

NORTH of the RIVER



recreation & park district

JOIN THE FUN!



Lil Tuskers
www.KernYouthRugby.com

2018 RUGBY LAWS & GUIDELINES

1 - RESPECT/BE HUMBLE/BE BRAVE

All players respect their teammates, opposing team members, parents and coaches. Good sportsmanship is highly encouraged in Kern Youth Rugby and Rugby in general. Encourage bravery and humility.

2 - NUMBER OF PLAYERS

Team shall comprise of 7 players on the field at any given time. There shall be 3 forwards, a scrumhalf, and 3 backs. Unlimited substitution is permitted to enable all players to participate in the game. When substitution is required, the coach shall inform the referee, and seek permission to do so. With the agreement of both team coaches', teams may play 8 vs. 8, or 6 vs. 6 depending on the number of players available. All players should have equal play time, if the referee notices uneven player time, the referee can make mandatory substitutions to allow equal play time for all. Players should also rotate positions to give every player a chance to try new skills.

3 - MATCH OFFICIALS

The referee is the sole judge of fact and Law during a match. The referee must apply fairly all the Laws of the Game in every match.

The referee is responsible to keep the time and the score.

All players, coaches, and spectators must **RESPECT** the authority of the referee. They must not dispute the referee's decisions. Players must stop playing at once when the referee blows the whistle except at kick off. The referee may award a penalty at the place of infringement or where play would next commence.

This applies to coaches and spectators.

Coaches must wait until match has finished to respectfully question the referee.

The referee may be from either team, but a neutral referee is preferred. The referee can ask for a volunteer from each team to be a touch judge. The touch judge remains in touch and does not enter the field of play.

If the ball or 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 orders a scrum and the team that last played the ball has the throw in.

4 - ADVANTAGE

Referees may use their discretion in playing advantage in appropriate situations, for example, to avoid unnecessary stoppages for repeated errors (e.g., multiple scrums for knock-ons or incomplete forward passes) or to avoid halting an attacking side for repeated but ineffective infringements by the defending team (e.g., continual off-sides or obstructions).

5 - METHOD OF SCORING

When an attacking player is first to ground the ball in the opponents' in-goal, a try is scored. If a player would probably have scored a try but for foul play by an opponent, a penalty try is awarded. A try is worth 5 points. No conversion kicks for u6/u8. Other division CAN attempt a conversion kick with a drop kick. A successful conversion kick is worth 2 points.

A player may not ground the ball at any time in goal if their flag has been pulled.

If attacking player's flag was pulled as he/she attempt to ground the ball, a scrum is awarded at the 5m line and attacking team throws in.

A player can only be awarded a try if grounding is good, and has both flags attached.(same applies to in-goal grounding)

6 - FOUL PLAY

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 and misconduct, which is prejudicial to the game. In youth non-contact rugby the foul play laws are extended to spectators.

There's absolutely NO physical contact of any sort.

OBSTRUCTION – Penalty: Penalty kick at the place of infringement

1. Charging or pushing. When a player and an opponent are running for the ball, either player must not charge or push the other except shoulder-to-shoulder.
2. Running in front of a ball-carrier. A player must not intentionally move or stand in front of a team-mate carrying the ball thereby preventing opponents from tackling the current ball-carrier or the opportunity to tackle potential ball-carriers when they gain possession. If player stands in front of a team-mate accidentally and does not affect the play, the play continues.
3. Blocking the tackler. A player must not intentionally move or stand in a position that prevents an opponent from tackling (pulling the flag) a ball-carrier.
4. Blocking the ball. A player must not intentionally move or stand in a position that prevents an opponent from playing the ball.
5. Ball-carrier running into team-mate at a set-piece. A player carrying the ball after it has left a scrum or line-out must not run into team-mates in front of the player.
6. Ball-carrier blocking their flag. A player carrying the ball must not block or guard their flag in any way. This includes the act of stiff-arming an opponent.
7. Yelling Flag without a flag. A player yelling flag to stop the play, even though he/she did not pull a flag.

MISCONDUCT – Penalty:

Acts contrary to good sportsmanship. A player must not do anything that is against the spirit of good sportsmanship within the playing enclosure.

DANGEROUS PLAY

1. Punching or striking. A player must not strike an opponent with the fist or arm, including the elbow, shoulder, head or knee(s).
- Penalty: Player shall be sent off the field of play for the duration of the game and may not be replaced by another player. Penalty in front of the place of infringement. Tap to restart.

2. Kicking. A player must not kick an opponent
 - Penalty: Player shall be sent off the field of play for the duration of the game and may not be replaced by another player. Penalty in front of the place of infringement. Tap to restart.
3. Tripping. A player must not trip an opponent with the leg or foot.
 - Penalty: Player shall be sent off the field of play for the duration of the game and may not be replaced by another player. Penalty in front of the place of infringement. Tap to restart.
4. Retaliation. A player must not retaliate. Even if an opponent is infringing the Laws, a player must not do anything that is dangerous to the opponent.
 - Penalty: Player shall be sent off the field of play for the duration of the game and may not be replaced by another player. Penalty in front of the place of infringement. Tap to restart.

FOUL LANGUAGE

Any player that uses foul language shall be sent to the ‘sin bin’ for **5 MINUTES**, and the opposing team shall receive a Penalty kick 5 meters in front of the place of infringement. Repeated use of foul language will result in the player being sent out for the rest of the game, and banned for the rest of the day. The referee will make this decision.

No substitution is allowed when a player is sent to the sin bin.

7 - OFF-SIDE

When a player’s flag is pulled and passing the ball, all players are considered in open play. Defensive players are not offside if they are behind the attacking players or in a position to intercept the ball. This represents a player being tackled who can still pass the ball to a supporting player. If the tagged player places the ball on the ground because they cannot complete a pass, then all defensive players must retire 5 meters from the tagged player and not interfere with play. A second player from the attacking team, then immediately taps the ball and pass it to resume play. Where defenders are off-side but not interfering with play, then play should be allowed to continue permitting the game to flow. If the attacking player cannot complete a pass within 3 secs, a turn over ball is awarded. If no support player from attacking team taps and resume the game within 2 secs, a turn over ball is awarded.

8 - KNOCK-ON OR THROW-FORWARD

DEFINITION - 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, or when the ball hits the hand or arm and goes forward, and the ball touches the ground or another player before the original player can catch it.

‘Forward’ means towards the opposing team’s dead ball line.

DEFINITION - THROW-FORWARD

A throw-forward occurs when a player throws or passes the ball forward. ‘Forward’ means towards the opposing team’s dead ball line.

EXCEPTION

Bounce forward. If the ball is not thrown forward but it hits a player or the ground and bounces forward, this is not a throw-forward.

Knock-on or throw-forward. A scrum is awarded at the place of infringement.

Knock-on or throw-forward inside the in-goal. If a player of either team knocks-on or throws-forward inside the in-goal, a 5-metre scrum is awarded in line with the place of infringement not closer than 5 meters from the touch-line.

9 - KICK-OFF AND RESTART KICKS

DEFINITION

The kick-off occurs at the start of the match and the restart of the match after half-time. Restart kicks occur after a score or after a touch down.

WHERE AND HOW THE KICK-OFF IS TAKEN

(a) A team kicks off with a drop-kick which must be taken at or behind the center of the half-way line. EXCEPTION – U6 & U8 may kick with a punt after two unsuccessful attempts at a drop kick.

(b) If the ball is kicked off from the incorrect place, the opposing team has two choices:

- To have the ball kicked off again, or
- To have a scrum at the center of the half-way line and they throw-in the ball.

POSITION OF THE OPPOSING TEAM AT A KICK-OFF

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.

KICK-OFF OF UNDER 10 METRES BUT PLAYED BY AN OPPONENT

If the ball does not reach the opponent’s 10-metre line but is first played by an opponent, play continues.

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

If the ball does not reach the opponent’s 10-metre line the opposing team is awarded a scrum at the center. They throw-in the ball.

BALL GOES DIRECTLY INTO TOUCH

The ball must land in the field of play. If it is kicked directly into touch the opposing team is awarded a free kick at the center. Referee will resume play when both teams are setup and ready to restart.

BALL GOES INTO THE IN-GOAL

If the ball is kicked into the in-goal without having touched or been touched by a player, the opposing team is awarded a free kick at the center. Referee will resume play when both teams are setup and ready to restart.

NO DROP-OUT from 22

10 - TACKLE – PULLING THE FLAG

- Defender removes ball carrier’s flag and yells, “FLAG!” to communicate the flag pull. Defender is out of play until he/she returns the flag to the attacking player.
- Ball carrier should pass the ball immediately after his/her flag is pulled. If no pass is completed within 3 secs, the play will result in a turn over. Tap to restart.
- Defender returns the flag to the ball carrier and then returns to play.
- Ball carrier replaces the flag on his/her flag belt and returns to play.
- Player cannot protect flag or no flag guarding/stiff arm.

A player is “tackled” (i.e. a flag is pulled) when an opposing team player pulls a flag from the attacking players flag belt.

When a player is “tackled”, the player has the option to pass the ball to another player immediately or to PLACE THE BALL ON THE GROUND directly in front of him. If the ball is placed on the ground, the opposing team has to move back 5 METERS. The 5 meter law shall be enforced by the referee at all times.

If the attacking player cannot complete a pass or place the ball on the ground within 3 secs, it will result in a turn over ball. If the ball is placed on the ground but not played within 2 sec, it will be turn over ball. The defending teams will tap to restart the game.

If the player with the ball gains completes a pass within the 3 seconds but take MORE THAN 3 STEPS after his/her flag is pulled, the referee will bring the ball back to the initial position where he/she had their flag pulled. The team that had possession will still retain it, and re-start play with a tap.

If play is to be started by a tap kick because the ball was grounded or a player could not pass the ball, the tap kick is to take place at the 5 meter mark and the opposing team shall remain on the goal line.(applies when close to try zone)

In the event a flag of an attacking player with the ball comes unattached during play without assistance from the opposing team, play will be whistled stopped and a tap kick will be utilized at the location the flag became unattached.

11 - TOUCH AND LINE-OUT

DEFINITIONS

The ball is in touch when it is not being carried by a player and it touches the touch-line or anything or anyone on or beyond the touch-line.

The ball is in touch when a player is carrying it and the ball-carrier (or the ball) touches the touch-line or the ground beyond the touch-line.

The place where the ball-carrier (or the ball) touched or crossed the touch-line is where it went into touch.

The ball is in touch if a player catches the ball and that player has a foot on the touch-line or the ground beyond the touch-line.

If a player has one foot in the field of play and one foot in touch and holds the ball, the ball is in touch.

THROW-IN

All throw-ins will be taken where the ball crossed the touch line no matter if the kicker was inside or outside of their 22m line. (22m line is not enforced in youth rugby) Throw in must be straight.

QUICK THROW-IN

Quick throw-ins are not allowed.

HOW THE THROW-IN IS TAKEN

The player taking the throw-in must stand at the correct place. The player must not step into the field of play when the ball is thrown. The ball must be thrown straight, so that it travels at least 5 meters along the line of touch before it first touches the ground or touches or is touched by a player.

INCORRECT THROW-IN

(a) If the throw-in at a line-out is incorrect, the opposing team has the choice of throwing in at a line-out or a scrum. If they choose the throw-in to the line-out and it is again incorrect, a scrum is formed. The team that took the first throw-in throws in the ball.

LINE-OUT

Forming A Line-Out

U6 & U8 Line-outs WILL BE UNCONTESTED. The team throwing the ball in shall win the line out. All line-outs for the other age groups WILL BE CONTESTED, with up to 2 players from each team jumping. For safety reasons, there shall be no lifting, and the referee shall ensure that a tunnel of one meter be kept. The hooker (or any player taking his/her position) can throw the ball in. The front of the line-out is not less than 5 meters from the touch-line. Throw in must be straight. The thrower must not pretend to throw the ball. **Sanction:** Free-kick.

OPTIONS AVAILABLE TO PLAYERS NOT IN THE LINE-OUT

In general, a player not taking part in a line-out must stay at least

10 meters behind the line of touch, or on or behind that player's goal-line if that is nearer, until the line-out ends. The exception to this is a long throw-in. If the player who is throwing in throws the ball beyond the end of the line-out, a player of the same team may run forward to take the ball. If that player does so, an opponent may also run forward.

All other line out plays are ok, as long as you adhere to the basic rules surrounding the line out.

12 - SCRUM

In all divisions, the scrum shall remain UNOPPOSED. There shall be no pushing, and the side that puts the ball in WINS THE BALL.

DEFINITIONS

The purpose of the scrum is to restart play quickly, safely and fairly, after a minor infringement or a stoppage, such as a knock on, throw forward or a restart of play after a kick off infringement.

A scrum is formed in the field of play when three players from each team, bound together, 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. Non-contact rugby scrums are uncontested and the team throwing in the ball must win the scrum.

The middle line of a scrum must not be within 5 meters of the goal-line. A scrum cannot take place within 5 meters of a touch-line.

The tunnel is the space between the two front rows.

The player of either team who throws the ball into the scrum is the scrum-half.

The middle line is an imaginary line on the ground in the tunnel beneath the line where the shoulders of the two front rows meet.

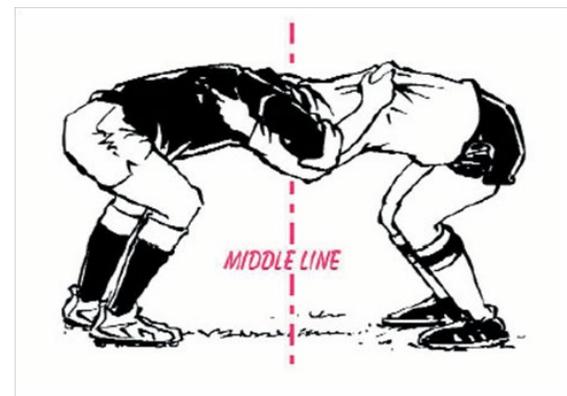
The middle player in each front row is the hooker. The players on either side of the hooker are the props. The left side props are the loose-head props. The right side props are the tight-head props.

All scrums will comprise of 3 players from each side (Prop-Hooker-Prop)

BINDING IN THE SCRUM

Binding by all front row players. All front row players must bind firmly and continuously from the start to the finish of the scrum.

Binding by hookers. The hooker may bind either over or under the arms of the props. The props must not support the hooker so that the hooker has no weight on either foot.



Binding by loose-head props. A loose-head prop must bind on the opposing tight-head prop by placing the left arm inside the right arm of the tight-head and gripping the tight-head prop's jersey on the back or side. The loose-head prop must not grip the chest, arm, sleeve or collar of the opposition tight-head prop. The loose-head prop must not exert any downward pressure.

Binding by tight-head props. A tight-head prop must bind on the opposing loose-head prop by placing the right arm outside the left upper arm of the opposing loose-head prop. The tight-head prop must grip the loose-head prop's jersey with the right hand only on the back or side. The tight-head prop must not grip the chest, arm, sleeve or collar of the opposition loose-head prop. The tight-head prop must not exert any downward pressure.

Off-side for players not in the scrum. Players who are not in the scrum, and who are not the team's scrum-half, are off-side if they remain in front of their off-side line or overstep the off-side line. The off-side line is the hindmost foot of the teams scrum. Scrum-halves are NOT to follow the ball in the scrum, instead they should retire behind their team's scrum.

13 IN-GOAL

DEFINITIONS

In-goal(Goal area) is part of the ground where the ball may be grounded by players from either team.

When attacking players are first to ground the ball in the opponents' in-goal, the attacking players score a try.

When defending players are first to ground the ball in in-goal, the defending players makes a touch down.

GROUNDING THE BALL

Grounded on the goal-line. 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.

Penalty try. A penalty try is awarded if a try would probably have been scored but for foul play by the defending team. A penalty try is awarded if a try would probably have been scored in a better position but for foul play by the defending team.

BALL GROUNDED BY A DEFENDING PLAYER

Touch down. When defending players are first to ground the ball in their in-goal, it results in a touch down.

RESTARTING AFTER A TOUCH DOWN

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 5-meter scrum. The position of the scrum is in line with where the ball has been touched down. The attacking side throws in the ball.

DOUBT ABOUT GROUNDING

If there is doubt about which team first grounded the ball in the in-goal, play is re-started by a 5-metre scrum, in line with the place where the ball was grounded. The attacking team throws in the ball.

14 – NO RUCK, MAUL, MARK, PENALTY KICKS

Referee signals:



SCRUM

FORWARD PASS

FREE-KICK

NOT STRAIGHT



NO TRY

TRY/PENALTY TRY

KNOCK-ON

UNPLAYABLE



ADVANTAGE

PENALTY

NOT 10

http://laws.worldrugby.org/?signal_category=all&language=EN

Referee needs to be loud when calling out a flag pull. They also need to be clear when explaining any incident so that the players understand it as well as parents.

NOTE: These Laws are taken direct from the IRB and have been modified for non-contact rugby to ensure the safety of the children playing the game, and to promote good sportsmanship, fair play, and fun.