



To: **Secretaries / Chief Executive Officers of Unions and Regional Associations in Membership of the IRB**

From: **David Carrigy  
Head of External & Member Relations**

Date: December 16, 2010

Re: **IRB Special Meeting of Council - November 23, 2010**  
**IRB Council Decisions: Notice of approved Laws of Tens Rugby**  
**Notice of approved Laws of Touch Rugby**  
**Notice of approved Laws of Tag Rugby**

At its Special Meeting held on November 23, 2010 Council agreed to the following IRB Leisure Rugby Laws:

**Notice of Approved Laws of Tens Rugby**

(1) Approved Laws of Tens Rugby – *attached Annex One\**

**Notice of Approved Laws of Touch Rugby**

(1) Approved Laws of Touch Rugby – *attached Annex Two\**

**Notice of Approved Laws of Tag Rugby**

(1) Approved Laws of Tag Rugby - *attached Annex Three\**

*\*Council agreed that these Leisure Rugby Laws are issued as a guide for developmental purposes and Unions are not bound to apply the Laws.*

**Decision implementation dates**

All of the above decisions came in to effect on November 23, 2010.

Yours sincerely,

A handwritten signature in blue ink, appearing to read 'David Carrigy', is written over a light blue background.

**David Carrigy  
Head of External & Member Relations**



# **ANNEX ONE**

## **Laws of Tens Rugby**

**Implementation date: November 23, 2010**



# **The Laws of the Game Variations Tens**

**November 2010**

The Laws of the Game apply to the ten-a-side game, subject to the following variations:

### **LAW 3: NUMBER OF PLAYERS – THE TEAM**

#### **3.1 MAXIMUM NUMBER OF PLAYERS ON THE PLAYING AREA**

**Maximum:** each team must have no more than ten players on the playing area.

#### **3.4 PLAYERS NOMINATED AS SUBSTITUTES**

A team may nominate no more than five replacements/substitutes. Match Organisers may vary the number of players nominated as replacements/substitutes.

A team can substitute or replace any number of players during a game at any time.

Players entering the field of play must do so at the half way line after the replaced or substituted player has left the field of play.

**Sanction:** Penalty Kick where the game would have restarted.

Match Organisers may decide to vary the number of replacements and substitutes and limit the number of substitutions.

*Delete:* **3.12 SUBSTITUTED PLAYERS REJOINING THE MATCH**

### **LAW 5: TIME**

#### **5.1 DURATION OF A MATCH**

A match lasts no longer than twenty minutes plus lost time and extra time. A match is divided into two halves of not more than ten minutes playing time. Match Organisers may vary the duration of the match.

#### **5.2 HALF TIME**

After half time the teams change ends. There is an interval of not more than two minutes.

#### **5.6 PLAYING EXTRA TIME**

When there is a drawn match and the competition structure requires extra time, after a break of one minute the extra time is played in periods of five minutes. After each period, the teams change ends without an interval.

## **LAW 6 MATCH OFFICIALS**

### **6.A. REFEREE**

#### **6.A.12. DUTIES OF THE REFEREE AFTER THE MATCH**

*Add extra paragraph:*

##### **Extra Time - Toss.**

Before extra time starts, the referee organises a toss. One of the captains tosses a coin and the other captain calls to see who wins the toss. The winner of the toss decides whether to kick off or choose an end. If the winner of the toss decides to choose an end, the opponents must kick off and vice versa.

## **LAW 9: METHOD OF SCORING**

### **9.B CONVERSION KICK**

#### **9.B.1 TAKING A CONVERSION KICK**

*Amend*

(c) The kick must be a drop kick.

*Delete (d)*

*Amend*

(e) The kicker must take the kick within forty seconds of a try having been scored. The kick is disallowed if the kicker does not take the kick in the time allowed.

#### **9.B.3 THE OPPOSING TEAM**

*Amend*

(a) All the opposing team must immediately assemble close to their own 10-metre line.

*Delete (b)*

(c) Delete 3rd paragraph \“When another kick is allowed.....\”

#### **9.B.4. EXTRA TIME – THE WINNER**

In extra time, the team that scores points first is immediately declared the winner, without any further play.

## LAW 10: FOUL PLAY

**Note:** Temporary Suspension: When a player has been temporarily suspended, the player's period of suspension will be for a period of two minutes.

## LAW 13: KICK-OFF AND RESTART KICKS

### 13.2 WHO TAKES THE KICK-OFF AND RESTART KICK

*Amend*

(c) After a score, the team that has scored kicks off with a drop kick which must be taken at or behind the centre of the half way line.

**Sanction:** Free Kick at the centre of the half way line.

*Amend*

### 13.3 POSITION OF THE KICKER'S TEAM AT THE KICK OFF

All the kicker's team must be behind the ball when it is kicked. If they are not, a free kick is awarded to the non-offending team at the centre of the half way line.

**Sanction:** Free Kick at the centre of the half way line.

*Amend*

### 13.7 KICK-OFF OF UNDER 10 METRES AND NOT PLAYED BY AN OPPONENT

If the ball does not reach the opponents' 10-metre line, a free kick is awarded to the non-offending team at the centre of the half way line.

**Sanction:** Free Kick at the centre of the half way line.

*Amend*

### 13.8 BALL GOES DIRECTLY INTO TOUCH

The ball must land in the field of play. If it is kicked directly into touch, a free kick is awarded to the non-offending team at the centre of the half way line.

**Sanction:** Free Kick at the centre of the half way line.

*Amend*

### 13.9 BALL GOES INTO THE IN-GOAL

(b) If the opposing team grounds the ball, or if they make it dead, or if the ball becomes dead by going into touch-in-goal or on or over the dead ball line a free kick is awarded to the non-offending team at the centre of the half way line.

**Sanction:** Free Kick at the centre of the half way line.

## LAW 20: SCRUM

### DEFINITIONS *Amend 2nd paragraph:*

A scrum is formed in the field of play when 5 players from each team, bound together in two rows for each team, close up with their opponents so that the heads of the front rows are interlocked. This creates a tunnel into which a scrum half throws in the ball so that front row players can compete for possession by hooking the ball with either of their feet.

*Delete paragraphs 10 and 11.*

### 20.1 FORMING A SCRUM

*Amend:*

(e) **Number of players: five.** A scrum must have five players from each team at all times. All five players must stay bound to the scrum until it ends. Each front row must have three players in it, no more and no less. Two locks must form the second row by binding together so that their heads are between a prop and the hooker.

**Sanction: Penalty kick**

*Delete*

### **Exception**

### 20.10 ENDING A SCRUM

*Amend:*

(c) No player in the scrum may unbind to play the ball.

**Sanction: Penalty kick**

## LAW 21: PENALTY AND FREE KICKS

### 21.3 HOW THE PENALTY AND FREE KICKS ARE TAKEN

*Amend*

(a) Any player may take a penalty or free kick awarded for an infringement with any kind of kick: punt, drop kick but not a place kick. The ball may be kicked with any part of the leg from below the knee to the toe but not with the heel.

### 21.4 PENALTY AND FREE KICK OPTIONS AND REQUIREMENTS

*Amend*

(b) **No delay.** If a kicker indicates to the referee the intention to kick at goal, the kick must be taken within thirty seconds of the penalty having been awarded. If the 30 seconds is exceeded the kick is disallowed, a scrum is ordered at the place of the mark and the opponents throw in the ball.



## **ANNEX HK O**

### **Laws of Touch Rugby**

**Implementation date: November 23, 2010**





# IRB Leisure Rugby Laws

## Touch Rugby

## **Introduction**

IRB Leisure Rugby Laws have been designed so that Unions may develop non-Contact Rugby. These Laws have been produced so that there are some guidelines and principles in place for IRB Leisure Rugby. Unions having jurisdiction over their developmental processes, matches, competitions and festivals may need to vary these Laws as deemed appropriate.

## Law 1 – The Ground

### 1.1 Surface of the Playing Enclosure

(a) The surface must be deemed safe to play on.

(b) The surface may be grass, sand, clay, snow or artificial grass. Match organisers may decide to use other surfaces provided they are suitable for purpose.

### 1.2 Dimensions of the Field of Play

Match organisers may decide the dimensions of the Playing Area according to competition, developmental and age grade requirements, but usually matches are played across one half of a Rugby pitch with the goal line and half way lines acting as touch lines. This will normally be 70m long from goal line to goal line and 50m wide from touch line to touch line.

### 1.3 Lines on the Playing Enclosure

Any extra markings required can be indicated by cones or other markings as shown on The Plan.

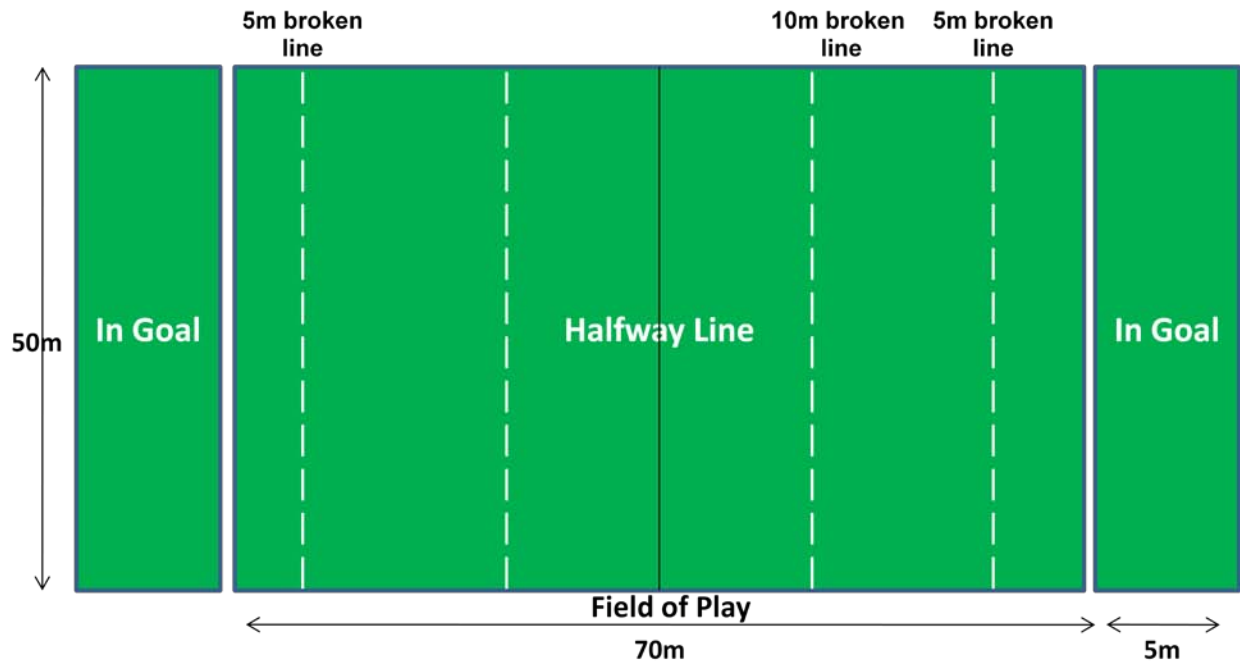
### 1.4 Objections to the Ground

(a) If either team has objections about the ground the Captain must tell the referee before the match starts.

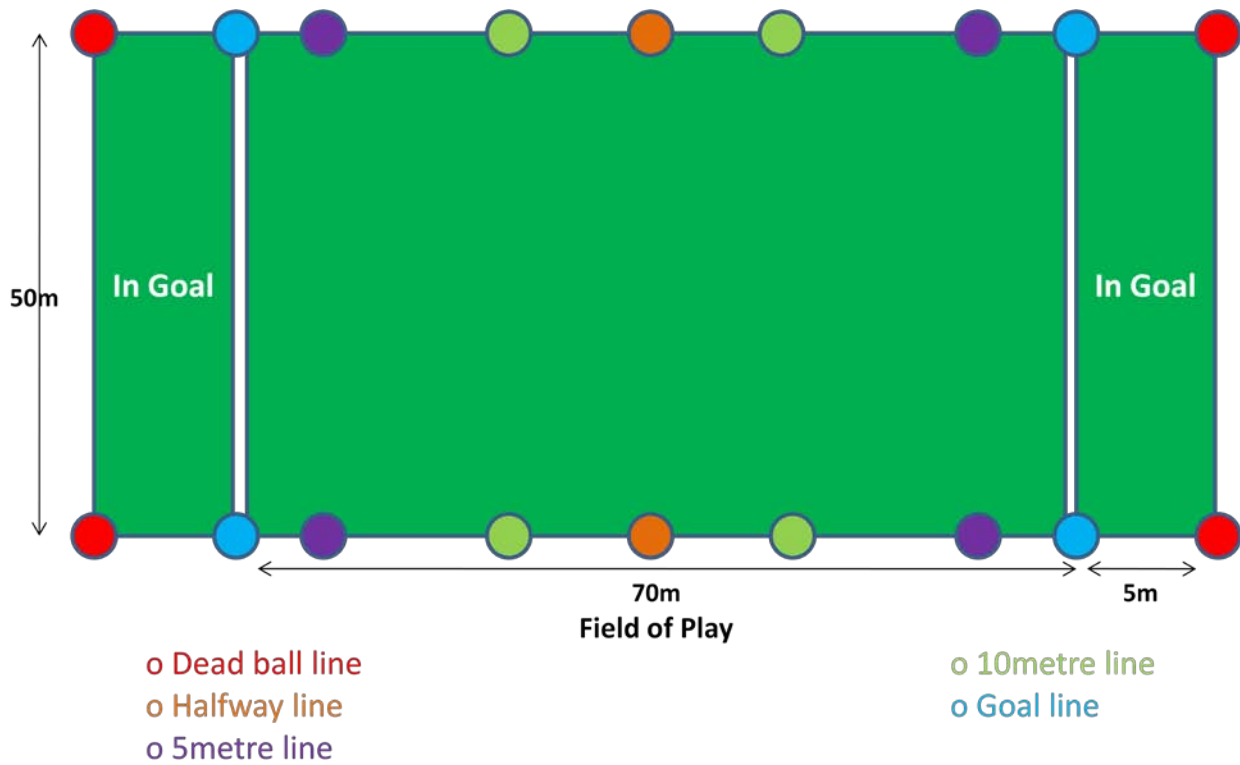
(b) The referee or match organisers will attempt to resolve the issues but must not start a match if any part of the ground is considered to be dangerous.

## The Plan

### The Playing Area with Broken Lines



### The Playing Area with Cones/Markers



## **Law 2 – The Ball**

- 2.1** The ball must conform to IRB Laws of the Game Law 2.
- 2.2** This will normally be a size 4. Match organisers may decide to use balls of up to size 5. Smaller sizes may be used for age grade and developmental purposes.

## Law 3 – Number of Players – The Team

- 3.1 Maximum:** Each team must have no more than 6 players on the Playing Area. Match organisers may vary the maximum numbers appropriate to the match, tournament or size of the Playing Area.
- 3.2 (a) More than the Permitted Numbers:** At any time before or during a match a team Captain may make an objection to the referee about the number of players in the opponent's team. As soon as the referee knows that a team has too many players, the referee must order the Captain of that team to reduce the number appropriately. The score at the time of the objection remains unaltered.  
**Sanction:** Penalty Kick at the place where the game would restart
- (b)** Match organisers may decide on the maximum number of males on the Playing Area in mixed gender matches.
- 3.3 Sent Off for Foul Play:** A player sent off for Foul Play must not be replaced or substituted.
- 3.4 Injured Player:** If the referee decides – with or without the advice of a doctor or other medically qualified person – that a player is so injured that the player should stop playing, the referee should order that player to leave the Playing Area. The referee may also order an injured player to leave the field in order to be medically examined.
- 3.5 Blood Injury:** A player who has an open or bleeding wound must leave the Playing Area. The player may return only when the bleeding has stopped or controlled and covered.

## Law 4 – Players' Clothing

- 4.1 A player wears a jersey, vest or t-shirt and shorts.
- 4.2 **Additional items of clothing:** A player may wear additional items of clothing as permitted by IRB Laws of the Game Law 4 and IRB Regulation 12 except shin pads. Match organisers may deem it appropriate to allow players to wear adequate protection from the environment. Match organisers may decide on the appropriate footwear to be worn.
- 4.3 **Banned Items of Clothing**
- (a) A player must not wear any item that is contaminated by blood.
  - (b) A player must not wear any item that is sharp or abrasive.
  - (c) A player must not wear any items containing buckles, clips, rings, hinges, zippers, screws, bolts or rigid material or projection not otherwise permitted under the IRB Laws of the Game Law 4.
  - (d) A player must not wear jewellery such as rings or earrings.
  - (e) A player must not wear gloves, but fingerless mitts may be permitted.
  - (f) A player must not wear any item that is normally permitted by the IRB Laws of the Game Law 4, but, in the referee's opinion that is liable to cause injury to a player.
- 4.4 The referee has power to decide at any time, before or during the game, that part of a player's clothing is dangerous or illegal. If the referee decides that clothing is dangerous or illegal the referee must order the player to remove it. The player must not take part in the game until the items are changed or removed.

## Law 5 – Time

- 5.1 Duration of the Match:** A match lasts no longer than 40 minutes actual time. A match is divided into two halves each of not more than 20 minutes actual time. Match organisers may vary the duration of the match appropriate to the match or tournament.
- 5.2 Half Time:** After half time the teams change ends. There is an interval of not more than 2 minutes. During the interval the teams, the referee and the assistant referees remain in the Playing Area. Match organisers may vary the duration of the half time.
- 5.3** The referee keeps the time but may delegate the duty to either or both the assistant referees and/or the official time-keeper if appointed.
- 5.4 Playing Extra Time:** A game may last more than 40 minutes. Match organisers may decide to vary the playing of extra time for knock-out competitions.

Match organisers may decide for knock-out rounds that should a match be drawn at full time the following procedures may be followed until a Golden Try is scored:

- Each team shall lose one player before the start of extra time
  - Play immediately restarts with a tap from the centre of the half way line, by the team who won the toss at the start of the game
  - After two minutes the referee stops the game at the next tackle or when the ball next becomes dead. Each team then loses one more player until a Golden Try is scored which wins the game
  - The minimum number of players is 3. If a player is subsequently sent off or temporarily suspended that player's team forfeit the game
- 5.5 Referee's Right to End a Match:** The referee has the power to end the match at any time if they believe that play should not continue because it would be dangerous.
- 5.6 When Time Expires:** If time expires and the ball is not dead the referee allows play to continue until the ball next becomes dead. The ball becomes dead when a tackle (match organisers may decide to continue play until the last tackle has been made), Knock-On or Throw Forward has taken place, or the ball has been carried out of the Field of Play. If time expires and a Penalty Kick is then awarded, the referee allows play to continue.



## Law 6 – Match Officials

- 6.1** Every match is under the control of a referee. Additional persons, as authorised by the match organisers may include the assistant referees, reserve referee and/or reserve assistant referee.
- 6.2 Toss.** The referee organises the coin toss to determine which team kicks off and in which direction. One of the Captains tosses a coin and the other Captain calls to see who wins the toss. The winner of the toss decides whether to Kick-Off or to choose an end. If the winner of the toss decides to choose an end, the opponents must Kick-Off and vice versa. (Other appropriate methods may be used).
- 6.3** The referee may consult with assistant referees in regard to matters relating to their duties.
- 6.4** If a player is injured and continuation of play would be dangerous, the referee must blow the whistle immediately.
- 6.5** If the referee stops play because of player injury when an infringement has not occurred, play resumes with a Ruck Ball to the team in possession of the ball when play stopped. If neither team had possession the Attacking Team is awarded the Ruck Ball.
- 6.6** **(a)** If the Ball Carrier touches the referee and neither team gains an Advantage, play continues. If either team gains an Advantage in the Field of Play, the referee awards a Ruck Ball, Ground Touch or Free Pass to the team that last played the ball.
- (b)** If either team gains an Advantage In-Goal, if the ball is in the possession of an attacking player, the referee awards a Try where the Contact took place.
- (c)** If either team gains an Advantage In-Goal, if the ball is in the possession of a defending player, the referee awards a touch down where the Contact took place.

## **Law 7 – Mode of Play**

- 7.1** A match is started by a Kick-Off. After the Kick-Off, any player who is onside may take the ball and run with it. Any player may throw it. Any player may give the ball to another player. Any player may touch tackle a player holding the ball. Any player may ground the ball In-Goal. Whatever a player does must be in accordance with the IRB Leisure Rugby Laws.
- 7.2** If neither team was in possession, the team which is in the opposition half is awarded the Ruck Ball.
- 7.3** The ball must not be kicked in open play. Match organisers may permit kicking in open play, up to and including the fifth tackle, for developmental purposes. Should an event occur which is not covered by the IRB Leisure Rugby Laws, play restarts with a Ruck Ball to the team last in possession of the ball.

## Law 8 – Advantage

- 8.1** 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 from their opponents. When the result of an infringement by one team is that their opposing team may gain an Advantage, the referee does not whistle immediately for the infringement.
- 8.2** When referees are playing Advantage they shall shout 'Advantage'. When referees determine that an Advantage has been gained they shall shout 'Advantage over'.
- 8.3** If a team causes the ball to come into Contact with the ground by a Knock-On, the non-offending team may play the ball and look to gain an Advantage.
- 8.4** If a team commits an offence and the non-offending team takes possession and gain an Advantage the referee will allow the game to continue. If no Advantage has been gained by the non-offending team, the ball will be returned back to the point of the original offence and the non-offending team will restart with a Ruck Ball or Penalty Kick.

## Law 9 – Method of Scoring

- 9.1 Try.** When an attacking player is first to ground the ball in the opponents' In-Goal, a Try is scored.  
**Value: 1 point.** Match organisers may decide to vary the number of points awarded in mixed gender matches.
- 9.2 Penalty Try.** If a player would probably have scored a Try but for Foul Play by an opponent, a Penalty Try is awarded.  
**Value: 1 point.** Match organisers may vary the points system.

## Law 10 – Foul Play

**10.1** Foul Play is anything a person does within the Playing Enclosure that is against the letter and spirit of the IRB Laws of the Game. It includes Obstruction, unfair play, repeated infringements, dangerous play, handing off a player and misconduct which is prejudicial to the game.

**Sanction:** Penalty Kick at the place of infringement or where play would next restart

**10.2** All players must respect the authority of the referee. They must not dispute the referee's decisions. They must stop playing at once when the referee blows the whistle except at starts and restarts.

**Sanction:** Penalty Kick at the place of infringement or where play would next restart

**10.3 (a)** Any player who infringes the IRB Leisure Rugby Foul Play Law must be:

- admonished, and/or advised to be temporarily substituted
- cautioned and temporarily suspended (sin bin) for a period of 5 minutes playing time, or
- sent off

The referee may choose to end a period of temporary suspension subject to Advantage being given to the non-offending team (e.g. if the non-offending team scores then this is seen as a fair sanction).

**(b)** A player who has been cautioned and temporarily suspended who then commits a second cautionable offence must be sent-off.

## Law 11 – Offside

- 11.1** In general play a player is offside if the player is in front of a team-mate who is carrying the ball, or in front of a team-mate who last played the ball. Offside means that a player is temporarily out of the game. Such players are liable to be Penalised if they take part in the game before they have been put onside.  
**Sanction: Penalty Kick**

## Law 12 – Ball to Ground or Throw Forward

- 12.1** When the ball is knocked backwards, forwards or sideways and touches the ground the ball has gone to ground. Forward means towards the opposing team's dead ball line.  
**Sanction:** Ruck Ball awarded to the non-offending team
- 12.2** A Throw Forward occurs when a player throws or Passes the ball forward.  
**Sanction:** Penalty Kick awarded to the non-offending team
- 12.3** Intentional knock or Throw Forward. A player must not intentionally knock the ball forward with hand or arm, nor Throw Forward.  
**Sanction:** Penalty Kick. A Penalty Try must be awarded if the offence prevents a Try that would probably otherwise have been scored.

## Law 13 – Starts and Restarts

**13.1** A Kick-Off is used to start each half of the match. Restarts are taken as Kick-Offs and occur after a score. Match organisers may decide that Kick-Offs are:

- Tap-Kick
- Ground Touch
- Free Pass

**13.2** Kick-Offs at the start of each half and at restarts must be taken at or behind the centre of the half way line. The team that does not score restarts the game after the referee has signalled that play may resume.

Match organisers may permit a Drop-Kick or punt kick for Kick-Offs and restarts. In these circumstances, for restarts, the team that scores will Kick-Off.

**13.4** All the opposing team must stand on or behind the 10 metre line. If they are in front of that line or if they charge before the ball is kicked, it is kicked off again.



## **Law 14 – Ball Carrier goes to Ground – No Tackle**

- 14.1** If the Ball Carrier and the ball touch the ground, and the player loses possession of the ball, a Ruck Ball is awarded to the non-offending team.
- 14.2** If the Ball Carrier goes to ground and the ball does not touch the ground then play continues.
- 14.3** If the Ball Carrier goes to ground and the ball touches the ground, but the carrier retains control of the ball, then play continues.

## Law 15 – Tackle

- 15.1** A tackle occurs when the Ball Carrier is touched by an opposition player on any part of the body below the shoulders. Match organisers may decide to restrict body areas where touches may be made particularly where there are mixed gender matches. The tackler must not use excessive force when making a tackle.  
**Sanction: Penalty Kick**
- 15.2** When players tackle an opponent the word ‘touch’ must be called at the same time by that player. If the referee considers that a touch has not taken place the referee will call ‘play on’. Following the sixth tackle, in succession, the opposition team will be awarded a Ruck Ball.
- 15.3** The tackler must not attempt to pull the ball from the Ball Carrier’s hands and must not prevent the Ball Carrier from playing the ball.  
**Sanction: Penalty Kick**
- 15.4** If a defending player touches the ball in flight from a Pass but does not gain possession, the attacking side retains the ball and the tackle count restarts. If the defending player or team-mate gains possession following the touch, if they are on side, play continues.
- 15.5** Match organisers have three options for the application of IRB Leisure Rugby Laws following a tackle:
- A. Ruck Ball
  - B. Ground Touch
  - C. Pass from the Tackle
- 15.5 A – Ruck Ball**  
Following a tackle, match organisers may permit the tackled player to hold the ball between the legs or turn to play the ball to a supporting player.  
**Sanction: Penalty Kick**  
The ball must not move more than one metre from the mark in any direction.  
**Sanction: Penalty Kick**
- 15.6** No player may prevent the tackled player from placing the ball.  
**Sanction: Penalty Kick**
- 15.7 (a)** Opposing players, including the tackler, must immediately retire 5 metres from the tackled player (match organisers may decide to vary this distance or the position of the tackler).  
If play continues before they do so they must continue to retire and not interfere with play or obstruct opponents.  
**Sanction: Penalty Kick**

(b) If the players are retiring and the ball carrying team move towards them and they have no opportunity to retire further they will not be Penalised.

(c) The players may only move forward after the Scrum Half has played the ball.  
**Sanction: Penalty Kick**

(d) If the Scrum Half does not take the correct position at a Ruck Ball within 3 seconds the referee may indicate that the team not in possession may play the Ruck Ball.

**15.8** The tackled player, facing the opponents' goal line, must place the ball between the legs.

**Sanction: Ruck Ball to the non-offending team**

**15.9** A Ball Carrier may touch an opposition player and will be considered to be tackled. A player cannot conduct a Ruck Ball without having been touched by an opposition player.

**Sanction: Penalty Kick**

**15.10** A tackled player must stop and ruck the ball at the place of the tackle.

**Sanction: Penalty Kick**

**15.11** A tackled player must not Pass the ball after a touch has been made.

**Sanction: Penalty Kick**

**15.12 (a)** If a player is touched within 5 metres of the goal line the player retires to 5 metres from the goal line to play the Ruck Ball.

**Sanction: Penalty Kick**

(b) Match organisers may decide that if a player is tackled near the goal line that player may take one step into the In-Goal, and then the player may score a Try.

**15.13** Players may not feign a tackle.

**Sanction: Penalty Kick**

**15.14** The player who picks up the ball after a Ruck Ball is known as the Scrum Half. If an opponent tackles the Scrum Half in possession of the ball, the opposition team is awarded a Ruck Ball. Match organisers may permit the Scrum Half to retain possession when tackled.

**15.15** The Scrum Half who takes a Ruck Ball at the tackle cannot score a Try from that position but can cross the goal line.

**Sanction: Ruck Ball**

## IRB Leisure Rugby Laws

If the Scrum Half touches the ball down in the opposition In-Goal the Try is disallowed and the game restarts 5 metres from the goal line with a Ruck Ball to the opposition.

Match organisers may permit the Scrum Half to score a Try.

Match organisers may decide the only action a Scrum Half can take is to Pass the ball.

**15.16** After six tackles on a ball carrying team the referee awards a Ruck Ball to the opposing team where the sixth tackle took place.

### **15.5 B – Ground Touch**

All above sanctions become Ground Touch in the case of a tackle relating to B. Ground Touch.

### **15.5 C – Pass from the Tackle**

All above sanctions become free Pass in the case of a tackle relating to C. Pass from the Tackle.

## **Law 16 – Rucks**

Ruck Ball replaces the ruck in IRB Leisure Rugby Laws. Unions or match organisers may wish to refer to the Ruck Ball as roll the ball.

## **Law 17 – Mauls**

Mauls do not exist in IRB Leisure Rugby Laws but may be used for developmental purposes.

## **Law 18 – Mark**

The Mark does not exist in IRB Leisure Rugby Laws but may be used for developmental purposes.

## **Law 19 – Touch and Lineout**

There are no lineouts in IRB Leisure Rugby Laws.

- 19.1** The ball is in touch when it is not being carried by a player and it touches the touchline or anything or anyone on or beyond the touchline.
- 19.2** The ball is in touch when the Ball Carrier (or the ball) touches the touchline or the ground beyond the touchline before a touch has been effected.
- 19.3** The line of touch is where the Ball Carrier (or the ball) touches or crosses the touch line.
- 19.4** When the ball is in touch the referee awards a Ruck Ball to the team who did not carry or put the ball into touch 5 metres from the touchline on the line of touch.

## **Law 20 – Scrum**

There are no scrums in IRB Leisure Rugby Laws. They are replaced by Ruck Ball, Ground Touch or Free Pass. Match organisers may decide to use uncontested scrums for developmental purposes.

## Law 21 – Penalty Provisions

For sanctions designated as Penalty Kicks, within the IRB Leisure Rugby Laws, match organisers may permit the use of Tap-Kick (Tap and Go), Ruck Ball, Ground Touch or Free Pass.

**21.1** Penalty Kicks are awarded to the non-offending team for infringements by their opponents. Penalty Kicks are taken as Tap-Kicks from the place of infringement unless otherwise provided for in the IRB Leisure Rugby Laws. Match organisers may decide to use alternate methods of restarting the game including:

- Ruck Ball
- Free Pass
- Ground Touch

**21.2** When a Penalty Kick is awarded for an infringement In-Goal, the mark for the Penalty Kick is in the Field of Play, 5 metres from the goal line. Match organisers may decide to vary this distance according to the size of the Field of Play.

**21.3** The opposing team must immediately run towards their own goal line until they are at least 10 metres away from the mark for the Penalty Kick or until they have reached their goal line if that is nearer the mark.

**Sanction:** Any further infringement by the opposing team results in a second Penalty Kick up to 10 metres ahead of the mark for the first kick. This mark must not be within 5 metres of the goal line. If the referee awards a Penalty Kick, the second Penalty Kick is not taken before the referee has made the mark indicating the place of the sanction.

**21.4** Even if the Penalty Kick is taken and the kicker's team is playing the ball, opposing players must keep running until they have retired the necessary distance. They must not take part in the game until they have done so.

**Sanction:** Penalty Kick

**21.5** If the Penalty Kick is taken so quickly that opponents have no opportunity to retire, they will not be Penalised for this.

**21.6** The opposing team must not do anything to delay the Penalty Kick or obstruct the kicker. They must not intentionally take, throw or kick the ball out of reach of the kicker or the kicker's team-mates.

**Sanction:** Penalty Kick 10 metres from the mark for the original sanction



## Law 22 – In-Goal

In-Goal areas may not always be marked on the Playing Area.

- 22.1** A player grounds the ball by holding the ball and touching the ground with it, in the In-Goal. 'Holding' means holding in the hand or hands. No downward pressure is required.
- 22.2** A player grounds the ball when it is on the ground in the In-Goal and the player presses down on it with a hand or hands, arm or arms, or the front of the player's body from waist to neck inclusive.
- 22.3** When an attacking player who is onside is first to ground the ball in the opponents' In-Goal, the player scores a Try. This applies whether an attacking or a defending player is responsible for the ball being in the In-Goal.
- 22.4** The goal line is part of the In-Goal. If an attacking player is first to ground the ball on the opponents' goal line, a Try is scored. The player scoring must return the ball to the centre of the half way line or to a player on the opposing team.  
**Sanction: The offending player is cautioned and temporarily suspended**
- 22.5** A Penalty Try is awarded if a Try would probably have been scored but for Foul Play by the Defending Team.
- 22.6** When defending players are first to ground the ball in their In-Goal, it results in a touch down.
- 22.7** When an attacking player carries the ball into the opponents' In-Goal and it becomes dead there, either because it went into touch-In-Goal or on or over the dead ball line, or the attacking player fails to score a Try, a Ruck Ball is awarded to the Defending Team 5 metres from the goal line
- 22.8** If an attacking player knocks-on or throws forward in the Field of Play and the ball goes into the opponents' In-Goal and it is made dead there, a Ruck Ball is awarded where the Knock-On or Throw Forward happened.
- 22.9** If a defending player threw or took the ball into the In-Goal, and a defending player grounded it and there has been no infringement, play is restarted by a Ruck Ball to the Attacking Team, 5 metres from the goal line, in line with where the ball has been touched down.
- 22.10 (a)** If an Attacking Team loses possession of the ball and it goes to ground in the Field of Play and subsequently moves into the opposition team's In-Goal and is made dead, then a Ruck Ball is awarded to the non-offending team 5 metres

from the goal line or at the place of infringement, whichever is furthest from the goal line.

**(b)** If an Attacking Team throw the ball forward and it goes to ground in the opposition team's In-Goal then a Ruck Ball is awarded to the non offending team 5 metres from the goal line or at the place of infringement, whichever is furthest from the goal line.

- 22.11** When a defending player carries the ball into their own In-Goal and it becomes dead there, either because it went into touch-In-Goal or on or over the dead ball line, a Ruck Ball is awarded to the Attacking Team 5 metres from the goal line.
- 22.12** If an infringement occurs In-Goal, play is restarted 5 metres from the goal line, in line with the place of infringement.
- 22.13** If an attacking player commits an infringement in the In-Goal, play is restarted with a Ruck Ball to the non-offending team 5 metres from the goal line in line with the place of infringement.
- 22.14** If a player commits an act of Foul Play In-Goal the resultant Penalty Kick will be awarded where the game would have restarted.
- Sanction:** Penalty Kick at the place where the game would have restarted

## Definitions Section

**Advantage** The Advantage Law precedes most other Laws to promote continuity. When a team infringes the Laws and opponents have opportunity to gain an Advantage, the referee should not blow the whistle if a satisfactory Advantage has been gained. When a team infringes the Laws and opponents have opportunity to gain an Advantage, the referee delays blowing the whistle until determining that Advantage has not been gained.

**Attacker** This is a player from the team in possession of the ball.

**Attacking Team** This is the team in possession of the ball.

**Ball Carrier** This is a player carrying/controlling the ball.

**Ball Player** This is the player who plays the ball, by kicking, Passing or controlling it.

**Captain** This is a player nominated by the team and is solely responsible for choosing options relating to the referee's decisions.

**Changeover** This is the surrendering of the ball to the opposing side.

**Contact** This is deliberate colliding with other players.

**Defender** This is a player from the team not in possession of the ball.

**Defending Team** This is the team not in possession of the ball.

**Drop-Kick** This is when the ball is released from the hand and is kicked as it rebounds off the ground.

**Field of Play** This is the area (as shown on The Plan) between the goal lines and the touchlines. These lines are not part of the Field of Play.

**Foul Play** This is anything a person does within the Playing Enclosure that is against the letter and spirit of the IRB Laws of the Game. It includes Obstruction, unfair play, repeated infringements, dangerous play and misconduct which are prejudicial to the game and shall be construed in accordance with IRB Laws of the Game Law 10.

**Free Pass** This is a kick awarded to the non-offending team after an infringement by its opponents.

**Golden Try** This is the first team to score a Try in extra time is deemed to have scored a Golden Try.

**Ground**

**Touch** This is when a tackled player faces the opposition goal line and touches the ball on the ground before running or Passing the ball to a team-mate.

**In-Goal** This is the area between the goal line and the dead-ball line.

**Kick-Off** This occurs at the start of the match and the restart of the match after half time and shall be by way of Tap-Kick.

**Knock-On** This occurs when a player loses possession of the ball and it goes forward, or when a player hits the ball forward with the hand or arm, and the ball touches the ground or another player before the original player can catch it.

**Knock Back** This is to knock the ball back towards a player's own goal line with the hand or arm.

**Marker** This is a Defender who may stand at least 1 metre directly in front of the player conducting the Ruck Ball.

**Obstruction** This is the act of preventing an opponent from playing the game, by pushing, holding, blocking or crossing.

**Pass** This is when a player throws the ball to another player or hands the ball to another player without throwing it.

**Pass from the Tackle**

This is when a tackled player Passes the ball to a team-mate from the place of the tackle.

**Penalise** This is to award a penalty against an offending player.

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

**Penalty Try** If in the opinion of a referee a Try would probably have scored but for an infringement by an opponent, a Penalty Try may be awarded.

**Playing Area**

This is the Field of Play and the In-Goal areas (as shown on The Plan). The touchlines, touch-In-Goal lines and dead ball lines are not part of the Playing Area.

**Playing**

**Enclosure** This is the Playing Area, and the space around it, not less than 5 metres where practicable, which is known as the perimeter area.

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

**Ruck Ball** This is when the tackled player holds the ball, faces the opponents' goal line, and places the ball on the ground between the legs (known as a Ruck Ball) and steps forward. Ruck Ball may also be referred to as roll-the-ball.

**Scrum Half** This is the player who takes up position immediately behind the Ball Player during the Ruck Ball. A Scrum Half may also be known as a dummy half.

**Tap and Go** This is the way that a Penalty Kick is taken by a player tapping the ball with the foot and then running or Passing the ball.

**Tap-Kick** This is 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.

**The Plan** This, including all the words and figures on it, is part of the IRB Leisure Rugby Laws Touch Rugby.

**Throw-Forward**

This is when a player throws or passes the ball forward. 'Forward' means towards the opposing team's dead ball line.

**Try** This is when an Attacker is first to ground the ball in the opponents' In-Goal, a Try is awarded.

**Uncontested**

**Scrum** An uncontested scrum is the same as a normal scrum except that the teams do not compete for the ball; the team throwing the ball must win it, and neither team is allowed to push.

**Union** This is the controlling body under whose jurisdiction the match is played; for and international match it means the International Rugby Board or a Committee of the Board.



## **ANNEX H<F9E**

### **Laws of Tag Rugby**

**Implementation date: November 23, 2010**



# IRB Leisure Rugby Laws

## Tag Rugby

## **Introduction**

IRB Leisure Rugby Laws have been designed so that Unions may develop a non-Contact Rugby. These Laws have been produced so that there are some guidelines and principles in place for Tag Rugby. Unions having jurisdiction over their developmental processes, matches, competitions and festivals may need to vary these Laws as deemed appropriate.



## Law 1 – The Ground

### 1.1 Surface of the Playing Enclosure

- (a) The surface must be deemed safe to play on.
- (b) The surface may be grass, sand, clay, snow or artificial grass. Match organisers may decide to use other surfaces provided they are suitable for purpose.

### 1.2 Dimensions of the Field of Play

Match organisers may decide the dimensions of the Playing Area according to the requirements of the competition but usually games are played across one half of a Rugby pitch with the goal line and half way lines acting as touch lines. The Field of Play shall normally be a maximum of 70 metres long by 50 metres wide with an In-Goal area of up to 5 metres.

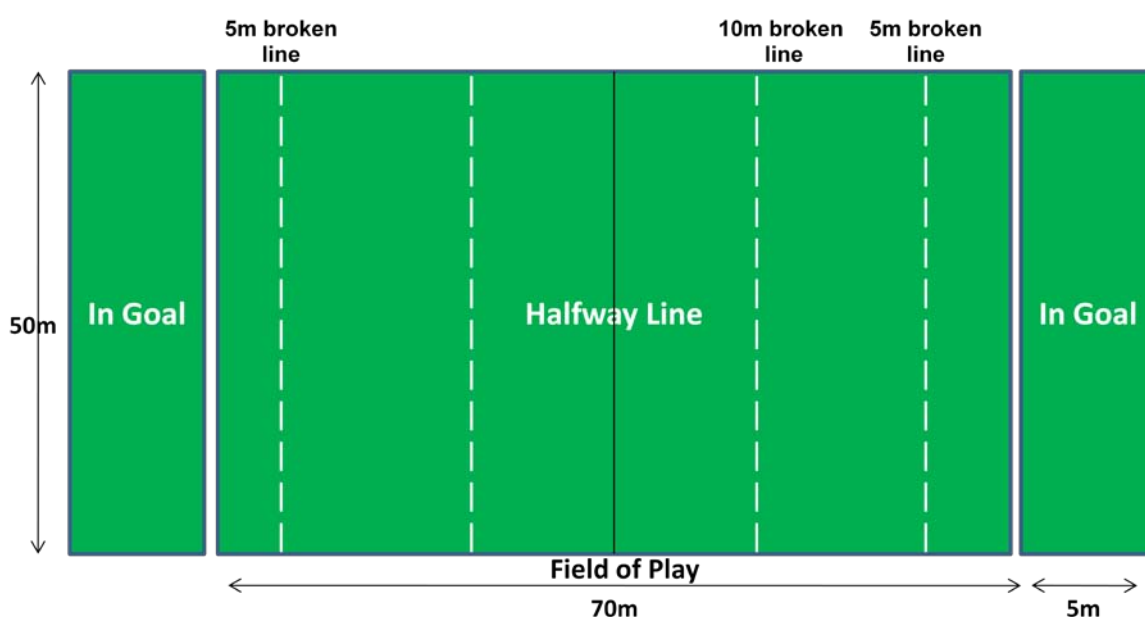
### 1.3 Lines on the Playing Enclosure

Any extra markings required can be indicated by cones or other markings as shown on The Plan.

### 1.4 Objections to the Ground

- (a) If either team has objections about the ground the Captain must tell the referee before the game starts.
- (b) The referee or match organisers will attempt to resolve the issues but must not start a game if any part of the ground is considered to be dangerous.

### The Plan The Playing Area



## **Law 2 – The Ball**

- 2.1** The ball must conform to IRB Laws of the Game Law 2.
- 2.2** The ball will normally be a size 4. Match organisers may decide to use balls of up to size 5. Smaller sizes may be used for age grade and developmental purposes.

## Law 3 – Number of Players – The Team

- 3.1 Maximum:** Each team must have no more than 7 players on the Playing Area.
- 3.2 (a) More than the Permitted Numbers:** At any time before or during a game a team Captain may make an objection to the referee about the number of players on the opponents' team. As soon as the referee knows that a team has too many players, the referee must order the Captain of that team to reduce the number appropriately. The score at the time of the objection remains unaltered.  
**Sanction:** Penalty Kick at the place where the game would restart
- (b)** Match organisers may decide on the maximum number of males on the Playing Area in mixed gender matches.
- 3.3 (a) Players Nominated as Substitutes:** A team may nominate up to 8 substitutes. A team may substitute any number of players during a game at any time. Match organisers may decide to vary the maximum number of substitutes.
- (b)** The substitute player must enter the Playing Area at the half way line. A player leaving the Playing Area may do so from any place. A substitute player may only enter the Field of Play when the substituted player has left the Field of Play.
- 3.4 Sent Off for Foul Play:** A player sent off for Foul Play must not be replaced or substituted.
- 3.5 Injured Player:** If the referee decides – with or without the advice of a doctor or other medically qualified person – that a player is so injured that the player should stop playing, the referee shall order that player to leave the Playing Area. The referee may also order an injured player to leave the field in order to be medically examined.
- 3.6 Blood Injury:** A player who has an open or bleeding wound must leave the Playing Area. The player must not return until the bleeding is controlled and the wound has been covered.

## Law 4 – Players' Clothing

- 4.1** A player wears a jersey, vest or t-shirt and tag shorts. Match organisers may permit players to wear a tag belt with ribbons attached. All players must wear the official Tag Rugby approved match shorts (subject to local rules). If playing with tag belts the belts must be worn around the waist and on the outside of the clothing. **Shirts should be tucked in at all times.** The tags must be properly positioned on either side of the hips and teams are distinguished by the colour of the tags they wear. The referee will normally issue each team with 7 sets of tags prior to the commencement of the match. If a player is replaced during the game that player gives their tags to the new player coming on. If using tag belts rather than tag shorts, a replacement player is allowed to wear the velcro belt itself but must not have any tags attached to it until the player is given tags by the player that they are replacing. A team may not use any other tags during the game.
- 4.2 Banned Items of Clothing**
- (a)** A player must not wear any item that is contaminated by blood.
- (b)** A player must not wear any item that is sharp or abrasive.
- (c)** A player must not wear any items containing buckles, clips, rings, hinges, zippers, screws, bolts or rigid material or projection not otherwise permitted under the IRB Laws of the Game Law 4.
- (d)** A player must not wear jewellery such as rings or earrings.
- (e)** A player must not wear gloves, but fingerless mitts may be permitted.
- (f)** A player must not wear any item that is normally permitted by the IRB Laws of the Game Law 4, but, in the referee's opinion, is liable to cause injury to a player.
- 4.3** The referee has power to decide at any time, before or during the game, that part of a player's clothing is dangerous or illegal. If the referee decides that clothing is dangerous or illegal the referee must order the player to remove it. The player must not take part in the game until the items are changed or removed.

## Law 5 – Time

- 5.1 Duration of the Game:** A game lasts no longer than 40 minutes actual time. A game is divided into two halves each of not more than 20 minutes actual time. Match organisers may decide to vary the duration of the game.
- 5.2 Half Time:** After half time the teams change ends. There is an interval of not more than 5 minutes. During the interval the teams, the referee and the assistant referees remain in the Playing Area.
- 5.3** The referee keeps the time but may delegate the duty to either or both the assistant referees and/or the official time-keeper if appointed.
- 5.4 Playing Extra Time:** A game may last more than 40 minutes. Match organisers may decide for knock out rounds that should a game be drawn at full time until, a Golden Try is scored, play will continue.
- 5.5 Golden Try:** The first team to score a Try in extra time is deemed to have scored a Golden Try to win the match.
- 5.6 Referee's Right to End a Match:** The referee has the power to end the match at any time if they believe that play should not continue because it would be dangerous.
- 5.7 When Time Expires:** If time expires and the ball is not dead the referee allows play to continue until the ball next becomes dead. The ball becomes dead when a tackle (match organisers may decide to continue play until the last tackle has been made), Knock-On or Throw Forward has taken place, or the ball has been carried out of the Field of Play. If time expires and a Penalty Kick is then awarded, the referee allows play to continue.

## Law 6 – Match Officials

- 6.1** Every game is under the control of a referee. Additional persons, as authorised by the match organisers may include assistant referees, the reserve referee and/or reserve assistant referee.
- 6.2** All players are under the control of the referee and/or match organiser from the time they arrive on location to the time they leave. In the event of misconduct by a player, the referee shall, at their discretion, caution, temporarily suspend (sin bin) or send off the player. If the misconduct occurs off the Field of Play the match official will report the matter to the match organisers.
- 6.3** The referee has the power to temporarily suspend (sin-bin) a player and the length of player suspension is 5 minutes playing time. A temporarily suspended player cannot take part in the game and cannot be replaced for the duration of the temporary suspension and shall re-enter the playing field only when permitted to do so by the referee.
- 6.4** **(a)** A referee may warn a team as a whole or an individual player. If a warning is given to a team, each team player is considered to have received an individual warning. If a final warning 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 ordered off or temporarily suspended.
- (b)** When a final warning is issued to a player or team who has consistently breached the Laws of the Game the referee may advise the Captain so that the latter may, if they wish, replace the player to avoid that player being sent off.
- 6.5** **Toss.** The referee organises the coin toss to determine which team kicks-off and in which direction. One of the Captains tosses a coin and the other Captain calls to see who wins the toss. The winner of the toss decides whether to Kick-Off or to choose an end. If the winner of the toss decides to choose an end, the opponents must Kick-Off and vice versa. Match organisers may decide to use other appropriate methods.
- 6.6** The referee may consult with assistant referees in regard to matters relating to their duties.
- 6.7** If a player is injured, and continuation of play would be dangerous, the referee must blow the whistle immediately.
- 6.8** If the referee stops play because a player is injured but there has been no infringement, and the ball has not been made dead, play restarts with a Ruck Ball to the team last in possession of the ball. If neither team was in possession, the Attacking Team is awarded the Ruck Ball.

**6.9** Following a kick, if the ball hits the referee and either team's play is affected to the benefit of either team, the team last in possession will restart play at the previous tackle count where the ball hit the referee. If play is not affected a referee may call 'play on'.

**(a)** Following a kick, if the ball hits the referee and neither team gains an Advantage, play continues. If either team gains an Advantage in the Field of Play the referee awards a Ruck Ball to the team that last played the ball.

**(b)** If the Ball Carrier touches the referee In-Goal, and either team gains an Advantage if the ball is in the possession of an attacking player, the referee awards a Try.

**(c)** If the Ball Carrier touches the referee In-Goal and either team gains an Advantage the referee will award a touch down.

## Law 7 – Mode of Play

- 7.1** (a) A game is started by a Kick-Off.
- (b) After the Kick-Off, any player who is onside may take the ball and run with it.
- (c) Any player may throw it.
- (d) Any player may give the ball to another player.
- (e) Any player may tackle (remove a tag from) a player holding the ball.
- (f) Any player may ground the ball in the In-Goal area.
- (g) Whatever a player does must be in accordance with the Laws of the Game.
- 7.2** Should an event occur which is not covered by these Laws, play restarts with a Ruck Ball to the team last in possession of the ball. If neither team was in possession, the team which is in the opposition half is awarded the Ruck Ball.
- 7.3** When in possession of the ball the Ball Carrier can attempt to position the ball further downfield by running, kicking or passing the ball to team-mates. An attacking player may only progress the ball with both tags attached or when Advantage is being played due to a late/early tackle. Another attacking player may take up a position directly behind the Ball Player and assume the Scrum Half position after a tackle.
- 7.4** If an attacking player propels the ball in a backward direction play will continue.
- 7.5** The Ball Carrier must hold the ball in two hands when they are within 3 metres of Defenders. Where possible referees are encouraged to reinforce this rule by shouting “two hands” when necessary, but should Penalise the Ball Carrier if that player ignores this warning, or has used their free hand to interfere, block or fend off a Defender in anyway.  
**Sanction: Penalty Kick**



## **Law 8 – Advantage**

- 8.1** 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 from their opponents. When the result of an infringement by one team is that their opposing team may gain an Advantage, the referee does not whistle immediately for the infringement.
- 8.2** When referees are playing Advantage they shall shout 'Advantage'. When referees determine that an Advantage has been gained they shall shout 'Advantage over'.
- 8.3** If the Attacking Team causes the ball to come into Contact with the ground by a Knock-On, the non-offending team may play the ball and look to gain an Advantage.
- 8.4** If a team commits an offence and the non-offending team takes possession and gains an Advantage the referee will allow the game to continue. If no Advantage has been gained by the Defending Team, the ball will be returned back to the point of the original offence and the Defending Team will restart with a Ruck Ball or Penalty Kick.

## Law 9 – Method of Scoring

- 9.1 Try.** When an attacking player is first to ground the ball in the opponents' In-Goal, a Try is scored.  
**Value: 1 point.** Match organisers may decide to vary the number of points awarded in mixed gender matches.
- 9.2 Penalty Try.** If a player would probably have scored a Try but for Foul Play by an opponent, a Penalty Try is awarded. Match organisers may decide to vary the value of penalty tries.  
**Value: 1 point**

## Law 10 – Foul Play

**10.1** 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, repeated infringements, dangerous play, throwing away a tag, deliberate Contact and misconduct which is prejudicial to the game. Match organisers will decide upon what provisions are required if a player is sent off in a festival.

**Sanction:** Penalty Kick at the place of infringement or where play would have restarted

**10.2 (a)** Temporary suspension (sin-bin for a period of 5 minutes) may be used for the following incidents:

- Blatant disregard for the Laws
- Continued Law infringements
- Back chat, dissent or abusive language to provoke opposition players
- Repeated Contact infringements
- Fighting
- Cynical infringements

**(b)** The referee may send off (red card) a player and dismiss that player for the remainder of the game if they deem the offence to be serious enough. A player who is sent off shall take no further participation in the game nor shall that player be permitted to take up a position likely to provoke further incidents.

**(c)** A player who is guilty of misconduct shall be Penalised if they:

- Trip, kick or strike another player
- Effect, or attempt to effect a tackle, by making Contact with any part of an opponent's body intentionally, recklessly or carelessly
- Deliberately break the Laws of the Game
- Use offensive or obscene language
- Dispute the decision of the referee
- Re-enter the Field of Play without the permission of the referee
- Behave in any way contrary to the true spirit of the Game
- Deliberately obstruct/impede an opponent who is not in possession of the ball

**(d)** There is strictly no Contact allowed between players. Both Attackers and Defenders must avoid Contact with each other at all times. The Ball Carrier must not deliberately charge into Defenders and Defenders must not deliberately block the progress of the Ball Carrier or any other attacking player in any way whatsoever. Defenders should tackle from the side and not reach across the Attacker's body to remove a tag. A Defender must, in the referee's opinion, be attempting to remove a tag and not be deliberately impeding the progress of the Ball Carrier, or any other attacking player, with any part of their body or they risk being Penalised. Any player that initiates Contact should be Penalised.

**Sanction: Penalty Kick**

- 10.3** An attacking player must not prevent a defending player from executing a tackle by running behind their own team mates causing an Obstruction. This is deemed to be crossing.  
**Sanction: Penalty Kick**
- 10.4** A defending player must not interfere with an attacking player after that player has kicked the ball.  
**Sanction: Penalty Kick where the ball first lands, or is played by the opposition player, must be at least 5 metres from the touchline**
- 10.5** If a player from the Kicking Team chasing a kick is obstructed and the ball rolls over the goal line, the penalty shall be awarded to the Kicking Team, no less than 5 metres in from the touchline, in the Field of Play, and opposite to where the ball crossed the goal line, no less than 5 metres out from the goal line, or at the point where the player was obstructed.  
**Sanction: Penalty Kick**
- 10.6** **(a)** Any player who infringes any part of the Foul Play Law must be admonished, or cautioned and temporarily suspended for a period of 5 minutes playing time, or sent-off. Match organisers may vary the time of temporary suspension (sin-bin) in accordance with the needs of the game.
- (b)** A player who has been cautioned and temporarily suspended (sin-binned) who then commits a second offence, for which a temporary suspension would be ordered, must be sent-off (red card).
- 10.7** All players must respect the authority of the referee. They must not dispute the referee's decisions. They must stop playing at once when the referee blows the whistle except at a Kick-Off.  
**Sanction: Penalty Kick at the place of infringement or where play would next restart**

## Law 11 – Offside in General Play

- 11.1** In general play, a player is offside if the player is in front of a team-mate who is carrying the ball, or in front of a team-mate who last played the ball. Offside means that a player is temporarily out of the game. Such players are liable to be Penalised if they take part in the game before they have been put onside.  
**Sanction: Penalty Kick**
- 11.2** Only Attacking Team players behind the kicker when the ball is kicked are onside. If an attacking player is onside that player may chase the ball to retrieve the ball or conduct a tackle subject to the kicking Laws.
- 11.3** If an attacking player is in front of the kicker when the ball is kicked, this player is offside and cannot make a tackle until the player has been put onside. The following are the four ways in which a player can be put onside:
- (a)** When the kicker, or any other team mate who is onside, runs in front of the Offside Player, that player is put onside
  - (b)** When an opponent, who gathers the ball, runs the 5 metres with the ball, the Offside Player is put onside
  - (c)** When an opponent, who gathers the ball, passes or kicks the ball, the Offside Player is put onside
  - (d)** When an opponent intentionally touches the ball having failed to catch it, the Offside Player is put onside
- 11.4** 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 Ruck Ball shall be awarded to the non-offending team at the place of the kick. The referee may play Advantage if a player from the non-offending team gains possession of the ball.

## Law 12 – Knock-On and Throw Forward

- 12.1 (a)** A Knock-On occurs when a player loses ball possession, or Contacts the ball with a hand or arm, and the ball goes forward to touch the ground or another player before this player gains, or regains, possession. Forward means towards the opposing team's dead ball line.  
**Sanction: Ruck Ball**
- (b)** If the Ball Carrier knocks-on, a Ruck Ball will be awarded to the Defending Team at the point where the Ball Carrier knocks-on. Match organisers may decide to alternate methods of restarting the game to include Tap Kick , free Pass, Ground Touch.
- 12.2** A Throw Forward occurs when a player throws or passes the ball forward.  
**Sanction: Ruck Ball**
- 12.3** Intentional knock or Throw Forward. A player must not intentionally knock the ball forward with hand or arm, nor Throw Forward.  
**Sanction: Penalty Kick. A Penalty Try must be awarded if the offence prevents a Try that would probably otherwise have been scored.**

## Law 13 – Starts, Restarts and Kicks

**13.1** A kick is used to start each half of the game. Restarts are taken as Kick-Offs and occur after a score or a touch down. Kick-Offs are either:

- Drop-Kick
- Punt kick
- Tap Kick
- Ground Touch
- Free Pass

Match organisers may decide upon the appropriate Kick-Off methods.

**13.2 (a)** Kick-Offs at the start of each half and at restarts must be taken at, or behind, the centre of the half way line. From a Kick-Off the ball must travel forward at least 10 metres before it can be played. The players of the team that kicked off may not take possession of the ball until it has been touched by the receiving team, or until the ball has bounced in the Field of Play having gone at least 10 metres. The players of the team that kicked off must not obstruct a player from the receiving team and they must stay at least 2 metres from a receiver while the ball is in the air.

**Sanction:** Penalty Kick at the place of infringement

**(b)** Match organisers may decide that, at a Kick-Off, the Kicking Team must stay at the half way line until the ball is played.

**Sanction:** Penalty Kick at the centre of the half way line

**13.3** The players from the Kicking Team must be behind the ball when it is kicked otherwise those players are offside.

**Sanction:** Penalty Kick at the place of infringement at the centre of the half way line

**13.4** The opposing team may be spread out across the field in various formations, but they must be at least 10 metres from the half way line at the time of the Kick-Off.

**Sanction:** Penalty Kick at the place of infringement

**13.5 (a)** From a Kick-Off the ball must land in the Field of Play, otherwise a Penalty Kick 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 Ruck Ball will be awarded and the receiving team will restart with a Ruck Ball 5 metres in-field from the touchline where the ball crossed the touchline.

**(b)** If the ball from the Kick-Off lands in the Field of Play and travels over the receiving team's goal line without being touched by the receiving team, play will restart with a Ruck Ball from the centre of the half way line by the receiving team.

**(c)** If the ball is caught by a receiving team player on the full, over the goal line, the referee will call 'play on'.

### 13.6 Drop-Kick

When a Drop-Kick is awarded the ball must land or be played within the Field of Play before going over the touchline or goal line. The same Laws apply as per the Kick-Off, save as provided for below. The Kicking Team must not make Contact with the receiver and must be 2 metres from the potential receiver while the ball is in the air. The players of the team that kicked off may not take possession of the ball until it has been touched by the receiving team, or until the ball has bounced in the Field of Play having gone at least 10 metres. The players of the team that kicked off must not obstruct a player from the receiving team and they must stay at least 2 metres from a receiver while the ball is in the air.

**Sanction:** Penalty Kick at the place of infringement

### 13.7 Kicking in General Play

**(a)** An Attacking Team may use a Grubber Kick after the fifth tag. A Grubber Kick must not go higher than the referees shoulders. Match organisers may permit chip kicks in certain matches or competitions.

**Sanction:** Penalty Kick

**(b)** When chip kicks are permitted by match organisers, a defending player may call a mark from a chip kick in the Field of Play and the game shall restart with a Ruck Ball by the player who caught the ball. The Defending Team must retreat 7 metres.

**Sanction:** Penalty Kick

**(c)** The receiving team may take possession from a kick and decide to kick the ball to gain territorial Advantage.

**(d)** An attacking player must not impede the progress of a defending player who is attempting to take possession of the ball after a kick.

**Sanction:** Penalty Kick

**(e)** Players must not dive on the ball if a kick has been made.

**Sanction:** Penalty Kick



## Law 14 – Ball on the Ground – No Tackle

- 14.1** When a team causes the ball to go to ground legally, they can regain possession and play on. If the Ball Carrier accidentally falls or slips to the ground while in possession of the ball (this includes if the knee or elbow touches the ground) and a Defender is within tackling distance, a tackle will be deemed to have been made.

## Law 15 – Tackle

- 15.1 (a)** A tackle occurs when the Ball Carrier has a tag, or tags, removed by an opponent, or if a tag falls off.
- (b)** A tackler may only tackle with two tags in place.
- 15.2** Following a tackle, the tackled player conducts a Ruck Ball at the place of the tackle. The tackled player must roll the ball using the hand only. The ball must be rolled along the ground. It cannot be flicked or passed directly up to the Scrum Half.
- Sanction: Penalty Kick at the place of infringement.**  
Match organisers may decide to vary actions taken by the tackled player for developmental purposes, e.g. Pass after a tackle.
- 15.3 (a)** After a tackle one of the defending players, known as the Marker, may stand at least 1 metre from the Ruck Ball. All other defending players must be at least 7 metres from the Ruck Ball.
- Sanction: Penalty Kick**
- (b)** The tackler must not attempt to pull the ball from the Ball Carrier's hands.
- Sanction: Penalty Kick**
- 15.4 (a) The Tackler.** When a tackle is made the tackler must immediately raise the tag in the air and call 'tag' and either drop the tag at the point where the tackle was made or return the tag to the tackled player. The tackler may then assume a Marker position or return to the defensive line.
- Sanction: Penalty Kick**
- (b)** When the tackled player is rucking the ball, the defensive line must be at least 7 metres back from the Ruck Ball line and there may only be one Marker.
- Sanction: Penalty Kick from the place where the Offside Player(s) should have been standing in the defensive line**
- (c)** The Marker must stand directly in front of the Ruck Ball. The Marker and the defensive line can only move forward when the ball is touched or played by the Scrum Half.
- Sanction: Penalty Kick from the place where the Offside Player(s) should have been standing in the defensive line**
- (d)** A Marker must not run around and retrieve the ball from the Scrum Half position.
- Sanction: Penalty Kick**
- 15.5** If an Attacking Team fails to score before the sixth tackle has been made, they will lose possession of the ball and a Ruck Ball shall be awarded to the opposing team.

**15.6** Subject to Advantage being played a Penalty Kick may be awarded at the point of the infringement in the following circumstances:

- (a) If a defending player obstructs a Ball Carrier and Contact is made, the defending player will be judged as initiating this Contact.
- (b) If a defending player in the referee's opinion deliberately attempts to impede an attacking player with or without the ball.
- (c) If a defending player calls 'tag' without physically removing the tag, play may continue, but a Penalty Kick may be awarded if no Advantage is gained.
- (d) If the Marker fails to stand directly in-line with the Ruck Ball.
- (e) If the Marker interferes with the Ball Player at the Ruck Ball.
- (f) If the Marker attempts to play the ball whilst the ball is being rolled.

**15.7** If a tackler removes an attacking players tag(s) without the attacking player being in possession of the ball, the referee has the following options:

- (a) If it is a simultaneous tackle and Pass, no action is taken and the attacking player must replace the tag before being able to take part in the game. The referee will call 'ball away'.
- (b) If an attacking player is tackled after passing or kicking the ball, the referee may call 'late tag, play on' and allow the attacking player to progress with only one or no tags until the next tackle 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 or no tags. An attacking player with one or no tags shall be deemed to have been tackled if a defending player comes within tackling distance.
- (c) Penalise the defending player and using discretion temporarily suspend (sin bin) a repeat offender.
- (d) If an attacking player not in possession is tackled before receiving the ball the referee will call 'early tag'. The referee will then play the Advantage and adopt (b) and (c), if deemed necessary.

**15.8 (a) The Tackled Player.** After a tackle the Ball Carrier must return to the point where the tag was removed, conduct a Ruck Ball and then replace the tags.

**Sanction: Penalty Kick**

(b) A tackled player may, if there is no Marker, replace both tags, ruck the ball and play on. If the tackled player is missing one or both tags they may only ruck the ball and then Pass and kick the ball taking no more than one step.

(c) A player not in possession of the ball must not be tackled or obstructed during the game.

**Sanction: Penalty Kick**

(d) A tackled player must replace the tag before rejoining the game.

**Sanction: Penalty Kick**

(e) An Attacking Team player may take up a position directly behind the Ball Player at the Ruck Ball and assume the Scrum Half position.

(f) No player may prevent the tackled player from rucking the ball.

**Sanction: Penalty Kick**

**15.9** If the Attacking Team is tackled a sixth time they must place the ball on the ground and a Ruck Ball shall occur with the opposition team restarting the game.

**15.10** The referee may award a Penalty Kick to the opposition team where an infringement occurs in the following circumstances:

(a) If the Ball Carrier jumps to avoid being tackled, or spins/swivels through 180 degrees. A side step is allowed.

(b) If changing direction while in possession of the ball, the Ball Carrier steps into a defending player endeavouring to make a tackle the onus is on the Ball Carrier to avoid Contact.

(c) If the Ball Carrier executes a voluntary tackle by deliberately playing a Ruck Ball with both tags intact.

(d) If the Ball Carrier deliberately removes their own tag.

(e) If the Ball Carrier interferes with the Marker at the Ruck Ball.

**15.11** Opponents of the tackled player must immediately retreat 7 metres behind the ball and if they are in front of the ball must not attempt to play the ball or obstruct opponents.

**Sanction: Penalty Kick**

**15.12** The Scrum Half can Pass the ball with only one tag on as long as they do so immediately (one step). If the Scrum Half plays on, taking more than one step, the referee will call them back to the mark and the next tackle will be counted. The player must replace tags at this mark.

**15.13 (a) Evading a Tackle.** If the Ball Carrier comes into Contact with the referee whilst Trying to evade a tackle, a tackle will be called at the previous tackle count and a Ruck Ball shall take place at the position where the Ball Carrier came into Contact with the referee.

**(b)** Where a referee interferes with play and, in their opinion, has prevented a tackle the referee shall award a Ruck Ball to the team in possession at the previous tackle count.

**(c)** If the Ball Carrier falls or dives to the ground the tackle will be counted. The Ball Carrier shall be asked to conduct a Ruck Ball no less than 5 metres out from the goal line and the tackle count will continue. If this occurs on the last tackle a Ruck Ball to the opposition (Changeover) will occur.

**15.14** All players must stay on their feet. A player must not dive to the ground.

**Sanction:** Penalty Kick

**15.15 (a) In-Goal** – If a player is tackled near the goal line that player shall be asked to conduct a Ruck Ball 5 metres from the goal line.

**Sanction:** Penalty Kick

**(b)** If any Ball Carrier is tackled In-Goal before scoring a Try that player shall conduct a Ruck Ball 5 metres out from the goal line and the tackle count will continue.

**(c)** An attacking player may receive a Pass behind their own goal line or run behind their own goal line when in possession of the ball. If an attacking player is tackled behind their own goal line the Attacking Team shall restart play with a Drop-Kick from the centre of their goal line.

**(d)** Attacking players must not dive to score a Try when the ball is in their possession and there is no defending player within 10 metres.

**Sanction:** Penalty Kick

## Law 16 – The Ruck

Ruck Ball replaces the ruck in IRB Leisure Rugby Laws. Unions or match organisers may wish to refer to the Ruck Ball as roll the ball.

## Law 17 – The Maul

Mauls do not exist in IRB Leisure Rugby Laws but may be used for developmental purposes.

## Law 18 – The Mark

The mark is at the place of the tackle in IRB Leisure Rugby Laws.

If a match organiser permits chip kicks a defending player may call a mark from a chip kick in the Field of Play and the game shall restart with a Ruck Ball by the player who caught the ball. The Defending Team must retreat 10 metres.

**Sanction: Penalty Kick**

## Law 19 – Touch and Lineout

Ruck Ball replaces lineouts in Tag Rugby.

- 19.1 (a)** The ball is in touch when it is not being carried by a player and it touches the touchline or anything or anyone on or beyond the touchline.
- (b)** The ball is in touch when the Ball Carrier, or the ball, Contacts the touchline or the ground beyond.
- 19.2** The place where the Ball Carrier, or the ball, touched or crossed the touchline is where going into touch occurs.
- 19.3 (a)** When the ball is in touch the referee awards a Ruck Ball to the team who did not carry or put the ball into touch. The ball can be played from the touchline on the line of touch or 5 metres from the touchline on the line of touch.
- (b)** When the Ball Carrier crosses the touchline before their tag is removed a Ruck Ball will be awarded to the Defending Team 5 metres in-field from where the Ball Carrier crossed the touchline.
- (c)** When the Ball Carrier steps on or over the touchline whilst playing the ball a Ruck Ball will be awarded to the Defending Team 5 metres in-field from where the Ball Carrier stepped over the touchline.
- 19.4 (a)** If the ball is kicked directly into touch, the receiving team will receive a Ruck Ball at the point where the kick was taken, 5 metres from the touchline.
- (b)** If the ball is kicked and it lands in the Field of Play, then rolls and goes into touch, the receiving team will receive a Ruck Ball 5 metres in-field from where the ball crossed the touchline. If the ball is kicked and strikes a member of the receiving team who has played the ball and the ball then goes into touch, the Kicking Team must take a Ruck Ball 5 metres in from where the ball crossed the touchline and the tackle count will be restarted.
- (c)** A player in possession of the ball may not deliberately throw the ball out of the Field of Play.
- Sanction: Penalty Kick**

## **Law 20 – Scrum**

Scrum is replaced by Ruck Ball in IRB Leisure Rugby Laws.



## Law 21 – Penalty and Free Kicks

- 21.1** Penalty Kicks are awarded to the non-offending team for infringements by their opponents. Penalty Kicks are taken as Tap Kicks from the place of infringement unless otherwise provided for in the Laws. Match organisers may decide to use alternate methods of restarting the game including:
- Ruck Ball
  - Free Pass
  - Ground Touch
- 21.2** When a Penalty Kick is awarded for an infringement In-Goal, the mark for the Penalty Kick is in the Field of Play, 5 metres from the goal line. Match organisers may decide to vary this distance according to the size of the Field of Play.
- 21.3** The opposing team must immediately run towards their own goal line until they are at least 10 metres away from the mark for the Penalty Kick or until they have reached their goal line if that is nearer the mark. Match organisers may decide to vary the distances appropriate to pitch sizes.  
**Sanction:** Any further infringement by the opposing team results in a second Penalty Kick, 10 metres ahead of the mark for the first kick. This mark must not be within 5 metres of the goal line. If the referee awards a Penalty Kick, the second Penalty Kick is not taken before the referee has made the mark indicating the place of the sanction.
- 21.4** Even if the Penalty Kick is taken and the kicker's team is playing the ball, opposing players must keep running until they have retired the necessary distance. They must not take part in the game until they have done so.  
**Sanction:** Penalty Kick at the offending team's Offside Line
- 21.5** If a Penalty Kick is not taken on the mark designated by the referee, play will stop and the ball will be returned to the mark. The Penalty Kick is then retaken.
- 21.6** If the Penalty Kick is taken so quickly that opponents have no opportunity to retire, they will not be Penalised for this provided they have not interfered with play. However, they must continue to retire the necessary distance or until a team mate who was 10 metres from the mark has run ahead of them before they take part in the game.

## Law 22 – In-Goal

In-Goal areas may not always be marked on the Playing Area.

- 22.1** A player grounds the ball by holding the ball and touching the ground with it In-Goal. Holding means holding in the hand or hands. No downward pressure is required.
- 22.2** A Try shall not be awarded where from a kick an attacking player dives on the ball. An attacking player can however ground the ball and score a Try.  
**Sanction: Penalty Kick 5 metres from the goal line.**
- 22.3** A player must not Pass the ball to another player after crossing the goal line nor can that player run back into the Field of Play to Pass the ball to another player thus allowing that player to score a Try. A tackle will be called 5 metres out from the goal line if this occurs. When this occurs on the sixth tackle a Ruck Ball shall be awarded to the opposition (Changeover).
- 22.4** To score a Try, players must be on their feet. If they are not on their feet when grounding the ball In-Goal, a Ruck Ball will be awarded to the opposition 5 metres from the goal line.
- 22.5** A Penalty Try is awarded if a Try would probably have been scored but for Foul Play by the Defending Team.
- 22.6** **Touch down.** When defending players are first to ground the ball in their In-Goal, it results in a touch down.
- 22.7** When an attacking player carries the ball into the opponents' In-Goal and it becomes dead there either because it went into touch-In-Goal or on, or over, the dead ball line, or the attacking player fails to score a Try, a Ruck Ball is awarded to the Defending Team 5 metres from the goal line.
- 22.8** If an attacking player knocks on or throws forward in the Field of Play and the ball goes into the opponents' In-Goal and it is made dead there, a Ruck Ball is awarded where the Knock-On or Throw Forward happened.
- 22.9** If an attacking player is tackled over the goal line prior to grounding the ball for a Try and it is the last tackle, a Ruck Ball will be awarded to the Defending Team 5 metres out from the goal line.
- 22.10** If an attacking player threw or took the ball into their own In-Goal, and a defending player grounded it, and there has been no infringement, play is restarted by a Ruck Ball, 5 metres from the goal line in line with where the ball has been touched down for the Attacking Team.

If the ball is kicked and bounces in the Field of Play and crosses the receiving team's goal line they will receive a Ruck Ball, 10 metres out from the goal line, in the centre of the field.

If a team is responsible for putting the ball into their own In-Goal and an opposition player on their feet touches the ball down a Try is awarded.

- 22.11** If the ball is kicked and it crosses the receiving team's goal line after it strikes a player from the receiving team, who has played the ball, a Drop-Kick from the centre of the receiving team's goal line will restart play. If the ball strikes a player from the receiving team who has not played the ball then a Ruck Ball shall be awarded to the receiving team 10 metres from the goal line at the centre of the Field of Play.
- 22.12** An attacking player may receive a Pass behind their own goal line or may run behind their own goal line when in possession of the ball. If attacking players are tackled behind their own goal line, the Attacking Team shall restart play with a Drop-Kick from the centre of their goal line.
- 22.13** If the ball is kicked and bounces in the Field of Play and crosses the receiving team's goal line they will receive a Ruck Ball 10 metres out from the goal line in the centre of the Field of Play.
- 22.14** When a player carries the ball into their own In-Goal and it becomes dead there, either because it went into touch-In-Goal or on or over the dead ball line, a Ruck Ball is awarded to the opposition team 5 metres from the goal line.
- 22.15** If an attacking player commits an infringement In-Goal, play is restarted with a Ruck Ball to the non-offending team 5 metres from the goal line in line with the place of infringement.
- 22.16** If a player commits an act of Foul Play in In-Goal the resultant Penalty Kick will be awarded where the game would have restarted.  
**Sanction: Penalty Kick at the place where the game would have restarted**

## Definitions Section

**Advantage** The Advantage Law precedes most other IRB Leisure Rugby Laws to promote continuity. When a team infringes the Laws and opponents have opportunity to gain an Advantage, the referee should not blow the whistle if a satisfactory Advantage has been gained. When a team infringes the Laws and opponents have opportunity to gain an Advantage, the referee delays blowing the whistle until determining that Advantage has not been gained.

**Attacker** This is a player from the team in possession of the ball.

**Attacking Team** This is the team in possession of the ball.

**Ball Carrier** This is a player carrying/controlling the ball.

**Ball Player** This is the player who plays the ball, by kicking, passing or controlling it.

**Captain** This is a player nominated by the team and is solely responsible for choosing options relating to the referee's decisions.

**Changeover** This is the surrendering of the ball to the opposing side.

**Contact** This is deliberate colliding with other players.

**Defender** This is a player from the team not in possession of the ball.

**Defending Team** This is the team not in possession of the ball.

**Drop-Kick** This is when the ball is released from the hand and is kicked as it rebounds off the ground.

**Field of Play** This is the area (as shown on The Plan) between the goal lines and the touchlines. These lines are not part of the Field of Play.

**Foul Play** This is anything a person does within the Playing Enclosure that is against the letter and spirit of the IRB Laws of the Game. It includes Obstruction, unfair play, repeated infringements, dangerous play and misconduct which are prejudicial to the game and shall be construed in accordance with IRB Leisure Rugby Laws Law 10.

**Golden Try** The first team to score a Try in extra time is deemed to have scored a Golden Try.

**Ground Touch** This is when a tackled player faces the opposition goal line and touches the ball on the ground before running or passing the ball to a team mate.

- Grubber Kick** This is a kick that does not go above a height of 1.5 metres.
- In-Goal** This is the area between the goal 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** This 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 Drop-Kick.
- Knock-On** A Knock-On occurs when a player loses possession of the ball and it goes forward, or when a player hits the ball forward with the hand or arm, and the ball touches the ground or another player before the original player can catch it.
- Marker** This is a Defender who may stand at least 1 metre directly in front of the player conducting the Ruck Ball.
- Obstruction** This is the act of preventing an opponent from playing the game, by pushing, holding, blocking or crossing.
- Offside Player** This is a Defender not back the required distance at any restart of the game which includes a Ruck Ball and also an Attacker who is in front of the player in possession of the ball from his own team.
- Pass** This is when a player throws the ball to another player or hands the ball to another player without throwing it.
- Pass from the Tackle** This is a tackled player passes the ball to a team mate from the place of the tackle.
- Penalise** This is to award a penalty against an offending player.
- Penalty Kick** A penalty is awarded by a 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.
- Penalty Try** If in the opinion of a referee a Try would probably have scored but for an infringement by an opponent, a Penalty Try may be awarded.

## Playing

## IRB Leisure Rugby Laws

**Area** This is the Field of Play and the In-Goal areas (as shown on The Plan). The touchlines, touch-In-Goal lines and dead ball lines are not part of the Playing Area.

**Playing Enclosure** This is the Playing Area, and the space around it, not less than 5 metres where practicable, which is known as the perimeter area.

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

**Ruck Ball** This is when the tackled player holds the ball, faces the opponents' goal line, and places the ball on the ground between the legs (known as a Ruck Ball) and steps forward. Ruck Ball may also be referred to as roll-the-ball.

**Scrum Half** This is the player who takes up position immediately behind the Ball Player during the Ruck Ball. A Scrum Half may also be known as a dummy half.

**Tagging** This is removing a tag from an Attacker.

**Tap and Go** This is the way that a Penalty Kick is taken by a player tapping the ball with the foot and then running or passing the ball.

**Tap Kick** This is 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.

**The Plan** This, including all the words and figures on it, is part of the IRB Leisure Rugby Laws.

**Throw Forward** This is when a player throws or passes the ball forward. 'Forward' means towards the opposing team's dead ball line.

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

**Union** This is the controlling body under whose jurisdiction the match is played; for an international match it means the International Rugby Board or a Committee of the Board.