

## Referee signals



### 1. Penalty Kick

Shoulders parallel with touchline. Arm angled up, pointing towards non-offending team.



### 2. Free Kick

Shoulders parallel with touchline. Arm bent square at elbow, upper arm pointing towards non-offending team.



### 3. Try and Penalty Try

Referee's back to dead ball line. Arm raised vertically.



### 4. Advantage

Arm outstretched, waist high, towards non-offending team, for a period of approximately five seconds.

## Referee signals



### 5. Scrum awarded

Shoulders parallel with touch-line. Arm horizontal pointing towards team to throw in the ball.



### 6. Forming a scrum

Elbows bent, hands above head fingers touching.



### 7. Throw forward / forward pass

Hands gesture as if passing an imaginary ball forward.



### 8. Knock on

Arm out-stretched with open hand above head, and moves backwards and forwards.

## Referee signals



### 9. Not releasing ball immediately in the tackle

Both hands are close to the chest, as if holding an imaginary ball.



### 10. Tackler not releasing tackled player

Arms brought together as if grasping a player and then opening as if releasing a player.



### 11. Tackler or tackled player not rolling away

A circular movement with the finger and arm moving away from the body.



### 12. Entering tackle from wrong direction

Arm held horizontal then sweep of the arm in a semi-circle.

## Referee signals



**13. Intentionally falling over on a player**

Curved arm makes gesture to imitate action of falling player. Signal is made in direction in which offending player fell.



**14. Diving to ground near tackle**

Straight arm gesture, pointing downwards to imitate diving action.



**15. Unplayable ball in ruck or tackle**

Award of scrum to team moving forward at time of stoppage. Shoulders parallel with the touch-line, arm horizontal pointing towards the team to throw in the ball, then pointing the arm and hand towards the other team's goal line whilst moving it backwards and forwards.



**16. Unplayable ball in maul**

Arm out to award scrummage to side not in possession at maul commencement. Other arm out as if signalling advantage and then swing it across body with hand ending on opposite shoulder.

## Referee signals



**17. Joining a ruck or a maul in front of the back foot and from the side**

The hand and arm are held horizontally moving sideways.



**18. Intentionally collapsing ruck or maul**

Both arms at shoulder height as if bound around opponent. Upper body is lowered and twisted as if pulling down opponent who is on top.



**19. Prop pulling down opponent**

Clenched fist and arm bent. Gesture imitates pulling opponent down.



**20. Prop pulling opponent on**

Clenched fist and arm straight, at shoulder height. Gesture imitates pulling opponent on.

## Referee signals



**21. Wheeling scrum more than 90 degrees**

Rotating index finger, above the head.



**22. Foot-up by front-row player**

Foot raised, foot touched.



**23. Throw in at scrum not straight**

Hands at knee level imitating action of throw in not straight.



**24. Failure to bind fully**

One arm out-stretched as if binding. Other hand moves up and down arm to indicate the extent of a full bind.

## Referee signals



**25. Handling ball in ruck or scrum**

Hand at ground level, making sweeping action, as if handling the ball.



**26. Throw in at lineout not straight**

Shoulders parallel with touch-line. Hand above head indicates the path of the ball, not straight.



**27. Closing gaps in lineout**

Both hands at eye level, pointing up, palms inward. Hands meet in squeezing action.



**28. Barging in lineout**

Arm horizontal, elbow pointing out. Arm and shoulder move outwards as if barging opponent.

## Referee signals



**29. Leaning on player in lineout**

Arm horizontal, bent at elbow, palm down.  
Downward gesture.



**30. Pushing opponent in lineout**

Both hands at shoulder level, with palms outward, making pushing gesture.



**31. Early lifting and lifting in lineout**

Both fists clenched in front, at waist level,  
making lifting gesture.



**32. Offside at lineout**

Hand and arm move horizontally across  
chest, towards offence.



## Referee signals



### 33. Obstruction in general play

Arms crossed in front of chest at right angles to each other, like open scissors.



### 34. Offside at scrum, ruck or maul

Shoulders parallel with touchline. Arm hanging straight down, swings in arc along offside line.



### 35. Offside choice: penalty kick or scrum

One arm as for penalty kick. Other arm points to place where scrum may be taken instead of kick.



### 36. Offside under 10-metre Law or not 10 metres at penalty and free kicks

Both hands held open above head.

## Referee signals



**37. High Tackle (foul play)**

Hand moves horizontally in front of neck.



**38. Stamping (foul play: illegal use of boot)**

Stamping action or similar gesture to indicate the offence.



**39. Punching (foul play)**

Clenched fist punches open palm.



**40. Dissent (disputing referee's decision)**

Outstretched arm with hand opening and closing to imitate talking.

## Referee signals



**41. Award of drop-out on 22-metre line**

Arm points to centre of 22-metre line.



**42. Ball held up in in-goal**

Space between hands indicates that ball was not grounded.



**43. Physiotherapist needed**

One arm raised indicates physiotherapist is needed for injured player.



**44. Doctor needed**

Both arms raised above head indicates a doctor and/or a stretcher is needed for injured player.

## Referee signals



### 45. Bleeding wound

Arms crossed above head indicates player has bleeding injury and may be temporarily replaced.



### 46. Timekeeper to stop and start watch

Arm held up in air and whistle blown when watch should be stopped or started.

# Touch judge and assistant referee signals



## 1. Kick at goal successful

Raises flag to indicate that the ball has gone over the crossbar and between the posts.



## 2. Touch and team to throw in

Raises flag with one arm, moves to place of throw in and stands there, pointing with other arm towards the team entitled to throw in.



## 3. Foul play

Holds flag horizontally and points infield at right angles to the touchline.