## LAWS OF THE GAME

## Level I

## THEORY EXAMINATION 2014

## CANDIDATE SCRIPT AND ANSWER PAPER

## NEW ZEALAND RUGBY <br> LAWS OF THE GAME THEORY EXAMINATION 2014 LEVEL I

## INSTRUCTIONS TO CANDIDATES

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 (DSLV's) where they exist, in place of International Law and according to the Law Book. Candidates must also answer in accordance with the IRB Law Amendment Trials where applicable.

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.

| $\mathbf{1}$ | A reserve player undertaking TJ duties makes no effort <br> to keep up with play. The referee decides this TJ is <br> unsatisfactory. <br> May the referee ask for the TJ to be replaced? | Yes/No |
| :--- | :--- | :--- |
| $\mathbf{2}$ | A player of the team which put the ball into touch <br> takes a quick throw-in. <br> What actions should the AR take? <br> a) Keep the flag up <br> b) Lower the flag <br> c) Lower the flag and inform the referee |  |
| $\mathbf{3}$ | A defender knocks the ball on. The attackers have an <br> opportunity to gain advantage but a maul forms and <br> the ball immediately becomes unplayable. <br> Which team throws in to the scrum? |  |
| $\mathbf{4}$ | A defender carrying the ball runs into the referee and <br> gains an advantage. <br> b) Deftackers <br> What should the referee rule? <br> a) Play continues <br> b) Attackers' scrum <br> c) Defenders' scrum | Yes / No |
| $\mathbf{5}$ | An attacker knocks the ball on. Whilst playing <br> advantage the defenders gain possession but the ball is <br> immediately passed forward. <br> At a scrum the attackers' win the ball and the front <br> rows are forced upwards. <br> What should the referee rule? <br> a) Play continues <br> b) Attackers' scrum <br> c) Defenders' scrum |  |
| Must the referee immediately stop play? |  |  |


| 7 | In general play a player runs ahead of a team-mate carrying the ball and is in an offside position. This player then immediately retires behind the ball carrier. <br> What should the referee rule? <br> a) Play continues <br> b) Scrum <br> c) Free Kick <br> d) Penalty Kick |  |
| :---: | :---: | :---: |
| 8 | A defender in goal near the dead ball line kicks up field. A team-mate standing on the goal line immediately chases the kick. <br> What should the referee rule? <br> a) Play continues <br> b) Scrum <br> c) Free Kick <br> d) Penalty Kick |  |
| 9 | An attacker runs ahead of a team-mate who is carrying the ball. As the attacker turns to retire the team-mate carrying the ball is tackled and loses the ball forward into the hands of the retiring player. <br> What should the referee rule? <br> a) Play continues <br> b) Scrum <br> c) Free Kick <br> d) Penalty Kick |  |
| 10 | Which action by an opponent, will not put an offside player onside? <br> When an opponent - <br> a) Runs 5 metres with the ball <br> b) Accidentally touches the ball <br> c) Passes the ball forward |  |


| 11 | At a kick in general play a team-mate ahead of the kicker remains stationary 5 metres from an opponent waiting to catch the ball. The offside player waits until the kicker runs past before advancing. <br> What should the referee rule? <br> a) Play continues <br> b) Scrum <br> c) Free Kick <br> d) Penalty Kick |  |
| :---: | :---: | :---: |
| 12 | At a ruck an offside player is retiring as the opponents' halfback passes the ball. The retiring player immediately tackles the opponent catching the pass. <br> What should the referee rule? <br> a) Play continues <br> b) Scrum <br> c) Free Kick <br> d) Penalty Kick |  |
| 13 | In a ruck formed $2 m e t r e s$ from the goal line the defenders have control of the ball and are pushed back into in-goal. A defender intentionally falls on the ball on the goal line. Should the referee award a penalty try? | Yes / No |
| 14 | Two defenders joining a ruck drop their heads and shoulders lower than their hips. <br> What should the referee rule? <br> a) Play continues <br> b) Scrum <br> c) Free Kick <br> d) Penalty Kick |  |
| 15 | A ruck forms 1 metre from the goal line and the hindmost foot of the defenders in the ruck is in-goal. <br> Where is the defenders' offside line? <br> a) A line through the ball <br> b) The hindmost foot of defenders' hindmost player <br> c) The goal line |  |


| 16 | The ball leaves a ruck and the hindmost player while still bound returns the ball into the ruck. <br> What should the referee rule? <br> a) Play continues <br> b) Scrum <br> c) Free Kick <br> d) Penalty Kick |  |
| :---: | :---: | :---: |
| 17 | At a scrum the attacking hooker intentionally kicks the ball straight back out of the tunnel from where it was thrown in. <br> What should the referee rule? <br> a) Play continues <br> b) Scrum <br> c) Free Kick <br> d) Penalty Kick |  |
| 18 | In a $1^{\text {st }} \mathrm{XV}$ game the opposing halfback follows the ball through the scrum and advances past the tunnel. <br> What should the referee rule? <br> a) Play continues <br> b) Scrum <br> c) Free Kick <br> d) Penalty Kick |  |
| 19 | At a scrum the ball is thrown in and a flanker plays the ball with a foot to prevent it coming back out of the tunnel. <br> What should the referee rule? <br> a) Play continues <br> b) Reset scrum <br> c) Free Kick <br> d) Penalty Kick |  |


| $\mathbf{2 0}$ | At a scrum the ball goes straight through the tunnel <br> and comes out behind a prop on the far side without <br> having been played. <br> What should the referee rule? <br> a) Play continues <br> b) Reset scrum <br> c) Free Kick <br> d) Penalty Kick |  |
| :--- | :--- | :--- |
| $\mathbf{2 1}$ | At a scrum in a 1st XV game a No.8 traps the ball at the <br> back of the scrum delaying the ball's release. <br> What should the referee rule? <br> a) Play continues <br> b) Reset scrum <br> c) Free Kick <br> d) Penalty Kick |  |
| $\mathbf{2 2}$ | A Premier side nominates 20 players on the team <br> sheet. <br> What is the minimum number of players this team <br> must have trained to play in the front row? <br> a) 3 <br> b) 4 <br> c) 5 |  |
| $\mathbf{2 3}$ | The referee believes a player has concussion but the <br> coach strongly disagrees. <br> Must the referee order this player to leave the Playing <br> Area? | A player leaves the field with a blood injury and <br> returns after10 minutes. Later in the same half this <br> player again leaves the field with a blood injury and <br> after eight minutes the bleeding is controlled. <br> May this player return to the game? |


| $\mathbf{2 5}$ | A temporary replacement comes on for a player who <br> has a blood injury. The temporary replacement player <br> is ordered off. The bleeding is controlled within the <br> permitted time. <br> May the original player now return to play in the <br> match? | Yes / No |
| :--- | :--- | :---: |
| $\mathbf{2 6}$ | At a lineout the Touch Judge considers the ball has <br> been thrown-in not straight. <br> Is the Touch Judge permitted to keep the flag raised? | Yes / No |
| $\mathbf{2 7}$ | At the Toss may the referee toss the coin? | Yes / No |
| $\mathbf{2 8}$ | May the team that wins the toss elect to receive the <br> kick? | Yes / No |
| 29 | Is the referee responsible for keeping the score? | Yes / No |
| 30 | In a club game does the assistant referee provide <br> assistance with knock-ons and off-sides, if the referee <br> has not given this direction? | Yes / No |
| $\mathbf{3 1}$ | The referee stops play for a serious injury to an <br> attacker, without any infringement having occurred. A <br> defender was in possession of the ball when play <br> stopped. <br> How does play restart? <br> a) Scrum attackers throw-in <br> b) Scrum defenders throw-in | A player is penalised for late charging an opponent <br> who has just kicked the ball. <br> Does the referee always give the penalty at the place <br> of the late charge? |
| Yes / No |  |  |


| 33 | The ball goes into touch and a player throws the ball <br> away to prevent a quick throw-in. This player is <br> penalised. |  |
| :--- | :--- | :--- |
| Where is the mark for the penalty? <br> a) 5 metres on line of touch <br> b) 15 metres on line of touch <br> c) 5 metres opposite where the ball was thrown <br> away <br> d) 15 metres opposite where the ball was thrown <br> away |  |  |
| 34 | An incident of foul play occurs and before the next <br> stoppage in play the non-offending team gain an <br> advantage and play moves 80 metres up field from <br> where the incident occurred. The referee now <br> receives a report from the AR on the foul play <br> incident. |  |
| 35 | May the referee restart play at the place of the <br> stoppage? |  |
| 36 | A player is sitting on the ground re-tying a lace. While <br> still on the ground this player tackles an opponent who <br> is running with the ball. <br> What should the referee rule? <br> a) Play continues <br> b) Free kick <br> c) Penalty kick <br> A deot inder the field of play catches the ball from an <br> attacker's kick before it has crossed the plane of the <br> touch line. <br> Which team put the ball into touch? <br> a) Attackers <br> b) Defenders |  |


| 37 | The defenders take the ball into touch and an attacker takes a quick throw-in using a different ball. The referee disallows the quick throw-in. <br> Which team now throws into the lineout? <br> a) Attackers <br> b) Defenders |  |
| :---: | :---: | :---: |
| 38 | At a quick throw-in must the ball be thrown in straight? | Yes / No |
| 39 | The attackers take a penalty kick for touch. A defender in the field of play deflects the ball into touch-in-goal. <br> How does play restart? <br> a) Defenders option of scrum where Penalty was kicked or a drop-out. <br> b) 5-metre scrum attackers throw in |  |
| 40 | A player with both feet in the field of play catches the ball after it has crossed the plane of the touch line. <br> Is the ball in touch? | Yes / No |
| 41 | An attacker jumps and catches the ball from a defenders kick before it crosses the plane of the touch line. This player lands with one foot on the touch-line. <br> Which team throws into the lineout? <br> a) Attackers <br> b) Defenders |  |
| 42 | A defender passes the ball back into the 22 area to a team-mate who kicks the ball directly into touch. <br> Where is the place of the lineout? <br> a) Where the ball crossed the touch-line <br> b) On the 22 <br> c) Opposite where the defender kicked the ball <br> d) Opposite where the defender passed the ball |  |
| 43 | What is the correct binding for a flanker before the ball has emerged from the scrum? <br> a) The whole arm from hand to shoulder <br> b) The forearm from elbow to hand <br> c) A hand placed on and gripping the lock |  |


| 44 | How does the halfback throw the ball into the scrum? <br> a) Roll it in along the ground <br> b) So that it first touches the ground immediately beyond the nearer prop's shoulders <br> c) So that it first touches the ground immediately beyond the nearer prop's outside foot |  |
| :---: | :---: | :---: |
| 45 | Attackers throw the ball into the scrum and the Defenders win a tight-head before the scrum collapses. The referee blows the whistle and orders another scrum. <br> Which team throws in to the scrum? <br> a) Attackers <br> b) Defenders |  |
| 46 | At a scrum must the loose head prop bind the tight head prop by placing the left arm inside or outside the tight head's arm? <br> a) Inside <br> b) Outside |  |
| 47 | At a scrum when may a team start pushing? <br> a) When the referee calls 'Set' <br> b) When the referee signals to the halfback to put the ball in <br> c) When the ball first touches the ground <br> d) When the ball leaves the halfback's hands |  |
| 48 | In a secondary school game must numbers in the scrum be equal if a forward has been sin-binned? | Yes / No |
| 49 | The match organiser allocates a game to an artificial surface. Before the match the referee deems the surface is too slippery to play on May the referee move the game to another field? | Yes / No |
| 50 | Is the goal line part of the 22? | Yes / No |
| 51 | Before a match the two captains approach the referee with a request to shorten each half by 10 minutes from the Union's stipulated playing time. There is no other reason to shorten the halves. Should the referee allow this request? | Yes / No |


| 52 | The referee's watch beeps to indicate full time when an attacker kicks the ball. A defender claims a mark. Is the referee correct to signal full time? | Yes / No |
| :---: | :---: | :---: |
| 53 | At a penalty kick at goal a defender shouts at the kicker. The kick is successful. After awarding the goal the referee awards a Penalty Kick against the defender at half-way. <br> Is the referee correct? | Yes / No |
| 54 | At a conversion a defender, who remained behind the goal line until the kicker started to kick, jumps and prevents the ball from clearing the crossbar. What should the referee rule? <br> a) Play continues/unsuccessful kick <br> b) Another kick |  |
| 55 | The ball carrier is brought to ground by two defenders, both of whom remain standing and hold the ball carrier. <br> Has a tackle occurred? | Yes / No |
| 56 | A defender deep in in-goal is passed the ball and an on-side opponent immediately brings the ball carrier to ground. <br> Has a tackle occurred? | Yes / No |
| 57 | After a tackle the tackler rolls away from the tackled player and ball but does not get up. <br> What should the referee rule? <br> a) play continues <br> b) scrum <br> c) free kick <br> d) penalty kick |  |
| 58 | A tackled player releases the ball on the ground but remains lying near the ball. <br> What should the referee rule? <br> a) play continues <br> b) scrum <br> c) free kick <br> d) penalty kick |  |


| 59 | A tackled player releases the ball by placing it near <br> the touch-line. <br> What should the referee rule? <br> a) play continues <br> b) scrum <br> c) free kick <br> d) penalty kick |  |
| :--- | :--- | :--- |
| 60 | An attacker is tackled near the goal-line and the ball is <br> released. An attacker arriving from behind toes the <br> ball over the goal-line. A tackler, who remains on the <br> ground in the field of play, reaches across and grounds <br> the ball. <br> What should the referee rule? <br> a) scrum <br> b) free kick <br> c) penalty kick <br> d) penalty try <br> e) touch down |  |
| 61 | At a tackle the ball carrier attempts to ground the ball <br> for a try when an opponent kicks the ball out of the <br> ball carrier's hands preventing the ball being <br> grounded. <br> What should the referee rule? <br> a) play continues <br> b) free kick <br> c) penalty kick <br> d) penalty try |  |
| 62 | At a tackle the ball does not become available. The <br> referee is unsure whether the tackler didn't release <br> the tackled player or if the tackled player didn't <br> release the ball. <br> knocked over by an arriving team-mate and lands on <br> the ground near the ball. <br> Should the referee penalise this player? |  |
| May the referee award a scrum for an unplayable? |  |  |


| 64 | A defender in the 22 catches the ball direct from an <br> attackers kick and makes the free kick signal to the <br> referee with the arm, but doesn't call "Mark". <br> What should the referee rule? <br> a) play continues <br> b) scrum <br> c) free kick <br> d) penalty kick |  |
| :--- | :--- | :--- |
| 65 | A mark is awarded to a player capable of taking the <br> free kick. The captain asks the referee for a scrum <br> instead. <br> May the referee award the scrum? | Yes / No |
| 66 | The referee awards a mark. An attacker charges the <br> kicker before they have offered to kick. The referee <br> awards a penalty kick to the defenders. <br> May a team-mate of the player who made the mark <br> take the penalty kick? | Yes / No |
| 67 | From a kick in general play a defender with one foot <br> on the goal line and the other in the field of play <br> catches the ball, reaches behind and grounds the ball <br> in-goal. <br> How does play restart? <br> a) 5m scrum - attackers <br> b) 5m scrum - defenders <br> c) Drop-out | Yes |
| $\mathbf{6 8}$ | A player holding the ball touches the ground with the <br> ball but does not apply downward pressure. <br> Has the ball been grounded? <br> A player dives on the ball in-goal, pressing down on <br> the ball with the neck. <br> Has the ball been grounded? <br> reaches back over the head and touches the ball <br> against the post pad, but not at the base. <br> Has a try been scored? | Yes / No |
|  | Yes / No |  |


| 71 | The referee awards a penalty try. <br> May the defenders charge the conversion? | Yes / No |
| :--- | :--- | :--- |
| 72 | An attempted drop-goal bounces along the ground into <br> in-goal and goes dead. <br> How does play restart? <br> a) Scrum <br> b) Drop-out <br> c) Option of scrum or drop-out |  |
| 73 | A defender with one foot on the dead ball line and one <br> foot in-goal picks up the ball that had stopped in-goal. <br> The ball was played into in-goal by the attackers. <br> How does play restart? <br> a) 5-metre scrum - attackers <br> b) 5-metre scrum - defenders <br> c) Drop-out | Yes |


| 80 | A player approaching a maul pushes an opponent who is near to the maul but not bound to it, out of the way. <br> What should the referee rule? <br> a) Play continues <br> b) Free kick <br> c) Penalty kick |  |
| :---: | :---: | :---: |
| 81 | In a match the referee penalises an offender for the third time and cautions this player. <br> In a junior match, may the referee relax this standard and not caution (Sin Bin) this player? | Yes / No |
| 82 | A defender tackles an attacker by grabbing the jersey collar and bringing the player to the ground. <br> Is this a dangerous tackle? | Yes / No |
| 83 | The ball carrier intentionally runs into a team-mate who is in front. <br> What should the referee rule? <br> a) Play continues <br> b) Free kick <br> c) Penalty kick |  |
| 84 | At a kick-off the ball travels to the 10-metre line, is touched by a receiver and lands directly in touch. Is the lineout <br> a) On half-way? <br> b) On the 10 -metre line? <br> c) Where the ball crossed the plane of the touchline? |  |
| 85 | A drop-out is taken 5 metres from the touchline. What should the referee rule? <br> a) Play continues <br> b) Free kick <br> c) Penalty kick <br> d) Another drop-out |  |
| 86 | At a kick-off the ball hits a defender who is not attempting to play the ball and travels into the ingoal. Another defender immediately grounds the ball. Does play restart with a drop-out? | Yes / No |


| 87 | At a kick-off the ball travels 8 metres forward and is <br> contested for by a player from each team. The referee <br> rules that the ball is first played by a player from the <br> kicker's team. <br> What should the referee rule? <br> a) Play continues <br> b) Re-kick <br> c) Scrum at the centre of half-way line <br> d) Options of b) or c) |  |
| :--- | :--- | :--- |
| 88 | A player is caught in the maul, but is not bound. <br> Should this player be penalised for not being bound? | Yes / No |
| 89 | A maul is close to the goal line and the attackers are <br> in possession of the ball in the field of play. All of the <br> defenders are in-goal. <br> Has the maul ended? |  |
| 90 | At a maul all the players of the team not in possession <br> of the ball voluntarily leave. <br> Has the maul ended? | Yes / No |
| 91 | The ball is still in the maul and the receiver of the <br> team in possession runs away from the maul indicating <br> the ball is out. <br> What should the referee rule? <br> a) Play continues <br> b) Free kick <br> c) Penalty kick | In general play a defender catches the ball just <br> outside the 22 direct from an opponent's kick and a <br> maul immediately forms. The maul moves 10 metres <br> down field and collapses unintentionally. The referee <br> awards a scrum. <br> Which team throws in? <br> a) Attackers <br> b) Defenders |


| 93 | At a lineout a player peels off and moves to the back <br> of the lineout and stops moving while waiting for the <br> ball. <br> What should the referee rule? <br> a) Play continues <br> b) Free kick <br> c) Penalty kick |  |
| :--- | :--- | :--- |
| 94 | At a lineout, after the ball is thrown in a player moves <br> into an offside position, but does not attempt to win <br> possession of the ball or tackle an opponent. <br> Must the referee penalise this player? |  |
| 95 | At a lineout the opposing hooker stands ten metres <br> back from the lineout and no other player is in the <br> position between the touch line and 5 metres. <br> What should the referee rule? <br> a) Play continues <br> b) Free kick <br> c) Penalty kick |  |
| 96 | In a 1st XV match the team throwing into the lineout <br> put 11 players in the lineout. The opponents make no <br> adjustment to the 5 players they had ready at the <br> lineout. |  |
| 97 | What should the referee rule? <br> a) Play continues <br> b) Free kick <br> c) Penalty kick <br> ball and takes a quick tap. <br> What should the referee rule? <br> a) Play continues <br> b) Another kick <br> c) Scrum |  |


| 98 | A penalty is awarded to the defenders one metre from <br> the goal line. <br> Where is the mark for the kick? <br> a) On the goal line <br> b) One metre from the goal line <br> c) Five metres from the goal line |  |
| :--- | :--- | :--- |
| 99 | At a penalty the kickers' team contrive a further <br> infringement from the opponents. <br> Does the referee move the mark 10 metres upfield? | Yes / No |
| 100 | At the toss the winning captain elects to choose an <br> end. <br> Does this team take the kick-off? | Yes / No |

