



PRACTICAL REFEREEING:

TOUCH JUDGE COMMUNICATION
(NO COMMUNICATIONS GEAR)



The aims of the Touch Judge are:

- To always be **in the best position** to see everything that happens during a game
- To **communicate** with the Referee, players and the crowd
- To **assist the Referee** in the performance of their duties.

» REMEMBER- THERE ARE NO SHORTCUTS



» Keeping Up With Play

The Touch Judge should aim to always be up with play

This means working hard throughout the entire game



» Alertness

The Touch Judge should be ready for anything

This includes not only being alert, but looking alert



» Urgency

To ensure good positional play, the Touch Judge must initially move with urgency

This creates time to move to the best position to make better decisions



HOW DO I TALK TO PLAYERS?



Communicating with players assists the Referee with control of the match.

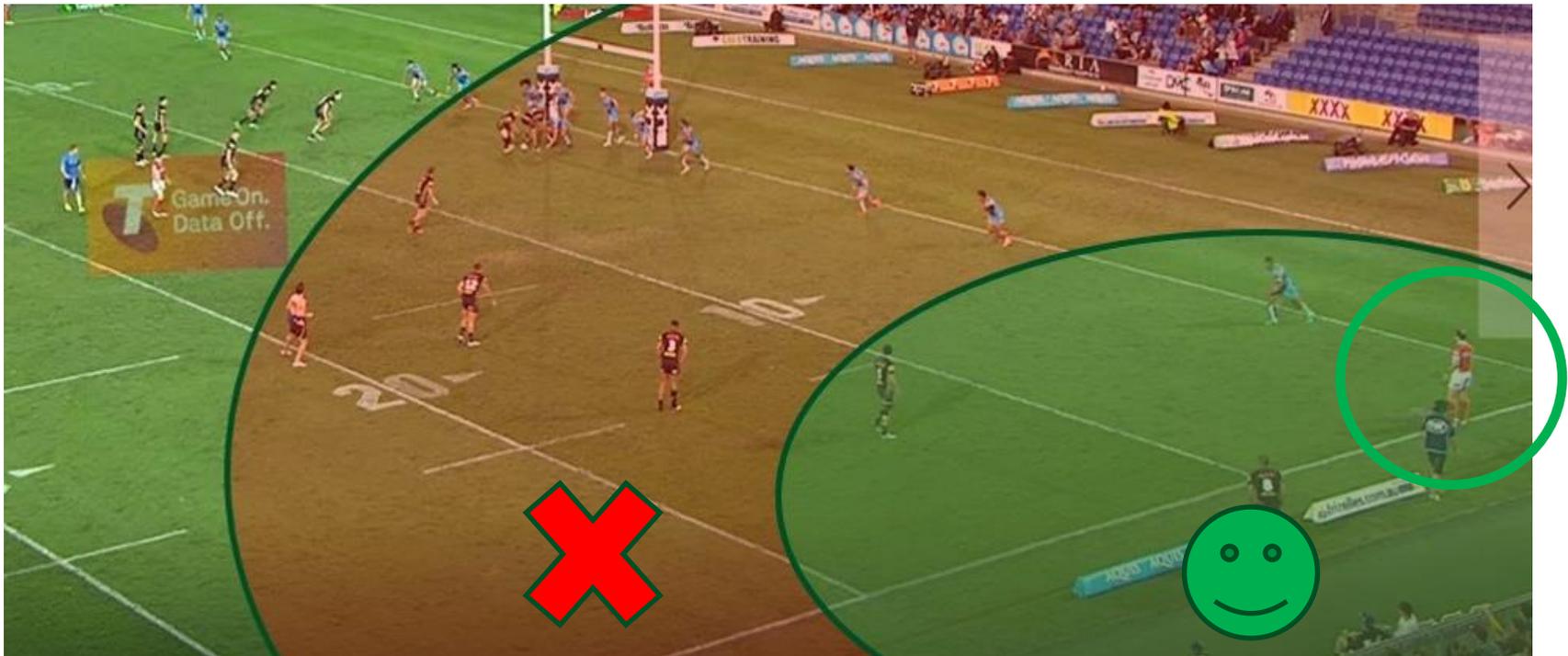
It may also be used to provide clarification of a Referees call that a player may not have heard.

» TALKING TO PLAYERS – WHAT TO DO



Always remain off the field, behind the sideline.

Never try to communicate with a player who is further than 10 metres from you.



» TALKING TO PLAYERS – WHAT TO DO



If a tackle is within your communication range:

Wait until the Referee calls the tackle, then assist to assist control of players off in the ruck as quickly as possible. Initially this should focus on the tacklers.

Use voice to call specific instructions that will assist the Referee, such as “Held” or “Get off now, number 4”, “Markers lock in”.

If you are stuck what to say, repeat the Referee vocab.

» TALKING TO PLAYERS – WHAT **NOT** TO DO



Do not go onto the playing field.

Do not communicate to players more than 10m away.

Do not coach.

Do not use slang or player names.

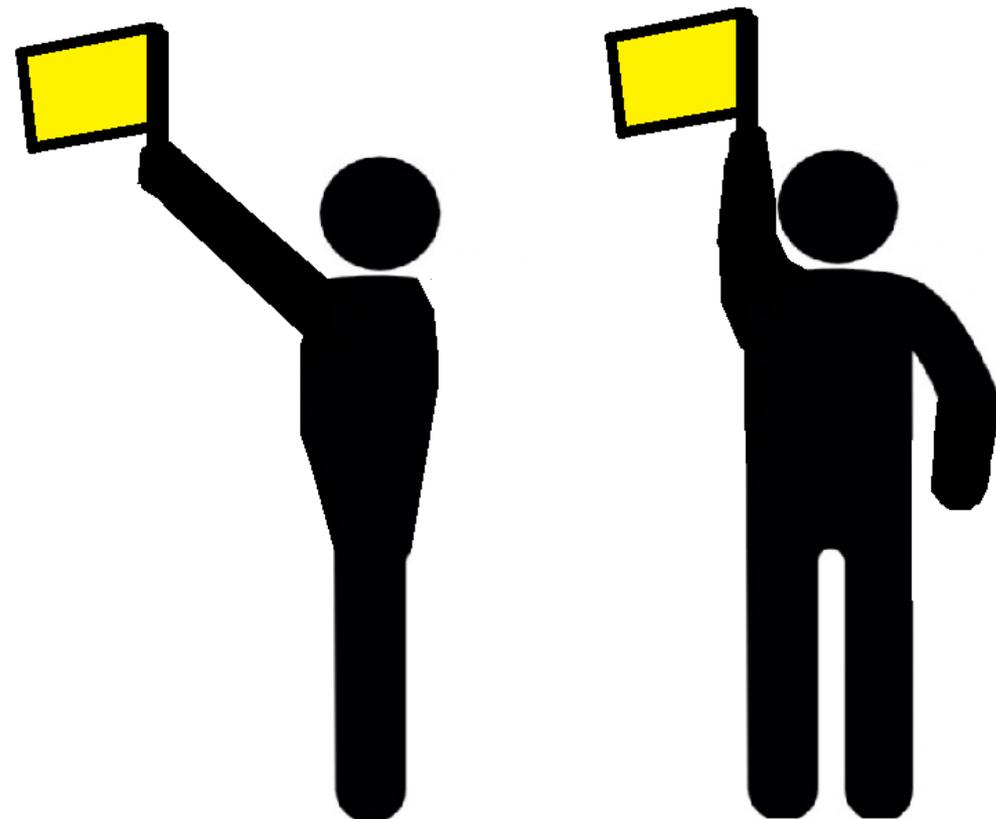
Do not take control from the Referee (e.g. do not call “held” before the Referee)

Do not use communication that is opposite to the Referee call. On a surrender tackle wait for the Referee to call “stand” before giving any communication.



FLAG SIGNALS

» “GOAL” OR “OUT”



Signalled when:

“Goal”:

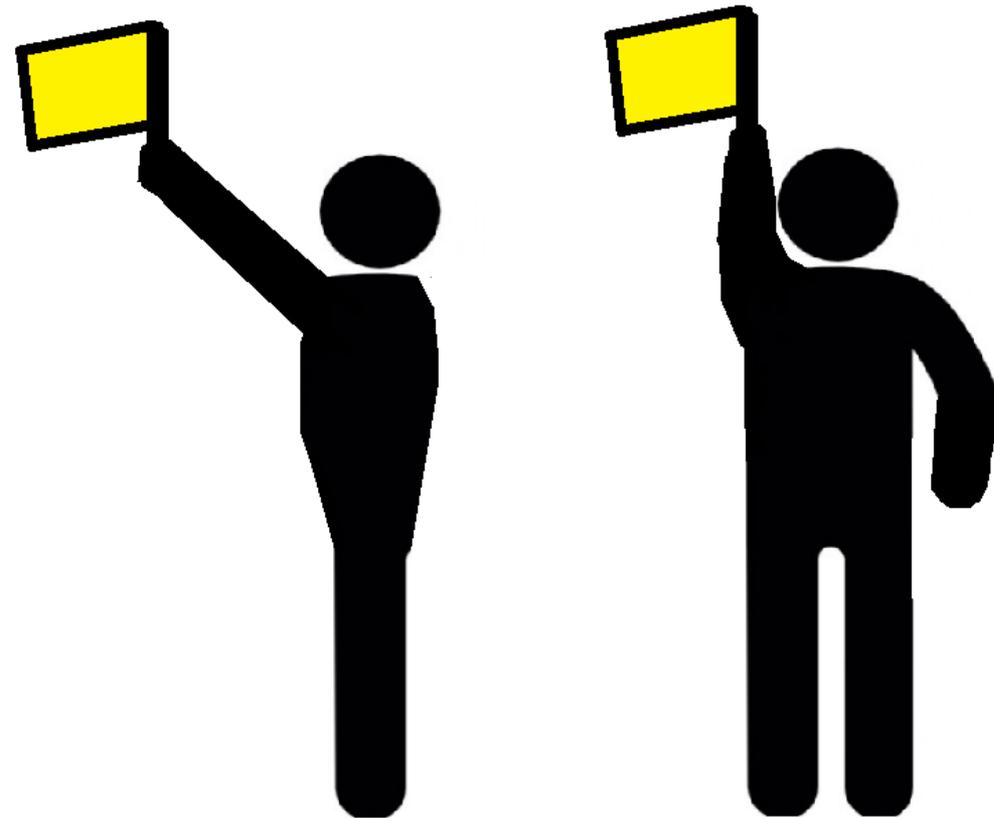
Wait for the ball to go over cross bar and between posts.

“Out”:

Wait for the ball, or the player in possession, to land or strike something in touch.

Also call “out” to alert the Referee and players.

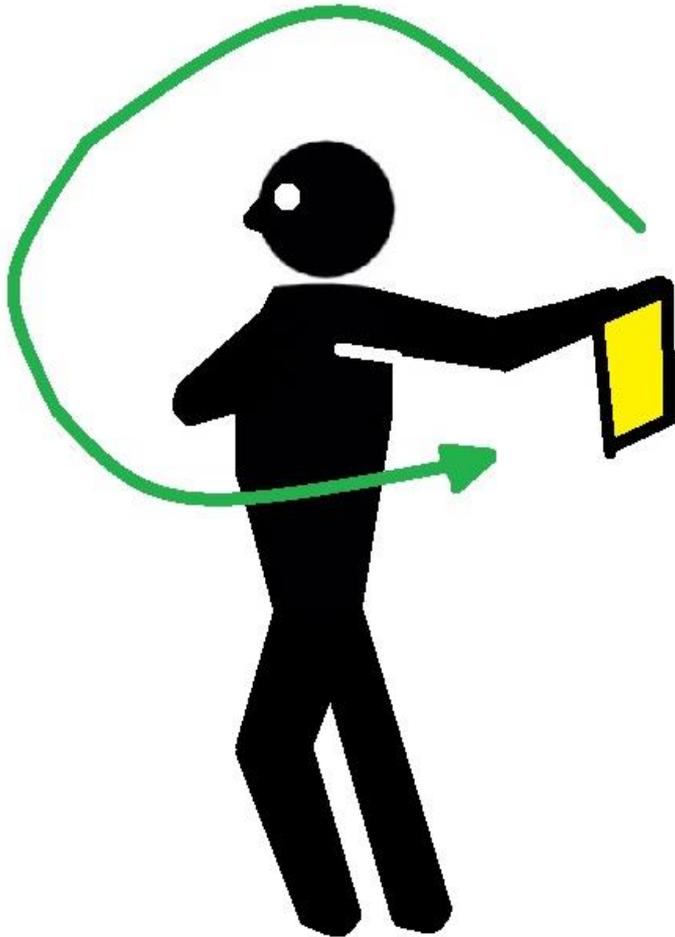
» “GOAL” OR “OUT”



- Flag quickly up
- Arm is straight
- Arm is in front of body
- Wrist at eye height
- Proceed to the mark
- Face the field of play

When the Referee blows the whistle, drop the flag back down.

» FLAG SIGNAL – OUT ON THE FULL “BALL BACK”

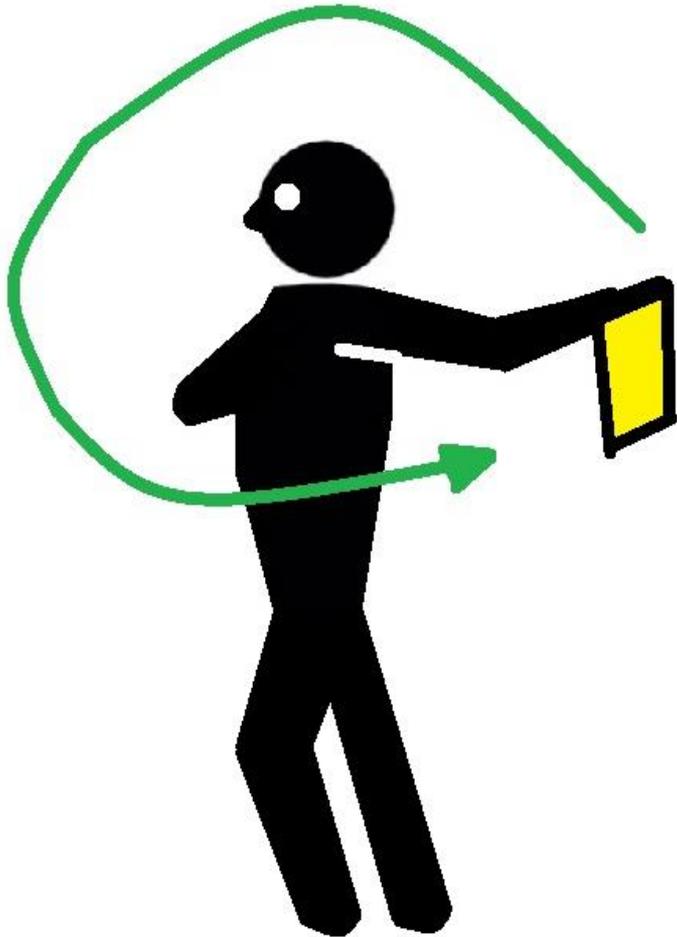


Signalled when:

- The ball goes into touch on the full from a kick in general play, or;
- The ball goes into touch, touch-in-goal or dead in goal on the full from a kick off, drop-out or 20m optional re-start

Wait for the ball to land or strike something in touch on the full.

» FLAG SIGNAL – OUT ON THE FULL “BALL BACK”



- Stop moving
- Face back to where the ball was kicked
- Wave the flag in a circular motion similar to a bowling action in cricket back towards where the ball was kicked
- Try to use the outside arm so you don't turn your back on play
- Repeat 2 more times

» FLAG SIGNAL – NO GOAL



Signalled when an attempt at goal misses.

If this is a penalty kick that misses, and the ball also goes dead, also signal “dead in goal” (see *next signal*).

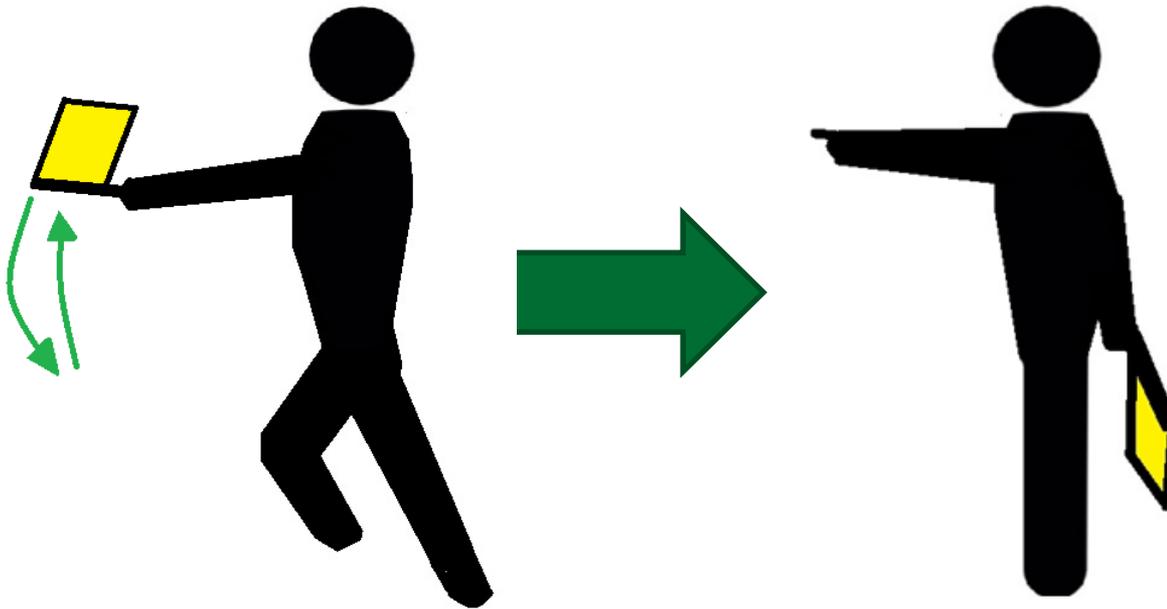
» FLAG SIGNAL – NO GOAL



- Stop moving
- Wave the flag across the front of the body in a sweeping motion
- Repeat 2-3 times.

If this is a penalty kick that misses, and the ball also goes dead, also signal “dead in goal” (see next).

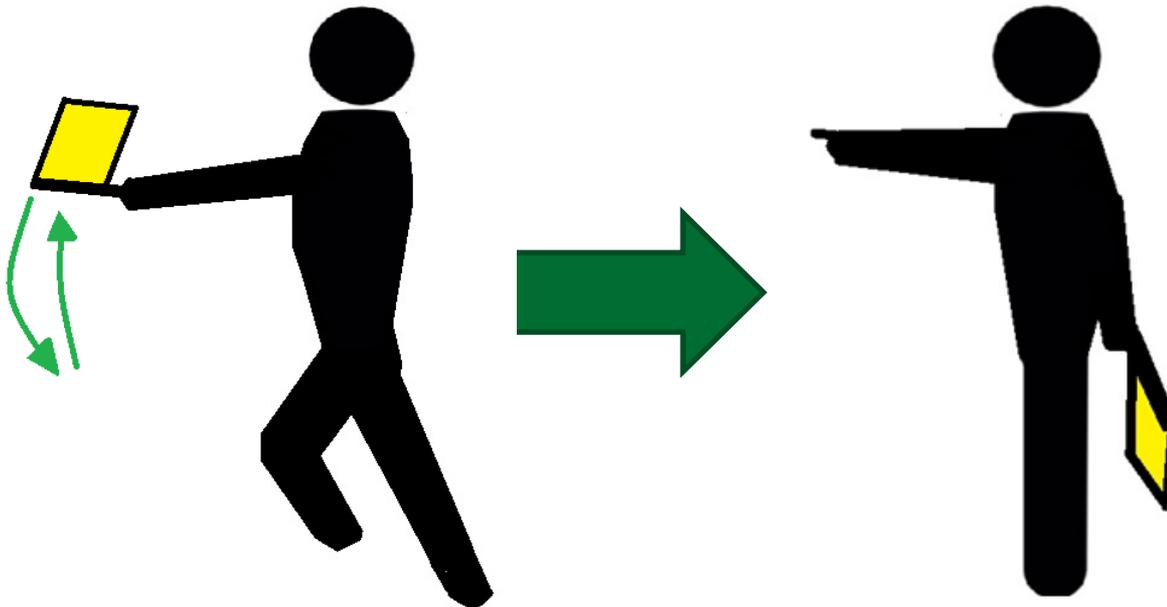
» FLAG SIGNAL – DEAD IN GOAL



Signalled when the ball goes dead in goal at any time from any type of play (kick, pass, etc) except for the examples outlined in the “ball back” section earlier.

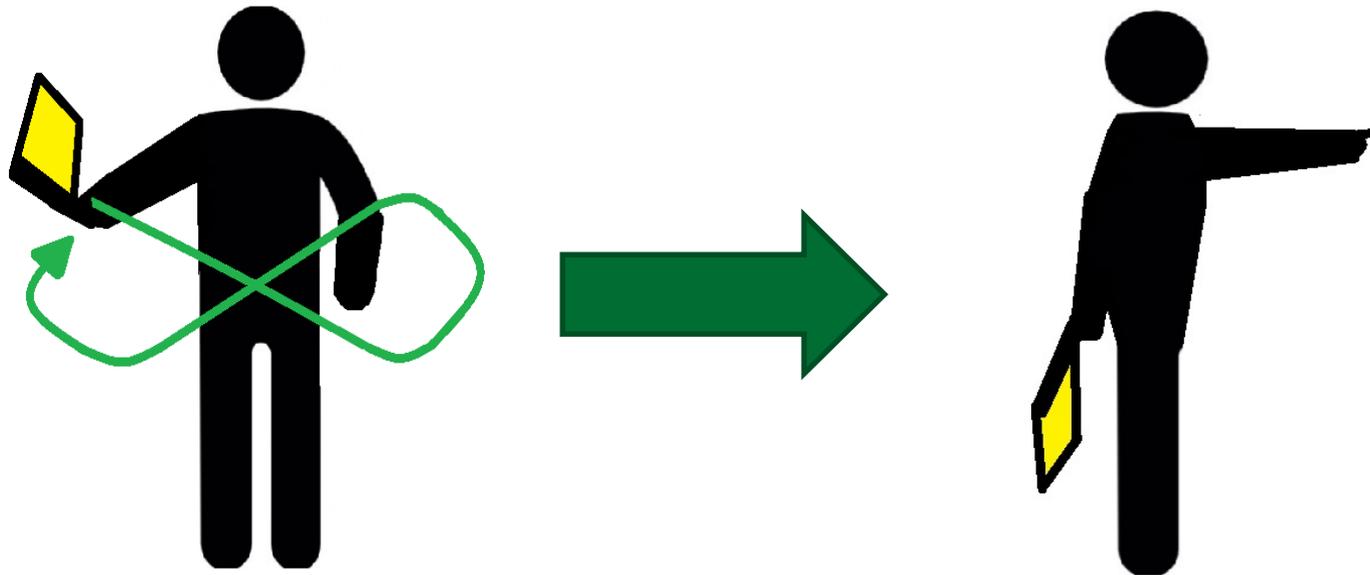
The ball or player in possession must touch something dead in goal prior to the ball being deemed “dead in goal”.

» FLAG SIGNAL – DEAD IN GOAL



- Move the flag up and down between the shoulder and knee in large movements
- Repeat 4 - 5 times
- Point to where the game is to be re-started (either 20m or goal line)

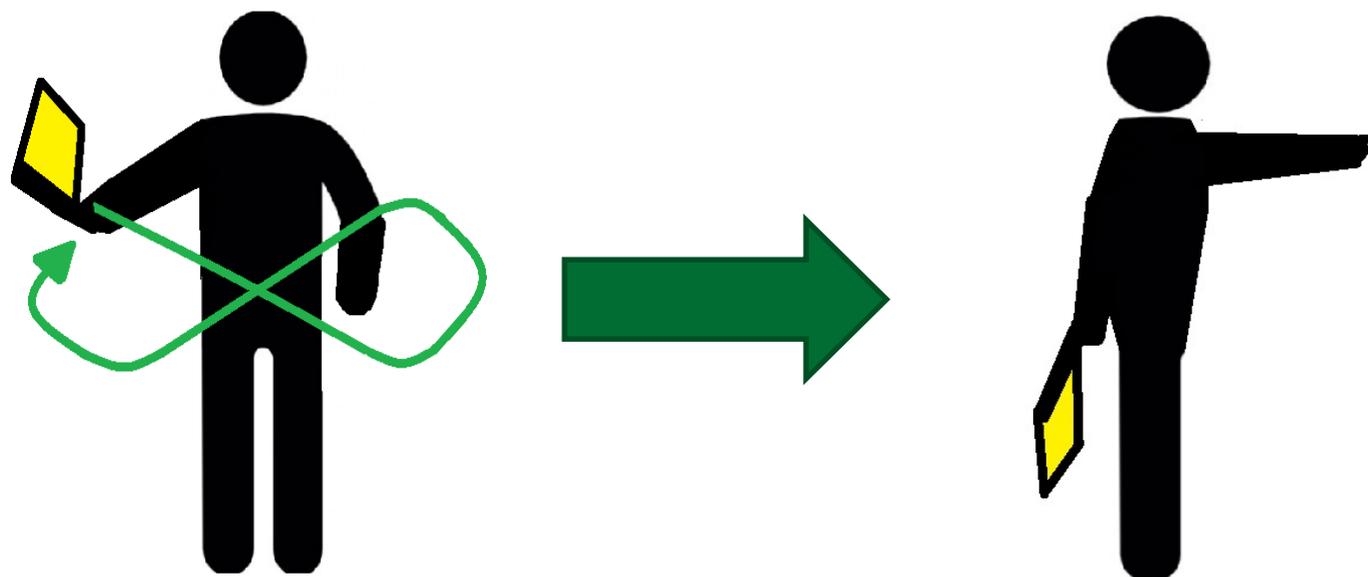
» FLAG SIGNAL – TOUCH IN GOAL



Signalled when the ball goes touch in goal at any time from any type of play (kick, pass, etc), except for the examples outlined in “ball back” above.

The ball or player in possession must touch something touch in goal for the ball being deemed “touch in goal”.

» FLAG SIGNAL – TOUCH IN GOAL



- Wave the flag in a “Figure-8” pattern in front of the body between shoulder and knee in large movements
- Repeat 4 - 5 times
- Point to where the game is to be restarted (either 20m or goal line)



ASSISTANCE SIGNALS

» USING GESTURES TO COMMUNICATE



Hand and/or body signals can be used to communicate to the Referee.

Correct signals make sure that controversy is avoided and correct re-starts are awarded by the Referee.

Signals need to be “big” enough to get the attention of the Referee, but subtle enough to not make it appear that the Referee is not in control of the match.

» USING GESTURES TO COMMUNICATE



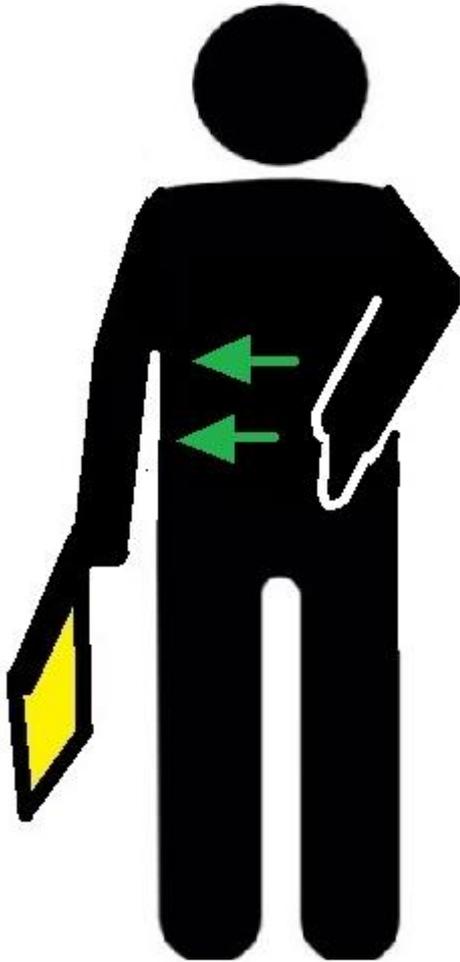
These signals are made to assist the Referee.

The Referee is allowed to overrule your decision (with a few exceptions!).

Don't get upset if the Referee overrules you.

Don't continue to signal if the Referee overrules your decision.

» ASSISTANCE SIGNAL – LOST/KNOCK ON

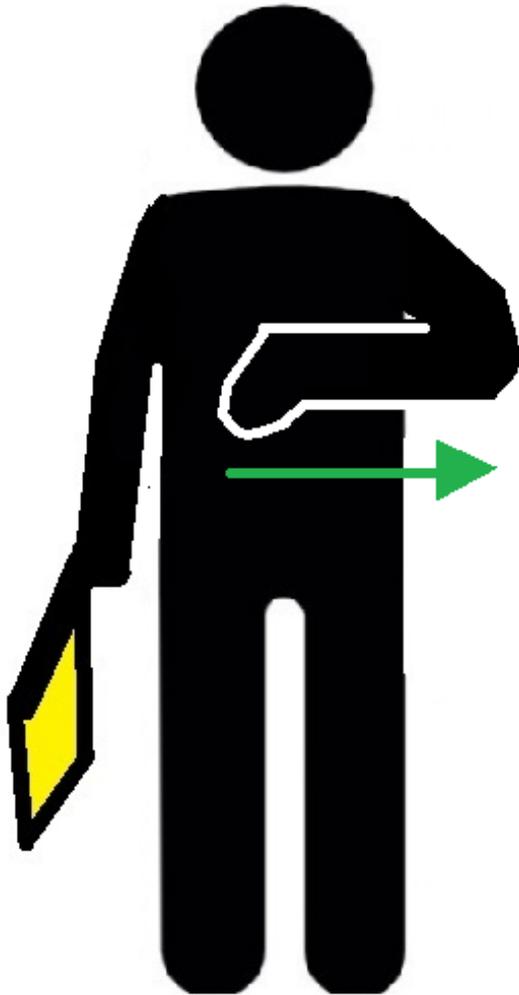


This signal is similar to a Referee's knock on signal, but only using one arm:

- Use the arm that is not carrying the flag
- Gesture a forwards movement with the palm open.
- Repeat 3-4 times

While signalling, try to get the Referee's attention – if required move to a position where the Referee can see you.

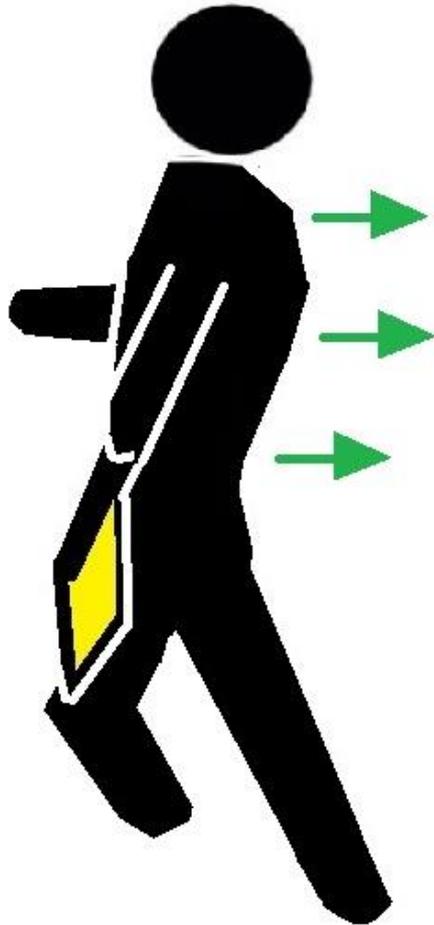
» ASSISTANCE SIGNAL – STRIP (PENALTY)



This signal indicates that a penalty is required against a tackler:

- Use the arm that is not carrying the flag
- Raise arm across the chest with palm open and down
- Gesture a horizontal “raking” movement across the chest
- Repeat 3-4 times

While signalling, try to get the referee’s attention – if required move to a position where the Referee can see you.



This signal indicates that you want play stopped for a scrum:

- If you are running, “stutter” your run by quickly and visually pulling up and leaning backwards. The “worse” the pass, the more you pull up.
- If you are stationary, jog backwards a few metres.

Watch the Referee for a few seconds. If they do not look at you, continue with play.

» ASSISTANCE SIGNAL – ALL CHASERS ON SIDE



This signal indicates that all (active) kick chasers between you and the kicker are on side:

- While running, outstretch one arm in front of the body, with the palm open and down, until Referee calls “on side”.

Use your voice to communicate with any nearby offside players while running.

» ASSISTANCE SIGNAL - TRY OR NO TRY?



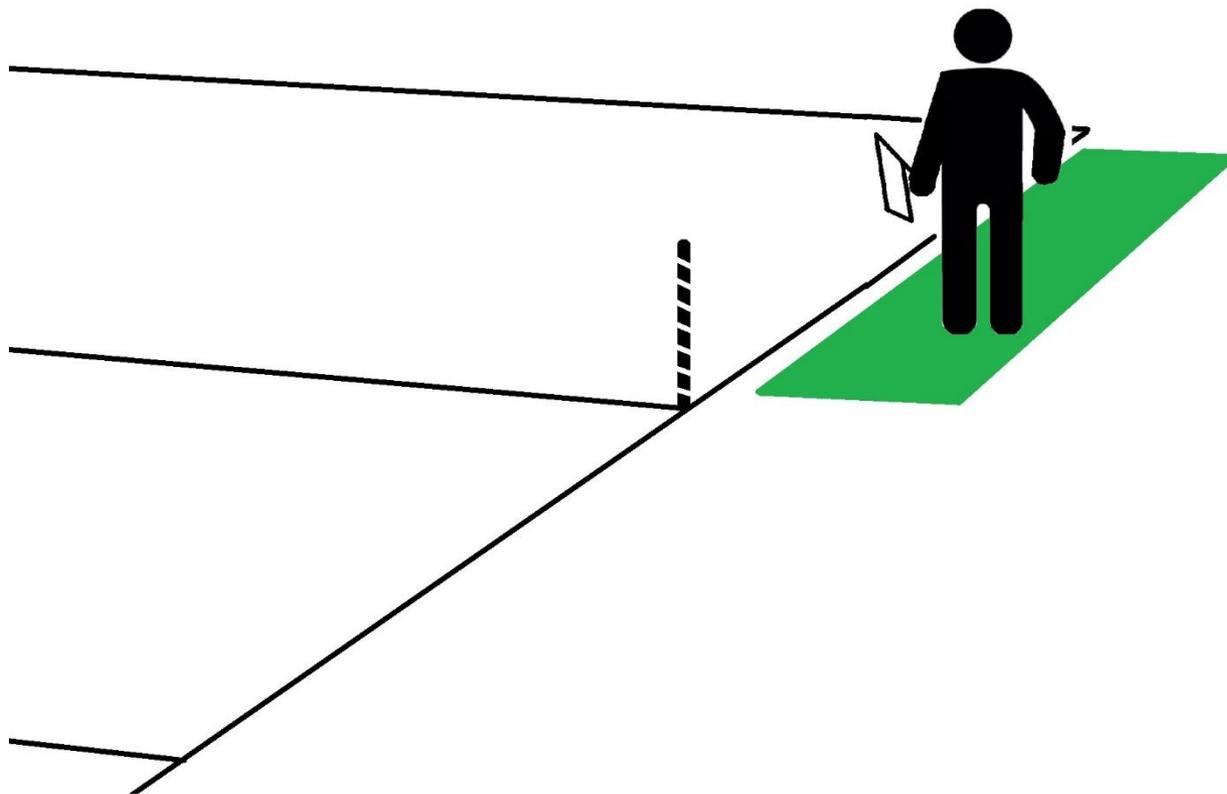
Your position after a try has been claimed will quickly give a visual indication of whether you think a try has been scored or not.

The Referee will check to see whether you think a try has been scored by looking for both Touch Judges before a try is awarded.

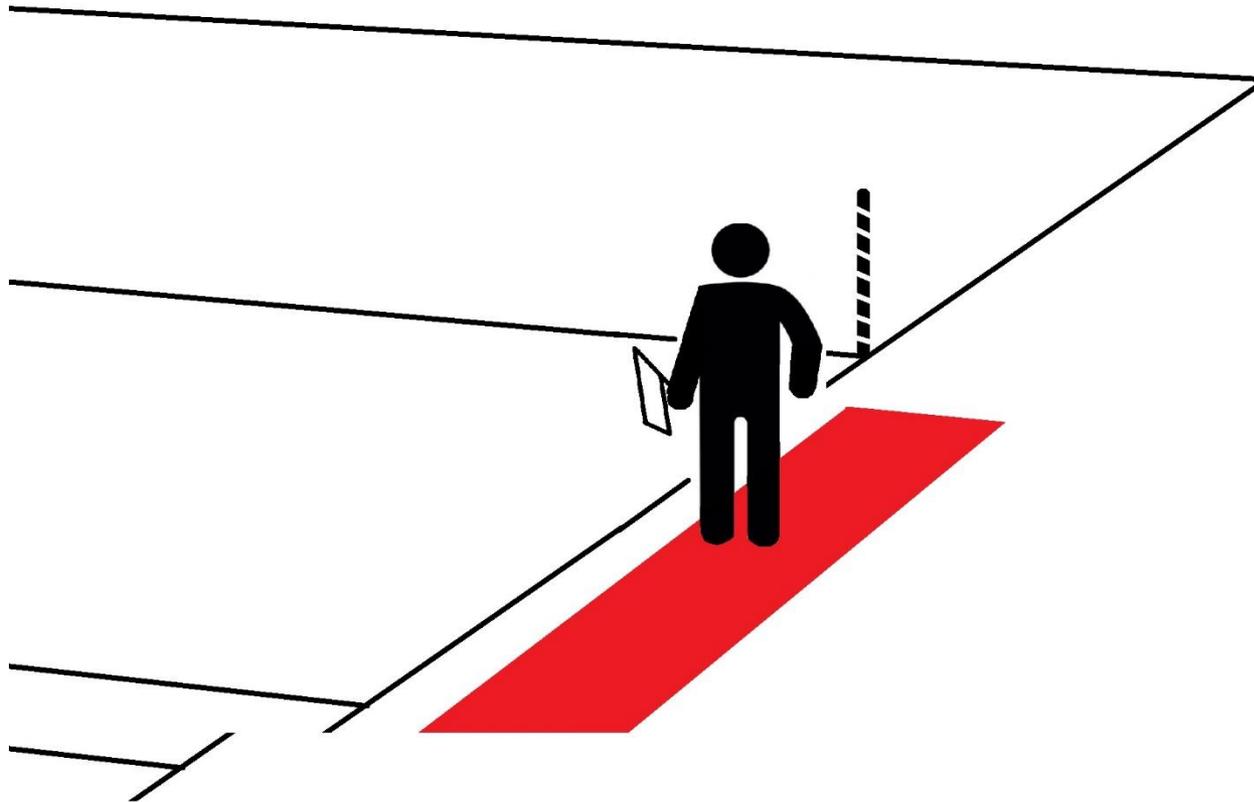
Move quickly into one of the 3 positions below, depending on whether you think a try should be awarded by the Referee.

The stronger your opinion, the further you should move into the in-goal (for a try), or the further you should stay out (for a no-try).

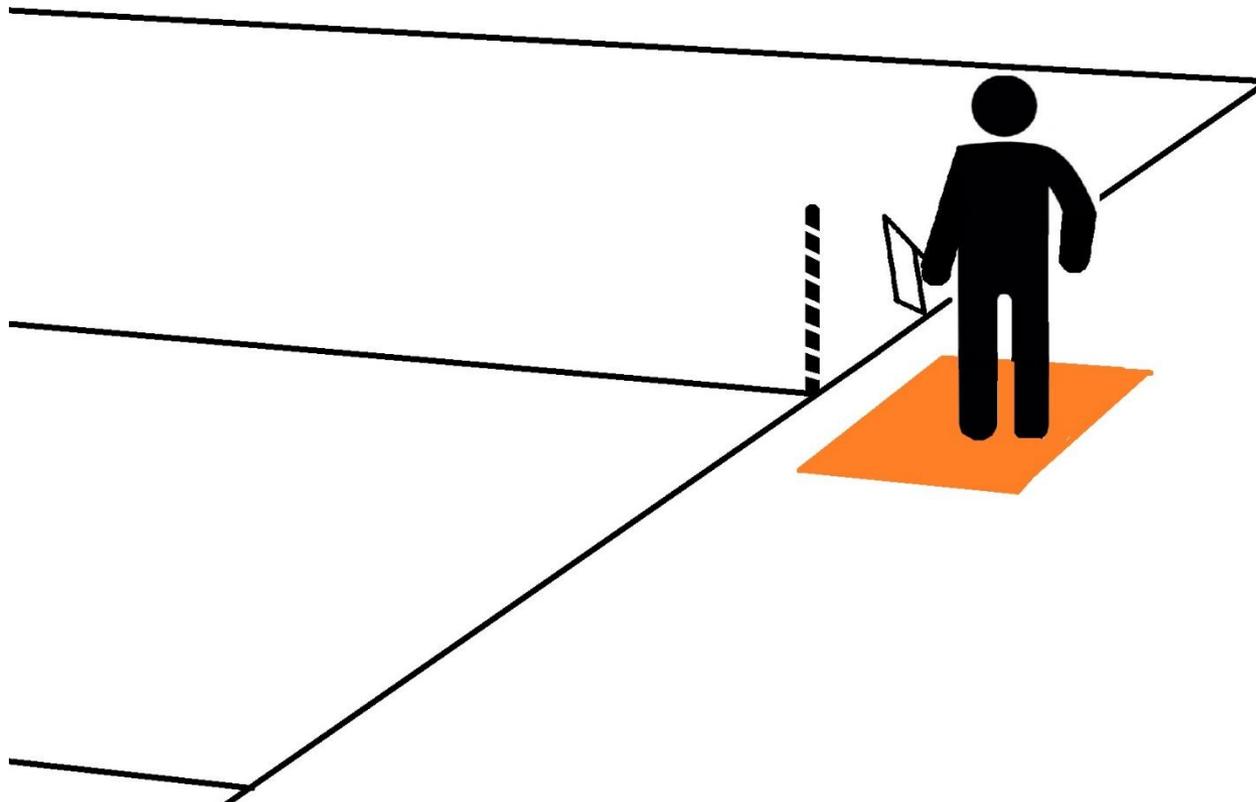
» ASSISTANCE SIGNAL - TRY!



» ASSISTANCE SIGNAL - NO TRY!



» ASSISTANCE SIGNAL – UNSURE/UNSIGHTED



» WHAT IS THIS TOUCH JUDGE INDICATING TO THE REFEREE?



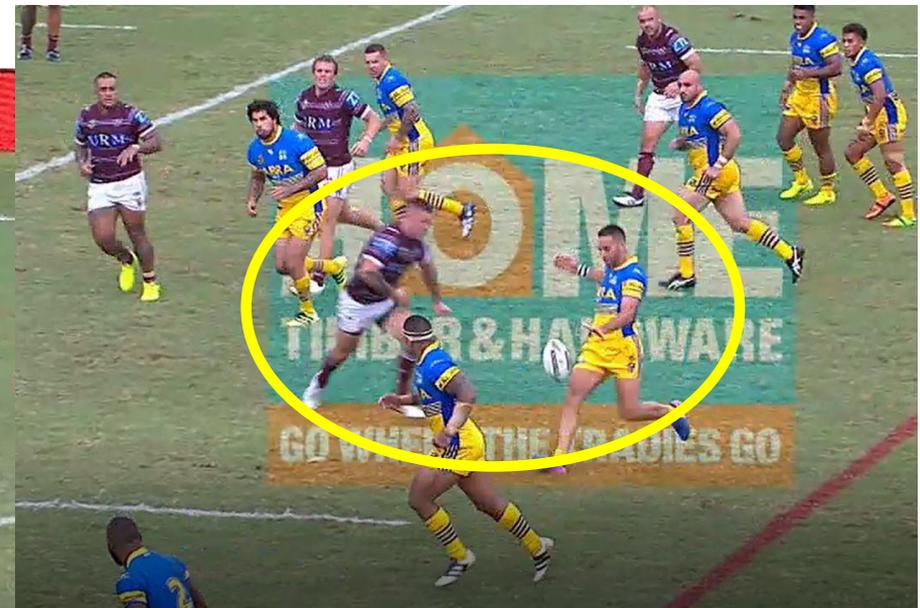
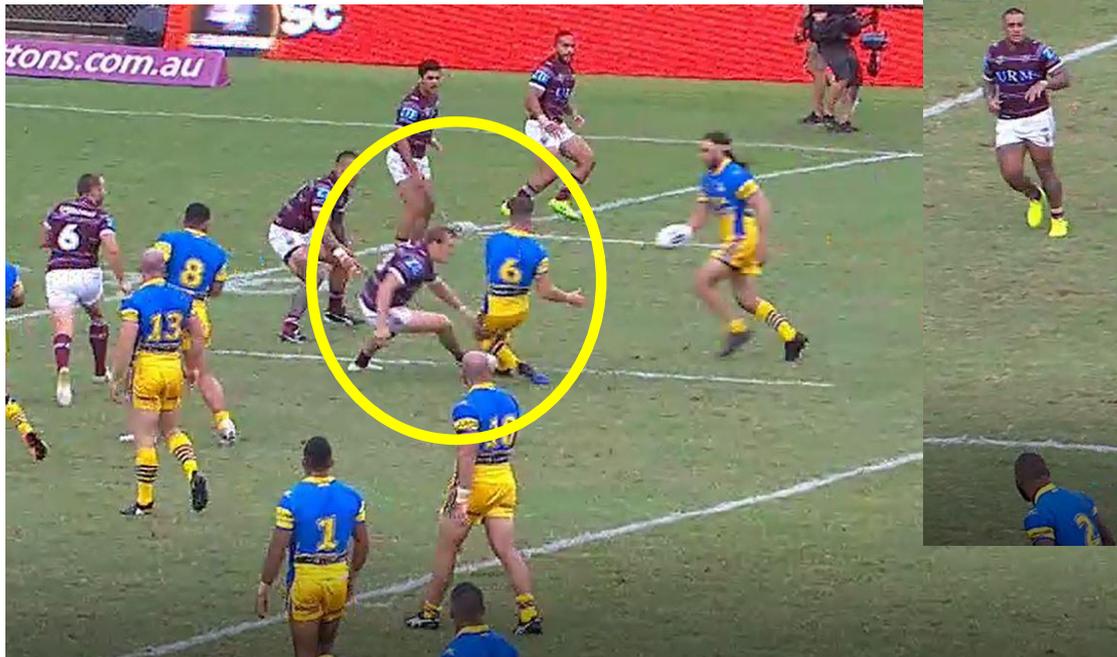


BACK PLAY

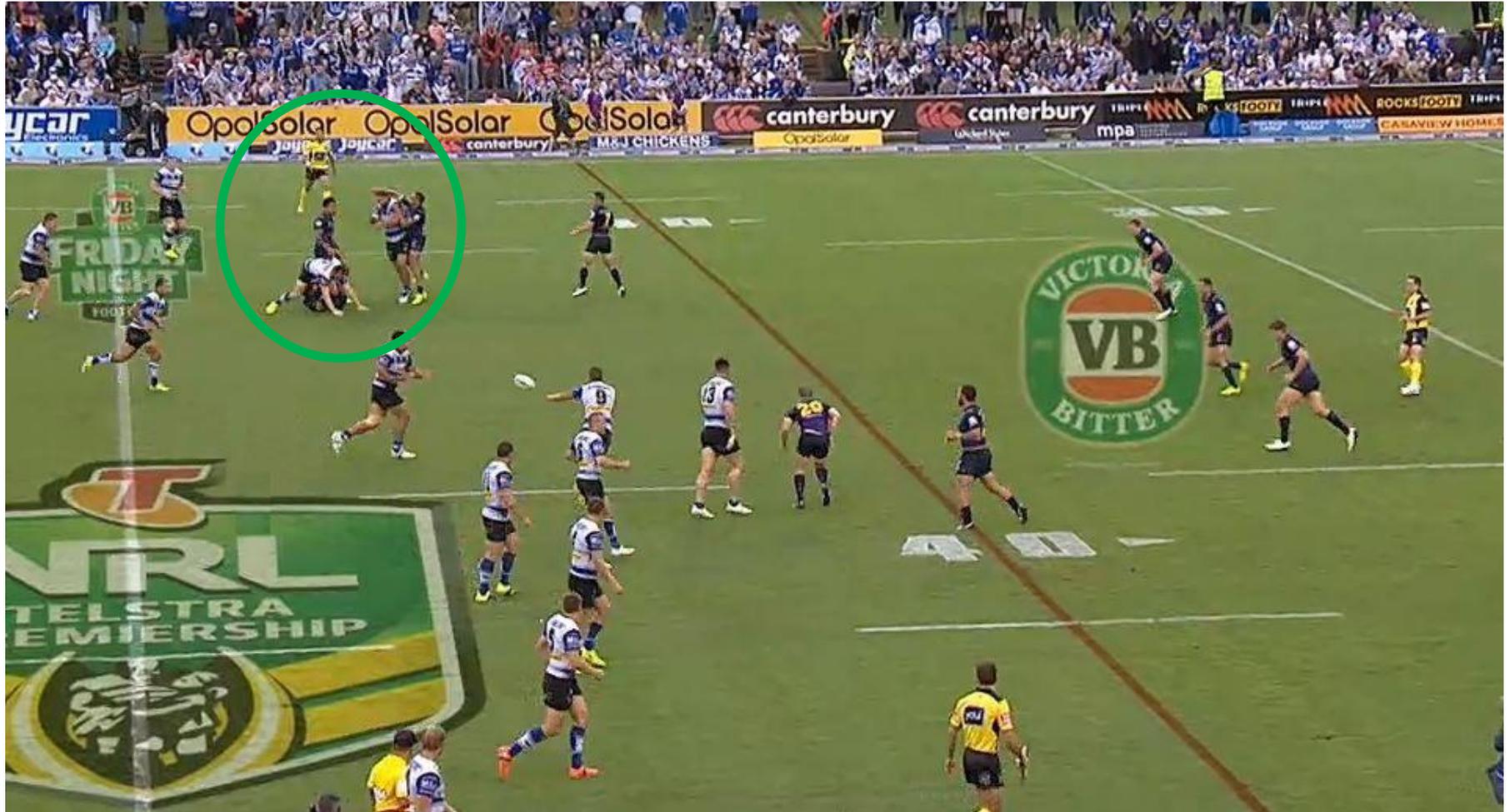
» BACK PLAY - WATCHING

Watch where the ball has been, not where it is right now!

This includes players **AFTER** the pass, kick or play the ball.



» BACK PLAY - WATCHING



» BACK PLAY – WHEN TO REPORT TO REFEREE



If breach is by team in possession, report immediately!

If breach is by team not in possession:

- If play is before the half-way line, report to the Referee immediately (next tackle/stoppage).
- If play is in attacking area, play an advantage.

If breach is very serious or creates a melee, enter the field of play immediately while monitoring the situation (players involved and players who could become involved).

» BACK PLAY – ENTERING THE FIELD



Work as a team with the Referee and fellow Touch Judge to surround the melee to allow vision on all sides.

» BACK PLAY – ENTERING THE FIELD



YOU

» BACK PLAY – REPORTING TO REFEREE



Proceed directly to Referee.

Hold a quick informal chat with the Referee out of earshot of players and team officials.

Outline your observations and recommendations, including:

- Player that created the issue (aggressor)
- Other player(s) involved
- Serious breaches of the rules
- ***Proposed outcomes.***



» BACK PLAY – REPORTING TO REFEREE



The Referee will call out the required player(s) and captain(s).

Repeat the previously discussed information (except the proposed outcome) to the Referee in the presence of the player(s) and captain(s).



» BACK PLAY – REPORTING TO REFEREE



DO NOT ENGAGE OR TALK TO THE PLAYER OR CAPTAIN.

DO NOT USE GESTURES.

IF FOUL LANGUAGE HAS TO BE QUOTED, USE SHORTENED TERMS. FOR EXAMPLE USE THE TERM “F-ing” RATHER THAN THE FULL WORD!

» BACK PLAY – REPORTING TO REFEREE



IF INTERRUPTED BY A PLAYER OR CAPTAIN, STOP TALKING WHILE THE REFEREE TAKES CONTROL OF THE MEETING.

Once your report is complete, the Referee will instruct you to return to the sideline or to the mark.

Note: You should be aware of heightened tension in the match after this type of incident.

NEVER ENGAGE IN COMMUNICATION WITH THE CROWD OR THE PLAYERS BENCH.

The aims of the Touch Judge are:

- To always be **in the best position** to see everything that happens during a game
- To **communicate** with the Referee, players and the crowd
- To **assist the Referee** in the performance of their duties.



THANK YOU