



USA RUGBY

GAME MANAGEMENT GUIDELINES 2011



USA RUGBY

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INTRODUCTION

USA Rugby Referees' management has established guidelines to refereeing at all levels in USA Rugby. These guidelines enable players and referees to have a clearer approach to the game, to enable consistency in Law application throughout the country. They also reflect directives from the iRB.

These guidelines are to be distributed and applied nationally to all referees, referee performance reviewers, referee coaches, players/teams, coaches and administrators for 2011.

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Appropriate U19 Law Variations are in green italicized text.

VIDEO GUIDELINES: www.usarnp.com/USARR-2011

PRINCIPLES OF THE GAME

It is through discipline, control and mutual respect that the spirit of the game flourishes and, in the context of a game as physically challenging as rugby, these are the qualities which forge the fellowship and sense of fair play so essential to the game's ongoing success and survival."

It is imperative that we, as a community, stand together and work together to grow rugby in the United States. It will be through mutual respect and support that we develop the game.

We urge that players and team administrators do not verbally abuse the officials, and vice versa, nor make any derogatory public remarks or comments, as this behavior is not beneficial to the development and growth of the game.

It is important that officials, players, coaches, etc. share their thoughts and experiences with one another for the betterment of all.

REFEREE NOTES

Be professional and open to discussion with players and coaches, and supportive of colleagues. Promote the reputation of the game. You are accountable for your actions on and off the field. Do not discuss any issues with referee evaluators/performance reviewers during halftime, unless the evaluator feels the need to communicate an issue regarding safety. If you want to communicate with your referee coach, that is acceptable - referee coaches are to be aware that their advice should not completely alter the standard that the referee has set in the first half. Refrain from discussions with coaches, etc. during the match, at halftime, and immediately after the match if a "cooling off" period would be the better option.

TACKLE / RUCK

A. THE TACKLE

1. Tacklers have to release the tackled player immediately, and move away or get to their feet. **PK**
2. Tackled player must exercise their options immediately. **PK**
3. Players that slow the ball down should be penalized immediately. **PK**
4. Referees may instruct the players, i.e. "release the ball", "roll away", etc., as long as these players have not already slowed down ball availability.

Referees are to approach a low tolerance level at the breakdown and should penalize early in the match to establish compliance.

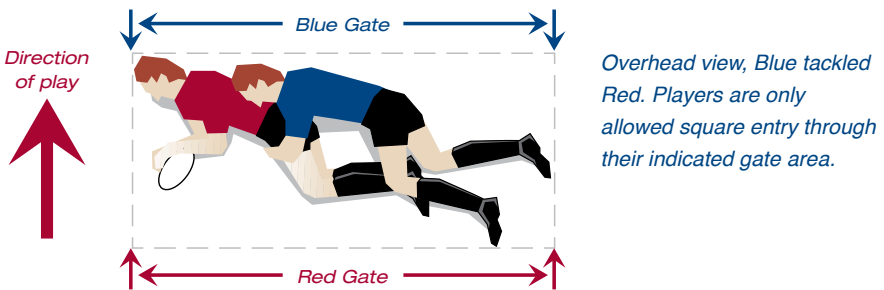
TACKLE / RUCK

B. TACKLER ASSIST

1. Defending players that remain on their feet, but assist in bringing the ball carrier to the ground (Tackler Assist), are to release the tackled player and the ball, and may only then play the ball from their side through the gate.

C. THE GATE

1. All players must enter the tackle through the gate. No part of a player's body (including the arms), may enter the tackle through any other area. **PK**
2. Failure to enter through the gate should not be tolerated. **PK**



D. ARRIVING PLAYERS

1. Players are to enter the tackle on their feet. **PK**
2. At a tackle, arriving players are allowed to play the ball with their hands after an opposition player binds onto them, if they:
 - a. Arrive at the tackle legally,
 - b. Remain on their feet, and
 - c. Have possession of the ball prior to the contact occurring (i.e. was grasping/holding the ball - this should be a positive action to gain possession of the ball, not merely putting one's hands/arms on/over the ball).

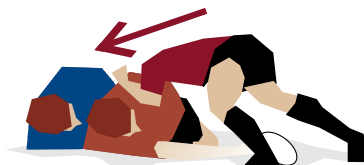
NOTE: Thus, a ruck has not yet formed.

3. No players may bind/grasp onto the tackler/tackled player who is on the ground. **PK**
4. Players who secure the ball without their weight fully on their feet (i.e. bound onto OR leaning on the tackler/tackled player on the ground) OR who go to ground head first, or dive over players on the ground, OR dive over players on the ground with the ball between them should not be tolerated and penalized. **PK**

TACKLE / RUCK



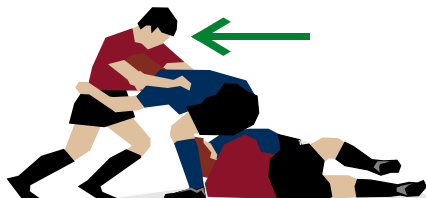
X Red tackled Blue, Blue player arrived at the tackle on their feet, through the gate, but is binding on the tackler/ tackled player on the ground to secure possession.



X Blue tackled Red, Red player has secured possession by binding onto the tackler/ tackled player on the ground. This is NOT allowed.



✓ Red tackled Blue, Blue player arrived at the tackle on their feet, through the gate, is NOT binding on players on the ground, remaining on their feet and preparing for contact at the tackle area.



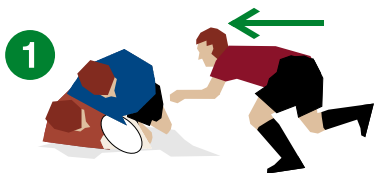
✓ Red tackled Blue, both players that arrived at the tackle are on their feet, arrived through the gate, and are contesting for possession. A ruck has formed.

- If players enter the tackle in conformance with the required criteria and subsequently go to ground during the process of removing a tackler or because the opposition was unable to retain its position at contact, these players should not be penalized because they did not willfully go to ground. The ball should be available to be played. However, if these players then obstruct the ball from being available to be played, they should be penalized.

PK

- If players enter the tackle in conformance with the required criteria and make contact with the tackler or tackled player and subsequently go to ground during the process, BUT HAS MADE THE BALL AVAILABLE TO BE IMMEDIATELY PLAYED, it will be allowed. Arriving players of the team who have secured the ball may either play the ball or bind onto their players, even if their players are on the ground, to maintain possession.

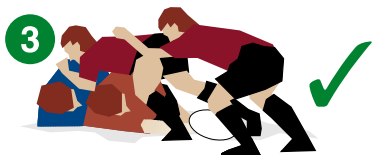
TACKLE / RUCK



[1] Blue tackled Red. The RED player arrives, makes contact with the Blue tackler, and



[2] subsequently goes to ground, AND HAVE MADE THE BALL AVAILABLE TO BE PLAYED. Red players who arrive thereafter may



[3] bind onto their players (that are on the ground) to maintain possession already secured.

REFeree NOTES

Get to the tackle as quickly as possible. Know where the ball is at all times - create a presence at the breakdown. The approach to the game should be to facilitate contest for possession. Players are to remain on their feet, and enter the tackle through the gate. Set your standard from the outset, and maintain consistency to enable quick ball availability. It is important to maintain a high work rate throughout the match. There is a place for unplayables to be used as a management tool to communicate your expectations to the players. To play penalty advantage for an infringement at the tackle, the ball must be immediately available OR a score probable.

E. THE RUCK

1. The referee may use the term “Ruck” to indicate a ruck has formed. If a ruck has formed and players are still contesting for possession, the referee may use the term “No Hands, Ruck” to indicate to players that they should no longer use their hands. NOTE: Referees should allow the contest to develop at the breakdown, and should aware not to call “Ruck” until a ruck has clearly been formed. If the ball is immediately won and a ruck is formed, the referee need not communicate “Ruck”.
2. Once a ruck is formed, it continues even if all defenders leave or fall to ground, as long as the ball is still contained within the ruck.
3. Referees are to strictly apply the offside law on the fringes and the backlines.

SCRUM

A. MARK AND ENGAGEMENT

1. The referee will make the mark indicating the center of the scrum to the two hookers.
2. Engagement protocol is four separate instructions, “Crouch, Touch, Pause, Engage”.
3. Players should crouch when they are ready.
4. “Touch” means a full extended arm, touching, with the hand (not fist), the opposing prop on the shoulder and withdrawing their arms (holding onto the opposition player prior to engagement is not allowed).
5. Teams are required to ensure they maintain their position (hold their weight) upon engagement.
6. Early engagement, failure to engage, and standing up should not be tolerated and be penalized, by Free Kick, or a Penalty Kick if the referee deems it to be deliberate, dangerous and/or a repeated infringement. **FK**
7. #8 is to bind on the locks’ body with at least one arm up to the shoulder prior to engagement.

U19: #8 is required to bind between the two locks.

NOTE: The engagement process has been implemented to maintain safety. If at any point, the process is not followed by players the referee should blow the whistle, and restart the engagement procedure OR penalize players if they repeatedly do not comply.

B. SET AND FEED

1. Scrum is to remain stationary until the feed. **FK**
2. Scrum feed must be contestable and straight into the tunnel between the front rows. A zero tolerance approach is expected. **FK**

REFEREE NOTES

Set your standard early at the scrum. Minimize resets. Free kick early engagement immediately. Safety is paramount and an immediate whistle at a collapsed or popped scrum is essential. Differentiate between a popped scrum on the mark and deliberately standing up in a retreating scrum. Manage one player at a time - a collective reprimand has less effect. If you notice an issue at the scrum, but it has no immediate material affect, ensure to address it at the following scrum. If you are unsure as to the responsible party that is creating problems, slow down the engagement procedure - inform players of this action before implementing. If problems continue, bring the front rows closer together prior to engagement. Do not allow an early shove, nor early wheel - the scrum should be stationary and square until the feed. The 15° slight wheel before the feed by the non-throwing in team should be managed initially, and penalized if it continues. Keep backlines outside (5m) for the entire duration of the scrum, defenders and attackers. In all circumstances safety is your number one priority.

SCRUM

C. WHEEL

1. A scrum has only wheeled through 90° if the line between the front rows has gone through 90°.

U19: Intentional wheel is not allowed. PK / Unintentional wheel through 45° to be reset (original team to throw-in).
2. A whip-wheel is not allowed - this is when the scrum turns/spins on its axis. Before a scrum can be wheeled legally there must be a clear forward movement by the combined front row of the team that is driving their opponents backwards. **PK**
3. If the referee is unsure as to who has wheeled the scrum (in a whip-wheel), the scrum should be reset with the original team putting the ball in.

D. SCRUMHALVES

1. Scrumhalves are not to touch/push one another. **PK**
2. Defending scrumhalves are not to position themselves in the 'pocket' area between the flanker and #8, and should be managed by the referee before penalizing. **PK**
3. Defending scrumhalves who decide to take up a defensive position on the last line of feet of their side of the scrum have to start next to their opponent at the put-in (scrum feed), and then move to the last line of feet once the scrum has commenced. They need not remain close to the scrum and may roam across the field, behind the last line of feet of their players in the scrum. If they choose not to be next to their opponent at the put-in, their offside line is the same as for players not participating in the scrum which is 5m behind the last line of feet of their scrum. **PK**
4. The scrumhalf who's team has possession of the ball after the scrum has commenced, must also remain onside with one foot on the correct side of the ball. If they deliberately remain in front of the ball to obstruct the opposing scrumhalf, to allow their #8 to play the ball, they should be penalized. **PK**

U19: A player must not intentionally keep the ball in the scrum once the player's team has heeled the ball and has control of the ball at the base of the scrum. FK

E. GENERAL

U19: A team may not push the opposition back more than 1.5m. FK

LINEOUT

A. FORMATION

1. The defending team has to have a player in the 5m area - if they do not, the referee will instruct them to do so before continuing - this player may not support a jumper in the lineout, and must be 2m from the line-of-touch and 2m from the five-meter line until the lineout commences.
2. If a team selects to have a player in the receiver (scrumhalf) position, the receiver must be 2m from the lineout at the moment of the throw. This player may move into the lineout prior to the throw.
3. The team that is to throw the ball into the lineout determines the maximum number of players in the lineout. Referees should manage this rather than penalize, unless it continues to be an issue.
NOTE: Many aspects of lineout infringements, i.e. formation, closing the gap, ball not traveling 5m, early jump, etc. can be managed by referees by resetting rather than penalizing, unless the infringement substantially benefits the offending team, or is continually repeated. **FK**

B. SUPPORT & OBSTRUCTION

1. The immediate players supporting the jumper may NOT position themselves in front of the jumper, obstructing the opposition. **PK**

C. QUICK THROW-IN

1. Referees are to be more aware of quick throw-ins, within law, and that the throw does not have to be straight, but may not be forward, and has to travel 5m.
 - a. Ball not thrown 5m = opponents' option scrum or lineout
 - b. Ball prevented from traveling 5m or played before going 5m. **FK**
2. A player that deliberately prevents a quick throw-in from traveling 5m, must be penalized. **FK**
3. Players who hold onto the ball, or throw the ball away, when in touch, to prevent a quick throw-in should be penalized, on the line of touch, 15m line. This should not be tolerated. **PK**

D. LINEOUT START & END

1. Once the lineout has started, referees are to keep one arm raised to indicate that the lineout is in progress, and players who are not part of the lineout need to remain 10m from the line of touch. Only when the lineout is over will the referee lower their arm.

LINEOUT

2. Players that are in the lineout have to remain between the line-of-touch and the 10m backline offside line, and between the 5m and 15m lines until the lineout is over. Players that cross the 15m line prior to the lineout being over, attackers to receive the ball or defenders, should be penalized. If the infringement is not material the referee should manage and talk to the player rather than penalizing.

E. NO MAUL

1. If defenders decide not to engage to form a maul at the lineout, referees should communicate to the team in possession to get the ball out, rather than penalize for obstruction.

F. SACKING

1. If the ball carrier in the lineout has both feet on the ground, an opposition player may pull the ball carrier to the ground. If they attempt this after a maul is formed it should be judged as collapsing the maul.

REFEREE NOTES

Always be aware of a quick throw-in - know your law. Communicate and manage early what is expected at the lineout - start at the front: numbers, gap, non-throwing hooker in position, backlines 10m, no early jumping, receiver 2m from the lineout, immediate formation with no delay, no dummy throw - keep the player throwing in, in your vision. There is no need to continuously talk to prevent disorder at the lineout, throughout the game. Keep the backlines and players in the lineout onside for the duration of the lineout.

BALL OUT

A. RUCK

1. The ball is out when there are no bodies over the ball from a bird's eye view.
2. Whilst the competition for the ball in a ruck is ongoing, hands by players in the ruck, are NOT allowed. **PK**
3. Once the ball has been clearly won, pushing the ball back by using the hand, by a player of the team that have won possession of the ball is permissible, AND, digging for the ball, by the player of the team who has won possession of the ball, who is in the scrumhalf position and not part of the ruck, is permissible and the BALL IS NOT OUT.
4. If a player in the scrum half position is not retrieving (digging for) the ball, but holding the ball, with one or two hands, the BALL IS OUT.
5. Players in the ruck may under no circumstance slap the ball out of the scrumhalf's hands or interfere with the scrumhalf. **PK**

BALL OUT

B. MAUL

1. Players in the maul may under no circumstance slap the ball out of the scrumhalf's hands or interfere with the scrumhalf. **PK**

C. SCRUM

1. The ball is out when there are no bodies over the ball from a bird's eye view, or it has been handled by a player of the team in possession.
2. If the #8 detaches from the scrum (both shoulders) with the ball at the feet, and attempts to pick up the ball, the BALL IS OUT.

MAUL

A. PULLING THE MAUL DOWN / COLLAPSED MAUL

1. Pulling down the maul and/or collapsing the maul is NOT allowed. **PK**

B. FORMING/JOINING/LEAVING/ENDING THE MAUL

1. When forming the maul players may not be in front of a player of their team with the ball. This is obstruction. **PK**
2. A maul is not over when all the defenders leave the maul voluntarily. If a maul has formed, and moving forward, and the defenders leave the maul voluntarily, the maul continues. Defenders who then join the maul again, should do so from the last line of feet.
3. If defenders leave the maul involuntarily or are unable to remain bound, and there are no more defenders attached to the maul, the maul is over and the team in possession should not continue to move forward with their players bound around the ball, as this may constitute obstruction. Referees are to communicate that the maul is over.

NOTE 1: If the team in possession does not comply with the referee's request that the maul is over they should be penalized. **PK**

NOTE 2: If a maul is moving towards the goal line, and the defenders drop off the maul, prior to the maul reaching the goal line, as they are unable to stop the driving maul, the team in possession should not be penalized for obstruction if they then immediately enter the in-goal area due to the momentum gained from the drive and ground the ball, award the try.

4. If a maul becomes stationary OR is moving parallel to the goal lines OR is moving backwards, referees will instruct players to "USE IT", and give that team ample opportunity to comply within Law.

REFEREE NOTES

Work both sides of the maul to prevent players joining from the side and collapsing the maul.

ADVANTAGE

A. COMMUNICATION & SIGNALS

1. Referees will only indicate advantage when there is the possibility that advantage may accrue.
2. When an infringement occurs, referees will indicate that they have seen it, and communicate, i.e. “Knock-on + team color”. Then they will either blow the whistle for the infringement, or play advantage, signal and communicate:

“Advantage + Scrum + team color”; OR

“Advantage + Penalty + team color”

The team mentioned is the team you are playing advantage for.

3. When advantage is gained, the referee will call “Advantage Over” - there is no signal for advantage over. Advantage over can only be called during play and not after the ball is dead.

B. NO ADVANTAGE

1. If the scrum collapses, pops or playes are lifted off their feet, an immediate whistle is required to prevent injury, whether for penalty or reset.

If a player deliberately kills the ball on the ground, no advantage should be applied, unless a clear scoring opportunity or an obvious advantage is likely. That player should be admonished/cautioned in both instances.

REFEREE NOTES

Always indicate the primary signal first, followed by the secondary signal.

GENERAL PLAY

A. OFFSIDE AT KICKS

1. Players in front of the kicker from their team are to remain stationary until they are put onside, or must retreat toward their goal line, 10m from where the ball lands if they are within that area. **PK**
2. Retreating players can be put onside by the kicker or players behind the kicker from their team, if the offside players are retreating.
3. No attempt to retreat must be penalized. Offside players advancing at a kick ahead should be instructed “STOP + COLOR (+ NUMBER, if possible)”. Players who continue to move forward must be penalized. **PK**
4. Players that are offside but not within 10m of where the ball lands may move laterally across the field.

FOUL PLAY

FOUL PLAY IS NOT WITHIN THE SPIRIT OF THE GAME AND HAS NO PLACE IN RUGBY. IT SHOULD NOT BE TOLERATED.

A. TACKLE

The following are not acceptable practices:

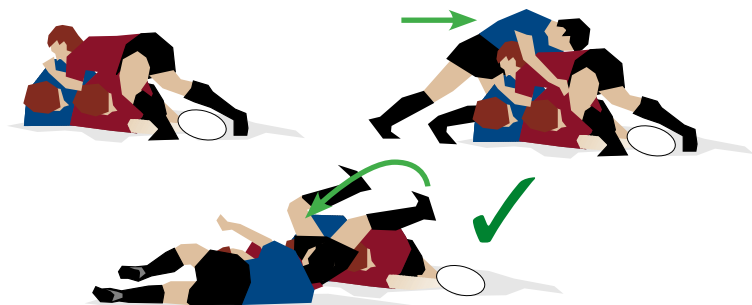
1. Leading with the shoulder (making deliberate contact with the shoulder first, and then wrapping with the arm/s), or swinging the arm into contact.
PK and admonishment and/or suspension
2. Not grasping an opponent. **PK and admonishment and/or suspension**
3. Spear tackle (Lifting a player from the ground, turning the body parallel to the ground or more, and driving the player into the ground, whether deliberate or accidental). **PK and RED CARD**
4. Lifting a player from the ground, turning the body parallel to the ground or more, and throwing the player to the ground **PK and RED CARD**
5. High tackle (including a chest high tackle where the arm eventually makes contact above the shoulders). **PK and admonishment and/or suspension**
NOTE: If a player bends forward/down, and is then tackled above the shoulders due to this action, the tackler should be given the benefit of the doubt if their intent was not to tackle high/dangerously.
6. Tackling a player in the air. **PK and admonishment and/or suspension**

B. FEET ON BODIES

1. Players may not stamp, trample or kick opponents.
PK and admonishment and/or suspension/RED CARD

C. GENERAL

1. At a tackle/ruck, a player may, if they enter through the gate, bind onto an opponent, and roll them to the side (“saddle roll”) to expose the ball.



FOUL PLAY

2. Deliberate/cynical offenses should result in a suspension. This can be a first offense without prior warning, a player that re-offends or a team that re-offends. **PK and suspension**
3. Repeated offenses can be team and/or individual, and should be addressed sooner rather than later. Repeat infringement patterns, i.e. offenses close to the goal line, AND repeated infringements by an individual player are both without time limit. Repeat team infringements in particular aspects (e.g. tackle), may warrant another admonishment rather than moving up to a suspension if sufficient time has passed without infringement.
PK and admonishment and/or suspension
4. 'Cheap shots'/off the ball offenses are unacceptable and should result in a suspension. **PK and suspension**
5. Holding/obstructing players off the ball. **PK and admonishment and/or suspension**
6. Perpetrators and retaliators are responsible and are to be dealt with - the last offence is to be penalized. **PK and admonishment and/or suspension**
7. Players disputing the referees decision should not be tolerated. Awarding a PK or advancing an already awarded PK 10m is appropriate. **PK and admonishment**

RESTARTS & OPEN PLAY

1. Players are expected to remain behind the ball at all kick-offs and drop-outs (except quick drop-outs as Law allows). Referees are to manage this phase, however, players are aware that they need to comply.
2. Players who obstruct the opposition from getting to the ball carrier should be penalized. **PK**
3. Players who bind onto their own player (that has possession of the ball), and so position themselves between their player and the opposition, are obstructing and should be penalized. **PK**

REFEREE NOTES

At all restarts, signal with your arm, and communicate verbally to players to remain behind the ball. Be reasonable, and manage these phases.

PENALTY TRY

1. A penalty try should be accompanied by either a severe admonishment, a yellow card or a sending off to the offender. A penalty try should only be awarded if foul play by a defender prevents a try from being scored or prevents a try from being scored in a better position.
2. If the offense that prevented the try is a suspension offense, a yellow card should be issued to the offender.

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