

CHECKLISTS – Level 1

For every aspect of the game, the referee needs to have a mental checklist of the basics

Remember the referee's fundamental approach:

1. Safety
2. Fairness
3. Application of Law



RESTART KICKS

Kick-off

- ✓ Correct number of players?
- ✓ Touch judges in position?
- ✓ Captains ready?
- ✓ Start your watch
- ✓ Whistle
- ✓ Watch for:
 - | Correct drop-kick
 - | Players on-side
 - | Ball travels >10m
 - | Safety of players on the reception & contact

Remember: for restarts after a score and for drop-outs, there is no whistle; kicking team dropkick-off when ready

OFF-SIDE IN OPEN PLAY

For a kick in open play

- ✓ Manage late-hit potential on the kicker; “Leave him/her!”
 - ✓ *don't watch the ball in the air*
 - ✓ Manage players who are ahead of the kicker until they are put on-side; “Hold - color - number!”
 - ✓ Manage players who are off-side under 10 m of the receiver; “Retreat - color - number!”
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- *For late hit on the kicker – penalty option at place of late tackle or penalty where ball lands/caught*
 - *For offside under 10 m – penalty option at offside mark (10 m from receiver) or scrum where the ball was kicked*

TACKLE

- ✓ Did a tackle occur? (ball carrier brought to ground)
- ✓ Tackler release
- ✓ Ball carrier to immediately play (place, pass) the ball
- ✓ Players on the ground to roll away and/or regain their feet
- ✓ Are there tackle-assist player(s)?
- ✓ Arriving players:
 - ✓ Thru gate as defined by dimensions of tackler and ball carrier on ground at time of the tackle
 - ✓ Supporting their own weight
 - ✓ Remaining on their feet
 - ✓ May use hands for rights to the ball until a ruck has formed

RUCK

- ✓ When does the ruck form? “Ruck – no hands!”
- ✓ Players on the ground rolling away
- ✓ Players arriving on their feet, from behind last foot on their side of the ball, and binding-on
- ✓ No hands
- ✓ No side-entry
- ✓ Off-side lines (no loitering)
- ✓ Ball-in vs. ball out

Ball unplayable in the ruck; restart with scrum to team last in possession

MAUL

- ✓ Maul begins: “That’ s a maul, carried-in by -color-”
- ✓ Ball-carrier in contact and moving forward
- ✓ Defensive players remain bound and no swimming
- ✓ Players enter from behind last foot on their side and binding-on
- ✓ No collapse
- ✓ Maul moving up/down field
- ✓ Stop once?
- ✓ Stop twice; “Use it”

Ball unplayable in the maul; restart with scrum to team that did not bring the ball into the ruck

SCRUM

- ✓ Make your mark
- ✓ Correct binds and space
- ✓ “Crouch” – level shoulders, maintain space
- ✓ “Bind” – no early engage, straight binds, ear-to-ear
- ✓ “Set” – simultaneous engagement, no push, straight binds
- ✓ Credible ball-in; no wheel, off-side line for the scrum-halves
- ✓ Manage off-side line for backs (5 m)
- ✓ Ball-in vs ball-out

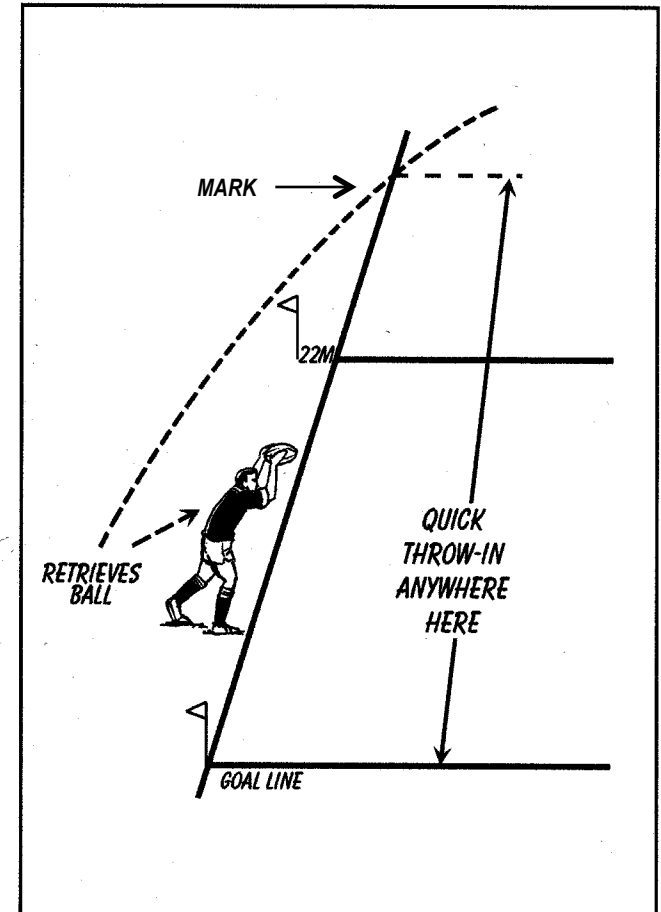
LINEOUT

- ✓ Quick-throw available?
- ✓ Formation of lineout
- ✓ Numbers?
- ✓ Receivers?
- ✓ Opposition player within 5 m to thrower?
- ✓ Watch for correct throw-in
- ✓ Watch for across-lineout and within-lineout infractions
- ✓ Manage off-side (10 m) for backs (*use your arm in air*)
- ✓ “Lineout over”

All lineout infractions have a restart (scrum or penalty) at the 15 m line

QUICK THROW-IN?

- A quick throw-in is allowed by the team eligible to restart the game if a player from that team retrieves the same ball that was in-play, and no other persons touch that ball, and a lineout has not already formed
- The quick throw-in does not require formation of a lineout and can be taken anywhere along the touchline between the mark and the throwing player's own goal line
- The ball has to travel in-field at least 5m and cannot be thrown forward
- Players can quick throw-in to themselves



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For more information, please visit

<https://www.usarugby.org/referee/>



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