

“DURING THE MATCH” QUIZ--December 4, 2007

1. Any player may push an opponent holding the ball. T/F
2. The purpose of the Advantage Law is to make play more continuous with fewer stoppages for infringements. Thus, a referee should play advantage for every infringement. T/F
3. You are playing advantage for Blue's knock on when Blue enters the tackle zone from the side, not the gate. You should recognize a new advantage for Red. T/F
4. List three instances when a referee cannot play advantage.
5. Red #1 knocks on. You say, "Advantage, Blue." Blue #11 picks up the ball and makes a flat pass to Blue #12, who has space to run, and another Blue player outside. Blue #12 kicks the ball. What should you do now?
6. Red wing, defending against a Blue overlap at his goal line, intentionally knocks on a pass between two Blue players. You should award a penalty try between the goal posts. T/F
7. Red is attacking inside Blue's 22. Blue wrestles the ball away and throws it into touch. You should restart play with a penalty kick to Red 5 meters from touch. T/F
8. Red #11 carries the ball toward Blue's goal. Blue #15, the last defender, dangerously swings his forearm into Red #11's head. Red #11 is stunned, trips and falls, but manages to ground the ball in goal 5 meters from touch. What should you do after blowing the whistle to stop play, and making sure Red #11 is OK?
9. Red #11 kicks the ball forward to open space, past Red #4. Red #4 knows he cannot run toward any Blue players waiting for the ball, but he wants to run to the open space where it will land. Can he?
10. Red #12 is tackled at mid-field, giving the ball up to Blue. Blue runs the ball forward 10 meters, is tackled, and a ruck forms. Blue scrum half spins the ball out to Blue's fly-half, standing near loitering Red #12. When can Red #12 re-join play?
11. A ball carrier loses the ball forward when an opponent punches the ball out of his hands. This isn't a knock-on. T/F
12. If something that looks like a maul occurs in-goal, and the ball is not grounded immediately, the referee should award a 5 meter scrum to the attacking team. T/F
13. Red #13 is smother-tackled as he carries the ball into Blue's goal. You're not sure whether the ball is grounded. You should (a) wait to see which team wrestles the ball to the ground, (b) award a drop out to Blue on the 22, (c) award a 5-meter scrum to Red in line with the ball, (d) award a 5-meter scrum to Blue in line with the ball, or (e) ask the TMO for assistance.

DURING THE MATCH--Answer Sheet

Ans 1: True. Law 7, par. 5.

Ans 2: [First sentence] True, Law 8, Definitions [Second sentence] False. If the infringement isn't "material," playing advantage may lead to an unnecessary stoppage.

Ans 3: True. Law 8.5 (a) "If there is more than one infringement by the same team the referee applies the advantage law."

Ans 4. There are five instances in Law 8.3 (a-e): When (1) the ball or ball-carrier strikes the referee, (2) the ball comes out the tunnel without having been played in the scrum, (3) a scrum wheels more than 90 degrees, (4) a scrum collapses, or (5) players in a scrum are lifted in the air.

Ans 5: Immediately say, "Advantage gained." Law 8.1(d) Blue had a tactical advantage to play the ball as they wished.

Ans 6: True. Intentionally offending is Foul Play. (Law 10.2 a) If the try is "probable" without any foul play, a penalty try is awarded. (Law 9.A.1)

Ans 7: False. The penalty kick is 15 meters from touch. Law 10.2(c)

Ans 8: Award a penalty try to Red because the try would probably have been scored in a better position, but for the foul play. Law 22.4 (h) Call the Blue captain and Blue #15 over; get #15's name from the captain; issue a red card for a dangerous tackle. Law 10.2(a) 10.4(c)

Ans 9: No. Law 11.1 (c) Red #4 is off-side, and cannot advance toward Blue players or the space where the ball will land until he has been put on-side.

Ans 10: Red can re-join after (1) he retires behind the off-side at last ruck, (2) Blue runs 5 meters with the ball, or (3) Blue kicks the ball. Law 11.8

Ans 11: False, Law 12, Definitions, "A knock-on occurs when a player loses possession" The law doesn't specify how the player loses possession.

Ans 12: True. Law 22.10

Ans 13: (c) scrum to attacking team (RRIP, p. 34; Law 22.14)