

# SEVENS REFEREEING

## SOME IMPORTANT POINTS



# FOUL PLAY

- ZERO TOLERANCE
- Temporary Suspension for
  - High Tackles (only the most innocuous will not result in a suspension)
  - Shirt Pulling
  - Throwing or taking the ball away after a penalty award
  - Killing the ball at the tackle



# FOUL PLAY

- ZERO TOLERANCE requires TOTAL ACCURACY
- Teams are seriously disadvantaged by a temporary suspension and an inaccurate decision can have a major effect on the outcome of the Game
- Teams accept zero tolerance providing the decision is accurate



# SCRUMS

- Those playing prop must bind on the body of the opposite prop
- Binding on the shorts or not binding creates instability
- Stable scrum before the ball is thrown in is very important
- Non throwing in side will often strike for the ball and therefore the ball must go in straight



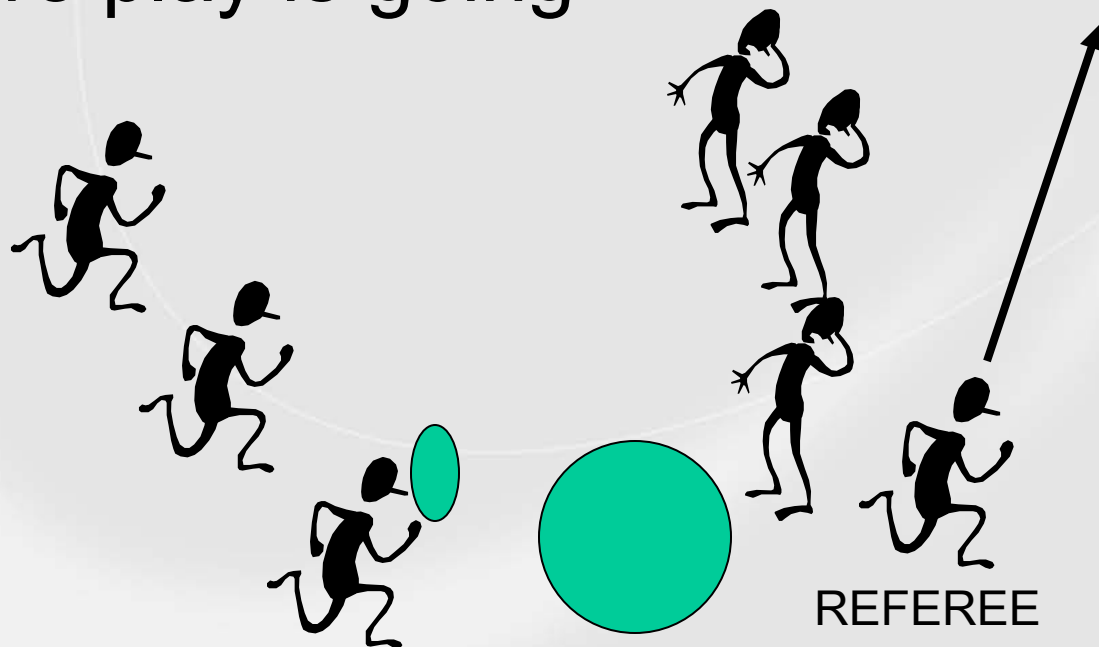
# TACKLE

- In sevens it is easier for the tackler to move away – do not let the tackler slow down the delivery of the ball
- Observe if the ball carrier is isolated and/or goes to ground early – if he does he gives away any rights to play the ball and **MUST** release the ball to opposition players on their feet



# POSITIONING

- The temptation is to run in a diagonal line in front of play in the direction where play is going

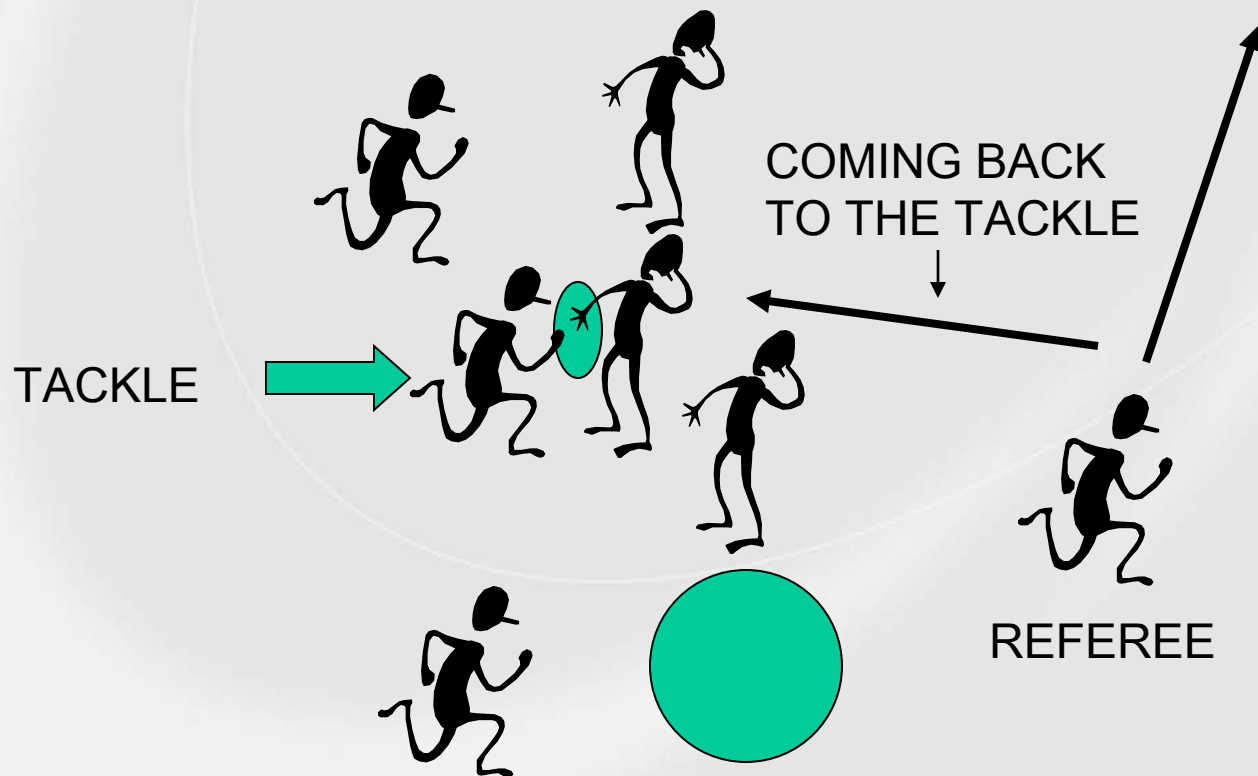


# POSITIONING

- This “front” or “defence” line running leads to the referee getting too far in front of play
- Often it means running back to tackles and it is difficult to pick up the first offence
- It can mean that significant forward passes are missed

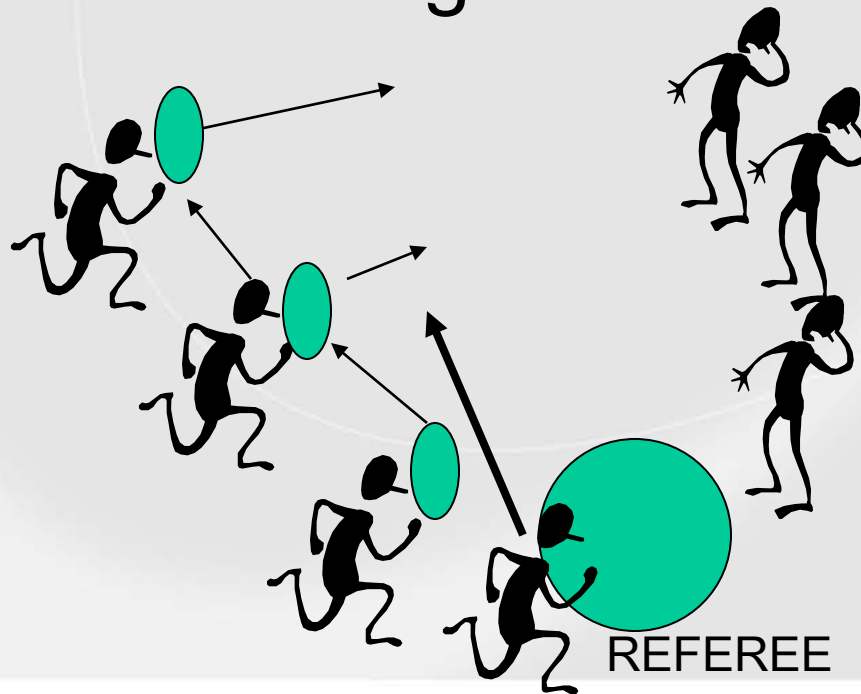


# POSITIONING

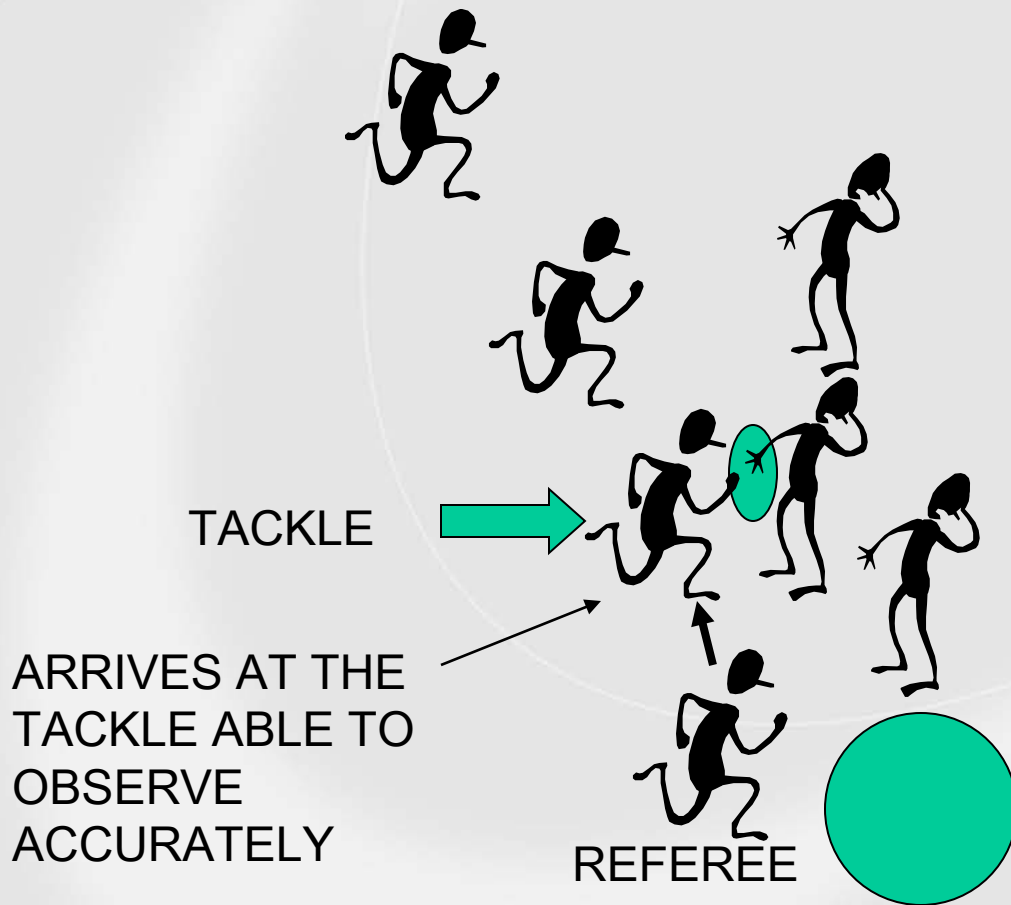


# POSITIONING

- Move with the ball – can see forward passes – can be at the next tackle i.e. “line ball running”



# POSITIONING



# MATCH OFFICIALS OBJECTIVE

- To be unobtrusive and accurate allowing the players to display their skills and provide exciting tournaments leading to:

ENJOYMENT FOR ALL

