



**We all Stand on
Sacred Ground:**

Learn, Respect & Celebrate

PORT STEPHENS

NAIDOC TOUCH CHAMPIONSHIP 2015

REFEREE'S INFORMATION PACKAGE



CONTENTS

Welcome	<u>3</u>
Date / Venue / Time	<u>4</u>
Referee Directors and Support Staff	<u>5</u>
Be Prepared	<u>6</u>
<i>Before you Depart</i>	<u>6</u>
<i>At the Grounds</i>	<u>6</u>
Referee Attire / Appointments / Teams	<u>7</u>
Professionalism and Referee Injuries	<u>8</u>
Game Information	<u>8</u>
<i>Game Delays and Forfeits</i>	<u>8</u>
<i>Pre-Game Preparation</i>	<u>9</u>
<i>Freeze Rule (Mexican Stand-Off)</i>	<u>9</u>
<i>Period of Time</i>	<u>9</u>
<i>Foul Language</i>	<u>9</u>
<i>Drop Off Procedure</i>	<u>10</u>
<i>Injured Players - Blood Bin</i>	<u>11</u>
<i>Control, Communication and Player Management</i>	<u>11</u>
<i>On Field</i>	<u>11</u>
<i>Interchange Zones (Sub Boxes)</i>	<u>12</u>
<i>After Game Duties</i>	<u>12</u>
<i>Referee Assessments</i>	<u>12</u>
Referee Trends	<u>13</u>



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WELCOME

This is the inaugural year of the Port Stephens NAIDOC Touch Championship where the local Aboriginal Community, NSW Police, St John Ambulance, NSW Fire and Rescue (collectively known as Emergency Services), Port Stephens Council and the RAAF come together to celebrate the history, culture and achievements of Aboriginal and Torres Strait Islander peoples while playing a few games of touch football.

This event has the potential of being one of the biggest touch football competitions in the Hunter Region embracing not only essential services but, surrounding businesses, community groups and senior high school students in the future.

As this is the first year running the Port Stephens NAIDOC Touch Championship, we expect to have a few teething issues which we hope, can be dealt with before the commencement of round one games and/or throughout the day.

Please note that, irrespective of your experience level, you will find the games being played, will test your fitness level and knowledge of touch. There is no doubt that you will be called on to make pressure rulings and tight calls. As referees, go with your first instinct, it is almost always correct. But most of all; stay calm.

On behalf of the NAIDOC Committee, I would like to welcome each of you to the Port Stephens NAIDOC Touch Championship 2015 and hope you all have an enjoyable time and thank you for your assistance.

Do your best but more importantly, have fun.

Ivan Cole
Referee Coordinator



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DATE AND VENUE

Date: Thursday, July 9th 2015

Time: 0800 – 1600hrs

Venue: Lakeside Sports Complex
Macdonald Park
Leisure Way
Raymond Terrace



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REFEREE DIRECTORS

The Referee Directors will be on hand to assist you through any problems you may encounter.

They'll be conducting a meeting for all referees on Thursday morning at **0800 sharp**. At this time you'll be given the run down on what's expected of you at this championship and various other issues that will be of interest.

The Referee Directors are:

Director of Referees

Karen Davies



Referee Coordinator

Ivan Cole



If you require any assistance or direction prior to the tournament, please give Ivan a call on 0431440337.

SUPPORT STAFF

Support Staff for this Championship will be supplied from the Local Aboriginal Community, Emergency Services, Port Stephens Council, RAAF and the Raymond Terrace Junior Rugby League Club.

These members will be clearly identified by brightly coloured vests or other significant attire.



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BE PREPARED

At this championship there will be 12 plus Referees that will be required to officiate, 3-4 games throughout the day. Be prepared, warm-up, cool down, stay hydrated, fuel up regularly and most importantly... have fun!

If you are unsure of what's what and who's who, simply ask another Referee as we are all here to help.

Before You Depart

We ask that all Referees check their Referee uniform.

If you don't have a shirt, shorts, long socks etc please purchase some through the Touch Football Australia On-Line Shop [<http://touchfootball.com.au/index.php?id=1219>] or borrow a set.

A water bottle (or two) is essential. The Referees Marquee will have cold water, fruit, tea, coffee, ice and your team leaders will have the LOLLIES. Bringing your favourite sport instant drink mix e.g. Gatorade, Power aid etc is also a good idea.

It is advised that you bring your own seating (camp chair) as chairs will be limited. Canteen and BBQ lunches are available at your own expense or simply bring your own.

Bring a coin to take the toss and a pen or pencil to mark the score card. Don't forget a hat and sunscreen. Sunscreen will also be available in the Referees Marquee.

At the Grounds

Upon arrival, please make your way to the Referee Marquee and find your team leader.

You will have been provided with a list showing what team you have been allocated to for this championship. Numbers will be displayed around the Marquee that corresponds to where your team will be located. Walk over, introduce yourself to your team leaders and team mates.

Go to the REFS table and highlight your name on the sheet provided so that we know you are here and that you are aware of your game times. Be aware that ALLOCATIONS may change during the championship due to Referees pulling out or sustaining an injury.

Referees must be in the Marquee to collect the score card 10 minutes prior to game time. A Directing Staff Member will be outside the Marquee near the REFS table and will call the allocations for the next game. Either you or one of your buddies is to take the card then make your way over to the allocated field. If you are going straight to the field and won't be at the hand Out of Cards, please let the Directing Staff Member know and he/she will inform other referees that you will meet them there.

RETURN the score card to the REFS table after the game.

If you get injured or are concerned with injury, discuss this with your Team Leader.

REFEREE ATTIRE



Appearance is important. As referees you have an image to preserve.

All Referees are to wear the up to date white/green top and grey/green bottoms.

Referees must also display their correct Badge/Level.

APPOINTMENTS

Appointments have been made on the “one on - one off” format.

Plate and Cup (finals) series will be announced on game day.

REFEREE TEAMS

All Referees have been placed into teams.

Two Team Leaders have been appointed to all teams.

Team lists will be sent out to all Referees prior to game day and will be on hand in the Referees Marquee at the grounds.

Please make sure you warm-up before each game, as injuries can be kept to a minimum if you are warmed up and ready to go.

Discuss your game expectations with you “buddy” referees and make sure you are all confident with dual changes, scoring etc.

PROFESSIONALISM

It is expected that Referees will refrain from any form of sexual behaviour, comments, or harassment and maintain integrity in their dealings with others.

Any breach of these expectations will be viewed as a serious breach of the Referees Code of Ethics.

Please note the above is particularly important in the climate of legalities that are pursued in society today.

Even a simple overheard conversation can escalate into a judicial hearing. Be aware at all times of your statements and of how they may be interpreted.

REFEREE INJURIES

St John Ambulance staff and numerous First Aid officers will be available throughout the day. If you sustain an injury, they are your first point of call.

Any Referee who, suffers an injury during the round games and is unable to complete his/her appointments, will need medical clearance before they are appointed to either the Plate or Cup games. Appointments will be reviewed accordingly.

GAME INFORMATION

All games including the Plate and Cup (finals) games will be 2 x 15 minute halves with a 5 minute half time.

In the event of a drawn game (Plate and Cup ONLY) "Drop off" rules will apply.

Games will commence on:

Thursday Morning at 9:00am with the last game commencing at 2:25pm.

It is anticipated that Referees will receive approximately 3 to 4 games.

Game Delays and Forfeits

It is highly unlikely that a team will forfeit. However teams with less than four players or teams who unduly delay the start of play will be penalised one touchdown for the first minute and one touchdown every minute thereafter up to five minutes.

If the game has not commenced after five minutes, it will be awarded to the non-offending team with the score 5-0.

Please mark the card as a forfeit and let Directing Staff handle the rest.



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Pre-Game Preparation

Referees should be warmed up and at their fields at least 5 minutes prior to the commencement of the game.

Ensure possession of a coin for the toss and a pen/pencil for scoring.

Referees should take the field immediately after the conclusion of the game before and bring both teams on to the field.

Meet captains and supervise the toss.

Referees must ensure that both teams are in position ready to commence play prior to the hooter.

Freeze Rule (Mexican Stand-Off)

Should a referee deem that the defense is not moving forward, then they will immediately penalise the offending team. For the second and each subsequent offence this will result in a player being immediately placed on the sideline at the 5m line junction, unable to re-join play until such time as their team retrieves possession.

Players appearing to march up and down on the one spot **will not be deemed** by the referees to be moving forward.

Also with regard to this rule, the referees are instructed to watch for **all** players in the defensive line especially the "I" defender either not moving forward or retreating well in advance of the touch being made.

Period of Time

Any player sent for a period of time, will remain at the end of the field for a minimum of 2 completed sets of possession by both teams prior to being allowed to re-enter the field of play.

Foul Language

There will be zero tolerance of foul language, especially if directed at Referees.

Depending on the circumstances, a suggested guide is:

1st Infringement	Caution on the run
2nd Infringement	Penalise player - general team warning
Continual Infringement	Utilise the "Sin Bin" or whatever you deem necessary to manage the situation



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Drop Off Procedures

Plate & Cup Games ONLY

IAW: [Touch Football Australia Playing Rules 7th Edition](#)

RULE 4.8

- i. When the match is drawn at the expiration of full time, the referee will wait until the ball is dead, halt play, and then signal to the tournament control area or a tournament official that the game is drawn. A one (1) minute break will occur prior to commencement of the "Drop-Off". Each team will reduce their playing strength by one on-field player.
- ii. The Drop-Off commences with a tap from the centre of the halfway line by the team who won the toss at the commencement of the game. Teams continue to play in the same direction as they finished the game. Substitution of players is permitted at any time as per the normal interchange rules.
- iii. At the conclusion of two minutes of extra time, a signal is sounded and the referee will stop play at the next touch or dead ball. Each team will then reduce their on field strength by one (1) player.
- iv. Play will recommence immediately after the players have left the field at the same point in the play where it was halted; (i.e. the team retaining possession at the designated number of touches, or a change of possession due to some infringement or it being the sixth touch).
- v. The clock does not stop when the hooter sounds at the two minute intervals, as there is no time off during the Drop-Off.
- vi. At each subsequent two minute period a signal for another player to drop off, will be sounded.
- vii. Once the teams have been reduced to only three players each, no further drop off of players will occur, and the match will continue until a touchdown is scored. Should a player be sent off for the remainder of the match when teams have only three players each, the offending team will forfeit, and lose the match.
- viii. During the Drop-Off, before a winner can be declared, both teams must have had possession. If a team scores before their opponents have had possession, the touchdown counts and the match commences as per normal after a touchdown is awarded. Once possession is lost the winner is then confirmed.



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Injured Players – Blood Bin

If during a game a player sustains bleeding from an open wound or graze, that player must be requested to leave the field.

The player must not continue until the bleeding is stopped.

The wound or graze must be covered by some sort of bandage.

Clothing must be washed free of blood or suitably diluted.

Control, Communication and Player Management

Games become hard to handle and eventually out of hand when Referees turn a blind eye to an incident (refer to Foul Language) or accept over vigorous touches as being normal. Touches which appear over vigorous must be penalised and a warning given to offenders.

Players respond to early control and gain more confidence in the Referee, which leads to easier acceptance of tight decisions. This also applies to offside players or “shooters”. Early nominations can be very effective and an advantage to both teams.

Take every opportunity to look for advantage play rather than penalties.

On Field

Unless there's an Official Score Keeper, the Referee who awards the touchdown is responsible for marking the scorecard and recording the touchdown.

The scorecard is to remain under the “witches hat” at the halfway line.

The off-field Referee is not to move into a position to recommence play until the controlling Referee has awarded the touchdown.

The Referee entering the field is the controlling Referee.

Look for advantage (early) rather than penalties.

Read play before field entry - use verbal instructions to control offside players.

Set your first 5 metres as early as possible.

Be aware of your game times.



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Interchange Zones (Sub Boxes)

At this championship the interchange area will be between each 10 metre line on either side of half way.

All interchanges must occur at or within the team's interchange area, and only after the substituted player has crossed the boundaries and entered the interchange area. All interchanges must be made on one side of the field and without delay.

Physical contact does not have to be made between interchanging players and players leaving or entering the field shall not hinder or obstruct play and must enter from an onside position.

Following the scoring of a touchdown, players may interchange at will without the need to wait for the substituted player to enter the interchange area.

After Game Duties

At the completion of the game, Referees are to check the scorecard and call both managers together.

Inform both Captains of the full time score and obtain signatures on the scorecard. This verifies score only.

Make sure the Referees signature also appears on the scorecard before it's returned to the Official Score Keeper.

Referee Assessments

No assessments and/or upgrades will occur at this championship.



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REFEREE TRENDS

Teamwork and Dual Changes

The 2x2x2 system has now evolved and refereeing in the modern game is more about teamwork, where all referees work together to come up with the best outcome for the players and the game. We now have a true team involvement with all referees in sync with each other and all working to manage a 5m line and all having input into advantage play.

Q: Who sets the 5m line?

A: *All referees have a part to play in this and should be working with each other for the best game outcome.*

Q: Who initiates the change & how do I signal to the Off Field Ref that I want to Change?

A: *This is done by eye contact in most instances but you will need to know the names of your buddy referees so that you are confident when changes are on. A rule of thumb would be if the game is coming toward the sideline and you are the sideline referee, put yourself in a change position and be ready to burst onto the field and take control.*

Q: Where do I stand as the Off Field Referee & what is a reference point?

A: *You should stand up with the 5m line and in a position to be able to see and indicate any infringement to the on field referee.*

Q: When I'm the Off Field Referee, what do I say to the Players and When?

A: *You need to manage players before they move forward and assist the on field referee.*

Q: Who makes the Decisions?

A: *The controlling referee (on field), however they may use the off field referees for confirmation.*

Q: Are there Signals for an Off Field Referee?

A: *Most definitely. If you are unsure ask your Team Leaders.*

Q: Can Changes be made on the Score Line?

A: *Yes and in some cases it is imperative for referee positioning.*

Team work among referees has now become the most vital part of refereeing. Prepare for this and work as a team and a good game will be the result.

A concern of late has been an increase in referees going too far in field when they are off field. We understand the need to communicate but you must at times be aware of the wingers' position and ensure you keep well out of their lane. They need an unhindered path on the way to a touchdown.



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Score Line

Score line positioning is also vital to the outcome of a game. The game is won and lost at this point so you must be alert and focussed, whether you are the on field or the off field referee.

As the on field referee you need to be aware of the setup of play and where it's likely to go so that you can react accordingly. It's critical that you look for advantage and understand the dynamics of the game. If a player is off side and doesn't play any part in a dropped ball or silly pass, then leave it alone. Do not reward the attack for poor play. However, if you feel the offside player has impacted in this, you have the option to penalize. You must at all times be looking to bring the off side player back onside. Most, but not all, off side penalties are avoidable with early and direct communication.

Be balanced and ready to come off either foot should the game switch. If you see the pass going wide and the winger is on the fly, this is an indication that a long pass is on. Get yourself moving so you are close to the action should you need to rule on a touchdown. If you pick this incorrectly and you are in chase mode and the game switches, the worst thing that can happen is that you have to adjust quickly. The better side is that you are close and can make credible decisions.

If you are the off field referee in the above situation, be alert, you may be in a better position to enter and chase if the game switches.

As an off field referee, you really need to be alert and in a position to have a clear view of play to support any decision for your on field partner.

Rolling 5m and Rucking (drives)

It's accepted that in drives off the score line that the referees will not hold the line or even be in it, so it will give the appearance that there is no control. However, earlier communication from both the controlling referee and off field referees will assist this. Further to that, focus on what the set play is on the end of the drives. It's highly unlikely that players will kill the play on the 6th. There is always something set up or at least being tried. Know this and be ready.

Touch Count

There have been many times during games where referee lose the Touch Count. It's part of the game with referees calling numbers from everywhere and also listening to side line referees trying to get the link or winger back onside. It's bound to happen.

However, to try this: Call players by their number and the touches by first, second, third and so on. This way there is at least a variation in what you are delivering and less change of losing the count.



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In Sync Refereeing

“In Sync” refereeing is as the name implies. It’s about being aware of what your buddy is saying and supporting this. As an example, if you are the off field referee and you are communicating to the Link and/or Winger that they have yet to make it on side and you hear the on field referee call them on side, then go with that. The worst thing for players is that one referee is calling a player on side with the other calling off side and a touchdown is allowed to be scored.

Advantage

Advantage Play and Game Flow are important aspects. Understanding what the players are trying to achieve can really assist you as a referee. Elimination of pedantic penalties will assist with game flow and a far better outcome for everyone.

Field Position

We have found that in all divisions now, drives or rucking is really squeezing the 5m line and referees are not able to have a presence in the line at all times.

The key is to know what is coming at you and where drives are more likely to push you to the limits and where you have a slight break.

If a team has been forced back to their score line, you can guarantee that on a change of possession that they will have quick drives toward their sub box to bring on fresh players. Further to that, they will not go all the way up field and kill the ball on the last touch; there will be a set play on the last touch or so. Be ready for this and be ready to “turn and go” to stay close to the ball.

If a team already has field position (on or over the half way line) the drives will not need to be as fast and their set plays may come earlier. As a referee if you can identify this, you are on your way to far better positioning.

Thank you again for your support.



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