



TOUCH JUDGE GUIDELINES

General Points

- It is important to remember that a common vocabulary is used to help to avoid confusion, **BUT** this guidance does not prevent officials using initiative to communicate on particular incidents (e.g. players squaring up in back play) not covered by the notes below.
- Communication between Referee and Touch Judges should be **clear so that it is loud enough to be understood, concise, specific, accurate and relevant**
- Officials should use stoppages as an opportunity to give input to each other on a particular theme which may be ongoing, e.g. with a player and/or 10m.
- Referees and TJs should be familiar with players' names. (Where applicable touch judges should be aware of who the captain of a team is or the nominated player in order for them to action a captain's challenge)
- Referee/TJ talk is principally to inform each other but can obviously additionally inform players.
- **In relation to dissent, on non-TV games actual words used can be stated. For broadcasting reasons, on TV games dissent is reported without the actual language used.**

Communication Guidelines

General Decision Making – Where the TJ has seen any of the below they are to say:	
Ball or a player into touch	TJ to say “Touch (outcome)” Where the ball has been touched in flight “Touch (outcome), touched in flight”
Knock on	TJ to say “Knock on, knock on (outcome)” or “Zero, Zero” if the zero can be played. In the event of two knock on’s “Two knock-ons (outcome)”
Forward pass	TJ to say “Forward, forward” or “Zero, Zero, the pass was forwards” if the zero can be played.
In position for kick off	Last TJ to get into position to say “In position”
Ball touched in flight in general play	TJ to say “Zero/ One, Touched in flight”
Ball steal	TJ to say “Penalty, penalty ball steal”
Goal line drop out awarded	TJ to signal and say “Sticks, Sticks”
20m Restart	TJ to signal and say “20, 20 next is zero/ zero coming”
TRY	TJ to run through and say “okay, okay” In the event that a touch judge is happy for a try to be awarded, but feels there is something a VR should be reviewing under the live review process, he/she should state this immediately after the try is awarded.
Not seen the grounding	TJ to stand on the flag and say “On the Flag”
No TRY	TJ to stand off the flag and say “I’ve got no TRY (explanation to why)”
Video referee referrals	TJ to stand off the flag and say “ Check it check it, I’ve got NO TRY (explanation to what is to be checked)” **REF/TJ can only instigate a video review if they believe the outcome is NO TRY**
Successful kick at goal	TJ to say “Yes”
Unsuccessful kick at goal	TJ to say “No”
Penalty Kick at goal	TJs to say “In Position” when behind the posts and in position to judge a goal kick (Only applicable at games where the goal kick shot clock is in operation)

Down Town	TJ to log downtown players. If a downtown player is likely to become involved in that passage of play without retreating past the point in which the ball has been played, TJ to say “Player X is downtown” if the downtown player then receives the ball or becomes actively involved TJ to say “Player X Downtown involved”
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Tackle and the Play the Ball	
Upright tackles	If an upright tackle is close to touch. TJ to call “held” immediately after the referee’s call of “held”.
If a tackle is complete close to touch line (I.E the ball carrying arm clearly hit’s the floor or the referee calls the tackle complete	TJ to give direct vocab after the command call to the player/ players to end their involvement in the tackle. Specific comms can be varied as long as it is effective. e.g. “Stand (player name)” , “Up and square (player name)” , “(player name) don’t pull” . <i>Do NOT use the same command as the referee.</i>
Referee calls a dominant, surrender or offensive wins.	TJ is to only give input after the referee has given a command call (stand) to the defending players. <i>Do NOT use the same command as the referee.</i>
A player in possession is taken into touch after the tackle is completed.	TJ to call “Touch, Penalty (team name)” then a brief description using as few words as possible. E.g. “Pulled after held” <i>Do NOT use the term “Drag”</i>
Turnovers in possession close to the touch line (not compromising their position or causing a delay in the game.)	TJ to use vocab to ensure a smooth transition of possession and assisting with the presentation of the play the ball. “Give them the ball (name), defenders get square”
For PTB offences where play has broken down	TJ to call “Can’t play on” (<i>This does not relate to ball carriers losing their balance</i>)
Player in possession clearly traps the defender into a tackle.	TJ to call “Trapped”

Where players are causing the ruck to be untidy use natural stoppages of play to describe the issue	E.g. “Player X is moving off the mark”, “Player X is throwing players off the ruck”
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10m Input	
Everybody is onside and there is no need for input	No Comms
Management (Tip Up) – These are occasions where a player is pushing on the 10m, they may be going marginally early or stopping just short on the 10.	“Hold, Player X L/R” or “Player X 10m L/R” . If they are close enough speak to the player direct, if not give input to the referee.
Offside – This input is for where a player is clearly short of the 10m or goes early.	“Player X – Offside L/R” and “Involved” if they are.
If there is a general theme or issue on the 10m that needs resolving.	Use the time at tries etc to tip the referee off. E.g. “Big 10”, “Short 10”, “Need Hold-Go”

Kicks in general play	
Information on downfield kicks needs to be in a relevant order.	40/20 (if required) - offside (if required) - Contact on the kicker (if required) - Active/ involved (if required)
40/20	TJ to say “40” when the ball is kicked inside the 40. Once the ball has entered touch the touch judge should call “touch” if the ball has clearly entered touch inside the 20 the touch judge should then call “20”
20/40	TJ to say “20” when the ball is kicked if inside the 20. Once the ball has entered touch the touch judge should “touch” if the ball has clearly entered touch inside the 40 the touch judge should then call “40”
Outside 20 or 40	When the ball is kicked outside the 20/40 TJ to say “outside”
Where there is contact on the kicker that does not warrant a penalty.	TJ to say “Kicker Clear”
Where there is contact on the kicker that warrants a penalty.	TJ to say “Penalty, Penalty” (Description) e.g “late”, “high”, “No attempt to tackle”
If all players are onside from the kick in general play.	No comms

When there could be doubt to if the chasers are onside, and the onside chaser could potentially have an involvement the TJ should clear the chaser in this instance.	TJ to say “ (Player) okay, (Player) okay ”
Where individual players are offside	TJ to say “(Player X) offside (Direction)” if the offside player is not placed back onside and in the opinion of the touch judge is active Touch Judge to call “(Player X) Active” If the offside player, then makes the tackle or becomes directly involved in the play TJ to call “Involved”.
Where multiple players are offside in a general direction.	TJ should use directional comms. “Offside (Direction)”, “Left”, “Middle”, “Right” where possible identifying the lead chaser/ chasers “(Player name/names) are the lead” if the offside player is not placed back onside and in the opinion of the touch judge is active Touch Judge to call “(player X) Active” If the offside player, then makes the tackle or becomes directly involved in the play TJ to call “Involved”.
All players are offside	TJ to say “ All offside ”
Kicker playing players onside	TJ to say, “ Kicker through ”
Where an escort is committed	TJ to say, “ Penalty, penalty escort ” and if possible the player.
Where there is significant contact between two players in a situation where an escort could occur but an escort hasn’t been committed.	TJ to say, “ Clear, clear ”

Captain Challenge

Where the touch judge is informed that the nominated player has changed	TJ to say “ Referee name, Team have changed their nominated player to Player X ”
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Foul Play – If in the opinion of the touch judge foul play warrants a penalty and/or further sanction it is the duty of the touch judge to alert the referee.

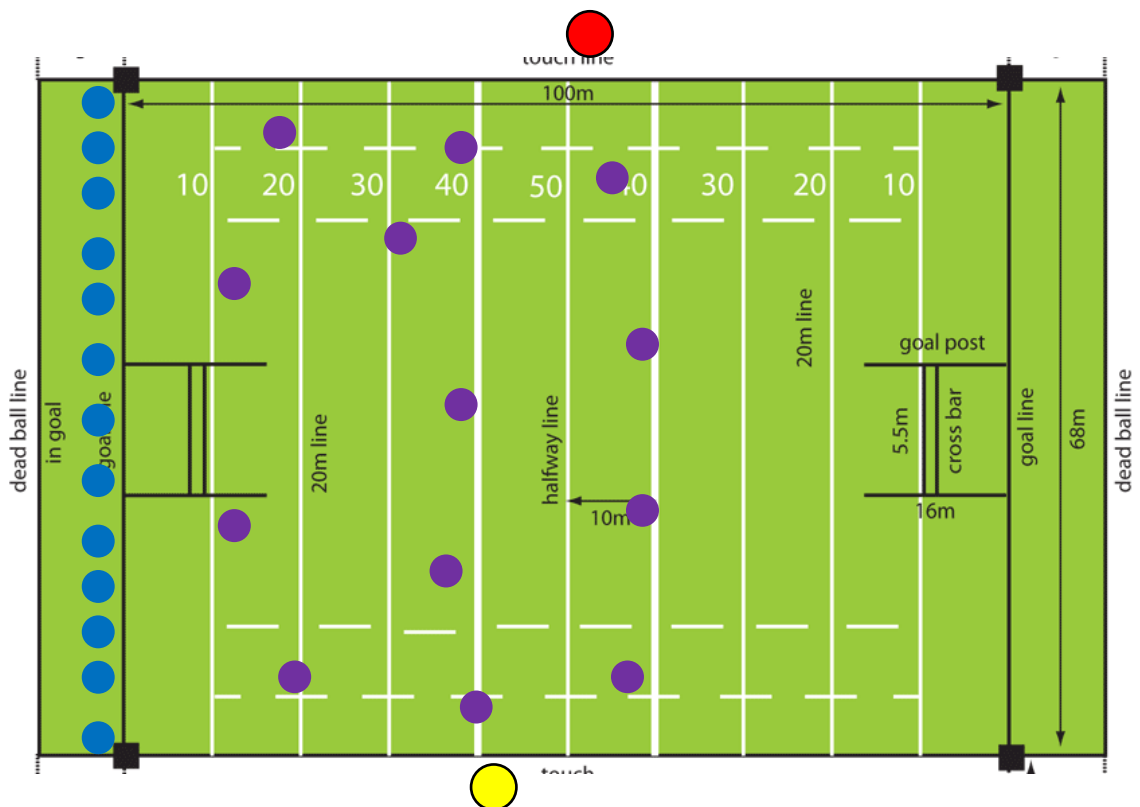
TV – On games where there is a video referee TJ to call the penalty they think should be awarded and allow the referee/video referee to determine the sanction. However if prompted by the referee/video referee the touch judge should be ready to give there opinion to what sanction should follow.

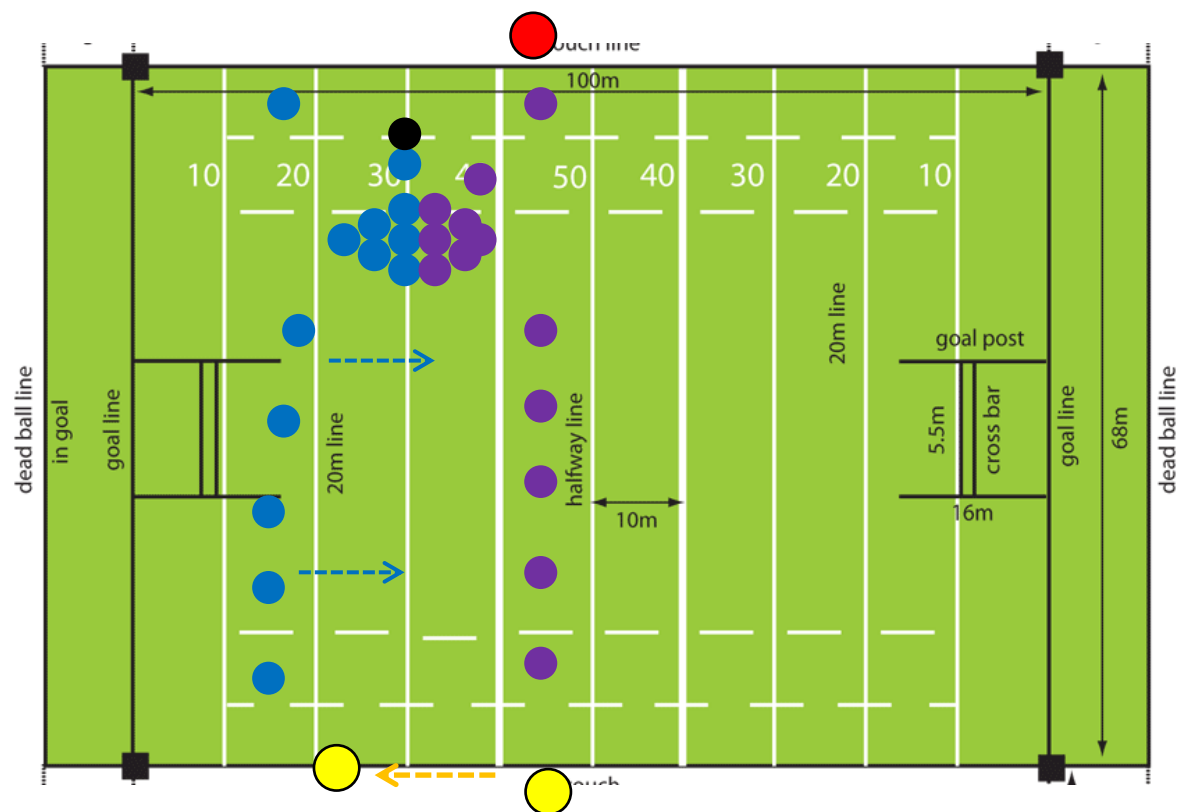
High Tackle	TJ to say “Penalty, penalty high”
Dangerous Lift	TJ to say “Penalty, penalty dangerous lift”
Tackled Off the Ball	TJ to say “Penalty, penalty” (Description) e.g “late”, “high”, “No attempt to tackle”
Dangerous Play	TJ to say “Penalty, penalty” with a description of what’s happened e.g. “Stamping”, “Striking”, “Kick”, “Headbutt”
Penalty against the ball carrier	TJ to say “Penalty (team awarded to) penalty, offence”
Dissent	TJ to say (Description of what was said) e.g. “(Player X) has called me a cheat” In relation to dissent, actual words used can be stated. (Comms needs to be adapted for TV games to be as descriptive as possible without using offensive language)

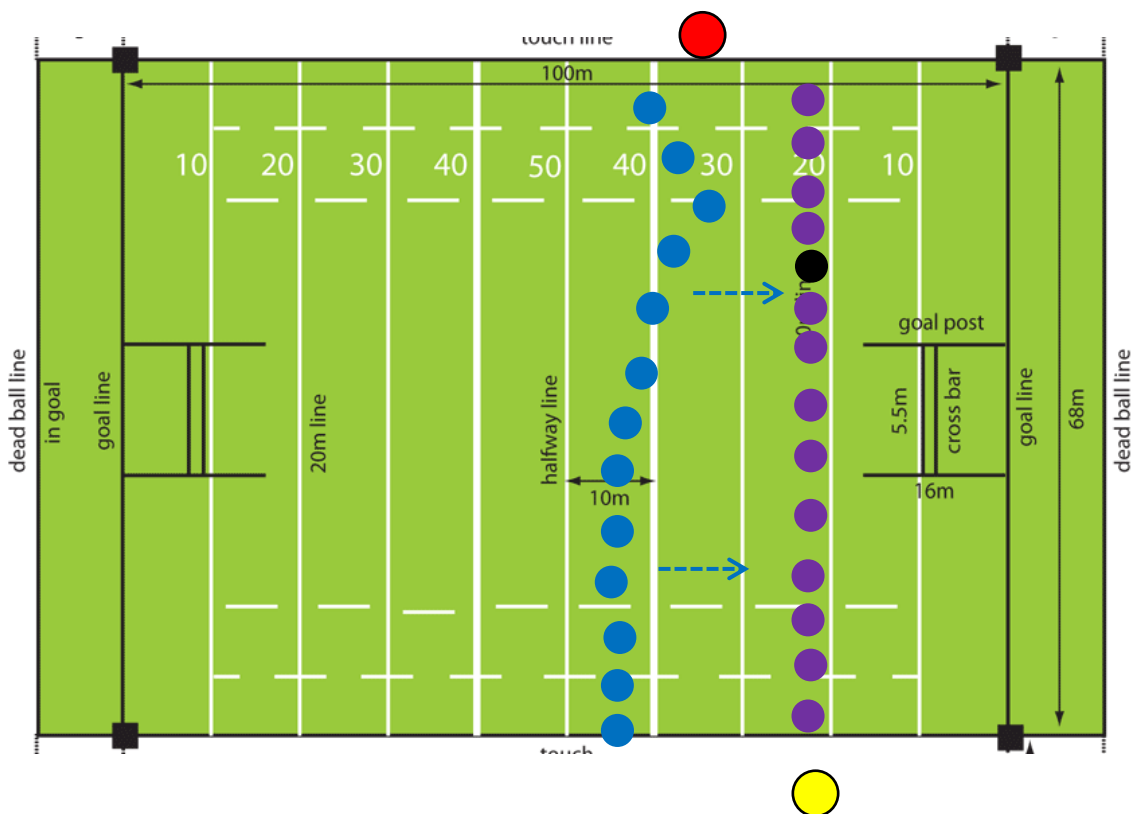
Non TV – Where there is no video referee TJ to call the penalty they think should be awarded **IF** the offence warrants more than a penalty TJ to say **“I have a report”** after the penalty has been awarded. The referee must acknowledge this and lead the conversation.

High Tackle	TJ to say “Penalty, Penalty high” When giving a report - give a proposed sanction. e.g. “Penalty, Penalty high” (penalty awarded) “I have a report” When acknowledged by the referee “High tackle I recommend a sinbin/ dismissal (Player name)”
Dangerous Lift	TJ to say “Penalty, Penalty dangerous lift” When giving a report - give a proposed sanction. e.g. “Penalty, Penalty high”

	(penalty awarded) “I have a report” When acknowledged by the referee “Dangerous Lift I recommend a sinbin/ dismissal (Player name)”
Tackled Off the Ball	TJ to say “Penalty, Penalty” (Description) e.g “late”, “high”, “No attempt to tackle” When giving a report - give a proposed sanction. e.g. “Penalty, Penalty high” (penalty awarded) “I have a report” When acknowledged by the referee “Tackled off the ball I recommend a sinbin/dismissal (Player name)”
Dangerous Play	TJ to say “Penalty, Penalty” with a description of what’s happened e.g. “Stamping”, “Striking”, “Kick” When giving a report - give a proposed sanction. e.g. “Penalty, Penalty kick etc” (penalty awarded) “I have a report” When acknowledged by the referee “(Offence) I recommend a sinbin/ dismissal (Player name)”
Penalty against the ball carrier	TJ to say “Penalty (team awarded to) Penalty, offence” When giving a report - give a proposed sanction. e.g. “Penalty, (Team awarded to) Penalty offence” (penalty awarded) “I have a report” When acknowledged by the referee “Penalty (team awarded to) (offenders name) (Offence) I recommend a sinbin/ dismissal,”
Dissent	TJ to say (Description of what was said) e.g. “(Player X) has called me a cheat” In relation to dissent, actual words used can be stated.

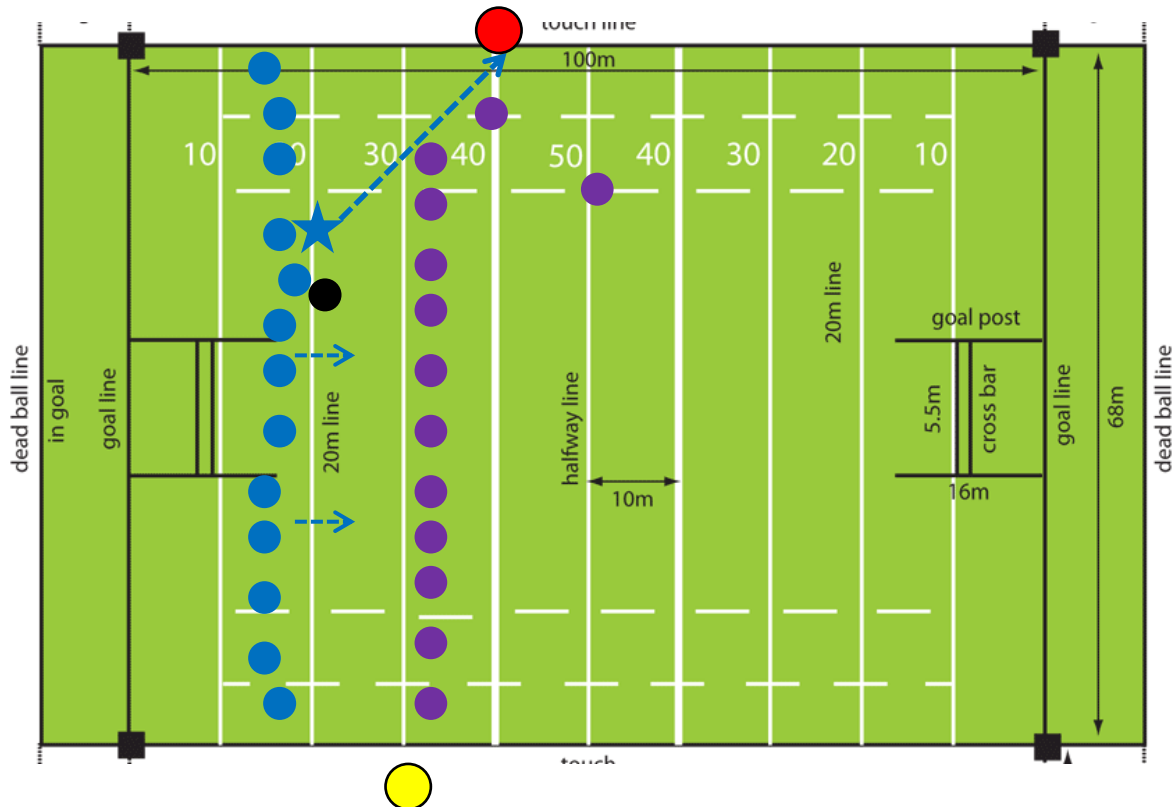




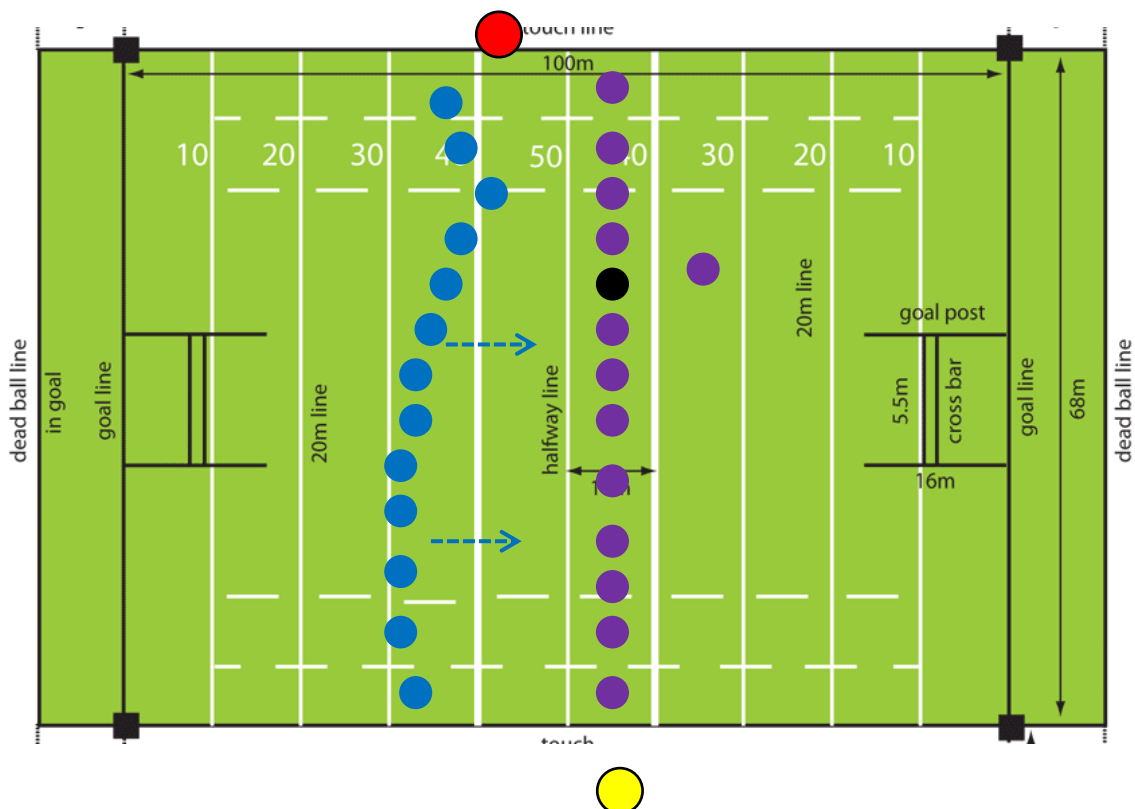


Penalty kick to touch

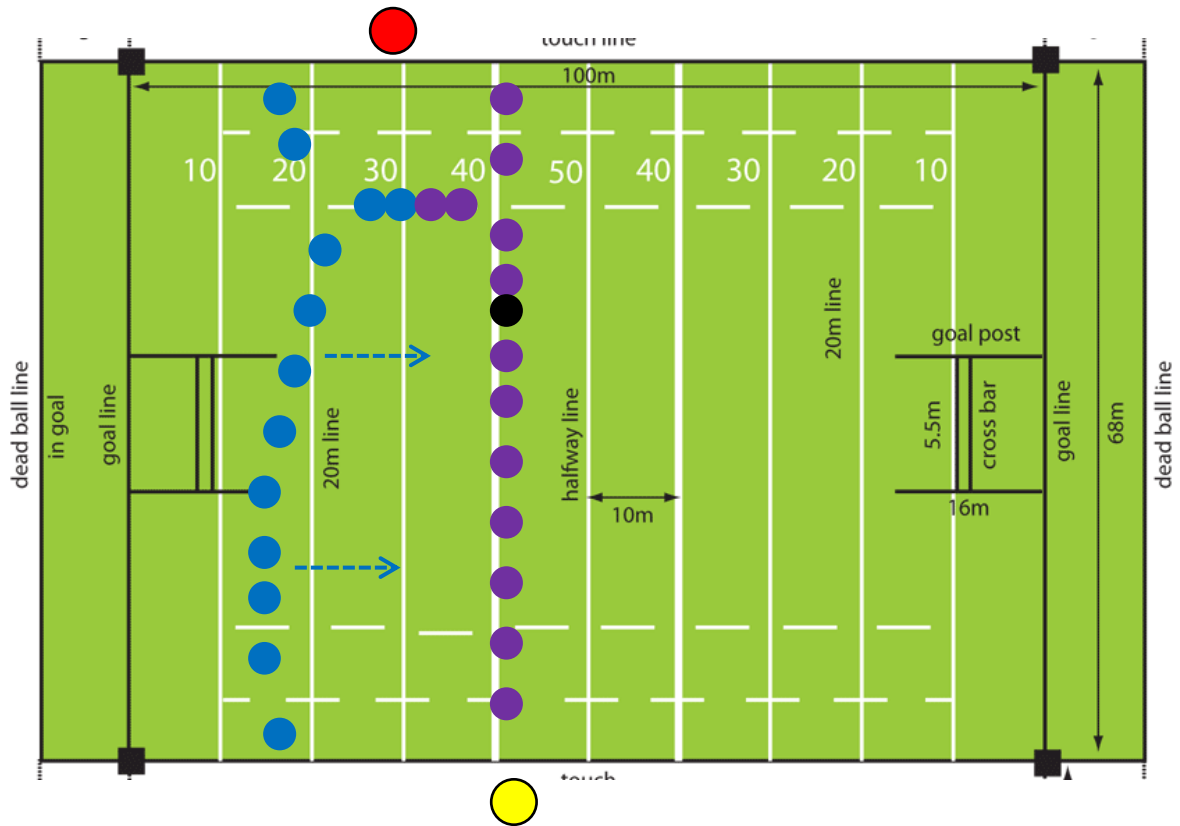
Initial positions before ball is kicked to touch



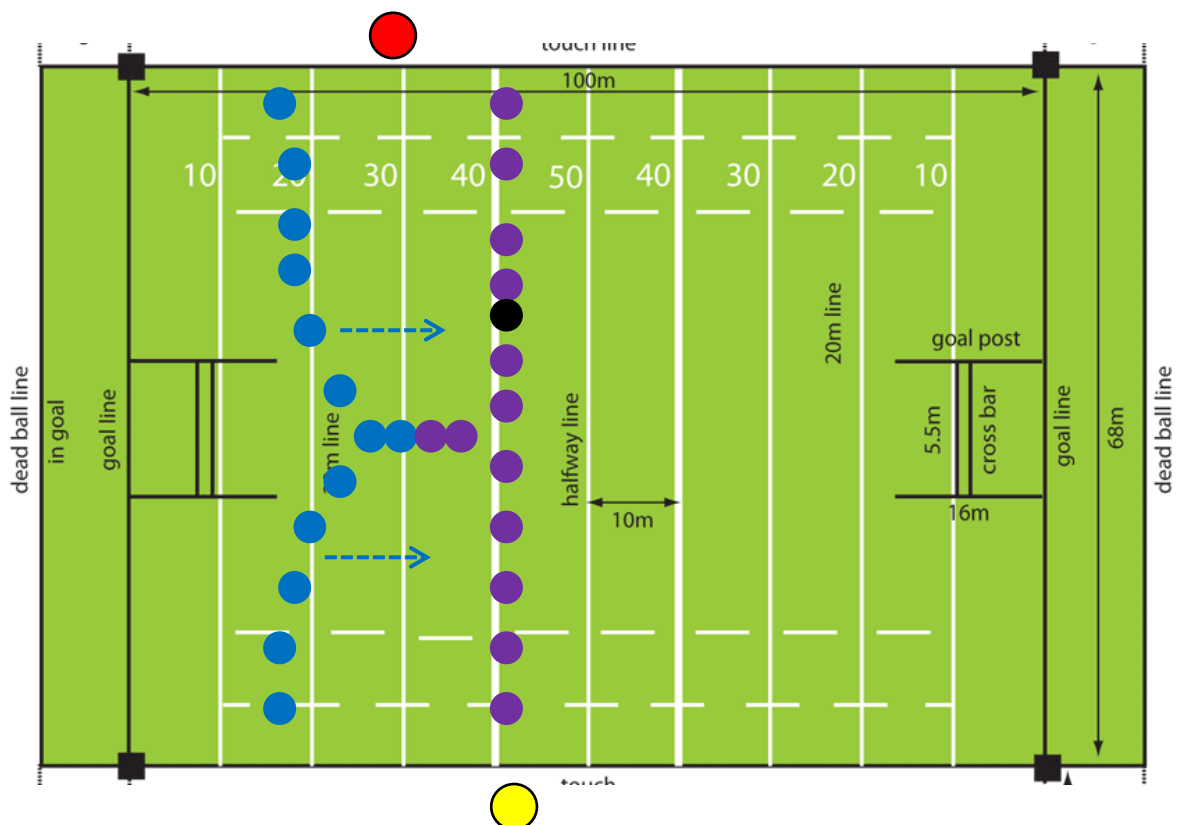
Second Phase of a penalty



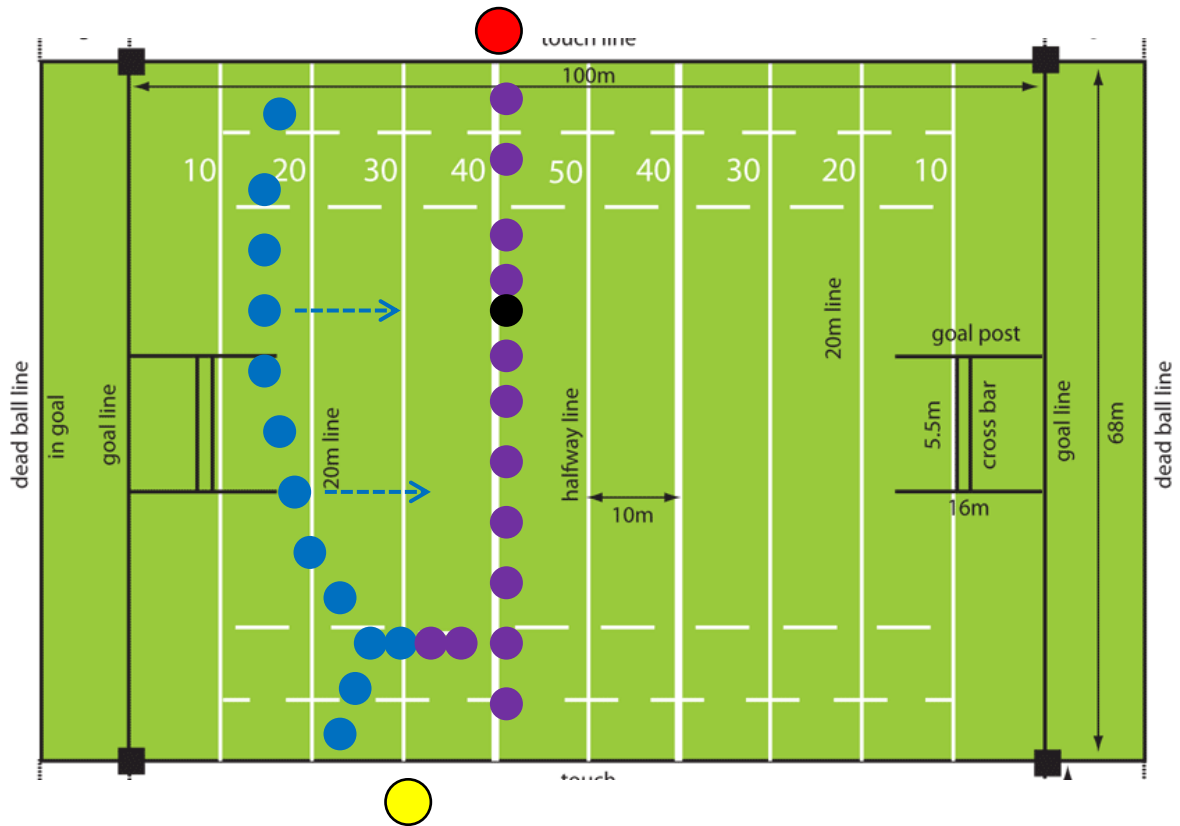
General Play – Nearside play the ball



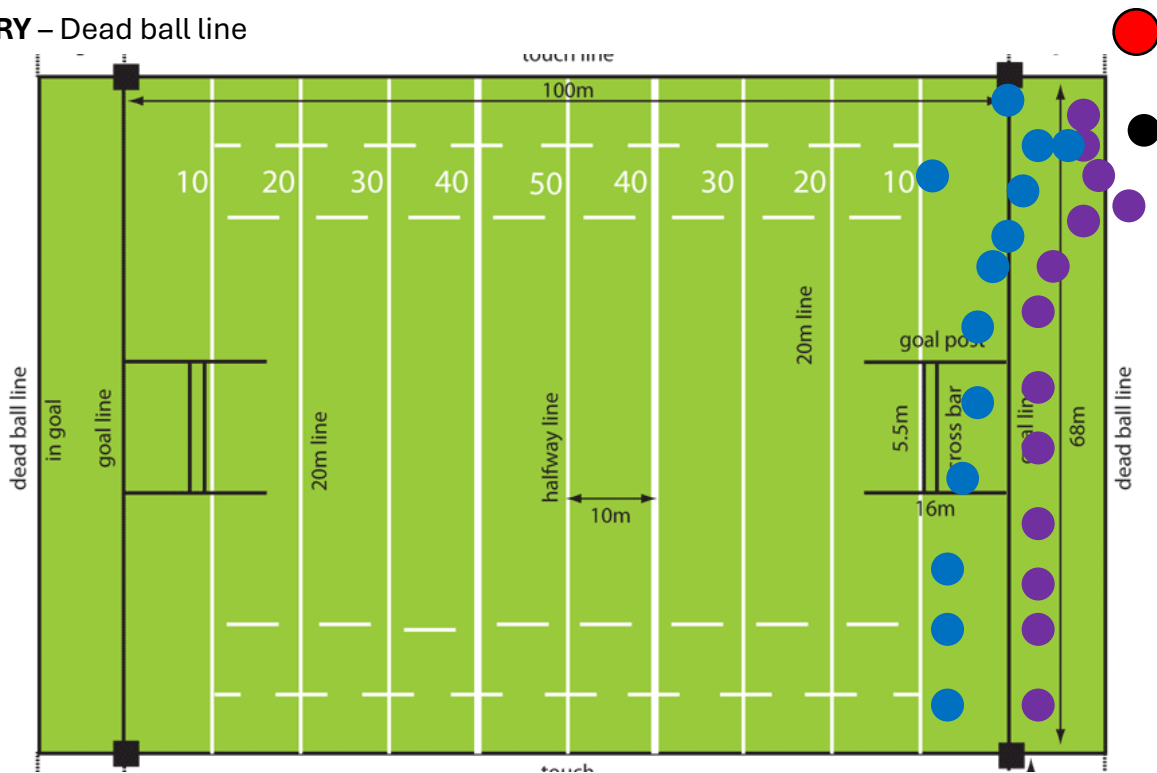
General Play - Centre field play the ball (remain as tackle before)



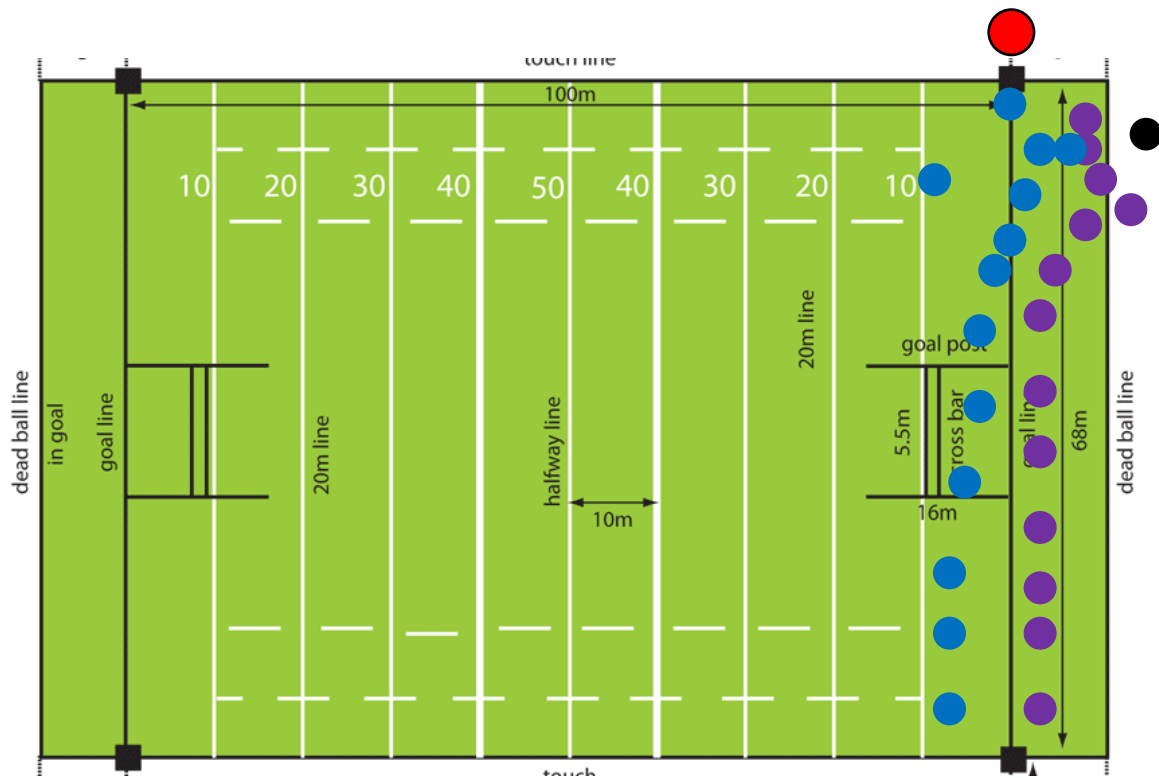
General Play – Far side play the ball: switch



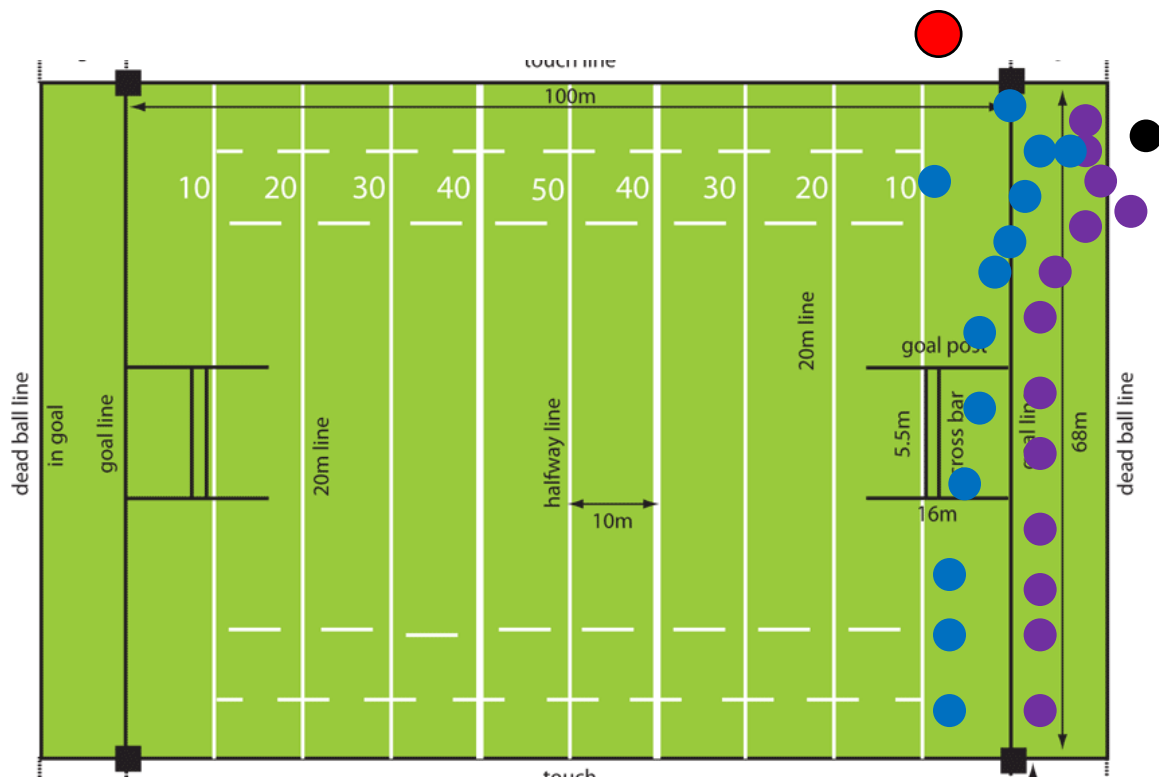
TRY – Dead ball line



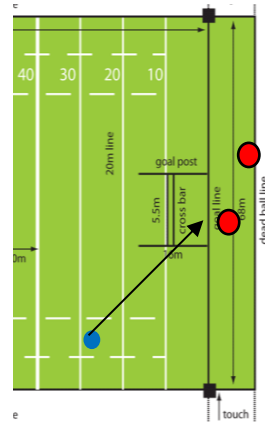
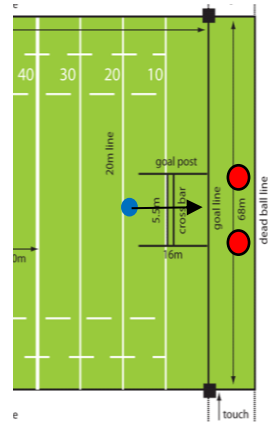
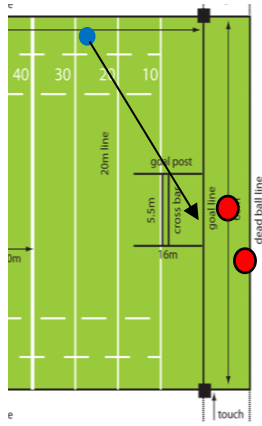
Not seen the grounding – Flag



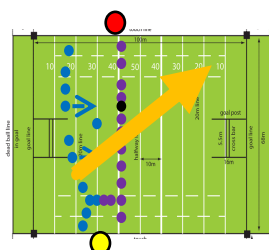
No TRY – Back off the flag



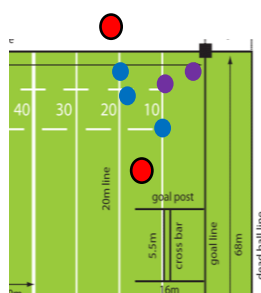
Kicks at goal



Roles and responsibilities



Kicks In General Play		
1a.	TJ1	Starts on the ruck and moves to get inline with the kicker
1b.	TJ2	Starts in a position where they can adjudicate on the 10m but also move inline with the kicker when the ball is kicked.
2.	TJ1	Identifies where the ball is kicked from, and offside players. “40, Smith offside left”
3.	TJ2	Identifies any offside players not picked up by TJ1 and clears challenges on the kicker.
5.	TJ2	Adjudicates escorts on chasers and if a offside player is active/ involved.



The Catch		
1.	TJ	The primary responsibility of the touch judge during the catch is to adjudicate on any off the ball contact and to have a opinion on if any offside player is active or involved
	REF	Main focus is the ball, process the information and adjudicate if offside players are active or passive

Foul Play		
		The role of the touch judge is to assist the referee in identifying incidents of foul play, defuse incidents of players coming together, and assisting with identification of players. On games where there is a video referee TJ to call the penalty they think should be awarded and allow the referee/ video referee to determine the sanction.

	However if prompted by the referee/ video referee the touch judge should be ready to give their opinion.
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Point Scoring	
TRY	Run through to the dead ball line to indicate the TRY can be awarded.
TRY – No view of grounding.	Touch Judge to stand on the flag where they have not seen the ball grounded but are otherwise happy for a TRY to be awarded
No Try - Reason	Touch Judge to stand clearly away from the flag to indicate that in their opinion a TRY can NOT be awarded
Kicks at Goal	Touch Judges to independently adjudicate if a goal is successful however where required assist each other verbally.
Successful kick at goal	Touch Judge to raise their flag above their head vertically with a straight arm
Unsuccessful kick at goal	Touch Judge to wave the flag below their waist
Unsuccessful penalty kick at goal	Touch Judge to wave the flag below their waist and tap the floor

Touch/ Touch ingoal	
Touch	The touch judge is the sole adjudicator of touch, if the ball or any part of player in possession enters touch the touch judge is to signal this by holding the flag horizontally above there head.
Touch in-goal	The touch judge is the sole adjudicator of touch in-goal, if the ball or any part of player in possession enters touch in-goal the touch judge is to signal this by waving the flag horizontally 3 times below their waist and pointing towards either the posts or 20m line.
Out on the full	If the ball enters touch without bouncing touch judge is to signal ball back by waving the flag above there towards the direction the ball was kicked.

Scrum	
Both touch judges are to set 10m from the centre of the scrum by holding the flag away horizontally from there body The far side touch judge then retires into a position where they can adjudicate on the first pass from the scrum	