



CDRLRA Vocab



Offside vocab

1. Identify player name if possible 2. Identify the breach or potential breach:

Offside Number ??	Offside on the 10m or kick
Offside "Position"	If unable to see number call position on field e.g. Centre, 5/8. Give the referee something to work with.

Call the "trigger" if required. This trigger must not be called until the play is affected by the player.

Involved	The identified offside player directly becomes involved in the play (eg. makes the tackle, intercepts the ball, etc)
Interfered	The identified offside player indirectly becomes involved in the play by forcing play back inside

Kick vocab

Play on/good	Chasing players are on-side
Inside 40	Ball kicked inside the 40m line
Late/Late tackle	Kicker taken out late or with unnecessary force
Played at, 6 more/again	Defending player plays at the ball intentionally
6 more/6 again	The ball is touched by a defending player intentionally
Downtown	Chasers from the kicking team leaving early on kick (in front of PTB)
Chaser Interference	Defender illegally interferes with chaser
Held back	Interference on a player looking to gather/re-gather the ball

Touch line and scrum vocab

Scrum/Penalty	When a player is pulled into touch to indicate the restart of play
Broke early	Back rowers broke from scrum before ball has emerged

General play vocab

Knock on	Ball is propelled forward. Also identify which team knocked on.
Forward	Pass has gone forward
Held back	Interference on an attacking support player
Obstruction	Defender is obstructed

Tackle and play-the-ball vocab

High/High tackle	A player making the tackle makes contact with the head or neck
Leg lift	Defender makes obvious movement to lift the leg of the ball-carrier in a tackle
Leg pull	Holding/pulling of a players foot as he attempts to play the ball
Dangerous	A defender places the ball-carrier into a position where the head or neck is likely to make first contact with the ground
Flop	Defender flops in after the tackle is complete
Lost	Attacking team has lost the ball in the tackle
Stripped	Ball has been intentionally stripped in a 2 or more man tackle
Hand on	A defender places a hand on the ball post-tackle
Hand in	A second movement to put a hand in on the arm or ball, to slow down the play the ball
Grapple	Wrapping action around the head/neck of the opponent
Markers	Markers are not square, go early or too deep
Working	Defending player works over the ball carrier on the ground
Facial	Hands, elbows making unnecessary contact with the defenders face in the tackle
Crowding	The player at marker moves forward in an attempt to reduce the space for the tackled player to play the ball
Knees in	A movement by the marker with the knees in an attempt to interfere with the play the ball
Sleeper	Passive obstruction by the ball players team mate, around the ruck area and when a clearing kick is being taken
Milking	The player in possession of the ball interferes with the tackler in an attempt to solicit a penalty from the referee for holding down

General notes:

- ♣ When you decide to make a call. Press the button, pause, tilt head forward and clearly give a vocab message at least twice. E.g. Forward, Forward. Do not rush i.e. speak fast. Assume Referee has heard vocab, do not continue to issue vocab message. Referee may be playing the advantage.
- ♣ When a breach occurs and the sideline official is going to wait for an advantage to occur, he MUST inform the referee that he is “coming on” at the next breakdown and identify what for. This will give the referee a chance to identify whether he wishes play to proceed or not. For a serious breach, the sideline official may immediately enter the playing field.
- ♣ All vocab should be result-driven. That is, the result must be immediately communicated:
 - “Penalty” – who to?
 - “Scrum” – whose feed?
- ♣ In general play, sideline officials should keep direct talk to players to a minimum. Do not over-communicate at a play-the-ball close to the sideline.
- ♣ Base any communication on the tackle identification of the referee. Do not call “move” when the referee has called a dominant or surrender tackle. Wait until after the Referee issues the call.
- ♣ During “idle chat”, such as after a try, do not tell the referee to undertake any specific actions. Identify incidents and individuals and allow the referee to make his own judgements and decide on his own actions.
- ♣ All sideline officials should maintain communication with the referee prior to the match to ensure any personal preferences are identified.