What must players on the ground at a ruck do?

Answer: Attempt to move away from the ball and not play the ball as it emerges.

16. What must players not do in a ruck?

Answer: A. pick the ball up with their legs, B. intentionally collapse the ruck, C. step on another player, D. fall over the ball as it comes out of the ruck, E. kick the ball out of the ruck.

Sanction: PK.

F. return the ball to the ruck, **g.** take any action to make opponents believe that the ruck has ended when it has not.

Sanction: FK.

Ending A Ruck

17. What must happen when the ball is clearly available at a ruck.

Answer: The referee calls "use it" and the team winning the ball has five seconds to play the ball away from the ruck.

Sanction: scrum.

18. When does a ruck end and when is play able to continue?

Answer: When the ball leaves the ruck or when the ball is on or over the goal-line.

19. When the ball becomes unplayable at a ruck, what happens?

Answer: The ruck ends and a scrum is awarded to the team moving forward at the start of the ruck; if no team was moving forward the attacking team throws the ball in.

LAW 16 – MAUL

Principle

What is the principle of the maul?

Answer: To allow players to compete for the ball when it is off the ground.

Forming A Maul

1. Where can a maul take place?

Answer: Only in the field of play

2. What does a maul consist of?

Answer: A ball carrier and at least one player from each team bound together on their feet.

3. Once formed, how must it move?

Answer: Towards a goal-line.

Offside At A Maul

4. Where are the offside lines at a maul?

Answer: Each team's offside line runs parallel to the goal line through the hindmost foot of any player in the maul; if that point is behind the goal-line, the goal-line for that team is the offside line.

5. How must a player join a maul?

Answer: From an onside position or retire behind their offside line.

Sanction: PK.

6. What must players who leave the maul do?

Answer: Immediately retire to the offside line; these players may rejoin the maul.

Sanction: PK.

Joining A Maul

7. How must players join a maul?

Answer: A. from an onside position, B. by binding onto the hindmost player in the maul

Sanction: PK.

C. by having their heads and shoulders no lower than their hips.

Sanction: FK.

During A Maul

8. May a ball carrier in a maul go to ground?

Answer: Yes, provided they make the ball available immediately.

Sanction: scrum.

9. Must all players other than the ball carrier stay on their feet?

Answer: Yes.

10. May players be alongside a maul?

Answer: No, they must be caught in or bound to it.

11. In a maul, what must players not do?

Answer: A. intentionally collapse it, B. attempt to drag an opponent out

Sanction: PK.

C. take any action to make opponents believe the maul has ended when it has not.

Sanction: PK.

12. Does a maul continue if players of the team not in possession intentionally leave the maul?

Answer: Yes.

13. If a team not in possession of the ball at a maul leave the maul, may they re-join?

Answer: Yes, as long as the first player joins onto the frontmost player of the team in possession.

Sanction: PK.

14. What must happen when a maul has stopped moving forward for 5 seconds?

Answer: The referee instructs players to use the ball whereby the team in possession must use the ball within reasonable time.

Sanction: scrum.

15. If a maul has stopped moving forward towards a goal-line, what must happen?

Answer: It must restart within 5 seconds but if it stops for a second time the ball must be used within reasonable time.

Sanction: scrum.

Ending A Maul

16. When a maul ends, how can play continue?

Answer: A. the ball or ball carrier leaves the maul, B. the ball is on the ground, C. the ball is on or over the goal-line.

17. How does a maul end unsuccessfully?

Answer: A. the ball becomes unplayable, B. the maul collapses (not as a result of foul play), C. the maul stops moving forward for more than 5 seconds and the ball does not emerge, D. the ball carrier goes to ground and the ball is not immediately available, E. the ball is available to be used but it does not get played within 5 seconds.

Sanction: scrum.

18. What does the referee rule if a maul forms immediately after a player catches the ball directly from an opponent's kick in open play and the ball does not emerge?

Answer: Award a scrum to the ball catching team.

LAW 17 – MARK

Principle

What is a mark?

Answer: A means of stopping play within a player's 22 by directly catching an opponent's kick.

Claiming A Mark

1. How can a player claim a mark?

Answer: A. have at least one foot on or behind their own 22m line when catching the ball or when landing having caught it in the air, B. catching a ball that has reached the plane of the 22m line directly from an opponents kick before it touches the ground r another player, C. simultaneously calling "mark".

2. May a player claim a mark if the ball comes off a crossbar or goalpost?

Answer: Yes.

3. What must the referee do once a mark is correctly called?

Answer: Stop the game and award the catcher a FK.

4. Can a mark be claimed off a kick-off or restart kick?

Answer: No.

Restarting Play After A Mark

5. Who must take a FK after a mark is called?

Answer: The player who called "mark".

6. If a player who call "mark" is unable to take the FK within one minute, what must the referee rule?

Answer: Scrum to the team in possession.

7. Where is the FK taken from after a mark is awarded?

Answer: If it is awarded in the 22, at the place of the mark but no closer than 5m from the goal-line; if in in-goal, on the 5m line in line with the place of the mark.

LAW 18 – TOUCH, QUICK THROW AND LINEOUT

Principle

What happens when play reaches the touch-line?

Answer: The ball is in touch and play becomes dead.

What are quick throws and lineouts?

Answer: Methods of restarting play.

Touch OR Touch-In-Goal

1. When is the ball in touch or touch-in-goal?

Answer: A. the ball or ball carrier touches the touch line, the touch-in-goal line or anything beyond it, B. a player, who is already touching the touch line, touch-in-goal line or anything beyond, catches or holds the ball – (i). if the ball has reached the plane of touch when it is caught, the catcher is not deemed to have taken the ball into touch, (ii). if the ball has not reached the lane of touch when it is caught or picked up, the catcher is deemed to have taken the ball into touch, regardless of whether the ball was in motion or stationary.

2. When is the ball not in touch or touch-in-goal?

Answer: A. when the ball reaches the plane of touch but is caught, knocked, or kicked by a player who is in the playing area, B. when a player jumps from within or outside the playing area and catches the ball and then lands in the playing area, regardless of whether the ball reached the plane of touch, C. when a player jumps from the playing area and knocks, or catches and releases, the ball back into the playing area before landing in touch or touch-in-goal, regardless of whether the ball has reached the plane of touch, D. when a player who is in touch, kicks or knocks the ball but does not hold it, provided it has not reached the plane of touch.

Quick Throw

3. If a player carries the ball into touch, must this player release the ball to allow a quick throw in?

Answer: Yes.

Sanction: PK.

4. At a quick throw in, how is the ball thrown in?

Answer: A. between the mark of touch and the thrower's own-goal line, B. parallel or towards the thrower's own goal-line, C. so that the ball reaches the 5m line before it touches the ground or hits a player, D. by a player who has both feet outside the field of play.

Sanction: option of a lineout or scrum.

5. When should a quick lineout be disallowed?

Answer: A. a lineout had already formed, B. the ball had been touched after it went into touch by anyone other than the player throwing in or the player who carried the ball into touch, C. a different ball is used from the one that originally went into touch

6. How far must the ball travel at a quick throw?

Answer: It must reach the 5m line and a player must not prevent it from doing so.

Sanction: FK.

7. What does it mean if the mark of touch is outside the 22 and the defending team take a quick throw inside the 22?

Answer: The defending team is deemed to have taken the ball back into the 22.

Lineout

8. How is the mark of touch and who throws in determined?

Answer: A. general

- *Ball carrier goes into touch – where the player went into touch – opposition throw in*
- *A player unintentionally knocks, passes or throws the ball into touch – where the ball reaches the touch-line – opposition throw in*
- *The ball hits a player and goes directly into touch – where the ball reaches the touchline or at the point on the touchline closest to where the ball hit the player, whichever is nearer that player's goal-line – opposition throw in*
- *The ball hits a player and it bounces into touch – where the ball reaches the touchline – opposition throw in*
- *A player who is in touch catches or picks up a ball which has reached the plane of touch – where the ball reached the plane of touch – the team of the player who caught or picked up the ball throws in*
- *A player who is in touch catches or picks up a ball which has not reached the plane of touch – where the player is standing – opposition throw in*

B. ball is kicked directly into touch from a kick-off or restart kick

- *The ball goes directly into touch from a kick-off or restart kick – if the touch option is taken, the throw in is where the ball reaches the touchline or on the halfway line, whichever is closer to the kicker's goal-line – non-kicking team throw in*
- *The ball goes directly into touch from a 22 drop out – if the touch option is taken, the throw is where the ball reaches the touchline or on the 22m line, whichever is nearer the kicker's goal-line – non-kicking team throw in*

C. ball is kicked from a penalty

- *A player kicks the ball into touch – where the ball reaches the touchline – the kicking team*
- *A player who is in touch catches the ball irrespective of whether the ball has reached the touchline – where the ball reaches the touchline or if the ball hasn't reached the touchline, where the catcher is standing – the kicking team throw in*
- *A player who is in touch kicks a ball that has not reached the plane of touch – where the player is standing – the kicking team throw in*

D. ball is kicked directly into touch from within own 22 or in-goal.

No Gain in Ground – the defending team took the ball into their 22, no tackle, ruck or maul occurred, and no opponent touched the ball within the 22.

- *A player kicks the ball directly into touch – where the ball reaches the touchline or on the touchline in line with where the ball was kicked whichever is nearer the kicker's goal-line – non kicking team throw in*

- An opposition layer who is in touch catches the ball – where the ball reaches the touchline or on the touchline in line with where the ball was kicked, whichever is nearer to the kicker's goal-line – non kicking team throw in

Gain Ground – either the defending team did not take the ball into the 22 or a tackle, ruck or maul took place within the 22 or an opponent touched the ball within the 22.

- A player kicks the ball directly into touch – where the ball reaches the touchline – non kicking team throw in
- An opposition player who is in touch catches the ball – where the ball reaches the touchline – non kicking team throw in
- A player kicks the ball from a free kick awarded within the 22 – where the ball reaches the touchline – non-kicking team throw in

E. ball is kicked directly into touch from outside the 22

- A player kicks the ball directly into touch from open play or from a free kick – where the ball reaches the touchline or on the touchline in line with where the ball was kicked, whichever is nearer to that player's goal line (no gain in ground) – non kicking team throw in

F. lineout options

- Following an incorrect throw – where the original lineout took place – opposition throw in
- Following a disallowed quick throw – where the formed lineout would have taken place but for the quick throw in – the same team throw in
- Following an incorrect quick throw – where the incorrect quick throw was taken – opposition throw in
- Following the ball going into touch from a knock on or throw forward – where the ball reached the touchline – opposition throw in
- From a PK or FK awarded for a lineout infringement – where the original lineout took place – opposition throw in

Forming A Lineout

9. Where is a lineout formed?

Answer: At the mark of touch.

10. How is a lineout formed?

Answer: Each team forms a single parallel line half a metre from the mark of touch between the 5 and 15m lines.

Sanction: FK.

11. How many layers from each team are required to form a lineout?

Answer: 2.

12. May teams delay the formation of a lineout?

Answer: No.

Sanction: FK.

13. Which team dictates the maximum number of players each team may have in a lineout?

Answer: The throwing in team.

14. May the non-throwing team have fewer players than the throwing team in a lineout?

Answer: Yes.

Sanction: FK.

15. Must the non-throwing team have a player standing 2m from the touchline and 2m back from the mark of touch?

Answer: Yes.

Sanction: FK.

16. If a team elects to have a receiver at a lineout, where must this player stand?

Answer: Between the 5 and 15m lines and 2m back from their team-mates in the lineout.

Sanction: FK.

17. Once a lineout is formed may players leave the lineout?

Answer: A. throwing team players may not, B. players of the non-throwing team may do so only to ensure they do not have more players than the throwing team.

Sanction: FK.

18. May lineout participants change places before the ball is thrown in?

Answer: yes.

19. May players in the lineout pre-grip players they intend to lift?

Answer: Yes, provided they do not grip below the shorts from behind or below the thighs from the front.

Sanction: FK.

DSL: at all levels of domestic rugby U13 and below, supporting or lifting is not permitted.

20. When may players be lifted or supported in a lineout?

Answer: After the ball has left the hands of the player throwing in.

Sanction: FK.

21. Can players make contact with opponents before the ball is thrown in?

Answer: No.

Sanction: PK.

Throwing into a Lineout

22. Can the player throwing the ball in step on the touchline or into the field of play?

Answer: No.

Sanction: option of a lineout or scrum.

23. How must the ball be thrown in?

Answer: A. straight along the mark of touch, B. so it reaches the 5m line before it hits the ground or is played.

Sanction: option of a scrum or lineout.

C. thrown in without delay once the lineout is formed.

Sanction: FK.

24. Can a thrower pretend to throw the ball?

Answer: No.

Sanction: FK.

25. Can opponents of the thrower block the throw?

Answer: No.

Sanction FK.

During A Lineout

26. When does a lineout commence?

Answer: When the ball leaves the hands of the thrower.

27. Once a lineout has commenced, what may the thrower and the thrower's immediate opponent do?

Answer: A. join the lineout, B. retire to the offside line of the non-participants, C. stay within 5m of the touchline, D. move to the receiver position if that position is empty.

28. If the thrower or their immediate opponent go anywhere else other than that outlined in 27. Above, are they deemed to be offside?

Answer: Yes.

Sanction: PK.

29. Once a lineout has commenced, what can lineout players do?

Answer: A. compete for possession, B. catch or deflect the ball and deflect the ball with the outside arm/hand if both hands are above their head

Sanction: FK.

C. lift or support a team-mate and lower that player to the ground safely.

Sanction: FK.

D. leave the lineout to be in a position to receive the ball provided they remain within 10m of the mark of touch and keep moving until the lineout is over

Sanction: FK.

E. grasp and bring an opponent to ground provided that player is not in the air

Sanction: PK.

Offside At A Lineout

30. How do lineout players remain onside?

Answer: By remaining on their side of the mark of touch.

31. Players who jump for the ball and cross the mark of touch must do what?

Answer: Immediately return to their own side.

32. Until the ball has been thrown in and has been touched by a player or touched the ground, where is the offside line for lineout players?

Answer: The mark of touch – after that the offside line is the ball.

33. When a ruck or maul forms at the mark of touch, what may lineout players do?

Answer: A. join the ruck or maul, B. retire to the offside line which is the hindmost foot of that player's team in the ruck or maul.

34. May a lineout player move beyond the 15m line once the ball is thrown in?

Answer: Yes, but if the ball does not go beyond the 15m line, the player must return to the lineout immediately.

35. Where must players not participating in the lineout be?

Answer: At least 10m back from the mark of touch or behind the goal-line if that is nearer.

36. When may non-participants at a lineout move forward?

Answer: Once the ball has been thrown in but if the ball does not go over the 15m line, they must retire to their offside line immediately.

Sanction: PK.

Ending A Lineout

37. When does a lineout end?

Answer: A. the ball or a player in possession of it (i). leaves the lineout, (ii). enters the area between the touchline and the 5m line, (iii). goes beyond the 15m line, B. a ruck or maul forms and all the feet of the players in the ruck or maul move beyond the mark of touch, C. the ball becomes unplayable.

38. May a player leave the lineout until it has ended?

Answer: No, except to move to the receiver position.

LAW 19 – SCRUM

Principle

What is the purpose of a scrum?

Answer: To restart play with a contest after a minor infringement stoppage.

1. Where does a scrum take place and who throws in?

Answer:

- *After a knock on or throw forward except at a lineout – at the place of infringement – non-offending team throws in*
- *A knock on or throw forward at a lineout; incorrect throw at a lineout; incorrect quick throw – 15m in from the mark of touch – non-offending team throws in*
- *Offside in open play (scrum option) – closest to where the offending team played the ball – non-offending team throws in*
- *A PK or FK (scrum option) – where the infringement took place – non-offending team throws in*
- *The ball is taken into in-goal by the defending team and there made dead – the point closest to where the ball was made dead – attacking team throws in*
- *An unplayable tackle or ruck – where the tackle or ruck took place – the team last moving forward throws in and if neither team was moving forward, the attacking team throws in*
- *A maul ends unsuccessfully – where the maul ended – the ball is thrown in by the team not in possession at the start of the maul and if the referee is unsure, by the team going forward and if neither team was going forward, the attacking team*
- *An unplayable maul after a kick in open play – where the maul took place – the team in possession at the start of the maul*
- *An incorrect kick off or restart kick (scrum option) – the middle of the halfway line or 22m line if the restart kick was a 22 drop out – non-kicking team throws in*
- *Failure to “use it” at scrum, ruck or maul – where the scrum, ruck or maul took place – team not in possession*
- *The ball or ball carrier touches the referee and either team gains an advantage – where the incident took place – the team that last played the ball throws in*
- *Stoppage due to injury – where the ball was last played – the team last in possession throws in*
- *Reset scrum – where the original scrum took place – the team originally awarded the scrum throws in*
- *A penalty attempt not taken within the time limit – where the penalty was awarded – the non-offending team throws in*
- *A player is unable to take a FK after a mark within 1 minute – where the FK was awarded – team of the player awarded the FK throws in*
- *The referee awards a scrum for any other reason not covered in law – at the place of stoppage – the team last moving forward throws in and if no team was moving forward, the attacking team throws in*

Forming A Scrum

2. Where is a scrum formed?

Answer: In the scrum zone at a mark indicated by the referee.

3. What does the referee make the mark for?

Answer: To create the middle line of the scrum.

4. How long have teams got to form a scrum after the mark has been made?

Answer: 30 seconds.

5. When both teams have 15 players, how many players must be in the scrum?

Answer: 8, 3 in the front row, 2 locks and 3 in the back row.

Sanction: PK.

6. When a team is reduced to fewer than 15 players for any reason, can the number of players in each team in the scrum be similarly reduced?

Answer: Yes, however they are not obliged to.

7. How do players in the scrum bind?

Answer: A. prop's bind to the hooker, B. the hooker binds with both arms either over or under the prop's arms, C. the locks bind with the prop immediately in front and each other, D. back row players bind onto a lock.

Sanction: PK.

DSLVL: Scrum formation when forward numbers are reduced – 7 forwards 3-4, 6 forwards 3-2-1, 5 forwards 3-2.

8. How should each scrum pack face?

Answer: Each other either side of and parallel to the middle line.

9. How far apart should front rows be when forming a scrum?

Answer: Not more than an arm's length apart with the hookers at the mark.

Engagement

10. When should the referee call "crouch" and how should the front rows crouch?

Answer: When both sides are square, stable and stationary and a. the front rows then adopt a crouched position with head and shoulders no lower than their hips, B. front rowers crouch ear against ear with their heads to the left of their immediate opponent so that no player's forehead is up against an opponent's forehead.

Sanction: FK

11. When should the referee call “bind” and how should the front rows bind?

Answer: When both sides are square, stable and stationary and A. each loose head prop binds by placing the left arm inside the right arm of the opposing tight head prop, B. each tight head prop binds by placing the right arm outside the left upper arm of the opposing loose head prop, C. each prop binds by gripping the back or side of the opponent’s jersey, D. all players binding is maintained throughout the duration of the scrum.

Sanction: PK.

12. When should the referee call “set”?

Answer: When both sides are square, stable and stationary and A. only then may the teams engage, B. all players must be in a position to push forward, C. each front row player must have both feet on the ground with their weight firmly on at least one foot, D. each hooker’s feet must be in line or behind the foremost foot of that team’s props.

Sanction: FK.

Throw

13. Can the scrum half choose which side to throw the ball in?

Answer: Yes.

14. How does the scrum half hold the ball before throwing it into the scrum?

Answer: By holding the ball with both hands so the ball is side onto the scrum.

15. How does the scrum half throw the ball into the scrum?

Answer: A. from the chosen side, B. from outside the tunnel, C. without delay, D. with a single forward movement, E. at quick speed, F. straight with the scrum half being able to stand a shoulder width closer to their side of the scrum, G. so the ball first touches the ground inside the tunnel.

Sanction: FK.

During A Scrum

16. When does a scrum begin?

Answer: When the ball leaves the hands of the scrum half.

17. When may teams push?

Answer: Only when the scrum starts.

18. May possession be gained by pushing the opposing scrum off the ball?

Answer: Yes.

DSL: In U19 rugby and below, scrums may only push up to a maximum of 1.5m towards the opponent’s goal line.

19. How may players push in the scrum?

Answer: By pushing straight and parallel to the ground.

DSLVL: U19 and below, teams may not deliberately wheel a scrum, and if a scrum does wheel more than 45 degrees it is reset.

Sanction: PK.

20. When may front row players strike for the ball to gain possession?

Answer: Once the ball touches the ground in the tunnel.

Sanction: FK.

21. May front row players strike for the ball with both feet?

Answer: No.

Sanction: PK.

22. Must the hooker from the team that threw the ball in strike for the ball?

Answer: Yes.

Sanction: FK.

23. Can a front row player intentionally kick the ball out of the tunnel?

Answer: No.

Sanction: FK

24. Can any player in the scrum play the ball?

Answer: Yes, but only with their feet or legs and they cannot lift the ball.

Sanction: PK.

25. What must the referee do if the scrum collapses or a player is lifted up or out of the scrum?

Answer: Stop play immediately.

26. When the scrum is stationary and the ball is available at the back of the scrum for 3-5 seconds, what should the referee do?

Answer: Call "use it" and the team in possession must play the ball.

DSLVL: In under 19 rugby and below, the ball must be released from the scrum once the ball is heeled and controlled at the base of the scrum.

Sanction: scrum.

Offside at Scrum

27. Must players remain onside at a scrum?

Answer: Yes.

28. Where must the scrum half not throwing the ball in stand?

Answer: A. on that team's side of the middle line next to the opposing scrum half, or B. at least 5m behind the hindmost foot of their team's last player in the scrum and must remain there until the scrum is over.

29. Once the scrum begins, how must the scrum half of the team in possession stand?

Answer: With at least one foot level with or behind the ball.

30. Once the scrum begins, how must the scrum half of the team not in possession stand?

Answer: A. take up a position with both feet behind the ball and close to the scrum but not in the space between the lock and the flanker, or B. permanently retire to a point on that team's offside line, or C. permanently retire at least 5m behind the hindmost foot.

31. Where must players not participating in a scrum stand?

Answer: At least 5m back from the hindmost foot of their team.

32. When is the goal-line the offside line for non-participants at a scrum?

Answer: When the hindmost foot of a team is in-in-goal or within 5m of the goal-line.

Sanction: PK.

33. When do offside lines no longer apply at a scrum?

Answer: When the scrum ends.

Resetting A Scrum

34. When there is no infringement, when should a referee reset the scrum?

Answer: A. the ball comes out either end of the tunnel, B. the scrum collapses or breaks up, C. it wheel more than 90 degrees, D. neither side wins possession, E. the ball is accidentally kicked out of the tunnel – if it is intentional PK.

35. Who throws the ball into a reset scrum?

Answer: The team that previously threw it in.

Ending A Scrum

36. When does a scrum end?

Answer: A. when the ball comes out in any direction except the tunnel, B. when the ball is picked up by the hindmost player or that team's scrum half, C. when the number eight picks up the ball from under the feet of a second rower, D. when the referee blows the whistle for an infringement, e. when the ball in a scrum is on or over the goal-line.

Dangerous Play and Restricted Practices in a Scrum

37. What does dangerous play in a scrum include?

Answer: A. front rows charging against each other, B. pulling an opponent, C. intentionally lifting an opponent off their feet or forcing them upwards out of the scrum, D. intentionally collapsing a scrum, E. intentionally falling or kneeling.

Sanction: PK.

38. What are other restricted practices at a scrum?

Answer: A. falling on or over the ball after it has emerged from the scrum, B. the scrum half kicking the ball while it is in the scrum, C. a non-front row player holding or pushing an opponent,

Sanction: PK.

D. bring the ball back into the scrum after it has left, E. non-front row players playing the ball while it is in the tunnel, F. a scrum half attempting to make an opponent believe the ball is out of the scrum.

Sanction: FK.

Scrum Law Variations

39. May a union implement U19 scrum law variations at defined levels of the game within its jurisdiction?

Answer: Yes.

LAW 20 – PENALTY AND FREE KICK

Principle

What are PKs and FKs awarded for?

Answer: To restart play after infringements.

Location of a Penalty or Free Kick

1. Apart from PKs and FK being taken only in the field of play and not within 5m of a goal-line, where are they taken?

Answer:

- *While the ball is in play excluding – at the place of infringement*
- *While the ball is dead – at the point where play would have restarted or if the place is on the touchline or within 15m of it, on the 15m line in line with that place; if play would have restarted with a drop out 22, the mark is anywhere on the 22m line.*
- *Any infringement which takes place outside the playing area while the ball is in play – on the 15m line, in line with where the offence occurred in touch-in-goal or beyond the dead ball line, on the 5m line in line with the infringement, but not less than 15m from the touchline.*
- *Any infringement in a lineout – 15m in from touch on the mark of touch*
- *Offside at phase play – at the offending team's offside line*
- *Any subsequent infringement by the original team after the first PK or FK is awarded but before it is taken – advanced 10m from the original mark*
- *Late charging the kicker – the opposition chooses at the place of infringement or where the ball landed or was next played but not within 15m of the touch line or closer than 5m from a goal-line, and if the ball hits a crossbar or goal post, where the ball lands.*
- *Intentionally knocking or throwing the ball into touch – 15m infield from where the infringement occurred but not within 5m of a goal-line*
- *Any infringement in-in-goal or within 5m of a goal-line – in the field of play, 5m from the goal line, in line with the infringement*

2. What happens when the PK or FK is taken from the wrong place?

Answer: it is taken again.

Options at a Penalty or Free Kick

3. Can a team opt for a scrum in lieu of a PK or FK?

Answer: Yes.

4. For a PK or FK awarded at a lineout, what options does the non-offending team have instead of taking a PK or FK.?

Answer: Scrum or lineout.

Taking A Penalty or Free Kick

5. Can the taking of a PK or FK be delayed?

Answer: No.

6. Can any player of the non-offending team take a PK or FK?

Answer: Yes, except for a FK awarded for a mark.

7. Must the same ball be used at a PK or FK that was in play at the time of the infringement?

Answer: Yes, unless the referee deems it to be defective.

8. How can the ball be kicked at PK or FK?

Answer: With either a punt, drop kick or place kick (other than for touch).

DSLVL: When taking a place kick for goal, a kicking tee is compulsory for all levels of NZ domestic rugby.

9. May the ball be kicked in any direction?

Answer: Yes.

10. Must the kicker's teammates remain behind the ball until it is kicked?

Answer: Yes, unless it is the placer at a place kick.

11. Must the ball be kicked a visible distance?

Answer: Yes and if the kicker is holding it, the ball must be kicked out of the hands.

Opposing Team at a Penalty or Free Kick

12. Where must the opposition be at a PK or FK?

Answer: At least 10m back from the mark or their goal-line if that is closer.

13. What must opposition players do if the PK or FK is taken quickly?

Answer: Keep retreating the necessary distance.

14. What should happen if the kick is taken so quickly the opposition do not have an opportunity to retreat 10m?

Answer: They won't be sanctioned as long as they do not take part in the game until they have retreated 10m or have been put onside by an onside team-mate.

15. What should the referee rule if the opposing team obstruct or delay the taking of a PK or FK?

Answer: Advance the mark 10m but the kick cannot be taken until the referee has made the mark.

Opposing Team at a Free Kick

16. When may the opposition move to prevent a FK being taken?

Answer: As soon as the kicker initiates movement to kick.

17. What should the referee rule if at a FK the kick a charge prevents the kick from being taken?

Answer: Scrum to the non-kicking team.

LAW 21 – IN-GOAL

Grounding the Ball

1. How can the ball be grounded in in-goal?

Answer: A. by holding the ball and touching the ground with it, B. by pressing down on it with hand/s, arm/s, or front of the body from waist to neck.

2. Is picking up the ball in in-goal grounding it?

Answer: No.

3. What happens when an attacking player grounds the ball in in-goal?

Answer: A try is scored.

4. What happens if an attacking team player grounds the ball on the touch-in-goal line or dead ball line?

Answer: 22m drop out is awarded to the defending team.

5. What happens when a ball carrier grounds the ball in the in-goal and simultaneously makes contact with the touch line or ground beyond?

Answer: A lineout should be awarded to the opposition.

6. What should the referee rule if a defender grounds the ball in the in-goal?

Answer: A touch down.

7. Can a tackled player's momentum carry them into in-goal where the ball can be grounded?

Answer: Yes.

8. May a tackled player near the goal-line reach out to ground the ball?

Answer: Yes, provided it is done immediately.

Sanction: PK.

9. Can a player in touch in-goal ground the ball for a touch down or a try?

Answer: Yes, as long as they do not hold the ball.

10. Can players pull the ball from a ball carrier who is in the act of grounding the ball?

Answer: Yes, as long as it is not kicked out.

Sanction: PK.

Ball Kicked Dead Through In-Goal

11. What should the referee rule if the ball is kicked from the field of play into touch-in-goal or over the dead ball line?

Answer: The defending team choose A. to have a drop out 22 or B. have a scrum at the place where the ball was kicked.

Defending Player in In-Goal

12. If part of a defending player is in the in-goal, where are they considered to be?

Answer: In the in-goal.

13. If a player in the in-goal catches or licks up a ball that is still in the field of play, who has put the ball into in-goal?

Answer: The defending player.

14. If a player who is on or beyond the dead ball line or touch-in-goal line and there catches or picks up the ball, who has made the ball dead?

Answer: That player.

Corner Flag Post

15. What happens if the ball or a ball carrier touches a corner flag post?

Answer: play continues unless the ball is grounded against the post.

Ball Held Up In-Goal

16. What is the ball deemed to be if the ball or a player carrying it is held up in-in-goal?

Answer: Dead and play restarts with a scrum on the 5m line, in line with where play was stopped.

Doubt About Grounding

17. What should the referee rule if there is doubt about who grounded the ball in-in-goal?

Answer: Award a 5m scrum in line with the place where the ball was grounded.

GAME ON!

Game On rules are triggered if a team has less than 15 players or insufficient front rowers to commence the match. All decisions are to be recorded in each section by the match referee as a record of agreement.

1

NUMBERS

Teams must have a minimum of 10 players to start the game

AGREED NUMBERS

E.g. 12v12, 10v10, 12v14
Team numbers can be unequal

IF NO AGREEMENT

Defer to team with smallest number
Team numbers must be equal

2

FIELD SIZE

Field may be altered based on team size from full field to ½ field

AGREED FIELD SIZE

e.g. Full, ¾, ½

IF NO AGREEMENT

Number	Field size
13 – 15	Full
10 – 12	¾

3

SCRUM FORMATION

Scrum Formation must be agreed if there are less than 15 players

AGREED FORMATION

e.g. 3-4, 3-2-1, 3-2

IF NO AGREEMENT

Revert to the below based on team size

Number	Forwards	Backs	Formation	✓
14	7	7	3-4	
13	7	6	3-4	
12	6	6	3-2-1	
11	6	5	3-2-1	
10	5	5	3-2	

4

SCRUMS

A minimum of 3 trained Front Rowers are required for contested scrums

THREE OR MORE

Contested scrums

LESS THAN THREE

Uncontested scrums

5

SUBS

Rolling substitutions to be used unless otherwise agreed by teams

YES

Rolling substitutions

NO

Agreed substitutions approach

6

DURATION OF THE MATCH

Match durations can be set between 40 – 80 minutes

(NB: Secondary School Rugby limited to 70 minutes)

AGREED DURATION

E.g. 40 minutes/60 minutes

IF NO AGREEMENT

Revert to the below based on team size

Starting team size	Revert to	✓
10	40' (2 x 20')	
11	50' (2 x 25')	
12	60' (2 x 30')	
13/14	70' (2 x 35')	
15	80' (2 x 40')	

Match referee to submit match report on completion of match outlining reasons and variations used for 'Game On'

Updated November 2021

