

OLD RULES OF PLAY – U7s TO U9s

Club rugby: As of 1 September 2013, the Under 7s, Under 8s and Under 9s New Rules of Play set out in Regulation 15, Appendix 1 are mandatory and replace the previous Under 7s, Under 8s and Under 9s Rules of Play in their entirety in respect of all club rugby. The below old Rules of Play are therefore not applicable to club rugby.

School rugby: The Under 7s, Under 8s and Under 9s New Rules of Play set out in Regulation 15, Appendix 1 are discretionary only in school rugby but the RFU will continue to work with IAPS and the ERSFU with a view to eventually converge schools' Rules of Play with those of club rugby. The old Under 7s to Under 9s Rules of Play can therefore still be played by Schools and these are set out below:

Players and match officials must endeavour to ensure the IRB Laws of the Game, modified by the following playing rules, are observed when playing rugby at Under 7, Under 8 and Under 9.

(A) MINI TAG (UNDER 7 AND UNDER 8)

1. Object

The object of the game is to score a try (5 points) by placing the ball with a downward pressure on or behind the opponents' goal line. A penalty try will be awarded if a try would probably have been scored but for foul play by the defending team.

For the sake of safety, the ball carrier must remain on their feet at all times and they are not allowed to score a try by diving over the goal-line. If a player grounds the ball while on their knees, the try should be allowed but, afterwards, all players should be reminded that they should stay on their feet. A player may not be prevented from grounding the ball by any physical contact (including placing a hand between ball and ground).

For safety reasons, where Mini Tag Rugby is played indoors or in restricted areas, a try can be scored by the ball carrier crossing the vertical plane of the goal-line without grounding the ball. This allows players to have their head up and be aware of their surroundings at all times.

When a try is scored, the game is restarted by a free pass from the centre of the pitch by the non-scoring team.

2. Teams

Mini Tag Rugby is played between teams of equal numbers of players, each team containing not more than seven players and not less than five players. Each side can have an agreed number of substitutes. Substituted players can be re-used at any time. Substitutions can only take place when the ball is "dead" or at half time and always with the referee's knowledge.

3. Passing

The ball can only be passed sideways or backwards through the air, not handed to another player. If the ball is handed to another player or passed or knocked

forwards (towards the opponents' goal-line) then a free pass is awarded to the non-offending side, unless advantage occurs to the non-offending side. In order to keep the game flowing, referees should play advantage wherever possible.

4. Free Passes

- (a) A free pass is used to start the match at the beginning of each half from the centre of the pitch, from the side of the pitch when the ball goes into touch at the point where the ball went out of play and from where the referee makes a mark when an infringement has taken place.
- (b) At a free pass, the opposition must be 7 metres back from the mark. They cannot start moving forward until the ball leaves the hands of the passer. At a free pass, the player must start with the ball in both hands and, when instructed by the referee who will call "PLAY", pass the ball backwards through the air to a member of their team. For safety reasons, no player may run until the pass is made. The player taking the free pass must pass the ball when the referee calls "PLAY".
- (c) If an infringement takes place or the ball goes into touch over the goal-line or within 7 metres of the goal-line, then the free pass must be awarded to the non-offending side 7 metres from the goal-line. This gives more space for both attacking and defending teams to play in.

5. The Tag

- (a) All players wearing a Tag belt around their waist with two tags attached to it by Velcro positioned over each hip. Tag belts are to be securely fastened and any excess belt is to be tucked away so that this cannot be pulled by mistake. Tag belts are to be worn outside of shirts and not obscured in any way. Referees are to be watchful for tags being wrapped around the belt preventing them from being pulled off.
- (b) The standard dimensions for a Tag are 38 cms in length by 5 cms in width although slight variations of a few millimetres should not be cause for concern. They should be made of a flexible plastic or plastic/canvas material. Tags are generally provided in red, blue, green and yellow. Colours should be chosen so that they stand out against the player's strip et teams with yellow shirts or shorts should not use yellow tags. Coaches are reminded that the tags are to be positioned on the hips, not at the front or back, which may require the belt to be adjusted slightly for players with particularly small waists. Placing a knot in between the two Velcro pieces on the belt often brings the tags into the correct position.
- (c) A "TAG" is the removal of one of the two tags from the ball carrier's belt. Only the ball carrier can be tagged. The ball carrier can run and dodge potential taggers but cannot fend them off using their hands or the ball and cannot guard or shield their tags in any way. The ball cannot be pulled out of the ball carrier's hands at any time.
- (d) If a player does not have two tags on their belt, one on each hip, they will be penalised if they become a ball carrier or if they tag an opponent and a free pass will be awarded to the non-offending side at the place of infringement.

- (e) Actions by the ball carrier:
- (1) When the ball carrier is tagged the ball must be passed to a team mate within 3 seconds, this includes stopping time. The ball carrier must attempt to stop as soon as possible; within 3 strides is a reasonable guide for referees, but the ball can be passed in the act of stopping. If the pass takes longer than 3 seconds or the player takes more than 3 strides they must be penalised and a free pass awarded to the non-offending side at the place where the tag occurred.
 - (2) After the ball has been passed, the player must go to the tagger, retrieve their tag and place it back on their belt before re-joining play. If the player continues to play and influences the game without collecting their tag, they must be penalised and a free pass awarded to the non-offending side at the place of infringement.
 - (3) Players are however only allowed one step to score a try after being tagged.
 - (4) If the ball carrier is tagged whilst standing inside the goal area they must ground the ball immediately in order to score. Referees should help this part of the game along by advising the ball carrier “Touch the ball down and I’ll award the try”, or similar.
 - (5) If the ball carrier dives to ground to score a try it will be disallowed and a free pass will be awarded to the defending side 7 metres out from the goalline.
- (f) Actions by the tagger:
- (1) When a tag is made, the tagger must stop running, hold the tag above their head and shout, “TAG”. At this stage the referee must shout, “TAG - PASS”.
 - (2) If the ball carrier stops running within 1 metre of the tagger, the tagger must move back towards their own goal-line, at least 1 metre, to allow room for the ball to be passed. If the tagger fails to retire at least 1 metre before rejoining the game, they are to be considered “offside” and a free pass will be awarded to the non-offending side at the place of infringement.
 - (3) Once the ball has been passed, the tagger must hand back the tag to the player and cannot re-join the match until this has been done. If a tagger continues to play and influences the match with an opponent’s tag in their hand, or throws it to the floor, they must be penalised and a free pass awarded to the non-offending side at the place of infringement.
- (g) **MINI TAG RUGBY VARIATION (UNDER 8 ONLY)**. To reward good defence and to promote the attacking side keeping the ball alive by passing the ball before being tagged, the side in possession of a ball will only be allowed to be tagged a maximum of 6 times before scoring a try. At the 7th tag, the referee will stop the game and give the ball to the other side by

awarding a free pass at the point that the tag took place. If the 7th tag takes place one step from the try line and the ball is grounded, the try will be disallowed and the opposition will be given the ball for a free pass 7 metres out from the goal line, in line with the point the goal line was crossed.

Note: Coaches of the teams may agree to reduce the maximum number of allowable tags to provide more of a challenge to their players, both in attack and defence. If coaches cannot agree then the 7th tag ruling must be enforced.

6. Offside

Offside only occurs at the time of the Tag where the offside line is through the centre of the ball except for the tagger for whom it is 1 metre further back, as described in Section 5(f) above. When a Tag is made, all the other players from the tagger's team must attempt to retire towards their own goal-line until they are behind the ball. If a player, in an offside position, intercepts, prevents or slows down a pass from the tagged player to a team mate, a free pass will be awarded to the non-offending side. A player can, however, run from an onside position to intercept a floated pass before it reaches the intended receiver.

7. Obstruction

- (a) The ball carrier can run and dodge potential taggers but cannot fend them off using their hands or the ball and cannot guard or shield their tags in any way.
- (b) Similarly, the ball carrier or a potential tagger must not deliberately make contact with an opponent.
- (c) If such contact is made the game must be stopped, the offender spoken to, reminded of the non-contact rules of tag and a free pass awarded to the non-offending side.
- (d) If the ball is pulled from the ball carrier's grasp, a free pass is awarded to the ball carrier's side.

8. Kicking

There is no kicking of any kind in Mini Tag Rugby.

9. Ball on the Ground

Players play Mini Tag Rugby on their feet, with the ball in hand. If the ball goes to ground, players can pick it up but they must not dive to the floor to recover the ball.

Penalty: free pass to non-offending side and the following rules will apply:

- (a) If the ball was lost forward, a free pass is awarded to the non-offending side unless advantage occurs to the non-offending side.
- (b) If the ball carrier falls to the ground with the ball then a free pass will be awarded to the non-offending side.

- (c) If the ball is passed other than forward and goes to ground play will continue and either side may pick up the ball. If the passed ball rolls into touch a free pass will commence from the touchline to the non-passing side.

10. No Contact

The only contact allowed between the two teams is the removal of a tag from the belt of the ball carrier. Any other type of contact on the ball carrier, such as shirt pulling, running in front of or barging the ball carrier, forcing the ball carrier into touch, etc must be penalised with a free pass and the players concerned reminded of the rules.

11. Prohibited Play

In Mini Tag Rugby, there is total emphasis on running with the ball, evasion, running in support of the ball carrier, passing and running to tag the ball carrier. In Mini Tag Rugby there is:

- (a) no tackling;
- (b) no scrummage;
- (c) no line-out;
- (d) no kicking;
- (e) no hand off/fend off (a hand off being the placing of an open palmed hand by the ball carrier against an opponent's face or body while a fend off is an outstretched arm by the ball carrier towards an opponent to discourage that person making a tag);
- (f) no going to ground; and
- (g) no ripping of the ball.

(B) MINI RUGBY (UNDER 9)

1. Object

The object of the game is to score a try (5 points). A penalty try will be awarded if a try would probably have been scored but for foul play by the defending team.

2. Teams

The game is played between teams having a maximum of nine players, three of whom will be forwards and form the scrum, with the remaining players forming the back line. Positions should be interchangeable and coaches are encouraged to rotate players around the positions so they all get experience in different roles. Each side can have an agreed number of substitutes. Substituted players can be re-used at any time. Substitutions may only take place when the ball is “dead” or at half time and always with the referee’s knowledge.

3. Starts

- (a) The match is started or restarted from the centre of the field or after a penalty with a free pass. The starter’s team must be behind the ball (ie nearer their own try line than the starter). Before the pass is taken, the opposing team must be 7 metres away, nearer their own goal-line. On penalty restarts, a quickly taken free pass whilst the opponents are retiring is not permitted. If the place for the free pass is given within 7 metres of the goal line, the free pass is to be taken at or behind the mark on a line through the mark at least 7 metres from the goal-line.
- (b) At the free pass, the ball is held in two hands, off the ground and is passed through the air to a team member. The referee is to ensure that the opposition are 7 metres back before indicating that play is to commence. The receiver of the free pass must start from a line which is no more than 2 metres behind the passer. No player may run until the free pass is made. The passer must not run with the ball or dummy pass. Normal play resumes as the ball leaves the hand of the passer.
- (c) Following an infringement for:-
 - (1) offside;
 - (2) high or late tackle;
 - (3) hand off/fend off (a hand off being the placing of an open palmed hand by the ball carrier against an opponent’s face or body while a fend off is an outstretched arm by the ball carrier towards an opponent to discourage that person making a tackle);
 - (4) kicking (including fly-hacking ie kicking a loose ball on the ground);
or
 - (5) obstruction;

the game is restarted at the point at which the infringement occurred with a free pass to the non-offending team. Note that players should be encouraged to carry the ball in two hands to reduce the temptation to hand-off/fend off with a free hand.

- (d) After any stoppage not covered elsewhere in this Section (eg following an injury), the match restarts with a scrum to the team moving forward or, if neither team was moving forward, to the team last in possession of the ball.

4. General Play

- (a) In general play, the ball can only be passed sideways or backwards – defined as “towards the player’s own try line”. If the ball is passed forward or knocked on, a scrum is awarded to the opposition unless the referee plays advantage to the non-offending team.
- (b) Offside in general play is penalised in accordance with the IRB Laws of the Game. A player offside in general play is to be penalised for being offside unless that player is making an obvious attempt to return to an onside position.
Penalty: A free pass restart to the non-offending side.

- (c) If a player carrying the ball goes to ground in general play or if a player goes to ground to gather the ball in general play, the player must immediately do one of three things (or he will be penalised);

- (1) get up with the ball;
- (2) pass the ball to another player; or
- (3) release the ball for another player to pick up.

Note: however, if a player releases the ball by placing it on the ground and his team mates drive over the ball to prevent the opposition gaining possession, a ruck will generally be formed and in this case the ball may not be picked up by hand until the ball has left the ruck, as described in Section 7.

Penalty: Free pass.

5. Tackling

- (a) Any player who has the ball and is on their feet (except in a maul) can be tackled.

Following a tackle:

- (1) The tackler must immediately release the tackled player and get up or move away from the tackled player and the ball. The tackler must get up before playing the ball.

Note 1: Any tackle level with or above the armpit is to be considered a high tackle.

Note 2: The scrag-type tackle (e.g. swinging the player round by the shirt) must be considered dangerous play and must be penalised.

- (2) The tackled player must immediately pass or release the ball and must get up or move away from the ball. The tackled player may put the ball on the ground in any direction, or may push the ball along the ground in any direction except forward (towards the opposition), providing this is done immediately.
- (3) At a tackle, or near to a tackle, players other than the tackler(s) or tackled player who play the ball must do so from behind the ball and from behind the tackled player, or the tackler closest to those players' goal-line.
- (4) Any player who first gains possession of the ball at the tackle or near to it may be tackled by an opposition player, providing that player does so from behind the ball and from behind the tackled player or tackler nearest that player's goal-line.

Infringement of any of the above will result in a free pass being awarded to the non-infringing team.

- (b) If, after a tackle, the ball becomes unplayable, a scrum is awarded. The scrum is awarded to the team that was moving forward immediately prior to the tackle or, if no team was moving forward, to the attacking team (the team in the opponents' half of the pitch).
- (c) No player shall use the technique known or referred to as "Squeezeball" and no person involved in the teaching or coaching of Mini Rugby may teach or coach or encourage Under 9 players to use the "Squeezeball" technique.

Penalty: Free pass.

Note: "Squeezeball" is a technique where the ball carrier goes to ground, head forward (touching or close to the ground), irrespective of immediate contact with opponents, usually keeping parallel to the touchline, holding and protecting the ball close to the chest and, when on the ground, pushes the ball back between the legs.

- (d) It is illegal for any player to voluntarily fall on or over a player lying on the ground with the ball in his possession or to voluntarily fall on or over players lying on the ground with the ball between them or near them.

Penalty: Free pass.

Note:

- (1) *no advantage shall be played;*
- (2) *a player is assumed to have fallen voluntarily unless the referee is absolutely certain the fall was accidental;*
- (3) *in the very rare instances when the fall is accidental, play must be stopped and a scrum awarded to the side previously in possession.*

The object is to keep players on their feet and to prevent them from falling to the ground, thus removing a dangerous area of play. This will create proper rucks and mauls through encouraging players from each team to remain on their feet.

6. Mauls

- (a) A maul occurs when a player carrying the ball is held by one or more opponents and one or more of the ball-carrier's team-mates bind on to the ball-carrier. It is helpful if the referee calls "maul formed". All the players involved are on their feet.
- (b) Once a maul is formed, other players may only join the maul from behind the foot of their hindmost team-mate in the maul. Players joining the maul from in front of this eg from the side are offside and should be penalised.
Penalty: Free pass.
- (c) A maul ends successfully when either the ball or a player with the ball leaves the maul or the ball is on the ground or the maul is on or over the goal line (when the ball may be grounded for a try or touch down as the case may be).
- (d) A maul ends unsuccessful if the ball becomes unplayable or the maul collapsed (not as a result of foul play) and a scrum is awarded. Should a maul collapse, the referee must immediately blow the whistle to stop play, to prevent a pile up from developing).
- (e) When a maul remains stationary or has stopped moving forwards for more than 5 seconds, but the ball is being moved and the referee can see it, a reasonable time is allowed for the ball to emerge. If it does not emerge within a reasonable time, a scrum is ordered. It is helpful in all maul situations if the referee calls "use it or lose it" prior to awarding the scrum.
- (f) When a maul has stopped moving forward it may start moving forward again providing it does so within 5 seconds. If the maul stops moving forward for a second time, and if the ball is being moved and the referee can see it, a reasonable time is allowed for the ball to emerge. A scrum is awarded if it does not emerge within a reasonable time.
- (g) In the case of a scrum following a maul, the team not in possession of the ball when the maul began will throw the ball in at the subsequent scrum. If the referee cannot decide which team had possession, the team moving forward before the maul stopped throws in the ball. If neither team was moving forward, the attacking team throws in the ball.
- (h) Any player at any stage in the maul who has or causes an opponent to have his shoulders lower than his hip joint must immediately be penalised by awarding a free pass. The object of this rule is to prevent the collapse of a maul. It is to help the coach to teach good technique and the referee to penalise bad technique. Any player who has his shoulders lower than his hip joint can only move downwards unless he has very great strength. The force through the shoulders should be directed forwards and upwards; all players should remain on their feet, thus preventing a pile up and possible injury.

7. Rucks

- (a) A ruck occurs where one or more players from each team who are on their feet, in physical contact, close over the ball on the ground. It is helpful if the referee calls “ruck formed”. Players are rucking when they are in a ruck and using their feet to try to win or keep possession of the ball, without being guilty of foul play. Players must not stand on any part of another player’s body in a ruck.
Penalty: Free pass.
- (b) Once a ruck is formed, other players may only join the ruck from behind the foot of their hindmost team mate in the ruck. A player may join alongside this hindmost player. Players joining the ruck from in front of this eg from the side are offside and should be penalised.
Penalty: Free pass.
- (c) Players must not use their hands to pick up the ball while it is still in the ruck.
Penalty: Free pass.
- (d) A ruck ends successfully when the ball leaves the ruck, or when the ball is on or over the goal line (when the ball may be grounded for a try or a touch down as the case may be).
- (e) A ruck ends unsuccessfully when the ball becomes unplayable and a scrum shall be awarded. Should ruck collapse, the referee must immediately blow the whistle to stop play, to prevent a pile up from developing.
- (f) Scrum following ruck: The team that was moving forward immediately before the ball became unplayable in the ruck throws in the ball. If neither team was moving forward, or if the referee cannot decide which team was moving forward before the ball became unplayable in the ruck, the team that was moving forward before the ruck began throws in the ball. If neither team was moving forward, then the attacking team throws in the ball. Before the referee blows the whistle for a scrum, the referee allows a reasonable amount of time for the ball to emerge. If the ruck stops moving or if the referee decides that the ball will probably not emerge within a reasonable time, the referee must order a scrum.
- (g) Any player at any stage in a ruck who has or causes an opponent to have his shoulder lower than his hip joint must immediately be penalised by awarding a free pass. The object of this rule is to prevent the collapse of a ruck. It is to help the coach to teach good technique and the referee to penalise bad technique. Any player who has his shoulders lower than his hip joint can only move downwards unless he has very great strength. The force through the shoulders should be directed forward and upwards; all players should remain on their feet, thus preventing a pile up and possible injury.

8. Scrums

- (a) The scrum will be made up of one row of three players from each team, ie a prop on either side of the hooker.

- (b) At Under 9, the scrum is uncontested by both sides: the team awarded the scrum will throw the ball into the scrum and must be allowed to win it without contest. Opponents cannot push or strike for the ball. If they do, a free pass restart is awarded to the team throwing the ball into the scrum.
- (c) The players from each team will bind together approximately half a metre apart. Each prop will touch the upper arm of his opponent and then pause before the engagement. The referee will talk the players through the engagement procedure in the sequence Crouch, Bind, Set. On the grounds of safety, it is important that the referee manages the engagement of every scrum in this way.
- (d) Front rows must not be allowed to charge at each other. If they start to engage too close together and with their necks and backs bent, they must be stopped and the scrum reformed. Props' body positions must be parallel to the touchline (not boring in). There must be no downward pressure exerted by hands or arms. Shoulders must always be above the level of the hips.
- (e) If the scrum collapses, the whistle must immediately be blown and the appropriate penalty awarded or the scrum reset. If a player is persistently involved in collapsing or illegal binding they must be replaced. If a player's lack of technique or strength is a danger then they must be replaced. All players involved in scrums, including replacements, should be suitably trained and experienced.
- (f) Any player at any stage in a scrum who has or causes an opponent to have his shoulders lower than his hip joint must immediately be penalised by awarding a free pass. The object of this rule is to prevent the collapse of a scrum. It is to help the coach to teach good technique and the referee to penalise bad technique. Any player who has his shoulders lower than his hip joint can only move downwards unless he has very great strength. The force through the shoulders should be directed forwards and upwards; all players should remain on their feet, thus preventing a pile up and possible injury.
- (g) The back line of the team NOT putting the ball into the scrum must remain 5 metres behind the scrum until the ball emerges or the opposing scrum half places his hand on it. Until this happens, their scrum half must remain directly behind his scrum, in the pocket edged by the two props.
- (h) The back line of the team putting the ball into the scrum must remain behind a line through the rear most foot of their props/hooker until the ball emerges or the scrum half places his hands on it. If the team putting the ball into the scrum loses possession in the scrum, their scrum half must retire directly behind his scrum, in the pocket edged by the two props, until the ball emerges or the opposing scrum half places his hands on it.
- (i) If a scrum is awarded within 5 metres of the goal line, the scrum is to be taken at a mark such that the middle line of the scrum is 5 metres from the goal line. In this case the defending backs must stay on or behind the goal line.

- (j) Referees should pay particular attention to ensure that the scrum half putting the ball into the scrum is not “feeding” his own players: the scrum half must hold the ball with both hands, with its major axis parallel to the ground/the touchline, midway between his knees and ankles. The scrum half must release the ball from outside the tunnel so that it lands midway between the two front rows and beyond the width of the nearer prop’s shoulders.

9. Line Outs

- (a) If the ball or player carrying the ball goes out of play, a line out will take place at the point at which the ball or player crossed the touchline. If a line out is awarded within 5 metres of the goal line, the line out is to be taken at a mark 5 metres out from the goal line. The opponents of the team who carried or last touched the ball before it went into touch throw the ball in. A quick throw in is not permitted.
- (b) The line out will be made up of two players from each team (who stand between 2 and 7 metres from the touchline) plus the player throwing the ball in and an immediate opponent (who must stand within 2 metres of the player throwing the ball in) and one player from either side in a position to receive the ball (ie scrum half). Both the thrower in and his immediate opponent are able to take an active role in the line out as soon as the ball has been touched by one of the players in the line out. Players not taking part in the line out must stay behind the offside line until the line out ends.
- (c) The offside line for all players not participating in the line out (all players other than those described under Section 9(b) is 7 metres back from the line of touch, parallel to the goal line, and they must remain behind that offside line until the line out has ended. If the line out is closer than 7 metres to the goal line, then the goal line is the offside line.
- (d) At Under 9, the line outs are uncontested by both sides and the team throwing the ball in must be allowed to catch and win the ball without any interference from the opposition. the uncontested phase of the line out continues until the line out has ended and the catcher is therefore protected from contact from the opposition unless he/she decides to instigate it.
- (e) In uncontested line outs, the ball must be thrown into the lineout (ie between 2 and 7 metres) and not beyond it, ie the ball must be played by one of the players within the line out. Should the ball be thrown beyond 7 metres without contact, the opposition will be awarded the throw. Should the opposition then throw beyond 7 metres without contact, a scrum will be awarded to the side originally throwing in. No advantage is to be played in any of these circumstances.
- (f) The line out begins when the ball leaves the hands of the player throwing it in. The line out ends when the ball or player carrying it leaves the line out. This includes the following:
 - (1) when the ball is thrown or knocked out of the line out;

- (2) when a line out player hands the ball to a player who is peeling close to and parallel to the line – Note: “peeling” occurs when a player leaves the line out (after the ball has been thrown in) to catch the ball knocked or passed back by a team mate;
 - (3) when a ruck or maul develops in a line out and both feet of all the players in the ruck or maul move beyond the line of touch; and
 - (4) the ball has been passed or carried out of the line out or if the catcher decides to drive through the line out.
- (g) When the ball becomes unplayable in a line out, play restarts with a scrum to the team moving forward or, if neither team was moving forward, to the team last in possession of the ball. The scrum will take place 7 metres in from the touchline opposite the point where the line out took place.
 - (h) All “peeling off” movements must be close to and parallel with the line out. Players must keep moving. Lifting/supporting is prohibited at this level (ie a player may not bind to a jumper until they return to the ground). The player designated to receive the ball (ie the scrum half) may not enter the line out to compete for the ball.

10. In-Goal

- (a) The in-goal area includes the goal line (ie the try line) but not the touch-in-goal line, the dead ball line or the corner posts.
- (b) If the attacking team grounds the ball in the in-goal without having committed an offence then a try is awarded. A ball is grounded by applying downward pressure by hand or chest when the ball is in contact with the ground.
- (c) If the attacking team is unable to ground the ball for a try because the ball is not in contact with the ground (eg a hand or body is in between) or the attacking player is unable to apply downward pressure, a scrum is awarded to the attacking team 5 metres out from the goal line.
- (d) If the defending team grounds the ball in the in-goal or the ball becomes “dead” by going or being carried into touch then:
 - (i) If the attacking team carried the ball into the in-goal or last touched the ball before it went into the in-goal, a free pass is awarded to the defending team 7 metres out from the goal line;
 - (ii) If the defending team carried the ball into the in-goal or last touched the ball before it went into the in-goal, a scrum is awarded to the attacking team 5 metres out from the goal line.