

REFEREE RULES AND TIPS

Roll Ball:

- **Half caught**
- **Ball down**
- **Incorrect roll ball** - Ball not rolled on inside of supporting leg, ball rolled more than 1m or player performing the roll ball not facing the score line
- **Player releases ball short of the try line** while attempting to score. Touch counts and player performs a roll ball.
- **6th Touch** change of possession
- **Balls Goes Out Play** - Change of possession due to player with ball running across the sidelines or ball passed over the sideline. Roll ball occurs 5m infield from sideline.
- **No half** - A defending player moves forward and gains possession of the ball when no half in position.
- **Player Touches Offside Defender** who is making every effort to remain out of play. If the player is the half then a changeover results.

Penalty is awarded:

- **Forward pass**
- **Late pass** – player passes the ball after a touch has been made.
- **Offside at the 5m with a roll ball or 10m with a penalty** – defending players cannot move forward until half touches the ball or for a penalty until the player taps the ball with foot. Offside player/s should be warned and advantage rule played. If penalty awarded the mark is along a line 10m directly forward of the mark.
- **Defenders fail to move forward on the line** - When the attacking player with the ball is further than 5m from score line and the defending team are defending on or within the 5m line (rule commences when first defender hits the 5m line) the whole team must move forward and continue to move forward beyond the 5m line until the touch is imminent. The referee must warn the defending team. A penalty awarded if the defence do not move forward or defending players begin to retreat to an onside position prior to the touch being imminent.
- **Shadowing** - When a defending player effects a touch they are required to select a single direction in which to retire to the 5m onside position and cannot deviate in accordance with the attacking play until they have reached an onside position. If the defending players changes direction they should be warned and advantaged played. If there is no advantage to the attacking team a penalty is awarded.
- Voluntary Roll ball – player performs roll ball when not touched.
- **Obstruction - 'SHEPHERD'** - A player with the ball moves behind the referee or other players in the attacking team in an attempt to avoid a touch and get an unfair advantage. A penalty is awarded. If the player with the ball stops and waits to be touched then a penalty is not awarded.
- **Obstruction - 'IN THE RUCK'** - A defender interferes with the player in possession or otherwise prevents the immediate roll ball after a touch or impede the acting half in retrieving the ball. Penalty is awarded 5m forward of the original roll ball mark.
- **Disputing Decision/Verbal Abuse**
- **Excessive Force Touch** - A defender when making a touch uses excessive force. Can include extension of the arms or a pushing action by a defender in making a touch which causes the attacking player to become off balance and delay the roll ball. Penalty should be awarded and the offending player warned.
- **Throwing/Kicking Ball Away**
- **Roll ball off the mark**
- **Delaying the roll ball** – Player to pass ball to nearest opposition player, or place on mark. Attacking players requesting ball are to be given ball. Penalty awarded 10m forward of the original mark.
- **Claimed touch** – defender claims a touch when the touch hasn't actually been effected.
- **Substitution not conducted in the interchange area** resulting in 7 on the field. Penalty awarded 5m in from where offence occurred.

Misconduct

Referee actions in the event of misconduct:

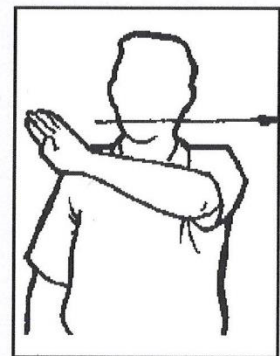
- **Penalty:** to non-offending team and warning to offending player and/or team captain
- **Force Sub:** the offending player is required to substitute with a player in the interchange area in accordance with the rules. The offending player can return to the game at any stage.
- **Period of Time:** A player dismissed for a period of time must remain in a position midway along the team's touchdown zone line and no closer than 5m to the dead ball line until recalled by the referee. The dismissed player cannot be replaced.
- **Dismissal Remainder of Match:** A player dismissed after a previous 'period of time' or for an offence such as gross misconduct or a dangerous act is to take no further part in the match and is to move and remain not closer than 10m from the score line. The dismissed player cannot be replaced and will receive an automatic two match suspension.

Any misconduct which results in a 'Period of Time' or dismissal for the 'Remainder of the Game' should be reported by the referee on the scoreboard and the Competition Director notified.

Sideline Referee Role

The role of the sideline referees is to:

- Indicate the 10m distance for taps from a penalty
- Control substitutions by ensuring they occur in the interchange area
- Communicate with link and winger in regard to being onside at the 5m from a roll ball
- Provide advice to the central referee in regard to infringements
- Provide advice to the central referee in regard to touchdowns



Off Field Referee in Agreement with Touchdown

Drop Off Procedure

A Drop-Off commences with a tap from the centre of the halfway line by the team who won the toss at the commencement of the game. Teams continue to play in the same direction as they finished the game. Substitutions is permitted at any time.

At the conclusion of two minutes of extra time, a hooter is sounded and the referee will stop play at the next touch or dead ball and each team will reduce by one player.

The clock does not stop when the hooter sounds at the two minute intervals.

Once the teams have been reduced to only three players each, no further drop off of players will occur.

During the Drop-Off, if a team scores before their opponent have had possession, the touchdown counts and match commences as per normal after a touch down is awarded. Once possession is lost the winner is then confirmed.