



Communication on all Games

General Points

- Whilst these notes are specifically related to verbal communication, they need to be considered in terms of all other aspects of Refereeing/Touch Judging, e.g. positioning, advantage and signals. We are not making any changes to the current TJ positioning guidelines and are therefore not reissuing these to the Super League TJs. We concluded that the priorities at Super League are reflected in the following:
- It is important to remember that a common vocabulary is used to help to avoid confusion, **BUT** this guidance does not prevent officials using initiative to communicate on particular incidents (e.g. players squaring up in back play) not covered by the notes below.
- Communication between Referee and Touch Judges should be **clear so that it is loud enough to be understood, concise, specific, accurate and relevant**
- Referees and TJs should give an **outcome/decision not an explanation.**
- Communication within the team, when part of an intervention, needs to be authoritative (body language important), and face to face with eye contact. You need to consider on a TV game timing of input and when to approach the referee. Remember decision making is field led
- Officials should use stoppages as an opportunity to give input to each other on a particular problem which may be ongoing, e.g. with a player and/or 10m.
- Referees and TJs should be familiar with players' names (part of pre-match preparation) and read the previews.
- Referee/TJ talk is principally to inform each other, but can obviously additionally inform players.
- In relation to dissent, on non TV games actual words used can be stated. For broadcasting reasons, on TV games dissent is reported without the actual language used.
- **This document should be read in conjunction with On-Field Policy Guidelines & Video Referee Protocols**

VOCABULARY	MEANING
<u>Tackle and Play the Ball</u>	
TJ to call “held” immediately/clearly after the referee’s call, if player is close to touch.	
“Drag”	TJs are often well positioned to identify when a defending player is in a drag position (player dragging is part of a tackle involving more than one defender and is moving backwards towards touch). To assist the referee, the TJ should call “drag” so that the referee can then call “held”.
Referee call: “Hold”	Verbally explains to TJ to keep on the 10m
Referee call: “Go” Experience has taught us that without a Go call input can only be given in terms of players not getting back the 10m. As we have said many times NO MARGINAL CALLS. Also accurate input only generally happens when the TJ is with the defensive line or where teams are attacking just off the goal line.	Explains to players they can leave the 10m and signifies to TJ that the ball has been played. The 10m TJ should be totally focussed on the defensive line until there is no information to give regarding the 10m. TJ then needs to scan back play.
“Player X right or left offside” (TJ to name player)	Information to the Referee that the player is offside but the Referee does not necessarily act upon. The result is often “play on” with the Referee speaking to the player as and when.
“Player X interfered” (TJ to name player) “Running with it” (Referee)	Informs Referee that the offside player has forced play. Outcome: Penalty. (Referee discretion)
“Involved” (TJ to name player) If a penalty is awarded, helpful for TJ to repeat player’s name.	Informs Referee that the offside player is involved in the tackle. Outcome: Penalty. (Referee discretion)
“Big 10” “Short 10”	TJ alerts Referee to discrepancies when setting the 10m
“Need Hold-Go”-a prompt	TJ indicating to Referee that defence line tending to move up quickly and referee needs to remember the hold/go call.
“Downtown”	TJs/referees should identify where players are ahead of the play when the ball is played. Should only come in with downtown when players are potentially involved. TJs should be aware if the downtown player comes back past the point of the play the ball. He is then back onside.



<u>Scrum</u>	
Before the scrum, TJ input "10 metres" (ensure it is 10m from the mark of the scrum)	Information for Referee (and players) that defending players are still to retire 10m
After the scrum, TJ input on offside/interfered/involved	Information to Referee for possible penalty
Referee "out" – important for TJ regarding offside	Indication to TJs and players that ball has left the scrum
<u>Downfield Kicks</u>	
"Clear!" Referee/TJs	One member of team has the responsibility to check that the kicker has not been taken out. Note a clear call is only required when there is a collision or opposition players are close to the kicker
"Player X offside" TJ needs to view kicker/chasers simultaneously	Indicates to Referee that all except "X" are okay. Remember, no need to call "okay" for onside.
Referee/TJs "40/20"	When the ball is going towards touch on a possible 40/20 one of the team should say "40"
Information on downfield kicks needs to be in A RELEVANT ORDER. "Offside" "Clear" "40/20" Based on for example short kick, long kick.	
"In position" called by 10m TJ	When a 40/20 is awarded, the 10m TJ will call "in position" when he is at the defensive line to indicate to the referee that the tap can be taken.
<u>Foul Play</u>	

<p>TJs should not use the communication system to report foul play.</p>	<p>Non-TV Matches Foul Play</p> <p>Referee should have an opinion on the severity of the foul play.</p> <p>The Touch Judge who has seen the foul play and comes on to offer input to the referee should state facts, detailing which player it is and what the foul play is and give an outcome opinion, e.g. “In my opinion it’s a sin bin” etc.</p> <p>Ultimately the referee has the final decision, he may decide against the opinion of the TJ.</p>
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<p><u>Video Referee – Live Call (TV games only)</u></p>	
<p>General Points:</p> <ul style="list-style-type: none"> • It’s important to have a view on a decision and make a call on it. • TJs are encouraged to be in good positions & to make the call as you would on a non-TV game. • Taking time is crucial to looking controlled and ensuring accurate referrals. • The key is not to ask for a referral just because you haven’t seen something – e.g. grounding. <p>Positioning:</p> <p>Due to the quality of the communication system & crowd noise, the position of the TJs is important as it automatically indicates to the referee your view:</p> <ol style="list-style-type: none"> 1. If you think it’s a try and have no reason to refer it, run through to dead ball line. 2. If you’ve not seen the grounding, but have no reason to refer it then stand on the flag. 3. If you want a decision referred, stand short of the flag. Communication on referrals: <ol style="list-style-type: none"> 1. Ask for decision to be checked – “check it”. 2. Give live decision – “try” or “no try” – do not use signals, as this may conflict with the referee’s signal on referral. 3. State specifically what you want checking – e.g. “check touch/grounding”; for offside referrals “check if X player is offside” or “check if X player is within 10m of the catcher”. 	
<p><u>General Input</u></p>	
<p>TJ call “knock on” or “lost”</p>	<p>Only input if you have a clear view how the ball has come loose</p>
<p>TJ call “forward”</p>	<p>Input with caution. TJ must be in line and can see hands.</p>

Referee "lost it, loose carry"	Info to TJ how ball has been lost
TJ call "stolen" (useful to back up call by identifying player)	Ball has been intentionally reefed with two or more in tackle.
TJ call "hands in" Still referee's judgement whether to penalise.	Only after the tackle is complete. Hand in called when hand goes on the ball.
TJ call "okay zero/one"	Indicates to Referee to play on
TJ call "touch"	Can be helpful when not an obvious touch. May also need input regarding head & ball.
TJ call "sticks/20 metres"	As well as the touch-in-goal signal, a verbal call can be decisive/helpful to the Referee.
TJ on corner flag on possible try "Not seen the grounding"	This does not need to be stated every time, only when appropriate.
TJ call "zero" on 20m restarts	This is as a reminder to the referee that the tackle count will commence at zero. It should be just one TJ making the call, probably the 20m TJ.
Advantage	
<p>TJ call "zero"</p> <ol style="list-style-type: none"> 1. If the advantage play breaks down, then could be backed up with "no advantage". 2. If the ball ends up touch in goal or touch. 3. Tight calls touch in goal-can envisage a situation when a defender may make the ball dead in a tight situation between opposing players. 	<ol style="list-style-type: none"> 1. When there is a loose ball it is necessary for the referee to determine if the ball is knocked on to advise the opposition that they have the opportunity of an advantage play. To assist the referee, the TJ may call "zero" to indicate the ball has been lost forward and the opposition could play an advantage. 2. The TJ would still signal touch/touch in goal but would not point to sticks/20 but would say "no advantage". 3. In such a situation when the outcome maybe "sticks" drop out TJ should call sticks but the referee decides the restart in terms of advantage –either drop out or scrum.