

Veterans Rugby Queensland

Laws of the Game

Over 35's Edition

2016



FOREWORD

The Veterans Rugby Laws embody and reflect the spirit of Veterans Rugby. The aim of the Laws and the variations described in this booklet are to provide a less competitive version of the game in which player enjoyment is maximised and the possibility of injury is minimised. The cynical disregard of the laws of the game, dangerous or overly vigorous play and unsportsmanlike behaviour are not part of the Veterans ethos. The World Rugby (formerly IRB) 'Laws of the Game of Rugby' also apply to Veterans but are modified by the variations described in this book.

The Spirit of Veterans Rugby

The spirit of Veterans Rugby is epitomised in the motto "Fun, Friendship and Fraternity". This international motto is the central theme of every game of Veterans Rugby.

Our own motto is "Maximum Enjoyment, Minimum Harm"

THE REFEREE IS THE SOLE JUDGE OF FACT, LAW AND GOOD TIMES. NO DISCUSSION OR ABUSE, IS WARRANTED, WANTED OR NEEDED.

Responsibility

Rugby Union is a sport which involves physical contact. Any sport involving physical contact has inherent dangers. It is very important that players play the Game in accordance with the Laws of the Game and be mindful of the safety of themselves and others.

It is the responsibility of players to ensure that they are physically and technically prepared in a manner which enables them to play the Game, comply with the Laws of the Game and participate in accordance with safe practices.



Charter

Incorporating World Rugby's Values but subject to Veteran Rugby variations

The Charter covers the basic principles of Rugby as they relate to playing and coaching, and to the creation and application of the Laws. It is hoped that the Charter, which is an important complement to the Laws of the Game, will set the standards for all those who are involved in Rugby, at Veterans level.

Introduction

The legend of William Webb Ellis, who is credited with first picking up the football and running with it, has doggedly survived the countless revisionist theories since that day at Rugby School in 1823. That the Game should have its origins in an act of spirited defiance is somehow appropriate.

SPIRIT

Rugby owes much of its appeal to the fact that it is played both to the letter and within the Spirit of the Laws. The responsibility for ensuring that this must happen, lies not with one individual – it involves coaches, captains, players and referees.

Rugby provides a unifying spirit that leads to life-long friendships, camaraderie, teamwork and loyalty which transcends cultural, geographic, political and religious differences

Principles of the Game

WORLD RUGBY

Integrity is central to the fabric of the Game and is generated through honesty & fair play

Integrity

It is through discipline, control and mutual respect that the Spirit of the Game flourishes and, in the context of a Game as physically challenging as Rugby, these are the qualities which forge the fellowship and sense of fair play so essential to the Game's on-going success and survival.

OBJECT

The object of the Game is that two teams, each of fifteen players, observing fair play, according to the Laws and in a sporting spirit should, by carrying, passing, kicking and grounding the ball, score as many points as possible.

The wide variation of skills and physical requirements needed for the Game mean that there is an opportunity for individuals of every shape, size and ability to participate at all levels.

CONTEST AND CONTINUITY

The contest for possession of the ball is one of Rugby's key features. These contests occur throughout the Game and in a number of different forms:

- In contact
- In general play

LAWS OF RUGBY

Before the Match

Law 1 – The Ground

DEFINITIONS

The Ground is the total area shown on the plan. The Ground includes:

VETERANS RUGBY VARIATION:

Goal posts and other markings may be omitted or varied as agreed between the teams before the game.

THE FIELD OF PLAY - is the area (as shown on the plan) between the goal lines and the touchlines. These lines are not part of the field of play.

THE PLAYING AREA - is the field of play and the in-goal areas (as shown on the plan). The touchlines, touch-in-goal lines and dead ball lines are not part of the playing area.

THE PLAYING ENCLOSURE - is the playing area and a space around it, not less than 5 metres where practicable, which is known as the perimeter area.

IN-GOAL - is the area between the goal line and the dead ball line, and between the touch-in-goal lines. It includes the goal line but it does not include the dead ball line or the touch-in-goal lines.

'The 22' - is the area between the goal line and the 22-metre line, including the 22-metre line but excluding the goal line.

The Plan, including all the words and figures on it, is part of the Laws.

Picture of a rugby enclosure with all the relevant lines

1.1 SURFACE OF THE PLAYING ENCLOSURE

(a) Requirement. The surface must be safe to play on at all times.

(b) Type of surface. The surface should be grass but may also be sand, clay, snow or artificial grass. The game may be played on snow, provided the snow and underlying surface are safe to play on. It shall not be a permanently hard surface such as concrete or asphalt. In the case of artificial grass surfaces, they must conform to World Rugby Regulation 22.

1.2 REQUIRED DIMENSIONS FOR THE PLAYING ENCLOSURE

(a) Dimensions. The field of play does not exceed 100 metres in length. Each in-goal does not exceed 22 metres in length. The playing area does not exceed 70 metres in width.

(b) The length and breadth of the playing area are to be as near as possible to the dimensions indicated. All the areas are rectangular.

(c) The distance from the goal line to the dead ball line will preferably be not less than 10 metres.

(d) No relevance to veteran rugby

(e) The perimeter area should not be less than 5 metres where practicable.

1.3 LINES ON THE PLAYING ENCLOSURE

(a) Solid Lines

The dead ball lines and touch-in-goal lines, both of which are outside the in-goal areas;

The goal lines, which are within the in-goal areas but outside the field of play;

The 22-metre lines; which are parallel to the goal lines

The half way line which is parallel to the goal lines; and
The touchlines which are outside the field of play.

(b) Dash Lines

All lines other than solid lines are dash lines all of which are 5 metres in length.

There are two sets of dash lines which are 10 metres from, and parallel to, each side of the half way line. These are called the 10 metre dash lines. The 10 metre dash lines intersect the dash lines which are 5 metres and 15 metres parallel to each touch line.

There are two sets of dash lines which are 5 metres from, and parallel to, each touch line.

They run from the 5 metre dash lines, which are parallel to each goal line and intersect both 22 metre lines, both 10 metre

dash lines and the half way line. These are called the 5 metre dash lines.

There are two sets of dash lines which are 15 metres from, and parallel to, each touch line.

These dash lines run from the 5 metre dash lines which are parallel to each goal line, and intersect both 22 metre lines, both 10 metre dash lines and the half way line. These are called the 15 metre dash lines.

There are six dash lines 5 metres from, and parallel to, each goal line. Two dash lines are positioned 5 metres and 15 metres from each touch line. A further two dash lines are positioned in front of each goal post so that there is 5 metres between these dash lines.

(c) Centre

There is one line 0.5-metre-long that intersects the centre of the half way line.

1.4 DIMENSIONS FOR GOAL POSTS AND CROSSBAR

(a) The distance between the two goal posts is 5.6 metres.

(b) The crossbar is placed between the two goal posts so that its top edge is 3.0 metres from the ground.

(c) The minimum height of the goal posts is 3.4 metres.

(d) When padding is attached to the goal posts the distance from the goal line to the external edge of the padding must not exceed 300mm.

1.5 FLAG POSTS

(a) There are 14 flag posts with flags, each with a minimum height of 1.2 metres above the ground.

(b) Flag posts must be positioned at the intersection of touch-in-goal lines and the goal lines and at the intersection of the touch-in-goal lines and the dead ball lines. These eight flag posts are outside the in-goal area and do not form part of the playing area.

(c) Flag posts must be positioned in line with the 22-metre lines and the half way line, 2 metres outside the touchlines and within the playing enclosure.

1.6 OBJECTIONS TO THE GROUND

(a) If either team has objections about the ground or the way it is marked out they must tell the referee before the match starts.

(b) The referee will attempt to resolve the issues but must not start a match if any part of the ground is considered to be dangerous.

Law 2 – The Ball

2.1 SHAPE

The ball must be oval and made of four panels.

2.2 DIMENSIONS

Length in line 280 - 300 millimetres

Circumference (end to end) 740 - 770 millimetres

Circumference (in width) 580 - 620 millimetres

2.3 MATERIALS

Leather or suitable synthetic material. It may be treated to

2.4 WEIGHT

410 - 460 grams

2.5 AIR PRESSURE AT THE START OF PLAY

65.71-68.75 kilopascals, or 0.67-0.70 kilograms per square centimetre, or 9.5-10.0 lbs per square inch.

2.6 SPARE BALLS

Spare balls may be available during a match, but a team must not gain or attempt to gain an unfair advantage by using them or changing them.

Law 3 – Number of Players. The Team

AS AMENDED FOR VETERANS RUGBY:

DEFINITIONS

A Team

A team consists of fifteen players who start the match plus any authorised replacements and/or substitutes.

Replacement

A player who replaces an injured team-mate

Substitute

A player who replaces a team-mate for tactical reasons

3.1 MAXIMUM NUMBER OF PLAYERS ON THE PLAYING AREA

Maximum: each team must have no more than fifteen players on the playing area during play.

3.15 Rolling substitutions.

Rolling substitutions shall be implemented. Team numbers shall comply with Law 3 unless agreed between the team captains and referee before kick-off.

Substitution of players is permitted at any time and a player substituted earlier may return to the game at any time.

3.2 TEAM WITH MORE THAN THE PERMITTED NUMBER OF PLAYERS

Objection: at any time before or during a match a team may make an objection to the referee about the number of players in their opponents' 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.

Sanction: Penalty at the place where the match would restart.

3.3 WHEN THERE ARE FEWER THAN FIFTEEN PLAYERS

A Union may authorise matches to be played with fewer than fifteen players in each team.

When that happens, all the Laws of the Game apply except that each team must have at least five players in the scrum at all times.

3.4 PLAYERS NOMINATED AS SUBSTITUTES

(This section is not applicable to Veterans Rugby)

3.5 THE FRONT ROW - REPLACEMENTS AND SUBSTITUTIONS

(This section is not applicable to Veterans Rugby)

3.6 UNCONTESTED SCRUMS

Under Veterans Rugby laws all scrums will be uncontested.

3.7 SENT OFF FOR FOUL PLAY

A player sent off for foul play may be replaced or substituted under Veterans' rugby laws. The player will take no further part in that game, **Refer to Law 10.6.**

3.8 PERMANENT REPLACEMENT

A player may be permanently replaced if injured. If the player is permanently replaced, that player must not return and play in that match. The replacement of the injured player must be made when the ball is dead and with the permission of the referee.

3.9 THE DECISION FOR PERMANENT REPLACEMENT

- (a) (This section is not applicable to Veterans Rugby)
- (b) (This section is not applicable to Veterans Rugby)

3.10 THE REFEREE'S POWER TO STOP AN INJURED PLAYER FROM CONTINUING

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 may 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.

3.11 TEMPORARY REPLACEMENT - BLOOD INJURY

(a) When a player has a blood injury, which has uncontrolled active bleeding (a blood injury), that player may be temporarily replaced. The injured player must return to play as soon as the bleeding has been controlled and/or covered

3.12 TEMPORARY REPLACEMENT - HEAD INJURY ASSESSMENT

If, at any point during a match, a player is concussed or has suspected concussion, that player must be immediately and permanently removed from the field of play. This is known as “Recognise and Remove”.

3.13 PLAYER WISHING TO REJOIN THE MATCH

(a) A player who has a blood injury which has uncontrolled active bleeding must leave the playing area. The player must not return until the bleeding is controlled and the wound has been covered.

(b) A player who leaves a match because of injury or any other reason must not re-join the match until the referee permits the player to return. The referee must not let a player re-join a match until the ball is dead.

(c) If a player re-joins or a replacement/substitute joins the match without the referee’s permission, and the referee believes the player did so to help that player’s team or

obstruct the opposing team, the referee penalises the player for misconduct.

Sanction: A penalty kick is awarded at the place where play would restart.

3.15 ROLLING SUBSTITUTIONS

A Union may implement rolling substitutions at defined levels of the Game within its jurisdiction. The number of substitutions must not exceed twelve. The administration and rules relating to rolling substitutions are the responsibility of the Union having jurisdiction.

Law 4 – Players Clothing & Veterans Coloured Shorts

DEFINITIONS

Players' clothing is anything players wear.

A player wears a jersey, shorts and underwear, socks and boots.

The sleeve of a jersey must extend at least half way from the shoulder point to the elbow.

Detailed information relating to the permitted specifications for clothing and studs, maybe found in World Rugby specifications (Regulation 12).

4.1 ADDITIONAL ITEMS OF CLOTHING

(a) A player may wear supports made of elasticated or compressible materials which must be washable.

(b) A player may wear shin guards which conform with, World Rugby Specifications (Regulation 12).

(c) A player may wear ankle supports worn under socks, not extending higher than one third of the length of the shin and, if rigid, from material other than metal.

(d) A player may wear mitts (fingerless gloves) which must conform to World Rugby Specifications (Regulation 12).

(e) A player may wear shoulder pads which must bear the World Rugby Approval Mark (Regulation 12).

- (f) A player may wear a mouth guard or dental protector.
- (g) A player may wear headgear which must bear the World Rugby Approval Mark (Regulation 12).
- (h) A player may wear bandages and/or dressings to cover or protect any injury.
- (i) A player may wear thin tape or other similar material as support and/or to prevent injury.

LAW AMENDMENT TRIAL

- (j) A player may wear goggles which must bear the World Rugby Approval Mark (Regulation 12).

4.2 SPECIAL ADDITIONAL ITEMS FOR WOMEN

(This section is not applicable to Veterans Rugby)

4.3 STUDS

- (a) Studs of players' boots must conform with the World Rugby Specifications (Regulation 12).
- (b) Moulded rubber multi-studded soles are acceptable provided they have no sharp edges or ridges.

4.4 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, bolts or rigid material or projection not otherwise permitted under this Law.
- (d) A player must not wear jewellery such as rings or earrings.
- (e) A player must not wear gloves.
- (f) A player must not wear shorts with padding sewn into them.
- (g) A player must not wear any other item which does not conform to World Rugby Specifications for such clothing (Regulation 12).
- (h) A player must not wear any item that is normally permitted by Law, but, in the referee's opinion that is liable to cause injury to a player.
- (i) A player must not wear communication devices within that player's clothing or attached to the body.

(j) A player must not wear any additional item of clothing that does not conform to World Rugby Regulation 12.

4.5 INSPECTION OF PLAYERS' CLOTHING

(a) The referee or the touch judges appointed by or under the authority of the match organiser must inspect the players' clothing and studs for conformity to this Law.

(b) The referee has power to decide at any time, before or during the match, 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. The player must not take part in the match until the items of clothing are removed.

(c) If, at an inspection before the match, the referee or a touch judge tells a player that an item banned under this Law is being worn, and the player is subsequently found to be wearing that item on the playing area, that player is sent off for misconduct.

Sanction: A penalty kick is awarded at the place where play is restarted.

4.6 WEARING OTHER CLOTHING

The referee must not allow any player to leave the playing area to change items of clothing, unless these are blood stained.

Law 5 – Time as amended for Veterans Rugby

5.1 DURATION OF A MATCH

Games shall consist of 3 x 20 min periods with the teams changing ends between periods. There will be a 3 minute rest period between each period of play.

5.2 Resting time during the 60 minutes

After twenty minutes the teams change ends. There is an interval of not more than 3 minutes.

5.3 TIME KEEPING

The referee is the sole judge of time and fact, but may delegate the duty to either or both the touch judges and/or an official time-keeper, in which case the referee signals to them any stoppage of time or time lost. In matches without an official time-keeper, if the referee is in doubt as to the correct time the referee consults either or both the touch judges and may consult others but only if the touch judges cannot help.

5.4 TIME LOST

(This section is not applicable to Veterans Rugby)

5.6 PLAYING EXTRA TIME

(This section is not applicable to Veterans Rugby)

5.7 OTHER TIME REGULATIONS

(This section is not applicable to Veterans Rugby)

Law 6 – Match Officials

DEFINITIONS

Every match is under the control of Match Officials who consist of the referee and two touch judges or assistant referees. Additional persons, as authorised by the match organisers may include the reserve referee and/or reserve assistant referee, an official to assist the referee in making decisions by using technological devices, the time keeper, the match doctor, the team doctors, the non-playing members of the teams and the ball persons.

A touch judge may be appointed by a match organiser or a team involved in a match and is responsible for signalling, touch, touch in-goal and the success or otherwise of kicks at goal.

6.A REFEREE

BEFORE THE MATCH

6.A.1 APPOINTING THE REFEREE

The referee is appointed by the match organiser. If no referee has been appointed the two teams may agree upon a referee. If they cannot agree, the home team appoints a referee.

6.A.2 REPLACING THE REFEREE

If the referee is unable to complete the match, the referee's replacement is appointed according to the instructions of the match organiser. If the match organiser has given no instructions, the referee appoints the replacement. If the referee cannot do so, the home team appoints a replacement.

6.A.3 DUTIES OF THE REFEREE BEFORE THE MATCH

(a) Toss. The referee organises the toss. 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.

Prior to kick off, the match referee will identify and draw the attention of players to those wearing coloured shorts. Players will be briefly reminded of the requirements that apply to those wearing coloured shorts (i.e. both in connection with tackling and in the distance those wearing certain coloured shorts may run with the ball). When a player wearing coloured shorts substitutes for another player, the referee will again draw attention to the fact that a player wearing coloured shorts is now on the field.

DURING THE MATCH

6.A.4 THE DUTIES OF THE REFEREE IN THE PLAYING ENCLOSURE

- (a) The referee is the sole judge of fact and of Law during a match. The referee must apply fairly all the Laws of the Game in every match.
- (b) The referee keeps the time.
- (c) The referee keeps the score.

6.A.5 ENTERING OR LEAVING THE PLAYING AREA

- (a) Authorised medically trained persons may enter the playing area during the match to attend to injured players. They must only enter the playing area if it is safe to do so.
- (b) Persons carrying water for the players may only enter the playing area during a stoppage in play for an injury to a player.

6.A.8 THE REFEREE'S WHISTLE

- (a) The referee must carry a whistle and blow the whistle to indicate the beginning and end of each half of the match.
- (b) The referee has the power to blow the whistle and stop play at any time.
- (c) The referee must blow the whistle to indicate a score, or a touch-down.

(d) The referee must blow the whistle to stop play because of an infringement or for an offence of foul play. When the referee cautions or sends off the offender, the referee must whistle a second time when the penalty kick or penalty try is awarded.

(e) The referee must blow the whistle when the ball has gone out of play, or when it has become unplayable, or when a penalty is awarded.

(f) The referee must blow the whistle when it would be dangerous to let play continue or when it is probable that a player has been seriously injured.

6.A.9 THE REFEREE AND INJURY

If the referee stops play because a player has been injured, and there has been no infringement and the ball has not been made dead, play restarts with a scrum. The team last in possession throws in the ball. If neither team was in possession, the attacking team throws in the ball.

6.A.10 THE BALL TOUCHING THE REFEREE

(a) If the ball or the ball carrier touches the referee and neither team gains an advantage, play continues. If either team gains an advantage in the field of play, the referee orders a scrum and the team that last played the ball has the throw-in.

(b) If either team gains an advantage in in-goal, if the ball is in possession of an attacking player the referee awards a try where the contact took place.

(c) If either team gains an advantage in in-goal, if the ball is in possession of a defending player, the referee awards a touch down where the contact took place.

6.A.11 THE BALL IN IN-GOAL TOUCHED BY NON-PLAYER

The referee judges what would have happened next and awards a try or a touch down at the place where the ball was touched.

AFTER THE MATCH

6.A.12 SCORE – Under Veterans Law

The game will always finish as a draw.

6.B.1 Appointing touch judges and assistant referees.

If touch judges / assistant referees are not available, the referee shall take sole charge of the game.

6.B.3 CONTROL OF TOUCH JUDGES AND ASSISTANT REFEREES

The referee has control over both, touch judges or assistant referees. The referee may tell them what their duties are, and may overrule their decisions. If a touch judge is unsatisfactory the referee may ask that the touch judge be replaced. If the

referee believes a touch judge is guilty of misconduct, the referee has power to send the touch judge off and make a report to the match organiser.

6.B.4 WHERE THE TOUCH JUDGES OR ASSISTANT REFEREES SHOULD BE

(a) There is one touch judge or assistant referee on each side of the ground. The touch judge or assistant referee remains in

6.B.5 TOUCH JUDGE OR ASSISTANT REFEREE SIGNALS

(a) Each touch judge or assistant referee carries a flag or something similar with which to signal decisions.

(c) Signalling touch. When the ball or the ball carrier has gone into touch, the touch judge or assistant referee must hold up the flag.

The touch judge or assistant referee must stand at the place of the throw-in and point to the team entitled to throw in. The touch judge or assistant referee must also signal when the ball or the ball carrier has gone into touch-in-goal.

Signalling touch and team to throw in

(d) When to lower the flag. When the ball is thrown in, the touch judge or assistant referee must lower the flag.

(e) It is for the referee, and not the touch judge or assistant referee, to decide whether or not the ball was thrown in from the correct place.

AFTER THE MATCH

6.C.2 THOSE WHO MAY ENTER THE PLAYING AREA

In the case of injury, only the match doctor and/or the non-playing members of the team who are medically trained (only qualified Doctors or Physiotherapists) may enter the playing area while play continues.

The other non-playing members of the team may enter the playing area while play continues, provided they have permission from the referee. Otherwise, they enter only when the ball is dead. Such persons must not obstruct, interfere or make any comments to the match officials.

Law 7 – Mode of Play

Playing a Match

A match is started by a kick-off

After the kick-off, any player who is onside may take the ball and run with it

Any player may throw it or kick it within the restrictions of kicking in veteran rugby laws

Any player may give the ball to another player

Any player may tackle, hold or push an opponent holding the ball with the exception and restrictions relating to coloured shorts

Any player may fall on the ball

Any player may take part in a scrum, ruck, maul or lineout

Any player may ground the ball in the in-goal

A ball carrier may hand-off an opponent

Whatever a player does must be in accordance with the laws of the game and within the spirit of veteran's rugby.

Veterans Rugby Variations

A player may only kick the ball at kick-off, taking a penalty kick, free kick or when inside his own 22m area. (Kicking in general

play outside a team's 22 metre area will result in a scrum being awarded to the non-offending team, where the kick took place).

Tackles and hand-offs (fending) are subject to restrictions in regard to players wearing coloured shorts (see Veterans Rugby variation to Law 15).

Law 8 – Advantage

DEFINITIONS

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 by their opponents. When the result of an infringement by one team is that their opposing team may gain an advantage, the referee does not whistle immediately for the infringement.

8.1 ADVANTAGE IN PRACTICE

- (a) The referee is sole judge of whether or not a team has gained an advantage. The referee has wide discretion when making decisions.
- (b) Advantage can be either territorial or tactical.
- (c) Territorial advantage means a gain in ground.
- (d) Tactical advantage means freedom for the non-offending team to play the ball as they wish.

8.2 WHEN ADVANTAGE DOES NOT ARISE

The advantage must be clear and real. A mere opportunity to gain advantage is not enough.

If the non-offending team does not gain an advantage, the referee blows the whistle and brings play back to the place of infringement.

8.3 WHEN THE ADVANTAGE LAW IS NOT APPLIED

(a) Referee contact. Advantage must not be applied when the ball, or a player carrying it, touches the referee.

(b) Ball out of tunnel. Advantage must not be applied when the ball comes out of either end of the tunnel at a scrum without having been played.

(e) After the ball has been made dead. Advantage cannot be played after the ball has been made dead.

8.4 IMMEDIATE WHISTLE WHEN NO ADVANTAGE

The referee blows the whistle having determined that an advantage cannot be gained by the non-offending team.

8.5 MORE THAN ONE INFRINGEMENT

(a) When there is more than one infringement by the same team:

- If advantage cannot be played or does not accrue to the second offence, the referee applies the appropriate sanction to the offence which is most advantageous to the non-offending team.

- If either sanction is for foul play the referee applies the appropriate sanction to the offence which is most advantageous to the non-offending team. The referee may also temporarily suspend, or order off, the offending player.

(b) If advantage is being played following an infringement by one team and then the other team commit an infringement, the referee blows the whistle and applies the sanctions associated with the first infringement. If either infringement is for foul play, the referee applies the appropriate sanction for that offence. The referee may also temporarily suspend, or order off, the offending player.

Law 9 – Method of Scoring

9.A SCORING POINTS

9.A.1 POINTS VALUES

Try. When an attacking player is first to ground the ball in the opponents' in-goal, a try is scored. **(Value 1pt)**

Veterans Rugby Variations

No Penalty Kicks, Conversions or Drop Goals.

The referee shall declare all Veterans Rugby games a draw at the final whistle.

Law 10 – Foul Play

DEFINITIONS

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

10.1 OBSTRUCTION

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

Sanction: Penalty kick

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

Sanction: Penalty kick

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

Sanction: Penalty kick

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

Sanction: Penalty kick

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

Sanction: Penalty kick

10.2 UNFAIR PLAY

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

Sanction: Penalty kick

A player who prevents a try being scored through foul play must either be cautioned and temporarily suspended or sent off.

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

Sanction: Penalty-kick on the 15-metre line if the offence is between the 15-metre line and the touch-line, or, at the

place of infringement if the offence occurred elsewhere in the field of play, or, 5 metres from the goal line and at least 15 metres from the touchline if the infringement occurred in in-goal.

(d) A player must not commit any act that may lead the match officials to consider that that player was subject to foul play or any other type of infringement committed by an opponent.

Sanction: Penalty kick

10.3 REPEATED INFRINGEMENTS

(a) Repeatedly offending. A player must not repeatedly infringe any Law. Repeated infringement is a matter of fact. The question of whether or not the player intended to infringe is irrelevant.

Sanction: Penalty kick

A player penalised for repeated infringements must be cautioned and temporarily suspended.

(b) Repeated infringements by the team. When different players of the same team repeatedly commit the same offence, the referee must decide whether or not this amounts to repeated infringement. If it does, the referee gives a general warning to the team and if they then repeat the offence, the referee cautions and temporarily suspends the guilty player(s).

Sanction: Penalty kick

(c) Repeated infringements: standard applied by referee. When the referee decides how many offences constitute repeated infringement, the referee must always apply a strict standard in representative and senior matches. When a player offends three times the referee must caution that player.

The referee may relax this standard in **veteran's** matches, where infringements may be the result of poor knowledge of the Laws or lack of skill.

10.4 DANGEROUS PLAY AND MISCONDUCT

(a) Punching or striking. A player must not strike an opponent with the fist or arm, including the elbow, shoulder, head or knee(s).

Sanction: Penalty kick

(b) Stamping or trampling. A player must not stamp or trample on an opponent.

Sanction: Penalty kick

(c) Kicking. A player must not kick an opponent.

Sanction: Penalty kick

(d) Tripping. A player must not trip an opponent with the leg or foot.

Sanction: Penalty kick

(e) Dangerous tackling. A player must not tackle an opponent early, late or dangerously.

Sanction: Penalty kick

A player must not tackle (or try to tackle) an opponent above the line of the shoulders even if the tackle starts below the line of the shoulders. A tackle around the opponent's neck or head is dangerous play.

Sanction: Penalty kick

A 'stiff-arm tackle' is dangerous play. A player makes a stiff-arm tackle when using a stiff-arm to strike an opponent.

Sanction: Penalty kick

Playing a player without the ball is dangerous play.

Sanction: Penalty kick

A player must not tackle an opponent whose feet are off the ground.

Sanction: Penalty kick

(f) Playing an opponent without the ball. Except in a scrum, ruck or maul, a player who is not in possession of the ball must not hold, push or obstruct an opponent not carrying the ball.

Sanction: Penalty kick

(g) Dangerous charging. A player must not charge or knock down an opponent carrying the ball without trying to grasp that player.

Sanction: Penalty kick

(h) A player must not charge into a ruck or maul. Charging includes any contact made without use of the arms, or without grasping a player.

(k) Dangerous play in a scrum, ruck or maul. The front row of a scrum must not rush against its opponents.

Sanction: Penalty kick

Front row players must not intentionally lift opponents off their feet or force them upwards out of the scrum. There is to be no contest in a scrum.

Sanction: Penalty kick

Players must not charge into a ruck or maul without binding onto a player in the ruck or maul.

Sanction: Penalty kick

Players must not intentionally collapse a scrum, ruck or maul.

Sanction: Penalty kick

(l) Retaliation. A player must not retaliate. Even if an opponent is infringing the Laws, a player must not do anything that is dangerous to the opponent.

Sanction: Penalty kick

(m) Acts contrary to good sportsmanship. A player must not do anything that is against the spirit of good sportsmanship in the playing enclosure.

Sanction: Penalty kick

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

Sanction: Penalty kick

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

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

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

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

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

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

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

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

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

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

Where the ball lands

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

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

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

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

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

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

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

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

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

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

Sanction: Penalty kick at the place of infringement

(q) Advantage may be played for acts of foul play, but if the offence prevents a probable try

(s) All players must respect the authority of the referee. They must not dispute the referee's decisions. They must stop playing at once when the referee blows the whistle

except at a kick-off or at a penalty kick following admonishment, temporary suspension, or send-off.

Sanction: Penalty kick

10.5 SANCTIONS

(a) Any player who infringes any part of the Foul Play Law must be admonished, or cautioned and temporarily suspended for a period of ten minutes' playing time, or sent-off.

(b) A player who has been cautioned and temporarily suspended who then commits a second cautionable offence within the Foul Play Law must be sent-off.

10.6 YELLOW AND RED CARDS

(a) When a player has been cautioned and temporarily suspended in a veterans match, the referee will show that player a yellow card.

(b) When a player has been sent off in a veterans match, the referee will show that player a red card.

(c) For other matches the Match Organiser or Union having jurisdiction over the match may decide upon the use of yellow and red cards.

10.6 Yellow and red cards

For Veterans Rugby matches, the Match Organiser or Referee having jurisdiction over the match may decide upon the use of yellow and red cards.

10.7 PLAYER SENT OFF

A player who is sent-off takes no further part in the match.

Veterans Rugby Variations

A player who has been cautioned and temporarily suspended for infringing any of the playing laws (i.e. shown a yellow card) may be immediately substituted by another player.

The period of temporary suspension will be 10 minutes of actual time.

A player who has been sent off (i.e. shown a red card) may be immediately substituted but will not be permitted to return to the playing field for the duration of that game.

In the event of player being issued a red card, he must immediately leave the field of play. If a player is issued a red card during a VRQ sanctioned festival (1 to 5 day event) the player will no longer be able to participate in any further games for the duration of the event / festival, unless cleared by the Judiciary.

Following the end of the game, where the player was issued a red card, a judiciary consisting of both captains, the referee and an event representative (decided by majority vote and in the case of a tie, a deciding vote will come from the VRQ

Representative), will be convened to adjudicate on the matter relating to a player being issued a red card.

The process for determining the matter is based on the values of fun, friendship and fraternity and whether the demonstrated behaviour is consistent with these values, as well as any injury incurred as a result of the action.

The decision made by the judiciary will then be referred to the club of the offending player for further disciplinary action, if required. If further action is taken, by the club, against the player, the club must notify Veterans Rugby Queensland for circulation throughout the association.

Law 11 – Offside and onside in General Play

DEFINITIONS

At the start of a game all players are onside. As the match progresses players may find themselves in an offside position. Such players are then liable to be penalised until they become onside again.

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 are liable to be penalised if they take part in the game.

In general play, a player can be put on-side either by an action of a team-mate or by an action of an opponent. However, the offside player cannot be put on-side if the offside player interferes with play; or moves forward, towards the ball, or fails to move 10 metres away from the place where the ball lands.

11.1 OFFSIDE IN GENERAL PLAY

(a) A player who is in an offside position is liable to sanction only if the player does one of three things:

- Interferes with play or,
- Moves forward, towards the ball or

- Fails to comply with the 10-Metre Law (Law 11.4).

A player who is in an offside position is not automatically penalised.

A player who receives an unintentional throw forward is not offside.

A player can be offside in the in-goal.

(b) Offside and interfering with play. A player who is offside must not take part in the game.

This means the player must not play the ball or obstruct an opponent.

(c) Offside and moving forward. When a team-mate of an offside player has kicked ahead, the offside player must not move towards opponents who are waiting to play the ball, or move towards the place where the ball lands, until the player has been put on-side.

Sanction: When a player is penalised for being offside in general play, the opposing team chooses either a penalty kick at the place of infringement or a scrum at the place where the offending team last played the ball. If it was last played in that team's in-goal, the scrum is formed 5 metres from the goal line in line with where it was played.

11.2 BEING PUT ONSIDE BY THE ACTION OF A TEAM-MATE

In general play, there are three ways by which an offside player can be put on-side by actions of that player or of team mates:

- (a) Action by the player. When the offside player runs behind the team-mate who last kicked, touched or carried the ball, the player is put on-side.
- (b) Action by the ball carrier. When a team-mate carrying the ball runs in front of the offside player, that player is put on-side.
- (c) Action by the kicker or other onside player. When the kicker, or team-mate who was level with or behind the kicker when (or after) the ball was kicked, runs in front of the offside player, the player is put on-side. When running forward, the team-mate may be in touch or touch-in-goal, but that team-mate must return to the playing area to put the player onside.

11.3 BEING PUT ONSIDE BY OPPONENTS

In general play, there are three ways by which an offside player can be put on-side by an action of the opposing team. These three ways do not apply to a player who is offside under the 10-Metre Law.

- (a) Runs 5 metres with ball. When an opponent carrying the ball runs 5 metres, the offside player is put on-side.
- (b) Kicks or passes. When an opponent kicks or passes the ball, the offside player is put on-side.
- (c) Intentionally touches ball. When an opponent intentionally touches the ball but does not catch it, the offside player is put on-side.

11.4 OFFSIDE UNDER THE 10-METRE LAW

(a) When a team-mate of an offside player has kicked ahead, the offside player is considered to be taking part in the game if the player is in front of an imaginary line across the field which is 10 metres from the opponent waiting to play the ball, or from where the ball lands or may land. The offside player must immediately move behind the imaginary 10-metre line or the kicker if this is closer than 10 metres. While moving away, the player must not obstruct an opponent or interfere with play.

Sanction: Penalty kick

(b) While moving away, the offside player cannot be put on-side by any action of the opposing team. However, before the player has moved the full 10 metres, the player can be put on-side by any onside team-mate who runs in front of the player.

(c) When a player who is offside under the 10-Metre Law charges an opponent waiting to catch the ball, the referee blows the whistle at once and the offside player is penalised. Delay may prove dangerous to the opponent.

Sanction: Penalty kick

(d) When a player who is offside under the 10-metre Law plays the ball which has been miss-fielded by an opponent, the offside player is penalised.

Sanction: Penalty kick

(e) The 10-metre Law is not altered by the fact that the ball has hit a goal post or a crossbar.

What matters is where the ball lands. An offside player must not be in front of the imaginary 10-metre line across the field.

Sanction: Penalty kick

(f) The 10-metre Law does not apply when a player kicks the ball, and an opponent charges down the kick, and a team-mate of the kicker who was in front of the imaginary 10-metre line across the field then plays the ball. The opponent was not 'waiting to play the ball' and the team-mate is onside. The 10-metre Law applies if the ball touches or is played by an opponent but is not charged down.

Sanction: When a player is penalised for being offside in general play, the opposing team chooses either a penalty kick

at the place of infringement or a scrum at the place where the offending team last played the ball. If it was last played in that team's in-goal, the scrum is formed 5 metres from the goal line in line with where it was played.

(g) If more than one player is offside and moving forward after a team-mate has kicked ahead, the place of infringement is the position of the offside player closest to an opponent waiting for the ball, or closest to where the ball lands.

11.5 BEING PUT ONSIDE UNDER THE 10-METRE LAW

(a) The offside player must retire behind the imaginary 10-metre line across the field, otherwise the player is liable to be penalised.

(b) While retiring, the player can be put on-side before moving behind the imaginary 10-metre line by any of the three actions of the player's team listed above in 11.2. However, the player cannot be put on-side by any action of the opposing team.

11.6 ACCIDENTAL OFFSIDE

(a) When an offside player cannot avoid being touched by the ball or by a team-mate carrying it, the player is accidentally offside. If the player's team gains no advantage from this, play continues. If the player's team gains an advantage, a scrum is formed with the opposing team throwing in the ball.

(b) When a player hands the ball to a team-mate in front of the first player, the receiver is offside. Unless the receiver is considered to be intentionally offside (in which case a penalty kick is awarded), the receiver is accidentally offside and a scrum is formed with the opposing team throwing in the ball.

11.7 OFFSIDE AFTER A KNOCK-ON

When a player knocks-on and an offside team-mate next plays the ball, the offside player is liable to sanction if playing the ball prevented an opponent from gaining an advantage.

Sanction: Penalty kick

11.8 PUTTING ONSIDE A PLAYER RETIRING DURING A RUCK, MAUL, SCRUM OR LINEOUT

When a ruck, maul, scrum or lineout forms, a player who is offside and is retiring as required by Law remains offside even when the opposing team wins possession and the ruck, maul, scrum or lineout has ended. The player is put onside by retiring behind the applicable offside line. No other action of the offside player and no action of that player's team mates can put the offside player onside.

If the player remains offside the player can be put on-side only by the action of the opposing team. There are two such actions:

Opponent runs 5 metres with ball. When an opponent carrying the ball has run 5 metres, the offside player is put on-side. An

offside player is not put onside when an opponent passes the ball. Even if the opponents pass the ball several times, their action does not put the offside player onside.

Opponent kicks. When an opponent kicks the ball, the offside player is put on-side.

11.9 LOITERING

A player who remains in an offside position is loitering. A loiterer who prevents the opposing team from playing the ball as they wish is taking part in the game, and is penalised. The referee makes sure that the loiterer does not benefit from being put onside by the opposing team's action.

Sanction: Penalty kick at the offending player's offside line

Law 12 – Knock-on or Throw Forward

DEFINITION: Knock-on

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.

‘Forward’ means towards the opposing team’s dead ball line.

If a player in tackling an opponent makes contact with the ball and the ball goes forward from the ball carrier’s hands, that is a knock-on.

If a player rips the ball or deliberately knocks the ball from an opponent’s hands and the ball goes forward from the ball carrier’s hands, that is not a knock-on.

EXCEPTION

Charge down. If a player charges down the ball as an opponent kicks it, or immediately after the kick, it is not a knock-on even though the ball may travel forward.

DEFINITION: THROW FORWARD

A throw forward occurs when a player throws or passes the ball forward, i.e, if the arms of the player passing the ball move towards the opposing team’s dead ball line.

EXCEPTION

Bounce forward. If the ball is not thrown forward but it hits a player or the ground and bounces forward, this is not a throw forward.

Charge down

12.1 THE OUTCOME OF A KNOCK-ON OR THROW FORWARD

- (a) Unintentional knock-on or throw forward. A scrum is awarded at the place of infringement.
- (b) Unintentional knock-on or throw forward at a lineout. A scrum is awarded 15 metres from the touchline.
- (c) Knock-on or throw forward into the in-goal. 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 where the knock-on or throw forward happened.
- (d) Knock-on or throw forward inside the in-goal. If a player of either team knocks-on or throws-forward inside the in-goal, a 5-metre scrum is awarded in line with the place of infringement not closer than 5 metres from the touchline.
- (e) Knock-on or throw forward into touch. When the ball goes into touch from a knock-on or throw forward, the non-offending team will have the option of a lineout at the point

the ball crossed the touch line or a scrum at the place of the knock-on or throw forward, or a quick throw in.

(f) Intentional knock or throw forward. A player must not intentionally knock the ball forward with hand or arm, nor throw forward.

Sanction: Penalty kick.

Law 13 – Kick-off and Restart Kicks

DEFINITIONS

The kick-off occurs at the start of each half of the match and at the beginning of each period of extra time. Restart kicks occur after a score or a touch-down.

13.1 WHERE AND HOW THE KICK-OFF IS TAKEN

- (a) A team kicks off with a drop kick which must be taken at or behind the centre of the half way line.
- (b) If the ball is kicked off by the wrong type of kick, or from the incorrect place, the opposing team has two choices:
- To have the ball kicked off again, or
 - To have a scrum at the centre of the half way line and they throw in the ball.

13.2 WHO TAKES THE KICK-OFF AND RESTART KICK

- (a) At the start of the game, the team whose captain elected to take the kick after winning the toss will kick off, or the opposing team if the winning captain elected to choose an end.
- (b) After the half-time interval, the opponents of the team who kicked off at the start of the game kick off.
- (c) After a try, the team who scored restarts play.

13.3 POSITION OF THE KICKER'S TEAM AT A KICK-OFF

All the kicker's team must be behind the ball when it is kicked. If they are not, a scrum is formed at the centre. Their opponents throw in the ball.

13.4 POSITION OF THE OPPOSING TEAM AT A KICK-OFF

All the opposing team must stand on or behind the 10-metre line. If they are in front of that line or if they charge before the ball is kicked, it is kicked off again.

13.5 KICK-OFF OF 10 METRES

If the ball reaches the opponents' 10-metre line or reaches the 10-metre line and is blown back, play continues.

13.6 KICK-OFF OF UNDER 10 METRES BUT PLAYED BY AN OPPONENT

If the ball does not reach the opponent's 10-metre line but is first played by an opponent, play continues.

13.7 KICK-OFF OF UNDER 10 METRES AND NOT PLAYED BY AN OPPONENT

If the ball does not reach the opponent's 10-metre line the opposing team has two choices:

- To have the ball kicked off again, or
- To have a scrum at the centre of the half-way line and they throw in the ball.

13.8 BALL GOES DIRECTLY INTO TOUCH

The ball must land in the field of play. A half-way kick-off that does not go 10m forward or goes directly into touch or in-goal, shall take the kick again. If a second attempt fails, the defending team shall be awarded a scrum at half-way.

13.9 BALL GOES INTO THE IN-GOAL

The ball must land in the field of play. A half-way kick-off that does not go 10m forward or goes directly into touch or in-goal, shall take the kick again. If a second attempt fails, the defending team shall be awarded a scrum at half-way.

13.10 DROP-OUT

DEFINITIONS

A drop-out is a drop kick taken by the defending team. The drop-out may be taken anywhere on or behind the 22-metre line.

A drop-out is used to restart play after an attacking player has put or taken the ball into the 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.

13.11 DELAY IN DROP-OUT

The drop-out must be taken without delay.

Sanction: Free Kick on the 22-metre line.

13.12 DROP-OUT INCORRECTLY TAKEN

If the ball is kicked with the wrong type of kick, or from the wrong place, the opposing team has two choices:

- To have another drop-out, or
- To have a scrum at the centre of the 22-metre line and they throw in the ball.

13.13 DROP-OUT MUST CROSS THE LINE

(a) If the ball does not cross the 22-metre line, the opposing team has two choices:

- To have another drop-out, or
 - To have a scrum at the centre of the 22-metre line.
- They throw in the ball.

(b) If the ball crosses the 22-metre line but is blown back, play continues.

(c) If the ball does not cross the 22-metre line, advantage may apply. An opponent who plays the ball can score a try.

13.14 DROP-OUT GOES DIRECTLY INTO TOUCH

The ball must land in the field of play. If it is kicked directly into touch, the opposing team has three choices:

- To have another drop-out, or
- To have a scrum at the centre of the 22-metre line, and they throw in the ball, or
- To accept the kick. If they accept the kick, the throw-in is on the 22-metre line.

13.15 DROP-OUT GOES INTO THE OPPONENTS' IN-GOAL

(a) If the ball is kicked into the opponents' in-goal without having touched or been touched by a player, the opposing team has three choices:

- To ground the ball, or
- To make it dead, or
- To play on.

(b) If the opposing team grounds the ball, or makes it dead, or if the ball becomes dead by going into touch-in-goal or on or over the dead ball line, they have two choices:

- To have a scrum formed at the centre of the 22-metre line from where the kick was taken and they throw in the ball, or

- To have the other team drop-out again.

(c) If they opt to ground the ball or make it dead, they must do so without delay. Any other action with the ball by a defending player means the player has elected to play on.

13.16 THE KICKER'S TEAM

(a) All the kicker's team must be behind the ball when it is kicked. If not, a scrum is formed at the centre of the 22-metre line. The opposing team throws in the ball.

(b) However, if the kick is taken so quickly, that players of the kicker's team who are retiring are still in front of the ball, they will not be penalised. They must not stop retiring until they have been made onside by an action of a team-mate. They must not take part in the game until they have been made onside in this way.

Sanction: Scrum at the centre of the 22-metre line. The opposing team throws in the ball.

Law 14 – Ball on the Ground – No Tackle

DEFINITIONS

This situation occurs when the ball is available on the ground and a player goes to ground to gather the ball, except immediately after a scrum or a ruck.

It also occurs when a player is on the ground in possession of the ball and has not been tackled.

The Game is to be played by players who are on their feet. A player must not make the ball unplayable by falling down. Unplayable means that the ball is not immediately available to either team so that play may continue.

A player who makes the ball unplayable, or who obstructs the opposing team by falling down, is negating the purpose and Spirit of the Game and must be penalised.

A player who is not tackled, but who goes to ground while holding the ball, or a player who goes to ground and gathers the ball, must act immediately.

14.1 PLAYERS ON THE GROUND

(a) A player with the ball must immediately do one of three things:

- Get up with the ball
- Pass the ball

- Release the ball.

Sanction: Penalty kick

(b) A player who passes or releases the ball must also get up or move away from it at once.

Sanction: Penalty kick

(c) A player without the ball must not lie on, over, or near the ball to prevent opponents getting possession of it.

Sanction: Penalty kick

(d) A player on the ground must not tackle or attempt to tackle an opponent.

Sanction: Penalty kick

14.2 PLAYERS ON THEIR FEET

(a) Falling over the player on the ground with the ball. A player must not intentionally fall on or over a player with the ball who is lying on the ground.

Sanction: Penalty kick

(b) Falling over players lying on the ground near the ball. A player must not intentionally fall on or over players lying on the ground with the ball between them or near them.

Sanction: Penalty kick

Law 15 – Tackle: Ball Carrier Brought to Ground

DEFINITIONS

A tackle occurs when the ball carrier is held by one or more opponents and is brought to ground.

A ball carrier who is not held is not a tackled player and a tackle has not taken place.

Opposition players who hold the ball carrier and bring that player to ground, and who also 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

A tackle can only take place in the field of play.

15.2 WHEN A TACKLE CANNOT TAKE PLACE

When the ball carrier is held by one opponent and a teammate of the ball carrier binds on to that ball carrier, a maul has been formed and a tackle cannot take place.

15.3 BROUGHT TO THE GROUND DEFINED

(a) If the ball carrier has one knee or both knees on the ground, that player has been 'brought to 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

(a) When a player tackles an opponent and they both go to ground, the tackler must immediately release the tackled player.

Sanction: Penalty kick

(b) The tackler must immediately get up or move away from the tackled player and from the ball at once.

Sanction: Penalty kick

(c) The tackler must get up before playing the ball and then may play the ball from any direction.

Sanction: Penalty kick

15.5 THE TACKLED PLAYER

(a) A tackled player must not lie on, over, or near the ball to prevent opponents from gaining possession of it, and must try to make the ball available immediately so that play can continue.

Sanction: Penalty kick

(b) A tackled player must immediately pass the ball or release it. That player must also get up or move away from it at once.

Sanction: Penalty kick

(c) A tackled player may release the ball by putting it on the ground in any direction, provided this is done immediately.

Sanction: Penalty kick

(d) A tackled player may release the ball by pushing it along the ground in any direction except forward, provided this is done immediately.

Sanction: Penalty kick

(e) If opposition players who are on their feet attempt to play the ball, the tackled player must release the ball.

Sanction: Penalty kick

Tackled player must release the ball immediately

15.6 OTHER PLAYERS

(a) After a tackle, all other players must be on their feet when they play the ball. Players are on their feet if no other part of their body is supported by the ground or players on the ground.

Sanction: Penalty kick

Exception: Ball goes into the in-goal. After a tackle near the goal line, if the ball has been released and has gone into the in-goal any player, including a player on the ground, may ground the ball.

(f) If a tackled player's momentum carries the player into the in-goal, the player can score a try or make a touch-down.

(g) If a player is tackled near the goal line, that player may immediately reach out and ground the ball on or over the goal line to score a try or make a touch-down.

A player tackled near the goal line can reach out and ground the ball to score a try

After a tackle all of the players must be on their feet when they play the ball

(b) After a tackle any players on their feet may attempt to gain possession by taking the ball from the ball carrier's possession.

(c) Players in opposition to the ball carrier who remain on their feet who bring the ball carrier to ground so that the player is tackled must release the ball and the ball carrier. Those players may then 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.

Sanction: Penalty kick

(d) At a tackle or near to a tackle, other players who play the ball must do so from behind the ball and from directly behind the tackled player or the tackler closest to those players' goal line.

Sanction: Penalty kick

(e) Any player who gains possession of the ball at the tackle must play the ball immediately by moving away or passing or kicking the ball.

Sanction: Penalty kick

(f) Any player who first gains possession of the ball must not go to the ground at the tackle or near to it unless tackled by an opposition player.

Sanction: Penalty kick

(g) Any player who first gains possession of the ball at the tackle or near to it may be tackled by an opposition player providing that player does so from behind the ball and from directly behind the tackled player or the tackler closest to that player's goal line.

Sanction: Penalty kick

(h) After a tackle, any player lying on the ground must not prevent an opponent from getting possession of the ball.

Sanction: Penalty kick

(i) After a tackle, any player on the ground must not tackle an opponent or try to tackle an opponent.

Sanction: Penalty kick

(j) When a tackled player reaches out to ground the ball on or over the goal line to score a try, an opponent may pull the ball from the player's possession, but must not kick or attempt to kick the ball.

Sanction: Penalty kick

15.7 FORBIDDEN PRACTICES

(a) No player may prevent the tackled player from passing the ball.

Sanction: Penalty kick

(b) No player may prevent the tackled player from releasing the ball and getting up or moving away from it.

Sanction: Penalty kick

(c) No player may fall on or over the players lying on the ground after a tackle with the ball between or near to them.

Sanction: Penalty kick

(d) Players on their feet must not charge or obstruct an opponent who is not near the ball.

Sanction: Penalty kick

(e) Danger may arise if a tackled player fails to release the ball or move away from it immediately, or if that player is prevented from so doing. If either of these happens the referee awards a penalty kick immediately.

Sanction: Penalty kick

15.8 DOUBT ABOUT FAILURE TO COMPLY

If the ball becomes unplayable at a tackle and there is doubt about which player did not conform to Law, the referee orders a scrum immediately with the throw-in by the team that was moving forward prior to the stoppage or, if no team was moving forward, by the attacking team.

No player may fall on or over a tackled player

Veterans Rugby Variations

To clarify the “Veterans Rugby” tackle, you can make a tackle around the legs, as normal. There is to be no lifting of a player in a tackle. You can tackle around the ball area, as long as it does not progress to around the neck (High tackle). Shoulder charges are outlawed in Veterans Rugby. The normal “claim & held” tackle for red short players, as described below, is also a recognised tackle.

All players must **strictly** observe the restrictions on the tackling of players wearing coloured shorts. As determined by the games organiser or the referee, older, previously injured

or disabled players shall be allowed to wear coloured shorts, bibs and socks to reduce the risk of injury.

If you have coloured short players in your team and the opposition have none or less than you, consider equalling up the sides with the same amount of coloured short players. (Not mandatory, but smart in the context of the game).

The wearing of coloured shorts does not give a player the right to tackle other players wearing shorts of the same colour.

Running at Coloured Short Players: There is to be **NO** running at pace into a player wearing coloured shorts. You must succumb to a “claim and held” tackle from a coloured short player.

If you find a coloured short player on the wing position, you cannot run around the outside of the player (towards the side line). You must step inside them or deliver a pass.

Players wearing gold, purple or special coloured shorts may run with the ball for a total distance of 15 metres towards the opposition’s try line. Irrespective of the path taken, if that player is not in a position to score a try after carrying the ball a total distance of 15 metres forward, the ball must then be passed to a team mate wearing club shorts only. (They cannot pass to another player in coloured shorts)

To avoid confusion, teams should avoid using the colours white, red, gold, purple or colours similar to those for their “normal club shorts”.

Club Shorts: The normal “take to ground” tackle law applies (as detailed above).

White Shorts: A player in white shorts is to indicate that they still want to be involved with tackling and being tackled but in the “spirit of Veterans Rugby” and not tackled into next week. Worn by players returning from injury or who have a physical disability and do not wish to be tackled with force. A “gentlemanly take to ground” tackle law applies and you must not put a “big hit” on these players. (To clarify, you can make a “normal” tackle without the driving, pick ‘em up, smash them back, type of tackle, which is outlawed in Veterans Rugby).

Red Shorts: Worn by players who do not wish to be tackled to the ground or pushed over and those over 60 years old. A player may be “claimed and held” but not tackled to the ground. A player in red shorts who has been “claimed and held” is considered to have been tackled. The player must then immediately exercise one of the options required of any tackled player and either pass or release the ball. The opponent holding him must not prevent him from doing so. A red short player **must not** tackle or attempt to tackle others (claim & hold or 2 hand touch only).

Gold Shorts: Worn by players over 65 years old. A player must not be touched or tackled nor must he tackle or attempt to tackle others. Limited to running 15m towards the opposition try line, if he cannot score the try, he must pass to a player in club shorts only.

Purple Shorts: Worn by players over 70 years old. A player must not be touched or tackled nor must he tackle or attempt to tackle others. Limited to running 15m towards the opposition try line, if he cannot score the try, he must pass to a player in club shorts only.

Claim and Hold – an explanation:

The “claim and hold” concept is described in the words and diagrams below.

The player carrying the ball is wearing coloured shorts and cannot be taken to the ground in a conventional tackle. However, a defender may claim and hold him by wrapping his arms around the ball carrier’s body (see Diagram 1).

Although the ball carrier has not been taken to the ground, in terms of the Veterans Rugby Laws, he is now considered to have been tackled. That being so, the opponent who has “claimed and held” the ball carrier must now release and move away from that player to allow him to exercise one of the options required of any tackled player, to pass or release the ball.

As an alternative to “claiming and holding” a red short opponent, a defender may decide to stand in front of that player to prevent further forward progress. This allows the ball carrier time and space in which to play the ball (see Diagram 2).

All players are to avoid touching or impeding an opponent wearing gold, purple or special committee shorts at all times. (Referees are to monitor this and punish accordingly).

Diagram 1



Diagram 2



Law 16 – Ruck

DEFINITIONS

A ruck is a phase of play where one or more players from each team, who are on their feet, in physical contact, close around the ball on the ground. Open play has ended.

Players are rucking when they are in a ruck and using their feet to try to win or keep possession of the ball, without being guilty of foul play.

Ruck

(d) A player must not jump on top of a ruck.

Sanction: Penalty kick

(e) Players must have their heads and shoulders no lower than their hips.

Sanction: Free Kick

(f) A player rucking for the ball must not intentionally ruck players on the ground. A player rucking for the ball must **not** try to step over players on the ground and must not intentionally step on them. A player rucking must do so near the ball.

Sanction: Penalty kick

16.4 OTHER RUCK OFFENCES

(a) Players must not return the ball into a ruck.

Sanction: Free Kick

(b) Players must not handle the ball in a ruck except after a tackle if they are on their feet and have their hands on the ball before the ruck is formed.

Sanction: Penalty kick

(c) Players must not pick up the ball in a ruck with their legs.

Sanction: Penalty kick

(d) Players on the ground in or near the ruck must try to move away from the ball. These players must not interfere with the ball in the ruck or as it comes out of the ruck.

Sanction: Penalty kick

(e) A player must not fall on or over the ball as it is coming out of a ruck.

Sanction: Penalty kick

(f) A player must not take any action to make the opposing team think that the ball is out of the ruck while it is still in the ruck.

Sanction: Free Kick

16.5 OFFSIDE AT THE RUCK

(a) The offside line. There are two offside lines parallel to the goal lines, one for each team.

Each offside line runs through the hindmost foot of the hindmost player in the ruck. If the hindmost foot of the hindmost player is on or behind the goal line, the offside line for the defending team is the goal line.

(b) Players must either join a ruck, or retire behind the offside line immediately. If a player loiters at the side of a ruck, the player is offside.

Sanction: Penalty kick

(c) Players joining or re-joining the ruck. A player joining a ruck must do so from behind the foot of the hindmost team-mate in the ruck. A player may join alongside this hindmost player. If a player joins the ruck from the opponents' side, or in front of the hindmost team-mate, the player is offside. A player may bind onto an opposition player providing the player is not otherwise offside.

Sanction: Penalty kick on the offending team's offside line

(d) Players not joining the ruck. If a player is in front of the offside line and does not join the ruck, the player must retire behind the offside line at once. If a player who is behind the offside line oversteps it and does not join the ruck the player is offside.

Sanction: Penalty kick on the offending team's offside line

16.6 SUCCESSFUL END TO A RUCK

A ruck ends successfully when the ball leaves the ruck, or when the ball is on or over the goal line.

16.7 UNSUCCESSFUL END TO A RUCK

(a) A ruck ends unsuccessfully when the ball becomes unplayable and a scrum is ordered.

The team that was moving forward immediately before the ball became unplayable in the ruck throws in the ball.

If neither team was moving forward, or if the referee cannot decide which team was moving forward before the ball became unplayable in the ruck, the team that was moving forward before the ruck began throws in the ball.

If neither team was moving forward, then the attacking team throws in the ball.

(b) Before the referee blows the whistle for a scrum, the referee allows a reasonable amount of time for the ball to emerge, If the referee decides that the ball will probably not

emerge within a reasonable time, the referee must order a scrum.

(c) When the ball has been clearly won by a team at a ruck and the ball is available to be played the referee will call "Use it!" after which the ball must be played within five seconds. If the ball is not played within five seconds the referee will award a scrum and the team not in possession of the ball at the ruck is awarded the throw-in.

Law 17 – Maul

DEFINITIONS

To minimise the chance of injury, there will be no “cleaning out” of players at mauls. Reckless driving into mauls, is not permitted and will be punished by the referee. If the ball becomes “genuinely unplayable” at a maul, play will restart with a scrum fed by the team indicated by the referee.

A maul begins 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. A maul therefore consists, when it begins, of at least three players, all on their feet; the ball carrier and one player from each team. All the players involved must be caught in or bound to the maul and must be on their feet and moving towards a goal line.

17.1 FORMING A MAUL

(a) Where can a maul take place. A maul can only take place in the field of play

17.2 JOINING A MAUL

(a) Players joining a maul must have their heads and shoulders no lower than their hips

Sanction: Free Kick

(b) A player must be caught in or bound to the maul not just alongside it.

Sanction: Penalty Kick

(c) Placing a hand on another player in the maul does not constitute binding

Sanction: Penalty Kick

(d) Keeping players on their feet. Players in a maul must endeavour to stay on their feet. The ball carrier in a maul may go to ground providing the ball is available immediately and play continues.

Sanction: Penalty Kick

(e) A player must not intentionally collapse a maul. This is dangerous play.

Sanction: Penalty Kick

(f) A player must not jump on top of a maul

Sanction: Penalty Kick

17.3 OTHER MAUL OFFENCES

(a) A player must not try to drag an opponent out of a maul

Sanction: Penalty Kick

(b) A player must not take any action to make the opposing team think that the ball is out of the maul while it is still in the maul

Sanction: Free Kick

17.4 OFFSIDE AT THE MAUL

(a) The offside line. There are two offside lines parallel to the goal lines, one for each team.

Each offside line runs through the hindmost foot of the hindmost player in the maul. If the hindmost foot of the hindmost player is on or behind the goal line, the offside line for the defending team is the goal line.

(b) A player must either join a maul, or retire behind the offside line immediately. If a player loiters at the side of a maul, the player is offside.

Sanction: Penalty kick on the offending team's offside line

(c) Players joining the maul. Players joining a maul must do so from behind the foot of the hindmost team-mate in the maul. The player may join alongside this player. If the player

joins the maul from the opponents' side, or in front of the hindmost team-mate, the player is offside.

Sanction: Penalty kick on the offending team's offside line

(d) Players not joining the maul. All players in front of the offside line and who do not join the maul, must retire behind the offside line at once. A player who does not do so, is offside. If any player who is behind the offside line oversteps it and does not join the maul, the player is offside.

Sanction: Penalty kick on the offending team's offside line

(e) Players leaving or re-joining the maul. Players who leave a maul must immediately retire behind the offside line, otherwise, they are offside. If the player re-joins the maul in front of the hindmost team-mate in the maul, they are offside. The player may re-join the maul alongside the hindmost team-mate.

Sanction: Penalty kick on the offending team's offside line

(f) When players of the team who are not in possession of the ball in the maul voluntarily leave the maul such that there are no players of that team left in the maul, the maul may continue and there are two offside lines. The offside line for the team in possession runs through the hindmost foot of the hindmost player in the maul and for the team not in possession it is a line that runs through the foremost foot of the foremost player of the team in possession at the maul.

Sanction: Penalty kick

(g) When players of the team who are not in possession of the ball in the maul voluntarily leave the maul such that there are no players of that team left in the maul, players of that team may re-join the maul providing that the first player binds on the foremost player of the team in possession of the ball.

Sanction: Penalty kick

17.5 SUCCESSFUL END TO A MAUL

A maul ends successfully when :

- the ball or a player with the ball leaves the maul
- the ball is on the ground
- the ball is on or over the goal line.

17.6 UNSUCCESSFUL END TO A MAUL

(a) A maul ends unsuccessfully if it remains stationary or has stopped moving forward for longer than 5 seconds and a scrum is ordered.

(b) A maul ends unsuccessfully if the ball becomes unplayable or collapses (not as a result of foul play) and a scrum is ordered.

(c) Scrum following maul. The ball is thrown in by the team not in possession when the maul began. If the referee cannot decide which team had possession, the team moving forward before the maul stopped throws in the ball. If neither team was moving forward, the attacking team throws in the ball.

(d) When a maul remains stationary or has stopped moving forward for more than 5 seconds, but the ball is being moved and the referee can see it, a reasonable time is allowed for the ball to emerge. If it does not emerge within a reasonable time, a scrum is ordered.

(e) When a maul has stopped moving forward it may start moving forward again providing it does so within 5 seconds. If the maul stops moving forward a second time and if the ball is being moved and the referee can see it, a reasonable time is allowed for the ball to emerge.

If it does not emerge within a reasonable time, a scrum is ordered.

(f) When the ball in a maul becomes unplayable, the referee does not allow prolonged wrestling for it. A scrum is ordered.

(g) If the ball carrier in a maul goes to ground, including being on one or both knees or sitting, the referee orders a scrum unless the ball is immediately available.

When the ball is available to be played the referee will call "Use it!" after which the ball must be played within five seconds. If the ball is not played within five seconds the referee will award a scrum and the team not in possession of the ball is awarded the throw-in.

(h) Scrum after a maul when catcher is held. If a player catches the ball direct from an opponent's kick, except from a kick-off or a drop-out, and the player is immediately held by an opponent, a maul may form. Then if the maul remains stationary, stops moving forward for longer than 5 seconds, or if the ball becomes unplayable, and a scrum is ordered, the team of the ball catcher throws in the ball.

'Direct from an opponent's kick' means the ball did not touch another player or the ground before the player caught it.

Law 18 – Mark

Due to the Veteran’s law of no kicking, there will, with most probability, be no marks. If there is such an event, the normal free kick rule will apply.

Law 19 - Touch and Lineout

DEFINITIONS

‘Kicked directly into touch’ means that the ball was kicked into touch without landing on the playing area, and without touching a player or the referee.

‘The 22’ is the area between the goal line and the 22-metre line, including the 22-metre line but excluding the goal line.

The line of touch is an imaginary line in the field of play at right angles to the touchline through the place where the ball is thrown in.

The ball is in touch when it is not being carried by a player and it touches the touchline or anything or anyone on or beyond the touchline.

The ball is in touch when a player is carrying it and the ball carrier (or the ball) touches the touchline or the ground beyond the touchline. The place where the ball carrier (or the ball) touched or crossed the touchline is where it went into touch.

The ball is in touch if a player catches the ball and that player has a foot on the touchline or the ground beyond the touchline. If a player has one foot in the field of play and one foot in touch and holds the ball, the ball is in touch.

If the ball crosses the touchline or touch-in-goal line, and is caught by a player who has both feet in the playing area, the

ball is not in touch or touch-in-goal. Such a player may knock the ball into the playing area.

If a player jumps and catches the ball, both feet must land in the playing area otherwise the ball is in touch or touch-in-goal.

A player in touch may kick or knock the ball, but not hold it, provided it has not crossed the plane of the touchline. The plane of the touchline is the vertical space rising immediately above the touchline.

19.1 THROW-IN

NO GAIN IN GROUND

No kicking in general play outside your own 22 is permitted in veteran's rugby

(a) Outside a team's 22, a team member kicks directly into touch. Except for a penalty kick, when a player anywhere in the field of play who is outside the 22 kicks directly into touch, there is no gain in ground. The throw-in is taken either at the place opposite where the player kicked the ball, or at the place where it went into touch, whichever is nearer that player's goal line.

(b) When a team causes the ball to be put into their own 22. When a defending player plays the ball from outside the 22 and it goes into that player's 22 or in-goal area without touching an opposition player and then that player or another player from that team kicks the ball directly into touch before

it touches an opposition player, or a tackle takes place or a ruck or maul is formed, there is no gain in ground. This applies when a defending player moves back behind the 22 metre line to take a quick throw-in and then the ball is kicked directly into touch.

(c) If a player with one or both feet inside the 22 metre line, picks up the ball which was stationary outside the 22 metre line, and kicks it directly into touch, then the player has taken the ball back inside the 22-metre line, so there is no gain in ground.

(d) Defending team takes ball into their own 22 at a scrum or lineout. When a defending team throws the ball into a scrum or lineout outside that team's 22 and the ball then crosses into the team's 22 without touching an opposition player and then a player from the defending team kicks the ball directly into touch before it touches an opposition player, or a tackle takes place or a ruck or maul is formed, there is no gain in ground.

GAIN IN GROUND

No kicking outside in general play outside your own 22 is permitted in veteran's rugby

(e) If a player with one or both feet inside the 22 metre line, picks up the ball which was in motion outside the 22 metre line, and kicks it directly into touch from within the 22 metre area, the throw-in is where the ball went into touch.

(f) Player takes ball into their own 22. When a defending player plays the ball from outside the 22 and it goes into that player's 22 or in-goal area and it touches an opposition player, or a tackle takes place or a ruck or maul is formed and then the ball is kicked by a player of that team directly into touch, the throw-in is where the ball went into touch.

(g) Ball put into a player's 22 by the opposition. When the ball is put into a team's 22 by the opposition, without having touched (or been touched by) a player of the defending team before crossing the 22 and the ball is then kicked into touch by the defending team, the throw-in is where the ball went into touch.

(h) Kicks indirectly into touch. When a player anywhere in the playing area kicks indirectly into touch so that the ball bounces in the field of play the throw-in is taken where the ball went into touch.

When a player anywhere in the playing area kicks the ball so that it touches or is touched by an opposition player and then goes indirectly into touch so that the ball bounces in the field of play the throw-in is taken where the ball went into touch.

When a player in the playing area kicks the ball so that it touches or is touched by an opposition player and then goes directly into touch the throw-in is taken in line with where the opposition player touched the ball or where the ball crossed the touchline if that is nearer the opposition player's goal line.

PENALTY KICK

(i) Penalty kick. When a player kicks to touch from a penalty kick anywhere in the playing area, the throw-in is taken where the ball went into touch.

FREE KICK

No kicking in general play outside your own 22 is permitted in veteran's rugby

(k) Inside the kicker's 22 or in-goal, gain in ground. When a free kick is awarded in the 22 or in-goal and the kick goes directly into touch, the throw-in is where the ball went into touch.

19.2 QUICK THROW-IN

No Quick Throw-in is permitted in veterans rugby

19.3 OTHER THROW INS

On all other occasions, the throw-in is taken where the ball went into touch.

19.4 WHO THROWS IN

(a) The throw-in is taken by an opponent of the player who last held or touched the ball before it went into touch. When there is doubt, the attacking team takes the throw-in.

Exception: When a team takes a penalty kick, and the ball is kicked into touch, the throw-in is taken by a player of the team

that took the penalty kick. This applies whether the ball was kicked directly or indirectly into touch.

(b) When the ball goes into touch from a knock-on or throw forward, the non-offending team will have the option of a lineout at the point the ball crossed the touch line, or a scrum at the place of the knock-on or throw forward, or a quick throw in.

19.5 PLAYER WITH FOOT IN TOUCH

(a) If a player with one or both feet on or beyond the touch-line (or touch-in-goal line), picks up the ball, which was stationary within the playing area, that player has picked up the ball in the playing area and thereby that player has taken the ball into touch (or touch-in-goal).

(b) If a player with one or both feet on or beyond the touch-line (or touch-in-goal line), picks up the ball, which was in motion within the playing area, that player is deemed to have picked up the ball in touch (or touch-in-goal).

19.6 HOW THE THROW-IN IS TAKEN

The player taking the throw-in must stand at the correct place. The player must not step into the field of play when the ball is thrown. The ball must be thrown straight, so that it travels at least 5 metres along the line of touch before it first touches the ground or touches or is touched by a player.

19.7 INCORRECT THROW-IN

(a) If the throw-in at a lineout is incorrect, the opposing team has the choice of throwing in at a lineout or a scrum on the 15-metre line. If they choose the throw-in to the lineout and it is again incorrect, a scrum is formed. The team that took the first throw-in throws in the ball.

(b) The throw-in at the lineout must be taken without delay and without pretending to throw.

Sanction: Free Kick on the 15-metre line

(c) A player must not intentionally or repeatedly throw the ball in not straight.

Sanction: Penalty kick on the 15-metre line

19.8 FORMING A LINEOUT

Veteran variation

All lineouts shall include all forwards from both teams.

The lifting or supporting of players in the lineout is not permitted. Players jumping for the ball must not be assisted by other players in the lineout.

(d) When the ball is in touch, every player who approaches the line of touch is presumed to do so to form a lineout. Players who approach the line of touch must do so without delay.

Players of either team must not leave the lineout once they have taken up a position in the lineout until the lineout has ended.

Sanction: Free Kick on the 15-metre line

(g) Failure to form a lineout. A team must not voluntarily fail to form a lineout.

Sanction: Free Kick on the 15-metre line

(h) Where the lineout players must stand. The front of the lineout is not less than 5 metres from the touchline. The back of the lineout is not more than 15 metres from the touchline.

All lineout players must stand between these two points.

Sanction: Free Kick on the 15-metre line

(i) Where the receiver must stand. If a team uses a receiver, then that player, must be positioned at least 2m back from team mates in the lineout, and between the 5m and 15m lines, until the lineout begins.

Once the lineout has commenced, the receiver may move into the lineout and may perform all actions available to players in the lineout and is liable to related sanctions.

Sanction: Free kick on the 15 metre line along the line of touch

(j) Player between touch and 5 metres. The team not throwing in must have a player standing between the touchline and the 5-metre line on that team's side of the line of touch when the lineout is formed. That player must stand 2 metres from the line of touch and 2 metres from the 5-metre line.

Sanction: Free Kick on the 15-metre line

(k) Participating players in a lineout may change places before the ball is thrown.

(l) Two single straight lines. The lineout players of both teams form two single parallel lines each at right angles to the touchline.

Sanction: Free Kick on the 15-metre line

(m) Opposing players forming a lineout must keep a clear space between their inside shoulders.

This space is determined when players are in an upright stance.

Sanction: Free Kick on the 15-metre line

(n) Metre gap. Each line of players must be half a metre on their side of the line of touch.

Sanction: Free Kick on the 15-metre line

(o) The line of touch must not be within 5 metres of the goal line.

(p) After the lineout has formed, but before the ball has been thrown in, a player must not hold, push, charge into, or obstruct an opponent.

Sanction: Penalty kick on the 15-metre line

19.9 BEGINNING AND ENDING A LINEOUT

(a) Lineout begins. The lineout begins when the ball leaves the hands of the player throwing it in.

(b) Lineout ends. The lineout ends when the ball or a player carrying it leaves the lineout.

This includes the following:

- When the ball is thrown, knocked or kicked out of the lineout, the lineout ends.

- When the ball or a player carrying the ball moves into the area between the 5-metre line and the touchline, the lineout ends.

- When a lineout player hands the ball to a player who is peeling off, the lineout ends.

- When the ball is thrown beyond the 15-metre line, or when a player takes or puts it beyond that line, the lineout ends.

- When a ruck or maul develops in a lineout, and all the feet of all the players in the ruck or maul move beyond the line of touch, the lineout ends.

- When the ball becomes unplayable in a lineout, the lineout ends. Play restarts with a scrum.

19.10 OPTIONS AVAILABLE IN A LINEOUT

(a) Levering on an opponent. A lineout player must not use an opponent as a support when jumping.

Sanction: Penalty kick on the 15-metre line

(b) Holding or shoving. A lineout player must not hold, push, charge, obstruct or grasp an opponent not holding the ball except when a ruck or maul is taking place.

Sanction: Penalty kick on the 15-metre line

(c) Illegal charging. A lineout player must not charge an opponent except in an attempt to tackle the opponent or to play the ball.

Sanction: Penalty kick on the 15-metre line

(d) Lifting and supporting. Players may not assist a teammate in jumping for the ball.

Sanction: Free Kick on the 15-metre line

(f) Jumping, before the ball is thrown. A player must not jump before the ball has left the hands of the player throwing in.

Sanction: Free Kick on the 15-metre line

(h) Blocking the throw-in. A lineout player must not stand less than 5 metres from the touchline. No player may block the throw-in or prevent the ball from travelling 5 metres.

Sanction: Free Kick on the 15-metre line

(i) When the ball has been thrown beyond a player in the lineout, that player may move to the space between the touchline and the 5-metre line. If the player moves into that space the player must not move towards that player's goal line before the lineout ends, except in a peeling off movement.

Sanction: Free Kick on the 15-metre line

(j) Catching or deflecting. When jumping for the ball, a player must use either both hands or the inside arm to try to catch or deflect the ball. The jumper must not use the outside arm alone to try to catch or deflect the ball. If the jumper has both hands above the head either hand may be used to play the ball.

Sanction: Free Kick on the 15-metre line

(k) Defending at a lineout. A player who jumps and gains possession of the ball in the lineout may be tackled immediately upon returning to the ground.

A player who gains possession of the ball in a lineout without jumping may be tackled immediately.

In both cases, these actions must be commenced before a maul has formed.

Sanction: Penalty kick on the 15-metre line

19.11 PLAYER THROWING-IN

There are four options available to the player throwing in:

- (a) The thrower may stay within 5 metres of the touchline.
- (b) The thrower may retire to the offside line 10 metres behind the line of touch.
- (c) The thrower may join the lineout as soon as the ball has been thrown in.

- (d) The thrower may move into the receiver position if that position is empty. If the thrower goes anywhere else, the thrower is offside.

Sanction: Penalty kick on the 15-metre line

19.12 PEELING OFF

No Peeling off permitted

Sanction: Free Kick

19.13 OFFSIDE LINES AT THE LINEOUT

(a) When a lineout forms, there are two separate offside lines, parallel to the goal lines, for the teams

(b) Participating players. One offside line applies to the players taking part in the lineout (usually some or all of the forwards, plus the scrum half and the player throwing in). Until the ball is thrown in, and has touched a player or the ground, this offside line is the line of touch. After that, the offside line is a line through the ball.

(c) Players not taking part. The other offside line applies to the players not taking part in the lineout (usually the backs). For them, the offside line is 10 metres behind the line of touch or their goal line, if that is nearer.

19.14 OFFSIDE WHEN TAKING PART IN THE LINEOUT

(a) Before the ball has touched a player or the ground. A player must not overstep the line of touch. A player is offside if, before the ball has touched a player or the ground, that player oversteps the line of touch, unless doing so while jumping for the ball. The player must jump from that player's side of the line of touch.

Sanction: Penalty kick on the 15-metre line

(b) If a player jumps and crosses the line of touch but fails to catch the ball, that player is not penalised provided that player gets back onside without delay.

Players jumping for the ball may take a step in any direction providing they do not step across the line of touch.

Sanction: Penalty kick on the 15-metre line

(c) After the ball has touched a player or the ground. A player not carrying the ball is offside if, after the ball has touched a player or the ground, that player steps in front of the ball, unless tackling (or trying to tackle) an opponent. Any attempt to tackle must start from that player's side of the ball.

Sanction: Penalty kick on the 15-metre line

(d) The referee must penalise any player who, intentionally or not, moves into an offside position without trying to win possession or tackle an opponent.

Sanction: Penalty kick on the 15-metre line

(e) No player of either team participating in the lineout may leave the lineout until it has ended.

Sanction: Penalty kick on the 15-metre line

(f) Long throw-in. If the player who is throwing in throws the ball beyond the 15-metre line, a player taking part in the

lineout may run infield beyond the 15-metre line as soon as the ball leaves the hands of the player throwing in.

If this happens, an opponent may also run infield. If a player runs infield to take a long throw in, and the ball is not thrown beyond the 15-metre line, this player is offside and must be penalised.

Sanction: Penalty kick on the 15-metre line

(g) Ruck and maul from a lineout. When a ruck or a maul develops in a lineout the offside line for a player taking part in the lineout no longer runs through the ball. The offside line is now the hindmost foot of that player's team in the ruck or maul.

(h) The lineout ends when the ruck or maul leaves the line of touch. For this to happen, all the feet of all the players in the ruck or maul must have left the line of touch.

(i) A player taking part in the lineout must either join the ruck or maul, or retire to the offside line and stay at that line, otherwise that player is offside.

Sanction: Penalty kick on the 15-metre line

(j) The rest of the Law of ruck or maul applies. A player must not join the ruck or maul from the opponents' side.

Sanction: Penalty kick

(k) Players must not join it in front of the offside line. If they do, they are offside.

Sanction: Penalty kick on the 15-metre line

19.15 OFFSIDE WHEN NOT TAKING PART IN THE LINEOUT

(a) A player who is not taking part in the lineout is offside if that player oversteps the offside line before the lineout has ended.

Sanction: Penalty kick on the offending team's offside line opposite the place of infringement, at least 15 metres from the touchline.

(b) Players not yet onside when the ball is thrown in. A player may throw in the ball even if a team-mate has not yet reached the offside line. However, if this player is not trying to reach an onside position without delay, this player is offside.

Sanction: Penalty kick on the offending team's offside line opposite the place of infringement, at least 15 metres from the touchline

(c) Long throw in. If the player who is throwing in throws the ball beyond the 15-metre line, a player of the same team may run forward to take the ball as soon as the ball leaves the hands of the player throwing in. If that player does so, opponents may also run forward. If a player runs forward to take a long throw in, and the ball is not thrown beyond the 15-metre line, this player is offside and must be penalised.

Sanction: Penalty kick on the offending team's offside line, opposite the place of infringement, at least 15 metres from the touchline

(d) Ruck and maul from a lineout. When a ruck or maul develops in a lineout, the lineout has not ended until all the feet of all the players in the ruck or maul have moved beyond the line of touch.

Until then, the offside line for players not taking part in the lineout is still 10 metres behind the line of touch, or the goal line if that is nearer. A player who oversteps this offside line is offside.

Sanction: Penalty kick on the offside line, at least 15 metres from the touchline

Law 20 - Scrum

DEFINITIONS

The purpose of the scrum is to restart play quickly, safely and fairly, after a minor infringement or a stoppage.

A scrum is formed in the field of play when eight 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 the ball.

The middle line of a scrum must not be within 5 metres of the goal line. A scrum cannot take place within 5 metres of a touchline.

The tunnel is the space between the two front rows.

The player of either team who throws the ball into the scrum is the scrum half.

The middle line is an imaginary line on the ground in the tunnel beneath the line where the shoulders of the two front rows meet.

The middle player in each front row is the hooker.

The players on either side of the hooker are the props. The left side props are the loose head props. The right side props are the tight head props.

The two players in the second row who push on the props and the hooker are the locks.

The outside players who bind onto the second or third row are the flankers.

The player in the third row who usually pushes on both locks is the No.8.

20.1 FORMING A SCRUM

(a) Where the scrum takes place. The place for a scrum is where the infringement or stoppage happened, or as near to it as is practicable in the field of play, unless otherwise stated in Law.

(b) If this is less than 5 metres from a touchline, the place for the scrum is 5 metres from that touchline. A scrum can take place only in the field of play. The middle line of a scrum must not be within 5 metres of the goal line when it is formed.

(c) If there is an infringement or stoppage in in-goal, the place for the scrum is 5 metres from the goal-line. The scrum is formed in line with the infringement or stoppage.

(d) No delay. A team must not intentionally delay forming a scrum. A team must be ready for the referee to call “crouch” within 30 seconds from the time the referee makes the mark for the scrum.

Sanction: Free Kick

(e) Number of players: eight. A scrum must have eight players from each team. All eight players must stay bound to the scrum until it ends. Each front row must have three players in it, no more and no less. Two locks must form the second row.

Sanction: Restart with correct number in the scrum

(f) Front rows coming together. First, the referee marks with a foot the place where the scrum is to be formed. Before the two front rows come together they must be standing not more than an arm's length apart. The ball is in the scrum half's hands, ready to be thrown in.

The front rows must crouch so that when they meet, each player's head and shoulders are no lower than the hips. The front rows must interlock ear against ear so that no player's head is next to the head of a team-mate.

Sanction: Restart with correct number in the scrum

(g) The referee will call "crouch" and then "bind". The front rows crouch and using their outside arm each prop must bind. A loose-head prop must bind on the opposing tight-head prop by placing the left arm inside the right arm of the tight head and gripping the tight-head prop's jersey on the back or side. A tight-head prop must bind on the opposing loose-head prop by placing the right arm outside the left upper arm of the opposing loose-head prop and gripping the loose-head prop's jersey with the right hand only on the back or side. The props must not grip the opponent's chest, arm, sleeve or collar.

Following a pause, the referee will then call “set” when the front rows are ready. The front rows may then engage. The “set” call is not a command but an indication that the front rows may come together when ready.

Sanction: Restart with correct number in the scrum

(h) A crouched position is the extension of the normal stance by bending the knees sufficiently to move into the engagement without a charge.

(i) Charging. A front row must not form at a distance from its opponents and rush against them or pull them. This is dangerous play.

Sanction: Penalty kick

(j) Stationary and parallel. Until the ball leaves the scrum half’s hands, the scrum must be stationary and the middle line must be parallel to the goal lines. A team must not shove the scrum away from the mark before the ball is thrown in.

Sanction: Free Kick

20.2 FRONT-ROW PLAYERS’ POSITIONS

(a) **Not applicable to Veterans Rugby.**

Sanction: Restart with correct number in the scrum

(b) This means that the front row players must have both feet on the ground, with their weight firmly on at least one

foot. Players must not cross their feet, although the foot of one player may cross a team-mate's foot. Each player's shoulders must be no lower than the hips.

Sanction: Free Kick

(c) Hooker in a position to hook. Until the ball is thrown in, the hooker must be in a position to hook the ball. The hookers must have both feet on the ground, with their weight firmly on at least one foot. A hooker's foremost foot must not be in front of the foremost foot of that team's props.

Sanction: Free Kick

20.3 BINDING IN THE SCRUM

DEFINITIONS

When a player binds on a team-mate that player must use the whole arm from hand to shoulder to grasp the team-mate's body at or below the level of the armpit. Placing only a hand on another player is not satisfactory binding.

(a) Binding by all front row players. All front row players must bind firmly and continuously from the start to the finish of the scrum.

Sanction: Penalty kick

(b) Binding by hookers. The hooker may bind either over or under the arms of the props. The props must not support the hooker so that the hooker has no weight on either foot.

Sanction: Penalty kick

(c) Binding by loose head props. A loose head prop must bind on the opposing tight head prop by placing the left arm inside the right arm of the tight head and gripping the tight head prop's jersey on the back or side. The loose head prop must not grip the chest, arm, sleeve or collar of the opposition tight head prop. The loose head prop must not exert any downward pressure.

Sanction: Penalty kick

(d) Binding by tight head props. A tight head prop must bind on the opposing loose head prop by placing the right arm outside the left upper arm of the opposing loose head prop.

The tight head prop must grip the loose head prop's jersey with the right hand only on the back or side. The tight head prop must not grip the chest, arm, sleeve or collar of the opposition loose head prop. The tight head prop must not exert any downward pressure.

Sanction: Penalty kick

(e) Both the loose head and tight head props may alter their bind providing they do so in accordance with this Law.

(f) Binding by all other players. All players in a scrum, other than front-row players, must bind on a lock's body with at least one arm prior to the scrum engagement. The locks must

bind with the props in front of them. No other player other than a prop may hold an opponent.

Sanction: Penalty kick

(g) Flanker obstructing opposing scrum half. A flanker may bind onto the scrum at any angle, provided the flanker is properly bound. The flanker must not widen that angle and so obstruct the opposing scrum half moving forward.

Sanction: Penalty kick

(h) Scrum collapse. If a scrum collapses, the referee must blow the whistle immediately.

20.4 THE TEAM THROWING THE BALL INTO THE SCRUM

(a) After an infringement, the team that did not cause the infringement throws in the ball. In all other instances the team that was throwing in the ball does so again.

20.5 THROWING THE BALL INTO THE SCRUM

No Delay. As soon as the front rows have come together, the scrum half must throw in the ball without delay. The scrum half must throw in the ball when told to do so by the referee.

The scrum half must throw in the ball from the side of the scrum first chosen.

Sanction: Restart with correct number in the scrum

20.6 HOW THE SCRUM HALF THROWS IN THE BALL

- (a) The scrum half must stand one metre from the mark on the middle line so that player's head does not touch the scrum or go beyond the nearest front row player.
- (b) The scrum half must hold the ball with both hands, with its major axis parallel to the ground and to the touchline over the middle line between the front rows, mid-way between knee and ankle.
- (c) The scrum half must throw in the ball at a quick speed. The ball must be released from the scrum half's hands from outside the tunnel.
- (d) The scrum half must throw in the ball straight along the middle line, so that it first touches the ground immediately beyond the width of the nearer prop's shoulders.
- (e) The scrum half must throw in the ball with a single forward movement. This means that there must be no backward movement with the ball. The scrum half must not pretend to throw the ball.

Sanction: Free Kick

20.7 WHEN THE SCRUM BEGINS

- (a) Play in the scrum begins when the ball leaves the hands of the scrum half.

(b) If the scrum half throws in the ball and it comes out at either end of the tunnel, the ball must be thrown in again unless a free kick or penalty has been awarded.

(c) If the ball is not played by a front row player, and it goes straight through the tunnel and comes out behind the foot of a far prop without being touched, the scrum half must throw it in again.

20.8 FRONT-ROW PLAYERS

(a) No pushing or shoving as it is uncontested scrums

20.9 SCRUM - GENERAL RESTRICTIONS

(a) All players: Collapsing. A player must not intentionally collapse a scrum. A player must not intentionally fall or kneel in a scrum. This is dangerous play.

Sanction: Penalty kick

(b) All players: Handling in the scrum. Players must not handle the ball in the scrum or pick it up with their legs.

Sanction: Penalty kick

(d) All players: When the ball comes out, leave it out. When the ball has left the scrum, a player must not bring it back in to the scrum.

Sanction: Free Kick

(e) All players: No falling on the ball. A player must not fall on or over the ball as it is coming out of the scrum.

Sanction: Penalty kick

(f) Locks and flankers: Staying out of the tunnel. A player who is not a front row player must not play the ball in the tunnel.

Sanction: Free Kick

(g) Scrum half: Kicking in the scrum. A scrum half must not kick the ball while it is in the scrum.

Sanction: Penalty kick

(h) Scrum half: Dummying. A scrum half must not take any action to make the opponents think that the ball is out of the scrum while it is still in the scrum.

Sanction: Free Kick

(i) Scrum half: Holding opposing flanker. A scrum half must not grasp an opposing flanker.

Sanction: Penalty kick

20.10 ENDING THE SCRUM

(a) The ball comes out. When the ball comes out of the scrum in any direction except the tunnel, the scrum ends.

(b) Scrum in the in-goal. A scrum cannot take place in the in-goal. When the ball in a scrum is on or over the goal line , the scrum ends and an attacker or a defender may legally ground the ball for a try or a touch-down.

(c) Hindmost player unbinds. The hindmost player in a scrum is the player whose feet are nearest the team's own goal line. If the hindmost player unbinds from the scrum with the ball at that player's feet and picks up the ball , the scrum ends.

20.11 SCRUM WHEELED

No Wheeling restart the scrum

20.12 OFFSIDE AT THE SCRUM

(a) When the scrum is set, the scrum half not throwing the ball into the scrum must take up a position either at the same side of the scrum as the scrum half throwing in the ball or behind the offside line defined for other players.

(b) Offside for scrum-halves. When a team has won the ball in a scrum, the scrum half of that team is offside if both feet are in front of the ball while it is still in the scrum. If the scrum half has only one foot in front of the ball, the scrum half is not offside.

Sanction: Penalty kick

(c) When a team has won the ball in a scrum, the scrum half of the opposing team is offside if that scrum half steps in

front of the ball with either foot while the ball is still in the scrum.

This scrum-half may not move into the space between the flanker and No. 8 when following the ball through the scrum.

Sanction: Penalty kick

(d) The scrum half whose team does not win possession of the ball must not move to the opposite side of the scrum and overstep the offside line. For that scrum half that runs through the hindmost foot of that player's team in the scrum.

Sanction: Penalty kick

(e) The scrum half whose team does not win possession of the ball must not move away from the scrum and then remain in front of the offside line. For that scrum half that runs through the hindmost foot of that player's team in the scrum.

Sanction: Penalty kick

(f) Any player may be scrum half, but a team can have only one scrum half at each scrum.

Sanction: Penalty kick on the offside line

(g) Offside for players not in the scrum. Players who are not in the scrum and who are not the team's scrum half, are offside if they remain in front of their offside line or overstep the offside line which is a line parallel to the goal lines and 5 metres behind the hindmost player of each team in a scrum.

Sanction: Penalty kick on the offside line

(h) If the hindmost foot of a team is on or behind that team's goal line, the offside line for scrum halves and non-participants is the goal line.

(i) Loitering. When a scrum is forming, players not taking part in it must retire to their offside line without delay. If they do not, they are loitering. Loiterers must be penalised.

Sanction: Penalty kick on the offside line

Veterans Rugby Variations

Scrum shall involve all forwards from both teams, 8 per side unless reduced numbers that have been agreed between both team captains and the referee prior to the start of the game.

Scrum shall be uncontested, with all players remaining bound to the scrum until the halfback passes the ball.

The scrumhalf not feeding the scrum, is required to remain behind the halfway point of the scrum, on the side that the ball was fed or at the base of his own scrum, within 1m of the

scrum (ie. He cannot get a head start away from the scrum to tackle the first receiver).

There is to be no pressure scrummaging and neither team is allowed to push the other team away from the mark or to wheel the scrum.

The No 8 may not detach and pick up the ball to pass or run.

Law 21 – Penalty and Free Kicks

DEFINITIONS

Penalty kicks and free kicks are awarded to the non-offending team for infringements by their opponents.

21.1 WHERE PENALTY AND FREE KICKS ARE AWARDED

Unless a Law states otherwise, the mark for a penalty or free kick is at the place of infringement.

21.2 WHERE PENALTY AND FREE KICKS ARE TAKEN

(a) The kicker must take the penalty or free kick at the mark or anywhere behind it on a line through the mark. If the place for a penalty or free kick is within 5 metres of the goal line, the mark for the kick is 5 metres from the goal line, opposite the place of infringement.

(b) When a penalty or free kick is awarded in in-goal, the mark for the kick is in the field of play, 5 metres from the goal line, in line with the place of infringement.

Sanction: Any infringement by the kicker's team results in a scrum 5 metres from the goal line in line with the mark. The opposing team throws in the ball.

(c) If a quickly taken penalty kick or free kick is taken from the wrong place the referee will order the kick to be taken again.

21.3 HOW THE PENALTY AND FREE KICKS ARE TAKEN

(a) Any player may take a penalty or free kick awarded for an infringement with any type of kick: punt, drop kick or place kick. The ball may be kicked with any part of the lower leg from knee to the foot, excluding the knee and the heel.

(b) Bouncing the ball on the knee is not taking a kick.

Sanction: Any infringement by the kicker's team results in a scrum at the mark. The opposing team throws in the ball.

(c) The kicker must use the ball that was in play unless the referee decides it was defective.

Sanction: Any infringement by the kicker's team results in a scrum at the mark. The opposing team throws in the ball.

21.4 PENALTY AND FREE KICK OPTIONS AND REQUIREMENTS

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

They throw in the ball.

(b) Lineout alternative. A team awarded a penalty or a free kick at a lineout may choose a further lineout into which they throw in. This is in addition to the scrum option.

- (d) A clear kick. The kicker must kick the ball a visible distance. If the kicker is holding it, it must clearly leave the hands. If it is on the ground, it must clearly leave the mark.
- (e) Place kicking for touch. The kicker may punt or drop kick for touch but must not place kick for touch.
- (f) Kicker's freedom of action. The kicker is free to kick the ball in any direction and may play the ball again.
- (g) Kick taken in the in-goal. If a player retires into in-goal to take a penalty or free kick awarded in the field of play and a defending player by foul play prevents an opponent from scoring a try a penalty try is awarded.
- (h) Out of play in the in-goal. If a player retires into in-goal to take a penalty or free kick awarded in the field of play and following the kick the ball goes into touch-in-goal, or on or over the dead ball line, or a defending player makes the ball dead before it has crossed the goal line, a 5-metre scrum is awarded. The attacking team throws in the ball.
- (i) Behind the ball. All the kicker's team at a penalty or free kick must be behind the ball until it has been kicked, except the placer for a place kick.
- (j) Quick penalty or free kicks are not allowed. The penalty or free kick shall only take place once the defending team is on-side.

(k) In this situation, players become onside when they run behind the team-mate who took the penalty or free kick, or when a team-mate carrying the ball runs in front of them, or when a team-mate who was behind the ball when it was kicked runs in front of them.

(l) An offside player cannot be put onside by any action of an opponent.

Sanction: Unless otherwise stated in Law any infringement by the kicker's team results in a scrum at the mark. The opposing team throw in the ball.

21.5 SCORING A GOAL FROM A PENALTY KICK

Not applicable to veteran rugby

21.6 SCORING FROM A FREE KICK

(a) A goal cannot be scored from a free kick.

(b) The team awarded a free kick cannot score a dropped goal until after the ball next becomes dead, or until after an opponent has played or touched it, or has tackled the ball carrier. This restriction applies also to a scrum or lineout taken instead of a free kick.

21.7 WHAT THE OPPOSING TEAM MUST DO AT A PENALTY KICK

(a) Must run from the mark. The opposing team must immediately run towards their own goal line until they are at

least 10 metres away from the mark for the penalty kick, or until they have reached their goal line if that is nearer the mark.

(b) Must keep running. 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.

(c) Kick taken quickly. If the penalty kick is taken so quickly that opponents have no opportunity to retire, they will not be penalised for this. However, they must continue to retire as described in 21.7(b) above or until a team-mate who was 10 metres from the mark has run in front of them, before they take part in the game.

(d) Interference. 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: Any infringement by the opposing team results in a second penalty kick, 10 metres in front of the mark for the first kick. This mark must not be within 5 metres of the goal line. Any player may take the kick. The kicker may change the type of kick. If the referee awards a second penalty kick, the second penalty kick is not taken before the referee has made the mark indicating the place of the penalty.

21.8 WHAT OPTIONS THE OPPOSING TEAM HAVE AT A FREE KICK

(a) Must run from the mark. The opposing team must immediately run towards their own goal line until they are at least 10 metres away from the mark for the free kick, or until they have reached their 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.

(b) Must keep running. Even if the free 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.

(c) Kick taken quickly. If the free kick is taken so quickly that opponents have no opportunity to retire, they will not be penalised for this. However, they must continue to retire as described in 21.8(b) above or until a team-mate who was 10 metres from the mark has run in front of them, before they take part in the game.

(d) Interference. The opposing team must not do anything to delay the free 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.

(e) Charging the free kick. Once they have retired the necessary distance, players of the opposing team may charge

and try to prevent the kick being taken. They may charge the free kick as soon as the kicker starts to approach to kick.

(f) Preventing the free kick. If the opposing team charge and prevent the free kick being taken, the kick is disallowed. Play restarts with a scrum at the mark. The opposing team throw in the ball.

(g) Free kick taken in the in-goal. If a free kick has been awarded and the player retires into in-goal to take it and the opponents charge and prevent the kick from being taken, a 5-metre scrum is ordered. The attacking team throws in the ball. If a free kick is taken in the in-goal, an opponent who legitimately plays it there can score a try.

(h) Charged down. If opponents charge down a free kick in the playing area, play continues.

Sanction: Any infringement by the opposing team results in a second free kick, awarded 10 metres in front of the mark for the first kick. This mark must not be within 5 metres of the goal line. Any player may take the kick. If the referee awards a second free kick, the second free kick is not taken before the referee has made the mark indicating the place of the free kick.

21.9 CONTRIVED INFRINGEMENTS AT THE PENALTY KICK

If the referee believes that the kicker's team has contrived an infringement by their opponents, the referee does not award a further penalty but allows play to continue.

21.10 CONTRIVED INFRINGEMENTS AT THE FREE KICK

- (a) The kicker must not pretend to kick. As soon as the kicker makes a move to kick, the opponents may charge.

- (b) If the referee believes that the kicker's team has contrived an infringement by their opponents, the referee does not award a further free kick but allows play to continue.

Law 22 – In-Goal

DEFINITIONS

In-goal is part of the ground as defined in Law 1 where the ball may be grounded by players from either team.

When attacking players are first to ground the ball in the opponents' in-goal, the attacking players score a try.

When defending players are first to ground the ball in in-goal, the defending players make a touch-down.

A defending player who has one foot on the goal line or in the in-goal who receives the ball is considered to have both feet in in-goal.

22.1 GROUNDING THE BALL

There are two ways a player can ground the ball:

(a) Player touches the ground with the ball. A player grounds the ball by holding the ball and touching the ground with it, in in-goal. 'Holding' means holding in the hand or hands, or in the arm or arms. No downward pressure is required.

(b) Player presses down on the ball. A player grounds the ball when it is on the ground in the in-goal and the 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

Picking up the ball from the ground is not grounding it. A player may pick up the ball in the in-goal and ground it elsewhere in the in-goal.

22.3 BALL GROUNDED BY AN ATTACKING PLAYER

(a) Try. When an attacking player who is onside is first to ground the ball in the opponents' in-goal, the player scores a try. This applies whether an attacking or a defending player is responsible for the ball being in the in-goal.

(b) When an attacking player who has possession of the ball grounds the ball in in-goal and simultaneously contacts the touch-in-goal line or the dead-ball-line (or anywhere beyond), a 22m drop-out is awarded to the defending team.

22.4 OTHER WAYS TO SCORE A TRY

(a) Grounded on the goal line. The goal line is part of the in-goal. If an attacking player is first to ground the ball on the opponents' goal line, a try is scored.

(b) Grounded against a goal post. The goal posts and padding surrounding them are part of the goal line, which is part of in-goal. If an attacking player is first to ground the ball against a goal post or padding, a try is scored.

Scoring a try - grounded against the goal post

(c) Pushover try. A scrum or ruck cannot take place in the in-goal.

If a scrum or ruck is pushed into the in-goal, an attacking player may legally ground the ball as soon as the ball reaches or crosses the goal line and a try is scored.

(d) Momentum try. If an attacking player with the ball is tackled short of the goal line but the player's momentum carries the player in a continuous movement along the ground into the opponents' in-goal, and the player is first to ground the ball, a try is scored.

(e) Tackled near the goal line. If a player is tackled near to the opponents' goal line so that this player can immediately reach out and ground the ball on or over the goal line, a try is scored.

(f) In this situation, defending players who are on their feet may legally prevent the try by pulling the ball from the tackled player's hands or arms, but must not kick the ball.

(g) Player in touch or touch-in-goal. If an attacking player is in touch or in touch-in-goal, the player can score a try by grounding the ball in the opponents' in-goal provided the player is not carrying the ball.

22.5 BALL GROUNDED BY A DEFENDING PLAYER

(a) Touch down. When defending players are first to ground the ball in their in-goal, it results in a touch down.

(b) Player in touch or touch-in-goal. If defending players are in touch-in-goal, they can make a touch down by grounding the ball in their in-goal provided they are not carrying the ball.

(c) Grounded against a goal post. The goal posts and padding surrounding them are part of the goal line. If a defending player is first to ground the ball against a goal post or padding, the result is a touch down.

22.6 SCRUM, RUCK OR MAUL PUSHED INTO IN-GOAL

A scrum, ruck or maul can take place only in the field of play. As soon as a scrum, ruck or maul is pushed across the goal line, a player may legally ground the ball. This results in a touch-down or try

22.7 RESTARTING AFTER A TOUCH DOWN

(a) When an attacking player sends or carries the ball into the opponents' in-goal and it becomes dead there, either because a defender grounded it or because it went into touch-in-goal or on or over the dead ball line, a drop-out is awarded.

(b) 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 where the knock-on or throw forward happened.

(c) If, at a kick-off or drop-out, the ball is kicked into the opponents' in-goal without having touched or been touched

by a player and a defending player grounds it there or makes it dead without delay, the defending team have two choices:

- To have a scrum formed at the centre of the line from which the kick was taken and they throw in the ball; or
- To have the other team kick off or drop out again.

(d) If a defending player threw or took the ball into the in-goal, and a defending player grounded it, and there has been no infringement, play is restarted by a 5-metre scrum. The position of the scrum is in line with where the ball has been touched down. The attacking side throws in the ball.

(e) If a defending team has put the ball into their own in-goal and a defending player kicks the ball so that is charged down in in-goal and then made dead, the attacking side is awarded a 5-metre scrum in line with where the ball is made dead and they throw in the ball.

22.8 BALL KICKED DEAD THROUGH IN-GOAL

If a team kicks the ball through their opponents' in-goal into touch-in-goal or on or over the dead ball line, except by an unsuccessful kick at goal or attempted dropped goal, the defending team has two choices:

- To have a drop-out, or
- To have a scrum at the place where the ball was kicked and they throw in.

22.9 DEFENDING PLAYER IN IN-GOAL

(a) A defending player who has part of one foot in in-goal is considered to have both feet in in-goal.

(b) If a player with one or both feet on or behind the goal line, picks up the ball, which was stationary within the field of play, that player has picked up the ball in the field of play and thereby that player has taken the ball into in-goal.

(c) If a player with one or both feet on or behind the goal line picks up the ball, which was in motion within the field of play, that player has picked up the ball within in-goal.

(d) If a player with one or both feet on or behind the dead ball line, picks up the ball, which was stationary within in-goal, that player deemed has picked up the ball in in-goal and thereby that player has made the ball dead.

(e) If a player with one or both feet on or behind the dead ball line picks up the ball, which was in motion within in-goal, that player has picked up the ball outside the playing area.

22.10 BALL HELD UP IN-GOAL

When a player carrying the ball is held up in the in-goal so that the player cannot ground the ball, the ball is dead. A 5-metre scrum is formed. This would apply if play similar to a maul takes place in in-goal. The attacking team throws in the ball.

22.11 BALL DEAD IN IN-GOAL

(a) When the ball touches the touch-in-goal line or the dead ball line, or touches anything or anyone beyond those lines, the ball becomes dead. If the ball was played into in-goal by the attacking team, a drop-out shall be awarded to the defending team. If the ball was played into in-goal by the defending team, a 5-metre scrum shall be awarded and the attacking team throws in the ball.

(b) When a player carrying the ball touches the touch-in-goal line, the dead ball line, or touches the ground beyond those lines, the ball becomes dead. If the ball was carried into in-goal by the attacking team, a drop-out shall be awarded to the defending team. If the ball was carried into in-goal by the defending team, a 5-metre scrum shall be awarded and the attacking team throws in the ball.

(c) When a player scores a try or makes a touch-down, the ball becomes dead.

22.12 BALL OR PLAYER TOUCHING A FLAG OR FLAG (CORNER) POST

If the ball or a player carrying the ball touches a flag or a flag (corner) post at the intersection of the touch-in-goal lines and the goal lines or at the intersection of the touch-in-goal lines and the dead ball lines without otherwise being in touch or touch-in-goal the ball is not out of play unless it is first grounded against a flag post.

22.13 ATTACKING INFRINGEMENT WITH SCRUM SANCTION

If an attacking player commits an infringement in in-goal, for which the sanction is a scrum, for example, a knock-on, play is restarted with a 5-metre scrum. The scrum is formed in line with the place of the infringement and the defending team throws in the ball.

22.14 DEFENDING INFRINGEMENT WITH SCRUM SANCTION

If a defending player infringes in in-goal, for which the sanction is a scrum, for example, a knock-on, play is restarted with a 5-metre scrum. The scrum is formed in line with the place of the infringement and the attacking team throws in the ball.

22.15 DOUBT ABOUT GROUNDING

If there is doubt about which team first grounded the ball in the in-goal, play is re-started by a 5-metre scrum, in line with the place where the ball was grounded. The attacking team throws in the ball.

Player touches corner post before ball is grounded

22.16 INFRINGEMENTS IN IN-GOAL

All infringements in the in-goal are treated as if they had taken place in the field of play.

A knock-on or a throw forward in the in-goal results in a 5-metre scrum, opposite the place of infringement.

Sanction: For an infringement, the mark for a penalty kick or free kick cannot be in the in-goal. When a penalty kick or free kick is awarded for an infringement in the In-goal, the mark for the kick is in the field of play, 5 metres from the goal line, opposite the place of infringement.

22.17 MISCONDUCT OR UNFAIR PLAY IN IN-GOAL

(a) Obstruction by the attacking team. When a player charges or intentionally obstructs an opponent in the in-goal who has just kicked the ball, the opponent's team may choose to take the penalty kick either in the field of play, 5 metres from the goal line opposite the place of infringement, or where the ball landed.

If they make the second choice and the ball lands in or near touch, the mark for the penalty kick is 15 metres from the touchline, opposite where the ball went into touch or where it landed.

A try is disallowed and a penalty kick awarded if a try would probably not have been scored but for foul play by the attacking team.

(b) Foul play by the defending team. The referee awards a penalty try if a try would probably have been scored but for foul play by the defending team.

The referee awards a penalty try if a try would probably have been scored in a better position but for foul play by the defending team.

A penalty try is awarded between the goal posts. The defending team may charge the conversion kick after a penalty try.

A player who prevents a try being scored through foul play must either be cautioned and temporarily suspended or sent off.

(c) Any other foul play. When a player commits any other foul play in the in-goal while the ball is out of play, the penalty kick is awarded at the place where the game would otherwise have re-started.

Sanction: Penalty kick

Veterans Rugby Variations

If a free kick is awarded to a team inside their 22 metre area the ball may be kicked directly into touch if they wish and they get the gain in territory (although their opponents will have

the throw in to the ensuing lineout). If a free kick awarded outside a team's 22 metre area and the ball is kicked directly into touch, there is no gain in territory for them and their opponents will have the throw in to the ensuing lineout. A team awarded a penalty kick may kick the ball in whatever way they choose.

Veterans Rugby Optional Rules

An "optional or local" rule may be introduced into a game with the agreement of both team captains and the referee prior to the kick off. If one team captain is not happy playing the option, then the game will be played under normal Veterans Rugby Laws.

Gimmicks: On occasions some teams employ game elements such as "short lineouts", "long scrums", "running 20m" and the like during a game. However, while these fun elements are permitted, it is suggested that they not be overdone.

Festivals

Festivals are to be played in the best spirit of Veterans Rugby. Festival Organisers may introduce "Optional Local" rules to enhance the player's rugby experience, but do not detract from the Veterans Rugby Laws. These options may include changes to the length of play and breaks and the introduction of "Discretionary Refereeing" to even the play of mismatched teams. Examples of the referee using their discretion would be the introduction of a 20m running rule at line breaks or switching team members to even sides up. Teams

participating in a Festival accept these minor rule variations by registering their intention to play, with the Organiser.

PLEASE REMEMBER FUN, FRIENDSHIP & FRATERNITY.

MAXIMUM ENJOYMENT, MINIMUM HARM.

Veterans Rugby Law Variations as updated May 2016.