

7. The Field

The field is a rectangle 70 metres wide and 100 metres long. At each end of the field is an area called the in-goal. This is where tries are scored. The side lines are called the “touch lines”.

8. Scoring

Points can be scored in a number of ways:

- Try – When a player grounds the ball in his opponent’s in-goal area (5 points)
- Conversion Goal – A conversion goal is attempted only after a try has been scored (2 points)
- Penalty Goal – A goal scored from a Penalty Kick (3 points)
- Dropped Goal – A goal scored from a drop kick in general play (3 points)

8. Pass and Knock-on

The ball is transferred from one player to another by a pass. A pass may be made backwards to players of the same team. A forward pass is not permitted. If a player drops the ball forward (called a knock-on) play is stopped.

9. Advantage

When a team infringes a Law of the game and the other team gains or has possession, the Referee may play on to allow the other team to try to gain an advantage. Where an advantage is not gained the Referee will play a scrum or award a Penalty or Free Kick.

10. Free and Penalty Kicks.

When a team infringes a Law (except a forward pass or knock-on), and the other team is unable to gain an advantage, the Referee will award a Free Kick or Penalty Kick. Free Kicks are awarded for “technical” infringements and the Referee will signal these with a “bent arm”. Penalty Kicks are for more serious infringements such as off-side, foul or dangerous play and the Referee signals these with his arm pointing upwards at 45 degrees. For Free and Penalty Kicks the infringing team must go back 10 metres from where the kick is awarded.

11. Scrum

When play is stopped for a minor infringement (a forward pass or knock-on), it is restarted by a scrum made up of the 8 forwards from each team. At a scrum, the ball is rolled into the tunnel between the opposing “packs” by the scrum half (No. 9) and hooked back by a player from either side. At a scrum, all players not in the scrum must be behind the back of their side of the scrum, otherwise they are off-side.

12. Tackle

When a player is running with the ball he may be “tackled” by an opposing player. When a player is tackled (brought to the ground and held), he must release the ball so that both teams can contest possession. Players must be on their feet when contesting possession.

13. Rucks & Mauls

Rucks and mauls are used to compete for the ball and to keep the game flowing. A ruck is formed when one player from each team comes into contact over the ball when it is on the ground. A maul is formed between opposing teams in a similar way to a ruck, except that the ball remains in the hand, as opposed to being on the ground. At a ruck or maul, all players not in the ruck or maul must be behind the back of their side of the ruck or maul, otherwise they are off-side.

14. Lineout

When the ball is kicked, bounces or is carried into touch (the side boundaries) it may be brought back into play by a quick throw or at a formed lineout. In a lineout, the ball is thrown down the centre of the two lines of forwards to the players selected for their jumping skills.

At a lineout, all players not in the lineout must be 10 metres back from the lineout until it is over; otherwise they are off-side.

15. Foul Play

No foul play, either dangerous or against the spirit of the game, is tolerated. A Penalty Kick is awarded for foul play and a player may be sin binned for 10 minutes. In extreme cases a player can be sent from the field for the remainder of the game.

16. Off-side

In general play a player is off-side if he is in front of a team mate who is carrying the ball or he is in front of a team mate who last played the ball. These players cannot participate in the game until they are made on-side.