

SEVEN A SIDE RUGBY

TOUCH AND IN-GOAL JUDGES
TOUCH-LINE MANAGEMENT AND
TIMEKEEPER PROTOCOLS



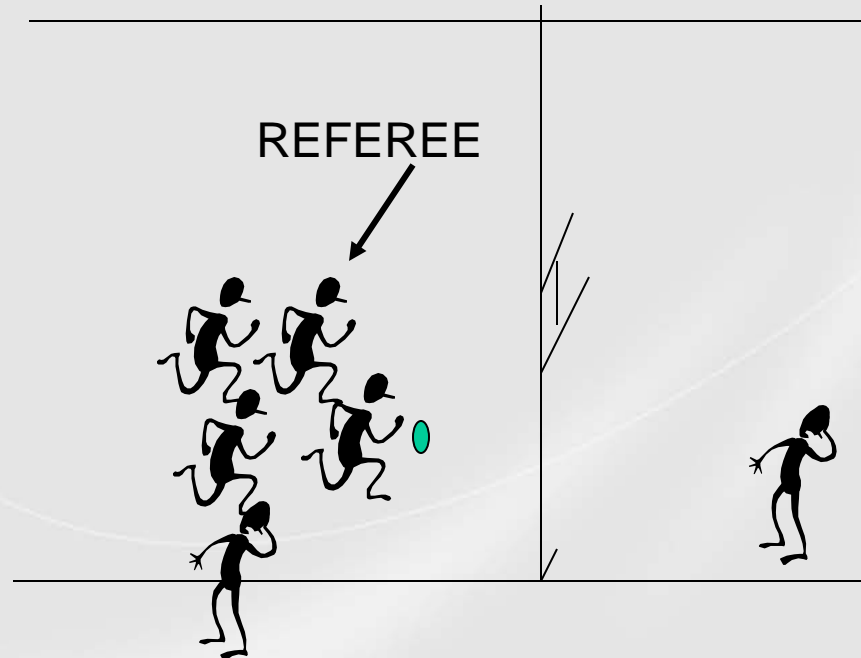
TOUCH

- Two Touch Judges for each match
- Primary duty to signal touch
- Touch judge marks the place where the line-out will take place and indicates the team to throw-in



NEAR THE GOAL LINE

Near the Goal line the touch judge closest to play will NOT attempt to get in goal



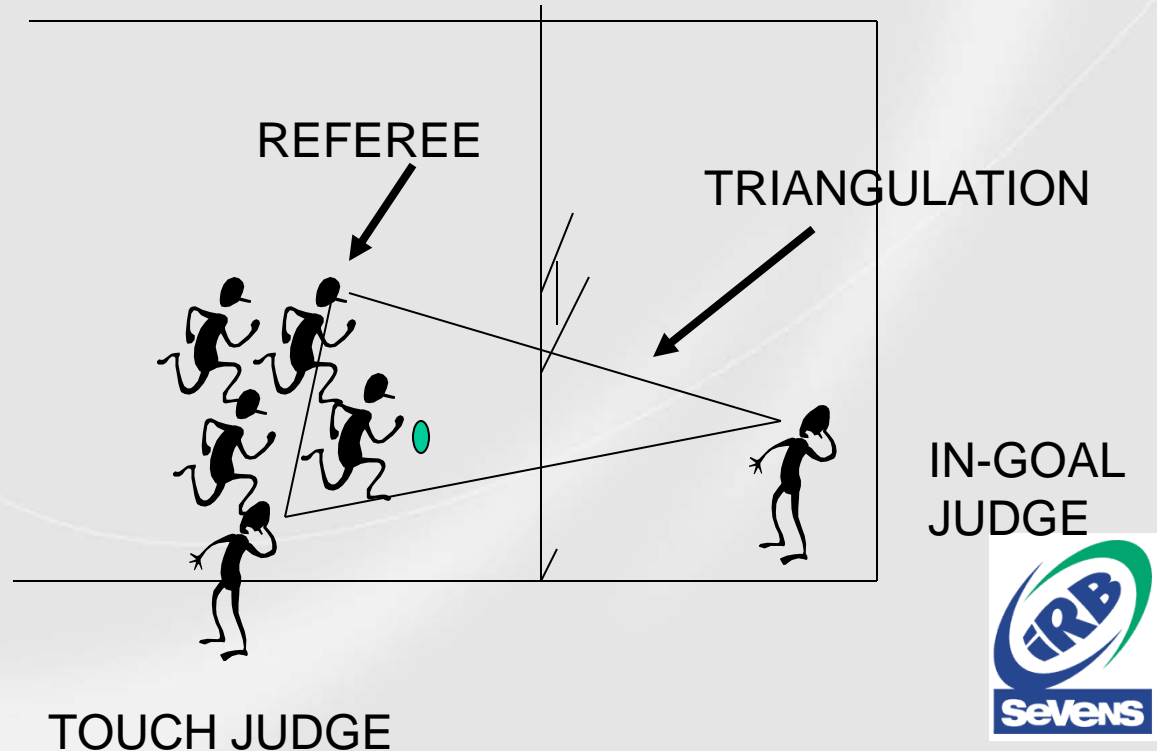
TOUCH JUDGE

IN-GOAL
JUDGE



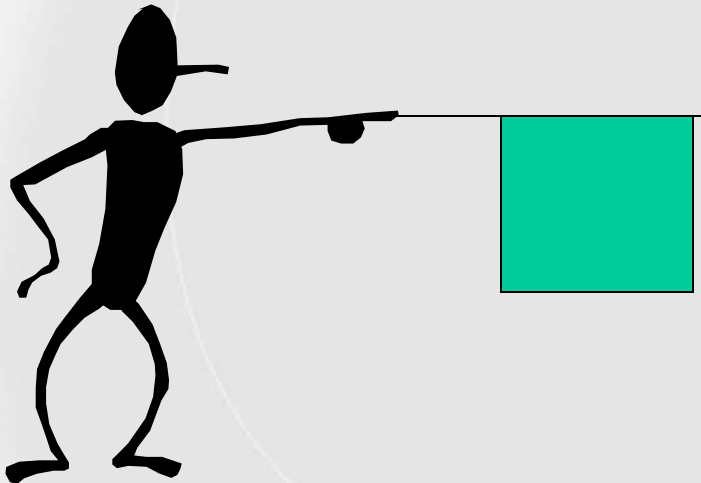
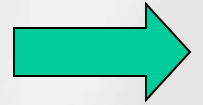
NEAR THE GOAL LINE

The Touch Judge is trailing – looking for touch, pulling back of defenders or support players – In-goal judge deals with touch down issues - Principle of triangulation



FOUL PLAY

Touch Judges will signal Foul Play



If in radio contact let the referee know you have a foul play report



FOUL PLAY

- Normal duties to the next stoppage of play
- Enter field of play if invited
- Reporting protocol
 - Number and team
 - What
 - Where
 - Recommended sanction if requested



FOUL PLAY IN SEVENS

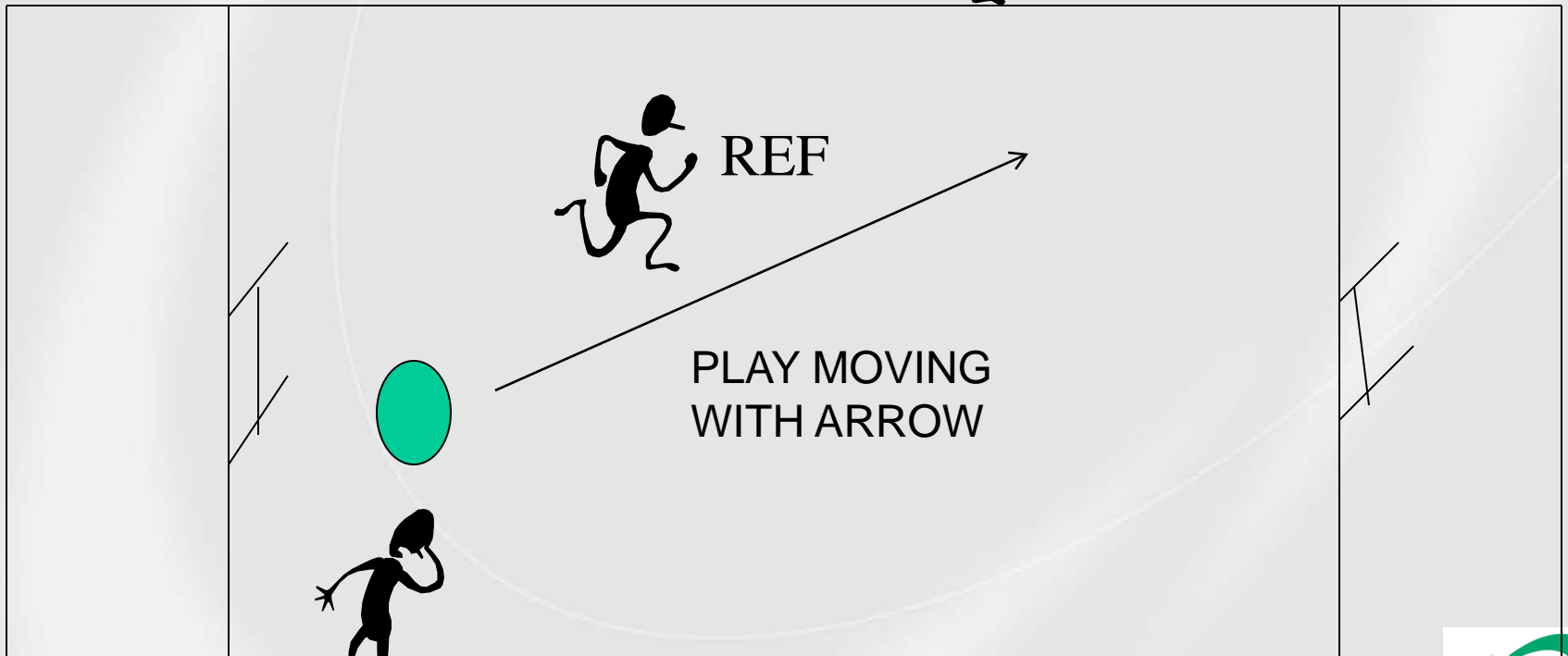
- High tackles including collar tackles
- Late or early tackles
- Pulling back on shirts of players without the ball
- Throwing the ball away after a penalty or free kick awarded
- Usual foul play associated with Law 10



LEADING AND TRAILING

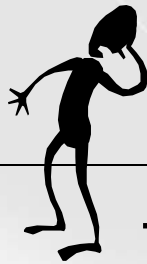


LEADING



REF

PLAY MOVING
WITH ARROW

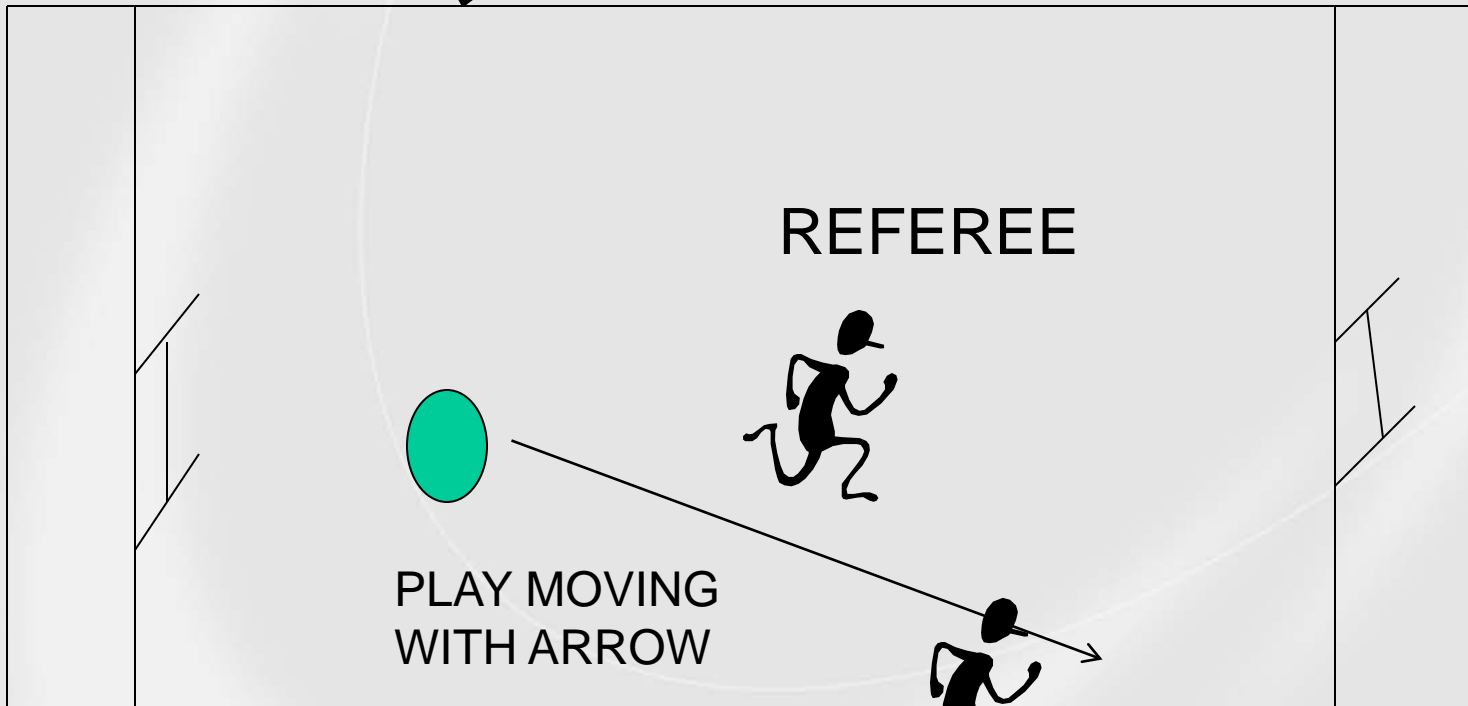


TRAILING

LEADING AND TRAILING



TRAILING



PLAY MOVING
WITH ARROW

REFEREE



LEADING

SECONDARY DUTIES

- Marking ten metres back from line-out on the non throwing in side
- Indicating ten metres back from penalty and free kicks
- **DISCRETE** signals for clear and obvious knock ons or throw forwards – If in communication do not signal – say Referee’s “name” – Team “colour” – “Knock-on” – **DO NOT COMMUNICATE IF THE REFEREE IS PLAYING ADVANTAGE**



COMMUNICATION SYSTEM

- If you are in radio communication system with the referee work on the principle of LESS IS BEST only use the system if there is something that is vital to communicate



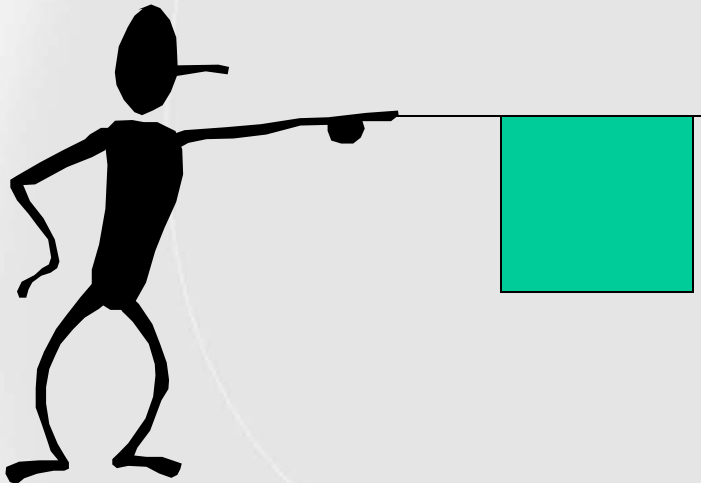
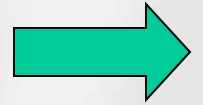
IN-GOAL JUDGES

- Two In-goal Judges for each match
- Primary Duties
 - Adjudicating tries or touch downs
 - Adjudicating ball dead
 - Adjudicating on kicks at goal
 - Reporting foul play



FOUL PLAY

In-goal Judges will signal Foul Play



If in radio contact let the referee know you have a foul play report



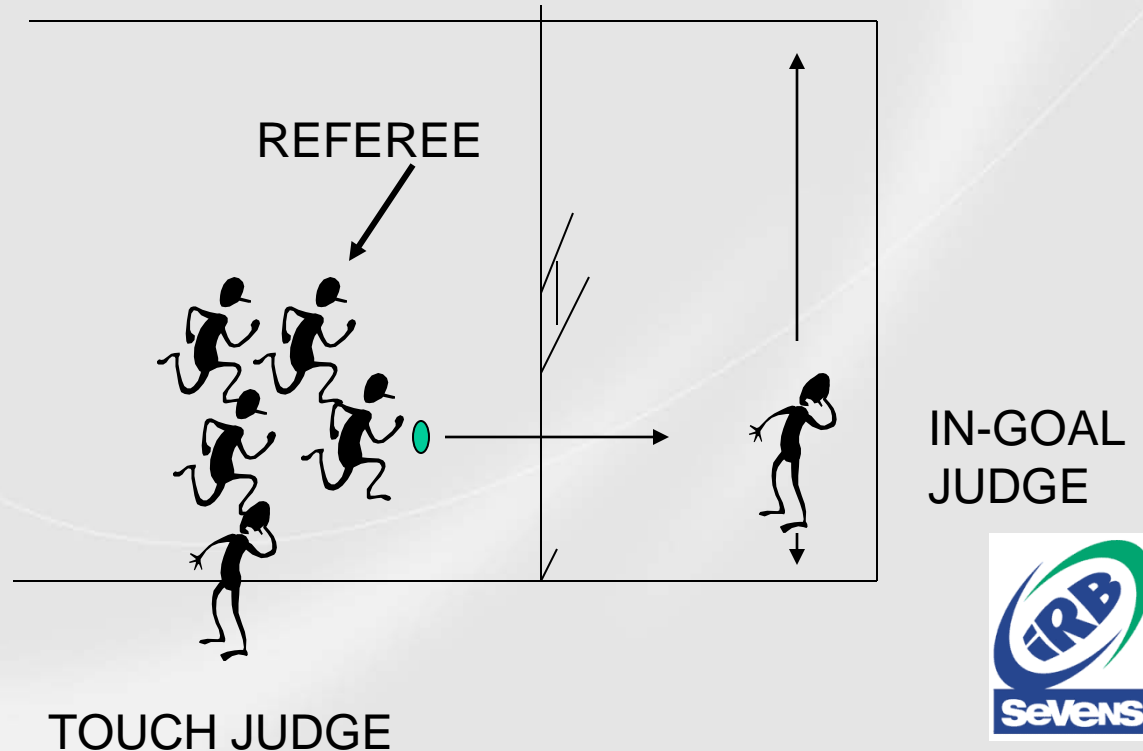
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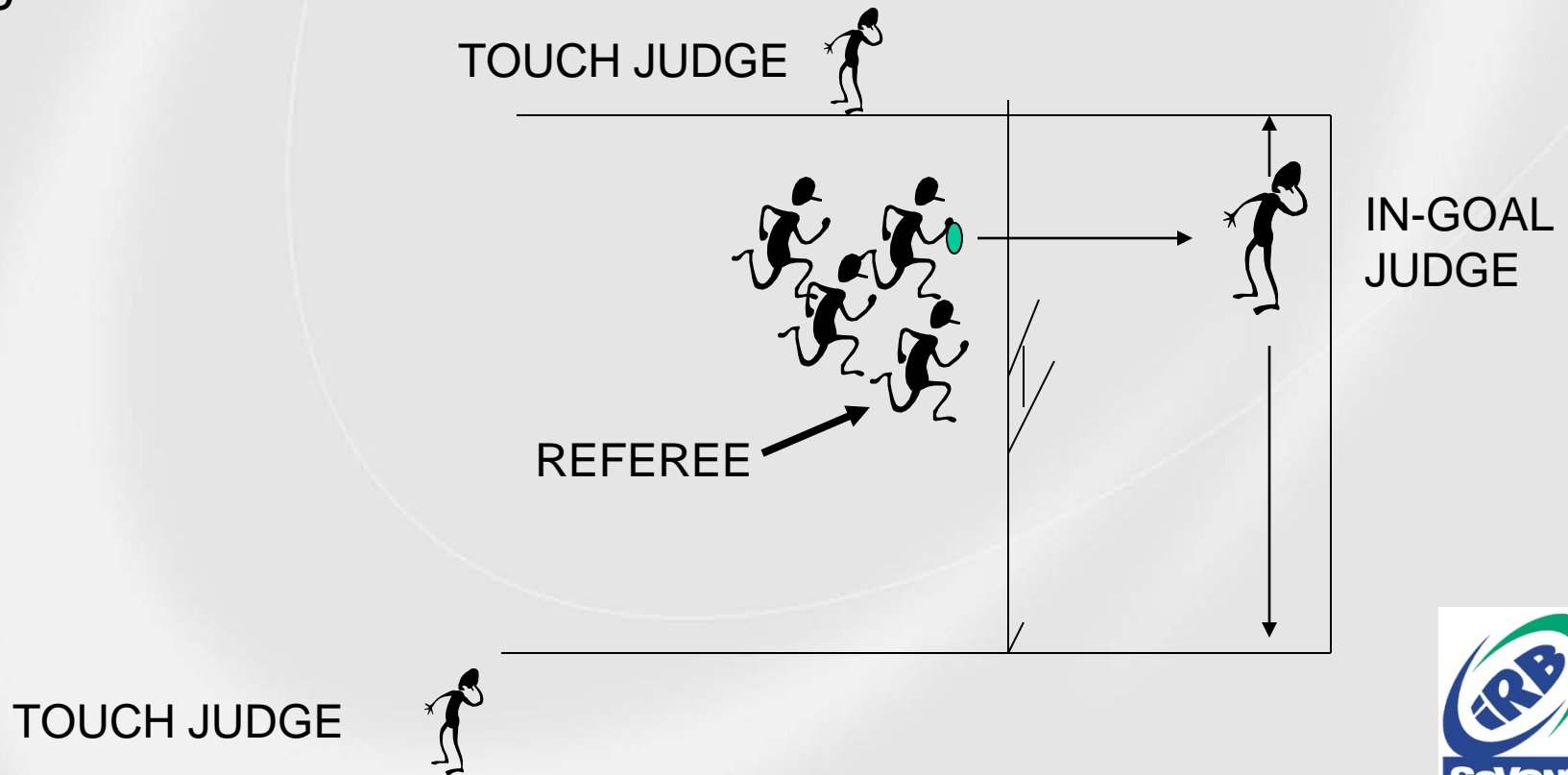
IN-GOAL JUDGES POSITIONING

In-goal judge always keeps active moving across the in-goal so that the touch down of the ball is observed



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IN-GOAL JUDGES

- Whilst observing the ball be aware of the environment around the ball carrier – has he been tripped etc in in-goal preventing him getting closer to the posts (very important when conversions are drop-kicks)

TOUCH-LINE MANAGEMENT

- Team Leader Role
 - Manage the team of touch-line officials
 - One allocated to each team
 - Ensure that player movement forms are in possession of the Team Managers
 - Maintain Player Movement records
 - Maintain Temporary Suspension and Ordering Off Records
 - Resolve any disputes between teams and side line management team
 - Reports any breaches of Law or Technical Zone protocols to the Referee Manager



TOUCH-LINE MANAGEMENT

- Touch-Line Managers role
 - 1 per team
 - Remember from 2004 12 players allowed on the bench
 - 10 players may be used, 3 as replacements or substitutes
 - 2 Water carriers plus a medic in BIBS
 - Ensure team managers complete the forms before a player is substituted save for an obvious blood injury when it can be after
 - Ensure water carrier and technical zone protocols are maintained
 - Time blood injuries -15 mins actual time
 - Time Sin Bins – 2 minutes playing time
 - Need to be firm but fair – establish relationship



TIMEKEEPER

- Start watch and count down/up clock when referee blows whistle
- Stop watch/clock when referee signals time-off, whistle blow hand up in air – if connected for sound – “Time Off”
- Sound Siren at 7 minutes playing time in each half
- If scrum set do not blow until ball in scrum

