

# Refereeing Using Pictures

Being Able to See what You Need to See



# Refereeing Using Pictures

Consider breaking each phase into:

1. Pre-contest
2. Contest
3. Post-Contest



# Example: Pre-contest, Contest and Post-contest at scrum defined

- Pre-contest: scrum set up and engagement
- Contest: ball feed, scrummage, ball contested
- Post-contest: ball is clearly won, what is likely to happen

next



# Identifying the Key Pictures at Each Phase of Play

- Relate to the most commonly used secondary signals – these almost always reflect sanctions related to the key pictures
- If pictures are not right in pre-contest, you don't move on to contest
- If picture are not right at contest you don't move on to post-contest unless advantage is applied



# Refereeing Balance Related to the Pictures

Consider Required Balance Between Refereeing in Relation to:

1. Technical
2. Tactical
3. Managerial



# Key Pictures at Scrum - Pre-Contest

- Binding of all players
- Front Rowers – eyes up, spines in line, feet (set up)
- Early movement
- Early engagement
- Non-participants at least 5m back



# Key Picture at Scrum - Contest

- Binding – front rowers and loose forwards
- Engagement sequence
- Throw in of the ball
- Scrum wheel
- Front rowers up or down



# Key Pictures at Scrum - Post Contest

- Binding of loose forwards
- Non-feeding half back on-side
- Non-participants on-side (at least 5m back)



# Key Pictures at Lineout – Pre-Contest

- Gap
- Receivers (half-back position) 2m away
- Thrower's opponent present and 2x2 away
- Lineout players 5m-15m
- Non-participants back 10m
- Early jump
- Quick lineout???



# Key Pictures at Lineout - Contest

- Early gap closure
- Ball thrown in Straight
- Early jump
- Ball not five
- Interference in the air (jumpers)
- Interference on the ground (lifters)
- Players leaving the lineout early
- Thrower and their opponent



# Key Pictures at Lineout – Post-Contest

- Consider, what forms?
- Consider, when is the lineout over?
- Participants off-side
- Non-participants off-side
- Entry
- Thrower and his opponent



# Key Pictures at Tackle – Pre-Contest

- Type of tackle (legal?, high?, late?, dangerous?)

Note: Which team is dominant in relation to possession and territory?



# Key Pictures at Tackle - Contest

- Obligations of the tackler
- Obligations of the tackled player
- Obligations of the arriving players (feet, entry, binding)

Note: Which team is dominant in relation to speed and numbers of arriving players?



# Key Pictures at a Tackle – Post-Contest

- Obligations of support players
- What forms or happens next: ruck, maul or general play?
- Are off-side lines formed?
- Actions of non-participants



# Key Pictures at Ruck and Maul – Pre-Contest

- Is the ball on the ground or off the ground?
- Is it a ruck or a maul i.e. are the required participants there according to law?
- Who formed it?
- Who was moving forward?



# Key Pictures at Ruck and Maul - Contest

- Entry
- Binding
- Collapsing (ruck)
- On the feet
- No hands (ruck)
- Off-sides/on-side of participants



# Key Pictures at Ruck and Maul – Post-Contest

- Entry
- Collapsing (ruck)
- Off-side of participants
- Off-side of non-participants



# Key Pictures at Kick-Off and Re-Starts – Pre-Contest

- Non-kickers back 10m (halfway kicks)
- Kicker's team members behind the kicker
- Correct kick used
- Kick made on or behind the line



# Key Pictures at Kick-Off and Re-Starts - Contest

- Players in the air are not interfered with
- Players on the ground do not obstruct
- Players not behind the kicker do not interfere (quick drop kick @ 22)
- What forms? (tackle, ruck, maul, general play)
- Entry of arriving/support players



# Key Pictures at Kick-Off and Re-Starts – Post-Contest

- What forms? (tackle, ruck, maul, general play)
- Off-sides/on-side of participants
- Non-participants on-side in relation to what forms



# Key Pictures at Kicks in General Play – Pre-contest

- Is the kicker obstructed or tackled dangerously?
- Is there a 10m area factor?
- Are players of the kicking team who are off-side in the 10m area retiring (running) towards their own goal line? (scan both sides of the field)
- Are players of the kicking team who are not in the 10m area, but are off-side, either stationary or retiring towards their own goal line?
- Identify the on-side players?



# Key Pictures at Kicks in General Play - Contest

- Ball contested in the air by on-side players only
- All off-side players from the kicking team have been put on-side by actions of their own team mates or the actions of their opponents
- What forms?
- Entry of arriving players



# Key Pictures at Kicks in General Play – Post-Contest

- Obligations of support players
- Entry
- Collapsing (ruck)
- Off-side of participants
- Off-side of non-participants