

GAME DEVELOPMENT



TOUCH JUDGE

COURSE WORKBOOK

Steve Griffiths
January 2002
Michael Malone
July 2006, March 2008, and October 2009

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TOUCH JUDGE COURSE WORKBOOK

WELCOME

This booklet has been produced to supplement the half day Touch Judge Course. First published in January 2002 by the IRB, it has been updated and re-edited so as to ensure we are providing our students not only with the most current educational materials on the subject of touch judging Rugby Union, including its Seven-a-Side variation, but with a stimulating educational experience, as well. The booklet contains all the information covered by the instructor during this course, while space has been left for you to make your own notes.

The Level 1 course is aimed at touch judges who are just beginning to run the line at the club level and those beginning referees starting to officiate on a regular basis and who wish to improve their officiating knowledge and skills. The course addresses the basic duties of both the touch judge and the assistant referee for which he or she is accountable, i.e., signaling when the ball is in touch and touch-in-goal, determining where is the line of touch and which team will throw in the ball, and adjudicating kicks at goal. Inasmuch as these first three principal accountabilities are the same for a touch judge as for an assistant referee, the term “touch judge” shall be used here to mean “assistant referee” as well, unless otherwise stated. The fourth principal accountability of adjudicating foul play is reserved solely for the assistant referee and will be dealt with in the Assistant Referee Course.

By the end of the Touch Judge course, participants will be able to:

- Describe the Laws relating to touch and touch-in-goal;
- Use appropriate signals for touch, touch-in-goal, and kicks at goal;
- State where the throw in at the ensuing lineup will be made and by which team;
- Describe the desired positional strategies to ensure effective management of touch, touch-in-goal, and kicks at goal;
- Describe the idiosyncrasies of the role of touch judging Seven-a-Side Rugby, including
 - Positioning strategies near in-goal
 - The principal duties of the in-goal judges.

Referees and touch judges play a very important part in Rugby Union. Many clubs would not be able to enjoy their afternoon but for the generosity of former players giving of their time to officiate. These officials, however, will wish to provide the best service they can to the thirty players who they are managing during a game. This half day course has been designed to cover the important elements of touch judging a game. It is a basic program and, as such, cannot attempt to cover all the aspects of touch judging. There will be further modules doing this in the Assistant Referee Course.

Enjoy your officiating.



Michael Malone
Chairman
R&L Training Committee
October 2009

MODULE 1 - THE ROLE OF THE TOUCH JUDGE AND THE LAWS RELATING TO THAT ROLE

TOUCH JUDGE AND IN-GOAL JUDGE ROLES

There is one touch judge on each side of the ground, remaining in touch or touch-in-goal except when judging a kick at goal. The principal duties of a touch judge who is not imbued with foul play responsibilities, essentially your standard grade club touch judge, are to signal touch and touch-in-goal, to mark the place of the lineout and indicate which team shall throw in the ball, and adjudicate kicks at goal. There is no deviation in the role of a touch judge in the Seven-a-Side game as to his or her principal accountabilities. They remain to signal touch and touch-in-goal, to mark the place of the lineout and indicate which team shall throw in the ball, and, with the in-goal judge, to adjudicate kicks at goal. Positioning during play as the ball nears in-goal is the primary difference for touch judges in Sevens in how they perform their duties.

The in-goal judge is unique in rugby to the Seven-a-Side game. There are two in-goal judges per match, one for each in-goal. The match referee exercises the same control over the in-goal judges as he or she exercises over the touch judges.

The principal accountabilities of the in-goal judge are these:

- Adjudicating tries or touch downs
- Adjudicating ball dead
- Adjudicating on kicks at goal
- Reporting foul play when, as with assistant referees, authorized by the Match Organizer.

LAWS RELATING TO TOUCH JUDGING DUTIES

Touch judges should familiarize themselves with the Laws pertaining to their specific duties, including those pertaining to touch and in-goal, as well as the Seven-a-Side Variations that pertain both to touch and in-goal judges. Listed here are some of those Laws that are discussed more fully in this course. They are found in their entirety at www.irblaws.com:

Law 1 - Definitions of Field-of-Play, Playing Area, In-Goal & The 22

Law 5 – Potential timekeeping responsibilities

Law 6 – The definition of a Touch Judge and laws controlling the activities of a touch judge before, during, and after a match.

Laws 13 – What happens when a kickoff goes into touch or into in-goal, the definition of a Drop Out, and what happens when a drop out goes into touch or in-goal.

Law 19 - Definitions and laws relating to touch, including whether there is or is not a gain in ground from kicks made to touch, the quick throw in, where the lineout is taken, and who is awarded the throw in.

Law 22 - Definitions and laws relating to in-goal and players in touch or touch-in-goal, the grounding of the ball in-goal, the ball or a player carrying it touching a corner post, restarting after a touchdown, and the ball being made dead in-goal.

Seven-a-Side Variation of Law 6 – Law related to the activity of the in-goal judge.

MODULE 2 - TOUCH

TOUCH

- When is the ball.....?
- In touch?
- Not in touch?

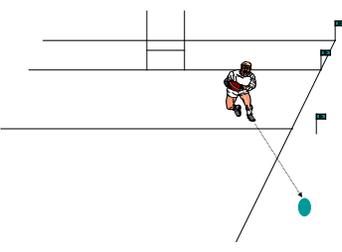


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So, when is the ball in touch?

IN TOUCH?

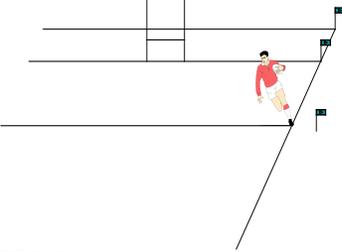


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The ball is in touch when it is not being carried by a player and it touches the touch line or anything or anyone on or beyond the touch line.

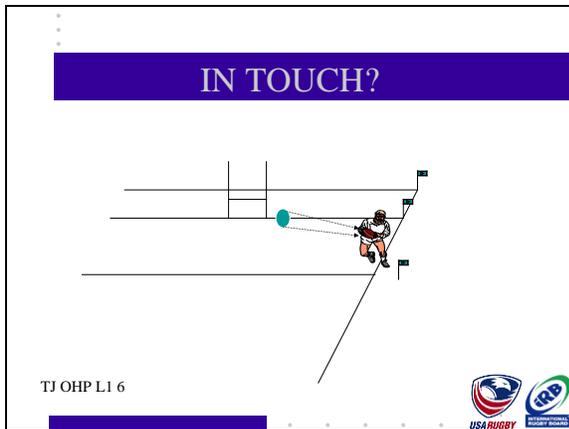
IN TOUCH?



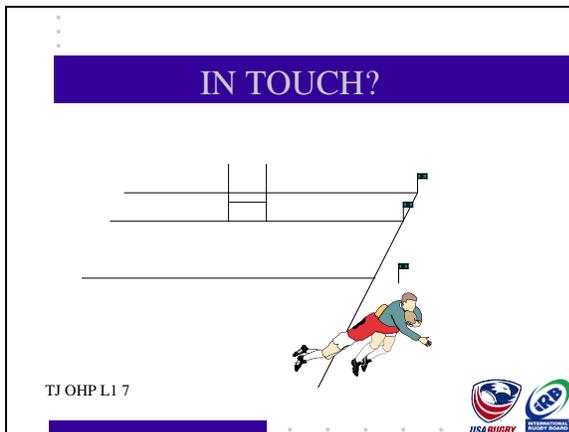
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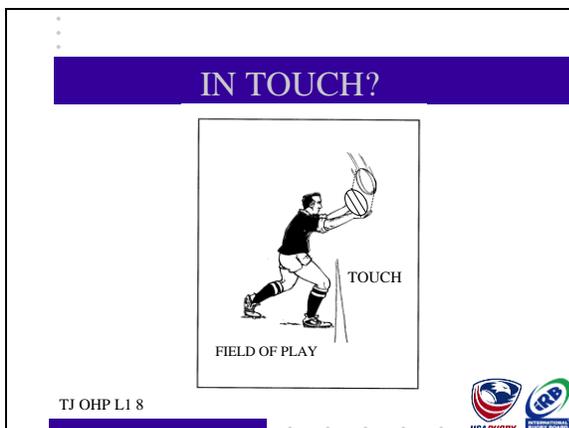
The ball is in touch when a player is carrying it and the ball-carrier (or the ball) touches the touch line or the ground beyond the touch line.



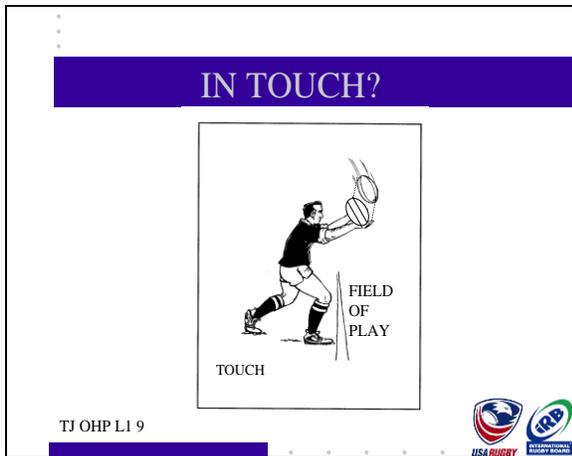
If a player has one foot in the field of play and one foot in touch and holds the ball, the ball is in touch.



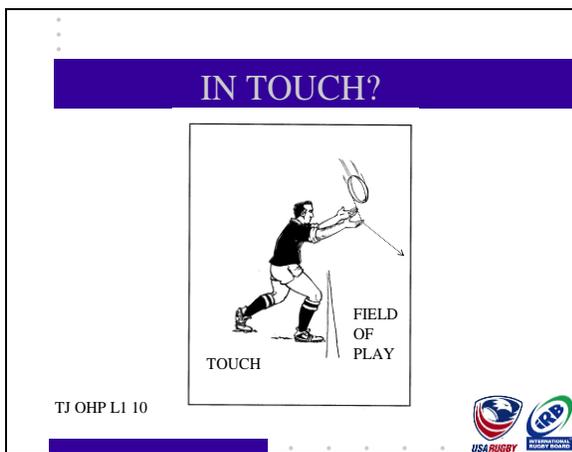
If a player is tackled so that the player or the ball touches the touch line or the ground beyond, the ball is in touch



If the ball crosses the touch line or touch-in-goal line and is caught by a player who has both feet in the playing area, the ball is not in touch or touch-in-goal. Such a player may knock the ball into the playing area. If a player jumps and catches the ball, both feet must land in the playing area otherwise the ball is in touch.



The ball is deemed to be in touch if a player who is in touch catches a ball that has not crossed the touch line.

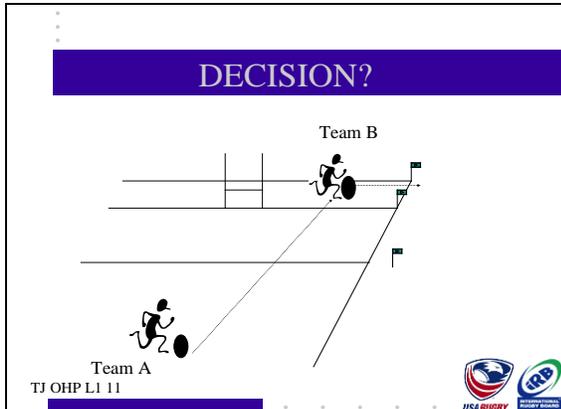


Before a ball crosses the plane of the touch line, a player in touch may kick or knock the ball back in toward the field of play, but not hold it, thus keeping it alive. The plane of the touch line is the vertical space rising immediately above the touch line.

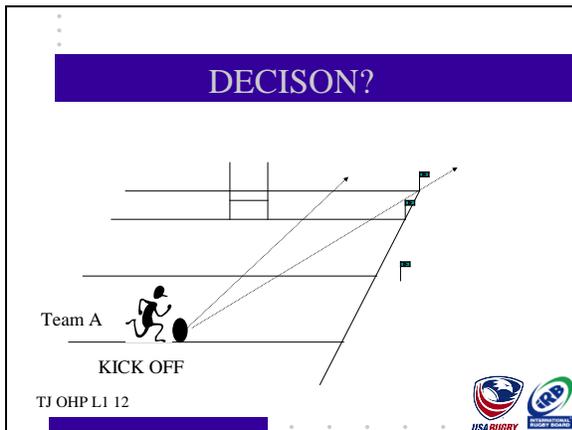
In situations when the ball has crossed the touch line, but has yet to touch a person or thing in touch, it nevertheless is possible for a player to keep the ball in play by knocking the ball back into the field of play, depending on where the player's feet are in relation to the touch line when the ball is knocked back into the field of play and as long as the player has jumped into the air, resulting in both feet then being in the air when the ball is knocked. For example:

<u>The player starts with both feet in:</u>	<u>When the ball is played, both of the player's feet are in the air and in:</u>	<u>The player then lands with both feet in:</u>	<u>The ball is:</u>
Touch	Touch	The field of play	In touch
Touch	The field of play	The field of play	Not in touch
The field of play	Touch	Touch	In touch
The field of play	The field of play	Touch	Not in touch

It therefore is irrelevant where the player lands. The determining factor is where the player's feet are in relation to the touch line when the ball is knocked back into the field of play.

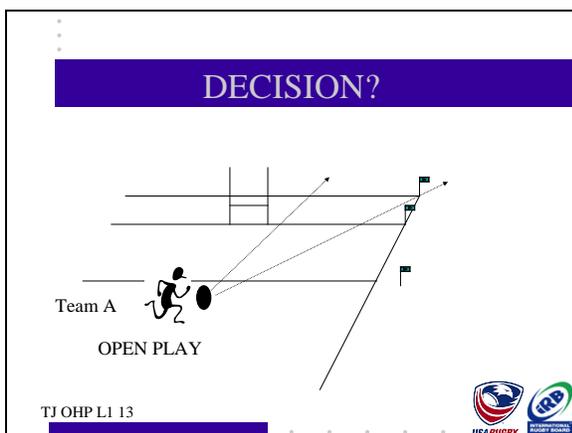


When an attacking player sends or carries the ball into the opponents' in-goal and it becomes dead there, either because a defender grounded it or because it went into touch-in-goal or on or over the dead-ball line, a drop out is awarded.



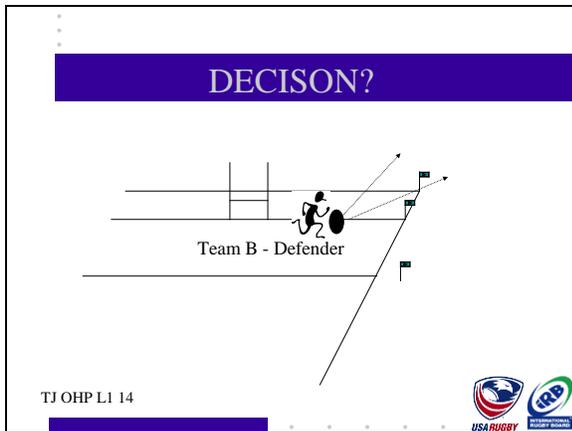
If at a kick-off the ball is kicked into the opponents' in-goal without having touched or been touched by a player and a defending player grounds it there or makes it dead without delay, the defending team has two choices:

- To have a scrum formed at the center and they throw in the ball; or
- To have the other team kick off again.

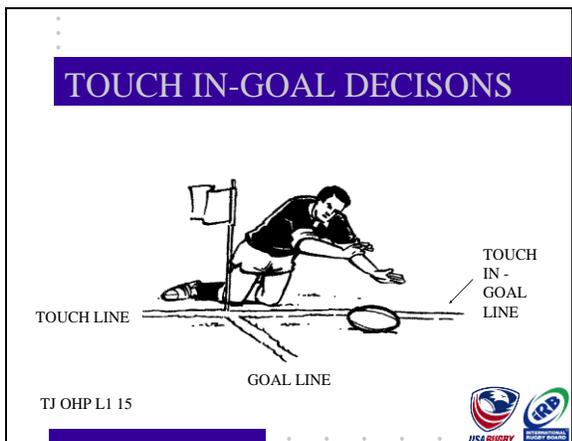


If a team kicks the ball through their opponents' in-goal, into touch-in-goal, or on or over the dead-ball line except by an unsuccessful kick at goal or attempted dropped goal, the defending team has two choices;

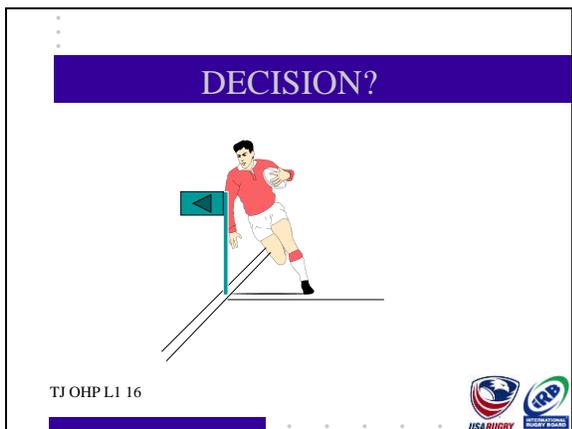
- To have a drop out
- To have a scrum at the place where the ball was kicked and they throw in.



If a defending player threw or took the ball into the in-goal and the defending player takes or kicks the ball into touch-in-goal, play is restarted with a 5 meter scrum. The position of the scrum is 5 meters from the touch line. If the ball was taken or kicked over the dead-ball line, the position of the 5 meter scrum is opposite where the ball crossed the dead-ball line.



If an attacking player is in touch or in touch-in-goal, the player can score a try by grounding the ball in the opponents' in-goal provided the player is not carrying the ball. Similarly, a defending player in touch or in touch-in-goal can make a touchdown in his own in-goal, provided he is not carrying the ball.



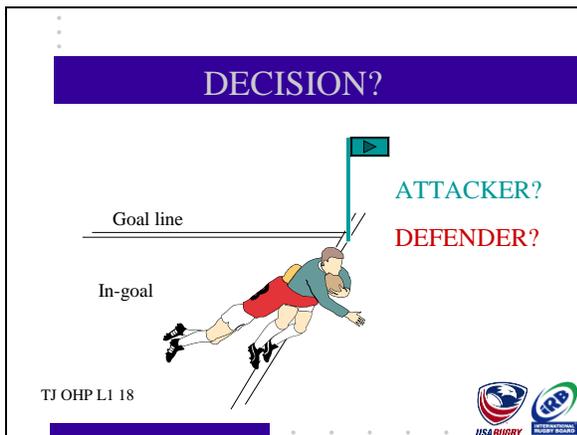
When the ball or a player carrying it touches the touch-in-goal line or the dead-ball line or touches anything or anyone beyond those lines, the ball becomes dead.

If an attacking player takes the ball into in-goal and touches the touch-in-goal line or the dead-ball line, a drop out is awarded to the defending team.

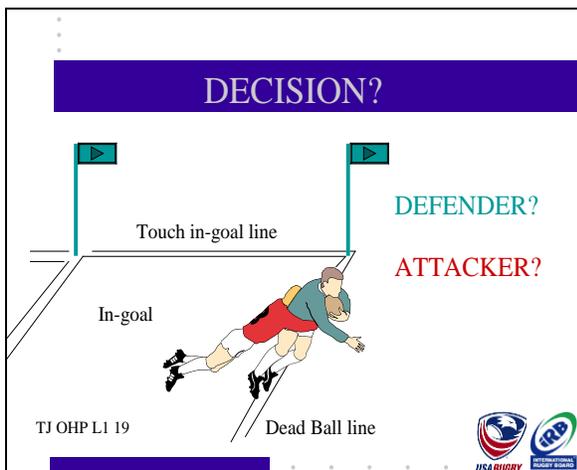
If a defending player takes the ball into in-goal and touches the touch-in-goal line or the dead ball line, a five meter scrum is awarded with the attacking team throwing in.

When the ball or a player carrying it touches a corner post or its flag, without otherwise being in touch or touch-in-goal,

the ball is not out of play unless it is first grounded against the corner post. If the ball is grounded by a player against a corner post, it is treated as touch-in-goal. If grounded by an attacking player, a drop out is awarded to the defending team. If grounded by a defending player, a five meter scrum is awarded 15 meters from the touch line with the attacking team throwing in.



When an attacker carries the ball into in-goal and a defender drives the ball carrier across the dead-ball line or the touch-in-goal line, a drop out is awarded to the defending side.



When a defender carries the ball into in-goal and an attacker drives the ball carrier across the dead-ball line, a five meter scrum is awarded in line with where the ball crossed the dead-ball line, at least 5 meters from the touch line. The attacking side throws in the ball.

When a defender carries the ball into in-goal and an attacker drives the ball carrier across the touch-in-goal line, a five meter scrum is awarded five meters from the touch line. The attacking side throws in the ball.

MODULE 3 - SIGNALS

SIGNAL - TOUCH



Signal when the ball is in touch

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The flag is raised immediately when the ball goes into touch. If a quick throw-in is taken legally, the flag is then put down.

SIGNAL - TOUCH



Signal when a quick throw in can no longer take place

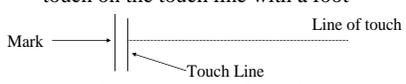
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If a quick throw-in is not taken or cannot be taken because the Laws pertaining to quick throw-ins have not been complied with, the touch judge has the flag held up and points with the other arm and hand to the side who will throw in the ball.

SIGNAL - TOUCH

- Standing on the line of touch
- As player who is going to throw in approaches - mark the place of the line of touch on the touch line with a foot



Mark → | ← Touch Line

- Move back one meter from the mark

TJ OHP L1 22



As the player who is going to throw the ball approaches the line of touch, the touch judge makes a mark at the line of touch on the touch line. The touch judge then moves back approximately one meter from the touch line.

After the ball has been thrown in correctly, the touch judge lowers the flag and the pointing arm/hand.

FLAG REMAINS RAISED

- Thrower puts foot into the field of play (remains raised after instruction from the referee)
- When the team not entitled to throw in does so.
- At quick throw-in, replacement ball used or ball touched by any person except the player throwing in.

TJ OHP L1 23



The Law provides for three situations when the touch judge does not put the flag down after a throw-in.

The Laws of the Game of Rugby Union, Law 6B.5(d) states;

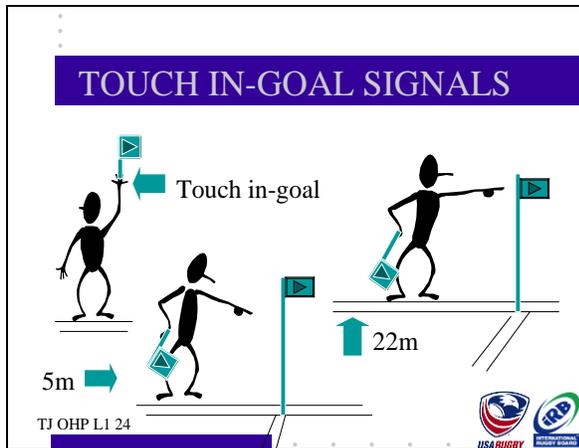
When to lower the flag. *When the ball is thrown in, the touch judge or assistant referee must lower the flag, with the following exceptions:*

Exception 1: *When the player throwing in puts any part of either foot in the field-of-play, the touch judge or assistant referee keeps the flag up.*

Exception 2: *When the team not entitled to throw in has done so, the touch judge or assistant referee keeps the flag up.*

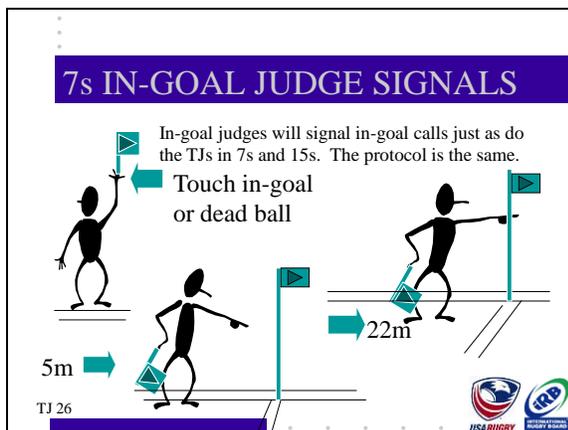
Exception 3: *When, at a quick throw-in, the ball that went into touch is replaced by another ball, or after it went into touch it has been touched by anyone except the player who takes the throw-in, the touch judge or assistant referee keeps the flag up.*

It should be noted that the player who puts part of either foot in the field of play should be cautioned by the touch judge after the first occasion, with the referee being told after the second occasion. The referee will then ask the touch judge to leave the flag up after the third occasion.



For situations when a drop out should be awarded to the defending team, the touch judge will have raised the flag when the ball went dead (touch-in-goal) and dropped it down immediately, pointing the other hand out to the 22 meter line. For situations when a scrum should be awarded to the attacking team, the touch judge will have raised the flag when the ball went dead (touch-in-goal) and dropped it down immediately, pointing the other hand at the 5 meter dash lines.

If the ball goes into touch from a kick and the decision is that the throw-in will be from where the ball is kicked, the touch judge will raise the flag and put it down, pointing back to the goal line of the kicker. The touch judge proceeds to the line of touch and signals as for a lineout.



In-goal judges, unique to Seven-a-Side Rugby, will signal touch-in-goal calls and when the ball is made dead just as do touch judges in 15s Rugby. The protocol in signaling these decisions is the same.

The in-goal judge also may assist the referee, at the referee's request when he or she is in doubt, as to the grounding of touchdowns and tries. When so requested, in-goal judges will indicate their decision discretely with a previously agreed signal.

SIGNAL - GOAL!



Signal for a successful penalty kick or conversion

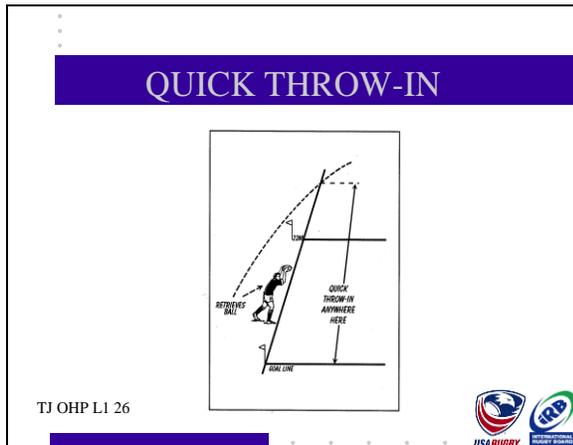
TJ OHP L1 25



After a successful penalty kick or conversion kick, i.e., the ball has gone over the cross bar and between the posts, the touch judges (or, in 7s, a touch judge and the in-goal judge) must hold up the flag.

If the kick is unsuccessful, the touch judge (and in-goal judge) does not make any signal.

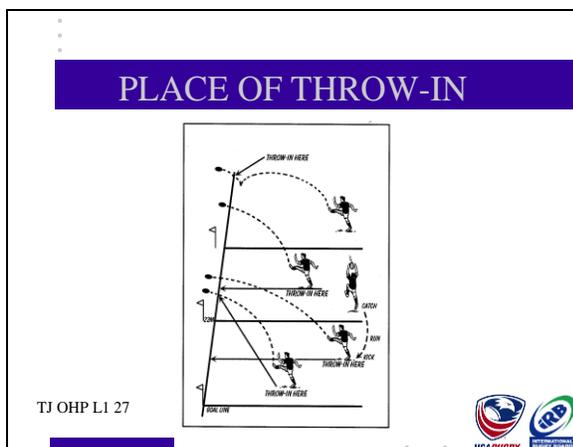
MODULE 4 - PLACE OF THE THROW IN



Quick Throw In

A player may take a quick throw-in without waiting for a lineout to form.

For a quick throw-in, the player may be anywhere outside the field of play between the place where the ball went into touch and the player's goal line.



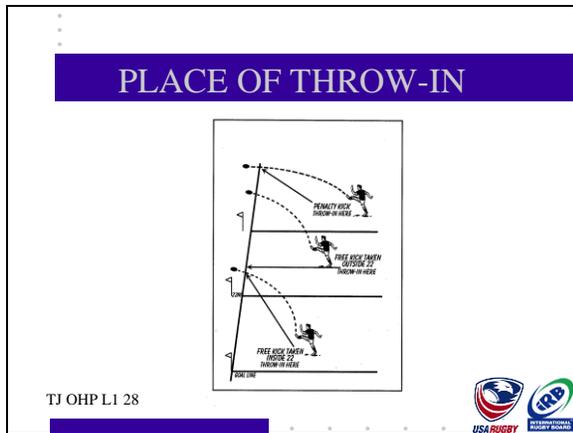
Player inside that team's 22. When a defending player gets the ball either inside the defender's 22 or that player's in-goal and kicks to touch, the throw-in is where the ball went into touch.

Player takes ball into that team's 22. When a defending player gets the ball outside the defender's 22, takes or puts it inside the 22, and then kicks directly into touch, there is no gain in ground.

Throw-in. The throw-in is taken either at the place opposite where the player kicked the ball or at the place where it went into touch, whichever is nearer that player's goal line.

Outside a team's 22, a team member kicks directly into touch. Except for a penalty kick, when a player anywhere in the playing area who is outside the 22 kicks directly into touch, there is no gain in ground. The throw-in is taken either at the place opposite where the player kicked the ball or at the place where it went into touch, whichever is nearer that player's goal line.

Kicks indirectly into touch. When a player anywhere in the playing area kicks indirectly into touch, so that the ball first bounces in the field of play, the throw-in is taken where the ball went into touch.



Free Kick

Outside the kicker's 22, no gain in ground. When a free kick awarded outside the 22 goes directly into touch, the throw-in is in line with where the ball was kicked or where it went into touch, whichever is nearer the kicker's goal line.

Inside the kicker's 22 or in-goal, gain in ground. When a free kick is awarded inside the 22 or in-goal and the kick goes directly into touch, the throw-in is where the ball went into touch.

Penalty Kick

When a player kicks to touch from a penalty kick anywhere in the playing area, the throw-in is taken where the ball went **into touch**.

Other Throw-Ins

On all other occasions, the throw-in is taken where the ball went into touch, e.g., when a player carrying the ball goes into touch or is tackled into touch.

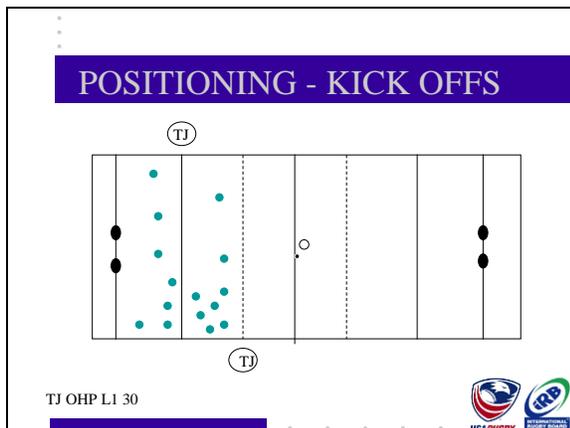
Who Throws In

With the exception of a penalty kick to touch, the throw-in is taken by an opponent of the player who last held or touched the ball before it went into touch. When there is doubt, the attacking team takes the throw-in.

When a penalty kick is kicked into touch, the throw-in is taken by the team that kicked the ball into touch.

MODULE 5 - POSITIONING

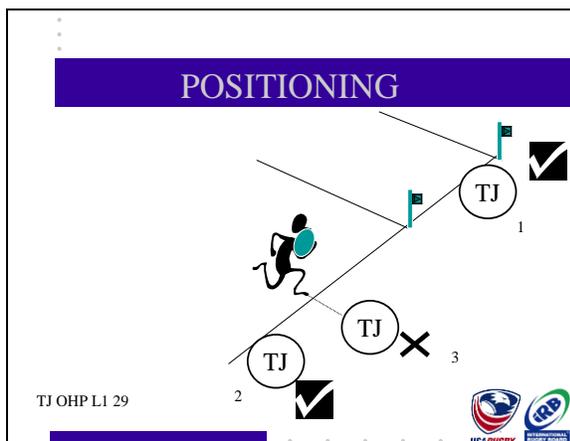
Kick offs and restarts



The near side touch judge, i.e., the touch judge on the side where the forwards are gathered to receive the kick, stands on the 10 meter line to provide the referee with a perpendicular site of the 10 meter line like the flag posts for other lines across the pitch.

The far side touch judge, i.e., the touch judge on the far side from where the forwards are gathered to receive the kick, starts on the receiving team's 22 meter line, ready to run to the in-goal area to adjudicate on kicks which may go through the in-goal area.

Touch judge close to the goal line/touch-in-goal line in 15s

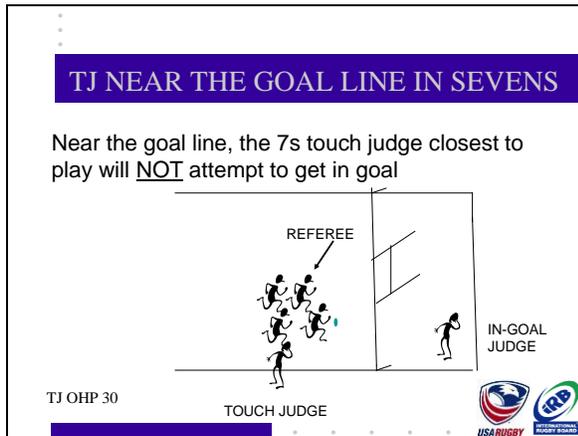


Position 1: Ideally, the touch judge will be in touch-in-goal watching the ball carrier coming towards the in-goal area which enables the touch judge to see if the ball carrier puts a foot in touch or touch-in-goal prior to grounding the ball.

Position 2: The other acceptable position would be to trail the ball carrier to observe for the same situations as in Position 1.

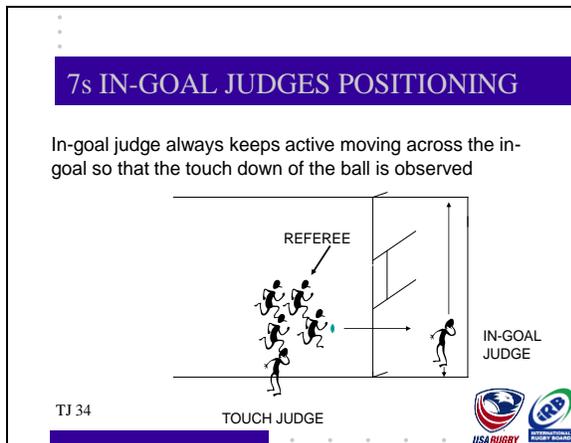
Position 3: Running alongside the ball carrier is not recommended as it is difficult to see marginal decisions, e.g., when a foot just touches the line. The touch judge in this position tends to "fixate" on the ball and not the feet of the ball carrier.

Touch judge close to the goal line/touch-in-goal line in 7s



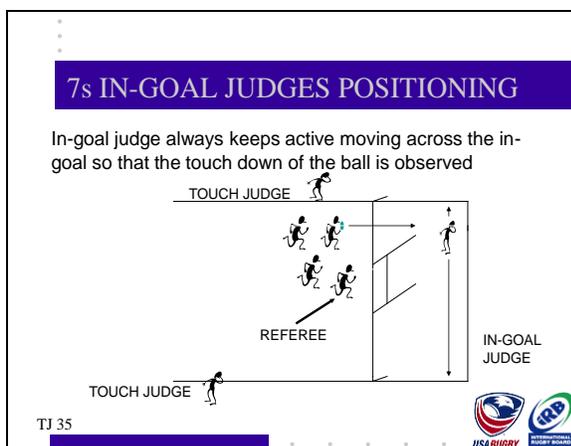
As play nears the in-goal in 7s, however, the touch judge closest to play will **NOT** attempt to go in-goal as he or she would in 15s. Rather, the touch judge will slow and assume a trailing position, leaving the in-goal judge to deal with touch down issues. The touch judge from here can still deal with touch and touch-in-goal issues.

In-goal judge positioning in 7s



Like the touch judge, the in-goal judge in 7s always keeps active:

- moving across the in-goal
- keeping in line with play as it approaches the in-goal area
- ensuring the ball stays directly to his or her front so as to best observe the grounding of the ball.

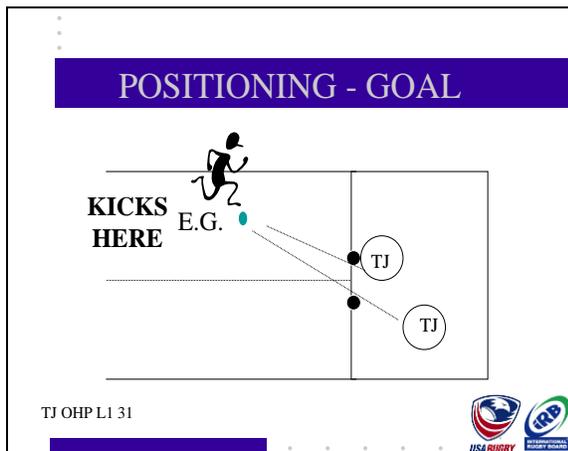


While observing the ball, the in-goal judge must be aware of the environment around the ball carrier – has he been tripped, etc. in in-goal, preventing him from getting closer to the posts (very important when conversions are drop kicks).

Penalty kicks to touch

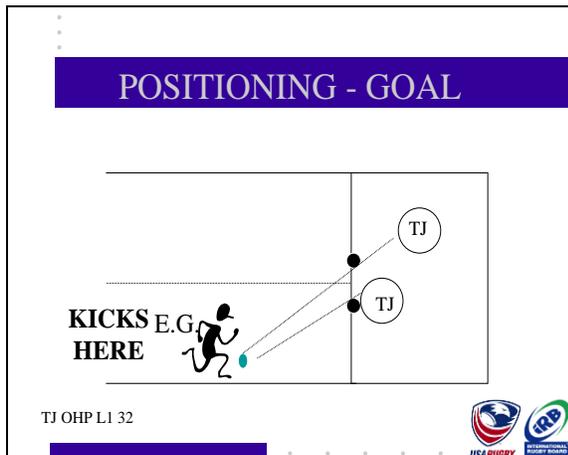
The touch judge runs approximately 15-20 meters from the penalty kicking position to get to the line of touch as soon as possible. As the touch judge will know that the kicking side will receive the throw-in, the touch judge is advised to put the flag in the appropriate hand ready to signal for the lineout with the other hand/arm.

Positioning for kicks at goal in 15s



The touch judge who is closest to the kicker stands close to the goal post on that touch judge's side. The touch judge who is furthest from the kicker stands back from the goal post on that touch judge's side.

If the ball travels near a goal post, the decision is with the touch judge whose post to which the ball travels nearest. The touch judges will call "no" if the ball goes wide and neither touch judge will signal.



The touch judge closest to the goal post will be in the best position to see if the ball carries over the bar and will communicate with the other touch judge. No signal should be made with the flag without verbal communication about the success of the kick at goal.

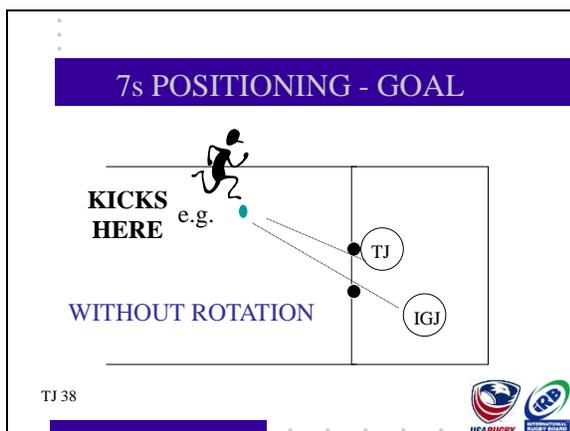
After the kick, the touch judges return to their touch line, except at an unsuccessful penalty kick at goal where the ball is not made dead immediately. On these occasions, the touch judges will ensure either that they stand still or move to ensure they are not obstructing players of either side. When the ball has been made dead, the touch judges return to their touch lines.

Positioning for kicks at goal in 7s (To rotate or not to rotate?)

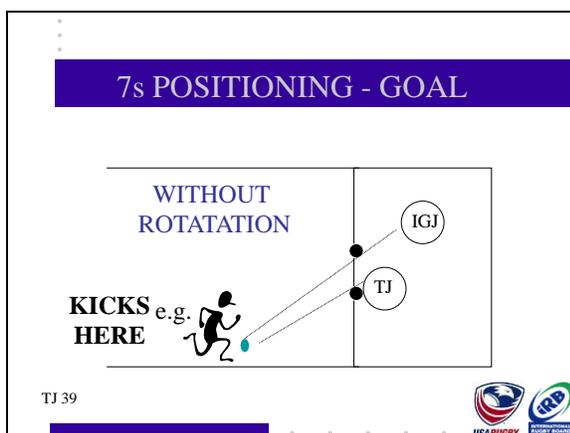
With the in-goal judge already in-goal when a try is scored, it only makes sense that the in-goal judge also be called upon to adjudicate the conversion attempt. While in some International matches, it has been seen where only the in-goal judge is called upon to be the adjudicator under the posts, the single adjudicator under the posts is not recommended. Indeed, the Laws specifically call for two adjudicators under the posts at kicks on goal, one being the in-goal judge and the other one of the two touch judges.

Now, which touch judge should we use? Answering this question has led to the use of two systems for adjudicating kicks at goal. The more popular system used involves rotating each touch judge and in-goal judge through the four positions. The second system involves no rotation. This latter system is the first to be illustrated below.

NO ROTATION



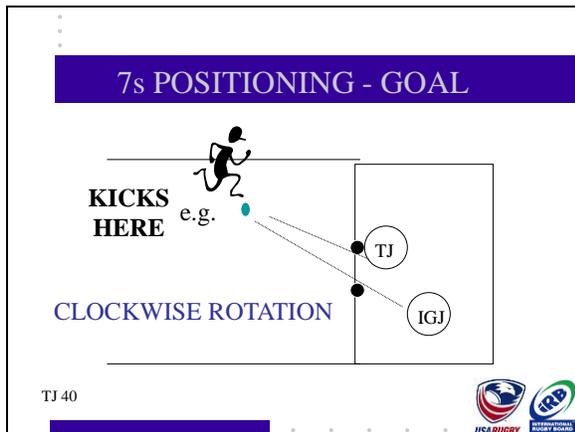
When not rotating the individual touch judges and in-goal judges through the four positions, the touch judge on the touch line nearest to where the try has been scored or from where the penalty kick is being taken will be the touch judge under the near post adjudicating the kick on goal. Signaling protocol for the success of the kick is the same as in 15s.



Illustrated here is the positioning of the touch judge and the in-goal judge for kicks taken on goal from the right side of the field (from the perspective of the team taking the kick) when the touch and in-goal judges are not rotating. The touch judge under the posts on these occasions is the touch judge running the line in the lower part of the illustration.

On completion of the kick, the touch judge under the posts returns to his or her original touch line, while the in-goal judge retrieves the ball and remains in-goal. Thus, all touch judges and in-goal judges retain their original responsibilities.

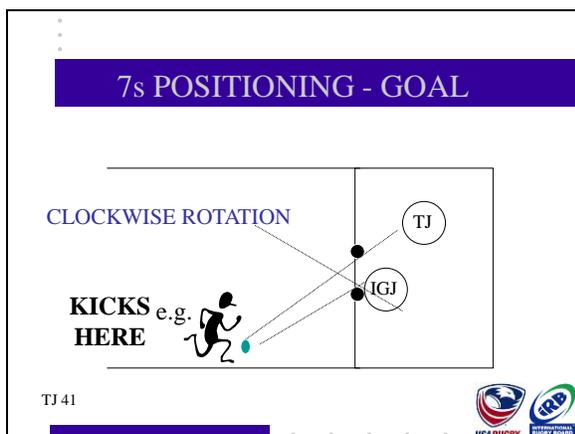
CLOCKWISE ROTATION



Illustrated here is the positioning for a kick at goal of the touch and in-goal judges who are employing a rotational system for the adjudication of the kicks; and, in particular, a clockwise rotation. It makes no difference in which direction the rotation occurs, however, as long as it is consistent throughout the match.

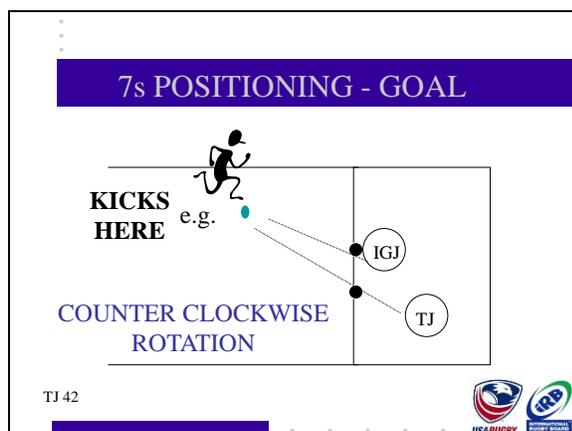
As opposed to the non-rotational system, where the touch judge nearest to the position of the kick assumes the position under the posts, here the touch judge to go under the posts is the one to whose left is situated the first set of posts at which the kick is being directed. That touch judge will then retrieve the ball after the kick and become the in-goal judge, remaining in-goal until the occurrence of the next cycle of rotation.

On completion of the kick, the in-goal judge under the posts then will rotate to the position of the touch judge on the touch line in the lower portion of the illustration. The remaining touch judge and in-goal judge similarly will rotate to their left, assuming their new in-goal and touch judge responsibilities, respectively.



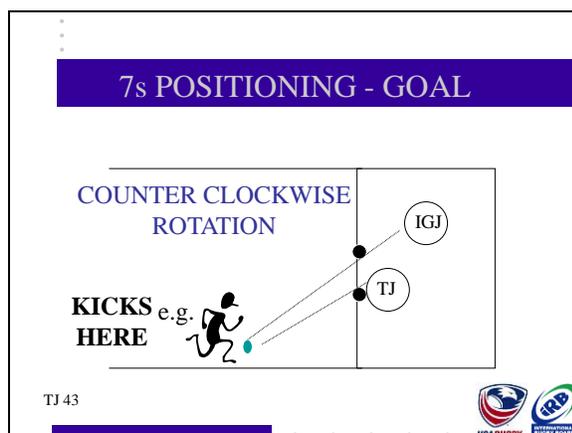
Illustrated here is an example of the position of the touch judge and in-goal judge employing clockwise rotation when the kick at goal is being taken from the right side of the pitch (from the perspective of the kicking team). You will note that the touch judge rotating into the position under the posts comes from the same touch line as in the previous illustration, the upper touch line in the illustration.

COUNTER CLOCKWISE ROTATION



Illustrated here is an example of the positioning of the touch judge and the in-goal judge using a counter clockwise rotational system. On the occasion of the first kick on goal after a try or a penalty kick, the touch judge to whose right are located the posts at which the kick is directed is the touch judge to assume the position under those posts as the touch judge adjudicator of the kick. In this case, the touch on the lower touch line moves under the posts to adjudicate the kick

Following the kick, this touch judge will retrieve the ball and then remain in-goal as the next in-goal judge. The remaining touch judge and each of the in-goal judges will rotate one position to their right, taking on the responsibilities and duties of the touch judge or in-goal judge position to which they have moved.



Finally, here is illustrated the positioning of the touch judge and in-goal judge using the counter clockwise rotational system for yet another kick on goal, this being taken from the right side of the pitch (again, from the perspective of the kicking team). As in the above illustration, the touch judge assuming the duties here of adjudicating the kick on goal has come from the lower touch line in the illustration.

TOUCH JUDGE COURSE QUESTIONNAIRE

CHECK THE BOX WHICH YOU BELIEVE PROVIDES THE CORRECT ANSWER.

1. **A player kicks the ball. The ball crosses the touch line in the air and is blown back into the field of play.**

The touch judge signals for touch

The touch judge does not signal for touch

2. **A player kicks the ball. The ball crosses the touch line and is knocked back into play by a spectator.**

The touch judge signals for touch

The touch judge does not signal for touch

3. **A player carrying the ball places one foot on the ground outside of the touch line.**

The touch judge signals for touch

The touch judge does not signal for touch

4. **A player carrying the ball places a foot on the touch line.**

The touch judge signals for touch

The touch judge does not signal for touch

5. **A player kicks the ball and an opposition player who has one foot in the field of play and one foot in touch catches the ball before the ball crosses the touch line.**

The touch judge signals for touch

The touch judge does not signal for touch

6. **A player who has both feet in touch catches the ball before the ball has crossed the touch line.**

The touch judge signals for touch

The touch judge does not signal for touch

7. **A player standing in touch knocks the ball in field with a hand before the ball has crossed the touch line.**

The touch judge signals for touch

The touch judge does not signal for touch

8. **A player standing in touch kicks the ball in field before the ball has crossed the touch line.**

The touch judge signals for touch

The touch judge does not signal for touch

9. **A player starts with two feet in touch. The player jumps to play the ball which has crossed the touch line. The player knocks the ball back into the field of play. The player's feet are in the air and in touch when the player plays the ball. The player lands in the field of play.**

The touch judge signals for touch

The touch judge does not signal for touch

10. **A player starts with two feet in touch. The player jumps to play the ball which has crossed the touch line. The player knocks the ball back into the field of play. The player's feet are in the air and in the field of play when the player plays the ball. The player lands in the field of play.**

The touch judge signals for touch

The touch judge does not signal for touch

11. **A player starts with two feet in the field of play. The player jumps to play the ball which has crossed the touch line. The player knocks the ball back into the field of play. The player's feet are in the air and cross the touch line before he plays the ball. The player lands in touch.**

The touch judge signals for touch

The touch judge does not signal for touch

12. **A player starts with two feet in the field of play. The player jumps to play the ball which has crossed the touch line. The player knocks the ball back into the field of play. The player's feet are in the air and do not cross the touch line before he plays the ball. The player lands in touch.**

The touch judge signals for touch

The touch judge does not signal for touch

13. A player is standing in touch as the ball crosses the touch line. The player jumps and knocks the ball back into the field of play, landing in touch.

The touch judge signals for touch

The touch judge does not signal for touch

14. A player carrying the ball touches a corner post.

The touch judge signals for touch-in-goal

The touch judge does not signal for touch-in-goal

15. A player carrying the ball touches a flag attached to a corner post.

The touch judge signals touch-in-goal

The touch judge does not signal touch-in-goal

16. A player carrying the ball puts a foot on the touch-in-goal line

The touch judge signals touch-in-goal

The touch judge does not signal touch-in-goal

17. An attacking player carries the ball into in-goal and is taken into touch-in-goal by a defender.

The touch judge signals for a 22 drop out

The touch judge signals for a 5 meter scrum

18. A defending player carries the ball into in-goal and is taken into touch-in-goal by an attacker.

The touch judge signals for a 22 drop out

The touch judge signals for a 5 meter scrum

19. A defending player passes the ball back into the in-goal, close to touch-in-goal. An attacking player catches the ball, but is bundled into touch-in-goal before the attacker can ground the ball in in-goal.

The touch judge signals for a 22 drop out

The touch judge signals for a 5 meter scrum

20. An attacking player carries the ball into the opposition in-goal and is held up. But, the ball is taken from the player by a defender who is subsequently bundled into touch-in-goal.

The touch judge signals for a 22 drop out

The touch judge signals for a 5 meter scrum

21. A defending player receives a kick in that player's 22 and kicks the ball so that it goes directly into touch at the halfway line, where it strikes a spectator.

The lineout is taken from where the ball was kicked

The lineout is taken where the ball went into touch

22. A defending player just outside the player's 22 catches the ball and retreats into the 22. From inside the 22, the player kicks the ball directly into touch at the halfway line, where it strikes a spectator.

The lineout is taken from where the ball was kicked

The lineout is taken where the ball went into touch

23. A defending player catches the ball just outside that player's 22 and kicks the ball so that it goes directly into touch at the halfway line, striking a spectator.

The lineout is taken from where the ball was kicked

The lineout is taken where the ball went into touch

24. An attacking player kicks from the opposition 10 meter line for the corner, where the ball travels directly into touch five meters from the goal line.

The lineout is taken from where the ball was kicked

The lineout is taken where the ball went into touch

25. An attacking player kicks the ball from the opposition 10 meter line towards the opposition goal line. It bounces in the field of play and then goes into touch five meters from the defending team's goal line.

The lineout is taken from where the ball was kicked

The lineout is taken where the ball went into touch

26. A defending player catches the ball, retreats into that player's 22 and kicks the ball into a strong wind which blows the ball towards the defending team's goal line, where it goes into touch five meters from the goal line.

The lineout is taken from where the ball was kicked

The lineout is taken where the ball went into touch

27. At a penalty kick on a team's 10 meter line, a player tap kicks the ball and then kicks the ball directly into touch on the opposition 22 meter line.

The lineout is taken from where the ball was kicked

The lineout is taken where the ball went into touch

28. At a penalty kick on the halfway line, a player kicks the ball directly into touch on the opposition 22 meter line.

The lineout is taken from where the ball was kicked

The lineout is taken where the ball went into touch

29. At a penalty kick on the halfway line, a player kicks the ball. It bounces on the field of play and then goes into touch on the opposition 22 meter line.

The lineout is taken from where the ball was kicked

The lineout is taken where the ball went into touch

30. A free kick is taken by a defender in that player's 22 and the ball is kicked directly into touch on the halfway line.

The lineout is taken from where the ball was kicked

The lineout is taken where the ball went into touch

31. A free kick is taken by a player on the halfway line and the ball is kicked directly into touch on the opposition 22 meter line.

The lineout is taken from where the ball was kicked

The lineout is taken where the ball went into touch

32. A defending player takes a free kick just outside that player's own 22 meter line by a tap kick. The player passes the ball to a teammate standing in the 22. The teammate kicks the ball directly into touch on that team's 10 meter line.

The lineout is taken from where the ball was kicked

The lineout is taken where the ball went into touch

33. Team A kicks the ball into touch so that the line of touch is on Team B's 10 meter line. A player from Team B attempts to take a quick throw.

The quick throw can only be taken on the line of touch

The quick throw can be taken anywhere from the line of touch to the thrower's goal line

34. Team A kicks the ball into touch so the line of touch is on Team B's 10 meter line. Team B's 15 retrieves the ball and passes the ball to Team B's 11 who attempts a quick throw.

A quick throw can be taken in these circumstances

A quick throw cannot be taken in these circumstances

35. Team A kicks the ball into touch so the line of touch is on Team B's 10 meter line. Team A's 6 and 7 together with Team B's 5 and 6 line up along the line of touch. Team A's 11 attempts a quick throw in on the 22 meter line.

A quick throw can be taken in these circumstances

A quick throw cannot be taken in these circumstances

36. Team A kicks the ball into touch so the line of touch is on Team B's 10 meter line. The ball is caught by a spectator and given to team B's 11 who attempts a quick throw in.

A quick throw can be taken in these circumstances

A quick throw cannot be taken in these circumstances

COMPETENCIES FOR A LEVEL 1 TOUCH JUDGE

COMPETENCE	EVIDENCE	DEVELOPMENT ACTION
<p>Signals correctly when the ball or ball carrier goes into touch</p> <p>Demonstrates a knowledge of the touch law</p> <p>Signals correctly kicks at goal</p> <p>Adjudicates correctly touch-in-goal and dead-ball line decisions</p> <p>Demonstrates a knowledge of the in-goal law</p> <p>Demonstrates a level of fitness and speed to be in the appropriate positions to adjudicate on player actions</p>		
<p>List three positives:</p> <p>1. _____ _____ _____</p> <p>2. _____ _____ _____</p> <p>3. _____ _____ _____</p>	<p>List three development actions which will make the biggest difference to the touch judge's next performance:</p> <p>1. _____ _____ _____</p> <p>2. _____ _____ _____</p> <p>3. _____ _____ _____</p>	



USA RUGBY Touch Judge Course

USA Rugby Touch Judge Course Evaluation Questionnaire

Name (optional):

How well did the course help you to:	LOW									HIGH
Improve your game knowledge?	1	2	3	4	5	6	7	8	9	10
Understand the role of the touch judge?	1	2	3	4	5	6	7	8	9	10
Understand the laws relating to TJ duties?	1	2	3	4	5	6	7	8	9	10
Understand when the ball is in touch?	1	2	3	4	5	6	7	8	9	10
Develop your signaling skills as a TJ?	1	2	3	4	5	6	7	8	9	10
Know where the lineout should take place?	1	2	3	4	5	6	7	8	9	10
Develop correct positioning skills as a TJ?	1	2	3	4	5	6	7	8	9	10
Improve your overall skills as a touch judge?	1	2	3	4	5	6	7	8	9	10

How satisfactory did you find the:	LOW									HIGH
Pre-course administration?	1	2	3	4	5	6	7	8	9	10
Venue/lecture room?	1	2	3	4	5	6	7	8	9	10
Refreshments?	1	2	3	4	5	6	7	8	9	10
Course format?	1	2	3	4	5	6	7	8	9	10
Practical activities	1	2	3	4	5	6	7	8	9	10
Support resources, e.g., workbook, DVD, etc.?	1	2	3	4	5	6	7	8	9	10

Please comment on the Educator's skills:	LOW									HIGH
Creating and maintain a learning climate	1	2	3	4	5	6	7	8	9	10
Presentation skills	1	2	3	4	5	6	7	8	9	10
Questioning and listening skills	1	2	3	4	5	6	7	8	9	10
Knowledge of officiating and Law application	1	2	3	4	5	6	7	8	9	10
Giving honest and accurate feedback	1	2	3	4	5	6	7	8	9	10
Investing in students	1	2	3	4	5	6	7	8	9	10



USA RUGBY Touch Judge Course

In what way(s) could the course be improved?

What part of the course did you find the most useful?

Thank you for completing this form fully and honestly. It will help us to go on improving our training course administration, delivery and content.

PLEASE REMOVE THIS PAGE AND HAND IT TO THE COURSE ORGANIZER BEFORE DEPARTING.