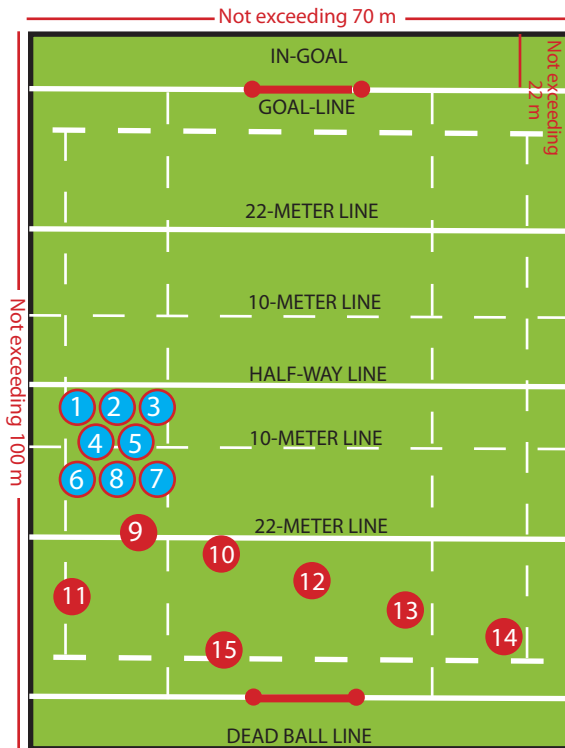




RUGBY

101



The positions

In rugby, each team has 15 players on the field of play and is numbered the exact same way. The number of each player signifies that player's position.

-Forwards-

Typically the larger, stronger players of the team whose main job is to win possession of the ball.

- 1 loosehead prop
- 2 hooker
- 3 tighthead prop
- 4 lock
- 5 lock
- 6 blindside flanker
- 7 openside flanker
- 8 number 8

-Backs- the smaller, faster and more agile players whose main role is to exploit possession of the ball won by the forwards.

- 9 scrumhalf
- 10 flyhalf
- 11 left wing
- 12 inside center
- 13 outside center
- 14 right wing
- 15 fullback

Moving the ball

There is no blocking in rugby. Rugby does not have downs and a team is not required to reach 10 yards and stop; it is continuous like soccer. The person with the ball leads the attack. In rugby there are several ways to move the ball. Any player may carry, pass or kick the ball. Play is not stopped and continues when the ball hits the ground or when a player is tackled. The ball carrier must release the ball when tackled and roll out of the way so that other players on their feet can play the ball.

- **Running:** When running the ball, players may continue to run until they are tackled, step out of bounds or run beyond the goal line (see scoring a try). Players run the ball to advance toward the opponents goal line.
- **Passing:** The ball may be passed to any other player. However it may only be passed laterally or backward, never forward.
- **Kicking:** Any player may kick the ball forward at any time. Once the ball is kicked, players of either team, regardless of whether or not the ball hits the ground, may gain possession. Players typically kick the ball to a teammate in an effort to advance it or to the opposing team to obtain relief from poor field position.

Restarting play

There are two methods of restarting play following a stoppage caused by either the ball going out of bounds or because of an infraction of the laws.

Line-Out: If the ball goes out of bounds, it is restarted with a Line-Out. Both teams form a line perpendicular to the touchline and 1-meter apart from one another. A player of the team not responsible for the ball going out of bounds, calls a play and throws the ball in the air in a straight line between the two teams. Players of each team maybe supported in the air by their teammates as they jump to gain possession of the ball.

Scrum: Rugby's unique formation is the method used to restart the game after the referee has whistled a minor law violation. A bound group of players from each team form a "tunnel" with the opposition. The non-offending team puts the ball into the tunnel by rolling it into the middle and each team pushes forward until one player is able to hook the ball with the feet and push it to the back row players of his/ her team.

Scoring points



Try - 5 points

A try is scored when the ball is touched down in the opposing team's in-goal area. This is much like a touchdown in American football.



Conversion - 2 points

After a try, two points are awarded for a successful kick through the goal posts. The attempt is taken on a line, at least 10 meters, straight out from the point where the ball was touched down. This is like an extra point in American football.

Penalty kick - 3 points

Following a major law violation by the opposition, a team has the option to kick at goal. The kick must be from the point of the foul or anywhere on a line straight behind that point.

Drop goal - 3 points

A drop kick may be taken from anywhere on the field at any time during play. A drop goal is similar to a field goal in football; however, in rugby the kick is made during the course of normal play.