

RNC Coach & Referee Reference Sheet

Please reference this guide when exchanging rosters pre-game

Principles:

Coaches and referees should manage their teams according to the most current [Game Management Guideline \(GMG\)](#). **The GMG calls out specific variations for U/19s. The variations are:** 1/ No tackling above the line of the armpits, 2/ no fending (stiff arm) to the face, head or neck, 3/ scrums can only be pushed 1.5m (FK), and /4 reset scrums when it wheels 45° without illegal action. Our priority for RNC U/19 rugby is to promote and incentivize a free-flowing game. However, we will take a zero tolerance approach to player safety.

Prioritized Officiating Points of Emphasis for the Youth Game for RNC matches:

1. Ensure that we disincentivize dangerous play, as described in the GMG. We expect referees and coaches to implement the guidelines below for all age levels - as is. Yellow card duration - HS 10m, MS 8m, Youth 5m. Sevens: 2m. All red card offenses will be reported to the RNC for disciplinary action.

DANGEROUS PLAY

- Players must not engage in reckless or dangerous play.
- Dangerous tackling: Late, high, in the air, no arms, dump/spear tackle.
- Ball carrier must not lead with the forearm to the neck/head.
- U19: Players may not fend to the face, head or neck.
- U19: No tackling above the line of the armpits.

FOUL PLAY	SANCTION FRAMEWORK			RC	YC	PK	FOUL PLAY	MINIMUM SANCTION			RC	YC	PK
HEAD/NECK CONTACT	DIRECT HIGH FORCE	DIRECT LOW FORCE INDIRECT HIGH FORCE	INDIRECT LOW FORCE				LATE, HIGH, or SHOULDER CHARGE	ALL THREE PRESENT	TWO of THREE PRESENT	ANY ONE PRESENT			
<p>WAS THERE FOUL PLAY?</p> <ul style="list-style-type: none"> • Intentional, Reckless, and/or Avoidable <p>DEGREE OF DANGER</p> <ul style="list-style-type: none"> • Direct/Indirect Contact • High Force/Low Force <p>IS THERE MITIGATION?</p> <ul style="list-style-type: none"> • Sudden / significant drop in height or change in direction from ball carrier • A late change in dynamics due to another player in the contact • An effort to wrap / bind and having no time to adjust <p>FACTORS AGAINST MITIGATION</p> <ul style="list-style-type: none"> • Mitigation will not apply for intentional or highly reckless acts of foul play • Open space and time to make a decision 							NO ARMS CHOPPING TACKLE	DIRECT JOINT CONTACT LAUNCH AT LEGS	LOW FORCE				
							HEAD or NECK: CHOKE, GRAB, or ROLL	CHOKING NECK ROLL & FOLLOW THROUGH	CHOKE & RELEASE NECK ROLL & RELEASE	ACCIDENTAL WITH IMMEDIATE RELEASE			
							LIFTING DUMP/SPEAR TACKLE	LIFTING PAST HORIZONTAL & LANDS ON HEAD/NECK	LIFTING PAST HORIZONTAL & LANDS ON BACK/SIDE	LIFTING PAST HORIZONTAL & BRINGING DOWN SAFELY			
							CHALLENGE IN THE AIR	NOT FAIR CHALLENGE & LANDS ON HEAD/NECK	NOT FAIR CHALLENGE & LANDS ON BACK/SIDE	NOT FAIR CHALLENGE WRONG TIMING			
							OVER THE SHOULDER SEATBELT TACKLE						LOW FORCE

2. **Disincentivize negative play.** Our priorities are to ensure that players are 1/ clearly on-sides , 2/ attack and defense stay on their feet at the breakdown and ruck area, and 3/ ensure a fair contest . YC for repeated infringements.

