



# **YOUTH RUGBY TAG LAWS**

**2022 VERSION**



## UPDATES AND REVISIONS

3.16.2021	Full Laws Manual Updated for 2021	Modified By: C. Spence
6.10.2021	Full Laws Manual Updated for 2021 updated from Comments	Modified By: C. Spence
6.28.2021	Full Laws Manual Updated for 2021 – FINAL RELEASE	Modified By: C. Spence
8.13.2021	Full Laws Manual Updated for 2022 Season	Modified By: C. Spence
5.09.2022	Full Laws Manual Reviewed and Updated for 2022 Season	Modified By: C. Spence



## TABLE OF CONTENTS

<b>INTRODUCTION</b>	
<b>CORE VALUES</b>	
<b>TERMS AND DEFINITIONS</b>	
<b>PLAYER POSITIONS</b>	
<b>REFEREE SIGNALS</b>	
<b>LAWS OF THE GAME</b>	
<b>LAW 1 – THE GROUND</b>	
<b>LAW 2 – THE BALL</b>	
<b>LAW 3 – THE TEAM</b>	
<b>LAW 4 – PLAYER CLOTHING</b>	
<b>LAW 5 – MATCH TIME</b>	
<b>LAW 6 – MATCH OFFICIAL</b>	
<b>LAW 7 – MODE OF PLAY</b>	
<b>LAW 8 – ADVANTAGE</b>	
<b>LAW 9 – METHOD OF SCORING</b>	
<b>LAW 10 – FOUL PLAY</b>	
<b>LAW 11 – OFFSIDE IN GENERAL PLAY</b>	
<b>LAW 12 – KNOCK ONS AND THROW FORWARD</b>	
<b>LAW 13 – STARTS, RESTARTS, AND KICKS</b>	
<b>LAW 14 – BALL ON THE GROUND (NO “TAG”)</b>	
<b>LAW 15 – TAG</b>	
<b>LAW 16 – RUCKS</b>	
<b>LAW 17 – MAULS</b>	
<b>LAW 18 – MARKS</b> <i>(Not Used)</i>	
<b>LAW 19 – TOUCH AND LINEOUT</b>	
<b>LAW 20 – SCRUM</b>	
<b>LAW 21 – PENALTY AND FREE KICKS</b>	
<b>LAW 22 – IN GOAL</b>	



## INTRODUCTION

*Rugby Maryland Youth League Non-Contact Rugby Laws are an adaptation of Rugby Union 15s Tackle Laws as developed by World Rugby and adapted and refined by USA Rugby and USA Youth and High School Rugby. These Laws have been designed so that all Youth Leagues under Rugby Maryland may develop Non-Contact Rugby Programs applying the same guidelines and principles in a consistent and unified manner.*

*The Youth Non-Contact Rugby Program has been developed for boys and girls ages 5 to 18 with an aim to grow the sport of Rugby while maintaining the traditions of rugby, including high standards of sportsmanship, ethical behavior, safety, and fair play and to uphold the cherished values that rugby has built itself on since its beginning.*

*Our goal being to encourage kids of all ages to learn about the sport, to work as a team, and most of all, enjoy the experience!*



## **CORE VALUES**

It is the core of Rugby to build teamwork, understanding, cooperation, and respect for fellow athletes. Rugby has a proud and distinct history of comradery and sportsmanship and fair play that is expected to be upheld by all Coaches, Players, and Parents/Spectators.

We encourage Rugby families and supporters to demonstrate the Rugby values both on and off the field.

### **COACHES**

1. Honor the game by adopting a culture that rewards effort, not only outcome.
2. Emphasize both the spirit and letter of the laws.
3. Appreciate that a worthy opponent brings out the best in any team.
4. Aim for strong competition when the game is on, and friendly interaction when time is out.
5. Respect the officials even when you disagree.
6. Never do anything, on or off the field, that compromises the player efforts to be the best they can be. Think before I act!
7. Have fun!

### **PLAYERS**

1. Honor the game and try my best.
2. Put effort into learning both individual AND team skills.
3. Play according to the laws of the game.
4. Commit to your team with high attendance, effort, and energy levels.
5. Show respect for all.
6. Appreciate good play from both sides.
7. Be an ambassador of the sport - think before I act!
8. Have fun!

### **PARENTS/SPECTATORS**

1. Honor the game in action and watching language.
2. Use praise and positive recognition with all who are involved.
3. Allow coaches or officials to correct player mistakes. Resist the urge to give instructions. THIS APPLIES TO PRACTICES TOO.
4. Cheer on good play from both teams.
5. Acknowledge that all referees perform a difficult task.
6. Appreciate coaches for their commitment and effort.
7. Set a good example - think before I act.
8. Have Fun!



## TERMS AND DEFINITIONS

- 🕒 **ADVANTAGE** - If an infraction occurs, but the non-offending team has the chance to be better off by playing on, the referee may play "Advantage" to see if that benefit occurs. Otherwise, the referee shall return to the sanction of the initial infringement. For example, if a knock-on occurs and the non-infringing team gains possession from this knock-on, the referee will call "Advantage!" and allow play to continue. To help play, the referee will call 'Advantage' when this occurs.
- 🕒 **BACKS** – The positions of the Scrum-half, Fly-half, Center, and Wing
- 🕒 **BINDING** - Grasping firmly another player's body between the shoulders and the hips with the whole arm in contact from hand to shoulder.
- 🕒 **CENTER** - The Centers are key in both defense and attack. In defense they will attempt to tag attacking players. In attack when they have the ball, they use their speed to breach opposing defenses.
- 🕒 **CONVERSION KICK** - When a player scores a Try it gives the player's team the right to attempt to score a goal by taking a kick at goal. This kick is a conversion kick: a conversion kick can be a place kick or a drop kick. A Conversion Kick has a value of 2 Points.
- 🕒 **DROP KICK** - The ball is dropped from the hand or hands to the ground and kicked as it rises from its first bounce.
- 🕒 **FLY HALF** - Fly Half receives the ball from the Scrum Half and can choose to kick, pass or make a break away based on the field of play.
- 🕒 **FORWARD PASS** – When a player throws or passes the ball forward
- 🕒 **FRONT ROW** - The hooker and two props who bind to each other to form their half of the scrum
- 🕒 **HOOKER** - The Player who plays the middle position in the front row and who wins the ball in the scrum by hooking the ball back and who typically throws the ball in during a lineout.
- 🕒 **KICK** - An act made by intentionally hitting the ball with any part of the leg or foot, except the heel, from the toe to the knee but not including the knee. A kick must move the ball a visible distance out of the hand, or along the ground.
- 🕒 **KICK OFF** - This occurs at the start of the match, the restart of the match after half time, and after every score other than end of the first half and the Match. Kick-Off shall be by way of Drop-Kick. (U7 and U9 may do a place kick)
- 🕒 **KICKED DIRECTLY INTO TOUCH** – This occurs when the Ball is kicked into Touch without first landing on the playing area or touching a player or the referee.



- 🕒 **KNOCK ON** - 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, and the ball touches the ground or another player before the original player can catch it.
- 🕒 **LINE OF TOUCH** - The Line of Touch (the sidelines) establishes the Out-Of-Bounds Line for the Field. If a Ball or Player touches or crosses the "Touch Line" the play is "In Touch" (out of bounds).
- 🕒 **LINEOUT** - The method of throwing the ball back into play after the ball goes "In Touch".
- 🕒 **MAUL** – A phase of play consisting of a ball-carrier and at least one player from each team, bound together and on their feet.
- 🕒 **OBSTRUCTION** - Overall preventing legal play. Examples are attacking players blocking defenders from tagging the ball carrier or players intentionally getting in the way of an opposition player from reaching a kicked ball.
- 🕒 **OFFSIDE** - When a Player is not back the required distance at any restart of the game which includes a ruck, maul, or kicked ball and also an attacker who is in front of the player in possession of the ball from his own team.
- 🕒 **PASS** - When a player throws the ball to another player or hands the ball to another player.
- 🕒 **PENALTY KICK** - Awarded by a referee and may be taken by way of Tap-Kick where the infringement occurs, unless otherwise stated by the Referee. The penalty kick can also be a kick for touch, a kick for goal, or a kick in general, or a scrum may be requested.
- 🕒 **PLACE KICK** - The ball is kicked after it has been placed on the ground (or on an approved kicking tee) for that purpose.
- 🕒 **PROP** - A front row player to the left or right of the hooker forming the front row in a scrum
- 🕒 **RED CARD** - the card shown by the referee to a player to indicate that the player has been permanently excluded from the match
- 🕒 **RUCK** - When a player, in close proximity of an opposition player, faces the opponents' goal line, crouches over, places the ball on the ground under the body and says "Ruck". A Ruck is a way of retaining ball possession. A ruck requires players to get on their side of the ruck, therefore creating an opportunity to create space. On formation of the ruck, offside lines are created.
- 🕒 **SCRUM (Uncontested)** - This happens when players from each team come together in scrum formation (Hookers and Props bind together as a front row with the opposing team) so that play can be started by throwing the ball into the scrum. Teams do not compete for the ball; the team throwing in the ball must win it, and neither team is allowed to push.
- 🕒 **SCRUM HALF** - Provides the link between forwards and backs at the scrum and lineouts. The Scrum Half decides if the ball will be passed to the back or kept close to the forwards when removed from the scrum.

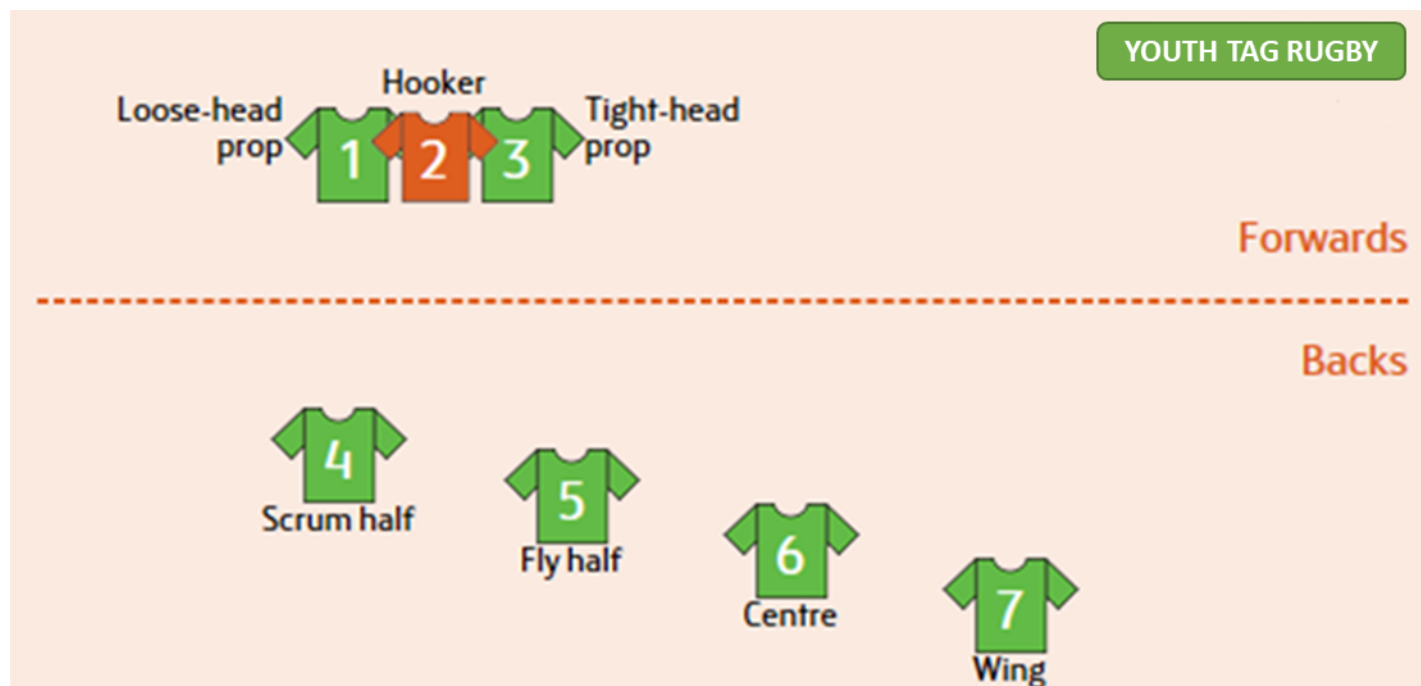


- 🕒 **TAGGING** - This is two hand touch from the waist to the knees. Any tags above the waist are not called by the Referee and play continues.
- 🕒 **TAP AND GO** - This is a way that a penalty kick may be taken by a player. Player must tap the ball so that it leaves the hands and then must run, pass, or kick the ball.
- 🕒 **THROW FORWARD** - Also known as "Forward Pass". This is when a player throws or passes the ball forward. and is a minor infringement. When the referee calls a forward pass, a scrum is awarded to the non-infringing team.
- 🕒 **THROW IN** - The act of the player who throws the ball into a scrum or a lineout.
- 🕒 **TOUCH** – The Area alongside the field of play that includes the touchlines and beyond.
- 🕒 **TRY** - This is when a player is first to ground the ball in the opponents' in-goal (Try Zone), a try is awarded. A Try has a value of 5 Points
- 🕒 **YELLOW CARD** - The card shown by the referee to a player to indicate that the player has been cautioned and temporarily suspended
- 🕒 **WING** - Wings are needed to outrun an opponent and score a try. They are also important to be solid in defense as the last means to tag the opponent and prevent an opposing try.





## PLAYER POSITIONS



NAME	POSITION	WHAT THEY DO
PROPS	Positions 1 and 3	Their Primary Role is to Anchor the Scrum
HOOKER	Position 2	The Hooker is the Player who wins the ball in the scrum and who typically throws the ball in during a lineout.
SCRUM HALF	Position 4	Provides the link between forwards and backs at the scrum and lineouts. The Scrum Half decides if the ball will be passed to the back or kept close to the forwards when released from the scrum.
FLY HALF	Position 5	Fly Half receives the ball from the Scrum Half and can choose to kick, pass or make a break away based on the field of play.
CENTER	Position 6	The Centers are key in both defense and attack. In defense they will attempt to tag attacking players. In attack when they have the ball, they use their speed to breach opposing defenses.
WING	Position 7	Wings are needed to outrun an opponent and score a try. They are also important to be solid in defense as the last means to tag the opponent and prevent an opposing try.

## REFEREE SIGNALS



Penalty Kick



Free Kick



Try and Penalty Try



Advantage



Scrum awarded



Forming a scrum



Throw forward / forward  
pass



Knock-on



Obstruction in general  
play



No try



## LAW 1 – THE GROUND

### 1.1 Playing Surface:

- (a) The surface must be deemed safe to play on.
- (b) The surface may be grass or artificial grass.

### 1.2 Field Sizes: The following provides guidance on the recommended Field Size per Age Group:

AGE GROUP		FIELD SIZE
U7	(Ages 5/6)	Quarter Pitch (45x30m)
U9	(Ages 7/8)	Half Pitch (70x40m)
U11	(Ages 9/10)	Half Pitch (70x40m)
U13	(Ages 11/12)	Either Half Pitch (70x40m) or Full Pitch (120x70m)
U16	(Ages 13/14/15)	Full Pitch (120x70m)

\*\*For Reference, a High School Football Field is 120x53 yds. Converted to Meters is 109x48m

### 1.3 Field Layout: At a minimum, Rugby Fields should be marked as follows:

- (a) CENTERLINE – Solid Line marking the center of the Field.
- (b) 10 METER LINE – Dashed Line on either side of the Centerline.
- (c) 22 METER LINE – Solid Line on either side of the Centerline.
- (d) TRY ZONE – Solid Line marking the entry area of Try Zone.
- (e) DEAD BALL LINE – Solid Line marking the exit boundary of the Try Zone.

\*\*If using a Full Size Football Field, the TRY ZONE and DEAD BALL LINE are the Football End Zones.

\*\*Where the length of the field of play is less than 100 meters, the distance between the 10-meter lines and 22-meter lines is reduced accordingly.

### Optional Markings are:

(f) 5 METER LINE (GOAL) – Dashed Line marking 5 Meters from the Try Zone. This is helpful for the Referees, but not a required marking for Youth Non-Contact.

(g) 5 METER LINE (TOUCHLINE) – Dashed Line along the length of the Field of both sides marking 5 Meters from the Touch Line. This is helpful for the Referees, but not a required marking for Youth Non-Contact.

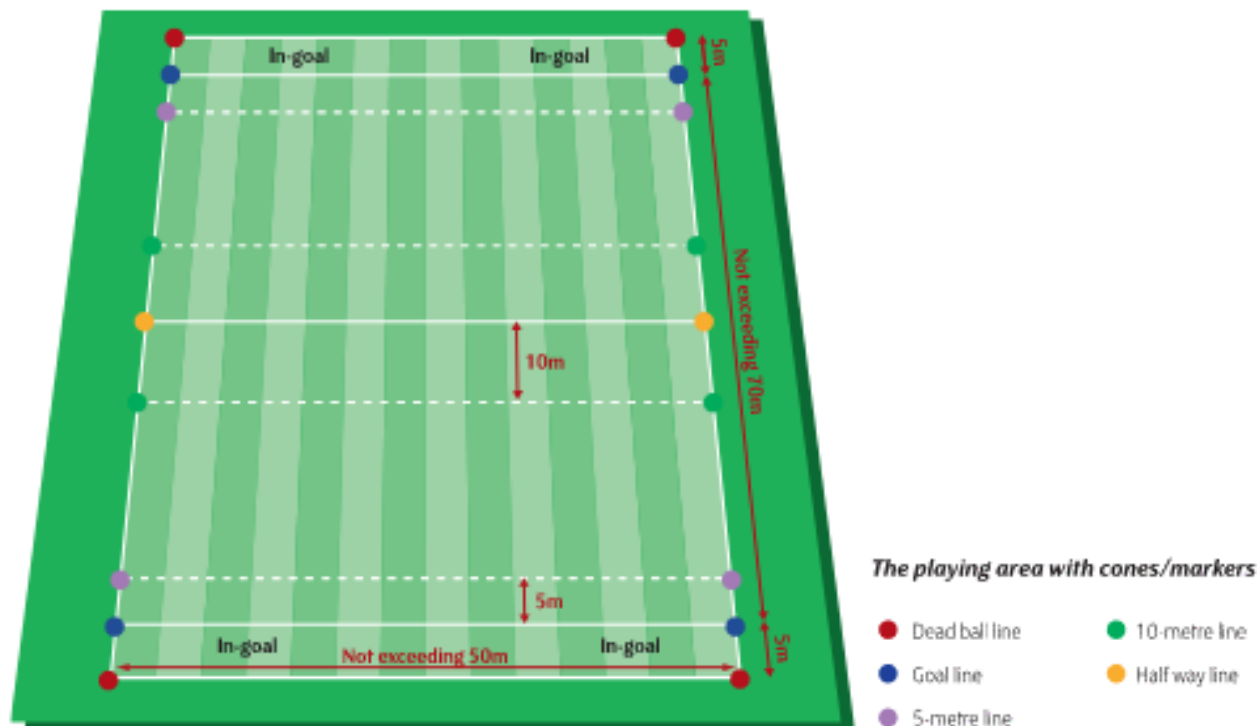
### 1.4 Positioning of the Flags: There are 14 flag posts with flags in total each with a minimum height of 42”.

(a) One flag post is positioned at each intersection of the touch-in-goal lines and the goal lines and one at each intersection of the touch-in-goal lines and the dead-ball lines (eight flag posts in total).

(b) One flag post is positioned in line with the 22-metre line two meters outside the touchlines and within the playing enclosure (four flags posts in total)

(c) One flag post is positioned at the half-way line on each side of the pitch, two meters outside the touchlines and within the playing enclosure (two flag posts in total).

**1.5 Spectator Area:** All fields should be cordoned off to clearly mark the area for spectators. At a minimum, Spectators need to be 5 meters back from the Touchline.



## LAW 2 – THE BALL

**2.1 Ball Sizes:** Ball sizes vary throughout growth and development. Ball sizes for the different age groups for Youth Tag shall be as follow:

AGE GROUP	BALL SIZE
U7 (Ages 5/6)	Size 3
U9 (Ages 7/8)	Size 3
U11 (Ages 9/10)	Size 4
U13 (Ages 11/12)	Size 4
U16 (Ages 13/14/15)	Size 4
U19 (Ages 16/17/18)	Size 4 or Size 5



### LAW 3 – THE TEAM

**3.1 Maximum:** Each team must have no more than seven (7) players on the field of play. (See PLAYER POSITIONS Section)

(a) The 7 Players shall be only those permitted to play within that age group. Players may “play up” only one age group. (ie: U9 may play U11, U11 may play U13 but U 11 MAY NOT play U15) Players may not “play down” to an age group younger than their designated age group regardless of the player size or skill level.

**3.2 More than the permitted numbers:**

(a) At any time before or during a match a team captain may make an objection to the referee about the number of players in the opponent’s team. As soon as the referee knows that a team has too many players, the referee must order the captain of that team to reduce the number appropriately. The score at the time of the objection remains unaltered.

*Sanction: Penalty kick at the place where the game would restart*

**3.3 Substitutes:** A team may substitute any number of players during a game at any stoppage of play with the permission of the Referee.

**3.4 Sent off for foul play:** A player sent off for foul play shall not be replaced or substituted.

**3.5 Injured player:** If the referee decides – with or without the advice of a doctor or other medically qualified person – that a player is so injured that the player should stop playing, the referee should order that player to leave the playing area. The referee may also order an injured player to leave the field in order to be medically examined. The Team of the injured player may bring in a Substitute for the injured player.

**3.6 Blood injury:** A player who has an open or bleeding wound must leave the playing area. The player may return only when the bleeding has stopped or controlled and covered. A substitute is allowed to replace the bleeding player.

**3.7 Head Injury/Concussion:** A Concussion is a traumatic brain injury resulting in a disturbance of brain function. There are many symptoms and signs of concussion, common ones being headache, dizziness, memory disturbance or balance problems. Loss of consciousness (being knocked out), occurs in less than 10% of concussions. Loss of consciousness is not a requirement for diagnosing concussion but is a clear indication that a concussion has been sustained.

Concussion can be caused by a direct blow to the head, but can also occur when blows to other parts of the body result in rapid movement of the head, e.g. whiplash type injuries. It should also be noted that the symptoms of concussion frequently present immediately post injury but they may be delayed.



**3.7.1 Recognizing a concussion or Suspected concussion:** If any of the following signs or symptoms are present following a head injury the player should be suspected of having concussion and be immediately removed from play or training.

- (a) Headache
- (b) Nausea or vomiting
- (c) Seizure (fits)
- (d) Loss of consciousness (LOC) – confirmed or suspected – visible signs suggesting LOC – lying motionless on the ground for more than 5 seconds, slow to get up off the ground
- (e) Unsteady on feet or balance problems or falling over or poor coordination
- (f) Confused
- (g) Disorientated – not aware of where they are or who they are or the time of day
- (h) Dazed, blank or vacant look
- (i) Grabbing or clutching of head

**3.7.1.a Temporary Replacement:** A temporary player replacement may be used while the injured player is being evaluated.

**3.7.1.b Permanent Replacement (Recognize and Remove):** If it is determined that the player is concussed or has a suspected concussion, that player must be immediately and permanently removed from the playing area and may not participate in any matches for the remainder of the day.

While concussions are not an expected occurrence in Youth Tag, head injuries can and have occurred in the past with varying degrees of severity and must be recognized and addressed immediately. If a head injury was the result from foul play depending on the degree of severity as determined by the Referee, the following sanctions apply. If a head injury occurred and there was no foul play, the game resumes without sanction.

*Sanction: Low Degree - Penalty kick at the place where the game would restart*

*Moderate Degree – Yellow Card*

*High Degree – Red Card*

## **LAW 4 – PLAYER CLOTHING**

**4.1** A player wears a jersey or t-shirt and shorts. **Shirts should be tucked in at all times.** The tags must be **two hands** from the knees to the waist.

**4.2** Banned items of clothing

- (a) A player must not wear any item that is contaminated by blood.
- (b) A player must not wear any item that is sharp or abrasive.
- (c) A player must not wear any items containing buckles, clips, rings, hinges, zippers, screws, or bolts
- (d) A player must not wear jewelry such as rings or earrings.
- (e) A player must not wear gloves, but fingerless mitts may be permitted.



**4.3** The referee has power to decide at any time, before or during the game, that part of a player's clothing is dangerous or illegal. If the referee decides that clothing is dangerous or illegal the referee must order the player to remove it or fix it so that it no longer poses a hazard. The player must not take part in the game until the items are changed or removed.

**4.3.1** If the Referee tells a player to make a uniform correction and the player refuses to do so, that player will be sent off for misconduct.

*Sanction: Penalty*

**4.4** A player is allowed to wear, if they so choose, shin guards and mouth guards. Cleats are also recommended but are not a required uniform item.

**4.5 Cleats:** If cleats are worn, the stud/cleat design must be such that they should not present a greater risk of injury to another player. Many players already have cleats from other sports. To provide additional clarity, in addition to Rugby Boots, the following sports cleats are allowed to be used for Rugby:

- (a) Soccer
- (b) Lacrosse
- (c) Football

The following sports cleats are **NOT** allowed for Rugby use:

- (a) Baseball/Softball
- (b) Golf
- (c) Any Sport Cleat that uses sharp metal spikes or has sharp metal edges

## **LAW 5 – MATCH TIME**

**5.1 Duration of the match:** A game lasts no longer than 45 minutes actual time. A game can be divided into four (4) 10 minutes quarters. Match organizers may vary the duration of the game due to weather or coordination with other teams such as during "Round Robins".

**5.2 Half time:** Half time is no more than 5 minutes. After half time the teams change ends.

**5.3** The referee keeps the time but may delegate the duty to either or both the assistant referees and/or an official time-keeper if appointed.

**5.4 Stopping Time:** The referee may stop the time to allow the following conditions to be addressed:

- (a) Player Injury up to one minute. If the injury is serious, more than one minute may be allowed
- (b) Consultation with the Touch Judge
- (c) Correcting Clothing / Tying Shoes
- (d) Retrieving the Ball

Once the conditions have been addressed, time will resume where it let off.



**5.5 Referee's right to end a match:** The referee has the power to end the match at any time if they believe that play should not continue because it would be dangerous as in the case of foul weather.

**5.6 When time expires:** If time expires and the ball is not dead the referee allows play to continue until the ball next becomes dead unless the cause of the dead ball is a penalty.

## **LAW 6 – MATCH OFFICIAL**

**6.1** Every match is under the control of the referee. Additional persons, as authorized by the match organizers or Referee may include Touch Judges and/or Official Time Keeper. The Referee organizes the Coin Toss and inspects the players clothing for conformity to Law 4.

**6.2** All players are under the control of the Referee from the time they enter the field of play until they leave the field of play. The Referee is the sole judge of fact and Law and any calls made by the Referee may not be questioned by Coaches, Players, Parents, or other Officials. In the event of misconduct by a player, the referee shall, at their discretion, caution, temporarily suspend with a **YELLOW CARD** (sin bin) or send off the player with a **RED CARD**.

**6.3** The referee has the power to temporarily suspend (sin-bin) a player for five (5) minutes playing time in a 40 minute match, or two (2) minutes for a 20 minute match. A temporarily suspended player cannot take part in the game and cannot be replaced for the duration of the temporary suspension and shall re-enter the playing field only when permitted to do so by the referee.

### **6.4 Referee warnings**

(a) A referee may warn a team as a whole or an individual player. If a warning is given to a team, each team player is considered to have received an individual warning. If a final warning is given to a player, the nature of the offence must be recorded by the referee and must be quoted if the player is subsequently ordered off or temporarily suspended.

(b) When a final warning is issued to a player or team who has consistently breached the Laws of the Game the referee may advise the captain so that the latter may, if they wish, replace the player to avoid that player being sent off.

**6.5 Referee Abuse.** Verbal abuse directed at match officials or players by Coaches, Players, Spectators, or anyone in attendance should not be tolerated and the following process should be followed:

(a) The referee will walk to the sideline on the halfway line. Call the head coach to the halfway line, and instruct them to ask the identified person to refrain from their behavior. If the identified person is the head coach the referee addresses them directly or may ask the team captain to assist.

(b) On the second occasion the referee will EJECT the person from the grounds.

(c) Failing compliance the referee abandons the match.





NOTE: The referee restarts the game according to the latest stoppage and does NOT award a penalty due to the sideline behavior.

**6.6 Coin Toss.** The referee organizes the coin toss to determine which team kicks-off and in which direction. One of the captains tosses a coin and the other captain calls to see who wins the toss. The winner of the toss decides whether to kick-off or to choose an end. If the winner of the toss decides to choose an end, the opponents must kick-off and vice versa.

**6.7 The Whistle:** Referee carries a whistle and blows it to indicate the following (See also REFEREE SIGNALS):

- (a) To stop play. The referee has the power to stop play at any time.
- (b) To indicate a Try.
- (c) To caution or send off a player.
- (d) When a penalty, free-kick or scrum is awarded.
- (e) When a ball goes into Touch
- (f) When it would be dangerous to let play continue
- (g) When it is suspected that a player is seriously injured.

**6.8** If a player is injured, and continuation of play would be dangerous, the referee must blow the whistle immediately.

**6.9** If the referee stops play because a player is injured but there has been no infringement, and the ball has not been made dead, play restarts

*Sanction: Scrum to the team last in possession of the ball. If neither team was in possession, the ball goes to the attacking team.*

**6.10 Contact with the referee**

- (a) If the ball hits the referee and neither team gains an advantage, play continues.

*Sanction: If either team gains an advantage in the field of play, the Referee awards a Scrum to the team that last played the ball before the contact.*

**6.11 The Touch Judge or Assistant Referee:** The Referee appoints a Touch Judge or Assistant Referee for each side of the field to carry a flag with which to signal decisions. The Touch Judge or Assistant Referee signals the Referee for the following conditions:

(a) When the ball or ball carrier goes into Touch. The Touch Judge will stand at the place of the throw and point to the team entitled to the throw in.

(b) Signaling the result of the Conversion Kicks or Penalty Kicks at goal. One assistant referee or touch judge stands at or behind each goal post. If the ball goes over the crossbar and between the posts, they raise the flags to indicate a goal.

(c) The Touch Judge or Assistant Referee may be given the authority by the Referee to signal foul play.



## LAW 7 – MODE OF PLAY

### 7.1 Mode of play

(a) A game is started and restarted by a kick-off. This is a Drop Kick that must go 10 Meters unless the receiving team touches the ball, then the ball is in play.

***\*\*For U7 and U9, a kick-off may be a Place Kick in lieu of a Drop Kick.\*\****

i. If the ball does NOT go 10 Meters **AND** the receiving team has not touched the ball

*Sanction: The receiving team may allow a re-kick or chose a Scrum to the Receiving Team at the Center of the Field.*

ii. If the ball does NOT go 10 Meters but goes directly into Touch at the Kick-Off

*Sanction: The receiving team may allow a re-kick, a Scrum at the Center of the Field, or a Lineout to the Receiving Team where the ball reaches the Touchline or on the half-way line (whichever is nearer to the kicker's goal) 5 Meters from the Touch Line.*

iii. If the ball goes 10 Meters but directly into Touch at the Kick Off

*Sanction: The receiving team may allow a re-kick, a Scrum at the Center of the Field, or a Lineout to the Receiving Team where the ball reaches the Touchline or on the half-way line (whichever is nearer to the kicker's goal) 5 Meters from the Touch Line.*

Directly after the Kick-Off

(a) Any player from either team may take the ball and run with it.

(c) Any player may throw the ball or kick the ball.

(d) Any player may pass the ball to another player.

(e) Any player may Tag the player holding the ball.

(f) **\*\*IF THE BALL GOES INTO THE TRY ZONE DURING THE KICK OFF\*\*** Any player may ground the ball in the in-goal area.

(g) Whatever a player does must be in accordance with the Laws of the Game.

### 7.2 Should an event occur at Kick Off which is not covered by these Laws

*Sanction: The opposing team is awarded a Scrum at the Center of the Field.*

**7.3** Once in possession of the ball the ball carrier can attempt to move the ball downfield by running, kicking or passing the ball to team-mates.

**7.4** The ball carrier may not use their free hand to interfere, block or fend off a defender in any way.

*Sanction: Penalty kick*



## LAW 8 – ADVANTAGE

- 8.1** The Law of advantage takes precedence over most other Laws and its purpose is to make play more continuous with fewer stoppages for infringements. Players are encouraged to play to the whistle despite infringements from their opponents..
- 8.2** When referees are playing advantage they shall shout “Advantage!”. When referees determine that an advantage has been gained they shall shout “Advantage over!”.
- 8.3** If the attacking team causes the ball to come into contact with the ground by a knock-on, the non-offending team may play the ball and look to gain an advantage.
- 8.4** If a team commits an offence and the non-offending team takes possession and gains an advantage the referee will allow the game to continue. If no advantage has been gained by the non-offending team, the ball will be returned back to the point of the original offence and the non-offending team will restart by the suitable sanction.

## LAW 9 – METHOD OF SCORING

- 9.1 Try.** When an attacking player is first to ground the ball in the opponents’ in-goal, a try is scored.  
**Value: 5 points.**
- 9.2 Penalty try.** If a player would probably have scored a try but for an infringement by an opponent, a penalty try is awarded.  
**Value: 7 points.**
- 9.3 Conversion Kick:** When a try is scored, it gives that team the right to attempt a conversion kick. A Conversion kick may be attempted by U11, U13, U16 and U19 ages. This may be a place kick, drop kick, or kick from a tee and must meet the following conditions for the points to be awarded:
- (a) The kick must be taken in a line from where the Try was awarded.
  - (b) The kick must be taken within **30 SECONDS** (for a 20 minute match) from the time the Try was awarded even if the ball rolls or has to be reset.  
*Sanction: The Kick is disallowed if not taken within 30 Seconds.*
  - (c) The ball goes over the crossbar and between the posts, and the Touch Judge has raised the flags to indicate a goal the Conversion is successful.  
**Value: 2 points**
- 9.3.1: The Opposing Team at Conversion:** Due to the length of the matches, the opposing team should retreat to their side of the field and set up for the next play. They should not attempt to charge the kicker.



**9.4 Penalty Kick:** When awarded a penalty kick, a player may kick for goal either from a place kick, drop Kick, or kick from a tee in line with the point of infringement. The kick must be taken within **60 SECONDS** from the time the team indicated the intention to kick on goal.

*Sanction: The Kick is disallowed if not taken within 60 Seconds*

**Value: 3 points**

**9.5 Drop Kick:** At anytime in general play the ball carrier may attempt a drop kick at goal.

Exception: The attempt may not be after a scrum or a free kick.

**Value: 3 points**

## **LAW 10 – FOUL PLAY**

**10.1** Foul Play is anything a person does within the playing enclosure that is against the letter and spirit of the Laws of the Game. It includes obstruction, unfair play, repeated infringements, dangerous play, trash talking, taunting, deliberate contact and misconduct which is prejudicial to the game.

(Match organizers will decide upon what provisions are required if a player is sent off in a festival.)

*Sanction: Penalty kick at the place of infringement or where play would have restarted*

**10.2** All players must respect the authority of the referee. They must not dispute the referee's decisions. They must stop playing at once when the referee blows the whistle except at starts and restarts.

*Sanction: Penalty kick at the place of infringement or where play would next restart*

### **10.3 Yellow and Red cards**

(a) Temporary suspension **YELLOW CARD** (sin-bin for a period of five minutes for a 40 minute match and two minutes for a 20 minute match) may be used for, **BUT IS NOT LIMITED TO** the following incidents:

- Blatant disregard for the Laws
- Continued Law infringements
- Back talk, dissent or abusive language to the referee or to provoke opposition players
- Repeated contact infringements
- Fighting
- Cynical infringements

(b) The referee may send off (**RED CARD**) a player and dismiss that player for the remainder of the game if they deem the offence to be serious enough. A player who is sent off shall take no further participation in the current game or any other scheduled games for that day.

**10.4** A player who is guilty of misconduct shall be penalized if they:

- Trip, kick or strike another player
- Effect, or attempt to effect a tackle, by making contact with any part of an opponent's body intentionally, recklessly or carelessly
- Deliberately break the Laws of the Game



- Use offensive or obscene language
- Dispute the decision of the referee
- Re-enter the field of play without the permission of the referee
- Behave in any way contrary to the true Spirit of the Game
- Deliberately obstruct/impede an opponent who is not in possession of the ball

**10.5** There is strictly no contact allowed between players other than tags, rucks, mauls, scrums, and competing to gain possession of a loose ball. Both attackers and defenders must avoid contact with each other at all times. When competing to gain possession of a loose ball, players must not use their body to forcibly block out the opposition player. The ball carrier must also not deliberately charge into defenders and defenders must not deliberately block the progress of the ball carrier or any other attacking player in any way whatsoever. **A Tag shall not be attempted by diving or by a player leaving their feet.** A defender must, in the referee's opinion, be attempting to make a tag and not be deliberately impeding the progress of the ball carrier, or any other attacking player, with any part of their body or they risk being penalized. Any player that initiates contact should be penalized.

*Sanction: Penalty kick*

**10.6 Obstruction:** An attacking player must not prevent a defending player from executing a tag by running behind their own team mates causing an obstruction. A player must not intentionally prevent an opponent from having the opportunity to play the ball, other than by competing for possession. An offside player must not intentionally obstruct an opponent or interfere with play.

*Sanction: Penalty kick*

**10.7 Dangerous Play:** A player must not physically or verbally abuse anyone. Physical abuse includes, but is not limited to, biting, punching, contact with the eye or eye area, striking with any part of the arm (including stiff-arm tackles), shoulder, head or knee(s), stamping, trampling, tripping or kicking. Except in a scrum, ruck or maul, a player must not hold, push, charge or obstruct an opponent.

**10.8 Unfair Play:** A Player may not INTENTIONALLY knock, place, push or throw the ball with arm or hand from the playing area.

*Sanction: Penalty kick*

**10.9 Sanctions for Infringements of Foul Play:** In most cases, a Penalty Kick will be awarded to the team that did not cause the infraction. When the Foul Play is more serious or interferes with a Player's ability to make a Try, the following Sanctions shall be imposed:

(a) Any player who infringes any part of the Foul Play Law must be advised of their conduct and cautioned and/or temporarily suspended (YELLOW CARD), or sent-off (RED CARD).

(b) A player who has been cautioned and temporarily suspended who then commits a second offence must be sent-off (red card).

(c) When Foul Play prevents a probable Try, a Penalty Try shall be Awarded (7 Points)

**10.10 Repeated Infringements:** When different players of the same team repeatedly commit the same offense, the referee gives a general caution to the team and if they then repeat the offense, the referee temporarily suspends the player(s) who last committed the offense after the team was cautioned.

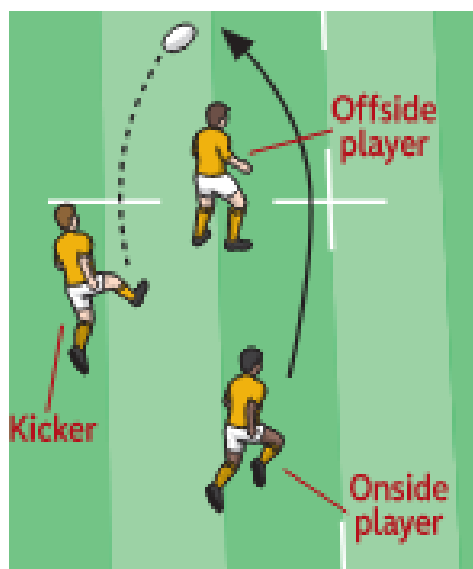
## LAW 11 – OFFSIDE IN GENERAL PLAY

**11.1** In general play, a player is offside if the player is in front of a team-mate who is carrying the ball, or in front of a team-mate who last played the ball. Offside means that a player is temporarily out of the game. Such players may be penalized if they take part in the game before they become onside.

*Sanction: Penalty kick awarded to the non-offending team*

**11.2 During the Kick Off:** A player is offside if the player is in front of a team-mate who is doing the kick off AND they gain the advantage of their position by :

- (a) Retrieving the Ball before the defending team
- (b) Cause the Defending Team to change their attack because of the position of the offside player
- (c) Being the first player of the attacking team to arrive at the location of the ball and make a tag
- (d) No other team mate has put them on-sides by being ahead of them in the attack



If the Referee decides that the offside player does not provide an advantage to the kicking team, he may allow play to continue.

*Sanction: Penalty kick awarded to the non-offending team at the center of the field.*

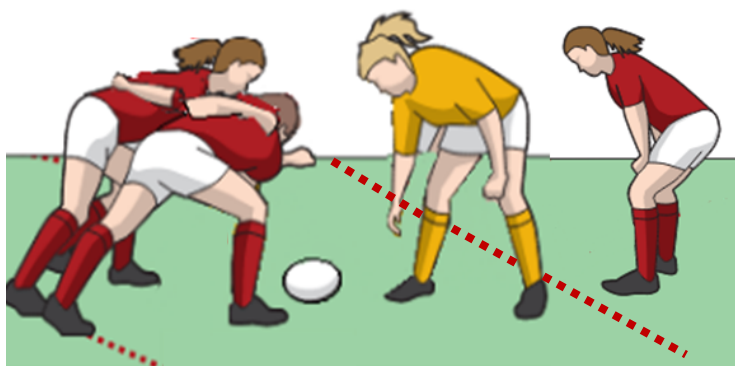
**11.3 A Kick in General Play:** A player is offside if the player is in front of a team-mate who kicked the ball and they fail to retire immediately behind an onside team-mate and instead continue to run forward before being put onside.

*Sanction: Choice of Scrum where the kick occurred or Penalty Kick at the position of the Offender nearest where the ball lands*

**11.4 During a Ruck, Maul, or Scrum:** A player who is offside during a ruck, maul or scrum remains offside even when the Ruck Maul or Scrum has ended until they IMMEDIATELY retire behind the offside line or the opposing player carries the ball 5 Meters or the opposing player kicks the ball. An offside player may be penalized if that player :

- (a) Fails to retire without undue delay
- (b) Interferes with play; or
- (c) Moves towards the ball.

*Sanction: Penalty*

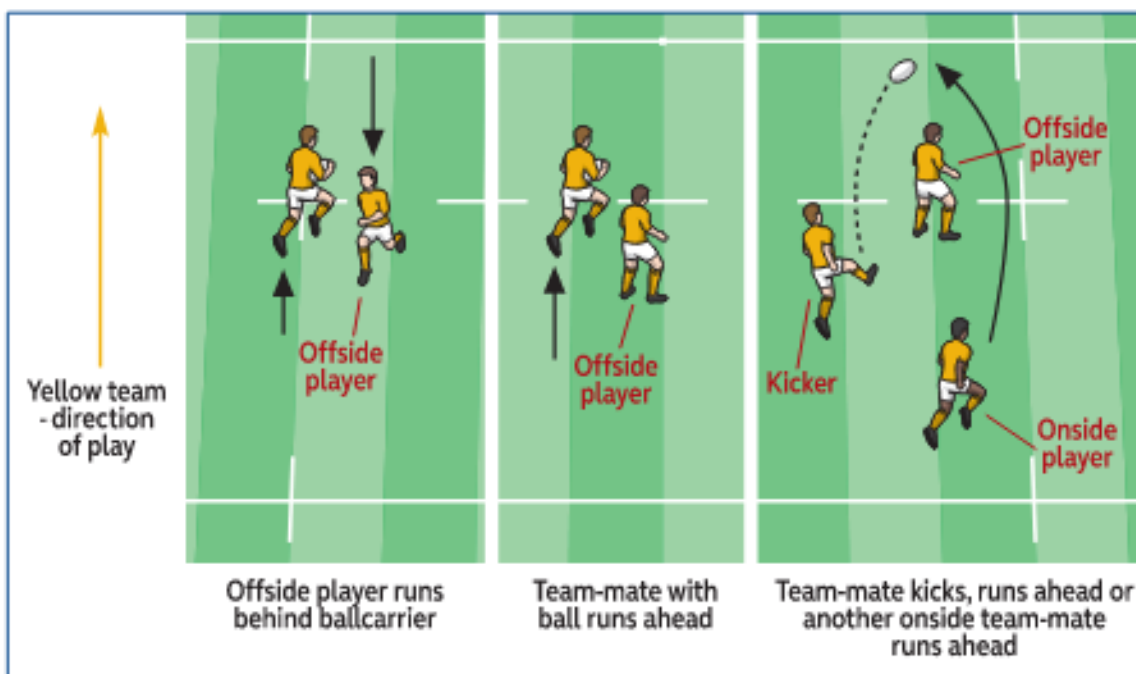


**OFFSIDES AT A RUCK**

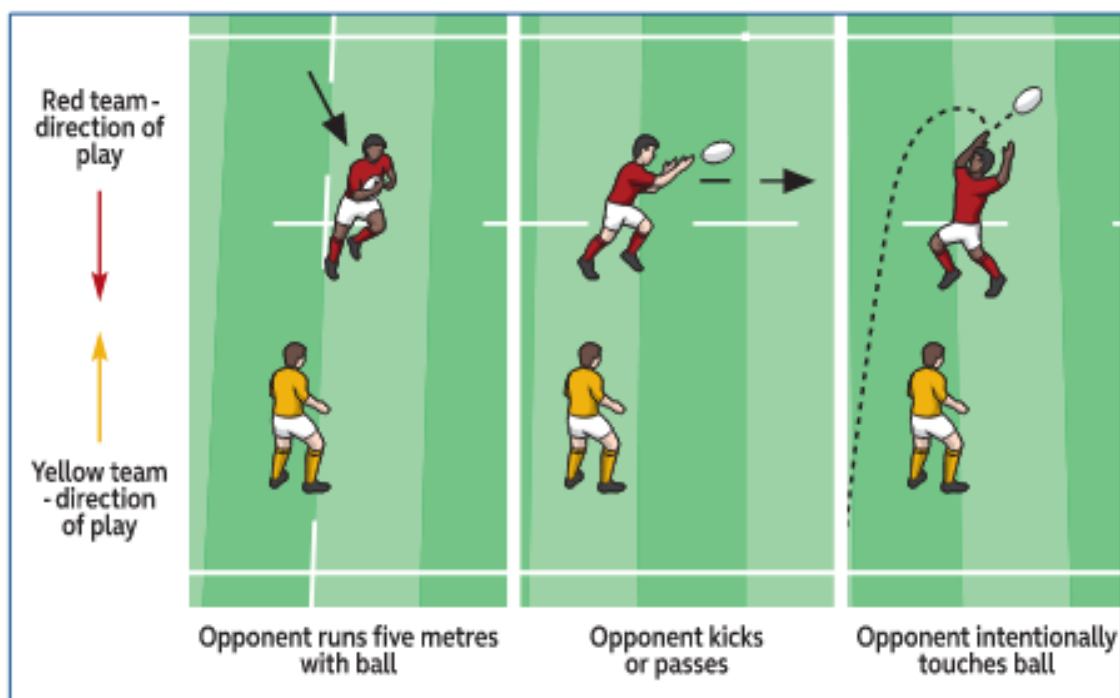
**11.5 Putting a Player Onside:** A Player who is offside at a kick and moves forward before being put onside cannot be made onside. Otherwise, a Player can be put Onside in one of the following ways:

- (a) When the player retreats behind a team mate who is onside
- (b) When the kicker, or any other team mate who is onside, runs past the offside player who did not move forward, that player is put onside.
- (b) When an opponent does one of the following:
  1. Carries the ball five meters
  2. Passes the ball
  3. Kicks the ball
  4. Intentionally touches the ball having failed to catch it

These actions by the opposing team will put the player onside.



*Player made onside by team-mate*



*Player put onside by opponents*





**11.6 Accidental Offsides:** A player is accidentally offsides if the player cannot avoid being touched by the ball or by a team-mate who is carrying the ball. For example, a player kicks the ball forward and the ball hits a teammate who is in front of the play not looking. If the offending team gains an advantage should play stop.

*Sanction: Scrum at location of infringement.*

**11.7 Retreating or Retiring:** In order for a Player to become on-sides, they must demonstrate moving in the direction of their on-sides line. A player who does not retreat or retire as indicated is still considered off-sides even if an on-sides teammate has passed them.

## LAW 12 – KNOCK-ON AND THROW FORWARD

**12.1** A knock-on occurs when a player loses ball possession, or contacts the ball with a hand or arm, and the ball goes forward to touch the ground or another player before this player gains, or regains, possession.

*Sanction: Scrum to the Non Offending Team at the place of infringement*

**12.2 Intentional Knock vs. Unintentional Knock:** An intentional Knock-On occurs when a player intentionally hits the ball with their hand or arm to keep the opposing team from catching the ball.

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

An unintentional Knock-On is if, in the act of trying to catch the ball, the player knocks on provided that there was a reasonable expectation that the player could gain possession.

*Sanction: Scrum to the Non Offending Team*

**12.3.** The ball is **NOT** knocked-on and play continues if:

(a) A player knocks the ball forward immediately after an opponent has kicked it (charge down) UNLESS the player tried to catch the ball.

(b) A player rips or knocks the ball from an opponent and the ball goes forward from the opponent's hand or arm

**12.4** A throw forward occurs when a player throws or passes the ball forward.

*Sanction: Scrum awarded to the non-offending team*

## LAW 13 – STARTS, RESTARTS AND KICKS

**13.1** Kick-offs are used to start each half of the game. Restarts are taken as kick-offs and occur after a score. All kick offs are Drop-kicks. If the ball does not touch the ground before being kicked, a sanction is imposed.

**\*\*For U7 and U9, a kick-off may be a Place Kick in lieu of a Drop Kick.\*\***

*Sanction: The non-kicking team has the option of the kick being retaken or a scrum.*



### 13.2 How the kick-off is taken

- (a) Kick-offs are taken at, or behind, the center of the half-way line.
- (b) The players from the kicking team must be behind the ball when it is kicked otherwise those players are offside.
- (c) From a kick-off the ball must travel forward at least ten meters before it can be played by the kicking team.

**\*\* The players of the team that kicked off may not take possession of the ball until it has been touched by the receiving team, or until the ball has gone at least ten meters\*\*.**

*Sanction: The non-kicking team has the option of the kick being retaken or a scrum.*

- (d) The receiving team must be positioned at or behind the 10 Meter Line.

*Sanction: Re-Kick*

### 13.3 Where the ball lands from a Kick-Off

- (a) If the ball lands in the Field of Play and bounces into Touch, a Lineout will be awarded to the receiving team at the point the ball went into Touch.
- (b) If the ball goes directly into Touch **WITHOUT** touching the ground, the receiving team can choose one of the following:
  - 1. Re-take the Kick
  - 2. Scrum at the Center of the Field
  - 3. Lineout to the Receiving Team where the ball reaches the Touchline or on the half-way line (whichever is nearer to the kicker's goal) 5 Meters from the Touch Line.

(c) If the ball lands in the receiving teams Try Zone without being touched by the receiving team or is caught by the receiving team in their Try Zone, and they immediately ground the ball, a Scrum will be awarded to the receiving team at the Center of the Field. If the ball is caught by the receiving team in the Try Zone, or the receiving team picks up the ball to play it, the Referee will call "Play On".

**13.4 22-Meter Drop.** Play is restarted with a 22-metre drop-out when an unsuccessful penalty goal or dropped goal attempt is grounded or made dead in in-goal by the defending team, or the ball goes dead through in-goal from one these attempts. A 22-metre drop-out is performed as a drop kick anywhere on or behind the defending team's 22-meter line and must cross the 22-metre line.

*Sanction: The non-kicking team has the option of the kick being retaken or a scrum.*

**13.5 Goal Line Drop.** Play is restarted with a goal line drop-out when the ball is played or taken into in-goal by an attacking player and is held up by an opponent, when an attacking kick (*other than a kick-off, restart kick following a score, drop goal, drop-out or penalty attempt*), is grounded or made dead in in-goal by the defending team, or when an attacking player knocks on in the opponents' in-goal.

### 13.6 Drop-Out

- (a) Is taken at the location specified in the table.

*Sanction: Scrum.*



(b) Must be taken without delay.

*Sanction: Free-Kick*

(c) the drop out MUST NOT go directly into touch.

*Sanction: The opposing team chooses one of the following:*

*(a) The drop-out being retaken*

*(b) Scrum at the Center of the 22*

*(c) Lineout on the 22 at 5 Meters from the Touch Line where the ball went out.*

### 13.7 The Opposition Players

(a) Must not advance in front of the sanction line before the ball is kicked.

*Sanction: Free Kick*

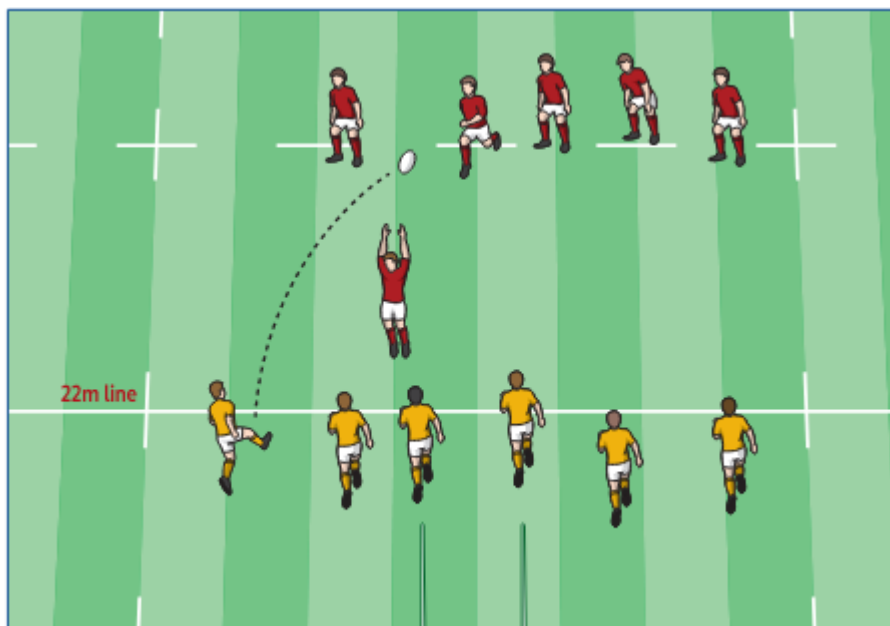
(b) The Opposition who is in front of the sanction line, may not delay or obstruct the drop-out

*Sanction: Penalty*

(c) Must be on their side of the 22 and not prevent the ball from crossing the 22.

**13.8 The Kicking Team.** The team-mates of the kicker must be behind the ball when it is kicked. Those who are in front of the ball when it is kicked may be sanctioned unless they retire and do not interfere with play until they are put on sides.

*Sanction: Scrum.*





## **LAW 14 – BALL ON THE GROUND (NO “TAG”)**

**14.1** When a team causes the ball to go to ground legally, either team can regain possession and play on. If contested, the referee must quickly declare which team has won the ball, “White ball!”. If the referee cannot decide, then a scrum is awarded to the attacking team. Players cannot dive dangerously, shove other players away, or fall on top of the ball to kill the play. Players may kick the ball as long as it is not dangerous play.

**14.2** If the ball carrier accidentally falls or slips to the ground while in possession of the ball (this includes if the knee or elbow touches the ground) they must get up to resume play. Player may not be tagged when they are on the ground. The Player must be allowed to get back on their feet before a tag can be made.

**14.3** If the ball is intentionally placed on the Ground by the player carrying the ball, the ball is still in play and may be retrieved or played by anyone. If this occurs instantly after a tag, a one meter “tag zone” is created and players may approach the ball thru their gate.

## **LAW 15 – TAG**

**15.1** A “tag” occurs when the Ball Carrier is tagged by an opponent with two hands from the waist to the knees. Excessive force must not be used when making a tag. Taggers must be on their feet and ball carriers may not leave their feet to avoid a tag. The exception is when the defense is already stationary for a reasonable time before the arrival of the ball carrier whereupon the ball carrier may not continue moving and colliding with the defense.

*Sanction: Penalty Kick*

**15.1.a** If the Ball Carrier is standing still and is tagged, they may not move from their stationary position. They may either immediately “Ruck” or pass the ball.

*Sanction: Penalty Kick*

**15.2** Following a “tag” the Referee will yell “**TAG!**”. If the Referee determines that a tag has not taken place, for example if the player used one hand, or the tag was too high, the Referee may yell “NO TAG” or “PLAY ON”.

**15.3** When “TAG” is called, all opposition players must separate a minimum of one meter from the Ball Carrier. If they Try Line is closer than one meter, the opposition may stop at the Try Line, but not in a way that would interfere with play or obstruct opponents causing a collision.

The player making the “tag” may not attempt to any of the following:

- (a) They may not pull the ball from the carriers hand
- (b) They may not impeded the tagged players ability to Ruck, Ground, or Pass the ball from the tag.



(c) The player making the “tag” may not intercept the ball and may not touch or retrieve the ball from the tagged player.

(d) The tagger must move away to **a neutral position\*\*** unless the tagged player calls a “Ruck” then the person who made the tag must engage in the Ruck.

*Sanction: Penalty Kick*

**\*\*Neutral Position** is defined as a position in any direction where the player is not blocking the passing or running lanes and not purposely moving towards supporting players. Tagger may move from the neutral position when the ball leaves the ball carriers hands.

### 15.3.1 Player Responsibilities after a Tag:

(a) The Tagger MUST:

1. Immediately release the ball and the ball-carrier
2. Immediately move away from the tagged player and from the ball
3. Be on their feet
4. Allow the tagged player to release or play the ball.

*Sanction: Penalty Kick*

(b) The Tagged Player MUST:

1. Make the ball available so that play can continue by rucking, passing or grounding the ball.
2. Be on their feet
3. Not hold the ball waiting for support.

If the Ball is not played immediately after a Tag, the Referee shall yell “TOO LONG!”

*Sanction: Scrum to the Non Offending Team*

### 15.4 Options following a Tag: A player who has been tagged may do the following IMMEDIATELY:

(a) Ruck Ball

(b) Pass the Ball from the Tag. (The Tagged player may continue to run a few steps **ONLY IF they had been in motion at the time of the Tag** while passing the ball)

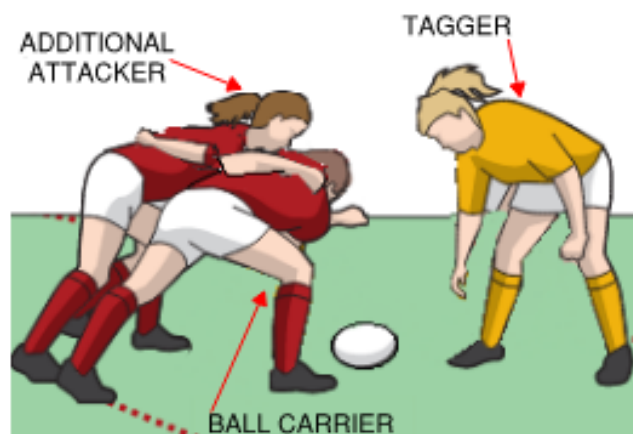
(c) Ground the Ball

(d) The ball may **NOT** be kicked after a Tag.

*Sanction: Scrum to the Non Offending Team*

**15.4.a Ruck Ball:** Following a Tag, player may crouch forward and place the ball on the ground under them declaring a “Ruck!”. The Ball carrier must call a ruck immediately after being tagged. The defender who made the tag must join the ruck with the tagged player and one other attacker. If the ball carrier has separated from the tagger, another defender must join the ruck instead of the tagger. Other players, must get behind the ruck indicated by being behind the foot of the last player in the ruck. If play continues before they do so they must continue to retire and not interfere with play or obstruct opponents.

*Sanction: Penalty Kick*



The Defending Team is **REQUIRED** to have **ONE PLAYER** join the Ruck. The Attacking Team is **REQUIRED** to have **TWO PLAYERS**. It is up to the Defending Team to see whether or not they can gain an advantage by having the second player join the Ruck.

**15.4.a.1 Ruck Ball Turnover:** IF a Second Defender joins the Ruck **SIGNIFICANTLY** before the Additional Attacker, then possession of the Ball will be turned over to the Defending team. **The Referee Signals Turnover and Defending Team takes possession.**

**15.4.a.2 Actions for a Ruck Ball from a Tag:**

- (a) No player may prevent the Tagged Player from rucking the ball.
- (b) Players may only move after the ball has left the Scrum half has played the ball.

**15.4.b Pass Ball from the Tag:** Following a Tag, player may pass the ball. Players are expected to retire from the ball carrier allowing a meter of space. If the defenders team, including the tagger, does not attempt to retire, "NOT A METER" will be declared and penalty imposed. If the defenders are retiring and the ball carrying team continues play with the defending team having no opportunity to retire further they will not be penalized.

*Sanction: Penalty Kick*

**15.4.b.1 Actions for a Pass Ball from a Tag:**

- (a) No player may prevent the Tagged Player from passing the ball.
- (b) Neither Offensive or Defensive players may be inside the meter before the ball is passed.
- (c) Entry into the meter can only occur once the ball has left the Tagged Players hands.
- (d) Players may only move after the ball has left the Tagged Players hands.

**15.4.c Ground the Ball:** Following a Tag, a player may ground the ball. Neither the player that made the tag nor the player that was tagged may pick up the ball. If the ball is grounded instantly, a tag zone is created and other players must come thru their gate to retrieve the ball.

*Sanction: Penalty Kick*

**15.5 “Tag” In-Goal:** If the ball carrier is tagged in-goal before the ball carrier starts to touch the ball down the attacking team shall be awarded scrum at 5 Meters from goal line.

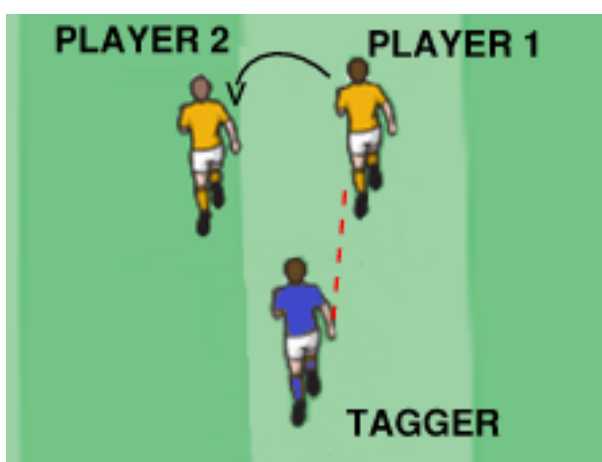
**15.5.1 “Tag” In-Goal In Motion:** If the ball carrier is in motion of grounding the ball when the tag occurs, the tag may not impede the ball carrier from continuing the motion and a try is awarded.

**15.6** Players may not feign a tag.

*Sanction: Penalty Kick*

**15.7 Pass Back (1-2-1):** A player who is tagged (Player 1) and chooses to pass the ball from a tag to their team mate (Player 2) who is then also tagged, Player 2 may NOT pass the ball back to Player 1 but must instead pass the ball to another player (Player 3) as shown below. The Exception to this is that if Player 2 makes a long significant sprint before being tagged, they may pass the ball to Player 1 with the idea being that if this was a tackle play, the tackled player would have had enough time to recover and rejoin play in order to receive a pass.

*Sanction: Scrum to the Opposing Team*



*\*\*Pass Back may be allowed for U7 and U9 as these age groups are still developing passing skills.\*\**

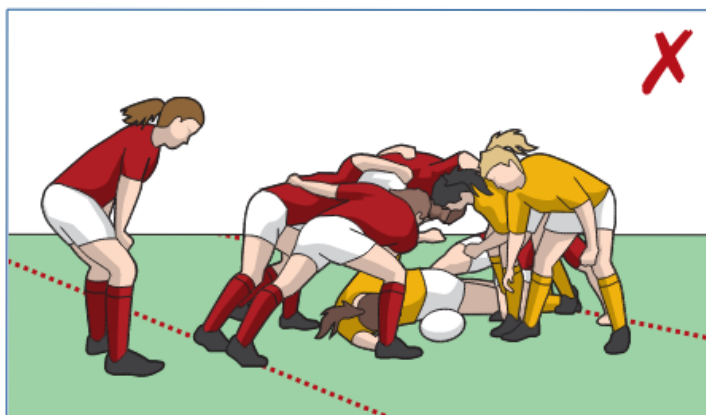
**15.8 Offsides at a Tag:** Offsides lines are established only when there is a Ruck at a Tag and shall follow the rules outlined in Law 11.4 and 16.2

## LAW 16 – RUCKS

**16.1** A ruck is formed when the Ball Carrier, in close proximity to a defender, declares “RUCK” and that defender must join the ruck. If Ruck is declared, **at least one player from each team are in contact**, on their feet and over the ball which is on the ground. A teammate must bind onto the ball carrier and the defender. Players must join the ruck or retire behind their offside line immediately.

IF a Second Defender joins the Ruck **SIGNIFICANTLY** before the Second Attacker, then possession of the Ball will be turned over to the Defending team. **The Referee Signals Turnover and Defending Team takes possession.**

**16.2 Offside at a Ruck:** Each team has an offside line that runs parallel to the goal line through the hindmost point of any ruck participant. If that point is on or behind the goal line, the offside line for that team is the goal line.



At a ruck, the offside line runs through the hindmost point of the hindmost player of either team. The player in the yellow jersey on the right-hand side is offside.

*(See Law 11 for Offsides)*

**16.3** Once a ruck has formed, no player may handle the ball other than a player on the ball carrier’s team who acts as a scrum half.

*Sanction: Penalty Kick*

**16.4** Players may not return the ball to the ruck or take any action to make the opponents believe that the ruck as ended when it has not.

*Sanction: Penalty Kick*

**16.5 Ending the Ruck:** The Ruck has ended when the ball is available to be played, the referee calls “use it”, after which the ball must be played away from the ruck within five seconds.

*Sanction: Scrum.*





## LAW 17 – MAULS

**17.1** A maul can only be formed on the Field of Play when the following steps have been taken:

- (a) Ball Carrier must first declare “MAUL!” when in close vicinity of a defender before they are tagged
- (b) The maul must consist of the ball-carrier who has stopped and turned so their back is towards the direction of attack, a defender that binds on to the ball carrier at the hip, and at least one other player from the attacking team who will come up to the ball carrier take the ball and turn so their back is to the ball carrier which the ball carrier will bind on to at the hip.
- (c) The Maul may move towards the try line until a second defender joins the maul and binds onto the first defender at the hips.

**17.2 Joining a Maul.** For Youth Tag, a maximum of two players from both the attacking and defending team are allowed to join a Maul. A defender is considered to have joined the maul when they have done so from an on-side position and placed both hands on the hips of their teammate. All other players not part of the Maul must get on-sides.

**17.3 Offsides at a Maul.** A player is offside at a maul when they attempt to join a maul before becoming on-sides or do not retire behind their offside line immediately once a Maul has been declared.

*Sanction: Penalty*

**17.4 The Attacking Team During a Maul.** The Ball Carrier in a Maul makes the ball immediately available to their teammate who takes the ball from ball carrier and turns around to allow the former ball carrier to bind on to them. A third player from the ball carriers team may take the ball from their teammate and make a play ONLY AFTER the Ball Carrier and the second player have been bound together. If the two attackers have joined before the second defender has joined, then they may start walking towards the try line. They must stop when the second defender has arrived. The referee will announce “STOP WALKING!” when this occurs.

**17.5 The Defending Team During a Maul.** Once a Maul is declared, the defending player must immediately bind on to the Ball Carrier. A second defender must join the Maul in order for the Maul to be ended. If both defenders are bound in the maul significantly before the attacking teams support then it is a turnover.

*Sanction: Scrum to Defending Team*

**17.6 Ending a Maul.** A Maul is ended when two players from each team have joined the Maul. The player in possession of the ball at this time must hand off the ball or play the ball to any on-side player. The ball carrier must play the ball immediately after the Referee declares the Maul to be over.

*Sanction: Scrum to Defending Team*

If a player either accidentally or intentionally falls during a maul thereby ending the maul, it becomes a turnover

*Sanction: Scrum to Non-Offending Team*



## LAW 18 – MARKS

*Marks do not typically exist in Tag.*

## LAW 19 – TOUCH AND LINEOUT

**19.1** The field of play has side boundaries known as touchlines. When the ball reaches a touchline, the ball is in touch and becomes dead. The ball is in touch during the following scenarios:

- (a) The ball touches the touchline
- (b) The ball crosses OVER the touchline
- (c) The ball carrier touches the touchline or the ground beyond the touchline

**19.2** When the ball is in touch the referee awards a Lineout to the team who did not carry or put the ball into touch five meters from the touchline on the line of touch.

**19.3** A player in possession of the ball may not deliberately throw the ball out of the field of play.

*Sanction: Penalty Kick*

**19.4 Lineouts:** Lineouts are used at all ages except for U7 and may be “Contested”, or “Uncontested”. An “Uncontested” Lineout allows the team that is doing the throw-in to receive the ball without interference from the other team. **Lifting in Lineouts will not be allowed in Youth Rugby.**

*Sanction: Re-Throw*

A Contested Lineout allows both teams to attempt to receive the ball regardless of the team throwing it in. The ball must be thrown straight and reach the 5 Meter line before it hits the ground or is played.

*Sanction: Option of lineout or scrum. If the lineout is chosen and the ball is again not thrown straight, a scrum is awarded to the team that originally threw in the ball.*

AGE GROUP	LINEOUTS
U7	NO
U9	YES – UNCONTESTED
U11	YES – CONTESTED
U13	YES – CONTESTED
U16	YES – CONTESTED
U19	YES – CONTESTED

### 19.5 Lineout Positioning:

(a) A minimum of two players from each team are required to form a lineout. There is also a thrower and a scrum half for both teams. All other players must be 10 meters back.

(b) The Thrower of the team awarded the lineout stands in touch at the mark of touch while an opposition player stands between the touchline and five meters in.

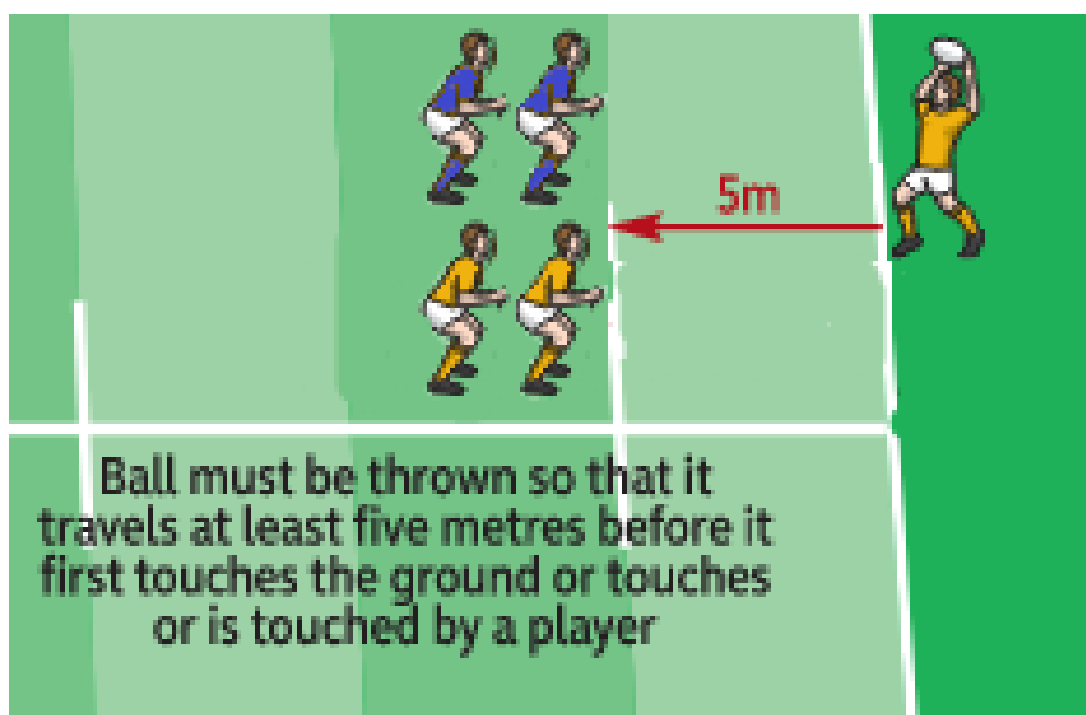
- (c) The receivers must be a minimum of 5 meters back from the touch line.
- (d) The non-throwing team must have a player between the touchline and the 5 meters
- (e) The player throwing in the ball stands on the mark of touch with both feet outside the field of play.  
The thrower must not step into the field of play until the ball has been thrown.

*Sanction: Option of lineout or scrum. If the lineout is chosen and the ball is again not thrown straight, a scrum is awarded to the team that originally threw in the ball*

- (f) The thrower must not pretend to throw the ball

*Sanction: Penalty Kick*

The Lineout is not over until the ball leaves the lineout.



**19.6** Where the game is restarted with a lineout and which team throws in is determined as follows :

EVENT	LOCATION OF LINEOUT	WHO THROWS IN
A player, in their own half, kicks the ball indirectly into touch in the opposition's 22. Either the team did not take the ball into their half, or a tackle, ruck or maul took place within the half, or an opponent touched the ball within the half. This variation does not apply at a kick-off or any type of restart kick.	Where the ball reaches the touchline. The kicking team.	The Kicking Team.



The ball-carrier goes into touch or kicks the ball indirectly into touch (other than kicking from inside their own half into touch in the opposition's 22).	Where the player or ball touches the touchline or the ground beyond it.	The opposition.
The ball-carrier goes into touch or kicks the ball indirectly into touch.	Where the player or ball touches the touchline or the ground beyond it.	The opposition.
A player unintentionally knocks, passes or throws the ball into touch.	Where the ball reaches the touchline.	The opposition.
The ball hits a player and goes directly into touch.	Where the ball reaches the touchline or at the point on the touchline closest to where the ball hit the player, whichever is nearer to that player's goal line.	The opposition.
The ball hits a player and it bounces into touch	Where the ball reaches the touchline.	The opposition.
The ball goes directly into touch from a kick-off or restart kick following a score.	If the touch option is taken, the throw is where the ball reaches the touchline or on the half-way line, whichever is nearer to the kicker's goal line	The non-kicking team.
The ball goes directly into touch from a 22 drop-out.	If the touch option is taken, then the throw is where the ball reaches the touchline or on the 22-metre line, whichever is nearer to the kicker's goal line.	The non-kicking team.

**19.7 Offsides at a Lineout:** Until the ball is thrown in, and has touched the player or the ground, the offside line for lineout players is the mark of touch. Players not participating in the lineout must remain at least 10 meters from the mark of touch on their own team's side or behind the goal line if this is nearer. If the ball is thrown in before a player is onside, the player will not be liable to sanction if the player immediately retires to the onside position. The player cannot be put onside by the action of any other player.

## LAW 20 – SCRUM

**20.1** The purpose of a scrum is to restart play after a minor infringement or stoppage. When the game is restarted with a scrum the following identifies possession:

INFRACTION/STOPPAGE	LOCATION OF SCRUM	WHO THROWS IN
A knock-on or throw forward	At the point closest to the place of infringement.	The non-offending team
Incorrect throw at a lineout	15 meters in from the mark of touch.	The non-offending team



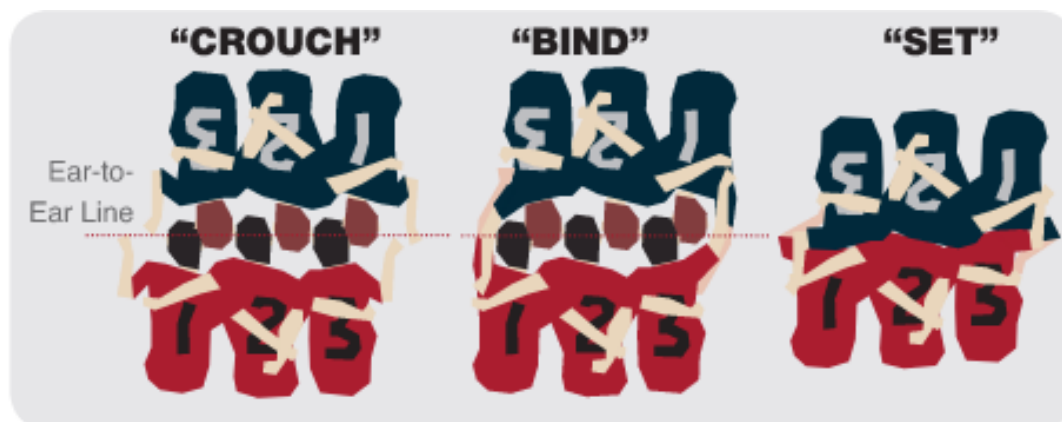
A penalty or free-kick (scrum option)	At the point closest to where the infringement took place. 5 Meters from Try Line.	The non-offending team
The ball is taken into in-goal by the defending team and made dead.	At the point closest to where the ball was made dead.	The attacking team
An incorrect kick-off or restart kick (scrum option)	At the middle point of the Field at the half-way line.	The non-kicking team
The ball or ball-carrier touches the referee and either team gains an advantage.	At the point closest to the incident.	The team that last played the ball
Stoppage due to injury.	At the point where the ball was last played	The team last in possession
Reset scrum – no infringement.	Where the original scrum took place.	The team originally awarded the scrum
The referee awards a scrum for any other reason not covered in law.	At the point closest to the place of stoppage.	The team that was last moving forward or, if neither team was moving forward, the attacking team
The ball carrier is tagged in end goal before attempting to ground the ball.	At the point closest to where the infringement took place 5 Meters from the Try Line	The attacking team.

**20.2** A scrum is formed at the mark indicated by the Referee. Each team has 3 players engage in the scrum those players consist of one Hooker and two Props. The Hooker binds with both arms to the Props, and the Props each bind on to the Hooker. The two teams face each other and, when directed by the Referee, will follow these commands:

(a) **“CROUCH!”**: All players in the Scrum adopt a crouched position if they have not already done so. Their heads their heads are to the left of their opposite position and their heads and shoulders are no lower than their hips.

(b) **“BIND!”**: All Players connect with their heads to the left of their immediate opponents’, so that no player’s head is touching the neck or shoulders of an opponent and the Props from each team bind together by grabbing the backside of their opponents jersey.

(c) **“SET!”**: The two front rows engage so their heads are beneath their opposition’s shoulder with shoulders in contact to the shoulders of their opposition. The Scrum-Half places the ball into the scrum near the foot of the Hooker



Once the Scrum-Half places the ball, they move behind the Hooker. The Hooker then rolls the ball backward so it is available for the scrum-half who then picks up the ball. The action of moving the ball successfully out of the Scrum ends the Scrum and play resumes.

**20.3** All players not participating at the scrum remain at least five meters back from the scrum.

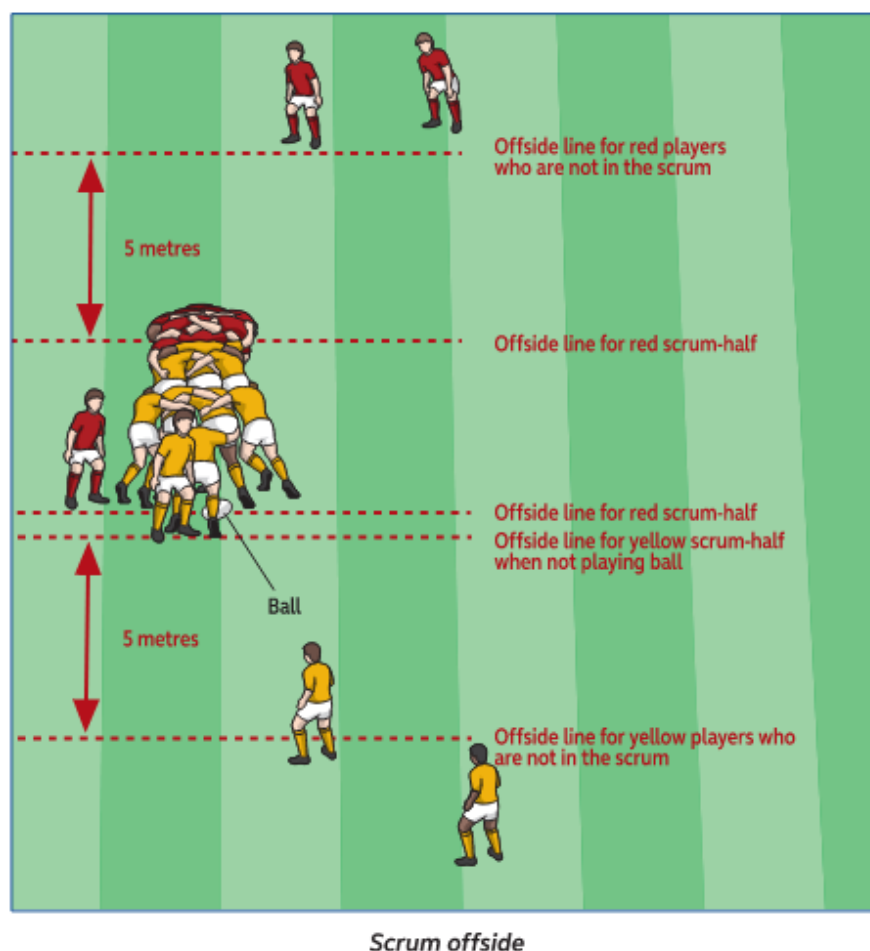
**20.4** In the Youth Tag Leagues, all Scrums are uncontested and are performed by each group as follows:

AGE GROUP	SCRUM
U7	NO. <i>May be agreed to for Learning Purposes</i>
U9	YES
U11	YES
U13	YES
U16	YES
U19	YES

**20.5 Offsides at a Scrum:** The scrum-half of the team not throwing in the ball stands on that team's side of the middle line next to the opposing scrum-half. All players not participating at the scrum remain at least five meters behind the hindmost foot of their team.

*Sanction : Penalty.*

As soon as the scrum ends, offside lines no longer apply.



## LAW 21 – PENALTY AND FREE KICKS

**21.1** Penalty and free kicks are awarded to the non-offending team for infringements by their opponents. Penalty kicks are taken from the place of infringement unless otherwise provided for in the Laws.

(a) A team awarded a penalty or free-kick may instead choose a scrum.

(b) A team awarded a penalty or free-kick at a lineout may instead choose a lineout or a scrum at the same mark.

**21.2** When a penalty kick is awarded for an infringement in in-goal, the mark for the penalty kick is in the field of play, five metres from the goal line. Match organizers may decide to vary this distance according to the size of the field of play.

**21.3** The opposing team must immediately run towards their own goal line until they are at least ten metres away from the mark for the penalty kick or until they have reached their goal line if that is nearer the mark.



*Sanction: Any further infringement by the opposing team results in a second penalty kick, ten meters ahead of the mark for the first kick. This mark must not be within five meters of the goal line. If the referee awards a penalty kick, the second penalty kick must not be taken before the referee has made the mark indicating the place of the sanction.*

**21.4** Even if the penalty kick is taken and the kicker's team is playing the ball, opposing players must keep running until they have retired the necessary distance. They must not take part in the game until they have done so.

*Sanction: Penalty kick*

**21.5** Quick Taps of the penalty kick are not allowed. The opponents team should be given fair opportunity to retire 10 meters. Any player that has not retired 10 meters prior to the Penalty Kick being taken must still retire before they may engage with the attacking team.

*Sanction: Re-Take the Penalty Kick*

**21.6** The opposing team must not do anything to delay the penalty kick or obstruct the kicker. They must not intentionally take, throw or kick the ball out of reach of the kicker or the kicker's team-mates.

*Sanction: Penalty kick ten meters from the mark for the original sanction*

## **LAW 22 – IN-GOAL**

**22.1** A player grounds the ball by holding the ball and touching the ground with it, in the in-goal. 'Holding' means holding in the hand or hands. No downward pressure is required. The ball may also be grounded by pressing the ball to the ground with any part of the hand, arm, or upper torso from the waist to the neck.

**22.2** When an attacking player who is onside is first to ground the ball in the opponents' in-goal or on the goal line, the player scores a try. This applies whether an attacking or a defending player is responsible for the ball being in the in-goal unless the attacking player has caused an infringement such as a "knock-on".

**22.3** When the ball-carrier grounds the ball in in-goal and simultaneously makes contact with the touch line (or the ground beyond), the ball is in touch in the field of play and a lineout is awarded to the opposition.

**22.4** If a team kicks the ball through their opponents' in-goal from the field of play into touch-in-goal or on or over the dead-ball line, the defending team has a choice of a 22 drop or a scrum at the point of the kick. If the kick was because of a kick at goal, it is a 22 drop.

**22.5** A penalty try is awarded if a try would probably have been scored but for foul play by the defending team.

**22.6** If the ball carrier is tagged before starting an attempt to ground the ball, the attacking team is awarded a scrum five meters from the try line in line with the location of the tag.





**22.7** When an attacking player carries the ball into the opponents' in-goal and it becomes dead there, either because it went into touch-in-goal or on or over the dead ball line, or the attacking player fails to score a try, a goal line drop-out is awarded.

**22.8** 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, a scrum is awarded to the non-offending team where the knock-on or throw forward happened.

**22.9** If the attacking team loses possession of the ball and it goes to ground in the field of play and subsequently moves into the opposition team's in-goal and is made dead, then a scrum is awarded to the non-offending team five meters from the goal line or at the place of infringement, whichever is furthest from the goal line.

**22.10** If an attacking player commits a minor infringement in the in-goal (ie: forward pass or knock on), play is restarted with a goal line drop kick.

**22.11** If a player commits an act of foul play in the in-goal and a try is not probable, the resultant penalty kick will be awarded where the game would have restarted.

*Sanction: Penalty kick at the place where the game would have restarted*