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**Preamble**

The following are questions and answers pertaining to the laws of the game of Rugby Union. They are derived from the book “The Laws Of The Game: Rugby Union 2017” and cover virtually all aspects of the laws with the exception of the odd very technical aspect such as ‘Law 2 – The Ball’. This document is sectioned according to the Laws of the Game book, using the same numbering, headings and sub-headings. Each question is given the appropriate law reference.

Where (FK) has been used this means ‘Free Kick’ and where (PK) has been used this means ‘Penalty Kick’. DSLV refers to laws covered within the Domestic Safety Law Variations section.

There is a variety of different types of question which cover a range of levels. These can be used in different ways depending on the group of people being worked with.
Law 1 – The Ground

Definitions

What is included in The Ground?
Answer: The total area shown on the plan and includes the Field of Play, Playing Area and Playing Enclosure.

What does the field-of-play consist of?
Answer: The area between the goal-lines and the touch-lines but not including the lines.

What makes up the playing area?
Answer: The field-of-play and the in-goal areas but not including the touch lines, touch-in-goal lines and dead ball lines.

What makes up the playing enclosure?
Answer: The playing area and a space not less than 5 metres surrounding it called the perimeter area.

What makes up the in-goal area?
Answer: The area bounded by the goal line, dead ball line and touch-in-goal lines but not including these lines. The goal-line is included.

What makes up the 22 metre area?
Answer: The area bounded by the 22 metre line (including this line), and the goal-line (excluding this line).

Law 2 – The Ball

Law 3 – Number of Players – The Team

Definitions

What does a team consist of?
Answer: 15 players who start a match plus the identified replacements and/or substitutes.

What is a replacement player?
Answer: A player who replaces an injured team-mate.

What is a substitute?
Answer: A player who replaces a team mate for tactical reasons.
3.1 Maximum Number of Players On the Playing Area
3.1 What is the maximum number of players allowed in the playing area?
Answer: 15 from each team.

3.2 Team With More Than the Permitted Number of Players

3.2 What should happen when more than the permitted number of players is identified in the playing area?
Answer: A team may make an objection to the referee. The referee must get the captain of the offending team to reduce the number of players appropriately. The score remains unaltered. PK at the place where the game would restart.

3.3 When There Are Fewer Than Fifteen Players

3.3 What is the minimum number of players required for each team to have in a scrum, in games that have been sanctioned by the Union, to be played with less than 15 players in each team, excluding 7s rugby?
Answer: 5

3.4 Players Nominated as Substitutes

3.4 What is the maximum number of replacements/substitutes a team may nominate?
Answer: (a) For international matches, up to 8. (b) For other matches, the Union with jurisdiction over the match decides how many replacements/substitutes may be nominated to a maximum of 8. (d) A team can substitute up to 3 front row players (subject to Law 3.5 (b) and (c) and up to 5 other players.

3.4(e) When may a team substitute a player/s?
Answer: Only when the ball is dead and with the permission of the referee.

3.5 Suitabley Trained and Experienced Players in the Front Row

3.5(a) Who’s responsibility is it to ensure all front rowers and front row replacements are suitably trainind?
Answer: The team’s

3.5(b) How many suitably trained and experienced players in the front row must be nominated by each team?
Answer: DSLV - Team with 15 or less players, 3; team with 16-21 players, 4; team with 22 players, 5.

3.5(c) Must each team advise the ref of who the front row players are?
Answer: Yes.

3.5(d) May a replacement front row player start the match in another position?
Answer: Yes
3.6 Uncontested Scrums

3.6(a) When do scrums become uncontested?
Answer: When either team cannot field a suitably trained front row or when the referee so orders.

3.6(b) Can match organisers determine whether or not a game may start or continue with uncontested scrums?
Answer: Yes

3.6(c) When a front row player leaves the playing area through injury, temporary or permanent suspension, what does the referee do?
Answer: Enquire as to whether the team can continue with contested scrums. If the teams is unable, the game continues with uncontested scrums.

3.6(d) If squads have 23 players and the scrums become uncontested due to the loss of a player, can the player be replaced?
Answer: No

3.6(e) If there are front row players available, must there be 3 front row players on at all times?
Answer: Yes

3.6(e) Can another non-front row player play in the front row during uncontested scrums?
Answer: Yes but only when there are no front row players available

3.6(f) What happens when a front row player is temporarily suspended?
Answer: Another player must be nominated to leave the field so a trained front row player can come on.

3.6(g) What happens when a front row player is sent off?
Answer: Another player must be nominated to leave the field so a trained front row player can come on.

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3.6(h) How many players must be in uncontested scrums as a result of sending off, temporary suspension or injury?
Answer: 8 in each team.

3.7 Sent Off for Foul Play

May a player sent off for foul play be replaced or substituted?
Answer: No except under Law 3.5
3.8 Permanent Replacement

May a player who has been permanently replaced due to injury, return to play in the match?
Answer: No.

When may an injured player be replaced?
Answer: When the ball is dead and with the permission of the referee.

3.9 The Decision for Permanent Replacement

3.9(a) In international matches, who has the power to ask a player to leave the field due to injury?
Answer: A medically trained person.

3.9(b) In non-international matches, who has the power to ask a player to leave the field due to injury?
Answer: A medically trained person or if none is present, the referee.

3.10 The referee’s Power to Stop an Injured Player From Continuing

May a referee ask a player to leave the field of play and/or the playing area for treatment due to injury?
Answer: Yes.

3.11 Temporary Replacement – Blood Injury

3.11(a) How long may a player be temporarily be replaced due to an open and/or bleeding wound?
Answer: A maximum of 15 minutes actual time.

3.11(b) In international matches, who decides whether an injury is a blood injury?
Answer: The Match Day Doctor.

3.11(c) How should minor cuts and abrasions be treated?
Answer: During stoppages in play for other reasons.

3.11(d) If a temporary replacement is injured may that player be replaced?
Answer: Yes

3.11(e) If a temporary replacement is sent off for foul play, may the replaced player return to the field of play?
Answer: No
3.11(f) If a temporary replacement is cautioned and temporarily suspended, may the replaced player return to the field of play?  
Answer: Not until the end of the suspension period.

3.12 Temporary Replacement – Head Injury Assessment

3.13 Player Wishing to Rejoin the Match

3.13(a) Must a player with an open and/or bleeding wound, remain off the playing area until the bleeding is controlled and the wound covered?  
Answer: Yes.

3.13(b) Who permits a player who has left the field of play for injury, or any other reason, return to the field of play?  
Answer: The referee, and only when the ball is dead.

3.13(c) If a player enters the field of play without the referee’s permission, and in so doing, assists his/her team or obstructs an opponent, what must the referee do?  
Answer: Penalise the player for misconduct where play would restart.

3.14 Substituted Players Rejoining the Match

3.14 If a player is substituted, may that player return to the field of play?  
Answer: DSLV - Yes; to replace a blood injury or a permanently injured player.

**DSLV - Front Row Forward Sent to Obtain a Mouthguard**

(a) If after a front row forward has been sent off to find a mouthguard, and there are no further front row players available, how must scrums take place?  
Answer: DSLV - Uncontested.

(b) After a front row player is sent off to find a mouthguard, upon the awarding of the next scrum, what must happen?  
Answer: DSLV – The referee asks the captain whether there is a suitably trained player on the field to replace him. If not, another player must leave the field and be replaced with a suitable trained front rower.

(c) When a front row player returns to the field of play after obtaining a mouthguard, what must also happen?  
Answer: The front row replacement player must leave the field of play and the nominated player who left the field of play for the period of suspension may resume playing in the match.
(d) What must happen if because of a front row being absent from the field of play, a team cannot provide enough suitably trained front row players?
Answer: The match continues with uncontested scrums.

3.15 Union Specific Variations

May a union implement rolling substitutions at defined levels of the game?
Answer: Yes.

If union allows rolling substitutions, how many substitutions may take place?
Answer: A maximum of 12.

Law 4 – Players Clothing

4.1 Additional Items of Clothing

4.1(a) What type of supports may a player wear?
Answer: Supports that are made of elasticated or compressible materials which are washable.

4.1(b) May a player wear shin guards?
Answer: Yes

4.1(c) If a player wears ankle supports, what must they be like?
Answer: They must be worn under the socks, extend no further than a third of the length of the shin, and if rigid, made of material other than metal.

4.1(d) May a player wear gloves?
Answer: No. A player may wear fingerless gloves (mitts).

4.1(e) May a player wear a lace up, non-incorporated set of shoulder pads?
Answer: No. Shoulder pads must be incorporated in an undergarment or jersey and be made of soft, thin materials.

4.1(f) Must a player wear a mouthguard?
Answer: DSLV - Yes

4.1(g) May players wear head gear?
Answer: Yes as long as it bears the IRB Approval Mark.

4.1(h) May a player wear bandages and/or dressings to cover or protect any injury?
Answer: Yes
4.1(i) May a player wear thin tape or similar material as support and/or to prevent injury?
Answer: Yes

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4.1(j) May a player wear goggles?
Answer: Yes

**4.2 Special Additional Items for Women**

Apart from the approved additional items of clothing for men, what may women also wear when playing rugby?
Answer: (a) Chest pads which bear the IRB Approval Mark, (b) cotton blend long tights, with single inside leg seam under their shorts and socks, (c) headscarves.

**4.3. Studs**

4.3(a) What is the maximum allowable boot stud length, measured from the sole of the boot?
Answer: 21 mm.

4.3(b) May moulded rubber multi-studded soled boots be worn?
Answer: Yes as long as there are no sharp edges or ridges.

**4.4 Banned Items of Clothing**

4.4(a) May a player wear any garment which has blood contamination on it?
Answer: No.

4.4(a),(b),(c),(d) May a player wear jewellery, sharp or abrasive items, or items containing hard and/or rigid materials?
Answer: No.

4.4(f) May a player wear shorts with padding sewn into them?
Answer: No

4.4(h) If a referee feels an item of clothing is not suitable for wearing during a game, can he have the player remove it?
Answer: Yes

4.4(i) May a player wear rugby boots that have a single stud at the toe?
Answer: No.

4.4(j) Can players wear communication devices?
Answer: No
4.5 Inspection of Players’ Clothing

4.5(a) Who may inspect the players’ clothing for law conformity?
Answer: The referee and/or touch judges.

4.5(b) If the referee at any stage prior to and during the match deems that a player’s clothing is dangerous, what must he/she ensure?
Answer: The player does not take part in the match until the item/s is removed.

4.5(c) If during a match a player is found to be wearing a banned item which he/she was asked to remove at an initial inspection, what should the referee do?
Answer: Order the player off for misconduct and award a PK to the opposition where play would have restarted.

4.6 Wearing Other Clothing

May a player leave the playing area to change items of clothing?
Answer: No, unless they are bloodstained.

Law 5 – Time

5.1 Duration of the Match

How long should a rugby match last?
Answer: 80 minutes plus time lost, extra time, and special conditions.

5.2 Half Time

How long should half-time last?
Answer: Not more than 15 minutes. The recognised body which has jurisdiction over the game decides how long half-time will be.

At half time may the referee and touch judges leave the playing enclosure?
Answer: Yes.

5.3 Time Keeping

Who keeps time?
Answer: The referee or a delegated touch judge or judges. The referee may consult others if the touch judges cannot help if there is doubt over the correct time.

5.4 Time Lost

5.4(a) How much time should be allowed for injury?
Answer: 1 minute maximum for on-field treatment, however if the injury is more serious, the referee has discretion over time allowed.
5.4(b) Is time allowed for replacement of players’ clothing and for re-tying of boot laces?
Answer: Yes

5.4(c) Is time allowed for replacement and substitution of players?
Answer: Yes

5.4(d) Is time allowed for the reporting of foul play by a touch judge?
Answer: Yes

5.5 Making Up For Lost Time

When should time lost be made up?
Answer: In the half of the match in which it occurred.

5.6 Playing Extra Time

Can a match last more than 80 minutes?
Answer: Yes if the match organiser has authorised the playing of extra time in a drawn match in a knock-out competition.

5.7 Other Time Regulations

5.7(a) In international matches, how long should play last?
Answer: 80 minutes plus lost time

5.7(b) May the union decide the length of non-international matches?
Answer: Yes

5.7(c) If the union does not decide the length of the match, who does?
Answer: The teams, and if they cannot agree, the referee.

5.7(d) Who has the power to call no-side at any time?
Answer: The referee if he/she deems it would be dangerous to carry on.

5.7(e) If time expires after the referee has awarded a scrum, line-out, mark, free-kick or penalty kick, what should he/she do?
Answer: Allow play to continue until the ball next becomes dead unless a penalty or free-kick is awarded.
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If a penalty is kicked into touch after time has elapsed without touching another player, what happens?
Answer: The throw in is taken and play continues until the next time the ball becomes dead.

5.7(f) Should the referee allow a conversion to be taken if time has expired after a try has been scored?
Answer: Yes.

5.7(g) Whether a team elects to take a conversion kick or not after a try near the end of the game, should there be a restart kick?
Answer: Yes.

5.7(h) If there has been a score towards the end of the match and there is time for a restart kick, but time expires straight after the kick, and the ball does not go 10m, or it goes directly into touch, or it goes on or over the dead-ball line or touch in goal line, what should the referee do?

5.7(i) In extreme heat and humidity, may the referee have water stoppages?
Answer: Yes; one in each half and for no longer than a minute each.

Law 6 – Match Officials

Definitions

Who makes up the match officials?
Answer: The referee and two assistant referees or two touch judges.

What duties may a touch judge carry out?
Answer: Signalling for touch, touch-in-goal and the success or otherwise of kicks at goal.

What duties may an assistant referee carry out?
Answer: Signalling for touch, touch-in-goal, the successor otherwise of kicks at goal and foul play. He will also assist the referee in the performance of the referee’s duties as directed by the referee.

6.A. Referee

Before the Match
6.A.1 Appointing the Referee

Who appoints the referee?
Answer: The match organiser. If one has not been appointed, the 2 teams agree upon a referee and failing this, the home team appoints a referee.

6.A.2 Replacing the Referee

If a referee cannot finish a match, who replaces him/her?
Answer: The match organiser provides instructions for this. If none have been given, the referee appoints a replacement. If the referee cannot do so, the home team appoints a replacement.

6.A.3 Duties of the Referee Before the Match

6.A.3.(a) What duties does the referee have to carry out before a match?
Answer: Organise the toss with the captain winning the toss choosing to either kick-off or chose and end. If the winner of the toss decides to chose an end, their opponents must kick off.

During the Match

6.A.4 The Duties of the Referee in the Playing Enclosure

6.A.4.(a),(b),(c) What are the duties of the referee in the playing enclosure?
Answer: (a) apply fairly the laws of the game, of which he is the sole judge
(b) keep time
(c) keep the score

6.A.5 Entering and Leaving the Playing Area

6.A.5 (a),(b),(c),(d),(e), (f) Who may the referee allow on and off the filed of play?
Answer: (a) authorised medical personnel
(b) water carriers
(c) person carrying the kicking tee
(d) players to leaving the playing area
(e) give permission for replacements and substitutes to enter the playing area
(g) give permission for the coaches to enter the playing area at half time.

6.A.6 Referee Altering a Decision

When may a referee alter a decision?
Answer: When an assistant referee or touch judge raises the flag to signal touch, or when an assistant referee signals for an act of foul play.
6.A.7 Referee Consulting With Others

6.A.6a,b,c,d,e May the referee consult with others?
Answer: Yes, including:
(a) with the assistant referees regarding their duties, foul play and time-keeping
(b,c) with an official using technological devices for in-goal decisions; in relation to scoring and touch down the official may be used;
in relation to kicks at goal the official may be used;
in relation to the ball going dead and scoring the official may be used;
in relation to touch-in-goal and ball being made dead
(d) timekeeper who may signify the end of each half
(e) the referee must not consult with any others

6.A.8 The Referee’s Whistle

6.A.8a,b,c,d,e,f,g,h When must the referee blow the whistle?
Answer: To;
a) indicate the beginning and end of each half
b) stop play
c) indicate a score or a touch-down
d) stop play due to an infringement or foul play
e) stop play when the ball has gone out of play, or has become unplayable, or when a penalty is awarded
f) stop play when it could be dangerous to continue

6.A.9 The Referee and Injury

If the referee has blown the whistle due to injury and there has been no infringement, how does play restart?
Answer: With a scrum; the team last in possession prior to the stoppage to put the ball in. If neither team was in possession, the attacking team throws the ball in.

6.A.10 The Ball Touching the Referee

6.A.10a If the ball or player carrying the ball touches the referee and neither team gains an advantage, what should happen?
Answer: Play continues.

6.A.10a If the ball or ball carrier touches the referee in the field of play and either team gains an advantage, what should the referee do?
Answer: Award a scrum with the team that last played the ball to throw it in.
6.A.10b,c If the ball or ball carrier touches the referee in in-goal and either team gains an advantage, what should the referee do?
Answer: If the ball was in possession of an attacking player, a try is awarded where the contact took place, and if it was in possession of a defending player, a touchdown is awarded.

6.A.11 The Ball In In-Goal Touched by a Non-Player
If the ball touches a non-player in in-goal, what should the referee do?
Answer: Judge what would have happened next and award either a try or a touchdown where the ball was touched.

After the Match

6.A.12 Score
After the match, what should the referee do?
Answer: Communicate the score to the teams and match organiser.

6.A.13 Player Sent Off
When a player has been sent off, what should the referee do after the match?
Answer: Provide a written report on the incident to the match organiser as soon as possible.

6.B. Touch Judges and Assistant Referees

Before the Match

6.B.1 Appointing the Touch Judges
Who appoints touch judges or assistant referees if there are none officially appointed?
Answer: Each team provides a touch judge.

6.B.2 Replacing a Touch Judge or Assistant Referee
Who may nominate a person to act as a replacement for the referee, touch judges or the assistant referees?
Answer: The match organiser.

6.B.3 Control of the Touch Judges and Assistant Referees
Who has control over the touch judges and assistant referees?
Answer: The referee who may inform them of their duties, overrule their decisions and send touch judges off for misconduct.
During the Match

6.B.4 Where the Touch Judges or Assistant Referees Should Be

6.B.4a Where should the touch judges or assistant referees be?
Answer: One on each side of the ground during general play and behind the goal posts when judging a kick at goal.

6.B.4b When may an assistant referee enter the field of play?
Answer: To report an offence of misconduct or dangerous play, but only at the next stoppage in play.

6.B.5 Touch Judge or Assistant Referee Signals

6.B.5a What does a touch judge or assistant referee use to signal?
Answer: With a flag or something similar.

6.B.5b How does a touch judge or assistant referee signal a successful kick at goal?
Answer: By raising the flag straight up.

6.B.5c How does a touch judge or assistant referee signal touch?
Answer: By raising the flag straight up and pointing in the direction of the team to throw the ball in with the other hand.

6.B.5d When should the touch judge or assistant referee keep his flag raised after the ball is thrown in at a lineout?
Answer: When the player throwing the ball in puts any part of either foot in the field of play, when the wrong team throws the ball in, and when at a quick throw in, the wrong ball is used or the ball has been touched by anyone other than the player throwing the ball in.

6.B.5e Who decides whether the ball was thrown in from the correct place at a lineout?
Answer: The referee.

6.B.5f How does an assistant referees signal foul play or misconduct?
Answer: By holding the flag horizontally and pointing infield at right angles to the touch line.

6.B.6 After Signalling Foul Play

After signalling foul play, what must the assistant referee do?
Answer: Stay in touch and continue to carry out all other duties until the next stoppage when he/she may then enter the playing area, at the invitation of the referee, to report the offence.
After the Match

6.B.7 Player Sent-Off

What must an assistant referee do after the match if a player has been sent off following his/her signal?
Answer: Submit a written report about the incident to the referee as soon as possible after the match.

6.C. Additional Persons

6.C.1 Reserve Touch Judge or Assistant Referee

Who may the referee authorise to manage the replacements and substitutions?
Answer: The reserve touch judge or assistant referee.

6.C.2 Those Who May Enter The Playing Area

Who may enter the playing area?
Answer: The match doctor and non-playing members of the team as authorised by the referee.

6.C.3 Limits To Entering The Playing Area

When may the match doctor or non-playing members enter the playing area?
Answer: When there is an injury and when the ball is dead.

Law 7 – Mode of Play

Law 8 – Advantage

Definition

What is the purpose of advantage?
Answer: To make play more continuous with fewer stoppages for infringements whereby players are encouraged to play to the whistle despite infringements so that they may gain an advantage.

8.1 Advantage in Practice

8.1a Who is the sole judge of advantage?
Answer: The referee, who has wide discretion.
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When advantage is being played for multiple infringements by the same team, should the referee allow the captain of the non-offending team to choose to most advantageous of the penalty marks?

Answer: Yes

8.1b Can advantage be either territorial or tactical?
Answer: Yes.

8.1c What is territorial advantage?
Answer: A gain in ground.

8.1d What is tactical advantage?
Answer: Freedom for the non-offending team to play the ball as they wish.

**8.2 When Advantage Does Not Arise**

What does advantage have to be?
Answer: Clear and real.

Is the opportunity to gain advantage enough?
Answer: No.

**8.3 When the Advantage Law is Not Applied**

8.3a,b,c,d,e,f When can the advantage law not to be applied?
Answer:
- a) When the referee comes into contact with the ball or the player carrying it;
- b) when the ball comes directly out of the tunnel of the scrum without having been played;
- c) after the scrum has wheeled beyond 90 degrees;
- d) when a player in the scrum is lifted in the air;
- e) after the ball has been made dead.

**8.4 Immediate Whistle when No Advantage**

When should the referee blow the whistle once he/she has decided no advantage will be gained?
Answer: Immediately.

**8.5 More than One Infringement**

8.5a If there is more than one infringement by the same team, can the referee apply the advantage law?
Answer: Yes.
8.5b If there is an infringement by one team then the other team, what should the referee do?
Answer: Blow the whistle immediately and apply the sanctions associated with the first infringement.

**Law 9 – Method of Scoring**

**9.A. Scoring Points**

**9.A.1 Points Values**

When should a penalty try be awarded?
Answer: When a try would probably have been scored but for foul play by an opponent. It is awarded between the goal posts.

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How many points is a penalty try worth?
Answer: 7

When may a dropped goal not be awarded?
Answer: After a free kick has been awarded and before either the ball next becomes dead, or after an opponent has played or touched it, or has tackled the ball-carrier.

What is a conversion kick and how may it be taken?
Answer: A kick at goal after a try or a penalty try and it may be taken as either a place kick or a drop-kick.

**9.A.2 Kick At Goal – Special Circumstances**

9.A.2a If after a kick at goal the ball touches the ground or any team-mate of the kicker, may a goal be awarded?
Answer: No.

9.A.2b If the ball crosses the cross bar after a kick at goal and is then blown back over the bar, is a goal awarded?
Answer: Yes.

9.A.2c If an opponent commits an offence as a kick at goal is being taken and the kick is successful, does advantage apply?
Answer: Yes; the score stands.

9.A.2d If an opponent touches the ball in an attempt to prevent a penalty goal being scored, what should the referee rule?
Answer: PK
9.B Conversion Kick


9.B.1a At a conversion, must the kicker use the ball that was in play? 
Answer: Yes unless it is defective.

9.B.1b Where should a conversion kick take place? 
Answer: On a line through the place where the try was scored.

9.B.1c What is a placer? 
Answer: A team-mate of the kicker who holds the ball for the kicker to kick.

9.B.1d Must a kicking tee be used for conversions? 
Answer: DSLV - Yes.

9.B.1e How long has the kicker got to take a conversion after he/she has indicated his/her intention to kick? 
Answer: 1 minute and the kick is disallowed if the kicker does not take the kick within the time allowed.

9.B.2 Declining a Conversion Kick

(a) How is a decision not to go for a conversion kick after a try relayed? 
Answer: By the try scorer saying “no kick” and before time reached 00.00

(b) If a decision to decline a conversion attempt is made, what should the referee do? 
Answer: Start play again with a restart kick regardless of whether or not players were ready at 00.00.

9.B.3 The Kickers’ Team

9.B.3a At a conversion, must the kicker’s team be behind the ball? 
Answer: Yes, except the placer, or the kick is disallowed.

9.B.3b May the kicker at a conversion or the placer do anything to mislead their opponents into charging early? 
Answer: No or the kick is disallowed.

9.B.3c At a conversion, if the ball falls over before the kicker starts his approach, may he replace the ball again? 
Answer: Yes.
If the ball falls over at a conversion attempt after the kicker starts his/her approach, can the kicker then either pick the ball up and attempt a drop-kick or kick it directly from the ground?
Answer: Yes.

If the ball falls over and rolls away from the line through the place where the try was scored and the kicker then kicks the ball over the cross bar, is a goal scored?
Answer: Yes

If the ball falls over and rolls into touch after the kicker begins the approach, is the kick allowed?
Answer: No

**9.B.4 The Opposing Team**

9.B.4a,b At a conversion, when may the non-kicking team charge the kick?
Answer: After the kicker has begun his/her approach and even if the ball falls over at this time.

9.B.4c Is the defending team allowed to shout during a kick at goal?
Answer: No.

If a conversion attempt is successful and the defending team infringe, does the kick still stand?
Answer: Yes.

If a conversion attempt is unsuccessful and the defending team has infringed, what must the referee do?
Answer: Allow the kick to be retaken with all the usual preparations (the type of kick may be changed), and the defending team is not allowed to charge.

**Law 10 – Foul Play**

**Definitions**

What is foul play?
Answer: Anything a person does within the playing enclosure that is against the letter and spirit of the laws of the game and includes obstruction, unfair play, repeated infringements, dangerous play and misconduct.
10.1 Obstruction

10.1a,b,c,d,e What constitutes obstruction?
Answer: Charging or pushing a player without the ball, running in front of a ball-carrier, blocking a tackler, blocking the ball from an opponent wishing to play the ball, a ball-carrier running into a team-mate at a set-piece and a flanker obstructing an opposing scrum-half. The penalty for obstruction is a penalty kick.

10.2 Unfair Play

10.2a,b,c What constitutes unfair play?
Answer: Intentionally offending (PK), time wasting (FK), and deliberately throwing the ball from the playing area (PK).
10.2c May a player commit an act that may lead the match officials to consider that a player was subject to foul play?
Answer: No.

10.3 Repeated Infringements

10.3a May a player repeatedly infringe any law?
Answer: No. (PK)

10.3a If a player repeatedly infringes, what must the referee do?
Answer: The player must be cautioned and if the player repeats the offence, he/she must be sent off.

10.3b If different players of the same team repeatedly commit the same offence, what must the referee do?
Answer: Give the team a general warning and if any player repeats the offence, he/she must be sent off (PK).

10.3c Depending on the standard of the match, may a referee alter his/her standard in relation to the repeated infringement law?
Answer: Yes.
**10.4 Dangerous Play and Misconduct**

10.4a,b,c,d,e,f,g,h,I,j,k,l,m,n,o,p What constitutes dangerous play and misconduct?

Answer: punching or striking
- stamping or trampling
- kicking an opponent
- tripping
- dangerous tackling
- playing an opponent without the ball
- dangerous charging
- tackling a jumper in the air at a lineout
- dangerous play in a scrum, ruck or maul
- retaliation
- acts contrary to good sportsmanship
- misconduct while the ball is out of play
- late-charging the kicker
- use of the flying wedge and cavalry charge.

All PK.

10.4 If a player commits misconduct or dangerous play while the ball is out of play, what should the referee rule?

Answer: Award a penalty kick at the place where play would have restarted, and if that place is on the touch-line or within 15 metres of it, on the 15 metre line in line with that place.

10.4 If after a penalty for misconduct or dangerous play the restart is on the 22 metre line, where does the penalty kick take place?

Answer: Anywhere along the 22 metre line.

10.4 If at a penalty kick the offending team commit another offence before the kick is taken, what should the referee do?

Answer: Caution the player or send him/her off and advance the mark 10 metres.

10.4 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, what should the referee do?

Answer: Caution or order the guilty player off, disallow the kick and award a penalty kick to the opposing team.

10.4 If an offence occurs outside the playing area while the ball is still in play, where should the penalty kick be awarded?

Answer: On the 15 metre line in line with where the offence took place.

10.4 For an offence reported by an assistant referee, where should the penalty be awarded?

Answer: Where the offence happened or advantage may be played.
10.4 If a player is late charged or obstructed in the field-of-play after having kicked the ball, where should the penalty kick be awarded?
Answer: At the place of the infringement or where the ball lands. If the ball lands in touch or within 15 metres of the touch-line, the mark is 15 metres in-field opposite where the ball landed or crossed the touch-line.

10.4 If a player is late charged or obstructed in the field-of-play after having kicked the ball, and the ball lands in-goal or goes touch-in-goal or dead in-goal, where should the penalty kick be awarded?
Answer: At the place of infringement or 5 metres out from the goal-line opposite where the ball went dead but not less than 15 metres from the touch-line.

10.4 If a player is late charged or obstructed in the field-of-play after having kicked the ball, and the ball hits a goal post or cross bar, where should the penalty kick be awarded?
Answer: Where the offence took place or where the ball lands.

10.4 What is a ‘flying wedge’?
Answer: A kicker taps the ball and starts an attack, either by driving towards the goal-line or by passing to a team-mate who drives forward. Immediately, teammates bind on each side of the ball-carrier in a wedge formation.

10.4 What is a ‘cavalry charge’?
Answer: It happens near the goal-line, when the attacking team at a penalty kick, form a line across the field some distance behind the kicker, where they charge forward and as they approach the kicker, the kicker taps the ball and passes to 1 of the charging players.

10.5 Sanctions

10.5a What must the referee do when ruling on acts of dangerous play or misconduct?
Answer: The offender must be penalised and either be sent off or admonished, or cautioned that a send-off will result if the offence is repeated. After a caution the player must be temporarily suspended from the match for 10 minutes.

10.5b If after a caution a player commits a second cautionable offence, what must the referee do?
Answer: Award a penalty to the non-offending team and send the offender off.

10.6 Yellow and Red Cards

10.6a When a player is temporarily suspended, what coloured card should be shown?
Answer: Yellow.
10.6b When a player is permanently sent from the playing area, what coloured card should be shown?
Answer: Red.

10.7 Player Sent Off

Can a player who has been sent off take any further part in the match?
Answer: No.

Law 11 – Offside and Onside in General Play

Definition

At the start of the match all players are onside. As the match progresses, players may find themselves offside. Should they be penalised?
Answer: No, they are only liable to penalty.

In general play, how is a player deemed to be offside?
Answer: If that player is in front of the team mate carrying the ball or a team mate who last played the ball.

Is an offside player temporarily out of the game?
Answer: Yes.

In general play, a player can be put on-side by the actions of team mates or the opposition. When can the player not be put on-side?
Answer: When the off-side player interferes with play, moves forward towards the ball or fails to move 10m away from the place where the ball lands.

11.1 OffSide In General Play

11.1a Should players who are in an offside position always be penalised?
Answer: No, they are liable to penalty.

In general play, when is a player offside?
Answer: When he/she is in front of a player carrying the ball or a team-mate who last played the ball.

11.1a,b,c What actions of a player who is offside in general play be penalised for?
Answer: If he interferes with play, moves towards the ball or fails to comply with the 10 metre law.
11.2 Being Put Onside By The Action Of A Team-Mate

11.2a,b,c How may a player who is offside in general play be put onside by the actions of a team-mate?
Answer: When the off-side player runs behind the team-mate who last kicked, touched or carried the ball; when the team mate carrying the ball runs in front of the off-side player; when the kicker of the ball or a team-mate behind him when the ball was kicked, runs in front of the off-side player.

11.2c When running forward to put a team-mate onside, may a player run in touch or touch-in-goal?
Answer: Yes but he/she must return to the playing area to put the player onside.

11.3 Being Put Onside By Opponents

11.3a,b,c How may a player who is off-side in general play, but not within 10 metres of an opponent waiting to play the ball or where the ball lands, be put on-side by his/her opponents?
Answer: When the opponent carrying the ball runs 5 metres; when an opponent kicks or passes the ball; when an opponent voluntarily touches the ball but does not catch it.

11.4 Offside Under 10-Metre Law

11.4a What must a player who is within 10 metres of an opponent who fields the ball, or who is waiting to play the ball do?
Answer: Move behind the imaginary 10 metre line which extends from touch-line to touch-line.

11.4b Will any action of the opposition put a player who is off-side under the 10 metre law, on-side?
Answer: No, however if he continues to retire, he may then be put on-side by a team-mate who is on-side and there runs in front of the off-side player.

11.4c What should the referee do if a player, who is off-side under the 10 metre law, charges an opponent waiting to play the ball?
Answer: Blow the whistle immediately to avoid danger. (PK)

11.4d If a player is off-side under the 10 metre law, and plays the ball which has been mis-fielded by an opponent, should he be penalised?
Answer: Yes.
11.4e If a ball is kicked and hits a goal post or cross bar and then lands back in the field of play, where does the imaginary 10 metre line exist under the 10 metre law?

Answer: 10 metres back from where the ball lands.

11.4f If a player kicks the ball and it is charged down by an opponent, and the ball is next played by a team-mate of the kicker who is in front of the 10 metre line, should a penalty be awarded for off-side under the 10 metre law?

Answer: No

11.4g If more than one player is off-side and moving forward after a team mate has kicked ahead, where is the place of infringement?

Answer: The position of the off-side player closest to an opponent waiting for the ball, or closest to where the ball lands.

11.4 If a player is penalised for being off-side in general play, what should the referee offer to the non-offending team?

Answer: The option of a penalty kick where the offending player was offside, or a scrum at the place where the offending team last played the ball. If the ball was last played in in-goal, the scrum is 5 metres out from the goal-line, in line with where it was played.

11.4 Where should the referee offer a penalty if more than one player is off-side?

Answer: The place of the off-side player closest to an opponent waiting to play the ball, or closest to where the ball lands.

11.5 Being Put Onside Under The 10 Metre Law

11.5a What must a player do to put him/herself onside under the 10 metre law?

Answer: Retire behind the imaginary 10 metre line.

11.5b While off-side under the 10 metre law but retiring, how may a player be put onside by members of his own team?

Answer: When the team-mate who last played the ball runs in front of the offside player, or team-mate who was level with or behind the player who last played the ball runs in front of the offside player.

11.6 Accidental Offside

11.6a What does it mean to be accidentally offside?

Answer: When an offside player cannot avoid being touched by the ball or by a team-mate carrying it.
11.6a May a team gain an advantage when one of its players becomes accidentally offside?

Answer: No, and if no advantage is gained, play continues.

11.6a If a team gains an advantage through a player being accidentally offside, what should the referee do?

Answer: Award a scrum at the place of the infringement with the non-offending team to throw the ball in.

11.6b If a player hands the ball to a team-mate who is front of him/her, what should the referee do?

Answer: Consider whether it was intentional or not, and if it was, award a penalty to the non-offending team, and if not, a scrum to the non-offending team. These take place at the place of the infringement.

11.7 Offside After A Knock-On

11.7 If a player knocks the ball on and an offside team-mate next plays the ball, should he/she be penalised?

Answer: Only if the actions prevent the opposition from gaining an advantage.

11.8 Putting Onside A Player Retiring During A Ruck, Maul, Scrum Or Line-Out

11.8 If a player is offside and a ruck, maul, scrum or lineout forms, is he/she then put on-side when these phases end?

Answer: No.

11.8 If a player is offside and a ruck, maul, scrum or lineout forms, is there any action that members of his/her team can take to put him/her onside?

Answer: No.

11.8 If a player is offside and a ruck, maul, scrum or lineout forms, is there any action that members of the opposition team can do to put him/her onside?

Answer: Yes, when an opponent runs 5 metres with the ball, and when an opponent kicks the ball.

11.9 Loitering

What constitutes loitering?

Answer: A player remaining in an offside position. (PK)
Law 12 – Knock-On Or Throw-Forward

Definition

What is the definition of a knock-on?
Answer: A knock-on occurs when a player loses possession of the ball and it goes forward, or when a player hits the ball forward with the hand or arm, or when the ball hits the hand or arm and goes forward, and the ball touches the ground or another player before the original player can catch it.

What is the exception to this?
Answer: When a charge down occurs, which is the charging down of an opponent’s kick without the player trying to catch the ball.

Definition – Throw-Forward

What is the definition of a throw-forward?
Answer: A throw-forward occurs when a player throws or passes the ball forward.

Exception

If the ball is dropped straight down or backwards and then bounces forward off the ground or a player, is this deemed to be a knock-on or a throw-forward?
Answer: No.

12.1 The Outcome of a Knock-On or Throw Forward

12.1a If the ball is unintentionally knocked-on or thrown-forward, what should the referee do assuming no advantage occurs?
Answer: Award a scrum to the non-offending team at the place of infringement.

12.1b If the ball is unintentionally knocked-on or thrown-forward at a line-out, what should the referee do assuming no advantage occurs?
Answer: Award a scrum 15 metres in-field along the line of touch.

12.1c If an attacking player knocks-on or throws the ball forward in the field of play where it then goes into in-goal, no advantage occurs, and the ball is made dead, what should the referee do?
Answer: Award a scrum to the defending team where the knock-on or throw-forward occurred but not less than 5 metres from the goal-line and touch-line.

12.1d If either team knocks-on or throws-forward the ball in in-goal and no advantage occurs, what should the referee do?
Answer: Award a scrum to the non-offending team 5 metres out from the goal-line opposite where the knock-on or throw-forward occurred but not less than 5 metres from the touch-line.
12.1e What should the referee rule if the ball is knocked on or thrown forward into touch?
Answer: Offer the option of a lineout or scrum to the non-offending team, or a quick throw in.

12.1f What should the referee do if a player intentionally knocks-on or throws-forward the ball?
Answer: Award a penalty kick to the non-offending team at the place of the infringement.

**Law 13 – Kick-Off And Restart Kicks**

**Definition**

What is a kick-off?
Answer: It represents the start of a match, or the restart of a match after half-time or after a score or touch down.

**13.1 Where And How The Kick-Off Is Taken**

13.1a How and where is the kick-off taken?
Answer: At the centre of the half-way line using a drop-kick.

13.1b What happens if the ball is kicked-off from the wrong place or with the wrong type of kick?
Answer: The opposition have the option of having the ball kicked-off again, or having the throw into a scrum at the centre of half-way.

**13.2 Who Takes the Kick-Off and Restart Kick**

13.2a At the start of the game, who kicks-off?
Answer: The team whose captain elected to take the kick after winning the toss or the opposing team if the winning captain elected to choose end.

13.2b Who kicks-off after the half-time interval?
Answer: The team that did not kick-off at the start of the game.

13.2c Who kicks-off after a score?
Answer: The team that did not score.

**13.3 Position Of The Kicker’s Team At A Kick-Off**

13.3 Where must the kicker’s team be at a kick-off?
Answer: Behind the ball when it is kicked.
13.3 What must the referee do if a member or members of the kicker’s team get in front of the ball at a kick-off?
Answer: Award a scrum to the non-kicking team at the centre of the half-way line.

**13.4 Position Of The Opposing Team At A Kick-Off**

13.4 Where must the non-kicking team at a kick-off stand?
Answer: On or behind the 10 metre line.

13.4 What must the referee do if the non-kicking team stands in front of their 10 metre line or charge forward before the kick-off is taken?
Answer: Have the kick-off taken again.

**13.5 Kick-Off of 10 Metres**

13.5 If the ball is kicked-off, goes 10 metres, and is then blown back, what should the referee do?
Answer: Allow play to continue.

**13.6 Kick-Off Of Under 10 Metres But Played By An Opponent**

13.6 If at a kick-off the ball does not travel 10 metres but it is first played by a member of the no-kicking team, what should the referee do?
Answer: Allow play to continue.

**13.7 Kick-Off Of Under 10 Metres And Not Played By An Opponent**

13.7 If at a kick-off the ball does not travel 10 metres, what should the referee do?
Answer: Offer the non-kicking team the choice of having another kick-off or a scrum at the centre of the half-way line, with their throw into the scrum.

**13.8 Ball Goes Directly Into Touch**

13.8 If at a kick-off the ball goes directly into touch, what should the referee do?
Answer: Offer the non-kicking team the option of having the ball kicked-off again, a scrum at the centre of half-way (their throw in), or accepting the kick and having a lineout on the half-way line.

**13.9 Ball Goes Into The In-Goal**

13.9a If at a kick-off the ball goes into in-goal without being touched, what options do the non-kicking team have?
Answer: They may ground the ball, make the ball dead or play on.
13.9b,c If at a kick-off the ball goes into in-goal without being touched and there the non-kicking team ground it or make it dead without delay, or it travels into touch-in-goal or crosses the dead-ball line, what should the referee do?
Answer: Offer the non-kicking team the option of a scrum at the centre of the half-way line (their throw-in), or a re-kick.

13.9d If the ball does not travel 10m and ends up in the kicking team’s in-goal and it is there made dead by a defender, goes into touch in-goal or goes over the dead ball line, what should the referee rule?
Answer: 5m scrum, attackers ball.

13.10 Drop-Out

Definitions

When is a drop-out used to re-start play?
Answer: After an attacking player has put or taken the ball into in-goal, without infringement, and a defending player has made the ball dead there or it has gone into touch-in-goal or on or over the dead-ball line.

Where can a drop-out drop-kick be taken?
Answer: Anywhere on or behind the 22 metre line.

13.11 Delay in Drop-Out

13.11 What should the referee do if the taking of a drop-out is delayed?
Answer: Award a free-kick to the non-offending team on the 22m line.

13.12 Drop-Out Incorrectly Taken

13.12 What should the referee do if a drop-out is taken from the wrong place or with the wrong type of kick?
Answer: Offer the opposition the options of having another drop-out or a scrum at the centre of the 22m line.

13.13 Drop-Out Ball Must Cross The Line

13.3a If at a drop-out the ball does not cross the 22 metre line, what should the referee rule?
Answer: Offer the non-kicking team the option of another kick or a scrum at the centre of the 22 metre line, their throw into the scrum.

13.13b If at a drop-out the ball crosses the 22 metre line and is then blown back, what should the referee do?
Answer: Allow play to continue.
13.13c If at a drop-out the ball does not cross the 22 metre line, can advantage be applied?  
Answer: Yes.

13.14 Ball Goes Directly Into Touch

13.14 If at a drop-out the ball goes directly into touch, what options should the referee offer the non-kicking team?  
Answer: Having another kick, a scrum at the centre of the 22 metre line, their throw into the scrum, or accepting the kick and having the lineout on the 22 metre line.

13.15 Drop-Out Goes Into The Opponents’ In-Goal

13.13a,b,c If the ball is kicked into the opponent’s in-goal without having been touched, and the non kicking team either ground the ball or make it dead (without delay), or allow it to go dead, what should the referee rule?  
Answer: Offer the non-kicking team a scrum at the centre of the 22 or have the drop out again.

13.16 The Kicker’s Team

13.16a If at a drop-out where the kicking team has had time to get back and set up ready for the kick, a member or members of the kicking team get in front of the ball when it is kicked, what should the referee do?  
Answer: Award a scrum at the centre of the 22 metre line with the non-kicking team to throw the ball in.

13.16b If at a drop-out the kick is taken so quickly that a member or members of the kicking team are still in front of the ball when it is kicked, what should the referee do?  
Answer: Allow play to continue as long as the player or players in front of the kick do not take part in play, continue to retire, and are put on-side by the actions of a team-mate. (Scrum at the centre of the 22m line).

13.17 The Opposing Team

13.17a If at a drop-out the non-kicking team charge over the line before the ball is kicked, what should the referee do?  
Answer: FK at the place of infringement.

13.17b If at a drop-out a member or members of the non-kicking team are on the wrong side of the line and there delay or obstruct the kick, what should the referee do?  
Answer: Award a penalty to the kicking team on the 22 metre line.
Law 14 – Ball on the Ground – No Tackle

Definition

When is the ball deemed on the ground but with no tackle involved?
Answer: When the ball is available on the ground and a player goes to ground to gather the ball, except immediately after a ruck or scrum. It also occurs when a player is in possession of the ball, is on the ground, but has not been tackled.

14.1 Players On The Ground

14.1a What must a player who goes to ground with the ball do immediately?
Answer: Get up with the ball, or pass the ball, or release the ball.

14.1a If a player carrying the ball goes to ground and does not immediately get up with the ball, or pass the ball, or release the ball, what should the referee do if no advantage occurs?
Answer: Penalise the player.

14.1b What must a player also do if he goes to ground and immediately passes the ball, or releases the ball?
Answer: Get up or move away from the ball. (PK)

14.1c May a player without the ball lie on, over or near the ball to prevent opponents getting it?
Answer: No.

14.1d May a player on the ground tackle or attempt to tackle an opponent?
Answer: No.

14.2a,b When the ball is on the ground or is held by a player on the ground, what is this player and other players not allowed to do?
Answer: Lie on or near the ball to prevent an opponent getting the ball, fall over the player on the ground with the ball, or fall over a player on the ground near the ball. (PK)
Law 15 – Tackle: Ball-Carrier Brought To Ground

Definition

What is a tackle?
Answer: A tackle occurs when a ball-carrier is simultaneously held by one or more opponents and is brought to the ground. The player is known as the tackled player. Any opponents of the tackled player who go to ground are known as tacklers. Opposition Players who hold the ball-carrier and do not go to ground are not tacklers.

15.1 Where Can A Tackle Take Place

15.1 Where can a tackle take place?
Answer: Only in the field of play.

15.2 When A Tackle Cannot Take Place

15.2 When can a tackle not take place?
Answer: When the ball-carrier is held by an opponent and a team-mate binds on to the ball-carrier, and therefore a maul forms.

15.3 Brought To The Ground Defined

15.3a,b What constitutes being brought to the ground?
Answer:
   a) if the ball-carrier has 1 knee or both knees on the ground, that player has been brought to the ground.;
   b) if the ball-carrier is sitting on the ground, or on top of another player on the ground, the ball-carrier has been brought to ground.

15.4 The Tackler

15.4a,b,c What must a tackler do immediately after making the tackle?
Answer: Release the tackled player, get up or move away from the tackled player and ball, and get up before playing the ball. (PK)
15.5 The Tackled Player

15.5a What must the tackled player do immediately with the ball?
Answer: Make the ball available by not denying the opposition possession of it or lying on, over or near the ball. (PK)

15.5b,c,d In order to make the ball available immediately, a tackled player may exercise which options?
Answer: The tackled player may pass the ball, release it, place it in any direction, or push it along the ground in any direction except forward. (PK)

15.5e If opposition players are on their feet and attempt to play the ball at a tackle, what must the tackled player do immediately?
Answer: Release the ball. (PK)

15.5f If a tackled player’s momentum carries him/her into in-goal, may a try or touch down be awarded?
Answer: Yes.

15.5g If a player is tackled near the goal-line and he/she then reaches out immediately and grounds the ball in in-goal, may a try or touch down be awarded?
Answer: Yes.

15.6 Other Players

15.6a After a tackle must all other player be on their feet when they play the ball?
Answer: Yes. (PK)

15.6a What does being on ones feet mean?
Answer: When no other part of their body is supported by the ground or players on the ground.

15.6b After a tackle, can any player on their feet attempt to gain possession of the ball?
Answer: Yes.

15.6c What must opponents of the ball carrier who remain on their feet but bring the ball carrier to ground do?
Answer: Release the ball and the ball carrier.

15.6c What may opponents of the ball carrier who remain on their feet but bring the ball carrier to ground and then release the ball and the ball carrier do?
Answer: Play the ball providing they are on their feet and do so from behind the ball and from directly behind the tackled player or a tackler closest to those players’ goal line. (PK)
15.6d At a tackle or near to a tackle, where must other players come from to play the ball?
Answer: From behind the ball and from behind the tackled player or the tackler closest to those players’ goal-line. (PK)

15.6e What must a player who gains possession of the ball at a tackle do immediately?
Answer: Move away, pass or kick the ball. (PK)

15.6f What must a player who gains possession of the ball at a tackle not do?
Answer: Go to ground unless he/she is tackled by an opponent. (PK)

15.6g At a tackle, where must an opponent come from in order to make a tackle on a player who has just gained possession of the ball?
Answer: From behind the ball and from behind the tackled player or tackler nearest that player’s goal-line. (PK)

15.6h After a tackle, may any player lying on the ground prevent an opponent from gaining possession of the ball?
Answer: No. (PK)

15.6i After a tackle, may any player lying on the ground tackle an opponent?
Answer: No. (PK)

15.6j When a tackled player reaches out to ground the ball on or over the goal-line to score a try, may an opponent pull the ball from the player’s possession?
Answer: Yes, but he may not kick it. (PK)

15.7 Forbidden Practices

15.7a,b May any player at a tackle prevent the tackled player from passing or releasing the ball, and getting up or moving away from it?
Answer: No. (PK)

15.7c May any player voluntarily fall on or over players lying on the ground after a tackle with the ball between or near them?
Answer: No. (PK)

15.7d At a tackle, may players on their feet charge or obstruct an opponent who is not near the ball?
Answer: No. (PK)

15.7e At a tackle, what is most likely to lead to danger?
Answer: Failure of the tackled player to pass or release the ball, and to get up or move away from the ball, or prevention by the tackler or other players to allow the tackled player to exercise his/her options. (PK)
15.8 Doubt About Failure To Comply

15.8 If the ball becomes unplayable and the referee is in doubt as to which player did not conform to law, what should he/she rule?
Answer: Award a scrum with the throw in going to the team moving forward prior to the tackle, and if no team was moving forward, to the attacking team.

Law 16 – Ruck

Definitions

What constitutes a ruck?
Answer: It is a phase of play where 1 or more players from each team, who are on their feet, in physical contact, close around the ball on the ground.

What constitutes rucking?
Answer: Players ruck when they are in a ruck and using their feet, try to win possession of the ball.

16.1 Forming A Ruck

16.1a Where can a ruck take place?
Answer: Only in the field of play.

16.1b How can a ruck form?
Answer: When 1 or more players from each team, who are on their feet, in physical contact, close around the ball on the ground.

16.2 Joining a Ruck

16.2a For players forming, joining or taking part in a ruck, how do their heads and shoulders have to be positioned?
Answer: No lower than their hips. (FK)

16.2b When joining a ruck, how must a player bind?
Answer: With at least one arm around the body of a team-mate or an opponent using the whole arm. (PK)

16.2c Does placing the hand on another player in a ruck constitute binding?
Answer: No. (PK)

16.2d Must all players forming, joining or taking part in a ruck be on their feet?
Answer: Yes. (PK)
16.3 Rucking

16.3a,b If a player intentionally goes to ground, falls or keels in a ruck, what should the referee rule?
Answer: PK.

16.3c May a player collapse a ruck?
Answer: No. (PK)

16.3d May a player jump on top of a ruck?
Answer: No. (PK)

16.3e When rucking, how must players heads and shoulders be positioned?
Answer: No lower than the hips. (FK)

16.3f When rucking, are players allowed to ruck players on the ground?
Answer: No; they must ruck for the ball, step over players on the ground, and ruck near the ball. (PK)

16.4 Other Ruck Offences

16.4a May a player return the ball to a ruck?
Answer: No. (FK)

16.4b May players handle the ball in a ruck?
Answer: No. (PK)
16.4c May players pick up the ball with their legs in a ruck?
Answer: No. (PK)

16.4d What must players on the ground in or near a ruck do?
Answer: They must not interfere with the ball, and they must try to move away from the ball. (PK)

16.4e May a player fall on or over the ball as it emerges from a ruck?
Answer: No. (PK)

16.4f May a player take any action to make the opposition think that the ball is out of the ruck while it is still in the ruck?
Answer: No. (FK)

16.5 Offside at the Ruck

16.5a Where is the offside line at a ruck?
Answer: There are 2 off-side lines at a ruck; each offside line runs through the hindmost foot of the hindmost player of each team, and it runs from touch-line to touch-line parallel to the goal-lines.
16.5b When a ruck is formed, where must players be?
Answer: They must either join the ruck or retire behind the offside line immediately. (PK)

16.5c Where may a player join or rejoin a ruck from?
Answer: Behind the foot of the hindmost team-mate or an opponent (who is not offside) in the ruck or alongside this hindmost player. (PK)

16.5d If players choose not to join a ruck, what must they do?
Answer: If they are in front of the offside line, they must retire behind it immediately. (PK)

16.6 Successful End to a Ruck

16.6 When does a ruck end successfully?
Answer: When the ball leaves the ruck, or when the ball is on or over the goal-line.

16.7 Unsuccessful End to a Ruck

16.7a If the ruck ends unsuccessfully, what should the referee rule?
Answer: Award a scrum with the throw-in going to the team moving forward prior to the stoppage. If neither team was moving forward, or the referee cannot decide which team was moving forward, the throw in goes to the team moving forward prior to the commencement of the ruck. If neither team was moving forward, the attacking team throws the ball into the scrum.

16.7b If either team is moving forward at a ruck what should the referee allow?
Answer: A reasonable amount of time for the ball to emerge.

16.7b If the ruck stops moving or if the referee decides that the ball will probably not emerge within a reasonable time, what must he/she do?
Answer: Order a scrum.

Law 17 – Maul

Definitions

What constitutes a maul?
Answer: A maul forms when a player carrying the ball is held by one or more opponents, and one or more of the ball-carrier’s team-mates bind on the ball-carrier. All these players must be on their feet and moving towards a goal-line.
17.1 Forming a Maul

17.1a Where may a maul take place?
Answer: Anywhere in the field of play.

17.2 Joining a Maul

17.2a May players joining a maul have their heads and shoulders lower than their hips?
Answer: No

17.2b Can players stand alongside a maul?
Answer: No, they must be caught up in the maul or bound to it. (PK)

17.2c Does hanging on with a hand to a player caught up in or bound to a maul constitute binding in a maul?
Answer: No. (PK)

17.2d If a player caught up in the maul who is not carrying the ball goes to ground, what must the referee rule? (17-2d)
Answer: Award a penalty kick to the non-offending team.

17.2e May a player voluntarily collapse a maul?
Answer: No. (PK)

17.2f May a player jump on top of a maul?
Answer: No. (PK)

17.3 Other Maul Offences

17.3a May a player drag an opponent out of a maul?
Answer: No. (PK)

17.3b Can a player take any action to make the opposition think the ball is out of the maul while it is still in the maul?
Answer: No. (FK)
17.4 Off-Side at the Maul

17.4a Where is the off-side line at a maul?
Answer: There are 2 off-side lines, each one runs through the hindmost foot of the hindmost player of each team in the maul, and runs from touch-line to touch-line parallel to the goal-lines.

17.4b When a maul forms, what must all players do?
Answer: Either join the maul or retire behind the off-side line immediately or without loitering. (PK)

17.4c How must players join a maul?
Answer: From behind the foot of the hindmost team-mate in the maul or along side this player. (PK)

17.4d What must players who do not join the maul do immediately?
Answer: Retire behind the off-side line at once. (PK)

17.4e If players leave a maul, what must they do?
Answer: Immediately retire behind the off-side line and either remain there or rejoin from an on-side position. (PK)

17.4f Do you still have a maul if the team not in possession of the ball voluntarily leave the maul so there are members of that team left?
Answer: Yes

17.4g When members of a team not in possession at a maul voluntarily leave so there are no members of that team left, may they rejoin the maul?
Answer: Yes

17.5 Successful End to a Maul

When does a maul successfully end?
Answer: When the ball or a player carrying the ball leaves the maul, when the ball is on the ground, and when the ball is on or over the goal-line.

17.6 Unsuccessful End to a Maul

17.6a When does a maul end unsuccessfully?
Answer: If it remains stationary or has stopped moving forward longer than 5 seconds and a scrum is ordered.

17.6b If a maul collapses or the ball becomes unplayable, has it ended unsuccessfully?
Answer: Yes. (scrum)
17.6c When a scrum has been awarded following a maul, which team throws the ball into the scrum?
Answer: The team not in possession of the ball when the maul began. If the referee cannot decide this, the team that was moving forward before the maul stopped, and if neither team was moving forward, the attacking team.

17.6d If a maul becomes stationary for more than 5 seconds, but the ball is being moved and the referee can see it, what should the referee allow?
Answer: A reasonable amount of time for the ball to emerge.

17.6e If a maul stops moving forward, what should the referee allow?
Answer: The maul to start moving forward again providing it does so within 5 seconds.

17.6e If a maul stops moving forward a second time, what should the referee do?
Answer: Allow a reasonable amount of time for the ball to emerge if the ball is being moved and the referee can see it. If not, award a scrum.

17.6f If the ball in a maul becomes unplayable, should the referee allow prolonged wrestling for it to continue?
Answer: No. (scrum)

17.6g If the ball-carrier in a maul goes to ground, what should the referee do?
Answer: Order a scrum if the ball is not available immediately.

17.6h If a maul forms directly from an opponent’s kick (the ball has not touched another player or the ground), except at a kick-off or a drop-out, and the maul remains stationary, stops moving forward for longer than 5 seconds, or the ball becomes unplayable, what should the referee rule?
Answer: Award a scrum with the throw in going to the catching team.

17.6h If a maul moves into the ball-carrier’s in-goal and it is then touched down or becomes unplayable, what should the referee rule?
Answer: Award a scrum to the attacking team, 5 metres out from the goal-line.

**Law 18 – Mark**

**Definition**

What constitutes a mark?
Answer: When a player is on or behind the 22 metre line with at least 1 foot and he/she makes a clean catch direct from a kick (excluding a kick-off or restart kick) and at the same time shouts ‘mark’! A mark can be made from a rebound off a goal post and from a drop-out.
18.1 After a Mark

18.1 What should the referee do immediately after a mark has been claimed?
Answer: Blow the whistle and award a free kick to the player who claimed the mark.

18.2 Kick Awarded

18.2 Where is a kick awarded after a mark has been claimed?
Answer: At the place of the mark.

18.3 Kick - Where

18.3 Where is the kick taken after a mark has been awarded?
Answer: At or behind the place of the mark on a line through the mark.

18.4 Who Kicks

18.4 Who takes the kick at a mark?
Answer: The player who made the mark. If that player cannot take the kick within 1 minute, a scrum is formed at the place of the mark with that player’s team to throw the ball into the scrum.

18.4 If the mark is in in-goal and a scrum needs to formed because the marker cannot take the kick, where is the scrum formed?
Answer: 5 metres from the goal-line on a line through the mark.

18.5 How the Kick is Taken

18.5 How is a kick taken after a mark?
Answer: As a free kick under the provisions of law 21.

18.6 Scrum Alternative

18.6a May a team who claim a mark choose to take a scrum instead of a free kick?
Answer: Yes.

18.6b If a scrum is selected instead of a free kick, where does it take place?
Answer: If the mark is in the field of play, at the place of the mark but not less than 5 metres from the goal-line or touch-line. If it is in in-goal, 5 metres out from the goal-line on a line through the mark and not less than 5 metres from the touch-line.

18.6c If a scrum is selected instead of a free kick, who throws the ball into the scrum?
Answer: The team of the player that made the mark.
18.7 Penalty Kick Awarded

18.7a May an opponent who is either on-side or off-side, charge a player who has made a mark, after the referee has blown the whistle?
Answer: No. (PK)

18.7b If a penalty kick is awarded for an infringement by the team that did not make the mark, where is the penalty kick taken?
Answer: If the infringing player is on-side, the penalty kick is taken at the place of the infringement. If the infringing player is off-side, the penalty kick is taken at the place of the off-side line.

18.7c Who may take a penalty kick when a penalty has been awarded after an infringement at a mark?
Answer: Any member of the non-offending team.

Law 19 – Touch And Line-Out

Definitions

What does ‘kicked directly into touch’ mean?
Answer: The ball was kicked into touch without landing on the playing area, and without touching a player or the referee.

What is the line of touch?
Answer: An imaginary line in the field-of-play at right angles to the touch-line through the place where the ball is thrown in.

When is the ball in touch?
Answer: When it touches the touch-line or anything or anyone on or beyond the touch-line, and when being carried by a player, that player touches the touch-line or the ground beyond the touch-line.

Is the ball in touch if a player catches the ball and that player has a foot on the touch-line or the ground beyond it?
Answer: Yes.

If a player has 1 foot in the field of play and 1 foot in touch and he/she catches the ball, is the ball in touch?
Answer: Yes.

If the ball crosses the touch-line or the touch-in-goal line and a player catches it while standing in the playing area, is the ball in touch?
Answer: No.
If the ball crosses the touch-line or the touch-in-goal line and a player jumps and catches it and lands in the playing area, is the ball in touch?
Answer: No.

Is the ball in touch if a player standing in touch knocks or kicks the ball before the ball has crossed the touch-line or touch-in-goal line?
Answer: No.

**Law Amendments**

If the ball is caught directly from a kick by a player standing in touch, who has taken the ball into touch?
Answer: If the ball has crossed the plane of touch, then the kicker put it out. If it has not crossed the plane of touch, the catcher has taken the ball out.

If a player jumps from the playing area and knocks the ball back into the playing area, (or if the player catches the ball and throws it back into the playing area) before landing in touch/touch in goal regardless of whether the ball has crossed the plane of touch or not, does play continue?
Answer: Yes

Is a player attempting to bring the ball under control deemed to be in possession of the ball?
Answer: Yes

If the ball carrier reaches the plane of touch but returns the ball to the playing area without first landing in touch, what should the referee rule?
Answer: Play continues.

**19.1 Throw-In**

**No Gain In Ground**

19.1a If the ball is kicked directly into touch by a player outside his/her 22 metre area in general play, where is the throw-in taken
Answer: Either opposite where the player kicked the ball, or at the place where it went into touch, whichever is nearer that player's goal-line.

19.1b If a defending player takes or causes the ball to go back into the 22 metre area or in-goal area, and it is kicked directly into touch, where is the ball thrown into the lineout?
Answer: Opposite where the ball was kicked but no closer than 5m from the goal-line; no gain in ground.
19.1b If a defending player takes or causes the ball to go back into the 22 metre area or in-goal area, and it is kicked directly into touch without a tackle, ruck or maul forming, or the opposition playing the ball, where is the ball thrown into the lineout? Answer: Where the ball was kicked but no closer than 5m from the goal-line.

19.1b If a defending player takes or causes the ball to go back into the 22 metre area and there a quick throw in is taken, and the ball is kicked directly into touch, where is the lineout formed? Answer: Opposite where the ball was kicked into touch but no closer than 5m from the goal-line.

19.1c If a player has one or both feet inside the 22 metre area and there picks up a stationary ball which is outside the 22 metre area, and he then kicks the ball directly into touch, where is the throw in to the lineout? Answer: Opposite where the ball was kicked.

19.1d If a defending player takes the ball back into the 22 metre area or in-goal area from a scrum or lineout, and kicks it directly into touch, where is the lineout formed? Answer: Opposite where the ball was kicked but no closer than 5m from the goal-line.

**Gain in Ground**

19.1e If a player has one or both feet inside the 22 metre area and there picks up a moving ball which is outside the 22 metre area, and he then kicks the ball directly into touch, where is the throw in to the lineout? Answer: Where the ball went into touch.

19.1f If a defending player takes the ball back into the 22 metre area or in-goal area, and kicks it directly into touch after a tackle, ruck or maul forms, or the opposition play the ball, where is the lineout formed? Answer: Where the ball went into touch but no closer than 5m from the goal-line.

19.1g If the ball is put into a team’s 22 by the opposition without having touched a player of the defending team before crossing the 22 and the ball is then kicked into touch by the defending team, where is the throw into the resulting lineout? Answer: Where the ball went into touch but no closer than 5m from the goal-line.

19.1h When a player anywhere in the playing area kicks the ball indirectly into touch so that it bounces in the field of play, where is the lineout formed? Answer: Where the ball went into touch.

19.1h When a player anywhere in the playing area kicks the ball so that it touches or is touched by an opponent and then bounces in the field of play, where is the lineout formed? Answer: Where the ball went into touch.
19.1h When a player anywhere in the playing area kicks the ball so that it touches or is touched by an opponent and then it goes directly into touch, where is the lineout formed?
Answer: Opposite where the player touched the ball or where the ball crossed the touch line if that is nearer the opposition player’s goal line.

**Penalty Kick**

19.1i Where is the ball throw-in from, when it is kicked out at a penalty kick?
Answer: Where the ball went into touch.

**Free Kick**

19.1j If at a free kick awarded outside the 22 metre area the ball goes directly into touch, where does the line-out take place?
Answer: In line with where the ball was kicked or where it went into touch, whichever is nearer the kicker’s goal-line.

19.2k If at a free kick awarded inside the 22 metre area the ball goes directly into touch, where does the line-out take place?
Answer: Where the ball went into touch.

**19.2 Quick Throw-In**

19.2a Can a player take a quick throw-in after a line-out has formed?
Answer: No.

19.2b At a quick throw-in, where may the player throwing the ball be?
Answer: Anywhere outside the field of play between the place where the ball went into touch and the player’s goal-line.

19.2c What happens when a quick throw-in is taken after a lineout is formed?
Answer: The quick throw-in is disallowed and the same team throws the ball into the line out.

19.2d For a quick throw-in to be allowed, what must happen?
Answer: The ball that went into touch must be used, and the ball must not have been touched any player other than the thrower, otherwise a normal lineout is formed with that team to throw the ball in.
19.2e What should the referee do if at a quick throw-in the player throws the ball towards the opposition goal line, or the ball does not travel 5 metres, or the thrower steps into the field-of-play?  
Answer: Offer the opposing team the option of a lineout where the quick throw-in was taken or a scrum 15 metres in-field from where the quick throw-in was taken. If the opposition throw the ball in incorrectly to the lineout, if they choose to have one, a scrum is formed 15 metres infield along the line-of-touch with the team that first threw the ball in to feed the scrum.

19.2f What should the referee do if at a quick throw in the ball is thrown towards that teams goal line?  
Answer: Allow play to continue.

19.2g At a quick throw-in, may a player come to the line-of-touch and leave without being penalised?  
Answer: Yes.

19.2h At a quick throw-in, may a player prevent the ball being thrown in 5 metres?  
Answer: No. (FK on the 15 metre line)

19.2i If a ball-carrier is forced into touch, must he release the ball to an opponent so he can take a quick throw-in?  
Answer: Yes. (PK on the 15 metre line)

19.3 Other Throw-Ins

19.4 Who Throws-In

19.4a Who throws the ball into a lineout?  
Answer: An opponent of the player who last touched the ball before it went into touch, and if there is doubt, the attacking team. The exception to this is after a penalty kick has gone into touch, the kicking team get to throw the ball in.

19.4b When the ball goes into touch from a knock on or throw forward what should the referee rule?  
Answer: Offer the non-offending team the option of a quick throw in, a lineout or a scrum at the place of the knock on.

19.5 Player With Foot In Touch

19.5a If a player with one or both feet in touch or touch-in-goal picks up a stationary ball in the field of play or in-goal, has he taken the ball into touch?  
Answer: Yes.
19.5b If a player with one or both feet in touch or touch-in-goal picks up a ball in motion in the field of play or in-goal, has he taken the ball into touch?
Answer: No.

19.6 How The Throw-In Is Taken

19.6 How must the ball be thrown into a lineout?
Answer: The thrower must throw the ball from the correct place, without stepping into the field-of-play, straight along the line-of-touch so that it travels at least 5 metres before it touches the ground or is touched by a player.

19.7 Incorrect Throw-In

19.7a What should the referee rule if the throw-in at the lineout is incorrect?
Answer: Give the opposition the choice of another line-out with their throw in, or a scrum on the 15 metre line along the line-of-touch. If the throw in by this team is incorrect, a scrum is formed with the first team that threw the ball into the lineout to feed the scrum.

19.7b What should the referee rule if the throw-in at the line-out is delayed or there is a pretended throw?
Answer: Award a free kick on the 15 metre line along the line-of-touch.

19.7c Is a player allowed to repeatedly throw the ball in not straight?
Answer: No. (PK)

Line-Out

Definitions

Who are the lineout players?
Answer: The players who form the 2 lines that form the lineout.

What is a receiver?
Answer: A player in a position to catch the ball when line-out players pass or knock the ball back from the line-out.

Which players make up the players taking part (participating) in the lineout?
Answer: The player who throws the ball in and his/her immediate opponent, the 2 players waiting to receive the ball, and the line-out players.

Where must all other players who are not taking part in the lineout be?
Answer: At least 10 metres behind the line-of-touch, or behind the goal-line if that is nearer, until the line-out ends.
What is the 15 metre line?
Answer: A line 15 metres in-field and parallel with the touch-line.

Where does any scrum awarded because of an infringement or stoppage at a lineout take place?
Answer: On the 15 metre line on the line-of-touch.

19.8 Forming A Line-Out

19.8a What is the minimum number of players required to form a lineout?
Answer: 2 from each team. (FK)

19.8b Is there a maximum number of players in the lineout by each team?
Answer: No, however the throwing team dictates the maximum number.

19.8c May the team not throwing the ball in have less players than the team throwing the ball in?
Answer: Yes.

19.8d When the ball is in touch, are all players that approach the line-of-touch presumed to do so to form a line-out?
Answer: Yes and they must do so without delay. (FK)

19.8d May players of either team leave the lineout once they have taken up a position in the lineout?
Answer: No. (FK)

19.8e If the team throwing the ball in put fewer than the usual number of players in the lineout, what must they provide the opposition?
Answer: A reasonable amount of time to remove enough players out of the lineout to satisfy this law. (FK)

19.8f Where must players leaving the lineout to equal numbers go?
Answer: To the 10m offside line and if the lineout ends before they reach this line, they may rejoin play. (FK)

19.7g May a team voluntarily fail to form a lineout?
Answer: No. (FK)

19.8h Where must lineout players stand?
Answer: Between the 5m and 15m lines. (FK)

19.8i Where must the receiver at the lineout stand?
Answer: At least 2m towards their own goal line from their own lineout players. (FK)
19.8i Once the ball leaves the thrower’s hands, what may the receiver do? 
   Answer: Any of the actions available to the other lineout players.

19.8j Where must the opponent of the player throwing the ball into the lineout stand? 
   Answer: 2m from line of touch line and 2m from the 5m line. (FK)

19.8k May lineout participants change places before the ball is thrown in. 
   Answer: Yes.

19.8l Must lineout players form parallel straight lines? 
   Answer: Yes. (FK)

19.8m Must opposing players in a lineout keep a clear space between them? 
   Answer: Yes. (FK)

19.8n How far from the line of touch must lineout players stand prior to the ball being 
   thrown in? 
   Answer: 1m. (FK)

19.8o May a lineout take place within 5 metres of the goal-line? 
   Answer: No.

19.8p After a lineout has formed and before it has started, may players push, hold, 
   charge or obstruct their opponents? 
   Answer: No. (PK)

19.9 Beginning and Ending a Lineout

19.9a When does a lineout begin? 
   Answer: When the ball leaves the hands of the player throwing it in.

19.9b When does a lineout end? 
   Answer: When the ball or a player carrying it leaves the line-out and this includes: 
   when the ball is thrown, kicked or knocked out of the line-out; 
   when a line-out player hands the ball to a player peeling off around the line-out; 
   when the ball is thrown beyond the 15 metre line or a player takes the ball beyond 
   that line; 
   when the ball or player carrying it move into the area between the 5 metre line and 
   the touch line; 
   when a ruck or maul develops and all the feet of the players in the ruck or maul move 
   beyond the line-of-touch; 
   when the ball becomes unplayable.
19.10 Options Available at a Lineout

19.10a May an opponent be used as a support when jumping?
Answer: No. (PK on the 15 metre line)

19.10b May players push, hold, shove, grasp, or obstruct opponents not holding the ball?
Answer: No, except when a ruck or maul forms. (PK on the 15 metre line)

19.10c When may an opponent charge an opponent in a line-out?
Answer: Only when making a tackle or to play the ball. (PK on the 15 metre line)

19.10d May a lineout player lift and support a team-mate?
Answer: Yes but not below the shorts from behind or below the thighs from the front. (FK on the 15 metre line)

19.10e May lineout players pre-grip before the ball is thrown in?
Answer: Yes but not below the shorts from behind or below the thighs from the front. (FK on the 15 metre line)

19.10f May a player jump or support any player before the ball is thrown in?
Answer: No. (FK on the 15 metre line)

19.10g What must happen to a player who jumps for the ball and has been supported?
Answer: He/she must be lowered to the ground as soon as the ball has been won by a player from either team. (FK on the 15 metre line)

19.10h May a player prevent the ball being thrown-in at least 5 metres?
Answer: No. (FK on the 15 metre line)

19.10i If the ball has been thrown beyond a player in the line-out, may he/she move into the space between the touch-line and the 5 metre line?
Answer: Yes but he/she must not move towards his/her goal-line until the line-out ends except in a peeling off movement. (FK on the 15 metre line)

19.10j How must a player jumping for the ball catch or deflect it?
Answer: With both hands, the inside hand or arm, or the outside hand as long as both hands are above the player’s head. (FK on 15 metre line)

19.10k When a may a player who jumps for the ball in a lineout be tackled?
Answer: Immediately upon returning to the ground.
19.11 Player Throwing-In

19.11a,b,c,d What options are available to the player throwing the ball into a lineout?
Answer:
a) stay between the touchline and 5m line;
b) retire to the 10m offside line;
c) join the lineout;
d) move into the receiver position if that position is empty.

Any other position will render that player offside. (PK on 15m line)

19.12 Peeling Off

Peeling Off

Definition

What is peeling off?
Answer: A line-out player ‘peels off’ when leaving the line-out to catch the ball knocked or passed back by a team-mate.

19.12 Peeling Off

19.12a When can a player peel off?
Answer: When the ball has left the thrower’s hands. (FK on the 15m line)

19.12b Where must a peeling off player remain?
Answer: In the area between that player’s line-of-touch and 10 metres back from the line-of-touch. (FK on the 15 metre line)

19.12c May players change their position in the line-out before the ball is thrown in?
Answer: Yes.

19.13 Offside lines at the lineout

19.13a When a line-out forms, how many off-side lines are there?
Answer: 2 separate off-side lines for each team, parallel to the goal-lines.

19.13b For players participating in the line-out, where is the off-side line up until the ball is thrown and has touched a player or the ground?
Answer: The line-of-touch, and after that, it is a line through the ball.

19.13c For players not taking part in the line-out, where is the off-side line?
Answer: 10 metres behind the line-of-touch or their goal-line if that is nearer.
19.14 Off-Side When Taking Part In The Lineout

19.14a When is a player off-side in the line-out?
Answer: When he/she oversteps the line-of-touch before the ball has touched a player or the ground unless doing so while jumping for the ball. (PK on the 15 metre line)

19.14b Should a player be penalised if when going for the ball and fails to catch it, he/she crosses the line of touch?
Answer: No, provided he/she gets back on-side without delay.

19.14c After the ball has touched a player or the ground in a line-out, when is a player off-side?
Answer: When they step in front of the ball unless tackling an opponent, however this action must start from that players side of the ball. (PK on the 15 metre line)

19.14d Must the referee penalise any player who intentionally moves into an off-side position without trying to win possession or tackle an opponent?
Answer: Yes. (PK on the 15 metre line)

19.14e May any player participating in the lineout leave it until it is over?
Answer: No (PK on the 15m line).

19.14f May a player in the line-out run beyond the 15 metre line, or a player not participating in the lineout run forward across the off-side line, in order to catch the ball.
Answer: Yes, however if the ball does not get thrown beyond the 15 metre line, these players are off-side. (PK)

19.14g When a ruck or maul develops at a lineout, where are the off-side lines for the line-out participants?
Answer: The hindmost foot of the each team in the ruck or maul.
19.14h When does a ruck or maul at a lineout end?
Answer: When the last feet of the ruck or maul have left the line-of-touch.

19.14i What must a player taking part in the lineout do when a ruck or maul forms?
Answer: Either join the ruck or maul, or retire to the off-side line and stay there. (PK on the 15 metre line)

19.14j When a ruck or maul forms at a lineout, may a player join from their opponents side? or in front of the off-side line?
Answer: No. (PK on the 15 metre line)

19.14k When a ruck or maul forms at a lineout, may a player join in front of the off-side line?
Answer: No. (PK on the 15 metre line)
19.15 Off-Side When Not Taking Part In The Lineout

19.15a When is a player not participating in a lineout off-side?
Answer: When he/she oversteps the off-side line 10 metres back from the line-of-touch before the lineout has ended. (PK on the offending team’s offside line opposite the place of infringement but not less than 15 metres from the touch-line)

19.15b May a player throw the ball in even if a team-mate has not yet reached the off-side line.
Answer: Yes, however if this player is not trying to reach an on-side position without delay, this player is off-side. (PK on the offending team’s offside line opposite the place of infringement but not less than 15 metres from the touch-line)

19.15c May a non-participating player at a lineout run forward to catch a ball thrown so that it goes beyond the 15m line?
Answer: Yes, however if the ball does not reach the 15m line that player is offside. (PK)

19.15d When a ruck or maul forms at a lineout, may non-participating players advance forward of the 10m offside line?
Answer: No, not until all the feet of the players in the ruck or maul have moved beyond the line-of-touch. (PK)

Law 20 – Scrum

Definitions

What is the purpose of a scrum?
Answer: To restart play quickly, safely and fairly after a minor infringement or a stoppage.

How and where is a scrum formed?
Answer: A scrum is formed in the field of play when 8 players from each team bound together in three rows for each team, close up with their opponents so that the heads of the front rows are interlocked. This creates a tunnel into which a scrum-half throws in the ball so that the front-row players can compete for possession by hooking the ball with either of their feet. The scrum cannot take place with 5 metres of a goal-line or touch-line.

What is the middle line of the scrum?
Answer: An imaginary line on the ground in the tunnel beneath the line where the shoulders of the 2 front rows meet.
20.1 Forming a Scrum

20.1a Where does a scrum take place?
Answer: Where the infringement or stoppage occurred, or as near as practicable in the field of play.

20.1b Can a scrum take place closer than 5 metres from either the goal-line or the touch-line?
Answer: No.

20.1c Where does a scrum take place after an infringement in in-goal?
Answer: 5 metres from the goal-line opposite where the infringement took place but no closer than 5 metres from the touch line.

20.1d Can a team intentionally delay forming a scrum?
Answer: No. (FK)

20.1e How many players must be in a scrum, and must they all stay bound until the ball is out?
Answer: 8 with 3 in the front row, and 2 locks in the second row. They must stay bound until the ball is out. (PK)

20.1e If a team has reduced numbers for any reason, does the opposing team have to similarly reduce the numbers in the scrum under senior law?
Answer: No. DSLV U21 and below, yes.

20.1f How must front rows form up and come together?
Answer: They must stand not more than an arm length apart, go into the crouch position and come together on the engage call from the referee with their head and shoulders no lower than their hips. (FK)

20.1g How must the referee call the engagement process and what must the front rowers do?
Answer: The referee calls “crouch” then “bind”. The front rows crouch and using the outside arm each prop binds on his/her opponent. The referee will call “set”. The scrums may then engage as this is not a command but an indication they may come together when ready.

20.1i What is charging?
Answer: A front row forming at a distance and rushing against their opponents. This is dangerous play. (PK)

20.1j What must the scrum do once formed and until the ball leaves the scrum-half’s hands?
Answer: Remain stationary with the middle line parallel to the goal-lines and without shoving. (FK)
20.2 Front-Row Players’ Positions

20.2a,b How must front-row players have their feet positioned?
Answer: In a normal position to make a forward shove. This means both feet of the players must be on the ground with their weight firmly on at least 1 foot, and they must not be crossed, although the they may cross a team-mate’s foot. (FK)

20.2c How must the hooker be positioned?
Answer: Until the ball is thrown in he/she must be in a position to hook the ball, with both feet on the ground and their weight firmly on at least one foot. The feet must not be further forward than the props’ feet. (FK)

20.3 Binding in the Scrum

Definition

What constitutes binding in the scrum?
Answer: A player using the whole arm from hand to shoulder to grasp the team-mate’s body at or below the armpit.

20.3a Must all front-row players bind firmly and continuously from the start to finish of the scrum?
Answer: Yes. (PK)

20.3b How may the hookers bind?
Answer: Either over or under the arms of the props and they must not be supported by the props so that they have no weight on either foot. (PK)

20.3c How must a loose-head prop bind?
Answer: By placing the left arm inside the right arm of the tight-head prop and gripping the tight-head prop’s jersey only on the back or side, and he/she must not exert any downward pressure. (PK)

20.3d How must a tight-head prop bind?
Answer: By placing the right arm outside the left upper arm of the opposing loose-head prop and gripping the jersey only on the back or side, and he/she must not exert any downward pressure. (PK)

20.3e May the loose-head and tight-head props alter their binding?
Answer: Yes provided they bind in accordance with law.

20.3f How must players other than front-row players bind in the scrum?
Answer: They must bind on a lock’s body with at least one arm and the locks must bind with the props in front of them. (PK)
20.3g How may a flanker bind and what are the restrictions on these players?  
Answer: A flanker may bind at any angle to the scrum provided he/she is properly bound, however a flanker cannot alter that angle in order to obstruct an opposing scrum-half from moving forward. (PK)

20.3h Must the referee blow the whistle immediately if a player or players are forced upwards out of the scrum, or a player in the scrum is lifted in the air?  
Answer: Yes.

20.4 The Team Throwing The Ball Into The Scrum

20.4a Who throws the ball into the scrum?  
Answer: The team that did not cause the infringement.

20.4d For a stoppage for any other reason not covered in law, which team throws the ball into the scrum?  
Answer: The team that was moving forward prior to the stoppage and if neither team was moving forward, the attacking team.

20.4e,f What happens if a scrum remains or becomes stationary and the ball does not emerge?  
Answer: A further scrum is ordered at the place of the stoppage with the ball to be thrown in by the team not in possession at the time of the stoppage. DSLV, a further scrum is ordered at the place of the stoppage with the ball to be thrown in by the team not in possession at the time of the stoppage.

20.4g If a scrum collapses or lifts up into the air without penalty and a further scrum is ordered, who throws the ball in?  
Answer: The team who originally threw the ball in.

20.5 Throwing The Ball Into The Scrum

20.5 Once the front rows have come together, what must the scrum-half throwing the ball in do?  
Answer: Throw the ball in without delay, and when told to do so by the referee and in the side of the scrum first chosen. (FK)

20.6 How The Scrum-Half Throws In The Ball

20.6a Where must the scrum-half stand to throw the ball into the scrum?  
Answer: At least 1 metre from the mark on the middle line so his/her head does not touch the scrum or go beyond the nearest front-row player. (FK)

20.6b How must the scrum-half hold the ball?  
Answer: With both hands, with the major axis parallel to the ground over the middle line between the front rows and mid-way between knee and ankle. (FK)
20.c, d, e How must the scrum-half throw the ball into the scrum?
Answer: At quick speed and the ball must be released from outside the tunnel, straight along the middle line so that it first touches the ground immediately beyond the width of the nearer prop’s shoulders. This must happen with a single forward motion, without a backward motion or pretending to throw it in. (FK)

20.7 When The Scrum Begins

20.7a When does the scrum begin?
Answer: When the ball leaves the hands of the scrum-half.

20.7b What must happen if the ball emerges from either end of the tunnel unless a free kick penalty is awarded?
Answer: It must be thrown in again.

20.7c What must happen if the ball is not played by a front-row player and it emerges from behind the foot of a far prop?
Answer: It must be thrown in again.

20.8 Front-Row Players

20.8a What must front-row players do before the ball is thrown-in?
Answer: Leave a clear tunnel with their feet and must not raise or advance a foot until the ball has left the scrum-half’s hands. They must not do anything to stop the ball being thrown in to the scrum correctly or touching the ground at the correct place. (FK)

20.8b Who may strike for the ball once it has touched the ground in the tunnel?
Answer: Any front-row player.

20.8c May a front-row player voluntarily kick the ball out of the scrum?
Answer: No. (FK)

20.8d If the ball is kicked out of the scrum involuntarily, who throws the ball back into the scrum?
Answer: The same team that originally threw the ball in.

20.8e What must the referee do if the ball is repeatedly kicked out of the scrum?
Answer: Treat it as voluntary and penalise the offender.

20.8f May a front-row player strike for the ball with both feet?
Answer: No. (PK)
20.8g,h What must the referee do if a front-row player twists, dips, collapses or does anything which is likely to cause the scrum to collapse?
Answer: Penalise the player.

20.8i What must the referee do if a front-row player lifts or forces an opponent up into the air out of the scrum?
Answer: Penalise the player.

**20.9 Scrum – General Restrictions**

20.9a,b,c,d,e In general, what are all players in the scrum not allowed to do?
Answer: All players in the scrum cannot:
collapse, voluntarily fall or kneel in the scrum (PK);
handle the ball in the scrum or pick the ball up with their legs (PK);
try and win the ball with any part of their body except the foot or lower leg (FK);
return the ball to the scrum once it has emerged from the scrum (FK);
fall on or over the ball as it is coming out of the scrum (PK).

20.9f Is a non-front-row-player allowed to play the ball in the tunnel?
Answer: No. (FK)

20.9g May a half-back kick the ball while it is in the scrum?
Answer: No. (PK)

20.9h May a scrum-half take any action to make the opponents think the ball is out of the scrum while it is still in the scrum?
Answer: No. (FK)

20.9i May a half-back grasp any player in the scrum?
Answer: No. (PK)

**20.10 Ending The Scrum**

20.10a If the ball comes out of the scrum in any direction except the tunnel, is the scrum over?
Answer: Yes.

20.10b Can a scrum take place in in-goal?
Answer: No, therefore if a scrum goes into in-goal, the scrum is over and any player may press the ball for either a try (attacking team), or a touch-down (defending team).

20.10c Who is the hindmost player in the scrum?
Answer: The player whose feet are nearest the team’s own goal-line.

20.10c Who in the scrum may pick up the ball and end the scrum?
Answer: The hindmost player.
20.10d When a team has the ball at the no. 8’s feet and is trying to move forward but is not succeeding in doing so, what should the referee do?
Answer: Call “use it” once the ball has been at the no. 8’s feet for a reasonable period (3-5 seconds) where upon the team must use the ball.

20.11 Scrum Wheeled

20.11a,b If the scrum wheels through more than 90 degrees, so that the middle line has passed beyond a position parallel to the touch-line, what must the referee do?
Answer: Order another scrum where the previous scrum ended, with the throw in to go to the team who has won possession at the time of the stoppage.

20.11a,b DSLV - If the scrum wheels through more than 45 degrees in rugby below Senior A, so that the middle line has passed beyond a position parallel to the touch-line, what must the referee do?
Answer: ELV, DSLV - Order another scrum where the previous scrum ended, with the throw in to go to the team who first threw it in.

20.12 Off-Side At The Scrum

20.12a Where must the scrum-half who does not feed the scrum stand?
Answer: Either at the same side as the scrum half throwing in the ball or behind the offside line defined for other players.

20.12b While the ball is in the scrum, what action of the scrum half whose team has won the ball puts the scrum-half off-side?
Answer: Placing both feet in front of the ball. (PK)

20.12b DSLV - While the ball is in the scrum, what action of the scrum half whose team has won the ball puts the scrum-half off-side?
Answer: DSLV - Placing both feet in front of the middle of the scrum. (PK)

20.12c While the ball is in the scrum, what action of the scrum-half of the team that has not won the ball puts that scrum-half off-side? (20-12c)
Answer: Placing either foot in front of the ball. (PK)

20.12c DSLV – Where is the off-side line for the scrum half whose team does not win the ball at a scrum.
Answer: DSLV – The middle line of the scrum

20.12d May a scrum-half whose team does not win possession in the scrum move to the other side of the scrum and forward of the off-side line running through the hindmost foot of that player’s team in the scrum?
Answer: No, he/she is off-side. (PK)
20.12e Can the scrum half of the team that does not win the ball at a scrum move away from the scrum and remain in front of the off-side line running through the hindmost foot of that player’s team in the scrum?
Answer: No (PK for off-side).

20.12e Can the scrum half of the team that does not win the ball at a scrum move away from the scrum whilst remaining behind the off-side line running through the hindmost foot of that player’s team in the scrum?
Answer: Yes

20.12f Can any player play as the scrum-half?
Answer: Yes, but there can only be one scrum half at each scrum. (PK)

20.12g Where is the off-side line for those players not participating in the scrum?
Answer: 5m behind the hindmost player in that team’s scrum (PK).

20.12h If the hindmost foot of a team member in a scrum is on or over the goal line, where is the offside line for the scrum half and the non-participants?
Answer: The goal line.

20.12i Must players not participating in a scrum be penalised for loitering back on-side?
Answer: Yes.

**Law 21 – Penalty And Free Kicks**

**Definition**

Why are penalty and free kicks awarded?
Answer: Because of infringements by the opponents of the non-offending team.

**21.1 Where Penalty And Free Kicks Are Awarded**

21.1 Where are penalties and free kicks awarded?
Answer: Unless the law states otherwise, at the place of the infringement.

**21.2 Where Penalty And Free Kicks Are Taken**

21.2a Where must a penalty or free kick be taken?
Answer: At the mark or anywhere behind it on a line through the mark, but no closer than 5 metres of the opponent’s goal-line.

21.2b If the penalty or free kick is awarded for an infringement in in-goal to the defending team, where is the mark for the kick made?
Answer: At the place of infringement.
21.2b If the penalty or free kick is awarded for an infringement in in-goal to the attacking team, where is the mark for the kick made?
Answer: In the field-of-play, 5 metres from the goal-line, in-line with the place of the infringement.

21.2c If a quickly taken penalty or free kick is taken from the wrong place, what should the referee rule?
Answer: Order the kick to be taken again.

21.3 How The Penalty And Free Kicks Are Taken

21.3a How may a penalty or free kick be taken?
Answer: With a drop kick, punt or place kick but the ball must be kicked with any part of the leg from knee to toe but not with the heel or knee.

21.3b Is bouncing the ball on the knee allowed when taking a penalty or free kick?
Answer: No. (scrum)

21.3c Which ball must be used when taking a penalty or free kick?
Answer: The ball that was in play at the time of the infringement unless that ball is defective.

21.3b,c What should the referee rule if at a penalty or free kick the kicking team infringes?
Answer: A award a scrum to the opposition.

21.4 Penalty And Free Kick Options And Requirements

21.4a May a team awarded a penalty or free kick choose to have a scrum instead of taking the kick?
Answer: Yes.

21.4b May a team awarded a Pk or FK at a lineout have another lineout?
Answer: Yes

21.4c If at a penalty kick the kicker indicates his/her intention to kick at goal, how long does that player have to take the kick?
Answer: 1 minute from the time the kicker receives the sand or kicking tee, and if it takes longer, the kick is disallowed and a scrum awarded to the opponents. This 1 minute period includes time lost if the ball rolls over.

21.4d What does it mean to have a ‘clear kick’?
Answer: The ball must travel a visible distance; if it is held in the hands it must leave the hands and if it is on the ground, it must leave the mark.
21.4e How may a kicker kick for touch?
Answer: With a punt or drop kick but not a place kick.

21.4f May the kicker kick the ball in any direction?
Answer: Yes.

21.4g Can a penalty try be awarded after a penalty or free kick has been awarded to the defending team in in-goal?
Answer: Yes, if a defending player prevents a probable try form being scored through foul play.

21.4h What should the referee rule if after a penalty or free kick, the ball goes dead in-goal, is made dead in-goal or goes into touch in-goal?
Answer: Award a scrum to the attacking team on the 5 metre line.

21.4i At a penalty or free kick, must the kicker’s team mates be behind the ball?
Answer: Yes except the placer at a place kick or if the kick is taken so quickly that the players of the kicker’s team are still in front of the ball. These players must continue to retire until they are on-side.

21.4j When a penalty or free kick is taken so quickly that players of the kicker’s team are off-side, how may they be put on-side?
Answer: When they run behind the player who took the kick, or when a team-mate carrying the ball runs in front of them, or when a team-mate who was behind the kicker runs in front of them.

21.4k How do players become on-side when a team-mate takes a quick PK or FK and in so doing, puts the players off-side?
Answer: When the kicker, and team-mate carrying the ball or another on-side player from that team runs in front of them.

21.4l Can any action of an opponent put an off-side player at a penalty or free kick on-side?
Answer: No.

21.5 Scoring A Goal From A Penalty Kick

21.5a Can a penalty goal be scored from a penalty kick?
Answer: Yes.

21.5b If the kicker indicates his/her intention to kick at goal, must the kick at goal be taken?
Answer: Yes.

21.5c If a kicker has indicated his/her intention to kick at goal, how must the opposition stand?
Answer: Still, with hands at sides until the ball is kicked.
21.5d If the kicker has not indicated his/her intention to kick at goal but takes a drop kick and score a goal, does the goal stand?
Answer: Yes.

21.5e If the non-kicking team infringes during a kick at goal and the goal is successful, does the goal stand?
Answer: Yes and there is no further penalty.

21.5f How may the ball be placed for a kick at goal?
Answer: DSLV - Only using a kicking tee.

21.6 Scoring From A Free Kick

21.6a Can a goal be scored from a free kick?
Answer: No.

21.6b When may a team score a dropped goal after a free kick?
Answer: After the ball next becomes dead, or after an opponent has played or touched it, or has tackled the ball-carrier. This also applies when a scrum is taken instead of a kick.

21.7 What The Opposing Team Must Do At A Penalty Kick

21.7a Where must the opposing team at a penalty kick?
Answer: At least 10 metres back from the mark or on the goal-line if that is nearer the mark.

21.7b,c If opposing players are not back 10 metres due to the kick being taken quickly, what must they do?
Answer: Keep moving back until they have retired the required distance, or have been put on-side by a team-mate who was back at least 10 metres.

21.7d May the opposing team do anything to delay the penalty kick, obstruct the kicker, or take, throw or kick the ball out of reach of the kicker or kicker's team-mates?
Answer: No.

21.7 If at a penalty kick the opposition team infringe, what should the referee rule?
Answer: Award another penalty kick 10 metres in front of the original mark, but not within 5 metres of the goal-line.

21.7 If the referee awards another penalty kick due to an infringement by the opposition, may the kicking team change the kicker and type of kick?
Answer: Yes.
21.8 What Options The Opposing Team Have At A Free Kick

21.8a Where must the non-kicking team players be at a free kick?
Answer: At least 10 metres back from the mark or on the goal-line if that is nearer the mark. If the free kick is in a defending teams in-goal area, the opposing team must immediately run towards their own goal-line until they are at least 10 metres away from the mark and not nearer than 5 metres from the goal-line.

21.8b If opposing players are not back 10 metres due to the kick being taken quickly, what must they do?
Answer: Keep moving back until they have retired the required distance, or have been put on-side by a team-mate who was back at least 10 metres.

21.8c If a PK or FK is taken so quickly that opponents have no opportunity to retire, should they be penalised?
Answer: No but they must keep retiring until an on-side player puts them on-side or they run themselves on-side.

21.8d May the opposing team do anything to delay the penalty kick, obstruct the kicker, or take, throw or kick the ball out of reach of the kicker or kicker’s team-mates?
Answer: No.

21.8e May players who are back the required distance at a free kick, charge the kick once the kicker starts his/her approach to kick?
Answer: Yes.

21.8f If the non-kicking team legally prevent the kicking team from taking the free kick, what should the referee rule?
Answer: Award a scrum with the throw in going to the non-kicking team.

21.8g If a free kick has been awarded in the in-goal or if it has been awarded in the field-of-play and the player retires to in-goal to take it, and the opponents charge and prevent the kick form being taken, what should the referee do?
Answer: Award a scrum 5 metres out from the goal-line with the throw-in going to the attacking team, or award a try if a try was legally scored.

21.8h What should the referee do if a free kick is legally charged down in the playing area?
Answer: Play on.

21.8 If at a free kick the opposition team infringe, what should the referee rule?
Answer: Award another free kick 10 metres in front of the original mark, but not within 5 metres of the goal-line.
21.8 If the referee awards another free kick due to an infringement by the opposition, may the kicking team change the kicker?
Answer: Yes.

21.9 Contrived Infringements At The Penalty Kick

21.9 If the referee believes the kicker’s team contrives an infringement by their opponents, what should the referee do?
Answer: Play on.

21.10 Contrived Infringements At The Free Kick

21.10a Can the kicker pretend to kick?
Answer: No, and if he/she does, the opposition may charge.

21.10b If the referee believes the kicker’s team contrives an infringement by their opponents, what should the referee do?
Answer: Play on.

Law 22 – In-Goal

Definitions

If a player has 1 foot in the field of play and the other in in-goal and he/she there receives the ball, is the ball considered to be in in-goal?
Answer: Yes.

22.1 Grounding The Ball

22.1a,b How can a player ground the ball?
Answer: By holding the ball in the hands or the arms and touching the ground with it (no downward pressure is required), and when the ball is on the ground, a player presses down on it with a hand or hands, arm or arms, or the front of the player’s body from waist to neck inclusive.

22.2 Picking Up The Ball

22.2 May a player pick up the ball in in-goal and ground it elsewhere in in-goal?
Answer: Yes

22.3 Ball Grounded By An Attacking Player

22.3a If either a defending player or an attacking player take the ball into in-goal and there an attacking player grounds it, should a try be awarded?
Answer: Yes.
22.3b When an attacking player in possession of the ball grounds the ball in in-goal and simultaneously contacts the touch-in-goal line or dead-ball-line, what should the referee rule?
Answer: 22m drop out.

**22.4 Other Ways To Score A Try**

22.4a If the ball is grounded on the goal-line, should a try be awarded?
Answer: Yes.

22.4b Are the goal posts and the padding around them part of the goal-line?
Answer: Yes.

22.4b If an attacking player grounds the ball against a goal post or padding, should a try be awarded?
Answer: Yes.

22.4c If a scrum or ruck is pushed into in-goal, may an attacking player ground the ball and score a try when the ball has reached or crossed the goal-line?
Answer: Yes.

22.4d If an attacking player is tackled short of the line, can a try be scored if momentum then takes that player into the opponents’ in-goal?
Answer: Yes.

22.4e If an attacking player is tackled short of the line, can a try be scored if that player immediately reaches out and grounds the ball in the opponents’ in-goal?
Answer: Yes.

22.4f If an attacking player is tackled short of the line, can defending players on their feet prevent a try being scored by pulling the ball from the tackled player’s hands or arms?
Answer: Yes, but they cannot kick the ball out.

22.4g Can an attacking player standing in touch or touch-in-goal score a try?
Answer: Yes, by grounding the ball provided he/she does not carry it.

22.4h When should a penalty try be awarded?
Answer: When a try probably would have been scored but for foul play by the defending team.

22.4i Where should a penalty try be awarded?
Answer: Between the goal posts.
22.5 Ball Grounded By A Defending Player

22.5a When does a touch down occur?
Answer: When a defending player first grounds the ball in his/her in-goal.

22.5b Can a defending player standing in touch or touch-in-goal be awarded a touch down?
Answer: Yes, by grounding the ball provided he/she does not carry it.

22.5c If a defending player grounds the ball against a goal post or padding, what should the referee rule?
Answer: Award a touch down.

22.6 Scrum Or Ruck Is Pushed Into In-Goal

22.6 If a scrum or ruck is pushed into in-goal, may a defending player ground the ball and for a touch down when the ball has reached or crossed the goal-line?
Answer: Yes.

22.7 Restarting After A Touch Down

22.7a How is play restarted after an attacking player carries the ball into in-goal and it is there touched down or it is made dead or travels into touch-in-goal?
Answer: With a drop-out.

22.7b If an attacking player knocks-on or throws-forward in the field of play and the ball goes into the opponents’ in-goal and it is made dead there, what should the referee rule?
Answer: Award a scrum at the place of the infringement but not closer than 5 metres from the goal-line.

22.7c If at a kick-off, the ball goes into the opponents’ in-goal without having been touched by player and a defending player grounds it there or makes it dead without delay, what should the referee rule?
Answer: Offer the defending team the option of a scrum at the centre of the half-way line or having the other team kick-off again.

22.7d If a defending player throws or takes the ball into in-goal, and a defending player grounds it or makes it dead without any infringement occurring, what should the referee rule?
Answer: Award a 5 metre scrum to the attacking side in line with where the ball has been touched down or made dead.
22.7e If a defending team takes the ball into in-goal, and a defending player kicks the ball so that it is charged down in-in-goal and then made dead, what should the referee rule?
Answer: Award a 5 metre scrum to the attacking side in line with where the ball has been touched down or made dead.

22.8 Ball Kicked Dead Through In-Goal

22.8 If a team kicks the ball dead-in-goal or into touch-in-goal, except by an unsuccessful kick at goal or attempted dropped goal, what should the referee rule?
Answer: Offer the defending team the option of a drop-out or having a scrum at the place where the ball was kicked and they have the throw in.

22.9 Defending Player In In-Goal

22.9a Is a defending player with part of 1 foot in in-goal considered to be in in-goal?
Answer: Yes.

22.9b If a player with one or both feet in in-goal picks up the ball from the field of play when it was stationary, has he taken the ball into in-goal?
Answer: Yes.

22.9c If a player with one or both feet in in-goal picks up the ball from the field of play when it was moving, has he taken the ball into in-goal?
Answer: No.

22.9d If a player with one or both feet on or beyond the dead ball line picks up the ball from in-goal when it was stationary, has he made the ball dead?
Answer: Yes.

22.9e If a player with one or both feet on or beyond the dead ball line picks up the ball from in-goal when it was moving, has he made the ball dead?
Answer: No.

22.10 Ball Held Up In-Goal

22.10 Is the ball dead if a player carries the ball into in-goal and it is there held up so that it cannot be grounded?
Answer: Yes.

22.10 What should the referee rule if the ball is held up in-goal?
Answer: Award a 5 metre scrum to the attacking team on a line through where played stopped.
22.11 Ball Dead In In-Goal

22.11a If the ball touches the touch-in-goal line or the dead ball line, or anything or anyone beyond those lines, is the ball dead?
Answer: Yes.

22.11b If the ball is played into in-goal by the attacking team and it is then made dead, what should the referee rule?
Answer: Award a drop out.

22.11b If the ball is played into in-goal by the defending team and it is then made dead, what should the referee rule?
Answer: Award a 5 metre scrum with the attacking team to throw the ball in.

22.11c Is the ball dead when a try is scored or a touch down made?
Answer: Yes.

22.12 Ball Or Player Touching A Flag or Flag (Corner) Post

22.12 If the ball or a player carrying the ball touches the flag or corner post at either the goal line or dead ball line, is the ball in touch in-goal?
Answer: No

22.12 If the ball is grounded against a flag post/corner post at either the goal line or dead ball line, is the ball in touch in-goal or dead?
Answer: Yes

22.13 Attacking Infringement With Scrum Sanction

22.13 If an attacking player infringes in in-goal for which the penalty is a scrum, how is play restarted?
Answer: With a 5 metre scrum in line with the place of the infringement, with the defending team to throw the ball in.

22.14 Defending Infringement With Scrum Sanction

22.14 If a defending player infringes in in-goal for which the penalty is a scrum, how is play restarted?
Answer: With a 5 metre scrum in line with the place of the infringement, with the attacking team to throw the ball in.
22.15 **Doubt About Grounding**

22.15 If there is doubt as to which team grounded the ball in in-goal, what should the referee rule?
Answer: Award a 5 metre scrum in line with where the ball was grounded, with the attacking team to throw the ball in.

22.16 **Infringements In In-Goal**

22.16 Should all infringements in in-goal be treated as if they had taken place in the field-of-play?
Answer: Yes.

22.16 For an infringement in in-goal requiring a free kick or penalty kick, can the mark for these kicks be in in-goal?
Answer: No.

22.16 For an infringement in in-goal requiring a free kick or penalty kick, where should the mark for these kicks be made?
Answer: 5 metres from the goal-line opposite the place of the infringement.

22.17 **Misconduct Or Unfair Play In In-Goal**

22.17a If an attacking player charges or obstructs an opponent in in-goal who has just kicked the ball, what should the referee rule?
Answer: Offer the defending team the option of a penalty kick 5 metres from the goal-line opposite the place of the infringement or where the ball lands. If the ball lands in-touch or within 15 metres of the touch line, the penalty is 15 metres infield opposite where the ball went into touch or landed.

22.17b If the defending team in their in-goal prevent a probable try from being scored but for foul play, what should the referee rule?
Answer: Award a penalty try to the attacking team.

22.17b Should a player who prevents a try from being scored through foul play, be cautioned and temporarily suspended or sent off?
Answer: Yes.

22.17c When a player commits any other foul play in the in-goal while the ball is out of play, what should the referee rule?
Answer: Award a penalty kick at the place where the game would otherwise have restarted.