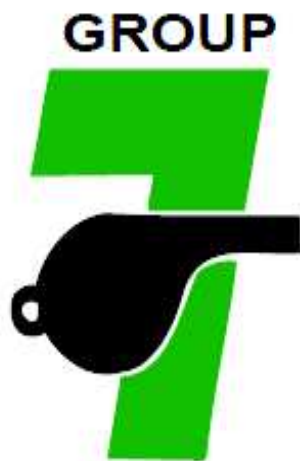


# GROUP 7 REFEREE and COACHING GUIDELINES 2016



GROUP 7  
REFEREES ASSOCIATION



# **GENERAL**

## **PLAYERS EQUIPMENT**

The Referee or (the Referee may delegate the Touch Judges) are to check the players gear. Both Touch Judges should be together when this occurs (this being dependant on referee appointments on a given day).

## **10 METRES**

Defending players are to be in-line with the Referee. If within 10 metres of the goal line must have at least 1 foot on the goal line. (The front foot of the defender must not be past the centre of the ruck). Both feet not practical.

## **SCRUMS**

Both teams are to form their pack before coming together.

Front row to interlock arms. Hooker arms to over the shoulders of the front rowers. Second rowers are to interlock arms and head in the space provided by the front row. Lock arms around the outside of the second rowers and head in the space provided by the second rowers. Blind side front row forward to have outside foot forward. Half back to hold ball in two hands and square to the tunnel. Ball to be fed in front of blind side front row forwards outside foot.

## **CAPTAINS COMMUNICATION**

The captain may only approach the Referee at a stoppage of play. A stoppage of play includes: - tries, goal-line drop outs or injuries.

In speaking to the Referee a player must not question or refer to the Referee's ability or integrity.

The Referee will not debate decisions with the captain.

## **GROUNDING THE BALL IN OWN IN-GOAL**

If a defending player intentionally grounds the ball in his own in-goal a goal line drop-out will occur. If a defending player slips and accidentally grounds the ball in his own in-goal the play will be allow to continue.

## **CORNER POST**

A player in possession of the ball is permitted to come in contact with the corner post provided that the player makes no contact with any part of his body with either the touch-in goal line or the touch line.

## SHOULDER CHARGE

Is where defenders, without attempting to **tackle or grab or hold** the ball-carrier (or any opposing player) using the arms or hands, make direct physical contact using the shoulder or the upper arm (tucked in by their side).

The indicators will include:

1. Rotation of the defenders hips and shoulders
2. Defender has tucked his arm into his body
3. No genuine attempt to make a tackle

## THIRD PERSON INTO A TACKLE

When a player in possession is held in an upright tackle by a defender/s, any other defender/s must make initial contact above the knees of the player in possession. Regardless of the point of impact, a player can still be penalised for any forceful, dangerous or unnecessary contact at the legs that involves risk of injury to the player in possession. In relation to this type of tackle the referee will call 'held' and then 'release'.

## TACKLING A KICKER

When affecting a tackle on a kicker, the defender must make a genuine attempt to tackle which is not:

1. Late
2. High
3. Dangerous

# **PLAY THE BALL RESPONSIBILITIES**

## **Player in Possession**

- a. Without delay regain feet where tackled
- b. Lift the ball clear of the ground
- c. Face opponents' goal line
- d. Place the ball on the ground
- e. Make a genuine attempt to play the ball with his foot and maintain their balance

## **Defenders**

- a. Release the player in possession immediately
- b. Take a position at marker or retire 10 metres
- c. Marker must take up a position immediately opposite the player playing the Ball (within an arm's length and not to crowd the ruck)
- d. Not crowd the player in possession
- e. The second marker must stand immediately and directly behind the marker (within an arm's length)
- f. Neither marker are allowed to float back toward the defensive line

## **PLAYER IN POSSESSION TO RETURN TO MARK**

If the player in possession simultaneously offloads the ball or continues to run after the tackle is complete, the Referee will direct the player in possession back to the original position to play the ball.

If a player dives forward and/or walks off the mark after the tackle is complete the Referee will penalise this player

## **SIN BIN**

The 4 main reasons for a player to be temporally suspended for a period of time are:

- 1. Repeated Infringements (breaking the laws of the game)
- 2. Professional Foul
- 3. Cooling off period for a player
- 4. Dissent

Note – The sin bin is not to be used for foul play.

## **SLEEPER**

An attacking player who loiters next to the play the ball area and who causes an obstruction will be penalised.

## DIVING IN THE RUCK

If, in the process of scoring a try, an attacking player dives through the ruck or into a teammate including the player who played the ball - and impacts on the defensive line, he will be penalised for an obstruction.

Neither the attack or defensive player(s) are to intentionally make contact with opposing player(s) involved in the PTB.

Neither the attack or defensive player are to intentionally remove players involved in the tackle prior to the PTB.

## QUICK RE-STARTS

### Penalties or Free Kicks

Quick penalties will be permitted only once the referee gives the player the mark and all players from the kicking side are on-side.

**Quick restarts are NOT permitted at a 10 metre penalty, within 10 metres of the goal line**, where the Referee is required to give a caution, where the mark has been advanced or if the Referee requires the penalty to be delayed.

### Goal Line/ 20 metre Drop out

All match officials are to be in position and all players from the side kicking the ball are on-side. The goal line drop out must be taken without delay. If the game permits and the team is delaying the kick the Referee may call time out.

### 20 Metre optional re-start

All match officials are in position. In position means that the Referee is to be on the 30 metre line and the both Touch Judges are to be on the 20 metre line. All players from the kicking side must be on-side and the kick must be taken at the centre of the 20 metre line. If any player from the non-kicking side is not behind the 30 metre line and becomes involved in the play a penalty will be awarded at the centre of the 20 metre line.

### 40/20 General Play Kick

Match Officials are to be in position. In position means that the Referee is to be 10 metres forward of the point at which the ball entered touch and the near side Touch Judge is to be position at the point where the ball entered touch. All players from the kicking side are to be on-side. The kick must be taken on the 20 metre line in from touch but no closer than 10 metres from the goal line and must be a tap kick.

## **Ball kicked out on the full from General Play**

The Referee will give the mark where the ball was kicked from but no closer than 10 metres from the goal line and no closer than 10 metres from the touch line. The match officials will then take up a position where they normally would for a play the ball. All players from the team playing the ball are to be in an on-side position.

## **IDEAL POSITIONING – REFEREE**

### **Kick Off**

Ensure that you position yourself so that you are able to see that all players are onside. Move with urgency so as to have good sight on the first contact. Ensure that both Touch Judges are in position before you allow the kick-off to proceed.

### **General Play**

10 metres back from the play the ball and with width so as to have a clear view of the play the ball region and the defensive line, and so that you don't interfere with play.

### **General Play near Goal Line**

On the goal line with width so as to have a clear view of the play the Ball region or in line with the ruck on either the short or open side, remembering to position so as not to impede the defensive line.

### **Goal Line Drop-out**

Stand on the opposite side to where ball is being kicked and no more than a couple of metres in front of the goal line. Do not leave too early or interference may occur.

### **20 Metre Drop Out.**

On the 20 Metre line watching for off-side players.

### **20 Metre optional restart**

Referee is to be on the 30 metre line 1 or 2 players off centre

## Penalty Kick

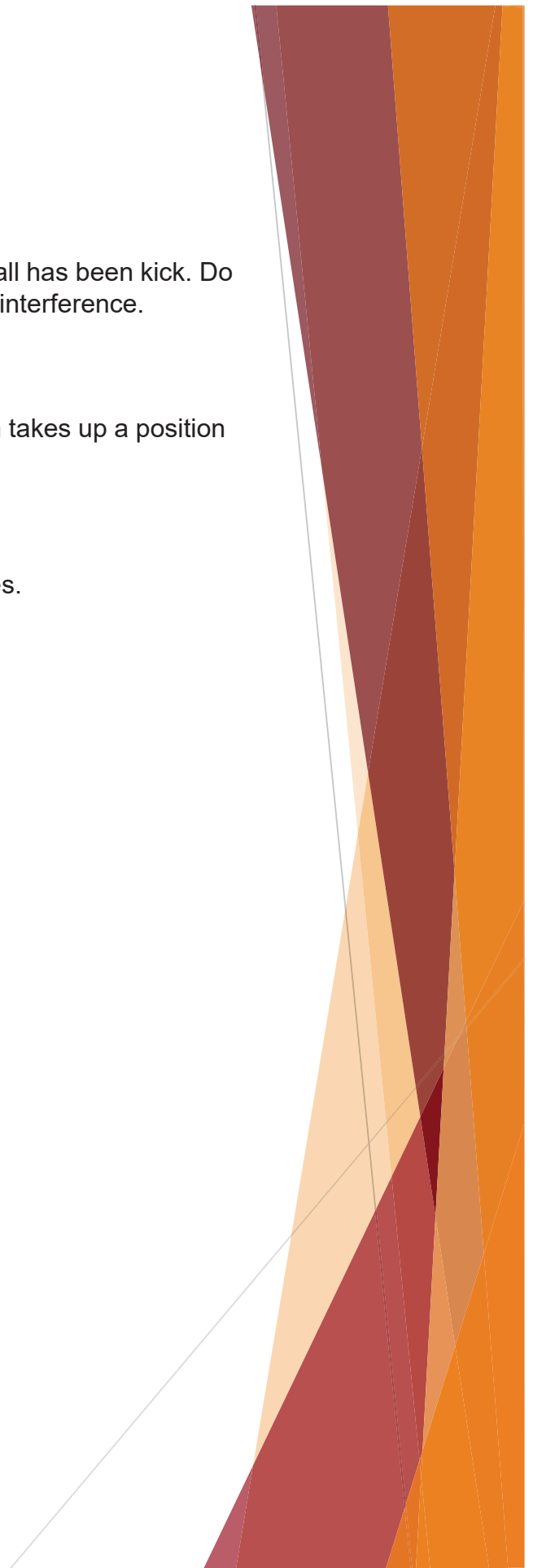
- Strong whistle – Penalty signal (straight arm)
- Move quickly to the Mark
- Signal reason for penalty
- Clear Communication which reflects decision.
- Ensure all players are on-side
- Stand on open side of the kicker. Move once the ball has been kick. Do not get too far ahead of the kicker as you may cause interference.

## Free Kick

Referees blows' whistle once the ball is in touch, then takes up a position 10 metres forward of mark.

## Scrum

Blind side of scrum. Following the ball once it emerges.



# **IDEAL POSITIONING - TOUCH JUDGE**

## **Kick Off**

Generally speaking, stand in between the goal line and the 10 metre line. For a short kick off in between the 20 metre line and the 10 metre line from the half way. Note: After a goal has been scored you must move with urgency to get down the other end of the field to assist the referee with the dead ball line.

## **General Play**

Short side: in line with the play the ball watching back play as the ball moves away. If ruck is close to the touch line, assist the referee with ruck but only after referee has called held. Open side: Position so as to watch passes to assist the Referee if thrown forward. Once ball swaps side then adjust to suit. If play is near touch line position yourself so as to have view of ball at all times. Don't get too close.

## **Goal Line Drop-out**

Generally between the 30 metre and the 40 metre lines.

## **20 Metre Drop Out.**

Generally between the half way line and the 60 metre lines.

## **20 Metre optional restart**

Both Touch Judges are on the 20 metre line

## **Penalty Kick**

In a position where you are able to see where the ball has crossed the touch line. Flag up once ball has crossed the line (making sure the ball is out first)

## **Free Kick**

Stay on mark where ball crossed line and assist the Referee in controlling the Free Kick. Once the referee has blown the whistle bring the flag down.



## **Ball out on full**

Wave flag back in direction ball came from (may need to change flag hand).  
Open side Touch Judge assist Referee with setting the mark (point of kick).

## **Ball into touch**

Put flag up immediately that the ball enters touch. Move with urgency to mark where ball entered touch. Flag down once Referee blows whistle and acknowledges mark. Adjust to position for restart.

## **Scrums**

Both Touch Judges are on the defensive line 5 metres from the last row of forwards. Generally speaking the Touch Judge closest to the scrum would set the distance.

## **Try**

If nothing has occurred that needs your attention or the attention of the Referee move to approximately half way between the goal line and the dead ball line. Wait for the Referee to award the try then move to behind the goal post to adjudicate on the conversion.

## **Conversions / Penalty Goal**

A Touch Judge stands in front of the other in a staggered. Position so that you are able to see the ball. Move with the flight of the ball. Give signal. Wait for Referee to acknowledge signal. Move with urgency for restart. (Remember that if it is a penalty goal then the ball could still be in play).