



# NSW COUNTRY RUGBY UNION

## REFEREES ASSOCIATION

### KICK OFF AND RESTARTS

#### KICK OFF

##### Referee's Position

It is suggested the referee should start at a position a few metres from the ball, behind the halfway line in line with the kicker, with the ball between the referee and the kicking team's chasers. The referee should begin to move with the kicker and as soon as the ball is kicked then accelerate to be in line with where the ball lands, to be as close as practicable to where the next phase of play will develop. Do not watch the ball in the air, watch the players converge on the ball. The ball will always come down and it is easier to observe players actions this way and manage them out of any infringements.

##### Kids Rugby U8-U12

It is unlikely there will be too much structure at kick offs and restarts. For U8-U9 matches, kickers can start and restart games with a kick from the hand (punt kick). They are encouraged to try a drop kick later on in the season. The receiving team for U8-U9 matches must be given a 5m exclusion zone to re-gather an often irregularly bouncing ball. By U10-U12, players are required to drop kick the ball off the ground as normal but it is unlikely there will be much height and planned placement in the kick.

##### Kick Off Checklist

- a) Check with the kicker that if they intend to change direction of kickoff to confuse the opposition, that they inform you first. (So you don't wear the ball!)
- b) Remind the kicker to kick the ball behind the half-way line.
- c) Wrong type of kick. All kick-offs are taken by a drop kick from the centre of the half way line.
- d) Kicker's team is not behind the kicker and/or crosses the line early. Don't forget to glance behind you too!
- e) The ball not travelling 10 metres. Don't forget it is play on if the receiving team touches the ball first
- f) The ball going straight into touch. Don't forget it is all right if the ball travels 10 metres and then bounces into touch.
- g) Obstruction on players waiting to receive the ball.
- h) Players jumping for the ball being tackled while still off the ground.
- i) The ball being kicked into the in-goal without being touched. Watch the player who picks up the ball – their actions will determine your next decision.
- j) Watch the ensuing ruck or maul very closely for any obstruction or off-side, especially the receiving players entering from the wrong side. Remember don't blow the whistle to restart the game after a try or goal.

## **22m DROP-OUT**

### **Referee's Position**

As soon as a drop-out is awarded, keep your eye on the ball in case a team tries to take the drop-out quickly. Get to the 22-metre line as quickly as possible remembering this type of kick can be taken anywhere from behind the 22-metre line. Try and stay just in line with the kicker. As soon as the ball is kicked the referee should move as for a kick-off. Accelerate to be in line and as near as possible to the next phase of play.

### **Drop Out Checklist**

- a) Obstruction by the attacking team when the ball is being brought back to the 22-metre line.
- b) The kicker's team not staying behind the kicker. Look both ways.
- c) The ball is charged down after crossing the 22-metre line.
- d) The ball not crossing the 22-metre line. Remember the drop-out kick can be taken anywhere from behind the 22-metre line.
- e) The ball goes straight into touch on the full. Remember it is OK if the ball bounces into touch.
- f) It is not necessary to blow your whistle to restart the game at a dropout.

*Taken From:*

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