



LAWS OF THE GAME

THEORY EXAMINATION 2009

LEVEL II

CANDIDATE SCRIPT AND ANSWER PAPER



NEW ZEALAND RUGBY UNION

Laws of the Game Theory Examination Level II - 2009

Name of Candidate _____

Name of Province _____

Name of Sub-Association _____

1. SITTING CATEGORY

Please select your Sitting Category by circling **only one** of the categories in this section.

This is my first time sitting this examination. **YES**

I have sat this examination before but have not yet passed. **YES**

I have previously passed this examination **YES**

2. REFEREE ROLE – please circle your primary role only

Active Referee **YES**

Touch Judge **YES**

Associate Referee **YES**

Referee Coach/Evaluator **YES**

Administrator **YES**

Non Referee **YES**

3. READER/WRITER

If the candidate has made use of a reader/writer, the reader/writer is required to enter the following details:

*“This paper was completed in the presence of a reader/writer.
The candidate was tested away from other candidates and all
answers are the sole and unassisted work of the candidate”.*

Name of reader/writer: _____

(Please print clearly)

Signature of reader/writer: _____

NEW ZEALAND RUGBY UNION

LAWS OF THE GAME THEORY EXAMINATION 2009

LEVEL II

INSTRUCTIONS TO CANDIDATES

1	Ensure that you have entered your name and your province's name on the front page and also enter your Sitting Category and Referee Status as appropriate.
2	Note on Advantage You should assume that no advantage occurs following any of the situations described, unless 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 . Where applicable the 13 global ELV's (Experimental Law Variations) introduced with effect from 1 August 2008 must also be applied.
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.
5	Answer only the question being asked. Acceptable abbreviations can be used – TJ, 5x5, 5x15, ACTSO (Admonish, Caution/Temporarily Suspend, Order Off), LOT (Line of Touch), PK, FK & PC (Play Continues) etc.
6	Yes/No Questions – When answering a question requiring you to indicate Yes or No , please clearly circle your chosen answer.
7	Multiple Choice Questions – When answering a question providing a number of options, please clearly write the letter of your chosen option on the line provided to the bottom right of the question.
8	Should you change your answer please ensure your final answer is able to be clearly identified.
9	Where a question asks exactly where something occurs, it is expected your answer will indicate an exact place where two lines meet eg. 5x15, 5x5, 15m LOT etc.

10	<p>Pass Mark</p> <p>There are 100 marks available from the questions. Each correct answer is worth one mark. A pass is obtained by attaining at least 80 marks - 80% An Honours pass is obtained by attaining at least 90 marks – 90%</p>
11	<p>Gender</p> <p>Wherever words indicating masculine gender are used, this is to be interpreted to include both genders.</p>
12	<p>After marking, should a recount or re-mark be required, please return your paper immediately to Trevor Howard of the NZRU Law Examination Project Team. Do not mark your paper in any way. This must be done before 31 August 2009.</p>

	Question	
1.	<p>Time has expired but the ball is still in play. Should the referee signal full time if:</p> <p>a) an attacking player with the ball crosses the goal-line but cannot ground the ball?</p> <p>b) a mark is awarded?</p>	<p>Yes / No</p> <p>Yes / No</p>
2.	<p>Should extra time be added on at the end of a half in the following circumstances:</p> <p>a) time taken for an assistant referee to report foul play?</p> <p>b) time taken for substitutions?</p>	<p>Yes / No</p> <p>Yes / No</p>
3.	Does the law permit a water break during a match?	Yes / No
4.	<p>A defender attempts a clearing kick but an attacker charges the ball down with the hands. The ball goes into touch.</p> <p>What should the referee rule?</p> <p>_____</p>	
6.	<p>A defender carries the ball back into in-goal and runs across the in-goal area before making a forward pass to a team-mate. The referee awards a 5-metre scrum.</p> <p>Where is the mark for the scrum?</p> <p>a) Opposite the place of the throw forward</p> <p>b) Opposite the place where the ball was carried back into in-goal</p> <p>_____</p>	
7.	<p>A defender unintentionally knocks the ball forward and it touches an attacker. The defender recovers the ball before it touches the ground.</p> <p>Has a knock on occurred?</p>	Yes / No
8.	<p>At a drop-out the ball is caught on the full by an attacker. A defender immediately grasps the attacker and a maul is formed which ends unsuccessfully.</p> <p>Which team throws the ball into the scrum?</p> <p>a) Attackers</p> <p>b) Defenders</p> <p>_____</p>	
9.	Has a maul formed when a player carrying the ball is held by two opponents?	Yes / No

10.	<p>The attackers are in possession of the ball in a maul which moves into in-goal and the ball becomes unplayable. The referee awards a scrum Which team throws the ball into the scrum?</p> <p>a) Attackers b) Defenders</p>	_____
11.	<p>During a maul the ball-carrier puts one knee on the ground. The ball is not immediately available. What should the referee rule?</p>	_____
12.	<p>The scrum wheels beyond 45° after a tight head has been won. The referee orders another scrum. Which team throws in the ball?</p> <p>a) The team who first threw the ball into the scrum b) The team who won the ball</p>	_____
13.	<p>During a scrum the ball has been hooked successfully and is at the feet of the No 8 who has it under control. May the No 8 continue to hold the ball with the foot at the base of the scrum?</p>	Yes / No
14.	<p>The No 8 has the ball under control at the back of the scrum. This player detaches from the scrum and drops back behind the half back. The halfback then picks up the ball and passes it back to the No 8. What should the referee rule?</p> <p>a) Play continues b) Penalty Kick c) Free Kick</p>	_____
15.	<p>When may a front row player raise a foot during a scrum?</p> <p>a) The ball leaves the half back's hands b) The ball first touches the ground</p>	_____
16.	<p>The referee awards a scrum 5m from the goal-line and 5m from touch. A defender in-goal and 10m from touch-in-goal then strikes an attacker. The referee cautions and temporarily suspends the offending player. Where should the referee award the penalty kick?</p> <p>a) 5m from the goal-line opposite the place of infringement b) Where the scrum was awarded</p>	_____

17.	<p>A player diving for a try touches the corner post before grounding the ball in-goal.</p> <p>What should the referee rule?</p> <p>_____</p>
18.	<p>A defender in the field of play throws the ball into in-goal and an attacker lying on the ground in touch-in-goal reaches out and grounds the ball.</p> <p>What should the referee rule?</p> <p>_____</p>
19.	<p>During a match the referee observes a player is wearing a knee brace with a buckle.</p> <p>What action must the referee take?</p> <ul style="list-style-type: none"> a) Play continues b) Order the player from the field c) Order the player to remove it <p>_____</p>
20.	<p>What must a player, running forward in touch following up a kick ahead do to put an off-side team-mate on-side?</p> <p>_____</p>
21.	<p>In general play, which action will not put an off-side player on-side?</p> <ul style="list-style-type: none"> a) An opponent catches the ball b) An on-side team-mate runs ahead of the off-side player c) The ball carrier runs ahead of the off-side player <p>_____</p>
22.	<p>In general play what action must an off-side player take who is within ten metres of an opponent waiting to play the ball from a kick?</p> <ul style="list-style-type: none"> a) Remain stationary until the opponent catches the ball b) Immediately retire ten metres from opponent c) Remain stationary until an on-side team-mate runs ahead of this player <p>_____</p>
23.	<p>A defender two metres behind the goal posts kicks the ball. A team-mate on halfway is penalised for being off-side in general play. The opponents choose the option of a scrum.</p> <p>Where is the place for the scrum?</p> <p>_____</p>
24.	<p>What two actions by opponents put an off-side player retiring at a ruck on-side?</p> <ul style="list-style-type: none"> a) _____ b) _____

25.	<p>An attacker joining a ruck binds only with one arm around a defender. What should the referee rule?</p> <p>a) Penalty Kick b) Free Kick c) Play continues</p> <p>_____</p>		
26.	<p>The hindmost player in a ruck returns the ball into the ruck. What should the referee rule?</p> <p>a) Penalty Kick b) Free Kick c) Play continues</p> <p>_____</p>		
27.	<p>A player legitimately drives forward of the ball in a ruck and breaks away to rejoin the ruck. How may the player rejoin the ruck?</p> <p>_____</p>		
28.	<p>A defender claims a mark from an unsuccessful penalty kick at goal that rebounds off the crossbar into the field of play. What should the referee rule?</p> <p>_____</p>		
29.	<p>A defender is tackled in the act of claiming a mark. This player is unable to take the awarded free kick. How should play restart?</p> <p>_____</p>		
30.	<table border="1"> <tr> <td> <p>A defender claiming a mark is late charged after the mark is awarded. The referee awards a penalty kick. Must the player who was awarded the mark take the penalty kick?</p> </td><td> <p>Yes / No</p> </td></tr> </table>	<p>A defender claiming a mark is late charged after the mark is awarded. The referee awards a penalty kick. Must the player who was awarded the mark take the penalty kick?</p>	<p>Yes / No</p>
<p>A defender claiming a mark is late charged after the mark is awarded. The referee awards a penalty kick. Must the player who was awarded the mark take the penalty kick?</p>	<p>Yes / No</p>		
31.	<p>From a scrum the defending halfback passes the ball back to a team-mate standing on the 22m line who is tackled. The defenders win the ball and the halfback from 5m inside the 22 kicks directly into touch on the defenders' 10m line. Where does the line-out take place?</p> <p>_____</p>		
32.	<p>An attacker on the 10m line charges down a clearing kick by a defender. The ball goes directly into touch on the defenders' 22m line. Where does the line-out take place?</p> <p>_____</p>		
33.	<p>An attacker kicks ahead and the ball is touched in flight by a defender just outside the 22m line before being caught by another defender inside the 22. This player then kicks directly into touch on half-way . Where does the line-out take place?</p> <p>_____</p>		

34.	At a defenders' line-out on the 22 the throw-in is ruled not straight. The attackers take the option of another line-out. The attackers' throw-in is also ruled not straight. What should the referee rule? a) _____ Which team is given possession? b) _____	
35.	At a line-out the thrower repeatedly throws the ball in not straight. What should the referee rule? a) Penalty kick b) Free Kick c) Scrum _____	
36.	Are the touch-in-goal lines part of the field of play?	Yes / No
37.	On arriving at a ground the visiting players notice a large roller placed near the dead ball line and notify the referee of their concern. The home team is not concerned. May the referee require the roller to be moved before starting the match?	Yes / No
38.	At a free kick 5m from the goal-line the attackers line up across the field about 1m apart. At a signal from the kicker all attackers charge forward and as they get near the kicker tap-kicks the ball and passes it to one of them. What should the referee rule? _____	
39.	A defender, in the in-goal area, who has just kicked the ball is intentionally charged. The ball crosses the touch-line 15 metres up field. The referee awards a penalty. Select the two valid options for the place of the restart? a) 5 metres from the goal-line in line with the place of infringement b) 5 metres from the goal-line in line with the place of infringement but at least 15 metres from the touch-line c) 5 metres from the touch-line in line with where the ball went into touch d) Where the ball crossed the touch-line and 15 metres in-field e) 15 metre line opposite where the ball landed _____	
40.	At a scrum, whilst correctly bound, a loose forward reaches out and pushes the opposing scrum-half. What should the referee rule? a) Play on b) Free kick c) Penalty kick d) Another scrum _____	

41.	<p>Following a dangerous tackle the referee plays advantage and the non-offenders are awarded a try. The assistant referee then reports the offence and recommends a yellow card.</p> <p>a) Must the referee disallow the try and award a penalty kick where the offence occurred?</p> <p>b) Must the referee disallow the try award a penalty kick and admonish or caution and temporarily suspend or order off the offender?</p> <p>c) Must the referee remain with the original decision and only award the try.</p> <p>d) Must the referee having awarded the try, also admonish or caution and temporarily suspend or order off the offender?</p>	<p>Yes / No</p> <p>Yes / No</p> <p>Yes / No</p> <p>Yes / No</p>
42.	<p>An attacker in general play kicks the ball and is late charged. The ball lands on the dead ball line. Select the two options for the place of restart?</p> <p>a) Anywhere on the 22 metre line</p> <p>b) 5 metres from the goal-line opposite where the ball lands</p> <p>c) 5 metres from the goal-line and at least 15 metres from the touch-line</p> <p>d) At the place of infringement</p> <p>_____</p>	
43.	<p>A player goes to ground to secure the ball and an opponent immediately attempts to pull the ball from the player on the ground.</p> <p>What must the opponent do during this attempt for the ball?</p> <p>_____</p>	
44.	<p>A player slips under an attempted tackle eight metres from the goal-line and continues forward on the knees towards the goal-line.</p> <p>What should the referee rule?</p> <p>_____</p>	
45.	<p>A player has gone to ground to secure possession and remains on the ground. The opponents win the ball and this player attempts to tackle an opponent.</p> <p>What action should the referee take?</p> <p>_____</p>	
46.	<p>At a line-out the halfback for the throwing team stands 10 metres from the line of touch. No other player takes up the receiver position.</p> <p>May the halfback move forward into the receiver position as soon as the ball is thrown-in?</p>	<p>Yes / No</p>
47.	<p>At a line-out the player from the non-throwing team standing between the touch line and the 5-metre line retires to the off-side line 10 metres behind the line of touch before the ball is thrown. Is this action allowed?</p> <p>_____</p>	

48.	At a line-out the ball is thrown beyond the player standing at the front who then moves into the space between the touch-line and the 5-metre line. This player then retires to a position 8m from the line-of-touch and 7m infield before the line-out ends. What should the referee rule? a) Play continues b) Free kick c) Order another line-out d) Penalty kick	_____
49.	At a line-out the referee notices that the jumpers from both teams are being pre-gripped by team-mates for both lifting and support. Should the referee allow play to continue?	Yes / No
50.	After the ball has been thrown into the line-out a maul forms and remains on the line of touch. During the maul the ball is lost forward. Where is the mark for the scrum? a) At the place of infringement b) On the line of touch 5m infield c) On the line of touch 15m infield	_____
51.	Following a line-out the receiver runs forward into team-mates still standing along the line of touch. What should the referee rule? a) Penalty kick b) Free kick c) Play continues d) Scrum	_____
52.	A player is substituted by another player. May the substituted player subsequently be used later in the match to replace an injured player?	Yes / No
53.	A team have 22 players in their squad but only four players are trained to play in the front row. How many players may be used as substitutes during the match? a) five b) six c) seven	_____
54.	A player with a bleeding wound leaves the field for treatment and is temporarily replaced. May this player return to the field after 18 minutes of playing time has elapsed.	Yes / No

55.	A player leaves the playing field to have a minor injury treated. When may this player rejoin the match? _____	
56.	A player attempting to catch the ball from a kick has the ball go through the hands and rebounds off the chest. The ball goes forward. Has a knock-on occurred?	Yes / No
57.	An attacker passes the ball to a team-mate with a clear run to the goal-line. An opponent reaches out and intentionally knocks the ball forward. What should the referee rule? a) Scrum b) Play continues c) Penalty try _____	
58.	A player carrying the ball is held by an opponent and has one knee on the ground. A teammate then binds on to these players. Has a maul been formed?	Yes / No
59.	At a maul the attackers with the ball in their possession are moving forward. A defender in the maul unbinds and jumps on top of the maul attempting to reach the ball causing the maul to collapse. What should the referee rule? a) Play continues b) Scrum c) Penalty Kick _____	
60.	At a maul a player not holding the ball but caught in the side of a maul is dragged out of the maul by an opponent. What should the referee rule? _____	
61.	A maul is moving forward towards the defenders goal line when it collapses. The referee is unsure which team had possession of the ball when the maul commenced. Which team should throw the ball into the scrum? _____	
62.	The ball carrier in a maul goes to ground and continues to wrestle for the ball to try and make it available. Should the referee allow play to continue?	Yes / No

63.	<p>A maul collapses and the ball is held by a player lying on top of the collapsed players. One player from each team on their feet immediately wrestle for the ball. What should the referee rule?</p> <p>a) Play continues b) Penalty Kick c) Scrum</p> <p>_____</p>	
64.	During a match a team has a forward temporarily suspended. Whilst this player is off the field must both teams set their scrums without a number 8?	Yes / No
65.	During a scrum may a hooker bind by grasping the top of the props shoulders?	Yes / No
66.	<p>The scrum begins when:</p> <p>a) The ball first touches the ground b) The front rows come together c) The scrum is square and stable d) The ball leaves the scrum-half's hands</p> <p>_____</p>	
67.	At a scrum may a flanker bind onto a prop?	Yes / No
68.	<p>The attackers push the scrum forward one metre. Where is the offside line for the backs of the defending team?</p> <p>a) The hindmost foot of their team in the scrum b) Five metres behind the hindmost foot of their team in the scrum c) Four metres behind the hindmost foot of their team in the scrum</p> <p>_____</p>	
69.	At the Toss may the referee toss the coin?	Yes / No
70.	<p>What are the two choices for the captain who wins the toss?</p> <p>1) _____ 2) _____</p>	
71.	<p>The referee blows the whistle upon observing foul play and cautions the offending player.</p> <p>Must the referee blow the whistle a second time after cautioning the offender?</p>	Yes / No
72.	<p>A player is seriously injured and the referee immediately blows the whistle to stop play. There was no infringement and neither team was in possession. How does play restart and by which team?</p> <p>_____</p>	

73.	The ball touches the referee but neither team gains an advantage. What should the referee rule? _____	
74.	At a line-out does the Assistant Referee keep the flag raised in the following situations: a) Ball not thrown in straight? b) Ball not thrown in from correct place? c) Team takes a quick throw in after the ball boy returns the correct ball to the thrower?	Yes / No Yes / No Yes / No
75.	The referee awards a penalty to the attackers and the captain calls up the kicker to take a kick at goal. There is a time limit within which the kick must be taken. When does this time commence? a) when the captain calls up the kicker b) arrival of the kicking tee c) the ball is in the kickers hands d) when the penalty was awarded _____	
76.	At a conversion attempt the kicker begins to approach the ball to kick and it falls over. The kicker stops and asks the referee's permission to replace the ball. What should the referee rule? _____	
77.	At a conversion attempt the defenders charge and shout. The kick is unsuccessful. What should the referee rule? _____	
78.	The team kicking-off is playing into a very strong wind. The kick goes 11m before being blown back five metres behind halfway and going into touch on the full. List the three options the non-kicking team have to restart play? (One mark). 1) _____ 2) _____ 3) _____	
79.	At a kick-off the ball bounces before crossing the goal-line and no players have touched it. A defender immediately kicks the ball back across the dead-ball line without picking it up. What does the referee rule? _____	
80.	Two non-retiring defenders are ahead of the kicker at a drop-out. What should the referee rule? _____	
81.	At a drop-out the kick goes directly into touch on halfway. The opposing team elect to accept the kick. Where is the lineout? _____	

82.	<p>A drop-out has been awarded. What does the referee rule in the following situations</p> <p>a) A retiring attacker, still behind the 22m line, obstructs the kicker _____</p> <p>b) An opponent charges over the 22m line before the ball is kicked _____</p>	
83.	<p>Where is the mark for the penalty kick when the following situations occur in general play?</p> <p>a) An attacker is off-side 2m in-goal and 2m from touch-in-goal _____</p> <p>b) An attacker punches a defender 4m from the goal-line and 14m from the touch-line _____</p>	
84.	<p>A team is awarded a Free Kick. A player three metres behind the mark on a line through the mark quickly bounces the ball off the knee. What should the referee rule? _____</p>	
85.	<p>At a successful penalty kick at goal, defending players both shout and raise their arms to distract the kicker. What should the referee rule? _____</p>	
86.	<p>The referee awards a penalty to a team on halfway and 15m from touch and makes the mark. This team advises the referee they will kick for touch. The opponents infringe by taking the ball away and the referee advances the penalty ten metres.</p> <p>a) Knowing the mark will be on the 10m line and 15m from touch, may the non-offenders take the penalty kick before the referee makes the second mark?</p> <p>b) May the non-offenders now change the kicker and now kick for goal?</p>	<p>Yes / No</p> <p>Yes / No</p>
87.	<p>A Penalty kick is awarded to the attackers. Defending players run back from the mark. An attacker takes the kick quickly and runs into these retiring defenders. What should the referee rule? _____</p>	
88.	<p>A defender 3 metres from touch-in-goal claims a mark and it is awarded. The kick goes into touch-in-goal.</p> <p>a) How does play restart? _____</p> <p>b) Where does play restart? _____</p>	

89.	<p>In general play a player carrying the ball is held by an opponent and both players go to ground. The opponent immediately releases the ball carrier who retains possession of the ball, stands up and continues running.</p> <p>What should the referee rule?</p> <p>_____</p>
90.	<p>At a tackle the first arriving player goes down on one knee on top of other players to gather the ball.</p> <p>What should the referee rule?</p> <p>_____</p>
91.	<p>After a tackle an arriving player ends up on the ground. An opponent secures the ball and the player on the ground reaches out and grasps the ball carrier.</p> <p>What should the referee rule?</p> <p>_____</p>



ANSWERS LEVEL II

THEORY EXAMINATION 2009



1 a)	Yes	Law 5.7 (e)	
1.b)	No	Law 5.7 (e)	
2.a)	Yes	Law 5.4 (d)	
2.b)	Yes	Law 5.4 (c)	
3.	Yes	Law 5.7 (g)	
4.	Lineout	Law 12 Definition Knock-on Exception	
6.	a)	Law 12.1 (d)	
7.	Yes	Law 12: Definition	
8.	b)	Law 17.6 (h)	
9	No	Law 17: Definition	
10.	a)	Law 17 (h)	
11.	Scrum	Law 17.6 (g)	
12.	a)	DSLVLaw 20.9 (j)	
13.	No	DSLVLaw 20.9 (l)	
14.	b)	DSLVLaw 20.1(f) and Law 20.10 (c)	
15.	a)	Law 20.8 (a)	
16.	b)	Law 22.16 (c)	
17.	Try	Law 22.12 - ELV 13	
18.	Try	Law 22.4 (g)	
19.	c)	Law 4.4 (c) & Law 4.5 (b)	
20.	Return to the playing area	Law 11.2 (d)	Accept field of play/the field
21.	a)	Law 11.2 and Law 11.3	
22.	b)	Law 11.4 (a)	
23.	5 metres from the goal-line opposite where it was kicked	Law 11.4 (f) Penalty	No mark for just 5 metre scrum
24.	Opponent runs 5 metres with the ball Opponent kicks the ball	Law 11.8	Both options required.
25.	a)	Law 16.2 (b)	
26.	b)	Law 16.4 (a)	

27.	From behind the hindmost foot	Law 16.5 (c)	Do not accept alongside. Accept: rejoin "thru the gate"
28.	Award the "mark"	Law 18 Definition 3 rd para	Accept: Free Kick
29.	Scrum	Law 18.4	
30.	No	Law 18.7 (c)	
31.	On defenders 10m line	Law 19.1 (d) ELV 4	
32.	On 10 metre line	Law 19.1 (d) 3 rd para	
33.	Opposite where the ball was kicked	Law 19.1 (b) ELV 4	
34.a) 34.b)	Scrum Defenders	Law 19.6 (a) Law 19.6 (a)	b) accept original team
35.	a)	Law 19.6 (c)	
36.	No	Law 1 Definition	
37.	Yes	Law 1.6 (b)	
38.	PK	Law 10.4(n) Cavalry Charge	
39.	b) & d)	Law 10.4(m)	
40.	c)	Law 10.1(f)	
41 a) 41 b) 41 c) 41 d)	No No No Yes	Law 10.4(e) last para Law 10.4(e) last para & Law 10.5 (a) Law 10.5 (a) Law 10.4(e) last para & Law 10.5 (a)	1 = 0 mark 2 = 1 mark 3 = 1 mark 4 = 2 mark
42.	c) & d)	Law 10.4 (m)	
43.	Stay on feet	Law 14 Definition	Accept remain standing
44.	PK	Law 14.1	
45.	PK	Law 14.1	
46.	No	Law 19.15 (a)	
47.	No	Law 19.7(f) ELV 7 & 8	
48.	b)	Law 19.9 (n)	
49.	Yes	Law 19.9 (e) ELV 9	
50.	c)	Law 19 Line-out Definitions	
51.	a)	Law 10.1 (e)	
52.	Yes	DSLVLaw 3,12 Para 2	
53.	b)	DSLVLaw 3.5 (c) & Law 3.4 Para 2	
54.	No	Law 3.10 (a)	

55.	Referee permits and ball is dead	Law 3.11 (b)	Must have both requirements for a mark
56.	No	Law 12 Definition - Knock-on	
57.	c)	Law 12.1 (e)	
58.	No	Law 17 Definition & Law 15.3 (a)	
59.	c)	Law 17.2 (f)	
60.	PK	Law 17.3 (a)	
61.	Attackers	Law 17. 6 (c)	Accept: Team moving forward
62.	No	Law 17. 6 (g)	
63.	c)	Law 17.6 (b) & Law 17.6 (f)	
64.	Yes	DSLVLaw 20.1 (f) Exception	
65.	No	Law 20.3 (b)	
66.	d)	Law 20.7 (a)	
67.	No	Law 20.3 (f)	
68.	b)	ELV Law 20.12 (g)	
69.	No	Law 6.A.3 (a)	
70.	1) kick-off 2) choose an end.	Law 6.A.3 (a)	To state receive the kick is not correct.
71.	Yes.	Law 6.A.8 (d)	
72.	Scrum attackers throw in	Law 6.A.9 (b).	Do not accept team last in possession
73	Play continues	Law 6.A.10 (a).	
74.	a) No b) No c) Yes	Law 6.B.5 (d) Law 6.B.5 (e) Law 6.B.5 (d) Exception 3.	
75.	b)	Law 21.4 (b)	
76.	Play on / opponents may continue to charge.	Law 9.B.3 (b)	Accept pick it up and drop kick it and/or play continues
77.	Award another kick. No charge is allowed.	Law 9.B.3 (c) Penalty para 2	Both elements required for a mark
78.	1. Kick-off again 2. Scrum at	Law 13.8	Accept line-out where ball went into touch.

	centre halfway 3. Accept kick		Accept scrum or lineout only Three elements required for a mark
79.	Option of scrum at halfway or another kick- off.	Law 13.9 (a) and (b)	Both elements required for a mark
80.	Scrum at centre of 22m.	Law 13.16 (a)	Accept scrum on /at 22. Accept scrum only. No mark if any reference to options
81.	On 22m line.	Law 13.14	
82. a)	Penalty Kick	Law 13.17 (b)	
82. b)	Free Kick	Law 13.17 (a)	
83. a)	5m from the goal-line and 2m from touch	Law 21.2 (a)	
83. b)	At place of infringement / 14 x 4	Law 21.1	
84.	A scrum at mark	Law 21.3 (b)	Accept scrum only
85.	Award the goal.	Law 21.5 (e)	Accept Play Continues
86. a)	a) No	Law 21.7 (d) Penalty clause	
86. b)	b) Yes	Law 21.7 (d) Penalty clause	
87.	Play continues	Law 21.9	
88. a)	scrum	Law 21.4 (g)	
88. b)	5 x 5	Law 21.4 (k)	
89.	Penalty kick	Law 15 .5 (b) and Law 15 Definition	
90.	Penalty kick	Law 15.6 (a)	
91.	Penalty kick	Law 15.6 (h)	