

The rules of Rugby – as played at the first NZ game

Rugby laws – 18 aside

Method of play:

1. Play starts with a place kick. If the ball is caught, or bounces and is caught, that player may run with the ball, kick it or pass it.
2. Any player behind the ball is on side. An offside player cannot play the ball.
3. A player may not pick up a ball rolling on the ground. They may kick it forwards, but not backwards.
4. If the ball becomes stationary from any kick, the ball is **dead**, and play stops (whistle). Play is restarted with a **scrummage** to the team last in possession.

Tackle:

5. If a player is brought to ground, he must place the ball. Any player can pick up the ball if he does so from on side. Arriving players may push opponents, or kick the ball.
6. If the ball becomes unplayable, a scrummage is ordered to the team going forward.

Maul:

7. If a player is held, and is unable to free the ball the referee will call "HAVE IT DOWN". Players must release the player and ball. All players must then retire behind the ball.
8. The player must then immediately kick the ball in a forward direction.

Scrummage restart:

9. If the ball is stationary, or unplayable after a tackle, or after a knock-on, on-side players gather at the ball.
10. A minimum of 10 players may push their opposition, and kick/ruck the ball in any direction, but not pick it up. The scrummage starts on the referees command.
11. The ball may not be kicked forward at the initial start of the scrummage.
12. In a scrummage, players must play the ball from behind the ball.
13. Exception to picking up the ball if a scrummage takes place and either team pushes their opposition off the ball, a scrum-half may pick up the ball and either kick it, run with it or pass it.

(In this case, the offside line becomes the last foot of either side's players in the scrummage)

Knock-on

14. If the opposition catches the ball then play continues. If the ball hits the ground, then a scrummage is ordered.

Mark:

15. If a ball is caught from any kick, the player may call for a **mark**. The opposition may only approach as far as that mark. The player may retire and kick the ball by place kick, punt or drop kick. (He may not tap to himself). A mark cannot be taken from a kick-off.

16. A team can score from a mark.

Restarts:

17. If play is restarted it will be with a **22m place-kick** or **(place) kick off**.

Line out:

18. A lineout is taken from where the ball went out. The ball is thrown through the line of touch (no gaps). The line of touch is the offside line. The lineout starts when the referee says "throw". There are no quick lineouts.

Penalty:

19. Any infringement of law will result in a free kick. The same laws apply as for a mark. A team may punt, drop kick or place kick the ball (he may not tap to himself). A team may score from a free-kick, but not by a punt.

Method of scoring:

20. goal from a **free-kick/mark** or **conversion (place-kick)** from a touch-down. A conversion is worth one point, and a drop-goal is worth one point.