



**New Zealand<sup>®</sup>  
RUGBY UNION**

**ANSWERS LEVEL II**

**THEORY EXAMINATION  
2009**



1 a)	Yes	Law 5.7 (e)	
1.b)	No	Law 5.7 (e)	
2.a)	Yes	Law 5.4 (d)	
2.b)	Yes	Law 5.4 (c)	
3.	Yes	Law 5.7 (g)	
4.	Lineout	Law 12 Definition Knock-on Exception	
6.	a)	Law 12.1 (d)	
7.	Yes	Law 12: Definition	
8.	b)	Law 17.6 (h)	
9	No	Law 17: Definition	
10.	a)	Law 17 (h)	
11.	Scrum	Law 17.6 (g)	
12.	a)	DSLVLaw 20.9 (j)	
13.	No	DSLVLaw 20.9 (l)	
14.	b)	DSLVLaw 20.1(f) and Law 20.10 (c)	
15.	a)	Law 20.8 (a)	
16.	b)	Law 22.16 (c)	
17.	Try	Law 22.12 - ELV 13	
18.	Try	Law 22.4 (g)	
19.	c)	Law 4.4 (c) & Law 4.5 (b)	
20.	Return to the playing area	Law 11.2 (d)	Accept field of play/the field
21.	a)	Law 11.2 and Law 11.3	
22.	b)	Law 11.4 (a)	
23.	5 metres from the goal-line opposite where it was kicked	Law 11.4 (f) Penalty	No mark for just 5 metre scrum
24.	Opponent runs 5 metres with the ball Opponent kicks the ball	Law 11.8	Both options required.
25.	a)	Law 16.2 (b)	
26.	b)	Law 16.4 (a)	

27.	From behind the hindmost foot	Law 16.5 (c)	Do not accept alongside. Accept: rejoin "thru the gate"
28.	Award the "mark"	Law 18 Definition 3 <sup>rd</sup> para	Accept: Free Kick
29.	Scrum	Law 18.4	
30.	No	Law 18.7 (c)	
31.	On defenders 10m line	Law 19.1 (d) ELV 4	
32.	On 10 metre line	Law 19.1 (d) 3 <sup>rd</sup> para	
33.	Opposite where the ball was kicked	Law 19.1 (b) ELV 4	
34.a) 34.b)	Scrum Defenders	Law 19.6 (a) Law 19.6 (a)	b) accept original team
35.	a)	Law 19.6 (c)	
36.	No	Law 1 Definition	
37.	Yes	Law 1.6 (b)	
38.	PK	Law 10.4(n) Cavalry Charge	
39.	b) & d)	Law 10.4(m)	
40.	c)	Law 10.1(f)	
41 a) 41 b) 41 c) 41 d)	No No No Yes	Law 10.4(e) last para Law 10.4(e) last para & Law 10.5 (a) Law 10.5 (a) Law 10.4(e) last para & Law 10.5 (a)	1 = 0 mark 2 = 1 mark 3 = 1 mark 4 = 2 mark
42.	c) & d)	Law 10.4 (m)	
43.	Stay on feet	Law 14 Definition	Accept remain standing
44.	PK	Law 14.1	
45.	PK	Law 14.1	
46.	No	Law 19.15 (a)	
47.	No	Law 19.7(f) ELV 7 & 8	
48.	b)	Law 19.9 (n)	
49.	Yes	Law 19.9 (e) ELV 9	
50.	c)	Law 19 Line-out Definitions	
51.	a)	Law 10.1 (e)	
52.	Yes	DSLVLaw 3,12 Para 2	
53.	b)	DSLVLaw 3.5 (c) & Law 3.4 Para 2	
54.	No	Law 3.10 (a)	

55.	Referee permits and ball is dead	Law 3.11 (b)	Must have both requirements for a mark
56.	No	Law 12 Definition - Knock-on	
57.	c)	Law 12.1 (e)	
58.	No	Law 17 Definition & Law 15.3 (a)	
59.	c)	Law 17.2 (f)	
60.	PK	Law 17.3 (a)	
61.	Attackers	Law 17. 6 (c)	Accept: Team moving forward
62.	No	Law 17. 6 (g)	
63.	c)	Law 17.6 (b) & Law 17.6 (f)	
64.	Yes	DSLVLaw 20.1 (f) Exception	
65.	No	Law 20.3 (b)	
66.	d)	Law 20.7 (a)	
67.	No	Law 20.3 (f)	
68.	b)	ELV Law 20.12 (g)	
69.	No	Law 6.A.3 (a)	
70.	1) kick-off 2) choose an end.	Law 6.A.3 (a)	To state receive the kick is not correct.
71.	Yes.	Law 6.A.8 (d)	
72.	Scrum attackers throw in	Law 6.A.9 (b).	Do not accept team last in possession
73	Play continues	Law 6.A.10 (a).	
74.	a) No b) No c) Yes	Law 6.B.5 (d) Law 6.B.5 (e) Law 6.B.5 (d) Exception 3.	
75.	b)	Law 21.4 (b)	
76.	Play on / opponents may continue to charge.	Law 9.B.3 (b)	Accept pick it up and drop kick it and/or play continues
77.	Award another kick. No charge is allowed.	Law 9.B.3 (c) Penalty para 2	Both elements required for a mark
78.	1. Kick-off again 2. Scrum at	Law 13.8	Accept line-out where ball went into touch.

	centre halfway 3. Accept kick		Accept <b>scrum</b> or <b>lineout</b> only Three elements required for a mark
79.	Option of scrum at halfway or another kick- off.	Law 13.9 (a) and (b)	Both elements required for a mark
80.	Scrum at centre of 22m.	Law 13.16 (a)	Accept scrum on /at 22. Do not accept <b>scrum</b> . No mark if any reference to options
81.	On 22m line.	Law 13.14	
82. a) 82. b)	Penalty Kick Free Kick	Law 13.17 (b) Law 13.17 (a)	
83. a)  83. b)	5m from the goal-line and 2m from touch At place of infringement / 14 x 4	Law 21.2 (a)  Law 21.1	
84.	A scrum at mark	Law 21.3 (b)	Accept <b>scrum</b> only
85.	Award the goal.	Law 21.5 (e)	Accept Play Continues
86. a) 86. b)	a) No b) Yes	Law 21.7 (d) Penalty clause Law 21.7 (d) Penalty clause	
87.	Play continues	Law 21.9	
88. a) 88. b)	scrum 5 x 5	Law 21.4 (g) Law 21.4 (k)	
89.	Penalty kick	Law 15.5 (b) and Law 15 Definition	
90.	Penalty kick	Law 15.6 (a)	
91.	Penalty kick	Law 15.6 (h)	