

SUPA PUNT



Official Rules
2015

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SECTION 1

Glossary of Terms

1. Point Line
The line which in the games of Rugby Union or Rugby League is called the try line. A point is scored by kicking the ball across an opponent's point line.
2. Play-line
The play-line is a line parallel with the point line behind which the player in possession must return kick.
 - The play-line is determined by the position a player gathers the ball i.e. where a player is believed to have control of the ball.
3. Five meter advantage
This is when the play-line is advanced 5 meters in favor of the player receiving the 5 meter advantage. i.e. the play-line is moved 5 meters toward the point-line that player is attacking.
4. Play-line Overstep
If a player while in the motion of kicking places the opposite foot to that which makes contact with the ball completely over the play-line a five meter advantage may be awarded to the other player.
5. Knock-on
To propel the ball forward with any part of the body toward opponents point line while attempting to stop or gather the ball. Also if the ball is dropped or spilled forward while in possession.
6. An End
An end is essentially half of a full game. An end has been completed when one player kicks the ball across an opponent's point line thus scoring a point.
7. The Seven Second Rule
A player is not permitted to retain possession for more than seven seconds.
If they do so a five meter advantage can be awarded to the opposing player.
8. Two Meter Band
A player is not allowed to move toward their opponents point line more than two meters while moving in to kick.
 - If they do so a five meter advantage can be awarded to the opposing player.

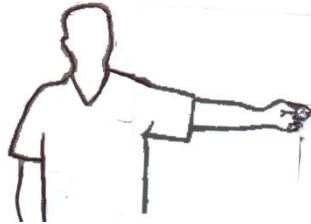
SECTION 2

SIGNALS AND OFFICIALS GUIDELINES

I Signals

a) Play-line (sideline referees)

Sideline referees position themselves at the point where the play-line crosses the sideline, face directly infield and extend their arm horizontally toward the point line that player is defending.



b) Play-line overstep (sideline referees)

As play-line but extended arm is lifted directly overhead.

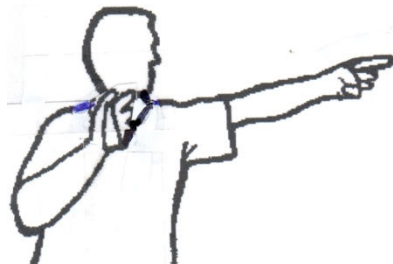
- Play-line overstep (central umpire)
Blows short whistle, points to the player to receive the five meter advantage and announces "five meters".



c) Five meter advantage (on-field refs & central umpire)

Blows short, whistle points to player to be awarded 5 meter advantage and announces "5 meters"

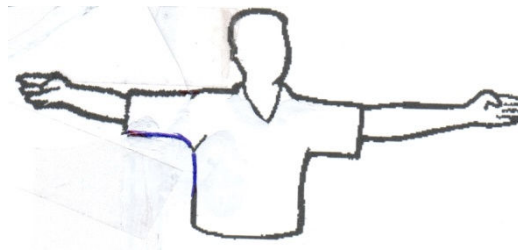
- Side-line Referees
Side-line referees first arrive at and indicate the play-line, then march five meters toward the point-line that player is attacking then resume the play-line signal.



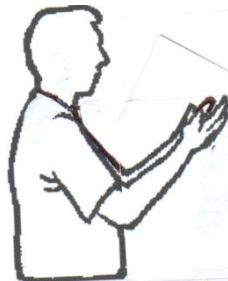
- d) Longer than seven seconds in possession. (on-field referees)
Arms bent in front of chest, elbows pointing out. Overlap hands and make rotating action so hands follow each other in circular motion.



- e) Breach of 2 meter band (on-field referees)
Arms extended fully to the sides.

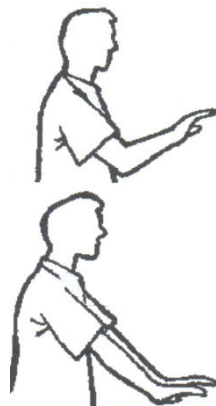


- f) Catch on the full (on-field referees)
Both arms are raised in front of chest, elbows bent, palms facing towards body.



- g) Knock-on (on-field referees)
Both arms raised in front of chest, elbows, bent palms facing forward. Then a pushing motion is made, with arms finishing straight and palms down.

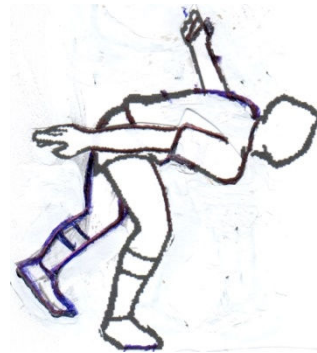
- Ball crosses sideline (sideline referees)
Same as play-line



- h) START OF END (central umpire)
Long whistle and arm held high.



- i) FINISH OF END (on-field referees)
Blows long whistle and takes arms from crossed in front of chest to extended low and wide.



- j) Ball comes to halt. (on-field referees)
If the ball comes to a halt before a player can gather it the on-field referee signals start of seven second count with short whistle.

II Officials and Conduct Guidelines

- a) The referees essentially operate in two teams, each comprising an on-field referee and two sideline referees, with a central umpire in an overseeing role.
- b) As well as having an individual role in the running of matches the central umpire is also ultimately responsible for control of the officiating process.
- c) Any disqualifications or complaints are that person's responsibility to adjudicate.
- d) Always remember that the game is for the players. Officials are there to ensure a fair contest.
- e) Encourage and implement philosophies of good sportsmanship.
- f) Support good sportsmanship with kind words to players, coaches and parents.
- g) Respect other referees decisions and do not publicly criticize another official.
- h) Stay clam when confronted with emotional reactions from players, coaches and officials.
- i) Always be fair and impartial, avoiding conflicts of interest. Decision based on personal bias is dishonest and unacceptable.

SECTION 3

Rules for Officials

I Central Umpire

- a) Located off the field of play between the two play-lines.
- b) It is the central umpire's responsibility to assign roles and positions for the officials involved.
- c) It is the central umpire who starts the match with long whistle and arm held high.
- d) The Central umpire times each end and records that time as it is used to determine the winner if the score after two ends is one end each.
In that case the winner is the player who won their end in the shortest time.
- e) It is the central umpire's job to make play-line overstep calls.
If both sideline referees raise their arm indicating play-line overstep the central umpire blows short whistle, points to the player to receive the five meter advantage and announces "5 meters"
- f) If the central umpire believes (in consultation with other officials) that breaches of the play-line or two meter band are deliberate and contrary to fair play the offending player can be disqualified this awarding that end only to the other player.
- g) The central umpire ensures that referees don't change their positions or ends for the second end of each match to allow players equal exposure to referees.
The players change ends, the referees don't.
- h) The play-line for the start of each match is established by the central umpire and is calculated by taking out of the middle of the field the distance that the highest seeded player achieved in the seeding kick-off.
 - This gives two hypothetical lines equidistant from the point lines from which that player can choose to start.

II On-field Referees

- a) Two on-field referees, one responsible for each player or pair.
- b) Positioned in line with the player where possible but far enough away so as not to cause any interference to players.
 - If it is necessary for the on-field referee to crossover with the player, it should be done on the side that player is defending.
- c) The primary role of the on-field referee is to monitor the time a player spends in possession.
 - A player is not allowed to spend more than seven in possession from first contact until return kick is completed.
 - To make it easier for players to judge this the on-field referee should blow a short whistle at five seconds after first contact.
 - A second whistle is blown a further two seconds later (seven seconds in total) only if that player has not return kicked.
 - This second whistle must also indicate a five meter advantage to the opposing player and is accompanied by the appropriate signals.
- d) If the on-field referee awards a five meter advantage they should blow a short whistle, make the appropriate signal and point to the player to receive the advantage and announce "five meters".

- e) On-field referees also control the “two meter band”. If a player while moving in to kick runs forward, or towards the oppositions point line by more than two meters a five meter advantage may be awarded to the opposing player.
- f) If a player catches the ball on the full the on-field referee will award a five meter advantage to that player.
- g) If while attempting to gather the ball a player knocks the ball forward the on-field referee will blow a short whistle and signal “knock on”.
 - Also if the ball is dropped or spilled forward while in possession, knock on is the ruling.
- h) If a player retains possession for more than seven seconds or breaches the two meter band these result in a five meter advantage to the opposing player.
 - These two rulings are the responsibility of the on-field referees and once the call has been made by one it is repeated by the other on-field referee to assist in transferring the advantage call to the sideline referees.
- i) If during general play the ball comes to a halt before it is gathered the on-field referee will start the seven second play at that time.
- j) It is the on-field referee’s job to signal when an end has been won.
 - To win an end the ball must cross the point line and touch the ground behind it, even if this is outside of the field of play.

III Sideline Referees

Four in total, two at each play-line on opposite sides of the field positioned directly in line with the player they have been assigned to referee.

- a) The primary role of the sideline referees is to determine and indicate the play-line.
- b) Also to award five meter advantage calls. These can be called by either the on-field referee or the central umpire.
- c) Play-line overstep

If a sideline referee believes a player has overstepped the play-line while kicking their extended arm is raised directly overhead.

 - If both sideline referees indicate play-line overstep the central umpire should call a five meter advantage to the other player.
 - In this case it is the sideline referees responsible for that player to award the five meter advantage.
- d) There are two rulings which may cause an on-field referee to call a five meter advantage.
 - 1) The seven second rule

If an on-field referee makes the call that a player has retained possession for more than seven seconds the announcement “five meters” is repeated by the other on-field referee so that the five meter advantage can be awarded by those sideline referees.
 - 2) The two meter band

If an on-field referee calls a breach of the two meter band, in order for that to be transferred to the other player the announcement “five meters” is reiterated by the other on-field referee so that those sideline referees can award the advantage.
- e) If an on-field referee indicates “catch on the full”, “five meters” then it is up to the sideline referees to award that player a 5 meter advantage.
- f) If an on-field referee signals “knock on” those sideline referees should maintain their position at the point of knock on because the player will have to return to this play-line.

- g) If the ball crosses the sideline the sideline referees stand at that point and indicate the play-line.
- When indicating the play-line it should be understood that possession is awarded to the opponent of the last person to touch the ball, whether or not it was from a kick.

SECTION 4

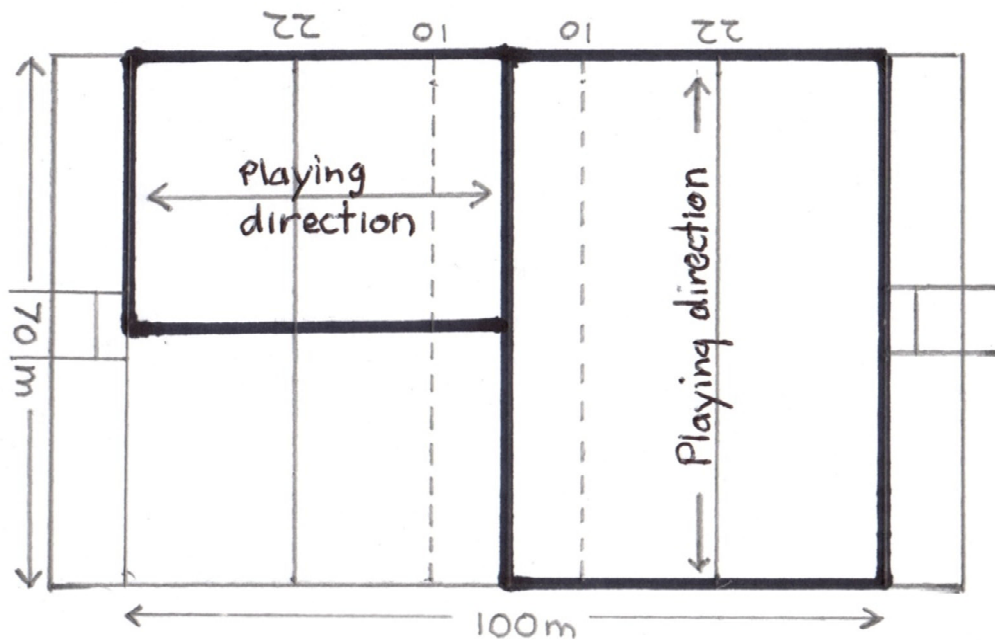
The Seeding Kickoff

I Officials Involved

- One referee controlling kicking process and calling breaches of play-line and two meter band.
- Up to two people marking point of landing.
- Two people measuring.
- One person organizing kicking order and recording kick distances.

II Rules for Seeding Kick-off

- Contestants are allowed three kicks. This includes kicks which are ruled invalid because of a breach of the rules.
- The longest of the three kicks is used to determine seeding for the tournament.
- Kick distance is measured at 90° from play-line to first point of contact.
- Before each players kick the ball is placed on the play-line at an equal distance from each sideline.
- A player should address the ball before the seven second timer starts with a whistle. The kick must be completed within seven seconds as per normal playing conditions.



SECTION 5

Field Size

I Field Size

- The size of the field to be used for the actual match is based on the distances achieved in the seeding kick-off.
- A full sized field should only be required if contestants can kick in excess of 40 meters.
- For players capable of kicking around 30 meters half of a full sized field, played cross ways would suit.
- For players kicking the ball around 20 meters or less a 1/4 of a full sized field, playing in the normal direction would accommodate.

