



TIP	Count the SEVEN touch tackles, and communicate with both teams as play continues	
GAME ACTION		REFEREE CALL
When the 7 th touch tackle is made	>	Turnover ball, restart tap and pass
Two players chasing a kick	>	Referee calls which player to win the ball
Over aggressive touch tackle	>	Penalty, restart tap and pass
TIP	At each breakdown, look for two attackers and three defenders, the offside line is backfoot of the triangle	
GAME ACTION		REFEREE CALL
Player keeps running after a touch tackle	>	Bring player back to where they were touched
Player makes high touch tackle (above shoulder)	>	Penalty, tap and pass restart
Ball knocked forward	>	(If no advantage) opposition ball, restart scrum
TIP	Play advantage and keep the game flowing as much as possible	
GAME ACTION		REFEREE CALL
Forward pass	>	Opposition ball, restart scrum
Ball or player goes out of play (sideline)	>	Opposition ball, restart lineout
No effort by defence to get into the breakdown	>	Warning first, if continued penalty
TIP	With the three defenders at the breakdown, keeping saying <i>outside arm to bind</i> , creating a triangle	
GAME ACTION		REFEREE CALL
Ripper takes more than three steps to play ball away	>	Warning first, if continued penalty
Ripper scores a try (ripper can't score)	>	Turnover ball, restart tap and pass
On a penalty, player taps and runs	>	Turnover ball, restart scrum (need to tap and pass)