



LAWS OF THE GAME

THEORY EXAMINATION

2006

LEVEL I





NEW ZEALAND RUGBY FOOTBALL UNION LAWS OF THE GAME THEORY EXAMINATION 2006 LEVEL I

INSTRUCTIONS TO CANDIDATES

- 1 Each correct answer is worth 1 mark.
- 2 **Note on Advantage**
You should assume that **no advantage** occurs following any of the situations described in the questions.
- 3 You are reminded to answer the paper as per **New Zealand Domestic Safety Law Variations (DSLVS)**, where they exist, in place of International Law and according to the **Law Book**.
- 4 Whenever you are asked, "What should the referee rule?" give a single answer such as - Scrum, Penalty kick, Lineout, Play continues, etc. It is not necessary to provide the reason for your answer, eg Offside, Foul Play, Advantage etc. The exam does not require you to provide a reason, only the ruling.
Answer only the question being asked.
- 5 **Pass Mark**
There are 100 marks available from the questions.
A pass is obtained by attaining at least 80 marks - 80%
- 6 **Gender**
Wherever words indicating masculine gender are used, this is to be interpreted to include both genders.

NZRU Laws of the Game – 2006 Level I Examination

1.	Is the Playing Area that area bounded by the goal lines and touch lines?	Yes	No
2.	Should the referee stop the match after it has started, if a team then objects to the way the field is marked out?	Yes	No
3.	During a match the referee's watch stops and after talking to the touch judges finds they cannot help. May the referee then ask another person for the correct time?	Yes	No
4.	Should the referee add on extra time after allowing a player to re-tie a boot-lace?	Yes	No
5.	A touch judge reports foul play to the referee. Should the referee make up for the time lost talking to the touch judge?	Yes	No
6.	A player carrying the ball after it has left a ruck runs forward into a team-mate. Should the referee award a penalty kick for obstruction?	Yes	No
7.	A player intentionally wastes time. What should the referee rule?	FK	PK
8.	A defender in in-goal intentionally knocks the ball over the dead ball line. A try would not have been scored. Should the referee award a penalty kick?	Yes	No
9.	While play is taking place, a player 5m in from the touch line punches an opponent. The referee sin bins the offending player. Should the penalty kick be awarded 15m in from the touch line opposite the place of infringement?	Yes	No
10.	An attacker is late tackled. May the referee play advantage before admonishing the offender?	Yes	No
11.	A player charges into a maul without binding onto another player. Should the referee award a penalty kick?	Yes	No
12.	A defender kicks the ball and is late charged by an attacker. The ball lands on the 10m line 8m in from touch and then bounces forward into touch. The defenders take the option of the penalty kick based on where the ball lands. Should the referee make the mark for the PK a) Where the ball landed? b) 15m in from where the ball crossed the touch line? c) 15m in from touch opposite where the ball landed?		
13.	A player carrying the ball is held by two opponents. Has a maul been formed?	Yes	No

14.	A player is caught up in a maul but not bound to another player. Should the referee award a penalty kick?	Yes	No
15.	A player loiters at the side of the maul without joining it. Should the referee award a penalty kick against this player?	Yes	No
16.	A maul collapses not as a result of foul play. Should the referee allow play to continue if the ball is immediately available?	Yes	No
17.	An attacker takes the ball into a maul which then collapses. The referee awards a scrum. Should the attacking team throw-in?	Yes	No
18.	A maul has become stationary for longer than 5 seconds and the ball cannot be seen by the referee. Should the referee allow play to continue?	Yes	No
19.	At a penalty kick the kicker bounces the ball on a knee. Should the referee allow play to continue?	Yes	No
20.	The attackers are awarded a free kick. May they choose to have a scrum?	Yes	No
21.	The attackers are awarded a penalty kick and decide to kick for goal. Must the kicker always use a kicking tee?	Yes	No
22.	At a free kick the kicker is holding the ball and touches it with a foot before passing it. Should the referee allow play to continue?	Yes	No
23.	May a team score a goal direct from a free kick?	Yes	No
24.	At a penalty kick on the 22m line that is not taken quickly, must all the players of the offending team immediately run towards their own goal line until they are 10m away from the mark?	Yes	No
25.	The attackers are awarded a penalty kick 1m from the defenders' goal line. Should the referee make the mark at that point?	Yes	No
26.	At a free kick the kicker offers to kick and then stops. An opponent who had retired 10m from the mark then advances and prevents the kick from being taken. Should the referee allow play to continue?	Yes	No
27.	A ruck is taking place close to the goal line and the attackers who are controlling the ball move it across the goal line. A defender grounds the ball. Should the referee award a drop out?	Yes	No
28.	May an attacker tackled short of the goal line reach out and place the ball on the goal-line for a try?	Yes	No

29.	An attacker on the 10m line kicks the ball so that it goes into touch-in-goal. Should the referee always award a drop-out?	Yes	No
30.	The referee is unsure which team first grounded the ball in-goal. Should a scrum be awarded 5m from the goal-line?	Yes	No
31.	An attacker is penalised for being offside in the opponents' in-goal. Should the referee make the mark for the penalty kick at that place?	Yes	No
32.	An attacker 8m out from the goal line knocks the ball on and the referee awards a scrum. A second attacker standing in the in-goal area then punches a defender. The referee awards a penalty kick to the defenders. Should the mark be 5m from the goal line opposite the place of the infringement?	Yes	No
33.	A try is scored by a team with 16 players on the field. Should the try be disallowed?	Yes	No
34.	A team has nominated 21 players on its team sheet. What is the minimum number of players who must be trained to play in the front row?		
35.	A front row player leaves the playing area injured and there are no further front row players available. Must the next scrum be uncontested?	Yes	No
36.	May a player who was injured return to the game while a kicker is taking a penalty kick at goal?	Yes	No
37.	A player leaves the match to receive treatment for an injury and is not replaced. The player then rejoins without the referee's permission and obstructs the opposing team. Should the referee award a penalty kick against this player?	Yes	No
38.	The ball carrier touches the referee and neither team gains an advantage. Should the referee award a scrum?	Yes	No
39.	An attacker with the ball crosses the goal-line and then collides with the referee. Neither team gains an advantage. Should the referee allow the attacker to run closer to the goal posts?	Yes	No
40.	May the referee have an unsatisfactory touch judge replaced?	Yes	No
41.	A spectator hands the ball to a player who takes a quick throw-in. Should the touch judge lower the flag?	Yes	No
42.	While the ball is in play, may a touch judge enter the playing area to report a foul play offence?	Yes	No
43.	In general play, a stationary offside player is not interfering with play and is not infringing the 10m offside law. Should a penalty kick be awarded?	Yes	No

44. In general play, a stationary offside player is not infringing the 10m offside law.

Does this player become onside when an opponent:

a) Runs 3m with the ball?

Yes

No

b) Passes the ball?

Yes

No

c) Fumbles the ball and then catches it?

Yes

No

45. An offside player cannot avoid being touched by a team mate carrying the ball. The player's team gains no advantage.

Should the referee allow play to continue?

Yes

No

46. A defender kicks the ball, and it is charged down by an attacker and rebounds forward into the arms of another attacker who plays the ball.

Should this second attacker be penalised for being offside?

Yes

No

47. If a player is offside in general play and interferes with play, the referee offers the non-offending team the option of:

a) _____ at the place of the infringement, or

b) _____ at the place where the offending team last played the ball.

48. A defender goes to ground to gather the ball and an opponent intentionally falls on the defender on the ground.

Should this opponent be penalised?

Yes

No

49. A defender goes to ground to gather the ball and is then held by an opponent, who is standing.

May the defender now stand up with the ball?

Yes

No

50. A ball carrier is held and brought to ground in the field of play by an opponent who is standing.

a) Is the ball carrier a tackled player?

Yes

No

b) Is the opponent who is standing a tackler?

Yes

No

51. Has a tackle been made when the ball carrier is held by an opponent in the field of play, and

a) lifted into the air?

Yes

No

b) pulled on top of other players still lying on the ground?

Yes

No

c) forced on to one knee?

Yes

No

52. A tackled player on the ground places the ball but continues to keep a hand on top of it.

Should this player be penalised?

Yes

No

53.	The ball carrier is tackled by an opponent and both players go to ground. The tackler releases the tackled player and now wants to play the ball.		
	a) Must the tackler get up from the ground before attempting to play the ball?	Yes	No
	b) Must the tackler re-enter the tackle situation from behind the last player on the ground before attempting to play the ball?	Yes	No
54.	After a tackle, the ball is released and remains close to the tackled player. An arriving player goes down on both knees and gathers the ball. Should the referee penalise this player?	Yes	No
55.	Is the ball in touch when:		
	a) A player standing in touch kicks the ball, which had not crossed or touched the touch line?	Yes	No
	b) It crosses the touch line and is then blown back to land in the field of play?	Yes	No
56.	A defending player kicks the ball back into the 22m area, then runs back, picks it up and kicks it from behind the 22m line. The ball goes directly into touch on the halfway line. Should the lineout be formed on the halfway line?	Yes	No
57.	At a lineout:		
	a) may jumpers cross the line of touch before jumping for the ball?	Yes	No
	b) must there be at least 4 players from each team to form a lineout?	Yes	No
	c) does it begin when the players are all lined up waiting for the ball to be thrown-in?	Yes	No
58.	At a lineout, a player jumps with both arms raised and deflects the ball with the outside arm. Should the referee allow play to continue?	Yes	No
59.	At a lineout, a player jumps for the ball before it is thrown in. Should the referee award a free kick against this player?	Yes	No
60.	During the game, may the referee order a player to remove an item of dangerous clothing?	Yes	No
61.	May players wear shorts with padding sewn into them?	Yes	No
62.	May a player leave the playing area without the referee's permission to replace torn shorts?	Yes	No
63.	During the game blood oozes through a player's bandage. Must the referee order this bandage to be replaced?	Yes	No

64.	A team knocks on and the referee plays advantage but none is gained. The same team knocks on a second time. May the referee play advantage to the second knock on?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
65.	At a 5m scrum, defenders' ball, the defending hooker intentionally kicks the ball out the same side of the tunnel. The attacking scrum-half picks up the ball and grounds it in the opponents' in-goal. Should the referee award a try?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
66.	At a scrum, the ball has been hooked behind the front row and the scrum then collapses before the ball emerges. May the referee play advantage?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
67.	A player has been forced upwards out of a scrum. May the referee play advantage?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
68.	At a lineout, the ball bounces forward from the elbow of a player to the opposing scrum-half. Has a knock on occurred?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
69.	A player passes the ball back, but before it reaches a team mate, the wind carries the ball forward. Should the referee rule a forward pass?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
70.	At a drop out an attacker charges down the kick with a raised open hand. Should the referee rule a knock on?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
71.	One player from each team on their feet in the field of play, are in physical contact over the ball but are not bound to each other. Has a ruck formed?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
72.	A player approaches the ruck from behind the hindmost team mate and places a hand on this player's back. Has the arriving player joined the ruck?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
73.	Does a player rejoining a ruck have to first retire behind the foot of the hindmost team mate in the ruck?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
74.	The scrum-half advances in front of the hindmost foot as the ball moves through the ruck. Should the referee penalise this player?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
75.	A player lying on the ground kicks the ball out of the ruck. Should the referee allow play to continue?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
76.	The defending team are moving forward in a ruck and then the ruck becomes stationary and ends unsuccessfully. The referee awards a scrum. Which team has the scrum throw-in?		
77.	May a defender in in-goal mark a kick off?	<input type="checkbox"/> Yes	<input type="checkbox"/> No

78.	A player is awarded a mark. If this player was injured taking the mark, may another player then take the kick?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
79.	A player claims a mark with one foot on the 22m line and the other foot in front of the 22m line. Should the referee award the mark?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
80.	A player claims a mark in-goal. Should the referee make the mark for the kick in-goal?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
81.	A player claims a mark 2m from touch and 2m in front of the goal line. Should the referee award the kick at that place?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
82.	A team is reduced to seven forwards. At a scrum, may the team use a 3-3-1 formation?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
83.	A scrum unintentionally wheels beyond 45 degrees. The referee stops play and awards a new scrum. Should the original team throw in the ball?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
84.	At a scrum may the No.8 pack between the lock and the flanker?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
85.	Does play in the scrum begin when the referee calls 'Engage'?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
86.	At a scrum is a prop permitted to strike for the ball?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
87.	At a scrum, is a flanker permitted to play the ball in the tunnel to stop it emerging?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
88.	At a scrum the ball comes out between the loosehead prop and the flanker. The flanker picks it up. Should the referee allow play to continue?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
89.	Before the ball is thrown into a scrum, may a hooker's front foot be ahead of the feet of that team's props?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
90.	At a scrum the attackers have hooked the ball. Before the scrum ends the defending No.8 detaches and takes up a defensive position. Should the referee penalise this player?	<input type="checkbox"/> Yes	<input type="checkbox"/> No



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THEORY EXAMINATION
2006

LEVEL I

Answers





**NZRU 2006 LAWS OF THE GAME
THEORY EXAMINATION
LEVEL 1 – ANSWERS**



(Reference: RUGBY THE LAWS of the GAME 2006 including NZRU DSLV's)

No.	Answer	Law Reference	Comments
1	No	Law 1 Definition Para 3	Playing area also includes the in-goal areas
2	No	Law 1.6 (a)	
3	Yes	Law 5.3	
4	Yes	Law 5.4 (b)	
5	Yes	Law 5.4 (d)	
6	Yes	Law 10.1 (e)	
7	Free Kick	Law 10.2 (b)	
8	Yes	Law 10.2(c)	
9	No	Law 10.4(a)	The PK is at the place of the infringement
10	Yes	Law 10.4(e) Para 6.	Also Law 8.3
11	Yes	Law 10.4 (i) Para 3	
12	C	Law 10.4 (m) Para 3	
13	No	Law 17 Definition	
14	No	Law 17.2 (b)	
15	Yes	Law 17.4 (b)	
16	Yes	Law 17.6 (g)	
17	No	Law 17.6 (c)	
18	No	Law 17.6 (d)	
19	No	Law 21.3 (b)	Also Definitions (page 8) – Kick
20	Yes	Law 21.4 (a)	
21	Yes	DSLVLaw 21.5 (f) Para 2	
22	No	Law 21.4 (c)	
23	No	Law 21.6 (a)	
24	Yes	Law 21.7 (a)	
25	No	Law 21.2 (a)	
26	No	Law 21.8 (e) & (f)	Kick disallowed – scrum awarded
27	Yes	Law 22.6	
28	Yes	Law 22.4 (e)	
29	No	Law 22.8	Options apply
30	Yes	Law 22.14	
31	No	Law 22.15 Penalty	In line 5m out from goal-line
32	No	Law 22.16 (c) & Law 10.4 (l)	PK is at place of knock-on (re-start) and at least 15m in from touch
33	No	Law 3.2	

No.	Answer	Law Reference	Comments
34	4	DSLVLaw 3.5 (c)	
35	Yes	DSLVLaw 3.13 (c)	
36	No	Law 3.11(b)	The ball must be dead
37	Yes	Law 3.11 (b) & (c)	
38	No	Law 6.A.10 (a)	
39	Yes	Law 6.A.10 (a)	
40	Yes	Law 6.B.3	
41	No	Law 6.B.5 (d) Exception 3	
42	No	Law 6.B.4.(b) & Law 6.B.6	Only at next stoppage of play
43	No	Law 11 Definition Paras1&3	
44(a)	No	Law 11.3 (a)	Must run at least 5m
44(b)	Yes	Law 11.3 (b)	
44(c)	No	Law 11.3 (c)	Ball has been caught, not dropped
45	Yes	Law 11.6 (a)	
46	Yes	Law 11. Definition Para 2	Also Law 11.1 (a)
47(a)	Penalty Kick	Law 11.4(f) Penalty	This penalty also applies to off-sides not within the 10m area
47(b)	Scrum	Law 11.4(f) Penalty	This penalty also applies to off-sides not within the 10m area
48	Yes	Law 14.2 (b)	
49	Yes	Law 14.1	This is not a tackle
50(a)	Yes	Law 15 Definition Para 1	
50(b)	No	Law 15 Definition last para	
51(a)	No	Law 15 Definition Para 1	Player must be brought to ground
51(b)	Yes	Law 15.3 (b)	
51(c)	Yes	Law 15.3 (a)	
52	Yes	Law 15.5 (b)	
53(a)	Yes	Law 15.4 (c)	
53(b)	No	Law 15.4	Law 15.6 (c) applies only to players who are not tackled or who are not tacklers
54	Yes	Law 15.6 (a)	Players must be on their feet to play the ball.
55(a)	No	Law 19 Definitions: page 105 Para 9	
55(b)	No	Law 19 Definitions: page 105 Para 4	
56	No	Law 19.1 (b)	
57(a)	No	Law 19.9 (b)	
57(b)	No	Law 19.7 (a)	Minimum is 2 players from each team
57(c)	No	Law 19.8 (a)	It begins when the ball leaves the hand of the thrower
58	Yes	Law 19.9 (o)	

No.	Answer	Law Reference	Comments
59	Yes	Law 19.9 (i)	
60	Yes	Law 4.5 (b)	
61	No	Law 4.4 (f)	
62	No	Law 4.6	
63	Yes	Law 4.4 (a) & Law 4.5 (b)	
64	Yes	Law 8.5 (a)	
65	Yes	Law 8.3 (b) & Law 20.8 (c)	
66	No	Law 8.3 (d)	
67	No	Law 8.3 (e)	
68	Yes	Law 12 Definition: Knock-on	
69	No	Law 12 Definition: Throw-forward	
70	No	Law 12 Definition: Knock-on Exception	
71	Yes	Law 16 Definition	
72	No	Law 16.2 (b) & (c)	
73	Yes	Law 16.5 (c)	
74	Yes	Law 16.5 (a)	
75	No	Law 16.4 (d)	
76	Defenders	Law 16.7 (a) Para 2	Accept: Team last moving forward
77	No	Law 18 Definition	
78	No	Law 18.4	
79	Yes	Law 18 Definition	
80	Yes	Law 18.2	
81	Yes	Law 18.2	
82	No	DSLVLaw 20.1 (f) Exception para 3	Must use a 3-4 formation
83	Yes	DSLVLaw 20.9 (j)	
84	No	DSLVLaw 20.1 (f)	
85	No	Law 20.7 (a)	Begins when ball leaves hands of scrum-half
86	Yes	Law 20.8 (b)	
87	No	Law 20.9 (f)	
88	Yes	Law 20.10 (a)	
89	No	Law 20.2 (c)	
90	Yes	Law 20.1 (f)	