

TIP			Tackle	
Count the SEVEN tackles, and communicate with both teams as play continues			Touch: One-handed touch Flag: Flag pulled	
Game action			Referee call	
When the 7 th tackle is made	>		Turnover ball, restart tap and pass	
Two players chasing a kick	>		Referee calls which player to win the ball	
Over aggressive touch tackle	>		Penalty, restart tap and pass	
TIP			At each breakdown, look for two attackers and three defenders, the offside line is backfoot of the triangle	
Game action			Referee call	
Player keeps running after a tackle	>		Bring player back to where they were tackled	
Player makes high touch tackle (above shoulder)	>		Penalty, tap and pass restart	
Ball knocked forward	>		(If no advantage) opposition ball, restart scrum	
TIP			Play advantage and keep the game flowing as much as possible	
Game action			Referee call	
Forward pass	>		Opposition ball, restart scrum	
Ball or player goes out of play (sideline)	>		Opposition ball, restart lineout	
No effort by defence to get into the breakdown	>		Warning first, if continued penalty	
TIP			With the three defenders at the breakdown, keeping saying <i>outside arm to bind</i> , creating a triangle	
Game action			Referee call	
Ripper takes more than three steps to play ball away	>		Warning first, if continued penalty	
Ripper scores a try (ripper can't score)	>		Turnover ball, restart tap and pass	
On a penalty, player taps and runs	>		Turnover ball, restart scrum (need to tap and pass)	