

GENERAL PLAY • signals 1–6

1

FIFTH TOUCH

CALL "Fifth Touch"

Fifth Touch
"Fifth Touch" / "Five"

2

SIXTH TOUCH

CALL "Sixth Touch — Turnover"

Sixth Touch
"Sixth Touch" / "Turnover"

3

NEW SIX TOUCHES
Touch counter restarts
CALL "Six to Go"

New Six (Touched in Flight)
"Six to Go" / "Six More"

4

PLAY-ON
Play through
CALL "Play-On"

Play-On / Play Through
"Play On" — use sparingly

5

HALF CAUGHT

CALL "Half Caught"

Half Caught
"Half Caught"

6

BALL TO GROUND

CALL "Ball Down"

Ball to Ground
"Ball Down" — no whistle

TRY & SUPPORT ROLES • signals 7–10

7

AWARDING A TRY

Whistle — no verbal call

Awarding a Try
Check ARs → 2 steps back → long blow, palm up

8

ALL CLEAR
Assistant referee

All Clear (Assistant)
Eye contact first, then the wiper sweep

9

DISCRETE SIGNAL
Assistant referee — come consult me

Discrete Signal (Assistant)
Hand to opposite shoulder — ref consults you

10

OUT OF BOUNDS
Assistant referee — ball or player

Out of Bounds (Assistant)
Arm up at the point — rollball 7m in-field

PENALTIES — ATTACKING TEAM • signals 11–18

11

FORWARD PASS

CALL "Forward Pass"

Forward Pass
"Forward Pass"

12

TOUCH AND PASS

CALL "Touch and Pass"

Touch and Pass
"Touch and Pass"

13

VOLUNTARY ROLLBALL

CALL "Voluntary Rollball"

Voluntary Rollball
"Voluntary Rollball"

14

ROLLBALL OFF THE MARK

Rollball off the Mark
Penalty arm + hill motion at the mark

15

DELAYING THE ROLLBALL

CALL "Delaying the Rollball"

Delaying the Rollball
"Delaying the Rollball"

16

INCORRECT ROLLBALL
Player not facing the scoreline
CALL "Incorrect Rollball"

Incorrect Rollball — Hips Not Square
"Incorrect Rollball"

17

INCORRECT ROLLBALL
Ball not rolled between the legs
CALL "Incorrect Rollball"

Incorrect Rollball — Outside the Legs
"Incorrect Rollball"

18

ATTACKING OBSTRUCTION

Whistle — no verbal call

Attacking Obstruction
Cross-uncross arms at the chest

PENALTIES — DEFENDING TEAM • signals 19–23

19

OFF SIDE AT THE SEVEN


CALL "Seven Metres, Please!"

Offside at the Seven
"Seven Metres, Please" / "Offside"

20

EXCESSIVELY PHYSICAL PLAY


CALL "Hard Touch"

Excessively Physical Play
"Hard Touch"

21

RUCK INFRACTION


CALL "In the Ruck"

Ruck Infraction
"In the Ruck"

22

NOT MOVING FORWARD


In the 7-metre zone

Not Moving Up in the 7m Zone
Point at the player — "move up"

23

HOLDING


Whistle — no verbal call

Holding
Mimic the hold — safety first

TIME • signals 24–26

24

START OF PLAY


Whistle — no verbal call

Start of Play
Arm high, palm out — long blow

25

END OF PLAY


Whistle — no verbal call

End of Play
Fluctuating blast — slow arm sweep

26

TIME OFF


Whistle — no verbal call

Time Off
Three blasts — both hands up

REMEMBER

- Count the touches OUT LOUD, every possession — one through six.
- Minimum force, always. It's touch rugby — emphasis on the touch.
- Position slightly BEHIND the defensive line, 1–2 players off the ruck. Be the marker they retreat to.
- Whistle language: short blast = quick turnover • long = penalty • fluctuating = end of play.
- New Six applies to a DELIBERATE defensive touch in flight; an accidental deflection to ground is a change of possession.
- Out of bounds restarts with a rollball 7m in-field (Rule 13.6). Only captains may query a call, in a break in play.