

## 17. Scrum- Continued

- iii. Dropped ball
  - iv. Ball passed back, hitting the referee
  - v. Accidental crossing / obstruction
- a. A scrum will be a minimum of three metres from any boundaries of the playing area (try and touch lines). When the scrum is three metres from the try-line the defending team's offside line is their try-line
- b. The scrum will be uncontested, i.e. no pushing and no striking for the ball by the defending team.
- c. The following applies for scrums:
- i. Three closest players will make up the scrum with the most able being the scrum half
  - ii. The non-offending team scrum half feeds the ball, then passes out or attacks
- d. Both teams shall have a scrum half, the non-offending team scrum half will choose which side to feed the ball and the ball will be fed from the midpoint of the scrum, the scrum half must be the one to make the pick-up from the rear of the scrum.
- e. At a scrum:
- i. The offside line for the attacking side will be behind the rear most foot of their scrum.
  - ii. The offside line for the defending side will be three metres back from the rear most foot of their scrum.
- f. Players in the scrum are to remain bound in the scrum and the defending scrum half will remain at or behind the midpoint of the scrum until the referee calls "Scrum Over".

## 18. Penalty - A penalty will be awarded for:

- i. A player running at any time during a game, with or without the ball.
- ii. Illegal pass e.g. ball handed on.
- iii. Defender preventing the ball carrier making a pass after a tackle.
- iv. Defender failing to retire one metre after a tackle and influencing play.
- v. A hand off or drop shoulder into or back into or walk straight at the tackler.
- vi. Over-robust or high tackle.

vii. Offside and interfering with play.

viii. Deliberate knock-on and ball hits the ground.

ix. Defender failing to retire three metres at a penalty or turnover.

x. After a tackle, ball carrier not retreating to point of tackle if they travel more than one pace (travelling).

xi. Pushing or defender striking in the scrum.

xii. Defending scrum half moving past the midpoint of the scrum before "scrum over" is called.

xiii. Deliberate obstruction.

xiv. After a tackle, within one metre of the try-line, the ball carrier not stepping back a minimum of one metre from the try-line before passing the ball.

xv. General unsporting conduct

a. A penalty shall be taken at the point of the offence indicated by the referee.

b. No penalty shall be taken closer than three metres from a try-line by either attack or defence.

c. The penalty taker must tap the ball with his thigh, knee or foot and may then walk or pass.

d. Once the ball has been tapped, on-side defenders may advance.

e. The penalty may be taken quickly.

f. At a penalty, the off-side line is three metres closer to the offender's try-line.

g. All defenders in front of the offside line are offside and must retreat to an onside position.

h. If an offside defender interferes with the taking of the penalty, then a further three metre advance should be imposed

## 19. In-Goal

a. When a ball carrier is tackled before the try line and travels over the try line, the player must retire at least one metre into field of play before passing – penalty to defending side three metres in.

b. When a ball carrier is tackled or makes a forward pass behind their try line – Scrum or turnover to attacking side three metres out.

## WALKING RUGBY GUIDELINES

*Walking Rugby is a simple, non-contact version of Rugby suitable for ex-players, injured players and non-players of all ages, abilities and gender who want to enjoy an active, passing game using a rugby ball.*

The object of the game is to score more tries than the opposition

1. **The Ground** - Pitch size: depends on number of players per team.

- a. Allow 5 - 7 metres per player in a team
- b. Pitch to be square or even wider than long depending on mobility and skills of players. Max. width 40 metres x length 30 metres

2. **Match Ball** - size 4

3. **Teams** – Each team shall have no more than seven players in the playing area during play

- a. For playing numbers of six or more-a-side, teams may agree to implement uncontested scrums
- b. If extra players are available, rolling substitutions are permitted. Substitutes can only be made when play has stopped and referee informed

4. **Playing Clothes** – Team members should all wear a sports strip or sports bibs that identify them as one of the team. Watches, jewellery, etc must be removed or covered

5. **Time** - A game shall consist of:

- a. Two halves each of seven minutes unless otherwise agreed beforehand
- b. A half time interval will be up to two minutes

6. **Match Officials** - The referee is the sole judge of fact and the guidelines

- a. A neutral referee is highly desirable, otherwise, self-refereeing may be necessary
- b. The nominated captain / team leaders may converse with the match referee regarding refereeing decisions

7. **Advantage** - If a team gains a clear and real advantage following an infringement by an opponent and the ball has not gone to ground, the referee should

allow play to continue in an effort to keep the game flowing

**8. Score** - A try is scored when the ball is carried by an attacking player over the opposition try-line from in-field with both feet on or over the try-line before the player is tackled. A penalty try will be awarded if offences by an opposition player prevent a try being scored

**9. Foul Play** - The following are each considered foul play and appropriate action should be taken against any repeating offender or repeat offences

- a. A deliberate knock-down by a defender
- b. Off-side and interfering with play
- c. Defender preventing the ball carrier making a pass after a tackle
- d. Over-robust tackle or tackle above the shoulders
- e. The ball carrier must not hand off or drop shoulder into or back into or walk straight at the tackler
- f. Snatch/rip
- g. Repeated offences should be punished with:
  - i. Temporary exclusion (2-minute duration) - Yellow card
  - ii. Permanent exclusion (for the remainder of the game) - Red card

**10. Offside and Onside in Open Play** - A tackle, touch scrum, penalty or turnover sets an offside line at that point parallel to the try line.

- a. An offside player must not interfere with play – Penalty
- b. An offside player can be put onside by:
  - i. Retiring behind the off-side line
  - ii. An onside team-mate of that player moves past the offside player within the playing area

**Open Play** - The ball may be carried any distance and transferred between team-mates by passing

- f. A pass must be backwards or transverse
- g. A pass must leave the hands of the passer before it reaches the receiver

**11. Knock on and/or Ball to Ground** – A knock on can occur anywhere in the playing area

- a. If the ball is knocked on or dropped - scrum or turnover to the non-offending side
- b. Deliberate knock-on and the ball hits the ground – Penalty (but a knock up and catch by the same player(interception), play on unless touched/tackled

**12. Starts and Restart** - At the start of each half and after a score, play starts with a tap and pass at the centre of the pitch.

- a. After a score the restart is by the team that did not score.
- b. All defenders must be at least three metres back from the ball carrier.
- c. On-side defenders may advance once the ball has been tapped by the ball carrier.

**13. Players or Ball to Ground**

- a. Player going to ground – referee must stop play – restart with tap and pass to team in possession.
- b. Ball hitting the ground:
  - i. Ball goes forwards to ground – scrum or turnover to non-offending team.
  - ii. Ball goes backwards to ground – turnover to non-offending team.

**14. Tackle** - A defending player can arrest an attack with a simultaneous two-handed touch to the ball carrier between the shoulders and the waist including the whole of the torso and arms; it should be accompanied by a call of “TACKLE” or “TOUCH”.

- a. A tackle sets an offside line which is one metre from the point of tackle, parallel to the try-line
- b. When tackled, the ball-carrier must pass the ball correctly within one pace
- c. When tackled, the ball-carrier must pass the ball without delay (within three seconds unless impeded)
- d. When tackled, the ball carrier must retreat to the point of tackle if they travel more than one pace
- e. The defenders must not interfere with the pass in any way after the touch / tackle.

- f. A defending player who is offside and interfering with play should be penalised unless advantage to the non-offending team applies.
- g. Any over robust tackle shall be penalised.
- h. A hand-off is not allowed, nor is walking straight at or backing into a defender.
- i. A defender must **NOT** attempt to take the ball from an attacker (snatch/rip).

**15. Turnover** – A turnover shall be awarded for any of the following, and for scrum offences if playing with less than 6-a-side:

- i. Ball going backwards and hitting the ground.
  - ii. Ball or player going into touch.
  - iii. Delayed pass after a tackle (unless impeded by a defender)
- a. A turnover is taken by tapping the ball on the thigh, knee or foot and passing.
  - b. The turnover must be taken at the point of the offence indicated by the referee.
  - c. The turnover may be taken quickly
  - d. The offside line for the defending side will be three metres closer to the defenders’ try line
  - e. Onside defenders may advance once the ball has been tapped.
  - f. All defending players must retire behind to the offside line before taking further part in the game.

**16. Touch** - If the ball or ball carrier goes into touch a turnover will be awarded.

- a. A touch sets an offside line three metres closer to the offender’s try-line, parallel to the try-line

**17. Scrum** - An uncontested scrum will only be played if there are at least six players in each team and both teams agree. Otherwise a scrum offence will be treated as turnovers. A scrum will be awarded for any of the following

- i. Forward pass.

Ball hitting or touching a player and going forward **10.**