THE “THREE PILLARS” AIM TO IDENTIFY THE KEY AREAS OF OFFICIATING WHICH FORM THE BASIS OF HOW A GAME IS REFEREED.

» THREE PILLARS

» 5/10M

» HAND ON BALL

» MARKERS

REFEREES ARE ASSESSED (INTERNALLY AND EXTERNALLY) ON THEIR APPLICATION AND CONSISTENT APPROACH TO THE THREE PILLARS.

5/10M

» 5/10M

DISTANCE

» 5/10M IS INITIALLY JUDGED FROM WHERE THE FIRST MARKER SHOULD OR WOULD NORMALLY BE POSITIONED

» ON THE GOAL LINE, DETERMINED BY ONE FOOT ON THE GOAL LINE

POSITIONING

» DEPENDANT ON FIELD POSITION, THE REFEREE WILL USUALLY STAND 10M (5M FOR U6-14'S) BACK FROM THE RUCK, AND WITH SUFFICIENT WIDTH FROM THE RUCK TO HAVE CLEAR VISION ON THE BALL AND DEFENSIVE LINE.

» OPEN SIDE TOUCH JUDGE WILL ASSIST WITH THE CONTROL OF THE 5/10M BY WORKING BACK TO BE 1 OR 2M IN FRONT OF THE REFEREE TO GET CLEAR VISION ON THE DEFENSIVE LINE.

» CLOSE SIDE TOUCH JUDGE WILL ASSIST WITH CONTROL AND/OR DECISIONS IN THE RUCK, AND THE DUMMY HALF PASS, BY STAYING IN LINE WITH THE RUCK

MOVEMENT

» THE REFEREE WILL "DISSOLVE" THE 5/10M BY MOVING FORWARD A FEW STEPS, ONCE THE BALL HAS CLEARED THE RUCK, BEFORE CONTINUING TO MOVE TO BEST POSITION FOR THE ENSUING PLAY (THE REFEREE WILL HOLD THEIR POSITION ON THE 5TH TACKLE)

» THE MOVEMENT PATTERN OF THE REFEREE WILL BE DEPENDANT ON FIELD POSITION AND PLAY

» 5/10M

ALL DEFENDING PLAYERS EXCEPT THOSE WHO HAVE TAKEN UP A POSITION AS MARKER(S) MUST RETIRE 10 METRES FROM THE POINT AT WHICH THE BALL IS PLAYED OR TO THEIR OWN GOAL LINE. SECTION 11 (10) (G)

TEAM COMMUNICATION (REFEREE-TOUCH JUDGE)

» TOUCH JUDGE VOCAB/INFORMATION SUPPLY

» TIMING

» ID OF PLAYER

REFEREE VOCAB (REFEREE-PLAYER)

» NAME/NUMBER OF PLAYER

» HOLD & GO

» “TO ME”

» “TO THE LINE”

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MOTOR GROUP
VITAL STRENGTH
VITAL STRENGTH
Rashay's
Furniture Repairs
COMMODORE STORM
TELSTRA AIR
AUSTRALIA'S LARGEST
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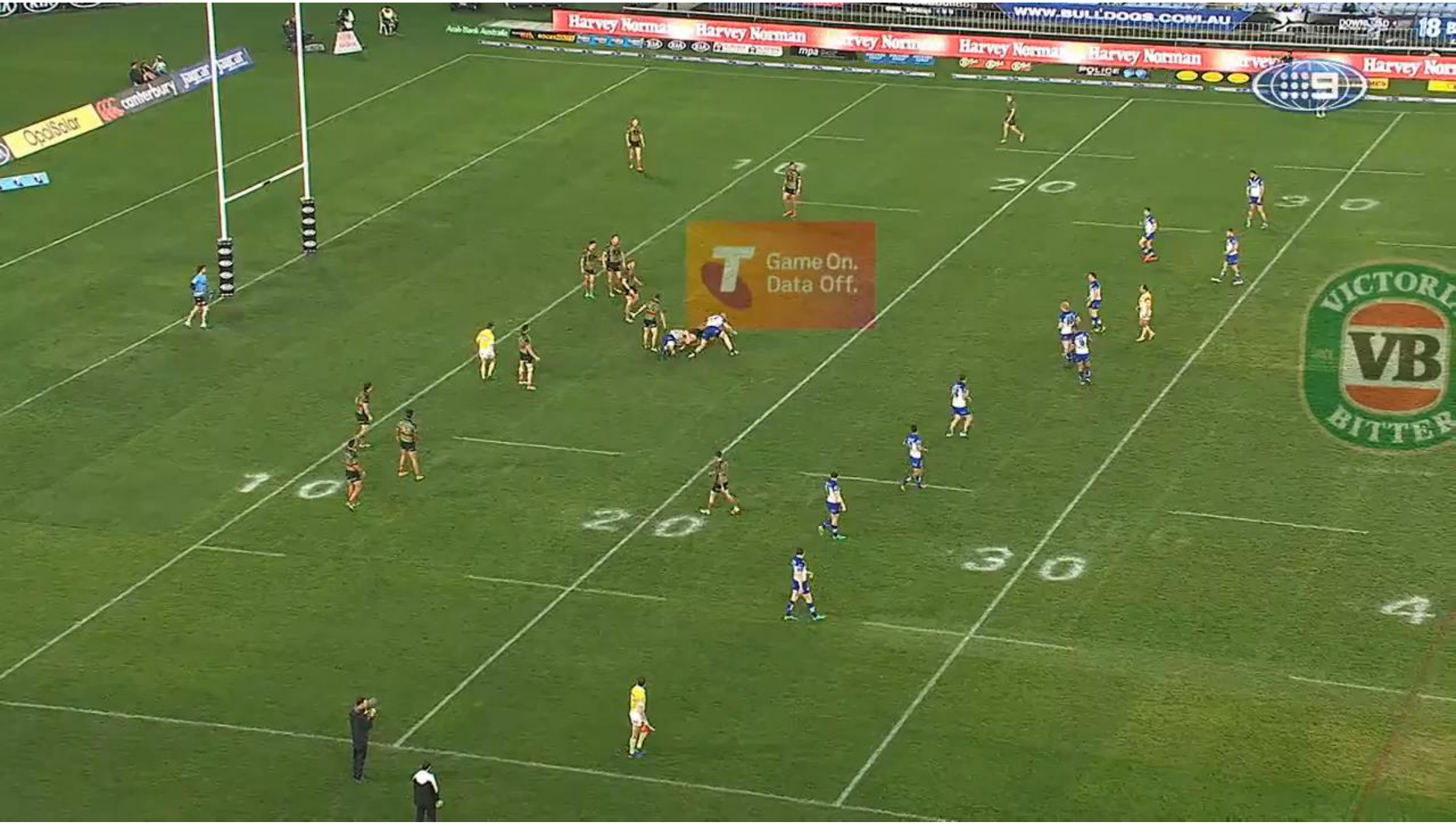
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HAND ON BALL

» HAND ON BALL

THE PLAYER IN POSSESSION SHALL BE IMMEDIATELY RELEASED BY THE DEFENDER AND OR DEFENDERS. SECTION 11 (10) (A)

ONCE THE TACKLE IS COMPLETE AND THE REFEREE HAS GIVEN THEIR FIRST VOCAB TO THE RUCK THE DEFENDERS NEED TO RELEASE THE BALL AND ARM OF THE PLAYER IN POSSESSION.

DELAYING THE PLAY-THE-BALL PROCESS BY KEEPING A HAND/HANDS OR ARM/ARMS ON THE BALL OR ARM OF THE PLAYER IN POSSESSION MUST BE IDENTIFIED AND DEALT WITH.

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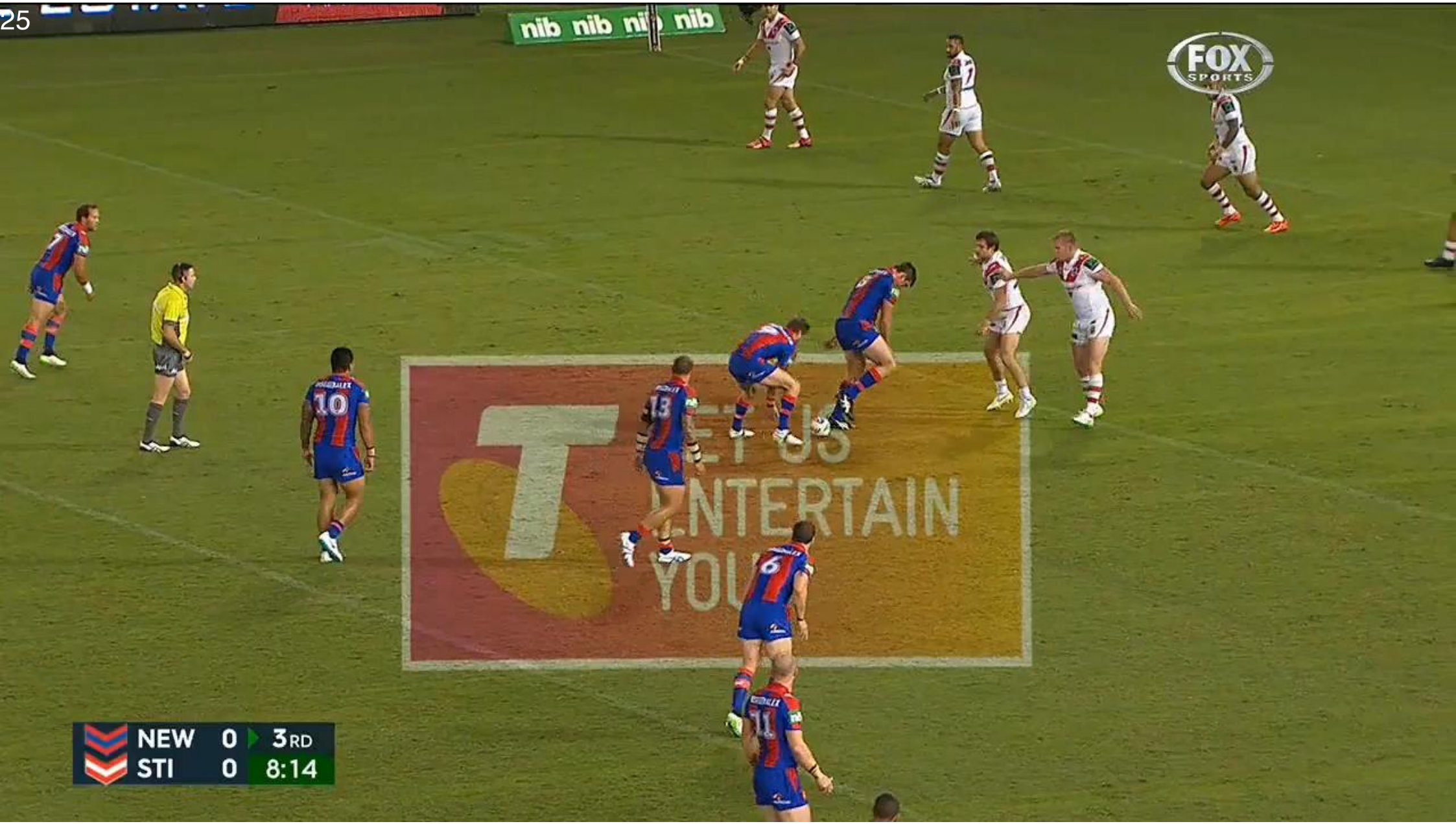
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MARKERS

» MARKERS

- AT THE COMPLETION OF THE TACKLE THE DEFENDERS MUST TAKE UP A POSITION AS A MARKER OR RETIRE 10 METRES.
- A MARKER MUST TAKE UP A POSITION DIRECTLY OPPOSITE THE TACKLED PLAYER AND NOT FLOAT OR BE TOO DEEP FROM THE PLAY THE BALL.
- THE MARKER MUST NOT KICK THE BALL WHILST IT IS BEING PLAYED.
- A SECOND MARKER MUST STAND IMMEDIATELY AND DIRECTLY BEHIND THE FIRST MARKER.

SECTION 11 (10) (C) (F)

MARKERS CAN UNFAIRLY INFLUENCE PLAY BY:

» NOT BEING SQUARE

» SPLITTING (SPLIT MARKERS)

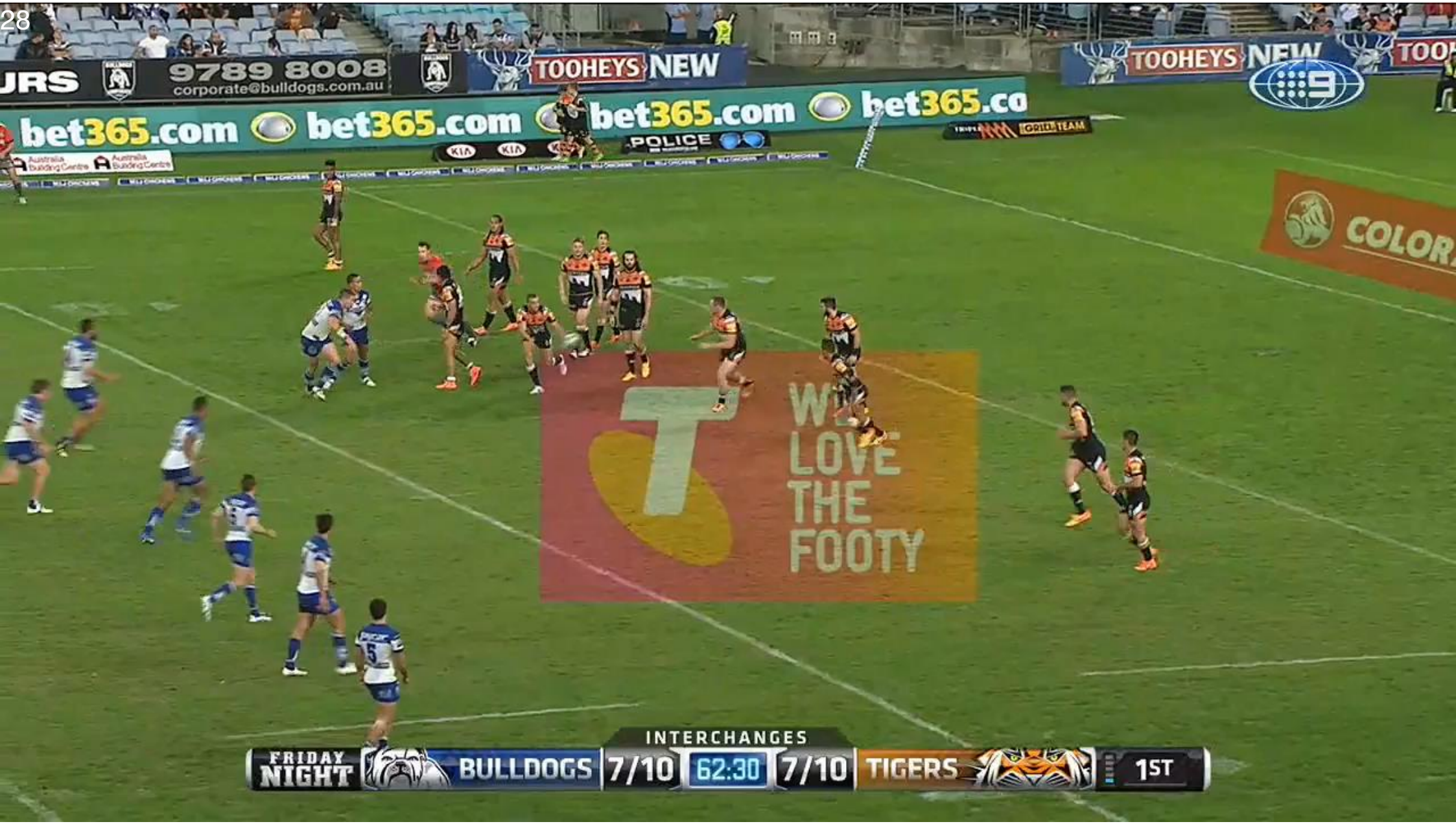
» FLOATING (BEING TOO DEEP)

» MOVING EARLY

THE REFEREE SHOULD REGULARLY COMMUNICATE TO THE MARKERS DURING THEIR NORMAL RUCK VOCAB SEQUENCE. EXAMPLES INCLUDE:

» "MARKERS LOCK IN"

» "MARKERS SQUARE"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