# RFU ADULT TAG RUGBY

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## LAWS OF RFU ADULT TAG RUGBY

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## Definitions:

**Advantage:**

The Law of Advantage takes precedence over most other Laws and its purpose is to play more continuously 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 means that their opponents may gain an Advantage, the Referee does not whistle immediately for the infringement; the Referee allows play to continue with the option to return to the original offence. The Referee is the sole judge of whether a team has gained an Advantage and has wide discretion when making decisions. When the Referee is playing Advantage he / she shall shout “Advantage”. When the Referee determines that an Advantage has been gained he / she shall shout “Advantage over”.

**Attacker:**

Is a player from the team in possession of the ball.

**Attacking Team:**

The team in possession of the ball.

**Ball Carrier:**

A player carrying / controlling the ball.

**Ball Player:**

Is the player who plays the ball, by kicking, passing or controlling it.

**Captain:**

The Captain is a player nominated by the team. Only the Captain is entitled to consult the Referee during the match and is solely responsible for choosing options relating to the Referee's decision.

**Changeover:**

Is the surrendering of the ball to the opposition.

**Contact:**

A collision of bodies whether deliberate or accidental.

**Defender:**

Is a player from the team not in possession of the ball.

**Defending Team:**

Is the team not in possession of the ball.

**Defending / Offside Line:**

Is a line of defenders. This line is parallel to the Try Line and is a minimum distance of seven (7) metres from the Roll Ball. In open play there is no Offside Line.

**Drop-Kick:**

The ball is released from the hands and is kicked as it rebounds off the floor.

**Dummy Half:**

Is the player who takes up position immediately behind the ball player during the Roll Ball.

**Field of Play:**

Is the playing area between the Touchline and the Try Line and does not include the Touchlines.

**Forward Pass:**

Is passing the ball forward to a member of the same team in front of you.

**Foul Play:**

Is anything a person does within the playing enclosure that is against the letter and spirit of the Laws of the game. It includes obstruction, unfair play, repeat infringements, dangerous play and misconduct which are prejudicial to the game and shall be construed in accordance with Law 10.

**Grubber-Kick:**

A Kick that is angled to the floor that does not go above a height of one and a half (1.5) metres.

**In-Goal:**

Is the area between the Try Line and the dead-ball line.

**Kick:**

A Kick is made by hitting the ball with any part of the leg or foot, from the toe to the knee but not including the knee; a Kick must move the ball a visible distance out of the hand, or along the ground.

**Kicking Team:**

Is the team kicking the ball.

**Kick-Off:**

The Kick-Off occurs at the start of the match and the restart of the match after Half Time and shall be by way of Grubber-Kick.

**Kick-Off Point:**

Is the position at the centre of the Half-way Line from which the Kick-Off shall occur.

**Knock-On:**

A Knock-On occurs when a player loses possession of the ball and it goes forward, or when a player propels the ball forward with the hand or arm, and the ball touches the ground or another player.

**Knock Back:**

Is to knock the ball back towards one's own Try Line with the hand or arm.

**Marker:**

Is a defender who may stand at least one (1) metre directly in front of the player conducting the Roll Ball.

**Obstruction:**

Is the act of preventing an opponent from playing the game, by pushing, holding, blocking or crossing.

**Offside Player:**

Is a defender not back the required distance at any restart of the game which includes a Roll Ball and also an attacker who is in front of the player in possession of the ball from his own team.

**Pass:**

A player throws the ball to another player or hands the ball to another player without throwing it.

**Penalise:**

Is to award a Penalty against an offending player.

**Penalty:**

A Penalty is awarded by the Referee where provided in the Laws and shall be taken by way of Tap-Kick from where the infringement occurs, unless otherwise provided in the Laws.

**Restart-Kick:**

Restart-Kicks occur after a Try is scored and shall be taken by way of Grubber-Kick by the team who scored the Try.

**Roll Ball:**

When the Tagged player rolls the ball backwards between his / her legs. The ball may roll a maximum of one (1) metre.

**Tap-Kick:**

A deliberate touch of the ball with any part of the leg or foot up to the knee whilst in the hand or on the ground. The ball does not have to leave the hand.

**Try:**

When an attacker is first to ground the ball in the opponents' In-Goal, a Try is awarded.

**Tagging:**

Is removing a Tag from an attacker.

## Law 1: Playing the Game

1.1. The objective of the game is that two (2) teams each consisting of seven (7) players adhering to the Laws and playing in the sporting spirit of the game, should by carrying, passing, kicking and grounding the ball, score as many points as possible, with the team scoring the greatest number of points being winners of the match in question. It is the responsibility of the Captain and coach to ensure they and their team comply with the Laws of the game and the safety of themselves and others.

1.2. Games shall consist of two (2) halves of twenty (20) minutes each with a five (5) minute interval for Half Time; at Half Time teams change ends.

1.3. If the Match gets called off with more than thirty (30) minutes having been played the result will stand, however if the Match is called off before the thirty (30) minute mark the Match should be replayed.

1.4. The Referee organises the toss. One of the Captains tosses a coin and the opposing Captain calls to see who wins the toss. The winner of the toss decides whether to Kick – Off or to which direction his / her team will play. The Captain who loses the toss can then choose the remaining option.

1.5. The Field of Play be a minimum of sixty (60) metres and a maximum of seventy (70) metres in length by a minimum of forty (40) metres and a maximum of fifty (50) metres in width, with an In – Goal area of being a maximum of five (5) metres.

1.6. A match is started by a Kick – Off.

1.7. The attacking team has five (5) Tags in which to score a Try. A Changeover occurs on the sixth ($6^{th}$) Tag.

1.8. The Ball Carrier may be Tagged by defenders in order to prevent him / her from running with the ball, or kicking or passing the ball to his / her team.

1.9. A player not in possession of the ball, cannot be Tagged or obstructed during the game.

1.10. 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 opponents may gain an Advantage, the Referee does not whistle immediately for the infringement, but allows play to continue with the option to return to the original offence. The Referee is the sole judge of

whether a team has gained an Advantage and has wide discretion when making decisions. When the Referee is playing Advantage he / she shall shout “Advantage”. When the Referee determines that an Advantage has been gained he / she shall shout “Advantage over”.

## Law 2: Players and Players' equipment.

2.1. There are seven (7) players per term on the field at one time from a squad of twelve (12). In mixed games there must be a minimum of three (3) players of the opposite sex, in each team, on the pitch at all times (subject to local rules).

2.2. If in the event of a team in a mixed game not having the required number of opposite sex, and both Captains agree, the game can be played with a lesser number of opposite sex players.

2.3. There may be any number of authorised replacements and / or substitutes. There will be no stoppage of play when replacements are made. The player that is being replaced must leave the field before the replacement player can participate in the game. All replacements during the game shall come into the Field of Play from the same side of the Field of Play.

2.4. If a player has an open or bleeding wound he / she must leave the playing area immediately. The player may not return to the Field of Play until the bleeding has been controlled and the wound has been covered.

2.5. A player must not wear any item that is contaminated by blood.

2.6. Teams will be identified by the colour of their clothing. If the clothing is matching or similar, a coin toss will decide which team will either have to change kit or wear bibs to make them easily identifiable.

2.7. Players are not allowed to wear anything that might prove dangerous to other players, e.g. jewellery, hinges, zippers, bolts or rigid material or projection not otherwise permitted under this law.

2.8. All players must wear either Tag Rugby shorts or a Tag Rugby belt, which must be worn around the waist and on the outside of clothing. Shirts must be tucked in at all times. The Tags should be positioned on each side of the hips.

2.9. The Referee will issue each team with seven (7) sets of Tags prior to the commencement of the match. If a player is replaced during the game he / she gives their Tags to the new player coming on. If using Tag belts, replacements are allowed to wear the belts but must not have any Tags attached to it until he / she is given them by the player he / she is replacing. A team may not use any other Tags during the game, unless a replacement is required due to ripping or snapping.

2.10. Each player on the Field of Play must have two (2) Tags, with one (1) on each side of their hips.

2.11. Footwear should be suitable for the weather and surface, but must not consist of sharp edges or have a single stud at the toe of the boot. Trainers may be worn if the ground conditions are dry and firm.

2.12. Baseball caps, beanies, headgear, headscarves, etc. are permitted as long as they do not present a threat to the safety of either the player wearing the head gear or any other player on the pitch.

2.13. The Referee should inspect players' equipment prior to the commencement of the game and if necessary the Referee can prevent a player from participating in the game if he / she considers a player's equipment to be dangerous.

2.14. The Referee is the sole judge of the Laws of the game and their enforcement. His / her decision is final.

## Law 3: Scoring

3.1. A Try is awarded to the attacking team when they ground the ball on or over their opponents' Try Line in the In - Goal area. If the ball is grounded on the Touch – in – goal Line or the Dead Ball Line, then a Try should not be awarded and the game will restart with a Penalty to the Defensive team, five (5) metres out from the Try Line. If the ball is dropped over the Try Line the game will restart with a Penalty to the Defensive team five (5) metres out from the Try Line.

3.2. One (1) point is awarded for a Try. In mixed games, if a female scores a Try then it is worth two (2) points. However, it must be a female who actually carries the ball over the Try Line for the two (2) points to be awarded. A male player cannot pass the ball to any player after crossing the Try Line nor can he run back into the Field of Play to pass the ball to a female allowing a female to score a Try. If this occurs a Tag will be called five (5) metres out from the Try Line. When this occurs on the sixth ($6^{th}$) Tag a Changeover shall be awarded five (5) metres out from the Try Line.

3.3. For safety, there is no diving or sliding to score a Try; players must remain on their feet to score. If a player dives a Penalty will be awarded to the defending team five (5) metres out from the Try Line.

3.4. After a Try has been scored, the scoring team will restart with a Drop-Kick which must be taken from the centre of the Half-way Line. The Referee should allow sufficient time for the defending team to get into position to receive the kick before restarting play.

3.5. The game shall be won by the team scoring the most points. If the score is equal or if both teams fail to score, then the game shall be a tie / draw.

## Law 4: Defence Laws

4.1. The progress of the Ball Carrier can only be halted if a defender removes one (1) or both of the Ball Carrier's Tags. If both Tags are removed by one or more defenders the point where the first (1st) Tag was removed will be where the Roll Ball occurs.

4.2. When a Tag is removed, the defender must hold it in the air where the Tag was made, place it on the floor at that point and assume a Marker position or return to the defence Line if a Marker is already in place. The Ball Carrier must return to the point where the Tag was removed, play a Roll Ball and then replace his / her Tag(s).

4.3. When a Ball Carrier is in the action of a Roll Ball, the Defensive Line must be at least seven (7) meters back (or on the Try Line if within 7 meters of the line)from the Roll Ball Line and there may only be one Marker.

4.4. A Marker must stand directly in front of the Roll Ball. The Marker and the Defensive Line can only move forward when the ball is touched / played by the Dummy Half. If in breach of this Law a Penalty will be awarded to the attacking team.

4.5. If the attacking team fails to score before the sixth (6th) Tag has been made a Changeover will be awarded to the defending team at the point of where the sixth (6th) Tag was made. The team then becomes the attacking team and restarts the game with a Roll Ball.

4.6. A player may defend with one (1) or no Tags, however if he / she receives the ball which has been kicked, dropped or thrown forwards, they must immediately play a Roll Ball at the place of receiving the ball.

## Defending Team Infringements

4.7. If a defender deliberately moves into the Ball Carrier's path and makes contact, the defender would be judged as initiating the contact and a Penalty will be awarded to the attacking team.

4.8. A defender, must in the Referees opinion, be attempting to remove a Tag and not deliberately impede the progress of the Ball Carrier or any other attacking player with their body. If an attacking player's progress is impeded, with or without the ball, a Penalty may be awarded to the attacking team at the point the infringement took place.

4.9. A defender cannot at any time hold onto an attacking player or their uniform. If this occurs and no Advantage is gained by the attacking team a Penalty may be awarded to the attacking team.

4.10. If a defender calls a Tag without physically removing the Tag, play may continue, but a Penalty may be awarded to the attacking team if no Advantage is gained.

4.11. If a defender Tags an attacking player and throws the Tag more than one (1) metre away from the mark where the Tag has occurred, the Referee shall issue a warning to the defending team and penalise subsequent offences with a Penalty to the attacking team.

4.12. If the Marker fails to stand directly in – line with the Roll Ball, a Penalty may be awarded to the attacking team if no Advantage is gained.

4.13. If the Marker interferes with the ball player at the Roll Ball a Penalty may be awarded to the attacking team if no Advantage is gained.

4.14. If the Marker attempts to play the ball whilst it is being rolled and has not reached the Dummy Half, a Penalty may be awarded to the attacking team if no Advantage is gained.

4.15. If a defender removes an attacker's Tag(s) when they are not in possession of the ball, the Referee has the following options:

a. If it is simultaneous Tag and offload, no action is taken and the attacker must replace their Tag before being able to attack again. The Referee will call “Play on”.
b. If an attacker is Tagged after passing the ball, the Referee may call “Late Tag, Play on” and allow the attacker to continue to continue with one (1) or no Tags until the next Tag is made by the defending team or the ball goes out of the Field of Play. This may result in the player scoring a Try with one (1) or no Tags. An attacker with one (1) or no Tags shall be deemed to have been Tagged if a defender comes within Tagging distance.
c. Penalise the defender and optionally sin bin a repeat offender.
d. If an attacker not in possession is Tagged before receiving the ball the Referee will call, “Pre Tag”. The Referee will then play the Advantage and adopt options b and c if deemed necessary.

4.16. If a defending team player is less than seven (7) metres from the Roll Ball when the ball is being played, a Penalty may be awarded at the point where the Offside player(s) should have been standing in the Defensive Line.

## Law 5: Attacking Laws

5.1. When in possession of the ball, the Ball Carrier can attempt to position the ball further down field by running, kicking or passing the ball to his / her team–mates. An attacker may only progress with the ball with both Tags unless Advantage is being played due to a late / early Tag.

5.2. When a Ball Carrier has one or more Tags removed by a defender, the Ball Carrier must return to the point where the first Tag was removed a play a Roll Ball without delay.

5.3. Another attacking team player may take up the position directly behind the ball player and assume the role of the Dummy Half. The Roll Ball is initiated when the ball player places the ball back between his / her legs, using his / her hand to the Dummy Half, who then initiates the next play by passing, kicking or running with the ball. After playing the ball in the Roll Ball situation the ball player should replace his / her Tags before participating in the attack again.

5.4. If there is no Marker the Tagged player may replace his/her Tag and Tap-Kick the ball on the ground and continue play. If the Tagged player is missing one or more Tags he / she may only Tap-Kick the ball and then pass or kick the ball taking no more than one (1) step.

5.5. If the attacking team is Tagged a sixth ($6^{th}$) time the attacker must place the ball on the ground and a Changeover will be awarded to the defending team.

5.6. If the Ball Carrier falls or dives on the ground a Changeover will occur.

5.7. If the Ball Carrier is Tagged in the In – Goal before he / she scores a Try, he / she shall be asked to conduct a Roll Ball five (5) metres out from the Try Line and the Tag count will continue.

5.8. If an attacker is Tagged behind their own Try Line, the attacking team shall restart play with a Drop Out from the centre of their Try Line.

5.9. Simultaneous Tag/ball offload situations will result in a “play on” call from the Referee and the benefit of the doubt will be given to the attacking team. If the ball offload is deemed to have been executed after the “Tag”, the Tagged player must return to the mark and play a Roll Ball from where the Tag occurred without Penalty.

5.10. If the Ball Carrier comes into contact with the Referee whilst trying to evade a Tag, a Tag will be called at the previous Tag count and a Roll Ball shall take place where the Ball Carrier came into contact with the Referee.

## Attacking Team Changeovers

5.11. If an attacker is Tagged over the Try Line prior to placing the ball down for a Try and it is the last Tag, a Changeover will be awarded to the defending team five (5) metres out from the Try Line and play will be restarted with a Roll Ball.

5.12. If an attacker is over the Try Line and drops the ball in a forward direct or does not have control grounding the ball a Changeover will be awarded to the defending team five (5) metres from the Try Line and play will be restarted with a Roll Ball.

5.13. When the Ball Carrier crosses the Touchline before their Tag is removed, a Changeover will be awarded to the defending team five (5) metres in-field from where the Ball Carrier touches or crosses the Touchline and play will be restarted with a Roll Ball.

5.14. When the Ball Carrier accidentally steps over the Touchline whilst playing the ball, a Changeover will be awarded to the defending team five (5) metres in-field from where the Ball Carrier stepped on or over the Touchline and play will be restarted with a Roll Ball.

5.15. If the Ball Carrier Knocks-On, a Changeover will be awarded to the defending team at the point where the Ball Carrier Knocks-On and play will be restarted with a Roll Ball.

5.16. If the Dummy Half is not in position within three (3) seconds of the ball being played at the Roll Ball or the ball has been rolled further than one (1) metre, a Changeover will be awarded to the defending team at the point where the original Roll Ball was played. The Referee will determine this time period.

## Attacking Infringements

5.17. The Ball Carrier must not attempt to bump or fend off a defender in their attempts to remove a Tag or whilst chasing the ball. The Ball Carrier can in no way protect his / her Tags with their hands, elbows, ball etc. A Penalty will be awarding to the defending team at the point of infringement.

5.18. The Ball Carrier must not jump to avoid being Tagged, however they may spin/swivel to avoid being Tagged as long as they do not initiate contact. A Penalty will be awarding to the defending team at the point of infringement.

5.19. The Ball Carrier must not make a deliberate change in direction towards a defender endeavouring to make a Tag, thus looking for contact. A Penalty will be awarded to the defending team at the point of the infringement. The onus is on the Ball Carrier to avoid contact unless Law 4.7 applies.

5.20. If an attacking player prevents a defending player from executing a Tag by running behind his / her team mate(s) causing obstruction, a Penalty will be awarded to the defending team at the point of the obstruction.

5.21. If the Ball Carrier executes a voluntary Tag by deliberately playing a Roll Ball with both Tags intact, a Penalty will be awarded to the defending team at the point of infringement.

5.22. If the Ball Carrier deliberately removes his / her own Tag, a Penalty will be awarded to the defending team at the point of infringement.

5.23. If the Ball Carrier interferes with the Marker at the Roll Ball, a Penalty will be awarded to the defending team at the point of infringement.

5.24. If the ball is deliberately knocked on by a player, a Penalty will be awarded to the defending team at the point of infringement.

5.25. If the ball is deliberately passed in a forward direction, a Penalty will be awarded to the defending team at the point of infringement.

## Law 6: Kicking

There are only four (4) situations in RFU Adult Tag where kicking the ball is allowed.

a. Each Kick-Off and Restart-Kick shall be by the way of a Drop-Kick.
b. A Drop Out may be ordered by the Referee in accordance to Rule 5.8
c. When a Tap-Kick is used to restart play after a Penalty.
d. A Grubber-Kick is permitted in general play.

**Note:** A Grubber-Kick is defined as a kick that is directed to the ground that will bounce in a forward direction and not higher than one and half (1.5) metres.

A Drop-Kick is defined as a kick that is released from the hands and is kicked as it rebounds off the ground.

If an attacker kicks the ball in open play (i.e. not from a Kick-off or Restart-Kick) the following shall apply:

a. If a member of the kicking team gathers or re-gathers a ball that has not touched a member of the opposing team, play shall continue and the Tag count shall continue.
b. If a member of the kicking team gathers or re-gathers a ball that has struck and member of the opposing team, play shall continue and the Tag count shall be restarted.

## Kick-off, Restart-kicks and Drop Out Laws

6.1. When a Try is scored the scoring team shall take a Restart-Kick to restart play.

6.2. From a Kick-Off the ball must travel forward at least seven (7) metres before it can be played. The kicking team may not take possession of the ball or obstruct the player from receiving the team until it has been first played / touched by the receiving team or until the ball has bounced in the Field of Play having gone at least seven (7) metres. If the kicking team plays the ball before it has either been touched or bounced, a Penalty will be awarded to the receiving team on the Half-way Line.

6.3. The kicking team may not play the ball if it has not travelled at least seven (7)

metres otherwise a Penalty shall be awarded from the Half-way Line. However the receiving team may play the ball if it has gone less than seven (7) metres and in this case play shall continue.

6.4. The players from the kicking team must be behind the ball when it is kicked. If a player from the kicking team is Offside and interferes with a player from the receiving team and / or the ball, a Penalty shall be awarded where the interference took place.

6.5. The opposing team may be spread out across the field in various formations, but they must be at least seven (7) metres from the Kicker at the time of the Kick-Off. If they are less than seven (7) metres away a Penalty will be awarded to the kicking team where the infringement took place.

6.6. From a Kick-Off the ball must land in the Field of Play, otherwise a Penalty shall be awarded from where the Kick-Off took place. If the ball from a Kick-Off lands in the Field of Play and bounces over the Touchline, a Changeover will be awarded and the receiving team will restart with a Roll Ball five (5) metres in-field from where the ball crossed the Touchline.

6.7. If the ball from the Kick-Off lands in the Field of Play and travels over the receiving team's Try Line without being touched by the receiving team, play will restart with a Roll Ball from the centre of the Half-way Line by the receiving team.

6.8. If the ball is caught by a receiving team player on the Try Line the Referee will call “play on”.

6.9. A Drop Out may be ordered by the Referee in accordance with Law 5.8 or Law 6.20. The Drop Out is ordered from the centre of the Try Line and must bounce within seven (7) metres.

6.10. The players of the kicking team must not cross the Try Line until the ball is kicked. The team receiving the ball may spread out across the field in various formations, however must be at least seven (7) metres from the Try Line at the time of the Drop Out.

6.11. If the ball from the Drop Out bounces over the Touchline, a Changeover will be awarded to the receiving team, five (5) metres in-field from the Touchline where the ball crossed the Touchline.

6.12. If the ball from the Drop Out bounce over the receiving teams Try Line having not been touched or played by the receivers, the receiving team shall restart the game with a Roll Ball seven (7) metres from the opponents Try Line.

## General Play Kicking.

6.13. The attacking team may Grubber-Kick the ball at any time while in possession.

6.14. In open play the ball may only be kicked from hand and not while it is on the floor or while it is in the air, having hit the ground. A Penalty will be awarded to the non offending team from the place where contact with the ball is made; if contact is made over the Try Line the Penalty will be seven (7) metres out.

6.15. Only attacking team players behind the Kicker when the ball is kicked are onside. If an attacker is onside he / she may chase the ball to retrieve the ball or effect a Tag subject to the kicking laws.

6.16. If an attacker is in front of the Kicker when the ball is kicked, this player is Offside and cannot effect a Tag until either the ball receiver has run at least seven (7) metres in any direction or the Kicker (or somebody behind the Kicker) runs past the Offside player and puts him / her onside. When the Offside player is put onside in this manner he / she can effect a Tag.

6.17. If from a kick, an offside attacker deliberately plays the ball or effects a Tag, a Penalty shall be awarded at the point of the Tagging or playing of the ball.

6.18. The receiving team may take possession from a kick and elect to kick the ball back down field to gain a territorial Advantage.

6.19. If the ball is kicked and bounces in the Field of Play and crosses the receiving team's Try Line they will receive a Changeover seven (7) metres out from the Try Line in the centre of the field.

6.20. If the ball is kicked and it crosses the receiving team's Try Line after it strikes a player from the receiving team, a Grubber-Kick out from the centre of the Try Line will restart play.

6.21. If an attacker or the kicker deliberately impedes the progress of a defender who is attempting to take possession of the ball after a kick, then a Penalty shall be awarded to the defending team at the point where the defender was impeded.

## Kicking Changeovers

6.22. If a Grubber-Kick travels higher than one and a half (1.5) metres, a Changeover will be awarded to the defending team at the place where the ball was kicked, or seven (7) metres out if kicked from or behind a Try Line.

6.23. If the ball is kicked and it goes out of the Field of Play on the full, the receiving team will receive a Changeover at the point where the kick was taken.

6.24. If the ball is kicked and it lands in the Field of Play then rolls over the Touchline, the receiving team will receive a Changeover five (5) metres in from where the ball crossed the Touchline. If the ball is kicked and strikes a member of the receiving team and then rolls over the Touchline, the kicking team shall play a Roll Ball five (5) metres in from where the ball crossed the Touchline and the Tag count will be restarted.

6.25. If a member of the attacking team is in front of the Kicker when the ball is kicked and the ball accidentally strikes that Offside player, a Changeover shall be awarded to the defending team at the point of the kick. The Referee may allow a defender Advantage if he / she gains possession of the ball.

6.26. If a Kicker is interfered with after kicking the ball or one of his / her team-mates giving chase is interfered with, a Penalty shall be awarded where the ball first bounces or is stopped by an opposing player; or if the ball crosses the Touchline the Penalty is given five (5) metres in field from the point the ball first crossed the Touchline.

6.27. If a player from the kicking team chasing a kick is obstructed and the ball rolls over the Try Line, the Penalty shall be awarded to the kicking team, no less than five (5) metres in from the Touchline on the Field of Play and opposite to where the ball crossed the Try Line and no less than seven (7) metres out from the Try Line, or at the point where the player was impeded.

## Law 7: Knock-on

7.1. If a player propels the ball in a forward direction with their hand or arm and the ball comes into contact with the ground, an opponent or the Referee, a Knock-on will be ruled. A Changeover will be awarded to the non offending team in the case of a Knock-on and play will restart with a Roll Ball.

7.2. A player may not Knock-on deliberately and a Penalty may be awarded.

7.3. If an attacking team player propels the ball in a backwards direction play will continue.

7.4. If the attacking team causes the ball to come into contact with the ground by a Knock-on, the defending team may play the ball and look to gain an Advantage. If no Advantage is gained by the defending team, the ball is returned to the point of the original offence and the defending team will restart with a Roll Ball and counted as the zero (0) Tag.

7.5. A player in possession of the ball may not deliberately throw the ball out of the Field of Play. A Penalty will be awarded to the non offending team Five (5) meters in field from the point the ball crosses the Touchline.

## Law 8: Penalties

Penalties are taken by the way of a Tap-Kick in any direction. Note: if a player chooses to use the Roll Ball action instead of the Tap-Kick it is still deemed as a Tap-Kick.

8.1. A Penalty shall be awarded against any player who is guilty of misconduct, unless Advantage can be played by the non-offending team in accordance with these Laws. All Penalties or Changeovers awarded for infringements / Tagging that take place within five (5) meters of the offending team's Try Line shall be awarded five (5) meters out from that team's Try Line.

8.2. If a Penalty is not taken on the mark designated by the Referee, a Changeover will be awarded to the non-offending team at the point where the original Penalty was awarded.

8.3. The offending team must retire seven (7) meters (or to the defending team's Try Line) from where the Penalty is taken. If players from the defending team have not retired seven (7) metres, they may not impede the attacker until they have either retired seven (7) meters or a defending player which has retreated the seven (7) metres has passed them. If the defending player impedes the attacker another Penalty will be awarded seven (7) meters forward from the previous mark.

8.4. Further misconduct by the offending team shall allow the Referee to advance the mark only once by seven (7) meters or five (5) meters from the offending team’s Try Line, if the offence is within five (5) meters of the offending team’s Try Line.

8.5. If the Kicker is interfered with after kicking the ball or one of his / her team mates gives chase, the Penalty will be awarded where the ball stops or is stopped by an opposing player. If the ball crosses the Touchline or Try Line the Penalty is given five (5) meters in field.

## Law 9: Foul Play

9.1. All players are under the control of the Referee from the time they enter the playing field to the time they leave. In the event of misconduct by a player, the Referee shall, at his discretion, caution, sin-bin or dismiss the player.

9.2. A player is guilty of misconduct and shall be penalised if he / she:

a. Trips, kicks or strikes another player.
b. When effecting or attempting to effect a Tag makes contact with any part of an opponent's body, recklessly or carelessly.
c. Deliberately breaks the Laws of the game.
d. Uses offensive or obscene language.
e. Disputes the decision of the Referee.
f. Re-enters the Field-of-Play without the permission of the Referee.
g. Behaves in anyway contrary to the spirit of the game.
h. Deliberately obstructs / impedes an opponent who is not in possession of the ball.

9.3. A caution may be administered to a team as a whole or to an individual player. If a caution is given to a team, each player is considered to have received an individual caution. If a final caution is given to a player, the nature of the offence must be recorded by the Referee and must be quoted if the player is subsequently dismissed.

9.4. When a final caution is administered to a player who has consistently breached the rules of the game the Referee shall advise the Captain so that the latter may, if he wishes, replace the player.

9.5. The Referee has the power to sin-bin (temporarily suspend) a player and the length of player suspension is five (5) minutes. A sin-binned player cannot take part in the match and cannot be replaced for the duration of the suspension and shall re-enter the Field of Play only when permitted to do so by the Referee. A suspended player shall take up a position behind the opposition's Dead Ball Line for the duration of the suspension.

9.6. The sin-bin will be used for the following incidents:

a. Blatant disregard for the rules.
b. Continued rule infringements
c. Backchatting, dissent or sledging.
d. Repeated contact infringements.
e. Fighting.
f. Professional foul

9.7. The Referee may issue a red card to a player and dismiss that player for the remainder of the game if he / she deems the offence to be serious enough. If the offence is deemed serious by the Referee and the event manager the matter may be reported to a disciplinary panel established by the RFU and the player may face further suspension as that disciplinary panel sees fit.

9.8. A player who is dismissed / sent off shall take no further participation in the game nor shall he / she be permitted to take up a position likely to provoke further incidents.

9.9. If a Referee is assaulted or unduly harassed by any person as a result of a match under his / her control, the Referee shall submit a report of the incident to a disciplinary panel established by the RFU.

## Law 10: Duties of the Referee

10.1. The Referee is responsible for ensuring the Laws of the game are adhered to. The Referee is sole judge of fact.

10.2. The Referee shall record the score and all tries scored during the match. He / She shall be the sole timekeeper except where this duty has been delegated to another person.

10.3. The Referee at his / her discretion, can temporarily suspend or prematurely terminate a match because of adverse weather, interference from spectators, misbehaviour of players, or any other cause as he / she sees fit that interferes with the control or safety of the game.

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