



Scrum Engagement 2014 - Referee's Checklist

Before the game — it is essential that you BRIEF the Pack & Scrum Halves and that you ensure a Coach is present if it's Junior Rugby

- I will make a short mark;
- Hooker — set-up on the LEFT of the mark (so no head on head);
- 2nd Rows/No. 8 — you will have to control your shove;
- Don't crouch until I say;
- Props — you will feel you're too close – you're NOT!
- AFTER I've said set — then you engage;
- Props — full arm & correct binding (Loose Head inside bind — look at Law 20.3.(c) & (d));
- No early pushing
- Only when the scrum is square — stationary — balanced will I tap the Scrum Half's shoulder or give a thumbs-up if I'm on the other side...
- This will be without delay (accept that Scrum half & Hookers will have a sequence);
- The put-in to be into the middle of the scrum!
- Non-putting-in Scrum Half — either stay close to the scrum – or retire & remain behind your Offside Line (Law 20.12.a, c, d & e apply!)

During the Game – re-inforce at the first scrum of each half & when replacements appear

- Are all players ready to form a scrum, including the Scrum Half with the ball?

Hint for Referees – don't stand in the middle – stand to the LEFT & allow the putting-in Scrum Half to take up the middle position

Mark and Engagement — Front Row/Props will

- **Crouch** on the Referee's call of “Crouch”
 - ☑ Are teams at the same height?
 - ☑ Are they a correct distance? (not too close or too far away)
 - ☑ Are players of the same side bound correctly?
 - ☑ Check feet positions (are square)
 - ☑ Are shoulders above hips?

- **Bind** using their outside arm **after** the Referee has called “**bind**”;
 - ☑ Props reach out and bind on the body of the opposition player
 - ☑ Binds are correct - not on the arm or the floor
 - ☑ Heads are in the right place (not head to head)
 - ☑ Neither team is moving over the Referee’s mark
- **Maintain the bind**
 - ☑ Props may adjust their bind so as to reform their stability & balance

Referees will only be looking to intervene if the change in bind is illegal!

- **AFTER** the Referee’s call of “**set**” the two packs engage
 - ☑ Teams come together to form a scrum on the Referee’s instruction;
 - ☑ Players who change bind do so without breaking the law;
 - ☑ The scrum is square and stationary and balanced;
 - ☑ Flankers are bound onto a 2nd Row (not crutch binding on a Prop);
 - ☑ No. 8’s are hound & heads in (no slingshots).
- The Referee will tap or give a thumbs-up if on the other side, after which the Scrum Half will then be expected to feed the scrum without delay;
- A straight throw-in is strictly policed .

Collapsed and Popped Scrums

- Safety is paramount;
- Referees to consider the difference between a scrum which goes up on the mark as opposed to one on the retreat.

No quick penalties or free kicks from collapsed or popped scrums (safety)

Wheeled Scrums

- Referees to ensure that the scrum is square and stationary prior to the throw in;
- If a scrum wheels quickly on its fulcrum, the Referee must be absolutely convinced it is as a result of an illegal/unsafe wheel. Teams who do this are liable to penalty;
- A scrum will not be “turned over” unless the **front row** wheels more than 90 degrees.