



Palatine Rugby Club

Touch Judge Responsibilities



Summary of Responsibilities

- Marking the offside line
 - At Kick-offs
 - mark the 10 yard line for the receiving side
 - If the kick-off goes Into touch, advise the referee
 - if it was kicked directly into touch, or
 - if the receiving team touched the ball before it went into touch
 - At Scrums, always mark the offside line on your left
 - At Line-outs, mark 10 yards for the Defense if you are on the far sideline
 - At Rucks, mark the last foot of the last man on your left
 - At Mauls, mark the last foot of the last man on your left
 - At Free or Penalty Kicks, mark 10 yards from the referee's mark
- Touch & Touch In-goal
 - Raise your flag high and quickly
 - If players appear to be contesting the ball as they go into touch (e.g. a tackle or maul), yell "Touch" so they know to cease play
- Line of touch & Throw-in
 - Mark the point at which the ball went into touch (i.e. out-of-bounds)
 - The referee may move the mark based on his/her judgement or
 - because of a specific law: kicks directly into touch from ahead of the kicker's own 22 line are marked from the point of the kick
 - Point one arm toward the team that gets to Throw-In, the other hand holds the flag up
 - Hold the mark if you suspect a throw-in is "not straight" – note: the referee will signal Advantage (arm out straight, parallel to the ground)
- Kicks at goal
 - Stand in-goal and watch the goalpost near your sideline.
 - You signal for your own goal post, which is assumed to extend upwards infinitely
 - If a penalty kick is unsuccessful, the ball is live. Try not to influence play.
 - You may speak with the players.

For more information, see: <http://www.irblaws.com/index.php?&language=EN>