



LAWS OF THE GAME

THEORY EXAMINATION 2008

LEVEL I



NEW ZEALAND RUGBY UNION INC.

NEW ZEALAND RUGBY UNION LAWS OF THE GAME THEORY EXAMINATION 2008 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, unless advantage is clearly indicated in the question.
- 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 **Yes / No Questions** – When answering a question requiring you to indicate **Yes** or **No**, please clearly circle your chosen answer.
- 6 **Multiple Choice Questions** – When answering a question providing a number of options, please write the letter of your chosen option on the line provided to the bottom right of the question.
- 7 **Pass Mark**
There are 100 marks available from the questions.
A pass is obtained by attaining at least 80 marks - 80%
- 8 **Gender**
Wherever words indicating masculine gender are used, this is to be interpreted to include both genders.



NZRU Laws of the Game – 2008 Level I Examination

1. Must the touch judge keep the flag raised if at a quick throw-in:

a) the wrong ball is used?

Yes / No

b) the ball is thrown in by the wrong team?

Yes / No

2. Must the referee immediately stop play if an injury occurs and continuation of play would be dangerous to that player?

Yes / No

3. During a match the touch judge reports foul play to the referee who as a result of this report orders off the offending player.

Does the Touch Judge have to complete an official ordering off report?

Yes / No

4. An attacker carrying the ball is badly injured and the referee stops play immediately. After the player has been taken off the playing area the referee restarts play with a scrum.

Which team throws in the ball?

a) Team not in possession

b) Team last in possession

5. The referee blows the whistle to indicate foul play and cautions the offending player. Must the referee blow the whistle a second time when the penalty kick is awarded?

Yes / No

6. After a lineout the defending halfback receives the ball and then runs into the forwards still standing along the original line of touch,

a) What should the referee rule?

b) Where is the place of restart?

7. The defending fullback runs the ball into touch 7metres from the goal-line and then kicks the ball away to prevent the attackers from taking a quick throw-in.

a) What should the referee rule?

b) Where should play restart?

8. May a player be temporarily suspended twice in the same match?

Yes / No

9. A defender claims a mark in-goal. After the referee has awarded the mark an attacker unfairly charges the defender. The referee admonishes the offender.

a) How should play restart?

b) Where should play restart?

10. May a player who has been temporarily suspended four minutes before half-time rejoin the game immediately after half-time?

Yes / No

11. A defender lying on the ground kicks the ball into touch as an opponent approaches.

Should the defender be penalised?

Yes / No

12. A player who has been ankle-tapped and falls to the ground immediately gets up with the ball and continues to run.

What should the referee rule?



13. In general play may a player fall on the ball in an attempt to gather it?

Yes / No

14. A defender goes to ground to gather a loose ball. An attacker intentionally falls on the defender before this player can stand up with the ball. Should the referee allow play to continue?

Yes / No

15. A defender cleanly catches the ball inside the 22m area directly from the kick-off and shouts "mark".

What should the referee rule?

16. May a mark be awarded even though the ball has rebounded off a goal post into the field of play?

Yes / No

17. A player is awarded a mark in-goal one metre behind the goal-line. Where must attackers retire to?

- a) 10m from the mark
 - b) 5m from the goal-line
 - c) 10m from the goal-line
-

18. At a lineout a player unsuccessfully jumps for the ball and lands on the opponent's side of the line-out and immediately grasps the opponent who has caught the ball.

Is this player on-side?

Yes / No

19. The ball is thrown in to the line-out. While the line-out continues may the thrower retire to the 10m off-side Line?

Yes / No



20. For the following statements circle the correct answer.

Key:

FK : Free Kick

PK : Penalty Kick

PC : Play Continues

P10 : Penalty Kick on 10m offside line

During a line-out:

a) a player jumping for the ball steps up to the line of touch before jumping.

FK

PK

PC

P10

b) A player jumping for the ball has both hands raised and deflects the ball with the outside hand.

FK

PK

PC

P10

21. May a player in a line-out jump for the ball before the ball leaves the hands of the player throwing it in?

Yes / No

22. The Blue team score a try. After the referee awards the try the Red team advise the referee that the Blue team had 16 players on the field at the time the try was scored.

Should the referee disallow the try?

Yes / No

23. A team arrive at the ground with 25 players. What is the maximum number of players permitted to participate in the match?

a) 25

b) 22

c) 15

24. May a team substitute players while play is in progress?

Yes / No

25. A player is injured during the first half of a game and is replaced. May this player replace another injured player later in the match?

Yes / No

26. During a game a player receives a bad knock to the head. No medically qualified person is available to examine the player. The referee decides that it would be dangerous for the player to continue playing. Should the referee order the player to leave the playing area and take no further part in the game?

Yes / No



27. A team arrive with only 20 players. How many front row players must they have before the game can commence?

- a) Three
 - b) Four
 - c) Five
-

28. A front row player is temporarily suspended.
If no suitable front row player is available should the game continue with uncontested scrums?

Yes / No

29. A player in attempting to catch the ball drops it straight to the ground.
Is this a knock-on?

Yes / No

30. A player in attempting to gather the ball loses it forward and it touches an opponent. The player then re-gathers the ball before it touches the ground.
Is this a knock-on?

Yes / No

31. An attacker in-goal loses the ball forward in attempting to ground it for a try. A defender touches the ball down.
What should the referee rule?

- a) Try
 - b) Drop-out
 - c) 5 metre scrum
-

32. A player passes the ball back to a team-mate and it rebounds forward off the team-mates chest before hitting the ground.
Is this a throw forward?

Yes / No



33. A player in attempting to intercept the ball intentionally knocks the ball forward before re-gathering it.
What should the referee rule?

- a) Play continues
 - b) Penalty Kick
 - c) Scrum
-

34. For a maul to occur there must be a ball carrier and which other players, all on their feet?

- a) two opponents
 - b) two teammates
 - c) one player from each team
-

35. Can a maul take place in-goal?

Yes / No

36. A player is standing alongside the maul with one hand placed on the jersey of another player in the maul.
What should the referee rule?

- a) Play continues
 - b) Penalty kick
 - c) Free kick
-

37. During a maul may the ball carrier go to ground to make the ball immediately available?

Yes / No

38. A player is caught in the opponent's side of the maul. May an opponent attempt to drag this player out of the maul?

Yes / No



39. The referee has three options in deciding who throws the ball into a scrum when a maul ends unsuccessfully. List the three options in the correct sequence.
- a) attacking team
 - b) Team not in possession at start of maul
 - c) Team moving forward before maul stopped
-
40. What penalty should the referee apply if a team intentionally delays forming a scrum?
- PK / FK**
41. At a scrum, how far apart must the front rows stand prior to coming together?
- a) An arm's length
 - b) One metre
 - c) Half a metre
-
42. At the formation of a scrum one front row engages before the referee calls "Engage".
- What should the referee rule?
- a) Play continues
 - b) Another scrum
 - c) Free kick
-
43. At a scrum, before the ball is thrown in must the hooker have both feet on the ground?
- Yes / No**
44. Must all front row players bind continuously while the scrum is taking place?
- Yes / No**



45. Must the referee blow the whistle immediately if players in a scrum are lifted in the air?
Yes / No
46. A scrum begins when the ball?
a) leaves the scrum-half's hands
b) touches the ground beneath the props shoulders
c) touches the hookers foot

47. During a scrum may a flanker play the ball in the tunnel?
Yes / No
48. A team has a lock temporarily suspended. At the next scrum must their opponents only pack down seven players in the scrum?
Yes / No
49. A player presents a medical certificate to the referee advising that the player should not wear a mouthguard. May this player take part in the match?
Yes / No
50. May a player wear gloves in a match?
Yes / No
51. During a game the referee observes a player wearing an item of clothing that the referee had inspected and banned before the match. Should this player be sent off?
Yes / No
52. A player wishes to remove a torn pair of shorts. Should the referee insist that the player leave the playing area to carry out this action?
Yes / No
53. May advantage only be tactical?
Yes / No
54. A player carrying the ball accidentally runs into the referee. May advantage be played?
Yes / No



55.

A scrum collapses when the ball is at the No. 8's feet and the half-back is ready to pick up the ball.

Should the referee allow play to continue?

Yes / No

56.

A player knocks the ball on and an on-side team-mate in attempting to gather the ball also knocks it on.

May the referee continue to play advantage?

Yes / No

57.

At a kick-off the ball is kicked from half a metre in front of the half-way line.

What should the referee rule?

- a) Play continues
 - b) Have the kick-off again
 - c) Scrum
 - d) Offer opponents the choice of either b) or c)
-

58.

The ball is kicked off and reaches the 10-metre line but is then blown back towards the half-way line. Should the referee allow play to continue?

Yes / No

59.

An attacker carrying the ball is tackled and touches the corner post before grounding the ball.

What should the referee rule?

- a) try
 - b) drop-out
 - c) 5-metre scrum
 - d) Line-out 5 metres from the goal-line
-



60. A drop-out is taken by the defending team but does not cross the 22-metre line. An opponent picks up the ball and runs through to score a try.
Is the referee correct in awarding the try?
Yes / No
61. At a drop-out a retiring defender is in front of the kicker and immediately turns and runs towards the opponent who has caught the ball.
What should the referee rule?
- a) penalty kick
 - b) free kick
 - c) scrum
 - d) play continues
-
62. At a drop-out the opposing hooker charges over the 22-metre line before the ball is kicked.
What should the referee rule?
- a) penalty kick
 - b) free kick
 - c) scrum
-
63. A penalty is awarded to the defenders for off-side play by an attacker in in-goal.
Where is the mark for the penalty?
- a) at the place of infringement
 - b) on the goal-line opposite the place of infringement
 - c) 5 metres from the goal-line opposite the place of infringement
-
64. A penalty kick is awarded to the attackers nine metres from their opponent's goal-line and a quick kick is taken. A retiring defender immediately tackles the ball carrier. The referee awards another penalty kick.
Where is the mark for the second penalty kick?
-



65. A free kick is awarded and the opponents legitimately charge and prevent the kick from being taken.
What should the referee rule?

- a) Play continues
 - b) Re-kick
 - c) Scrum
-

66. At a penalty the kicker indicates an intention to kick at goal.
Must the kicker use the ball that was in play?

Yes / No

67. At a penalty kick the kicker retires 15 metres from the mark to attempt a place kick at goal. When the kick is taken a team-mate is in front of the kicker and the referee awards a scrum.
Where is the mark for the scrum?

- a) where the kick was taken
 - b) at the original mark
 - c) where the player was in front of the kicker
-

68. A defender catching the ball has one foot in the 22 metre area and one foot on the goal-line.
Is this player in-goal?

Yes / No

69. Is in-goal part of the Field of play?

Yes / No

70. Is the dead ball line part of the in-goal?

Yes / No

71. The referee awards a scrum and then checks the time, which has just expired.
Must the scrum be completed?

Yes / No

72. May the referee end the game early if it would be dangerous to continue?

Yes / No



73. Time has expired when a player claims a mark which the referee awards.
Should the referee now blow full-time?
Yes / No
74. Must the referee allow time for a player to re-tie a boot-lace?
Yes / No
75. How much time may the referee stop play to allow for the treatment of a non- serious injury?
a) Not more than one minute
b) Not more than five minutes
c) Not more than two minutes
-
76. The referee notes a player not taking part in a lineout is off-side but retiring without delay.
Must this player be penalised?
Yes / No
77. Can a player be off-side in-goal?
Yes / No
78. In general play may a stationary off-side player, not in the ten metre area, be put on-side by an on-side team-mate who runs ahead?
Yes / No
79. An off-side player is within ten metres of an opponent waiting to play the ball. The off-side player remains stationary.
Should this player be penalised?
Yes / No
80. In general play when the ten metre law does not apply, is an off-side player put on-side when an opponent passes the ball?
Yes / No
81. An off-side attacker ahead of the ten metre line is retiring and remains ahead of this line when a defender waiting to receive the ball, drops it. The attacker then plays the ball.
Is the attacker on-side?
Yes / No



82. At a ruck an off-side defender is retiring. An attacker gains possession of the ball, runs three metres and passes the ball to a team-mate, who also runs three metres and passes the ball.
Is the defender now on-side?
Yes / No
83. A defender attempts to catch the ball from a kick, but drops it. An off-side attacker 11 metres away, has remained stationary.
May the attacker now move forward?
Yes / No
84. An attacker running with the ball is held and brought to the ground by a defender. The defender does not go to ground.

Is the defender a tackler?
Yes / No
85. A ball-carrier and an opponent go to ground and the ball is on the ground between them. A player from each team is on their feet in physical contact over them.
Has a ruck been formed?
Yes / No
86. Does a maul comprising three players become a tackle if all three players go to ground?
Yes / No
87. The ball becomes unplayable at a tackle and the referee awards a scrum. Neither team was moving forward before the stoppage.
Which team has the scrum throw-in?

a) the team in possession prior to the tackle
b) the team not in possession prior to the tackle
c) the attackers

88. A defender tackles an opponent and while still on the ground tackles another opponent.
What should the referee rule?

a) play continues
b) penalty
c) scrum



89. A defender is tackled near the goal-line, then reaches back and grounds the ball over the goal-line.

Should the referee award a 5-metre scrum?

Yes / No

90. A player with the ball is brought down and held by an opponent, on top of another player lying on the ground. The ball-carrier does not touch the ground.

Has the ball-carrier been tackled?

Yes / No

91. A defender with one foot on the touch-line catches the ball directly from an attacker's kick before it crosses the plane of the touch-line.

Which team throws the ball into the line-out?

Attackers/Defenders

92. A defender passes the ball back into the 22 to another defender who kicks directly into touch 30 metres upfield.

Is the place of the line-out where the ball went into touch?

Yes / No

93. An attacker takes a quick throw-in after the lineout is formed. The referee disallows the quick throw-in.

Which team now throws into the line-out?

Attackers / Defenders

94. At a maul near the goal-line the attackers are in possession of the ball when it crosses the goal-line. A defender wins the ball and grounds it. Should the referee award a drop-out?

Yes / No

95. The ball is kicked into in-goal and a player from each team both dive on the ball. There is doubt about which team first grounded the ball.

What should the referee rule?

- a) try
- b) drop-out
- c) 5-metre scrum





ANSWERS LEVEL 1

THEORY EXAMINATION 2008



1 a)	Yes	Law 6. B. 5 Exception 3	
b)	Yes	Law 6. B. 5 Exception 2	
2	Yes	Law 6. A. 9 (a)	
3	Yes	Law 6. B. 7	
4	b)	Law 6. A. 9 (b)	
5	Yes	Law 6. A. 8 (d)	
6 a)	Penalty Kick	Law 10. 1 (e)	Also Law 21. 1
b)	POI	Law 10. 1 (e)	
7 a)	Penalty Kick	Law 10. 4 (k)	Also Law 19. 2 (h)
b)	7m x 15m	Law 10. 4 (k) Penalty clause	
8	No	Law 10. 5 (b)	
9 a)	Penalty Kick	Law 10. 4 (l)	
b)	5 metres from goal-line opposite POI	Law 22. 15	
10	No	Law 10.2 (a)	
11	Yes	Law 14 Definition Para 3	Game is to be played by players on their feet
12	Play continues	Law 14 Definition Para 5. Also Law 15 Definition Para 2	Ball carrier not tackled/held.
13	Yes	Law 14 Definition Para 1	
14	No	Law 14. 2 (b)	
15	Play continues	Law 18 Definition Para 1	
16	Yes	Law 18 Definition Para 3	
17	a)	Law 21. 8 (a)	
18	No	Law 19. 13 (b)	
19	Yes	Law 19. 14 (b)	
20 a)	Play continues	Law 19. 9 (b)	
b)	Play continues	Law 19. 9 (o)	
21	No	Law 19. 9 (i)	
22	No	Law 3. 2	
23	b)	Law 3. 4	
24	No	Law 3. 4	
25	No	Law 3. 7	
26	Yes	Law 3. 9	
27	a)	DSLVLaw 3. 5 (c) & (d)	
28	Yes	Law 3.13 (c)	
29	No	Law 12 Definition Knock-on	See Para 2

30	Yes	Law 12. Definition Knock-on	
31	c)	Law 12. 1 (d)	
32	No	Law 12. Definition Throw-forward Exception	
33	b)	Law 12. 1 (e)	
34	c)	Law 17 Definition	
35	No	Law 17. 1 (a)	Also Law 17. 5
36	b)	Law 17.2 (c)	
37	Yes	Law 17.2 (d)	
38	No	Law 17. 3 (a)	
39	b), c), a)	Law 17. 6 (c)	
40	Free Kick	Law 20. 1 (e)	
41	a)	Law 20. 1 (g)	
42	c)	Law 20. 1 (h)	
43	Yes	Law 20. 2 (c)	
44	Yes	Law 20.3 (a)	
45	Yes	Law 20.3 (i)	
46	a)	Law 20. 7 (a)	
47	No	Law 20.9 (f)	
48	Yes	DSLVLaw 20. 1 (f) Exception	
49	Yes	DSLVLaw 4. 1 (f) Note	
50	No	Law 4. 4 (e)	
51	Yes	Law 4. 5 (c)	
52	No	Law 4. 6	
53	Yes	Law 8. 1 (b)	
54	No	Law 8. 3 (a)	
55	No	Law 8. 3 (d)	
56	Yes	Law 8. 5 (a)	
57	d)	Law 13. 1 (b)	
58	Yes	Law 13. 5	
59	b)	Law 22. 11 (b) & Law 13. 10 Definition	
60	Yes	Law 13. 13 (c)	
61	c)	Law 13. 16 (b)	
62	b)	Law 13. 17 (a)	
63	c)	Law 21. 2 (b)	
64	5 metres from the goal-line	Law 21. 7 (c) & Penalty	
65	c)	Law 21. 8 (f)	
66	Yes	Law 21. 3 (c)	
67	b)	Law 21. 4 Penalty	
68	Yes	Law 22. Definitions Para 4	
69	No	Law 1. Definitions Para 2	

70	No	Law 1. Definitions Para 5	
71	Yes	Law 5. 7 (e)	
72	Yes	Law 5. 7 (d)	
73	No	Law 5. 7 (e)	
74	Yes	Law 5. 4 (b)	
75	a)	Law 5. 4 (a)	
76	No	Law 19. 15 (b)	
77	Yes	Law 11. 1 (a)	
78	Yes	Law 11. 2 (c)	
79	Yes	Law 11. 4 (a)	
80	Yes	Law 11. 3 (b)	
81	No	Law 11. 4 (d)	
82	No	Law 11. 8	
83	Yes	Law 11. 3 (c)	
84	No	Law 15 Definition	
85	Yes	Law 16 Definitions	
86	No	Law 15. 2	
87	c)	Law 15. 8	
88	b)	Law 15.6 (h)	
89	Yes	Law 15. 5 (g) & Law 22. 7 (d)	
90	Yes	Law 15. 3 (b)	
91	Defenders	Law 19. 4	Law 19 Definitions Paras 6 & 7
92	Yes	Law 19. 1 (c)	
93	Attackers	Law 19.2 (c)	
94	Yes	Law 22.7 (a)	
95	c)	Law 22. 14	100