

Game Management Routines [Checklists & Tolerances]

iRB REQUIREMENT [Desired Outcome]	GAME EVENT	MANAGEMENT ROUTINE [Thought Process]	COMMUNICATION	ACTION
SCRUM				
<ul style="list-style-type: none"> ▪ Awarded Scrum throw to correct side 	TRM Unplayable	<ul style="list-style-type: none"> ▪ Recognise phase as T, R or M ▪ Determine team in possession ▪ Determine team going forward 	<ul style="list-style-type: none"> ▪ Maul stops – call ‘Maul stopped, once’ ▪ Maul stops again – call ‘Maul stopped twice, use it or lose it Red’ – if no response- ▪ Tackle/Ruck Unplayable – call ‘Tackle ball [or Ruck], Blue moving forward, blue Scrum 	<p>Whistle & signal for Scrum</p> <p>Whistle & signal for Scrum</p>
<ul style="list-style-type: none"> ▪ Scrum engagement sequence followed and Scrum square & steady 	Scrum Formation & ‘Pre-engagement	<ul style="list-style-type: none"> ▪ Make mark ▪ Ensure close proximity of players & ball ▪ Players ready ▪ Manage gap ▪ Binding of players ▪ Height of Scrum ▪ All OK 	<ul style="list-style-type: none"> ▪ Call teams closer if required eg ‘Move closer a step Red’ ▪ Call- ‘Crouch & Hold’ 	<p>No positive response – Free Kick</p> <p>No positive response – Free Kick</p>
<ul style="list-style-type: none"> ▪ Scrum engagement sequence followed and Scrum square & steady 	Engagement	<ul style="list-style-type: none"> ▪ Early Engagement – zero tolerance ▪ Check Engagement was correct & safe ▪ Check bindings and angles ▪ Head & shoulders below hips ▪ Scrum square & steady 	<ul style="list-style-type: none"> ▪ Call – ‘Engage’ ▪ Call for remedial action if necessary eg ‘Get your bind up Red 1’ ▪ Call- ‘Heads up Red’ ▪ Call ‘Steady Red’ 	<p>Free Kick</p> <p>If non-compliance is obvious – Penalty Kick; if not – Reset Scrum</p> <p>No positive response – Penalty Kick</p> <p>No positive response – Penalty Kick</p> <p>No positive response – Free Kick</p>
<ul style="list-style-type: none"> ▪ Fair contest for the ball, foot up delayed Scrum throw 	Post Engagement – Scrum contest	<ul style="list-style-type: none"> ▪ Step back and allow Scrum throw ▪ Position of Halfback – square to and in the middle of tunnel ▪ Direction of Scrum throw – credible throw – on a straight line into the tunnel ▪ Feet of Hooker not up early 	<ul style="list-style-type: none"> ▪ Direct Halfback to correct position ▪ Request credible Scrum throw 	<p>No positive response – Free Kick</p> <p>No positive response – Free Kick</p> <p>Out early – Free Kick</p>

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<ul style="list-style-type: none"> ▪ Scrum binding, standing up, collapsing, illegal wheel 	<p>Post Engagement – Scrum contest</p> <p>Collapse Standing up</p> <p>Wheel</p>	<ul style="list-style-type: none"> ▪ Check bindings and angles ▪ Check Head & shoulders below hips ▪ Watch for illegal action by defending Loose Head – driving in and up ▪ Watch for illegal action by defensive Tight Head – driving in and down between Hooker and opponent ▪ Watch for illegal binding & angles of team in possession to counter legitimate action by opponents – if they get beaten in the ‘hit’ they will usually ‘bail out’ by letting the Scrum drop or release their pressure and let it wheel before the Scrum throw ▪ Check speed of wheel ▪ Check action of defensive Tight Head Prop pulling back and Loose Head swinging out and driving in and up on opponent 	<ul style="list-style-type: none"> ▪ None ▪ None ▪ None ▪ None 	<p>Disruptive action impacting on Scrum-Penalty Kick</p> <p>Free Kick</p> <p>Penalty Kick – if unsure – Reset Scrum</p> <p>Penalty Kick – if unsure – Reset Scrum</p> <p>Penalty Kick – if unsure – Reset Scrum</p> <p>Penalty Kick</p>
<ul style="list-style-type: none"> ▪ Participants & Non-participants onside 	<p>Backrow binding</p> <p>Delivery of ball</p> <p>Non participants</p>	<ul style="list-style-type: none"> ▪ Check all binds are correct – attackers as well as defenders ▪ Check position of defending Halfback ▪ Check for obstructive ‘Back row’ moves by team in possession-# 8 & 9 ▪ Check position of #10 and other backs 	<ul style="list-style-type: none"> ▪ Call for players to remain bound eg ‘Stay bound Blue 8’ ▪ Direct Halfback eg ‘Blue 9 stay behind the ball’ ▪ Call for players to remain onside – eg ‘Onside 10 Red’ 	<p>No positive response and impacting on the game – Penalty Kick</p> <p>No positive response and impacting on the game – Penalty Kick</p> <p>Penalty Kick</p> <p>No positive response and impacting on the game – Penalty Kick</p>

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LINEOUT				
<ul style="list-style-type: none"> ▪ Fair contest; gap; quick throw & incorrect throws 	Quick throw	<ul style="list-style-type: none"> ▪ Ball in Touch ▪ Ball and possible action for quick throw ▪ Correct ball ▪ Correct place ▪ Correct throw 	<ul style="list-style-type: none"> ▪ None 	Non compliance – recall play and form a Lineout
<ul style="list-style-type: none"> ▪ Fair contest; gap; quick throw & incorrect throws 	Pre throw	<ul style="list-style-type: none"> ▪ Ball in Touch ▪ Correct place ▪ Correct team throwing the ball ▪ Observe formation ▪ Numbers ▪ Receivers ▪ Gaps ▪ Check who is within 5 metres ▪ Check those beyond 15 metres ▪ Non participants onside 	<ul style="list-style-type: none"> ▪ Verbally advise if incorrect – Call eg 'Numbers set; six in Lineout, one receiver – check your numbers Red' ▪ Call eg 'Only one receiver Blue' ▪ 'Gap please Red' ▪ '# 5 Red move out of the gap please' 	No punitive action until after the ball has been thrown in and Advantage played – Free Kick or Penalty Kick, where appropriate
<ul style="list-style-type: none"> ▪ Delay, across and along the line offences 	Contest for the ball	<ul style="list-style-type: none"> ▪ Lineout set ▪ Players leaving the Lineout prematurely ▪ Position of thrower ▪ No delay in throw ▪ No balk ▪ Throw not straight ▪ Throw 5 metres ▪ Gap ▪ No interference of opponents ▪ One receiver ▪ Players outside 15 metres ▪ Maul – no obstruction binding ▪ Lineout over 	<ul style="list-style-type: none"> ▪ Call them back in ▪ Direct the thrower to correct position <p>Call – 'Lineout over'</p>	No punitive action until after the ball has been thrown in and Advantage played – Free Kick or Penalty Kick, where appropriate
<ul style="list-style-type: none"> ▪ Non-participants onside 	Contest for the ball	<ul style="list-style-type: none"> ▪ Observe positioning of backs before lineout is over 	<ul style="list-style-type: none"> ▪ Signal and call eg 'Stay onside Blue' or 'Stay' 	Advantage, then Penalty Kick if appropriate

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TACKLE, RUCK & MAUL				
TACKLE				
<ul style="list-style-type: none"> Tackler releases tackled player and moves away 	Tackle	<ul style="list-style-type: none"> Has there been a Tackle? Focus on tackler to release and not interfere until back on his feet 	<ul style="list-style-type: none"> Call – ‘Release him Blue 6’ ‘Roll away Blue’ 	<ul style="list-style-type: none"> No positive response, play Advantage then Penalty Kick if appropriate
<ul style="list-style-type: none"> Tackled player made ball available immediately 	Tackle	<ul style="list-style-type: none"> Focus on tackled player to play the ball 	<ul style="list-style-type: none"> ‘Play the ball Red 12’ 	<ul style="list-style-type: none"> No positive response, play Advantage then Penalty Kick if appropriate
<ul style="list-style-type: none"> Correct entry at Tackle 	Contest after Tackle	<ul style="list-style-type: none"> Observe entry of all players Ensure entry is ‘up the field’, through the gate Ensure ‘clean-out’ is close to the ball and that players use arms 		<ul style="list-style-type: none"> Non compliance impacting on the game – Advantage then Penalty Kick if appropriate
<ul style="list-style-type: none"> Arriving players not going to ground voluntarily 	Contest after Tackle	<ul style="list-style-type: none"> Observe positioning of arriving players Ensure ball is not ‘sealed off’ 	<ul style="list-style-type: none"> Call – ‘Stay on your feet Blue’ 	<ul style="list-style-type: none"> Non compliance impacting on the game – Advantage then Penalty Kick if appropriate
RUCK-MAUL				
	Ruck	<ul style="list-style-type: none"> Ruck formed 	<ul style="list-style-type: none"> Call – ‘Ruck formed’ 	
<ul style="list-style-type: none"> Players hand not used 	Ruck	<ul style="list-style-type: none"> Observe contest for possession 	<ul style="list-style-type: none"> ‘Ruck formed – hands out Red’ 	<ul style="list-style-type: none"> Non compliance impacting on the game – Advantage then Penalty Kick if appropriate
<ul style="list-style-type: none"> Correct joining of Ruck/Maul 	Ruck/Maul	<ul style="list-style-type: none"> Observe entry of all players joining Ruck/Maul Ensure ‘clean-out’ is close to the ball and that players use arms Observe use of arms to join Ruck/Maul Ensure joining is onto players of own team Ensure no obstruction binding at Maul 		<ul style="list-style-type: none"> Non compliance impacting on the game – Advantage then Penalty Kick if appropriate

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RUCK-MAUL				
<ul style="list-style-type: none"> ▪ Arriving players not going to ground voluntarily or collapse Ruck/Maul 	Ruck/Maul	<ul style="list-style-type: none"> ▪ Observe positioning of arriving players ▪ Ensure ball is not 'sealed off' ▪ Observe action of defenders to collapse the Maul ▪ Observe players lifting the legs of opponents ▪ Observe attackers tacking out defenders in order to fracture the opposition to the Maul 	<ul style="list-style-type: none"> ▪ Call – 'Stay on your feet Blue' ▪ Call – 'Don't collapse it Red'; 'Leave the legs alone Blue 7' 	<ul style="list-style-type: none"> ▪ Non compliance impacting on the game – Advantage then Penalty Kick if appropriate
<ul style="list-style-type: none"> ▪ Participants remained onside 	Ruck – contest for possession	<ul style="list-style-type: none"> ▪ Ensure no benefit of doubt to fringers and spoilers ▪ Observe 'pillars' and position of defenders ▪ Observe positioning of attackers in close proximity to Ruck but not participating 	<ul style="list-style-type: none"> ▪ Call-'Onside Red' ▪ 'Behind the Offside line Blue 7' 	<ul style="list-style-type: none"> ▪ Non compliance impacting on the game – Advantage then Penalty Kick if appropriate
<ul style="list-style-type: none"> ▪ Non participants remake onside 	Ruck – contest for possession	<ul style="list-style-type: none"> ▪ Scan non participants ▪ Ensure defenders are behind the Offside line 	<ul style="list-style-type: none"> ▪ Call – 'On-side Red'; 'Stay' 	<ul style="list-style-type: none"> ▪ Non compliance impacting on the game – Advantage then Penalty Kick if appropriate

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ADVANTAGE				
<p>Played Territorial & Tactical Advantage</p> <p>Managed Advantage so that ball in play was maximised</p> <p>Not returned to original infringement once Advantage had been gained</p> <p>Non offenders not put under pressure</p>	<p>General Play Technical Advantage – eg Knock-on</p>	<ul style="list-style-type: none"> ▪ Was there an infringement? ▪ Did the non-offending side have the opportunity to gain an Advantage? ▪ Has the non-offending side gained possession equivalent to a quality Scrum win, with the opportunity to use it? ▪ Has the non-offending side gained significant territorial Advantage? ▪ Decision – Advantage gained 	<ul style="list-style-type: none"> ▪ Acknowledge the infringement – eg 'Knock-on Red' ▪ Advise that you are playing Advantage eg 'Advantage Blue' ▪ Yes – call 'Advantage over' ▪ No – call 'No Advantage' and advise of original infringement 	<ul style="list-style-type: none"> ▪ Signal Advantage ▪ Whistle for Scrum & provide appropriate signal for infringement
<p>Played Territorial & Tactical Advantage</p> <p>Managed Advantage so that ball in play was maximised</p> <p>Not returned to original infringement once Advantage had been gained</p> <p>Non offenders not put under pressure</p>	<p>Penalty infringement</p>	<ul style="list-style-type: none"> ▪ Was there an infringement? ▪ Did the non-offending side have the opportunity to gain an Advantage? ▪ Has the non-offending side gained possession and territory or a tactical Advantage equivalent to or better than what would have been achieved without the infringement? ▪ Has the non-offending side had sufficient opportunity [3 to 4 attempts] to gain an Advantage and it has not accrued? 	<ul style="list-style-type: none"> ▪ Acknowledge the infringement – eg 'Offside Red 12' ▪ Advise that you are playing Advantage eg 'Advantage Blue' ▪ Yes – call 'Advantage over' ▪ No – call 'No Advantage' and advise of original infringement 	<ul style="list-style-type: none"> ▪ Signal Advantage ▪ Whistle for Penalty & provide appropriate signal for infringement