

International Games 2011

Match Officials Interpretations

Action	Interpretation
Interchange	12 interchanges from 4 replacement players will be allowed per team in each game. If a player leaves the field injured as a result of foul play where the incident is placed on report, the offending player is sin binned or dismissed then that interchange will not count as one of the 12 interchanges. Should the Final go to extra time then a further 3 interchanges per team will be allowed in addition to any unused interchanges from the original 12.
Corner post in try scoring situations	If a player or the ball contacts the corner post at any time, whether in a try scoring situation or not, the ball will be deemed to be touch in goal. If the contact with the post and the grounding of the ball is seen as simultaneous then it will be ruled touch in goal.
Mid air tackle	It is illegal to tackle an opposing player who is attempting to field a kick, on the full, whilst the player is in mid air. The catcher must have returned to ground before being tackled. This law covers both attacking and defending players.
Stealing the ball	Where a player steals the ball from the ball carrier while effecting a tackle play will be allowed to continue. Where two or more players are effecting the same tackle, irrespective of whether all but one "drops off" the tackle and the ball is subsequently taken from the tackled player, a penalty will be awarded against the player or players effecting the tackle. NOTE: This law also applies to a player who is attempting to score a try in the in goal area. A penalty try will NOT be awarded in this instance.
Simultaneous pass/held call	Where a player passes the ball as the referee calls "held" then the International law will be applied and a scrum will be formed with the head and feed at the scrum given to the attacking team. The attacking team will be the team with territorial advantage. Should a scrum be formed on the half way line in these circumstances then head and feed will be given to the last team in possession. Referees will be encouraged to hold off the

	<p>call of “held” if the tackle has forward momentum or the ball carrier is fighting to get his arms free.</p> <p>This law will not be applied where the referee feels that the pass was well after the call of held where a penalty will be awarded.</p>
Tackled player carries on running	Where the tackle has been deemed complete and a player gets up and continues to run then the referee will send him back to play the ball.
20 metre restarts	<p>The game can restart once the referee has got to the 20 metre line and one touch judge has got to the 30 metre line. All players from the team taking the restart must be back in the 20 metre area and it must be taken at the centre of the 20 metre line. For a team to take advantage of a quick restart they must use the same ball that went dead.</p> <p>Referees and touch judges will be encouraged to move with urgency in order to get into position quickly.</p>
Scrum formation	Once a scrum is formed the referee will call time off. Players who have formed the scrum will then be allowed to stand and break up. Players who formed the scrum in order to stop the clock are not required to reform when the scrum is contested.
Conversions and penalty kicks	<p>The referee will call time off when one minute has passed following the scoring of a try or the awarding of a penalty where a team has elected to kick at goal. The Video Referee (where available) will assist in this process.</p> <p>Time on will be signalled as the kicker moves in to take the kick.</p>
Time off at goal line drop outs.	<p>Touch judges will inform the referee when they are in position for the restart following the awarding of a goal line drop out. When the touch judges are in position the referee will call time off.</p> <p>The referee will signal time back on as the ball is kicked.</p> <p>There will be no penalty for a slow restart.</p>
Advantage	If the team receiving the ball following a knock on by the opposition choose to pass the ball then they will have been deemed to have taken their advantage. In all other areas the referee will decide what constitutes an advantage.
Dangerous contact	Any action that is deemed to be dangerous will be penalised by the referee. This can include but is not restricted to, “cannonball tackles, chicken wing tackles or rolling pins.