



Game Management Guidelines 2020 for Community 7s

RUGBY
REFEREES

#part of more

Acknowledgement of Country

I'd like to begin by acknowledging the Traditional Owners of the land on which we meet today. I would also like to pay my respects to Elders past, present and emerging.

Key Focus Areas

- Tackle / ruck
- Advantage
- Foul Play

7s Laws and Variations

Summary of 7's specific laws are:

- FK's for restart infringements (22m restart as per normal laws)
- Scoring team takes the restart kick
- Kicks at Goal = Drop kicks
- 30 Secs for conversions and PK shot at goal
- Sin Bin = 2 mins (from when time is blown back on)

Tackle

Principle: Quick Ball

- Tackler/Tackler Assist – clear release and roll
- Tackled Player – release the ball
- Arriving players – entry/off feet/sealing – supporting own weight

Tackle Entry

- Defence – no short cuts.
 - Trigger – feet behind the gate before hands on the ball
- Attack entry – should be through the gate

Arriving Players

Defence:

- Jackal – **On feet, on ball, lifting**
 - Must not enter within 1m of the tackle zone to prevent an offload from the tackled player

Attack:

- **Must stay on feet – Drive not dive**
 - Must support own body weight – hands on tacklers body OK.
 - No sealing off to prevent counter ruck/turnover

Ruck

Principle: Fair contest

- First arriving player hands on first
 - still allow the contest
- Counter ruck
 - entry through the gate, supporting own body weight
- Players cannot collapse the ruck (pulling the opponent off their feet).
- **Offside – pillars & management**

Tackle / Ruck Clips

[Tackler roll 1](#)

[Entry](#)

[Tackler roll 2](#)

[Off feet 1](#)

[Tackle Assist Release](#)

[Off feet 2](#)

[Holding on](#)

[Off feet 3](#)

[Holding on - extra roll](#)

[Supporting weight](#)

Advantage

Principle: Don't put teams under pressure – Best ADV is the PK

- Scrum Adv – clean possession
- Penalty Adv – clean possession and space to move
- **Decide early (play on, advantage over OR come back)**
- Quick taps
 - **Better advantage**
 - On the mark – set mark quickly
 - Taken correctly (especially close to the try line)

Foul Play

Principle: Deal with it! Player problem

Zero Tolerance offences (PK + YC):

- Preventing a quick tap (not giving the ball up or throwing it away)
- Preventing a quick throw (not giving the ball up or throwing it away)
- Deliberate knock on (Trigger – are they in a realistic position to regather the ball?)

Other offences:

- Cynical infringements – not back 10m at PK/FK

WR HIGH TACKLE SANCTION GUIDE

RC

YC

PK

SHOULDER CHARGE

DIRECT HEAD OR
NECK CONTACT

INDIRECT CONTACT
HIGH DANGER

INDIRECT CONTACT
LOW DANGER

HIGH TACKLE

DIRECT CONTACT

HIGH DANGER

LOW DANGER

INDIRECT CONTACT

HIGH DANGER

LOW DANGER
(incl SEATBELT)

Factors against mitigation:

- Open space
- Time to make a decision
- Deliberate action

Mitigating Factors:

- Tackler makes attempt to change height
- Ball carrier drops in height
- Tackler is unsighted
- Reactionary tackle with immediate release

Foul Play Clips

[High Tackle - Penalty Kick only](#)

[High Tackle - Yellow Card](#)

[High Tackle - Red Card](#)

[High Tackle - Hair Pull](#)

[Contact in the Air - Yellow Card](#)

[Throwing ball away](#)

[Intentional knock on](#)

Other areas

- Positioning
- Maul
- Scrum
- Lineout

Positioning

- **Ball line running – FOCUS: within +/- 2m**
- **Get moving straight away**
- **Don't get too close – wider and deeper**
 - Stand on A-line and pivot
 - FOCUS – stay on attacking side
- **Chase all tries hard**
- Tap kicks
 - hit the mark and get out of the way
 - Watch out for switching players

Maul

Principle: Fair contest

[Tackle v Maul clip](#)

- **Tackle v Maul – make sure it’s a Maul.**
 - A maul begins when a player carrying the ball is held by one or more opponents, and one or more of the ball carrier’s teammates bind on the ball carrier.
- **Tactical awareness**
 - Holding the ball carrier up
 - Attacking team not want to form a maul and ball carrier trying to get their knee to the ground (tackle = tackler must release)
- **Don’t call Maul too quickly**
- **Once you call “Maul” – awareness around defence collapsing straight away.**
- **Unplayable – blow it up quickly**

Scrum

Principle: Fair contest/solid restart platform

[Scrum early push clip](#)

- **Engagement sequence:** CROUCH, BIND, SET
- **Set up** – binds and angles
 - Props bound to hooker
- **Post Engagement- Sanction disruptive tactics**
 - Early push
 - Driving up
 - Pulling back/whip wheel
 - Early hook/kicking out
 - Early exit
- Kicking the ball out of the scrum is a PK

[Scrum pushing straight clip](#)

Lineout

Principle: Fair contest/ solid restart platform

- **Quick throws-** Ball and Mark.
 - Not delaying the throw, holding ball, throwing away = YC + PK.
- **Lineout**
 - **FOCUS – Ball, Throwers, Mark**
 - Gap – ensure a good gap to avoid infringements
 - Numbers
 - Receiver
 - must be 2m back from lineout
 - Cannot join until ball is thrown in
 - Can swap with another player prior to ball being thrown.
- **Defending hooker – Must be there (defensive tactic to have an extra player in the back line). Must be 2x2.**

Questions?