

A referee's perspective

No matter if you are completely new to the game, or have played for a number of years, how many players can honestly say that they have read the F.I.T rulebook from cover to cover!

Well, Chris Wheeler (National Director of Referees, and someone who has read the rulebook from cover to cover!) will help to clarify rules and rulings, hopefully giving players a greater understanding of the game, and making them better players. Although often derided in the bar after the game, referee is attempts to facilitate the game, and ensure that the spirit of the game in upheld. If you keep the referee on your side, then the game is much more enjoyable for everyone.

Get the most out of a penalty

Touch is a game of speed. Mistakes are made and turnovers occur, some of which result in a penalty. This briefing note is designed to help referees ensure that they follow the correct sequence and for players to be able to understand what a referee is doing and why, to take maximum advantage of a situation or to minimise the disadvantage.

Rule 15 - Penalty

- The location of the tap is either at or up to 10m back from the mark.
- The attacking player is required to wait until the referee indicates the location of the mark before the tap can be taken.
- However a player may take a quick tap providing the referee acknowledges such a request and providing the tap is taken at or behind the correct mark.
- If a player chooses to Rollball in lieu of a tap, the player who receives the ball is not deemed to be a half.

Referee Notes

- When you see a penalty offence, **WAIT before blowing your whistle**, to see if any advantage occurs to the non-offending team.
- If none occurs, then **MOVE towards the mark**, and blow a long whistle to indicate that a penalty offence has taken place, finishing your whistle as you come in line with the mark. When running towards the mark, also indicate which team is to be awarded the penalty by extending the arm towards the non-offending team.
- As you arrive in line with the mark, **indicate the offence by saying** “penalty, forward pass” or equivalent, whilst completing the appropriate **hand signals**.
- Next **indicate the mark**, from a distance of around 4m – any closer and you may interfere with players wishing to take a quick tap.
- Finally, whilst still looking at the ball to ensure that the tap is correctly taken, hold your **hands up to push back the defenders**, stating “**back 10**”.

A View from the Middle



Player Notes

- Once you see the Referee moving forwards against the flow of play, with their arm out towards your team, you know a penalty is going to be awarded to your team.
 - Plan for this, with one player going forwards to where the mark is and request the ball from the offending team, so you can take a quick tap.
 - You can take the tap as soon as the mark is given.
 - If you are sure you are on the mark, request that the Referee confirm this and play on.
 - This may allow you to gain more from the tap than if the defenders are all lined up ready to defend.
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