Major Project

Lineout – Best Practice for Junior Lineout

Introduction

- Activity Sheet – Law Quiz
- Checklist for refereeing a Junior Lineout
- Utilise Video footage to provide example

Activity Sheet

Q1. The 22 is the area between the goal line & the 22 metre line, including the 22 metre line & including the goal line?

Q2. The ball is in touch if a player catches the ball & that player has a foot on the touch line?

Q3. If a player kicks directly into touch outside his 22 metre area (except penalty) the throw in is taken?

(a) where the player kicked the ball.
(b) place where it went into touch
(c) either whichever is near the player's goal line

Q4. Free kick awarded outside the 22 and goes directly into touch the throw in is –

(a) Where the ball goes into touch
(b) Where the player kicked it
(c) A or B whichever is nearer the kicker's goal line.

Activity Sheet

Q5. Can a quick throw in be taken if a lineout is formed?

Q6. Can a player use another ball for a quick throw in?

Q7. How many players from each team are required to form a lineout?

Q8. When does a Lineout begin?

Q9. Which one of the following is not an option for a lineout to end?
(a) When the ball is caught by the jumper and brought to ground.
(b) When the ball is thrown knocked or kicked out of the lineout
(c) When the ball is thrown beyond the 15 metre line
(d) When the lineout player hands the ball to a player who is peeling off.

Q10. A player can support a jumping team mate below the thighs?

Checklist For Refereeing A

Junior Lineout

Junior Lineouts

Before Lineout

1. Be first to the lineout

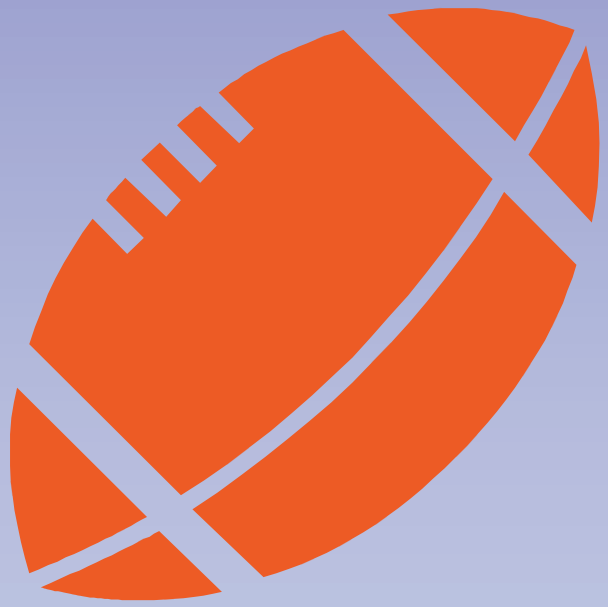
- Always turn around and run backwards to the lineout keeping players in view at all times.

2. Be prepared for quick throw in (will go through this in separate slides).

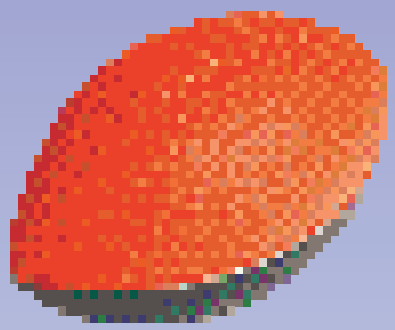
3. Set the Mark on the 5 metre line.

4. Ensure you have 1 metre gap at the lineout. Use front two players at the lineout to set the gap.

5. Manage slow formation of lineout



Positioning At Lineout



1. Before Hooker throws the ball in take up your position at the lineout.

2. Two main positions for lineouts
   (a) at the front of the side throwing the ball in
   (b) at the back of the side throwing the ball in

Suggest: More than 90% of lineouts should be refereed from the front position

Why: Kids can only throw to 2 and 4. Front position provides best view of lineout for 2 and 4 ball.

Where Not to Stand

Odd Positions are common at this level.

The main positions where not to stand are-:

(a) Next to thrower

(b) Zipper at the back

(c) Back 10 metres from the lineout

Why: Cannot see jumpers and support
players from both teams

Variation to Positioning

RED ZONE

Lineouts 5 metres out from the goal line

Suggested Position – At the front of the lineout defending side

Actual Lineout

Before Ball is thrown

1. Ensure Thrower’s feet are on the mark and not in the field of play

2. Count the numbers for both teams

   (a) Manage if numbers are not correct

3. Check Pre grip of players

   Safety: No pregripping on the legs – shorts only

4. Ensure backs from both teams are back 10 metres

5. Ensure defending hooker does not interfere with the thrower.

Actual Lineout

Ball Thrown

1. Players have not crossed the line of touch or jumped early
2. Ball has gone 5 metres
3. Correct support of jumpers in the air
4. No interference of jumpers or support players in the air
5. Throw is credible
6. Bring jumpers down (safety)

Lineout Ends

When the ball or a player carrying it leaves the lineout.
This includes the following:

1. Ball thrown, tapped, kicked out of the lineout
2. When a lineout player hands the ball to a player who is peeling off.
3. Ball goes more than 15 metres
4. Ball or Player carrying the ball moves into area between the 5 metre line and the touch line.
5. When a ruck or maul develops in a lineout and all the feet of all the players in the ruck or maul move beyond the line of touch.
6. When the ball becomes unplayable in a lineout.

Quick Throw Ins

Ensure the following has happened before a quick throw in is allowed

1.Same ball is used

2. Player throwing the ball in has collected it

3. A spectator does not handle the ball

4. The throw is credible

5. The ball is thrown in 5 metres

6. 2 players from each team have not formed a lineout at where the ball went into touch.

Major Project

Lineout- Best Practice for Seniors
Lineout

Introduction

- Activity Sheet- Law Quiz
- Checklist for refereeing a Senior Lineout
- Utilise Video footage to provide example

Activity Sheet

Q1. The 22 is the area between the goal line and the metre line, including the 22 metre line and including the goal line?

Q2. The ball is in touch if a player catches the ball & that player has a foot on the touch line?

Q3. If a player kicks directly into touch outside his 22 metre area(except penalty) the throw in is taken?
(a) where the player kicked the ball
(b) place where it went into touch
(c) either whichever is near the player's goal line

Q4. If a defending players gets the ball outside the 22 takes it inside the 22 and kicks it directly into touch is there gain in ground?

Q5. Free kick awarded outside the 22 and goes directly into touch the throw in is –
(a) where the ball goes into touch
(b) where the player kicked it
(c) A or B whichever is nearer the kicker's goal line

Activity Sheet

Q6. Can a quick throw in be taken if a lineout is formed?

Q7. Can a player use another ball for a quick throw in?

Q8. How many players from each team are required to form a Lineout?

Q9. The lineout begins when the hooker holds the ball above his head?

Q10. Which one of the following is not an option for a lineout to end?

(a) when the ball is caught by the jumper and brought to ground
(b) when the ball is thrown knocked or kicked out of the lineout
(c) when the ball is thrown beyond the 15 metre line
(d) When the lineout player hands the ball to a player who is peeling off

Activity Sheet

Q11. A player can support a jumping team mate below the thighs?

Q12. Players who support a jumping team mate must lower the player to the ground as soon as the ball has been won by a player of either team?

Q13. The jumper can use either arm alone to catch or deflect the ball?

Q14. A player peel off from the lineout before the ball has left the hands of the players throwing it in?

Q15. If a player jumping and crosses the line of touch but fails to catch the ball, that player is not penalised provided he gets back on side without delay?

Activity Sheet

Q16. Red player kicks the ball on the full from his 10 metre mark into the arms of a Blue player who is standing with on e foot in touch and one in the field-of-play?

(a) Is the ball in touch?
(b) Who has put the ball into touch?
(c) Where is the mark for the line-out?
(d) Who throws in?

Q17. Red player kicks the bal from his own 10m mark and it bounces downfield where Blue player, with one foot in the field-of-play and one foot in touch, catches the ball which has not crossed the touch-line.

(a) Is the ball in touch?
(b) Who has put the ball in touch?
(c) Where us the mark for the line-out?
(d) Who throws in?

Activity Sheet

Q18. Red player punts the ball from outside his own 22m area and the ball crosses the touch-line on the full. An opponent standing in touch leaps in the air slaps the ball back in to the field-of-play and then lands in touch.

(a) Is the ball in touch?
(b) Where is his line- out?

Q19. Red player is running with ball just inside the touch-line. The Red player leaps into the air and crosses the touch-line but before he touches the ground beyond the touch-line.

(a) Is the ball in touch?

Q20. Red player kicks the ball from the field-of-play towards his opponents goal-line. It rolls to within 1 metre of his opponents goal-line reaches out picks up the ball and touches down.

Checklist For Refereeing A

Senior Lineout

Senior Lineouts

1. Be first to the lineout
   - Always turn around and run backwards to the lineout keeping players in view at all times.

2. Set the mark on the 5 metre line.

3. Be prepared for quick throw in (will go through this as separate slides).

4. Ensure you have 1 metre gap at the lineout. Use front two players at the lineout to set the gap.

5. Manage slow formation of lineout.
   (a) Give Direction to players on whether numbers will be an issue.

6. Identify halfbacks and defending hooker.

Positioning At Lineout

1. Before hooker throws the ball in take up your position at the lineout.

2. Two main positions for lineouts
   (a) at the front of the side throwing the ball in
   (b) at the back of the side throwing the ball in

Suggest: Benchmark suggests 90% of lineouts should be refereed from the front.

Where Not to Stand

(a) Next to thrower

(b) Zipper at the back

Why: Cannot see jumpers and support players form both teams

These positions could be useful at times – need to recognise this

Variation to Positioning

RED ZONE

Lineouts 5 metres out from the goal line

Suggested Position – At the front of the lineout defending side

No Touch judges – At the front of the lineout defending side

If Touch judges – At the back of the lineout defending side.

Actual Lineout

Before Ball is thrown

1. Ensure thrower's feet are on the mark and not in the field of play.

2. Count the numbers for both teams
   (a) Manage if numbers are not correct
   (b) Check we do not have 2 halfbacks or 2 player in the from tracks.
   (c) Ensure front players at the lineout are in/out of the lineout.

3. Check Pre grip of players

4. Safety: No pregripping on the legs – shorts only

5. Ensure backs from both teams are back 10 metres

6. Ensure players have not closed the gap you have already set.

7. Ensure defending hooker does not interfere with the thrower.

8. Ensure hooker does not delay throw in

9. Check for early jumpers from both sides

Actual Lineout

Ball Thrown

1. Players have not crossed the line of touch or jumped early
2. Ball has gone 5 metres
3. Correct support of jumpers in the air
4. No interference of jumpers or support players in the air
5. Throw is credible
6. Ensure if halfback joins the lineout he receives the throw
7. Ensure players not in lineout have not come up inside the 10 metres (both teams)
8. Ensure lineout players have not gone beyond the 15 metre line before the lineout ends.

Lineout Ends

When the ball or a player carrying it leaves the lineout.
This includes the following:

1. Ball thrown, tapped, kicked out of the lineout
2. When a lineout player hands the ball to a player who is peeling off.
3. Ball goes more than 15 metres
4. Ball or Player carrying the ball moves into area between the 5 metre line and the touch line.
5. When a ruck or maul develops in a lineout and all the feet of all the players in the ruck or maul move beyond the line of touch.
6. When the ball becomes unplayable in a lineout.

Quick Throw Ins

Ensure the following has happened before a quick throw in is allowed

1. Same ball is used
2. Player throwing the ball is has collected it
3. A spectator does not handle the ball
4. The throw is credible
5. The ball is thrown in 5 metres
6. Two (2) players from each team have note formed a lineout at where the ball went into touch.