NEW ZEALAND RUGBY

INTRODUCTION

NZR has developed this programme to provide an introduction to the role of rugby refereeing.

The content of the programmes does not assume any previous experience in the sport of refereeing. It is the first stage of rugby referee training and development.

The modules have been grouped in accordance with the common components of the Laws of the Game of Rugby, allied to the requirements of those actually playing the game.

Good luck with your refereeing.

Matt Peters
Game Development Manager – Referees
December 2020

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WELCOME

Welcome and thank you for accepting the challenge of being a rugby referee. Whether you have been asked to take up the whistle or whether it has been your own initiative, congratulations.

Whether you referee for the love of the game, or you aspire to referee at the highest level, the sport of rugby refereeing provides many opportunities.

OPPORTUNITIES

Refereeing can provide some great personal rewards. As a referee you are in a position to make a positive contribution to our National game. You will make instant decisions and adjudicate on the actions of players. You are a role model.

As you enhance your skills and grow in confidence you will be appointed to referee at higher levels. With desire, commitment, potential, and coaching assistance, the opportunities are endless.

A referee must be able to exercise control, understand fairness, promote safety and encourage good sportsmanship. A referee must be consistent, objective, courteous, a good communicator, unobtrusive but firm, whilst always retaining respect for fair play.

To make the most of these opportunities, consider the following important questions as you begin your refereeing.

Are you ready to:
- Continue your enjoyment of the game
- Make new friends
- Keep fit
- Learn life skills
- Develop self confidence
- Contribute to sport
- Travel

1 – THE ROLE OF THE REFEREE

OBJECT OF THE GAME

- 'That two teams, observing fair play according to the Laws and a sporting spirit, should by carrying, passing, kicking and grounding the ball, score as many points as possible, the team scoring the greater number of points being the winner of the match.'

- The referee is required to ensure that the players adhere to the Object of the Game

SAFETY

- Maintain a safe environment for all participants

- If it looks dangerous - stop it!

EQUITY

- The referee should ensure both teams have equal opportunity throughout the match

- The referee is a role model

LAWS

- The laws of the game form the framework through which the game is played. It is important that referees possess a basic knowledge and understanding of the laws. Such knowledge brings confidence to all involved

ENJOYMENT

- Enjoyment is vital

1 – ROLE OF REFEREE REVIEW

1.   The Role of the Referee is to:

Promote   S _____

Maintain   E _____

Know the   L _____

and   E _____   the game

2.   The object of the game is to leave players observing the principles of:

(a)   f _____

(b)   s _____

3.   Name four ways teams promote the scoring of points:

(a)   C _____ ing

(b)   P_____ ing

(c)   K _____ ing

(d)   G _____ ing

4.   Adjudicating both sides fairly is a reflection of E_____.

5.   A key factor in refereeing is E_____.

2 – REFEREE PREPARATION

PRE-MATCH DAY

- Confirm appointment
- Confirm venue location
- Confirm time for each half
- Organise personal gear
- Check teams jersey colour/s
- Check cancellation/ground change method
- Plan match day timetable

MATCH DAY

- Check for cancellation/ground changes
- Follow match day food/fluid intake plan
- Pack your own gear bag
- Arrive at the ground with plenty of time to prepare

AT GROUND

- Locate the field
- Be familiar with field markings/flags
- Check depth of in-goal areas
- Check for dangerous objects

PRE-MATCH BRIEFING PROCEDURES

- Introduce yourself to coaches/captains
- Arrange time for gear inspections, safety procedures and coin toss time
- Confirm kick off time
- Arrange for team touch judges, when applicable

THE COIN TOSS

- The home team captain tosses the coin
- The visiting team captain calls heads or tails
- Whoever wins the toss chooses to either kick off or which direction to play

PRE-MATCH PREPARATION

- It is important to physically warm up
- It is important to mentally prepare

PRE-KICK OFF ORGANISATION

- Get the teams ready to kick off on time
- Ensure that teams go to correct ends, and that the correct team kicks off

TIME KEEPING

- Use your own watch
- Start your watch immediately prior to the kick off
- Stop your watch for injury stoppages
- Re-set watch for the second half at completion of half time
- Half time is a maximum of five minutes

2 – REFEREE PREPARATION REVIEW

1. Name four things you should check as part of your pre-match day preparation:

    (i)   _____

    (ii)   _____

    (iii)   _____

    (iv)   _____

2. Name four things you should do on match day:

    (i)   _____

    (ii)   _____

    (iii)   _____

    (iv)   _____

3. Name two things you should arrange with the coach/captain in your pre-match briefing:

    (i)   _____

    (ii)   _____

4. Who tosses the coin?

    _____

5. Do you stop your stopwatch for the treatment of an injured player?

    _____

3 – WHISTLE! SIGNALS! VERBALS!

Communication is sequential

1.   WHISTLE

2.   SIGNAL

3.   VERBALS

WHISTLE

A recommended whistle is the ACME THUNDERER.

The whistle is a form of communication and can to be either a combination of LONG and LOUD, SHORT and SOFT, or SHORT and LOUD.

LONG and LOUD blast, e.g. try, penalty kick.

SHORT and SOFT blast, e.g. knock on, forward pass, unplayable ball.

SHORT and LOUD blast, e.g. a Mark, free kick.

SIGNALS

There are five primary signals:

1.   PENALTY KICK

2.   FREE KICK

3.   SCRUM

4.   TRY

5.   ADVANTAGE

PENALTY   **FREE KICK**

SCRUM   **TRY**   **ADVANTAGE**

Primary signals indicate the outcome of the decision.

(Refer to the World Rugby "Laws of the game Rugby Union" lawbook, or online version or mobile app for all Rugby Union signals).

VERBALS

The main times a referee communicates verbally are:

1. When the ball is not in play e.g. at kick off – "ready blue captain"

2. On the run when the ball is in play e.g. when managing off-sides – "step back blue"

3. Post decision making e.g. after awarding a penalty kick at a ruck – "red 2 not releasing"

    • KICK OFF (Start of game and after half time)

    • "Ready Blue Captain" (non-kicking team)

3 – WHISTLE! SIGNAL! VERBALS! REVIEW

1.   List the Communication Sequence for referees:

(i)   _____

(ii)   _____

(iii)   _____

2.   List three primary signals:

(i)   _____

(ii)   _____

(iii)   _____

3.   When would you use a long loud blast of the whistle?

_____

_____

4.   A player knocks the ball on.

Write down possible verbals you could use at this infringement.

_____

_____

_____

5.   Where can you go to view the rugby union signals?

_____

4 – WHERE DO I STAND?

KICK OFF

- Take up a position in line with the kicker to the side away from where the majority of players have lined up

- Ensure that the kick-off is at the centre of the halfway line and is a drop kick

- The kicker's team must all be behind the kicker when the ball is kicked

- The opponents are behind their 10m line

- As the ball is kicked, move towards the kicker and then veer out towards the 10m line, before running into where the ball lands

- Observe that the ball reaches the opposing team's 10m line unless an opponent plays it first

SCRUM SET UP

- Ensure you are in a position to call and see the correct scrum engagement sequence - stand about 1m away from the scrum

- Call the scrum engagement sequence "Crouch", "Bind", "Set"

- The halfback throwing the ball into the scrum must do so with little delay - the ball is thrown in straight and the hooker's feet remain on the ground until the ball has left the halfback's hands

- All scrum participants must remain bound until the ball is out

SCRUM BALL EMERGING

Your primary responsibility is to position yourself so you can observe the following:

- All scrum participants are still bound and not infringing

- The halfback gathers the ball cleanly

- The opposing halfback remains onside at the scrum

- The non-participants of the scrum remain on-side

LINEOUT

- Take up a position either at the front, between the touch line and the 5m line (normally on the side of the team throwing in) or at the back on either side about the 15m line (Usually at junior levels the ball will be thrown short, so the front positions are preferable)

- Position to observe the lineout gap is established, and the lineout non-participants are back 10m until the lineout ends

- The key is to be able to observe that the jumpers have a clear jump for the ball and the ball is thrown in straight

RUCK / MAUL

- Take up a position which enables you to observe offside players and those not bound to the ruck or maul, whilst also being able to observe where the ball is and its availability for play to continue

- The best position is side on with your back to goal line - it makes observing offside lines much easier

- Position yourself to see the ball and monitor off-side lines

- Move with the ball once it emerges

IN-GOAL

- Raise your level of alertness and work-rate

- Endeavour to see the ball clearly so you can rule accurately

4 – WHERE DO I STAND REVIEW

1. Ensure the kick off is taken from the _____ of the halfway line and the kicker's team are _____ the kicker.

2. The ball must reach the _____m line unless touched by the opponents first.

3. The scrum engagement sequence is:

   (i)   C _____

   (ii)   B_____

   (iii) S_____

4. As the ball emerges from the scrum you need to be in a position so you can observe four things:

   (i)   _____

   (ii)   _____

   (iii) _____

   (iv)   _____

5. The best preferred position at the Ruck/Maul is _____ with your back _____ the goal line.

5 – THE KICKS OF RUGBY

KICK

A kick is made by hitting the ball with any part of the leg or foot, except the heel, from the toe to the knee, but not including the knee.

DROP KICK

A drop kick is made by letting the ball fall from the hand/s to the ground and kicking it at the first rebound.

KICK OFF

- A drop kick taken from the centre of the halfway line

- If the ball is kicked off by the wrong type of kick, or from the wrong place, or does not reach the opponents 10m line, **the opposing team has two choices**:

  EITHER   to have the ball kicked off again,

  OR   to have a scrum at centre of halfway, they throw in the ball

- If the ball is kicked directly into touch

    Opponents can:
    a) Accept the kick - lineout
    b) Take the scrum at the centre of the halfway line
    c) Have the ball kicked-off again

    Note: If the ball is first played by an opponent before it reaches the 10m line, play continues

- When the ball is kicked into in-goal without any player having touched it

Defenders choice:

1. Ground the ball immediately
2. Make the ball dead (Kick it over touch-in-goal/ dead ball line)
3. Play on
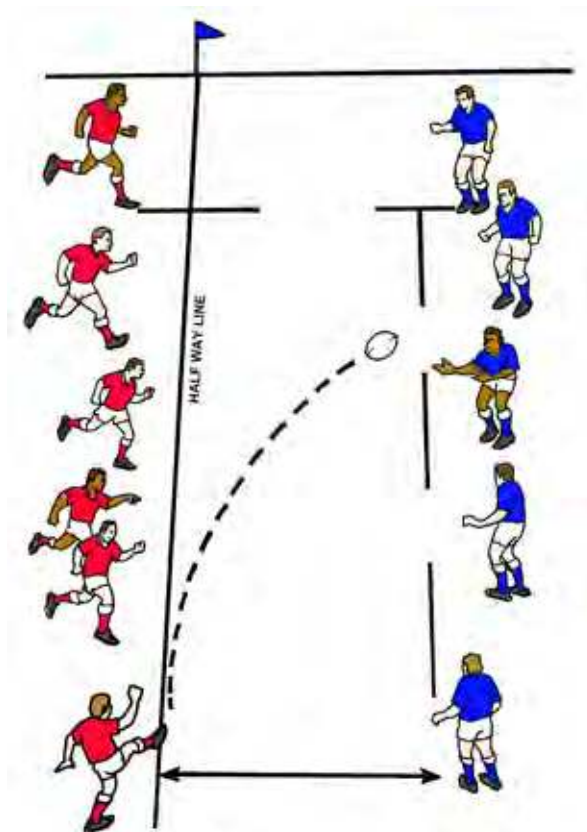
If the defenders ground the ball or make it dead immediately they choose:

a.   To have the ball kicked off again; or

b.   To have a scrum formed at the centre of the halfway, their throw in

DROP OUT

- Is a drop kick which must be taken by defenders anywhere on or behind 22m line

- Incorrect kick, the opposing team has two choices:

  EITHER   have the drop out again

  OR   a scrum at the centre of the 22m line, they throw in the ball

- If ball does not cross 22m line Attackers option:

  a.   Have the ball dropped out again;

  b.   Have a scrum at the centre of the 22m line

- If the ball goes directly into touch, the non-kicking team can either:

  a.   Accept the kick and have a lineout; or

  b.   Have another drop out; or

  c.   Have a scrum at the centre of the 22m line

  Note: The kicker's team must be behind the ball unless it is a quick drop out

PENALTY KICK/FREE KICK

- May be taken by any player and by any form of kick at or behind the mark

  Note: A free kick from a mark must be taken by the marker unless they are injured

- The ball must be propelled out of the hands or if it is on the ground, it must be propelled a visible distance from the mark

- Opponents must retire 10m from the mark or to their own goal line if that is nearer

PENALTY KICK FOR GOAL

- Can be a place kick or drop kick

- Use of kicking tee is mandatory

- All players of the kicker's team must be behind the ball until it has been kicked

- Opponents must retire 10m from the mark and remain still with their hands by their sides until the kick has been taken

KICK AT GOAL AFTER A TRY (CONVERSION)

- Can be a place kick or drop kick
- Use of a kicking tee is mandatory for a place kick
- Must be taken in line with where the try was scored except where stated for Small Blacks rugby
- Opposing team must be behind the goal line until the kicker begins to run.

5 – KICKS OF RUGBY REVIEW

1.   A kick is made by hitting the ball with any part of the _____ or

      _____, except the heel, from the toe to the knee, but not including the knee.

2.   A drop kick is made by letting the ball fall from the _____ to the

      _____ and kicking it at the first rebound.

3.   A drop out can be taken anywhere _____ or _____ the 22m line.

4.   At a penalty kick the ball must be _____ out of the hands or if it is on

      the ground it must be propelled a _____ distance from the mark.

5.   How far must the opposition be back from the mark at a penalty kick?

      _____

6 – TACKLE

DEFINITION
A tackle occurs when a ball carrier is held by one or more opponents and is brought to the ground.

WHERE
In the field of play, but not in-goal.

HOW
Ball carrier is:

- On knee/s
- Sitting on the ground
- Sitting on top of another player on the ground
- Ball touches the ground

TACKLER RESPONSIBILITIES
The tackler MUST -

- Immediately release the tackled player AND
- Roll away; or
- Be on their feet before next playing the ball

TACKLED PLAYER RESPONSIBILITIES
The tackled player MUST -

- Without delay pass, push but not forward, place, or release the ball; AND
- Get up or move away from the ball
- Release the ball to any player in a standing position, who is competing for it
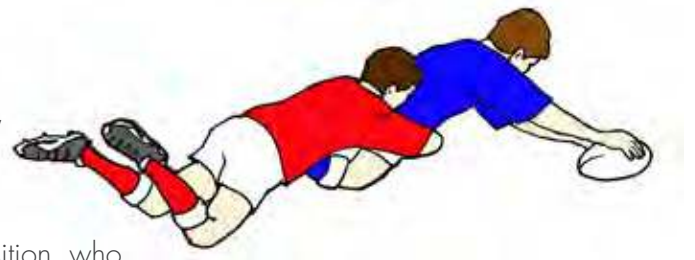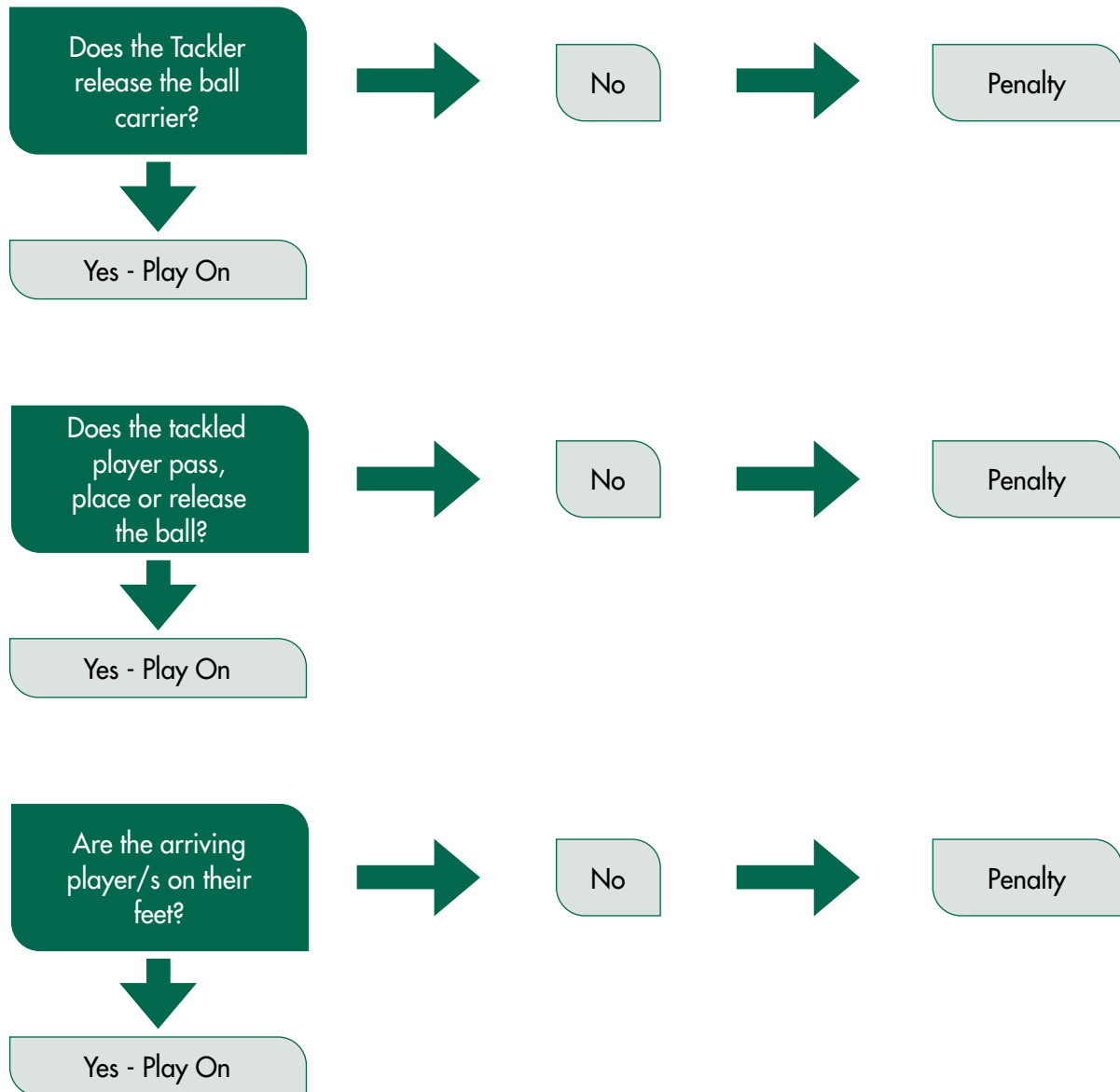
ARRIVING PLAYER/S RESPONSIBILITIES
Arriving players MUST -

- Be on their feet when playing the ball
- Ensure their weight remains on their feet and not have their body supported by the ground or by players on the ground
- Do so from behind the ball and from behind the tackled player or the tackler closest to those players goal line

Arriving players MUST NOT -

- Intentionally fall on, and over, players lying on the ground

REFEREEING PROCESS

Does the Tackler release the ball carrier? → No → Penalty

Yes - Play On

Does the tackled player pass, place or release the ball? → No → Penalty

Yes - Play On

Are the arriving player/s on their feet? → No → Penalty

Yes - Play On

COMMUNICATION TIPS

Communication by the referee helps make the tackle work.

For example: -

- "Release"
- "Roll away six" (number)
- "Let him/her go"
- "Play it"

6 – TACKLE REVIEW

1. A tackle occurs when _____

_____

2. What must the tackler do immediately?

_____

3. Name one thing a tackled player must do immediately?

_____

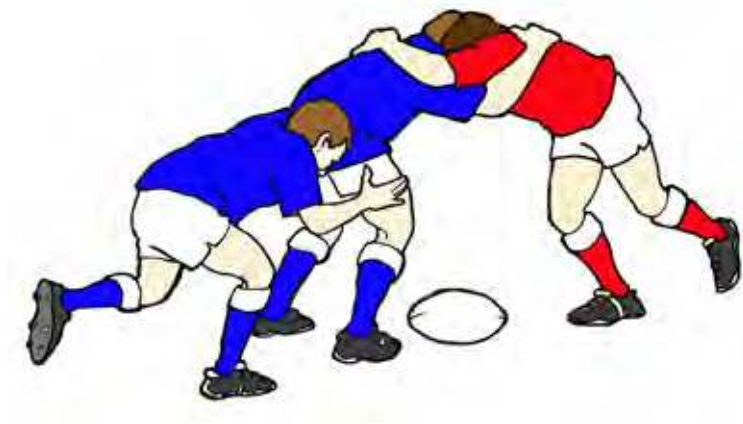4. Does tackle law apply in the in-goal?

_____

5. What can a referee communicate to the players at a tackle?

_____

6. Describe two things arriving players at a tackle must do:

(i) _____

(ii) _____

7 – RUCK AND MAUL

RUCK

- Occurs only in the field of play

- The ball must be on the ground

- One or more players from each team on their feet in contact over the ball

MAUL

- Occurs only in the field of play

- The ball is held by a player off the ground

- A ball carrier and at least one player from each team should be bound together

JOINING A RUCK OR MAUL

• Players must join from an on-side position

• Players must bind onto the hindmost player on their side of the ruck or maul

RUCK/MAUL ENDING SUCCESSFULLY

• The ball leaves the ruck/maul

• The ball in the ruck/maul is on or over the goal-line

MAUL TURNOVER

• When the ball becomes unplayable, play restarts with a scrum – the team not in possession at the start of the maul throws the ball in

7 – RUCK AND MAUL REVIEW

1.   How many players from each team does it take to form a ruck?

      _____

2.   To create a ruck, where must the ball be?

      _____

3.   Complete the following:

      To create a maul, "there must be at least one player from each team around the _____

      _____

4.   Can a maul take place in the in-goal?

      _____

5.   If the ball becomes unplayable in a maul, what should the referee rule?

      _____

      _____

      and whose ball? _____

      _____

      _____

8 – SCRUM

SAFETY IS PARAMOUNT

The scrum formation and engagement laws must be strictly complied with to minimise the risk of serious injury.

SCRUM FORMATION

- Referee must make a mark
- Scrum is formed at the mark
- Eight players from each team shall be required to form a scrum

NB:

- No scrums shall be formed within 5m of the touch line or goal line
- If for any reason team numbers are reduced, the number of players in the scrum must remain equal

SCRUM FORMATION

- Players assemble one arm's length apart
- Feet of front rowers, shoulder width apart
- Feet, shoulders and hips square
- Props and hooker firmly bound
- Shoulders of front row players at or above hip height
- Locks bind tightly and then bind onto front row
- Loose forwards bind on with No 8 binding between the locks
- All spines in line

ENGAGEMENT SEQUENCE - REFEREE ACTION

When you are satisfied with the formation:

- Call "CROUCH" and ensure stability
- Call "BIND" and ensure stability
- Call "SET" and ensure stability
- The ball is thrown in straight when the scrum is set and stable

BINDING

- The players of each front row must bind firmly and continuously throughout the duration of the scrum
- Any player who is not a front row player must bind with one arm around one of the locks and must bind firmly and continuously throughout the duration of the scrum

NB:

The No. 8 MUST bind between the locks.
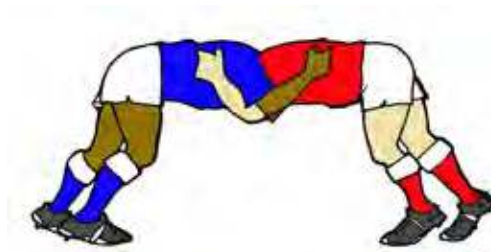
Legal binding: loosehead's arm up and inside the arm of the tighthead bound on the tighthead's side or back; the tighthead's arm is up and outside the opponent's arm and bound to his side or back

PROBLEM IDENTIFICATION

Watch for:

- Mismatched front rows
- Chins on chest
- Shoulders below hips (folding and collapsing)
- Players standing up
- Players being pushed up (popping)

BLOW THE WHISTLE IMMEDIATELY SHOULD ANY OF THESE OCCUR

IF IT LOOKS DANGEROUS, STOP IT!

OTHER FACTORS

Ensure:

- The scrum feed is not delayed
- Scrums are not wheeled beyond 45º
- There is no pushing beyond 1.5 metres
- All participants remain bound until ball emerges
- The ball is not held in the scrum for a prolonged period

PRE MATCH BRIEFING

- Must include all front row players and the half backs
- Check who has previously played in the front row
- Referee will make a mark
- Front rows assemble arm's distance from the mark
- Call "CROUCH"   Call "BIND"
  Call "SET"
- Following engagement halfback to throw the ball into the scrum without delay

SAFETY IS PARAMOUNT

If scrums become unsafe, uncontested scrums **MUST** be applied.

8 – SCRUM REVIEW

1. Scrums shall be formed no closer than _____ from the goal line and touch line.

2. A team must always have a total of _____ players to form a scrum and if for any reason the opposition reduce numbers through injury, game on, sin bin, ordering off, the non-offending team must _____.

3. Feet of front row should be _____ width apart. Shoulders of front row players should be _____ lower than the hips.

    No. 8 must bind between the _____.

4. Players must bind _____ and _____ throughout the duration of the scrum.

5. Name four potential problems at scrum time.

    1. **c**_____ on **c**_____.

    2. **s**_____ below **h**_____.

    3. Players standing **u**_____.

    4. Mis-match of **f**_____ **r**_____.

9 – LINEOUT

FORMATION

- A lineout is formed by a minimum of two players from each team
- The mark-of-touch is an imaginary line which players form either side of
- A gap of 1m is required between the two lines of players
- A lineout is formed between the 5m and 15m line

THROWING IN

- The player throwing in must stand in touch
- The throw in must be without delay
- The throw in must be straight which means the ball travels between the inside shoulders of both lines of players
- The throw in must travel across the 5m line

QUICK THROW IN

- No lineout is formed
- The same ball that went out must be used
- The ball can only be touched by player throwing it in
- The throw in can be taken anywhere between the mark-of-touch and the goal line of the team throwing in
- The ball must cross the 5m line
- The ball can be thrown in straight or backwards towards the thrower's own goal line

QUICK LINE OUT

- A quick lineout is a lineout taken quickly
- The ball is thrown in quickly, and normal lineout rules apply

BEGINNING OF LINEOUT

- A lineout begins when the ball leaves the hand/s of the player throwing it in

A LINEOUT ENDS

- When a player carrying the ball leaves the lineout
- When the ball is knocked back from the lineout
- When the ball is thrown beyond the 15m line or returns into the 5m area
- When the lineout ruck or lineout maul moves beyond mark-of-touch
- The ball becomes unplayable

PARTICIPANTS / NON PARTICIPANTS

Participants in a lineout are:

• Players who line up in the lineout (lineout players)

• The player who throws in the ball, plus his/her immediate opponent

• Players of each team who take up a position of receiver

Non Participants at a lineout are:

• All other players, who must be at least 10m back from line of touch

LINEOUT PARTICIPANTS

• May take a step in any direction when jumping for the ball

• May support/lift a team mate who has jumped for the ball

• Must not lift/support a team mate below the shorts from behind, or below the thighs from the front

• Must not use another player as a support when jumping

• Must not hold, push, charge, obstruct, or grasp an opponent not holding the ball

• Must not stand less than 5 metres from the touch line or prevent the ball being thrown in 5 metres

NB: At all levels of domestic rugby grades Under 13 and below, lifting of the jumper at the lineout is not permitted.

9 – LINEOUT REVIEW

1.   What is the minimum number of players from each team required to form a lineout?

   _____

2.   How far apart must the teams be from one another when forming a lineout?

   _____

3.   Can the ball be thrown in beyond 15m?

   _____

4.   How far back from the lineout must the non-participants be?

   _____

5.   List an action permitted by lineout participants.

   _____

   _____

   _____

10 – OFFSIDE AND ONSIDE IN OPEN PLAY

OFFSIDE

A player is offside in open play if that player is in front of a team mate who is carrying the ball or who last played it – they are liable for penalty.
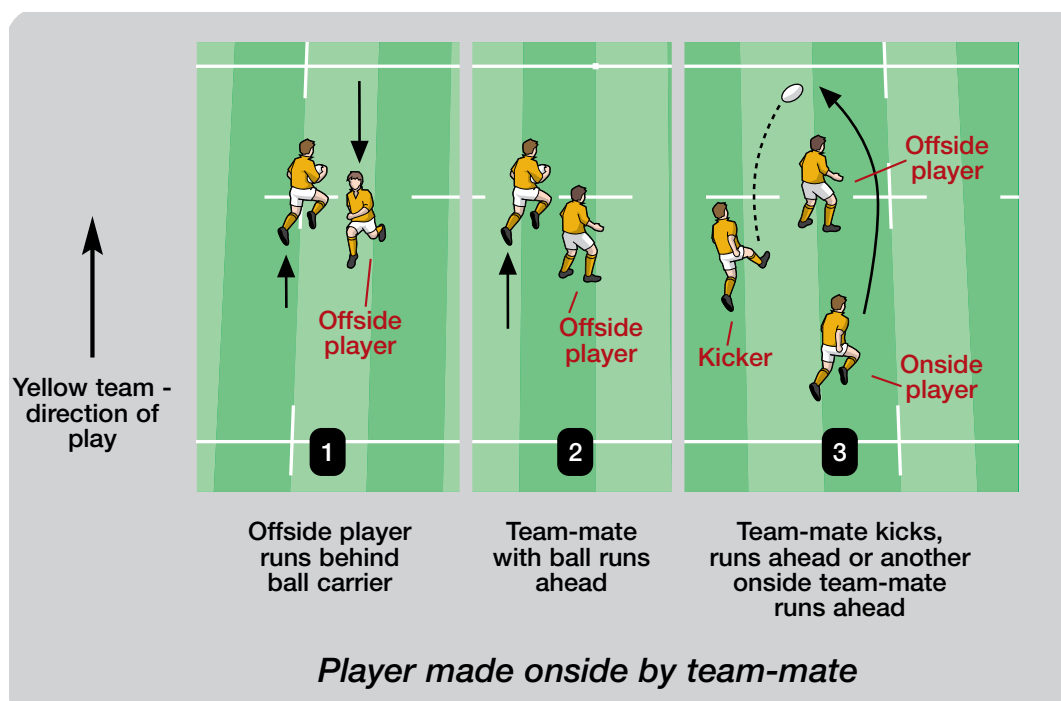
A player in an offside position is **liable** to be penalised if they do one of three things:
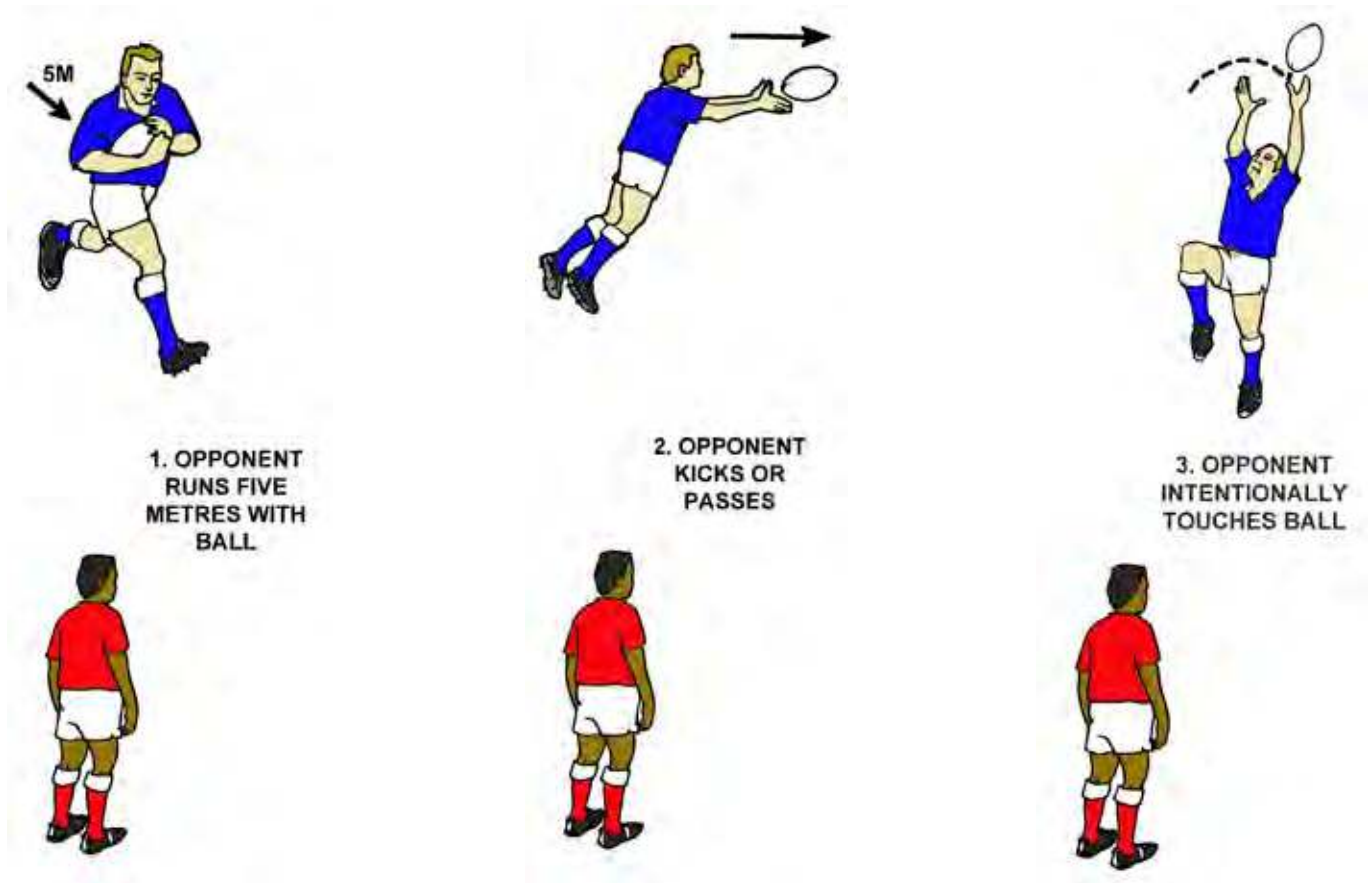
• Move forward or sideways

• Play the ball or obstruct an opponent

• Are within 10m of where the ball pitches and do not retire

OFFSIDE PLAYERS CAN BE PUT ONSIDE IN THREE DIFFERENT WAYS:

• By actions of their own

• By actions of team mates

• By actions of their opponents

PLAYER PUT ONSIDE BY THEIR OWN ACTION OR BY THEIR TEAM MATES

Yellow team -
direction of
play

1 Offside player runs behind ball carrier

2 Team-mate with ball runs ahead

3 Team-mate kicks, runs ahead or another onside team-mate runs ahead

Player made onside by team-mate

PLAYER PUT ONSIDE BY OPPONENTS

1. OPPONENT RUNS FIVE METRES WITH BALL

2. OPPONENT KICKS OR PASSES

3. OPPONENT INTENTIONALLY TOUCHES BALL

OFFSIDE WITHIN 10M

- When a player is in front of a team mate who has kicked ahead, they must immediately move behind an imaginary line 10m from the opponent waiting to play the ball, or from where the ball lands

BEING PUT ONSIDE WHEN OFFSIDE WITHIN 10M

- Until the player retires, no action of team mates or opponents can put this player onside

- While retiring:

    - Action by the player – the offside player runs behind the team mate who last played the ball

    - Action by ball carrier – the team mate carrying the ball runs in front of the offside player

    - Action by kicker or other onside player - the kicker, or team mate who was level with or behind the kicker when, or after the ball was kicked, runs in front of the offside player

10 – OFFSIDE AND ONSIDE REVIEW

1. Name at least one thing an offside player must not do

   _____

   _____

   _____

2. When a player is in front of a team mate who has kicked ahead, what is the law which protects an opponent waiting to catch the ball?

   _____

3. Name one of three actions by which an offside player can be put onside.

   _____

4. Can an offside player advance within 10m of an opponent waiting to catch the ball?

   _____

5. Can a player who was behind a team mate who last kicked the ball advance forward?

   _____

11 – FOUL PLAY

DEFINITION

Foul play is any one of obstruction, unfair play, repeated infringement, dangerous play and/or misconduct

OBSTRUCTION

• Players running for the ball may not push, hold, or charge an opponent, except shoulder to shoulder

• Players may not intentionally obstruct an opponent

• A player must not intentionally prevent an opponent from playing then ball

• A ball carrier must not intentionally run into an offside teammate to obstruct the opposition
  NB: Ball carrier cannot be penalised for obstruction

UNFAIR PLAY / REPEATED INFRINGEMENTS

Players must not:

• Deliberately to play unfairly or intentionally infringe any Law of the game

• Waste time

• Intentionally knock on, place, push or throw the ball into touch, touch in goal, or over the dead ball line

MISCONDUCT / DANGEROUS PLAY INCLUDES:

• Punching, striking an opponent

• Kicking, tripping, hacking, trampling

• Tackling late, early, dangerously, e.g. stiff arm tackle, above shoulder, tip tackle, tackle in the air

• Front rows rushing at each other in a scrum

• Intentionally lift opposing front row players off the ground at the scrum

• Intentionally collapsing the scrum, ruck or maul

• Playing opponent without the ball

• Foul/abusive language

• Reckless play

REFEREE SANCTIONS

According to the severity of the incident -

• Manage

• Penalty

• Caution and Temporarily Suspend (Yellow Card)

• Ordering Off (Red Card)

11 – FOUL PLAY REVIEW

1. Foul play is _____.

2. Can the ball carrier be penalised for obstruction?   YES   NO

3. Does repeated infringements apply solely to a player, collectively as a team or both?

    _____

4. Can a player place or throw the ball out of the playing area?

    _____

5. What are the four referee options in dealing with foul play?

    1. _____

    2. _____

    3. _____

    4. _____

12 – ADVANTAGE

ADVANTAGE

Advantage allows the referee to continue play even though an infringement has occurred. Its purpose is to make play more continuous with fewer stoppages for infringements.

Advantages can be either territorial, and/or tactical, and applies to all phases of play.

Exceptions:

- The ball emerges at either end of the scrum tunnel without being played
- The ball or player in possession of the ball touches the referee and a team gains an advantage
- It is dangerous to let play continue
- When scrum wheels through more than 45º
- When a player is forced upwards out of the scrum
- The ball has been made dead
- A quick throw, free kick or penalty kick is taken incorrectly
- It is suspected a player is seriously injured

Advantage Applications:

- Signal advantage
- Call "Advantage!" (Team) - Advantage Over!

12 – ADVANTAGE REVIEW

1. Advantage can be either _____ or _____.

2. Does advantage apply if the ball touches a referee and a team gains an advantage?

YES		NO

3. List four occasions when advantage cannot be played:

   1. _____

   2. _____

   3. _____

   4. _____

13 – FREE KICKS AND PENALTY KICKS

FREE KICKS

- A goal may not be scored directly from a free kick
- A goal may only be scored after a free kick when:
  - the ball becomes dead
  - an opposing player plays or touches the ball
  - an opposition player has tackled the ball carrier
- A scrum be taken instead of a free kick
- The kick must be taken without delay, with the same ball, and in any direction
- The kicker's team must be behind the ball unless it is taken quickly
- If a quick kick is taken, retiring players of the kicker's team, who are in front of the ball will not be penalised but they must not stop retiring
- As soon as the kicker initiates a movement to kick, the opposition may charge

OPPOSITION

- Opposition players cannot delay the taking of a free kick/penalty kick
- Opposition players must retire 10m or to the goal line
- Opposition retiring players must retire 10m or if a quick kick is taken they must continue retiring until put onside by an onside team member

INFRINGEMENTS AT A FREE KICK:

- By the kicker's team - scrum, opponent's ball
- By opponents of the kicking team - free kick 10m upfield, but not within 5m of the goal line

PENALTY KICK:

- A scrum may be taken instead of a penalty kick
- The kick must be taken without delay, with the same ball
- Kick at or behind the mark
- The kick can be taken in any direction
- Once indicating a kick at goal, a player **must** kick at goal
- For all place kicks at goal, a kicking tee is compulsory
- The kicker's team must be behind the ball, unless a quick penalty is taken
- The opposition must retire without delay 10m from the mark, or to the goal line
- If the kick is taken quickly, opponents must keep on retiring until they are put onside
- The opposition cannot delay the taking of a penalty

INFRINGEMENTS AT A PENALTY KICK:

- As per the free kick

13 – FREE KICKS AND PENALTY KICKS REVIEW

1.   Can a goal be scored direct from a free kick?   YES   NO

2.   Do players from a kicker's team have to be behind the kicker
     when a penalty kick is taken quickly?   YES   NO

3.   Can a penalty be awarded 3m from the opponent's goal line?   YES   NO

4 . May a scrum be taken instead of a Free Kick or Penalty Kick? YES   NO

5.   What must the opposition do when a Free Kick or Penalty Kick is awarded?

     _____

     _____

14 – ASSISTANT REFEREES/TOUCH JUDGING

Note: Assistant referees are appointed by the match organiser whilst touch judges are volunteers, usually from either the teams, team supporters, clubs or club supporters.

REFEREE RESPONSIBILITY

- The referee will provide a flag for each team prior to the match commencing

- The referee may instruct the assistant referees or touch judges on their duties

- An assistant referee or touch judge is under the control of the referee who may overrule them at any time

TOUCH JUDGES (TJ)/ASSISTANT REFEREE(AR) SCOPE:

- Two Touch Judges or Assistant Referees are required for every match

- It is the responsibility of each team to provide a touch judge unless an officially appointed assistant referee is appointed to the match

- The TJ/AR must keep up with the play and raise the flag immediately the ball or a player carrying it has gone into touch

- The TJ/AR must indicate the place for the throw in and the team to throw the ball in

- If the ball or a player carrying the ball touches the side line, the ball is out - on the line is out

- The TJ/AR shall lower the flag when the ball has been thrown in, except when:

    – The player throwing in the ball puts any part of either foot in the field of play

    – The ball has been thrown in by the team not entitled to do so

    – At a quick throw in, the ball that went into touch is replaced by another, or is touched by anyone other than the player throwing it in

    – If the ball crosses the line in the air but lands back in the field of play, the ball is not out

- Touch in goal means the ball crosses the touch in goal line after first crossing the goal line

- If a quick throw in occurs, the TJ/AR should lower the flag and play continues unless the referee rules otherwise

- At a kick at goal, TJs/ARs must stand behind the goal posts and raise the flag only if the ball goes over the cross bar and between the uprights

- Only officially appointed assistant referees may indicate and report on incidents of foul play

- When reporting an incident of foul play to the referee it is important to provide a verbal report only – avoid imitating the action/s of the player

- Anticipate play and move with play

- At try scoring situations, assist the referee where applicable

- At try scoring situation, hold your position on the touch line until the referee gives a decision

14 – ASSISTANT REFEREE AND TOUCH JUDGE REVIEW

1.   Can a referee overrule the assistant referee or touch judge?   **YES**   **NO**

2.   The ball crosses the line in the air but lands back in the field of play. Is the ball out?   **YES**   **NO**

3.   At a quick throw in, a player uses a ball given to him by a ball boy/girl. Is this permitted?   **YES**   **NO**

4.   A touch judge must indicate the _____ of the lineout and the team to

   _____ in the ball.

5.   Where do the two TJs/ARs stand at a kick at goal?

   _____

   _____

15 – IN-GOAL

DEFINITION

- In-goal is the area between the goal line and the dead ball line and between the two touch in-goal lines. It includes the goal line, but it does not include the dead ball line or the touch in-goal lines

- When attacking players are first to ground the ball in the opponent's in-goal, the attacking players score a try

- When defending players are first to ground the ball in their in-goal, the defending players make a touch down

GROUNDING THE BALL

GROUNDING THE BALL

The ball can be grounded in in-goal:

a   By holding it and touching the ground with it

b.   By pressing down on it with hands, arm or arms, or the front of the player's body from waist to neck

Player grounding the ball:

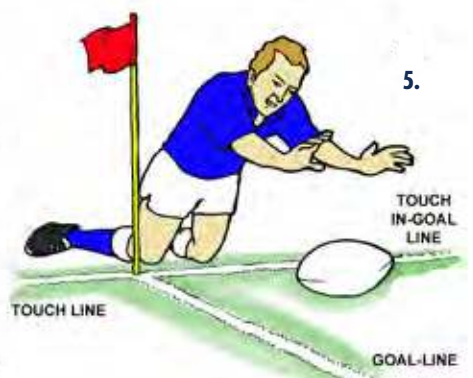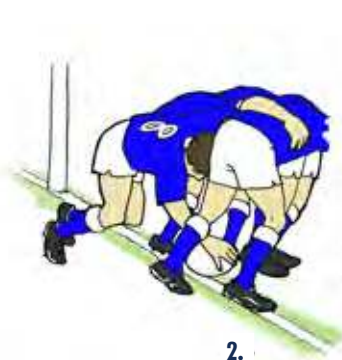- Attacker – try

- Defender – touchdown

If there is doubt about which team first grounded the ball in in-goal play is restarted with a 5m scrum, attacker's throw in.

SCORING A TRY

1.   On the goal line is part of in-goal – TRY

2.   Ruck - ball on goal line – Ruck is ended

3.   Players momentum carries him/her to goal line – TRY

4.   Tackle near goal line – Reach out and place ball in one movement on goal line – TRY

5.   Player in touch (touch in goal) not carrying the ball can score a try

CASES WHERE A TRY IS SCORED

PLAYER IN TOUCH (TOUCH IN GOAL) NOT CARRYING THE BALL CAN SCORE A TRY

Note: A defending player performing the same actions above results in a touchdown

Ball Played into in-goal:

- Ball kicked dead by the attackers - option of drop out or scrum at place of kick

- Ball held up - 5m scrum, attacker's throw in

- Ball touches corner post:

    – ball deflects into touch - lineout

    – ball deflects into in-goal and is grounded by an attacker – try

    – ball deflects into in-goal and is grounded by a defender – dropout 22

15 – IN-GOAL REVIEW

1.   Is the goal line part of in-goal?.   **YES**   **NO**

2.   Name the two ways the ball can be grounded in-goal:

      i.   _____

      ii.   _____

3.   An attacker grounds the ball against the base of the goal post   **YES**   **NO**
      and padding surrounding it. Is this a try?

4.   To score a try an attacker needs to press down on the ball in in-goal with _____

      or _____ or the front of the players body from _____ to

      _____ inclusive.

5.   Points scoring -

      TRY   _____ pts

      CONVERSION   _____ pts

      PENALTY   _____ pts

      PENALTY TRY   _____ pts