

REFEREE TRAINING AND DEVELOPMENT RESOURCE

Offside and Onside in General Play

Offside Definition

- Offside means that a player is temporarily out of the game and **liable** to be penalised if they take part in the game
- In general play, a player is offside if that player is in front of a team-mate who is carrying the ball or who last played it.

Note: "Played it" = Kicked, touched, carried

Law 10 Offside

Player in an offside position in general play is **LIABLE** to be penalised if they do one of three things:

- Interfere with play
- Moves forwards towards the ball
- Are within 10m of where the ball pitches and do not retire

Offside – 10m Law

- When a player is in front of a team-mate who has kicked ahead and they are within 10m of where the ball lands or is played by an opponent

10m Law - Being Put Onside

- Until the player immediately retires behind the imaginary 10 metre line, or behind a team-mate who is onside, **NO** actions of team-mates or opponents can put this player onside

Onside Definition

Onside means that a player is in the game and not liable to penalty for offside

Offside Players, other than 10m law can be put Onside in 3 different ways

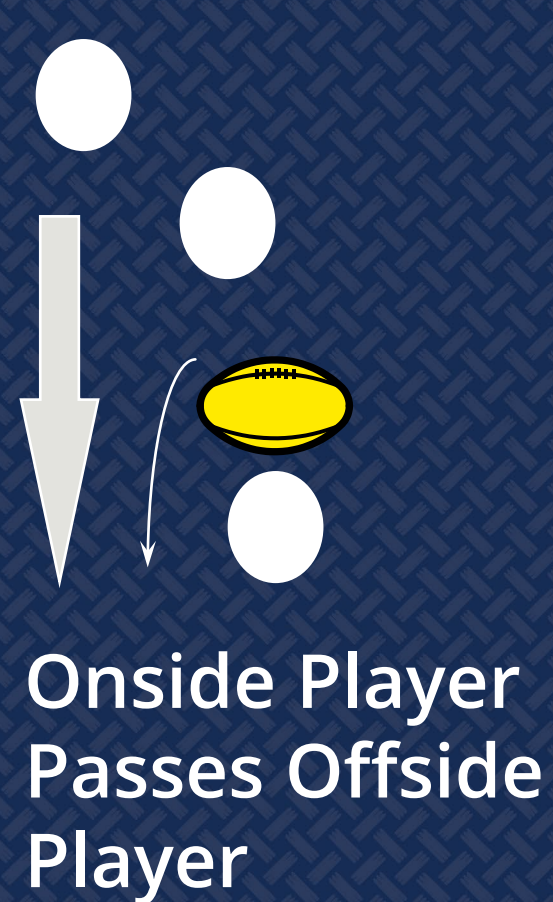
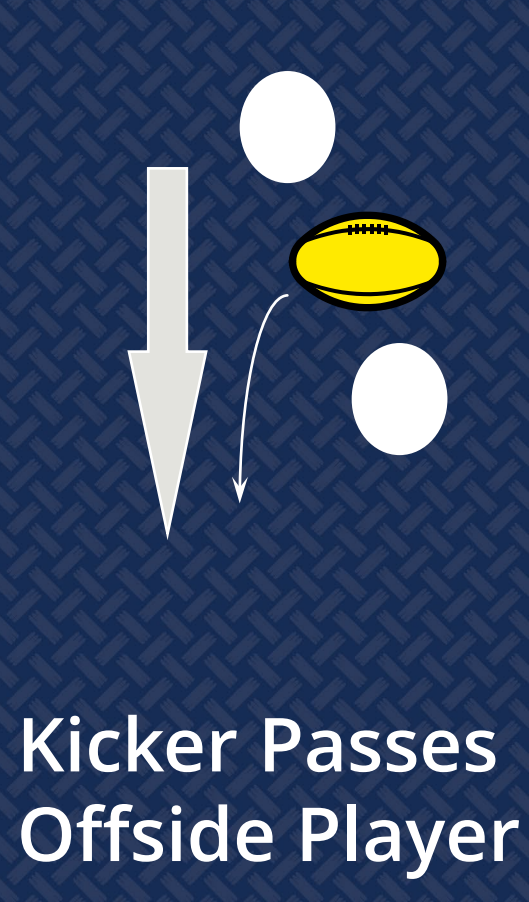
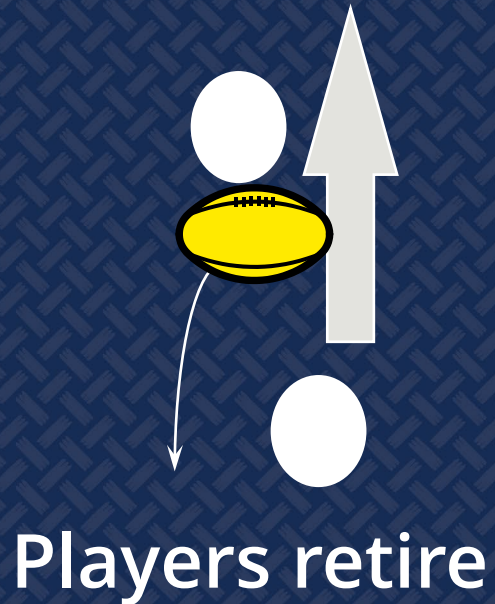
1. By action of their own
2. By actions of team-mates
3. By actions of their opponents

BEING PUT ONSIDE BY OWN TEAM

- Player retires behind - kicker – ball carrier
- Ball carrier runs past the offside player
- An on-side player behind the kicker runs past the offside player
- A player within 10m of an opponent waiting to play the ball immediately retires to the imaginary 10m line

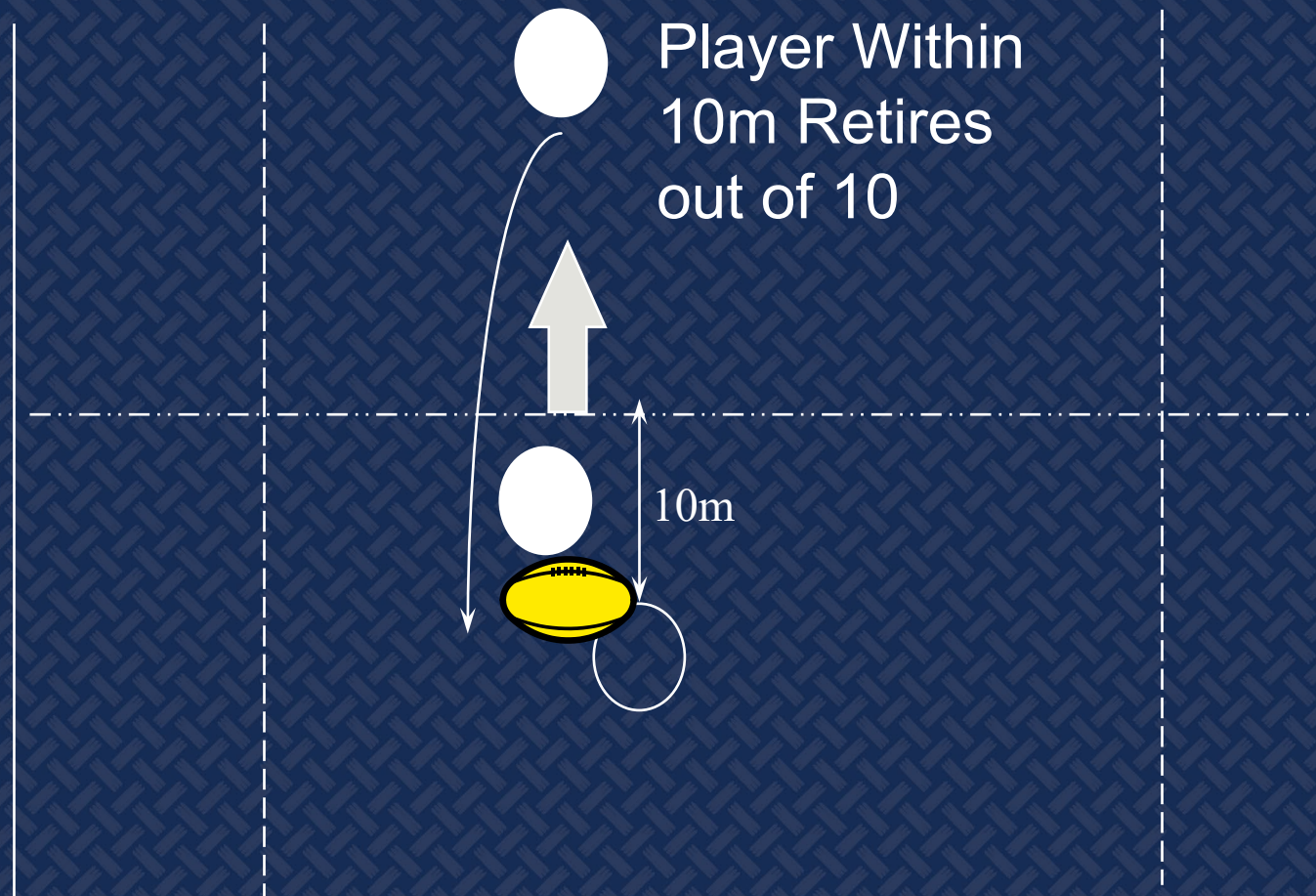
TACKLE

REFEREE POSITIONING / RUNNING LINES



TACKLE

REFEREE POSITIONING / RUNNING LINES



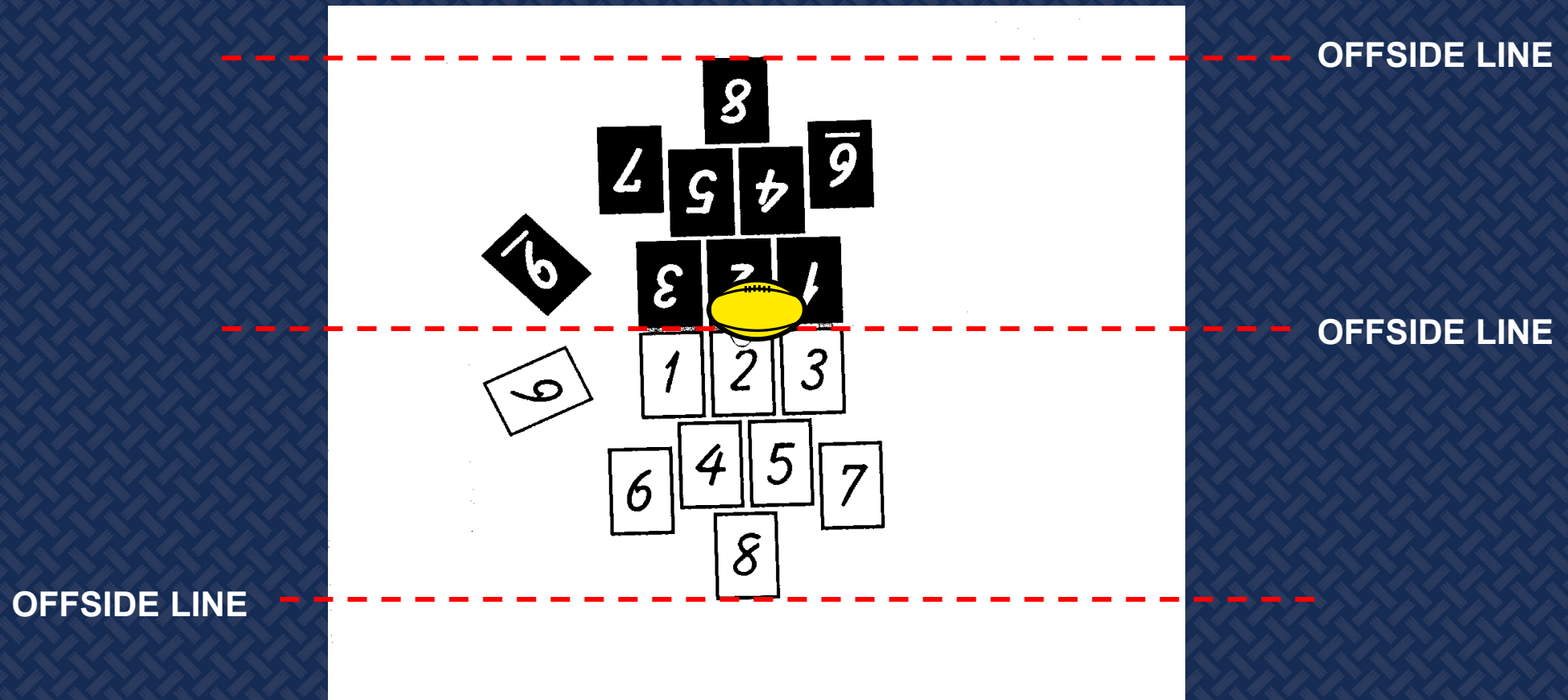
BEING PUT ONSIDE BY AN OPPONENT

- Opponent runs five metres with the ball
- Opponent kicks the ball
- Opponent passes the ball
- Opponent intentionally touches the ball without gaining possession of it

OFFSIDE AT SCRUM

- Forward releases binding before ball out
- Non participant less than 5m from the foot of the last man in the scrum
- Scrum half whose team has not won the ball places either foot in front of the ball

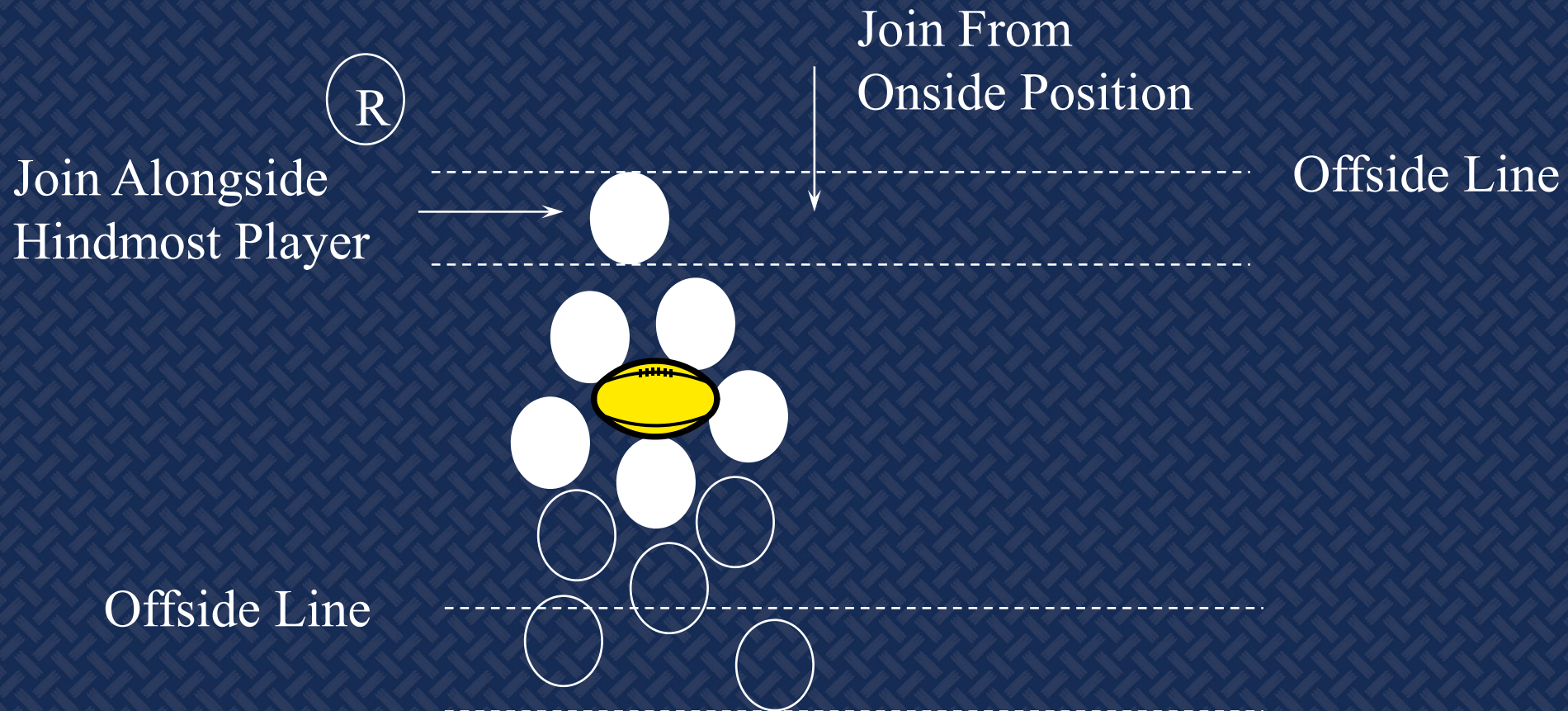
LAW 19 - SCRUM OFFSIDE



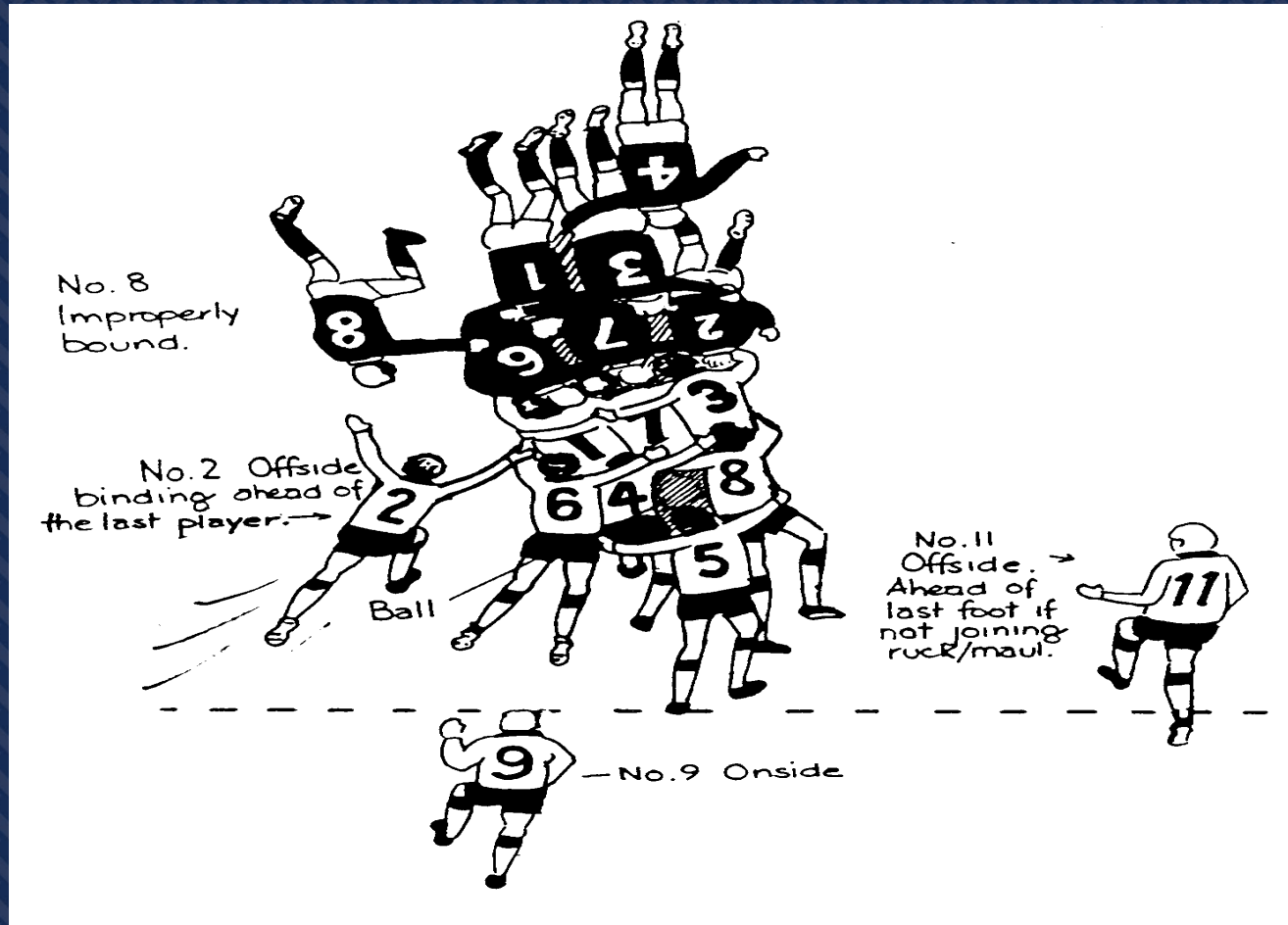
OFFSIDE AT RUCK AND MAUL

- Joining the ruck or maul in front of the hindmost player
- Release binding and fail to retire behind back foot
- Non participants do not remain behind the back foot

OFFSIDE AT RUCK AND MAUL



OFFSIDE AT RUCK OR MAUL



OFFSIDE AT LINEOUT

Players are offside at the lineout if:

- As participants they cross the mark of touch before lineout ends
- As non-participants they do not remain 10m back from the mark of touch or the goal line before the lineout has ended

KEY POINTS

ARRIVING PLAYERS

- In practice arriving players are moving and their actions will more than likely be pre-determined – a verbal cue such as 'stay up' can help with player compliance
- Your management of the Tackler and Tackled Player calls will promote more positive actions by arriving players.

NOTE IF RUCK FORMS

It is acceptable to call 'ruck' once a ruck forms

REASON

This will help with keeping hands out of the ruck and informs players there is a "new" phase which brings in other laws applicable to the ruck