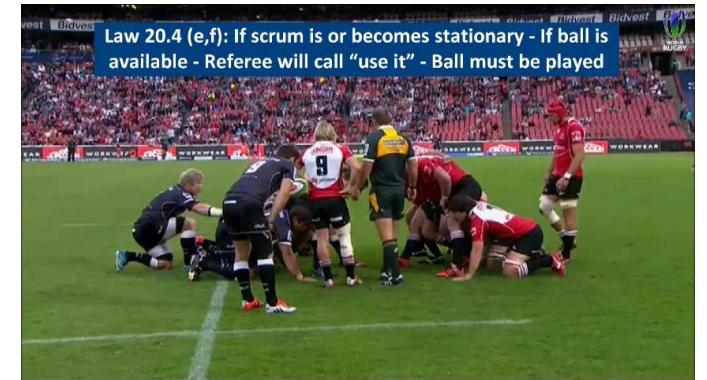


Scrum

Guideline To Referees:

COMMUNICATION Law 20.4 e,f

1. If scrum is or becomes stationary
2. If ball is available (No. 8 feet)
3. The referee will call **“use it”**



Scrum

Guideline & Philosophy to Referees:

We must check after each call

Quickly identify the problem prop(s) of the team

- 1. Sanction immediately**
- 2. Quick Warning**
- 3. Referees must use the Yellow Card**



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TACKLE AREA

TACKLE AREA

Our philosophy on the tackle area is still the same

Observe

The balance of strength

Quality of the contest

Quality of the cleanout

TACKLE AREA

Our 3 Priorities:

1. TACKLER

Must roll to the side – not towards no 9

2. ASSIST TACKLER

If we need a replay it is not a clear release

3. ARRIVING PLAYERS

No hands on the ground to prevent contest



TACKLE AREA

Guideline To Referees:

Regardless the dynamic, the score, the location - Referees must be strict on these 3 priorities

Be strong individually to be consistent as a group



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LINEOUT – MAUL

LINEOUT - MAUL

Defending Team

Fair challenge – No jumping to disrupt

No sacking the lifters

Players travelling through the maul legally
cannot tackle the ball carrier in the maul



LINEOUT - MAUL

Increase in obstructions at this set piece, meaning
there is **no equity**

=

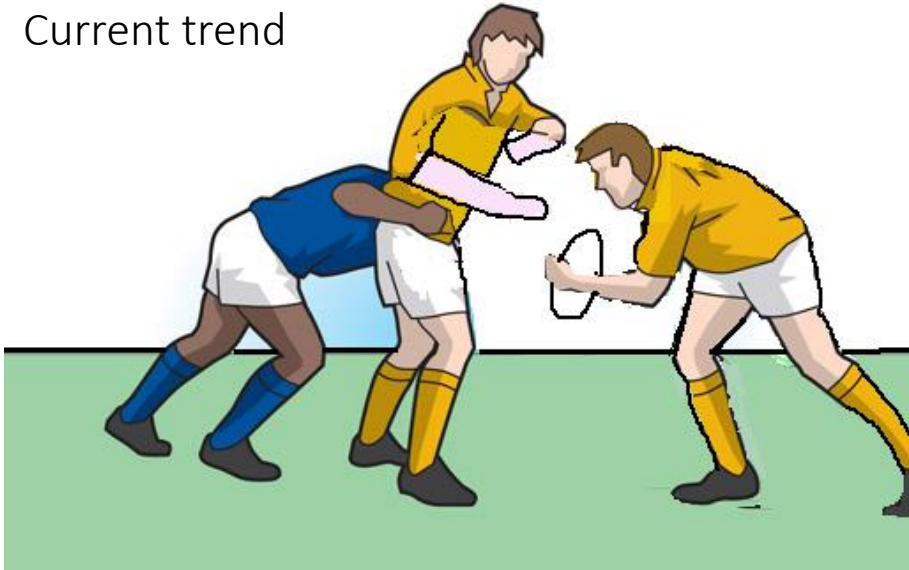
Referees need to apply the law book

LINEOUT - MAUL

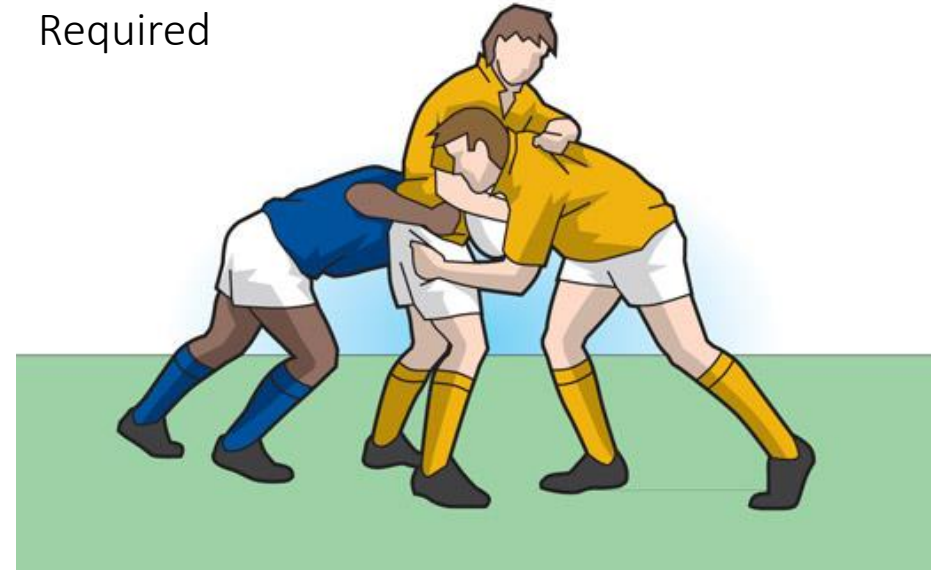
The Ripper must be bound - it will be accidental offside

To avoid problems, the ripper has to transfer the ball backwards to another player

Current trend



Required



LINEOUT - MAUL

Attacking Team

Ripper must be bound

Players in front of ball carrier

Once a maul is formed players must not
join in front of the ball carrier



LINEOUT - MAUL

Guidelines To Referees:

Check in the air the quality of the contest / attitude of opponent

Be more vigilant players who collapse the lifter

Sanction all players who clearly join in front of the ball carrier



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OTHER AREAS



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OBSTRUCTION

OBSTRUCTION

Guidelines

Is dummy runner in position to receive the pass?

Behind = Play on

In front = PK

Who initiates contact?

Defender = Play on

Attacker = PK



OFFSIDE

OFFSIDE

Guidelines

Players must be clearly behind the back foot of the ruck

Back foot is the furthest player who is still bound in the ruck (on feet or ground)

Players must move back with a moving ruck

No hands on ground ahead of the back foot





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RUGBY VALUES

RUGBY VALUES

Guidelines

Players appealing or displaying unsportsmanlike behaviour must be sanctioned





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SUMMARY

SUMMARY – FOCUS ON 4 IMPORTANT AREAS

- 1. FOUL PLAY:** DON'T TOUCH THE HEAD & NECK
- 2. SCRUM:** Check after every call & Stability
- 3. TACKLE AREA:** Roll to the side, Clear release, no hands on the ground to prevent contest
- 4. LINEOUT-MAUL:** Illegal disrupting, Sacking lifters, Ripper must be bound & Players joining in front of the ball carrier