



GAME MANAGEMENT GUIDELINES

2019



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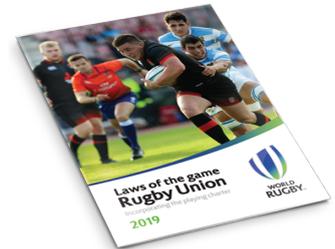
This document was initiated in 2017 by:
Asia Rugby Performance Development Workshop Attendees

This 2019 version was updated in Q1 19 by:
Asia Rugby Referees (Selection & Appointments) Committee

For more information, contact:
Alan Whitcombe – Asia Rugby Referees Consultant
alan.whitcombe@asiarugby.com

1. Introduction

- 1.1 These Game Management Guidelines are an annual amalgam of outcomes of various conferences and workshops held each year, plus latest law clarifications from World Rugby. They are adapted in Q1 each year to reflect latest trends in the playing, coaching and refereeing of the game at International level globally. Asia Rugby applies the same approach as World Rugby and SANZAAR.
- 1.2 The purpose of these guidelines is to ensure that all participants at International (and Domestic) level are aware of the areas of the game that attract more attention and require consistency in refereeing and specific coaching of players. This document is therefore a guide in relation to Law and is predominantly for Match Officials, but also for coaches and players.
- 1.3 It is essential that we, as a region, stand together and work together to develop rugby in Asia. It will be through mutual understanding, respect and support that we grow the game.
- 1.4 **Referee Note:** You are accountable for your actions on and off the field. Be professional and open to discussions around matches/tournaments with players and coaches and supportive of colleagues. Promote the game. But refrain from discussing any issues with Reviewers or referee coaches during halftime, unless they feel the need to communicate an issue regarding safety. Refrain from discussions with team coaches, etc. during the match; at halftime and immediately after the match, if a “cooling off” period would be the better option
- 1.5 World Rugby Council approved Global Law Trials for adoption into law with effect from May 16th, 2018. **Amended text for these is highlighted in blue.**



2. Scrum

- 2.1 **Referee Note:** Set your standard early at the scrum. Minimize resets. Free kick early engagement immediately. Do not allow an early shove. The scrum should be stationary and square for the put in. Safety is paramount and an immediate whistle at a collapsed or popped scrum is essential. Only “play-on”, if (there are no cries of anguish or “mayday” and) the ball is available at rear of the scrum (“use it”).
- 2.2 Scrum Focus Areas:
- 2.2.1 **Pre-Engagement:** Both the packs must allow at least a gap on “bind” with no movement,
- 2.2.2 **Stability:** Both packs must not push or pull before the feed.
- 2.2.3 **Scrum feed & hook:** Feeds must be credible and at least 1 front row player of the team putting in – usually the hooker - must clearly strike for the ball.
- 2.2.4 **Offside at Scrum:** Non-scrum players must remain 5m away until the scrum is over.
- 2.3 **Law 3: Uncontested scrums as a result of a sending off, temporary suspension or injury must be played with eight players per side.**
- 2.4 All players in the three front-row positions and the two lock positions must be suitably trained for these positions. If a team cannot field such suitably trained players for whatever reason, then the referee must order uncontested scrums.
- 2.5 Safety at the scrum is paramount. An explanation of the requirements for players at each stage of the engagement is covered in both the Laws of the Game and Rugby Ready program.

- 2.6 The scrum engagement sequence is the same at all levels of the game.
- 2.7 Within 30 seconds from the time the referee makes the mark for the scrum, the teams must be ready for the referee to call “crouch” (FK against a team not ready)
- 2.8 The referee must control the engagement process. Each of the following 3 calls should result in an action by the players. If any part of the scrum set-up is not right, the referee should call the front rows up and re-start the process.
- 2.9 Focus for referees should be:
 - 2.9.1 **Crouch** – Stable with Heads Temple to Temple & Ready to Bind;
 - 2.9.2 **Bind** – Stable with No Pre-Engagement; long arms and shirt backs gripped;
 - 2.9.3 **Set** – Stable with Hit but no subsequent Chase.

2.10 Engagement Sequence in Detail

2.10.1 **CROUCH:** Front rowers should adopt a crouch position with their head and shoulders at or above the level of the hips, feet Square and knees bent sufficiently to make a simple forward movement into engagement.

2.10.2 Players should keep their head straight, in order to maintain the neutral and safe alignment of the cervical spine.

2.10.3 Once all front-rowers are crouched, there **must** be a non-verbal pause, during which time the referee should be checking that the distance between opposing front rows should be close enough that players’ heads are interlinked (approximately temple to temple, but there must be a clear gap until ‘set’).

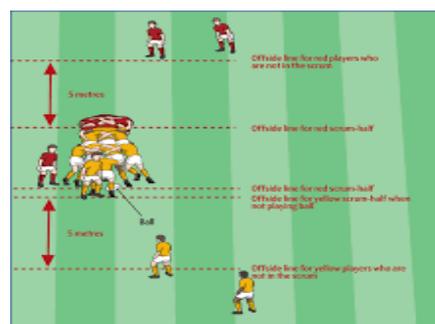


2.10.4 the height of the two packs is the same; all players are balanced and are set up straight, square & steady (not on an angle).

2.10.5 **BIND:** The bind call requires each prop to bind on the side or back of their opposing prop (not on the arm or shoulder).

2.10.6 Props should use a long arm and ‘solid’ bind - not just rest their hand on the opponent.

2.10.7 Once all front-rowers are bound, there **must** be a non-verbal pause, during which time the referee should check that there still remains a clear gap, i.e. there is no pre-engagement and all players are balanced and straight, square & steady.



2.10.8 **SET:** On the “set” call, and not before, the front rows should engage the opposition firmly with a short horizontal movement and the props should draw with their outside binds. In this position, all players must be able to maintain body shape and pressure on the opposition scrum. Note no downwards pressure is allowed.

2.10.9 **Deliberate infringements of any of items = F/K to the opposition (repeated infringements escalate to PK).**

2.10.10 The referee should allow a brief time for the front rows to 'settle' as needed.

2.10.11 A call of "steady!" or "keep it up!" may, on occasion, assist in steadying the scrum.

2.11 The scrum-half is allowed to align their left shoulder on the middle 'shoulder' line of the front rows, therefore allowing the scrum half to effectively be a shoulder width on their side of the middle line, Rationale: To promote scrum stability, a fair contest for possession while also giving the advantage to the team throwing in.

2.12 There is no verbal or visual signal from the referee to put the ball in. But there must not be a lengthy delay.

2.13 The scrum half must throw the ball in straight parallel to the shoulder line,

2.14 At least 1 player from the team who put the ball in must strike for the ball. Rationale: To promote a fair contest for possession. Sanction: (FK).

2.15 Tight Head #3 must remain straight ("Square Up") (pre-&) post engagement. #3 must not crank or bind on the arm to collapse the scrum (elbow to ground).

2.16 Loose Head #1 shoulders must remain straight & s/he must not step out after SET. #1 must not hinge (Head & Shoulders) to collapse the scrum.

2.17 The defending scrumhalf must not obstruct the attacking scrumhalf and must stay behind the ball whilst it is in the scrum.

2.18 The scrumhalf of the team that doesn't win the ball in the scrum is not allowed to move into the space between the flanker and No. 8 when following the ball through the scrum (PK).



2.19 Safety should always be the priority when a scrum collapses. But if a scrum collapses, or when a player stands up in a scrum and their feet are on the ground, if it is safe to do so, advantage may be played. Advantage cannot be played if a player in the scrum is forced upwards and has no support on the ground. When a team has the ball at the #8's feet, but the scrum is not moving forward, the referee is to call "Use it!" The team must use the ball immediately (or cede a turnover scrum). The number eight is allowed to pick the ball from the feet of the second-rows (* Rationale: to promote continuity).

2.20 When a scrum is legally wheeled through 90 degrees, the scrum is reset with the same team feeding the ball, regardless of who had possession at the time the scrum went through the 90 degrees. A legitimate wheel goes forward and through the opposition scrum, whereby the LH and TH have both shown clear intent to initially move forward. Whereas a wheel that spins around at pace (a 'whip' wheel - usually on its axis) is illegal and should be penalized (PK).

3. Tackle / Ruck

3.1 **Referee Note:** Get to the tackle as quickly as possible. Know where the ball is at all times. Create your presence at the 'breakdown'. Your approach to the game should be to facilitate a contest for possession. Set your standards from the outset; maintain consistency to enable quick ball availability. It is important to maintain a high work rate throughout the match. If necessary, 'unplayables' can be used as a management tool to communicate and re-establish your expectations to the players. To play penalty advantage for an infringement at the tackle, the ball should be quickly available or a score probable.

3.1.1 Referees should allow the contest and may instruct the players. i.e., "tackler roll!" (away), "place the ball" etc, as long as these players have not already slowed down ball availability. However, referees at ARC level should operate on the basis that

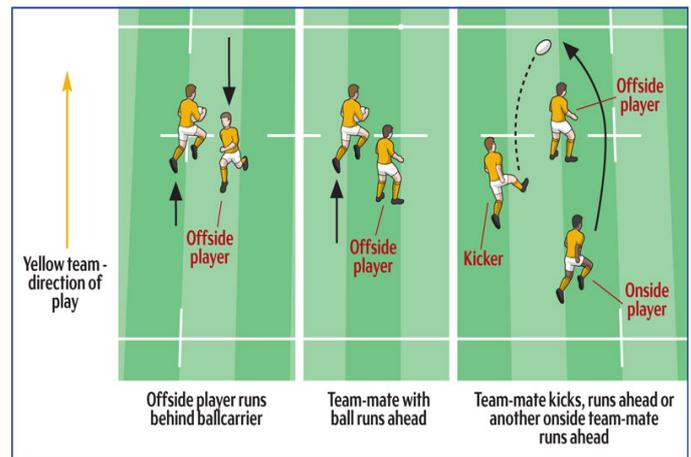
players know their rights and it is not necessary for the referee to communicate verbally at the tackle.

- 3.2 Tacklers are required to play from own side of tackle gate: Tacklers may play the ball from the direction of their own goal line provided they have complied with the above responsibilities and a ruck has not formed.**
- 3.3 Offside lines created after tackle:** Offside lines are created at a tackle when at least one player is on their feet and over the players and the ball on the ground. Each team's offside line runs parallel to the goal line through the hindmost point of any player in the tackle or on their feet over the ball. If that point is on or behind the goal line, the offside line for that team is the goal line.
- 3.4 Ruck Formation:** A ruck is formed when at least one player from each team are in contact, on their feet and over the ball which is on the ground.
- 3.5 Philosophy**
 - 3.5.1 Balance of Strength**
 - 3.5.2 Quality of Contest**
 - 3.5.3 Quality of Cleanout**
- 3.6 Tackle / Ruck–Focus Areas:**
 - 3.6.1 Supporting Body Weight:** Players must not land directly on tackled players without removing a defender or to prevent a contest.
 - 3.6.2 Side Entry:** Players must not enter from the side of the tackle/ruck.
 - 3.6.3 Blocking pillars:** Players not part of the tackle/ruck must not hold onto each other and be clearly behind the hindmost foot.
 - 3.6.4 Takeout's/Holding:** Players must not tackle opponents beyond the tackle/ ruck and must not hold players who are not part of the tackle/ruck.
 - 3.6.5 Trapping / Deliberate actions:** If tacklers are prevented from rolling away or if there is any deliberate action in order to gain a penalty, when possible, play will continue. Tell the transgressor(s) "Play on – you held him/her in".
 - 3.6.6 Scrum Half – Box kicks:** Scrum halves may use hands to release a ball which is stuck deep in a ruck, but then must only use their feet to move the ball to the back of the ruck. If the ball is then rolled with the hand or replaced the ball is deemed to be out.
- 3.7** A rucking player can only hook the ball in a backwards motion.
- 3.8 Use it!"** at ruck: When the ball has been clearly won by a team at the ruck, and the ball is available to be played by the distributor (usually the scrum half) or picker-upper, the referee should call "Use it!"
- 3.9 Ball out at a 'collapsed' ruck**
 - 3.9.1** The ball is only out of a ruck when it is lifted and totally exposed, or it is clear of bodies. i.e. hindmost point of any player.
 - 3.9.2** If the ball is being 'dug out' (after being won) or is under the feet of players at the back of the ruck, the scrumhalf cannot be touched until the ball is clearly out of the ruck. The benefit of any doubt must go to the scrumhalf.

- 3.9.3 Players cannot step through or over the middle of a collapsed ruck before the ball is completely clear of bodies or has left the ruck. Such 'stepping' players are unbound and in front of their own 'last feet' and are therefore offside.
- 3.9.4 Zero tolerance on defending players at the ruck who target the scrumhalf before s/he has the ball.
- 3.10 Players standing at 'pillar' must show daylight behind the offside line of the ruck. Pillars must not have hands on ground ahead of the offside line and such pillar teammates must not bind onto each other to block opponents.
- 3.11 Pillars (both attacking & defending) may be managed back onside on occasions, but referees should not be continually, verbally managing them. Players who continue to stand offside should be penalized.
- 3.12 "The **"Use it!"** call does not mean the ball is out. The team in possession then has 5 seconds (the countdown is not verbalised) to use the ball. If the ball is not used, a scrum should be awarded to the team not in possession.

4. Offside in General Play

- 4.1 When the ball is kicked in general play, any player of the kicking team in front of the kicker is offside, subject to be penalised if the player takes part in the game (ie, moves towards the ball).
- 4.2 Such offside players who are advancing are cutting down options for counter attack and forcing the receiving team to kick as their first option. **Referees must penalise** offside players and should not continually verbally manage these players, because by advancing they have already had an impact on play.
- 4.3 With a long kick downfield, referees **may** be able to manage an offside player (materiality applies). The referee should call only "Color Number - Stop!" once only & then (PK) if no compliance (not just slow down).
- 4.4 Offside players must be dealt with **even when the ball looks like it will go into touch**, because a quick throw may be an option. Once the ball is in touch, offside no longer applies and offside players may move forward toward a lineout or where a quick throw is being attempted.
- 4.5 **Requirements for offside players**
- 4.5.1 With a short or high kick, there will be little or no opportunity for the referee to manage and players must immediately act as per Law or they are liable to penalty.
- 4.5.2 If offside players are within 10m of where an opponent is waiting to play the ball or where the ball may land, they **must immediately retreat to 10m backwards away from the opponent**. This 10m line stretches across the field (it is not a circle).
- 4.5.3 Offside players within the 10m who are retreating can only be put onside when an onside teammate runs past them. No action of the team catching the ball puts such an offside player onside.
- 4.5.4 Offside players who are not within 10m **must also not move forwards or towards the ball**. These offside players who are standing still can only be put onside when an onside teammate runs past them, or when an opponent who caught the ball runs 5m



with, kicks or passes the ball - or touches, but does not catch the ball

- 4.5.5 In short, offside players **cannot** be run onside unless they are either standing still or retreating out of the 10m zone as applicable.

5. Ball in Touch, Quick Throw and Lineout

- 5.1.1 A player who is attempting to bring the ball under control is deemed to be in possession of the ball.
- 5.1.2 If the ball has passed the plane of touch when it is caught by a player in touch, then the catcher is not deemed to have taken the ball into touch. If the ball has not passed the plane of touch when it is caught or picked up, then the catcher is deemed to have taken the ball into touch, regardless of whether the ball was in motion or stationary

5.2 Put back into own 22m

- 5.2.1 When a ball is passed into the 22-metre area and is touched by an opposing player, or a tackle, ruck, scrum, maul or lineout takes place, then that team can kick directly into touch and gain ground.
- 5.2.2 The ball is considered to have been 'taken back' into a team's 22m area in the following situations:
- 5.2.3 When a team wins possession of a ball from a scrum, ruck, maul or lineout where the 'mark' is outside of the 22m area, even though the rear participants may have their feet within the 22m area
- 5.2.4 When a quick throw-in is passed from in front of the 22m line, back across the 22m line and into the 22m area
- 5.2.5 When a player gathers it from in touch but in front of the 22-metre line and then takes it behind the 22m line for a quick throw-in.

- 5.3 Knock on or throw forward into touch: If a player knocks the ball on, or throws the ball forward, and the ball goes into touch (without touching another player), the non-offending team will be offered the choice of:

- 5.3.1 A lineout where the ball went into touch, or a scrum at the place of the knock on or throw forward.
- 5.3.2 Without being offered this choice by the referee, a team may choose to immediately take a quick throw in this scenario. The usual restrictions on whether a quick throw may be taken apply.

5.4 Quick Throw

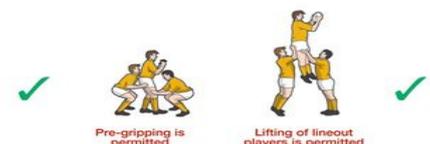
- 5.4.1 Ball Carriers who end up over the touch line must give up the ball to opposition players and must not throw the ball away such as to prevent a quick throw (PK 15m in from touch).



- 5.4.2 Quick throws may be taken from between the place wherever the subsequent lineout would be formed, and the throwing team's own goal line.



- 5.4.3 A quick throw may be thrown in straight or towards the throwing team's own goal line. The ball must travel across the 5m line before it touches another player or the ground.



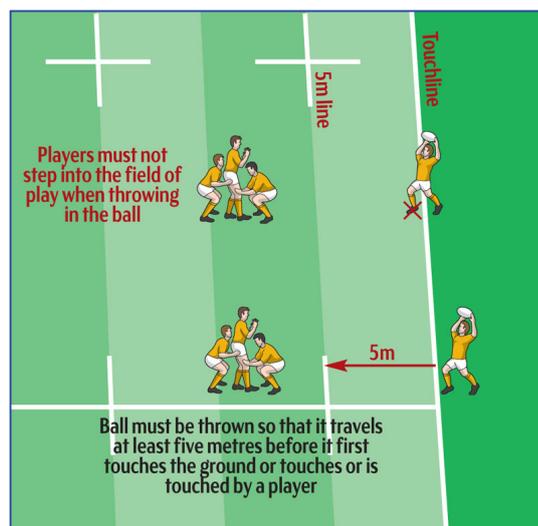
- 5.4.4 Players in touch or standing within 5m of the touchline attempting to stop or block a quick throw-in should be penalized (FK 15m in from touch).

5.5 Lineout – Focus Areas

- 5.5.1 Gap: Players must not delay the setup or be lifted across the gap.
- 5.5.2 Credible throw: Along the 'middle line', ie 'touching' the 'side' of the middle line of the team throwing in.
- 5.5.3 No dangerous contact in the air: Jumpers must not hold or tackle opponents in the air.

5.6 Numbers and Lineout Players

- 5.6.1 The minimum number of players to form a lineout is 2 from each team.
- 5.6.2 If a team chooses to have a receiver at the lineout, s/he must be at least 2 meters back away from the Lineout when formed.
- 5.6.3 It is mandatory for a team to have a player in opposition to the player throwing in the ball. This player must be positioned two meters away from the 5m line **and** two meters away from the line-of-touch.
- 5.6.4 Receivers must not join the Lineout until after the ball has left the thrower's hands (FK). A receiver may only join the lineout before the ball is thrown if another lineout player simultaneously takes the receiver position (i.e. they switch).



5.7 Lineout Management

- 5.7.1 The throwing team must not delay the formation of a lineout by forming a line or huddle away from the line-of-touch. They must set their numbers clearly when forming the lineout, hence giving the defending team a reasonable opportunity to match numbers.
- 5.7.2 Lineout players must not step or be lifted across the gap.
- 5.7.3 Sacking is legal but can only be done after the jumper/ball carrier has returned to the ground and must be done immediately. Sacking is the act of bringing the jumper/ball carrier to the ground by the upper body. Lifters must not be sacked.
- 5.7.4 Referees should penalise the defending lineout that drives in on the jumper and/or support players while the jumper is off the ground.

5.8 Offside at Lineout

- 5.8.1 Non-participating players must remain 10m away until the Lineout is over.

5.9 Teams deciding not to engage a lineout 'drive'

- 5.9.1 If the defenders in the line out choose to not engage the line out drive by leaving the line out as a group, then (PK) to attacking team.
- 5.9.2 If the defenders in the line out choose to not engage the line out drive by simply opening up a gap and creating space, but not leaving the line out, the following process should be followed:

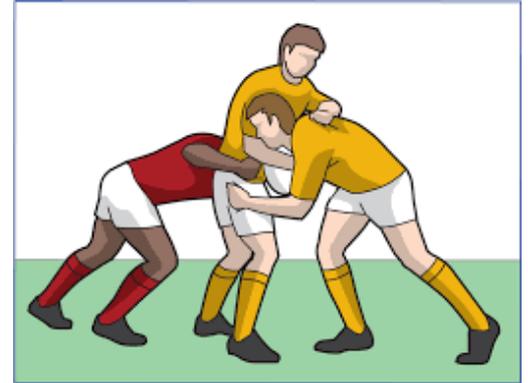
- (1) The attacking team would need to keep the ball with the front player if they were to drive down-field (therefore “play on” as if it’s general play - defenders could either engage to form a maul or tackle the ball carrier).
- (2) If the attacking team immediately moves the ball back to a player behind the front player or to the rear of the group, the referee is to tell them to “Use it”, which they must do immediately.
- (3) If the team drives forward with the ball at the back (and ignores the referee’s call to “Use it”), the referee should award a scrum to the defending team for “accidental offside” (rather than PK for obstruction).

6. Maul

6.1 The ball can only be moved backwards hand-to-hand once the maul has formed. A player is not allowed to move/slide to the back of the maul when he is in possession of the ball (**PK**).

6.2 Other Maul Issues – Attack

- 6.2.1 When a maul is formed at a lineout or after a kick, defenders must have access to the ball carrier at the formation of the maul. It is obstruction if lifters/blockers move in front of the ball carrier before the maul is formed. Lifters must also not block to the side of the maul i.e. they must be joined to the maul.
- 6.2.2 Formation–Ripper: The ball must be ripped, and the ripper must be bound to the jumper.
- 6.2.3 Other players must join from behind or alongside the hind-most teammate in the maul – they must not join at the side of the maul in front of the player in the maul with the ball.
- 6.2.4 Players detaching from a maul with the ball being carried by a player behind the leading player and who engage the opposition are liable to penalty for obstruction (commonly referred to as ‘Truck and Trailer’)
- 6.2.5 A maul that is not moving forwards is considered stationary. The referee to call “that’s once” (and allow 5 seconds for it to start moving again) or, if it doesn’t move or stops a second time, call “use it!” (and allow up to another 5 seconds).



6.3 Other Maul Issues – Defense

- 6.3.1 Players bound on the side of the maul may not ‘slide’ forward or ‘swim’ around the maul. These players are not remaining bound and are not caught up in the maul and are therefore offside.
- 6.3.2 Players who join(ed) the maul legally and are either caught up in the maul or have remained bound are legally entitled to be in the maul and contest the ball carrier. The referee should **not** call out such players even though they may appear to be on the ‘wrong’ side. Indeed, this may be better managed by “*Colour Number is ok – Play on*”.
- 6.3.3 If the defending players choose to unbind and leave the maul, it is still a maul and the maul laws still apply, i.e. the team in possession may continue to drive forward, it cannot be collapsed, and players must join from their side of the maul.

6.4 Mauls Ending

- 6.4.1 If a maul goes to ground legally, or the ball carrier in a maul goes to ground, s/he must get the ball to the ground immediately.

- 6.4.2 If the ball is then available to be played immediately by the scrumhalf or another player of either team, the referee should call "Use it!" The team in possession then has 5 seconds (the countdown is not verbalized) to use the ball. If the ball is not used, a scrum should be awarded to the team not in possession when the maul started.
- 6.4.3 However, an opponent on their feet who also had/has hold of the ball does **not** have to release ball. In this scenario, if the ball is not on the ground or if the ball otherwise becomes unplayable at a maul, a scrum should also be awarded to the team not in possession when the maul started.

6.5 Maul – Focus Areas

6.5.1 *Defending Team*

- a. **Lineout Lifters cannot be sacked. Only the jumper with ball when they land can be sacked.**
- b. **Side entry: Players must not join or 'swim' at the side of the maul.**

6.5.2 *Attacking Team*

- a. **Ripper: Must bind to the jumper and the ball must be ripped.**
- b. **Formation: Lifters must not block behind ('armchair') the jumper and support players must not join on the side. They must join legally and be fully bound.**

7. Kick Offs, Restarts & Other Kicks

7.1 Kick Offs & Restarts

- 7.1.1 Players must not be ahead of the ball and the ball must be kicked on or behind the line.

7.2 Penalty Kicks and Free Kicks

- 7.2.1 If a player takes a 'quick tap' Penalty Kick or Free Kick, the 'kick' must be taken in the right place (i.e. at - or on a line directly behind - the mark) and the ball must leave the hands of the player ('daylight').
- 7.2.2 Zero tolerance on the defending team throwing the ball away or preventing a Free Kick or Penalty Kick being taken quickly. If a member of the infringing team is in possession, s/he must put the ball on the ground where standing or give the ball to an opponent who tries to take it.
- 7.2.3 Beware of players trying to 'milk' an extra 10 meters by intentionally tapping and running into 'offside' players who are retreating back 10m onside and not taking part in play: "Play on - you ran into him/her".
- 7.2.4 When a Free Kick or Penalty Kick is taken quickly, defending players who are not back 10m are not put onside until they retire 10m or - while they are retiring – once a teammate who was back 10m runs past them. No action of the team taking the penalty kick can put them onside (including running 5m).
- 7.2.5 Penalty kicks at goal must be taken within one minute of the kicking tee arriving.

8. Advantage in Open Play

- 8.1 **When the offending team commits a second or subsequent infringement from which no advantage can be gained, the referee stops play and allows the captain of the non-offending team to choose the most advantageous sanction.**

8.2 Other Advantage Points

- 8.2.1 For a 'scrum advantage' to be deemed as accrued (over), the non-offending team needs to have gained clear and real possession roughly equivalent to that which they would get from a scrum.
- 8.2.2 A 'Penalty Kick advantage' calls for a greater level of reward than for a knock-on or Free Kick. For it to be over, the non-offending team must gain either tactical or territorial advantage roughly equivalent to that of receiving the Penalty Kick in the first instance.
- 8.2.3 On the rare occasions that advantage is played after foul play, the very least that should happen is an admonishment the next time play stops. The player involved needs to understand that the referee was playing advantage for their offence.

8.3 Advantage ends when:

- 8.3.1 The referee deems that the non-offending team has gained an advantage. The referee allows play to continue; or
- 8.3.2 The referee deems that the non-offending team is unlikely to gain an advantage. The referee stops the game and applies the sanction for the infringement from which advantage was being played; or
- 8.3.3 The non-offending team commits an infringement before they have gained an advantage. The referee stops the game and applies the sanction for the first infringement. If either or both infringements are for foul play, the referee applies the appropriate sanction(s) for the offence(s);

9. Foul Play

9.1 Neck Rolls

- 9.1.1 World Rugby is working to eliminate the practice of 'neck grab and rolls' in the act of cleaning out a player. Guidelines for referees are as follows:
- 9.1.2 **PK** = Neck grab, without twisting, which cleans out a player at the tackle or ruck
- 9.1.3 **YC** = Neck grab & roll (likely bringing the player to the ground)
- 9.1.4 **RC** = Neck grab & roll with a forceful "dumping action" in bringing the player to the ground

9.2 High Tackles

Category 1: Reckless Tackle

- 9.2.1 A player is deemed to have made reckless contact during a tackle or attempted tackle or during other phases of the game if, in making contact, the player "knew or should have known" that there was a risk of making contact with the head of an opponent but did so anyway. This sanction applies even if the tackle starts below the line of the shoulders. This type of contact also applies to grabbing and rolling or twisting around the head/neck area even if the contact starts below the line of the shoulders. **MINIMUM SANCTION: YELLOW CARD**

Category 2: Dangerous Tackle

- 9.2.2 The World Rugby **Check List for Red Card for Dangerous Tackle:**

- (1) **Has there been foul play?** ✓
- (2) **Is there any contact with the head (includes the neck)?** ✓
- (3) **Is there force / speed?** ✓

3 Ticks √ = RED CARD

Category 3: Accidental Tackle

9.2.3 When making contact with another player during a tackle or attempted tackle or during other phases of the game, if a player makes accidental contact with an opponent's head, either directly or where the contact starts below the line of the shoulders, the player may still be sanctioned. This includes situations where the ball-carrier slips into the tackle. Minimum sanction: **Penalty**

9.3 Challenge in the Air

9.3.1 World Rugby has provided guidelines for situations where two players contest for a ball in the air and collide:

- (1) **Play on** = Fair challenge with both players in a realistic position to catch the ball (i.e., shoulder above hips of the player in the air). Even if the player lands dangerously.
- (2) **PK** = Not a fair challenge, wrong timing but no pulling down.
- (3) **YC** = Not a fair challenge, there is no contest and the player is pulled down/interfered with landing on their back or side.
- (4) **RC** = Not a fair challenge, there is no contest, whilst being a **reckless** or **deliberate foul play action** and the player lands in a dangerous position (*i.e., on their head, neck or shoulder*).

9.4 Other Dangerous Play

9.4.1 The Law regarding what is commonly called a 'shoulder charge' says that a player must not charge or knock down an opponent carrying the ball without trying to grasp that player. Players must not charge into rucks or mauls, or attempt to tackle a player, without an attempt to bind/use of the arms. This should be the standard for referees to apply.

9.4.2 'Grass Cutter' tackles (diving at a ball carrier's legs below the knees without the use of arms) are also illegal.

9.4.3 'Lifting' tackles that place players in danger of injury must have serious consequences. The onus is on the tackler to complete the tackle safely. Dropping or throwing tackled players once they are in a dangerous position is to be strongly sanctioned. Any time a tackled player's legs are lifted above horizontal and the tackled player is not brought to the ground safely by the tackler it should result in a **yellow card** as a minimum. If the tackled player is so lifted and is **dropped or driven** and lands on their shoulder or head area, it should result in a **red card**.

10.2 Repeated Infringements

10.2.1 Repeated infringements can be:

- (1) Several different offences in a short period of time;
- (2) A pattern of similar offences without a time limit (e.g. regular offences close to the defending team's goal line);
- (3) Repeated infringements by an individual without a time limit;

11. Deliberate Negative Actions

11.1 Deliberate infringements can result in a Penalty Kick and a caution (yellow card) without any

warning, depending on the cynical nature of the infringement.

11.1.1 **Deliberate Knock-On's:** When players deliberately knock the ball on (during opposition passing move), a **PK** must be awarded. When the deliberate knock on has clearly denied a line break situation (defense under pressure), YC and, if a try would probably (almost certainly) have been scored = **Penalty Try**.

11.1.2 **Feigning:** It is illegal for a player to “simulate” that they have been subject to any infringement at all, including (but not limited to) foul play and players must not appeal or shout at the match officials for penalties against the opposition (**PK**).

11.2 If an action is ‘deliberate’ in order to gain a penalty, when possible play should continue.

12. Other Match Management Issues

12.1 Kicking to touch to end the half

12.1.1 A half ends when the ball becomes dead after time has expired unless:

- (1) A scrum, lineout or restart kick following a try or touchdown, awarded before time expired, has not been completed and the ball has not returned to open play. This includes when the scrum, lineout or restart kick is taken incorrectly.
- (2) The referee awards a free kick or penalty and **a penalty is kicked directly to touch without the ball first being tapped and without the ball touching another player.**
- (3) A try has been scored, in which case the referee allows time for the conversion to be taken.

12.2 Referees should manage unnecessary injury stoppages and be pro-active in playing on, e.g. front row players going down with injury at line outs. If the injured player is not in the way of the game and the players is being attended to, play on.

12.3 A substituted player may come on to replace a player who has been injured as a result of foul play. If the team chooses to replace a player injured from foul play with a fresh reserve, or if the foul play happens before any player is tactically substituted, then the team doesn't gain any advantage from this Law change. In many Asia Rugby competitions with Rolling Substitution this will have no effect.

12.4 If medical staff attending to a player indicate that an injury is serious, the referee should stop the game.

12.5 If play approaches an injured player on the ground, the referee should stop the game immediately.

12.6 Referees should be pro-active in ensuring players with bleeding wounds leave the field for treatment.

12.7 If a try is scored close to time expiring, so long as the conversion is kicked (boot striking ball) before time expires, there will be a restart. A team may decline to take the conversion so long as they indicate this before time expires. In this case, there will be a restart. The kicking team cannot kick the ball out on the full or not 10 metres etc. to end the game. The game will continue with appropriate sanction options given to the non-kicking team.

12.8 If a player, in tackling an opponent, makes contact with the ball and the ball goes forward from the ball carrier's hands that is a knock-on. If a player rips the ball or deliberately knocks the ball from an opponent's hands and the ball goes forward from the ball carrier's hands, that is not a knock-on.

12.9 The mark for all FKs and PKs awarded within 5 metres of a goal line is 5 metres back from the goal line.

12.10 Conversion kicks following a try must be taken within 90 seconds from the time the try was scored. If the ball is kicked or thrown away by the scoring team, the time taken to retrieve the ball is included in the 90 seconds, but not if the defenders kick or throw the ball away.

13. Assistant Referees (AR's)

13.1 Confident support is needed from AR's (for clear & obvious offences with material effect, which are not seen by the referee)

- 13.1.1 Precise, matter of fact communication with the referee;
- 13.1.2 Correct and precise Foul Play reporting (colour; number; what happened in law);
- 13.1.3 (If using Comms) Advise on and help manage offside lines at T-R-M;
- 13.1.4 (If using Comms) Advise in offside lines in open play;

14. Values

14.1 Verbal abuse of Match Officials or dissent, or players appealing for penalties, such as when 'trapping' a tackler to prevent them rolling away and gesticulating with waving of arms **IS NOT ACCEPTABLE** and must not be tolerated. Referees must admonish or sanction

15. Methods and points value of scoring

15.1 Penalty try: Seven points. No conversions.

15.2 A player guilty of foul play that prevents a probable try from being scored, or scored in a more advantageous position, must be cautioned and temporarily suspended or sent off.