

# THE REFEREE SPOTLIGHT

**TARGET:  
ZERO  
ILLEGAL  
TACKLES  
MISSED!**



**BE CONSISTENT  
ZERO  
TOLERANCE  
OF DANGEROUS  
PLAY**

## PRE-MATCH CHECKS

1. A field safety inspection
2. Assess crowd control measures
3. Check for the minimum emergency medical equipment and qualified first aid personnel
4. Request to see the hosting club or school's emergency action plan
5. Check for BokSmart certification of coaches and match officials
6. Must review Team Sheets for age-appropriate players
7. Review any age-banding clearance documentation where applicable
8. A clothing and boots inspection of the teams participating in the match

## GAME MANAGEMENT

### 1. MANAGE SERIOUS INJURIES

- Clear communication between Referee and Medical staff
- Don't use safety as a licence to cheat

### 2. SCRUM CADENCE

- Crouch-Bind-Scrum (U16 and younger)
- Crouch-Bind-Set (U18 and older)

### 3. CONTROLLING THE SCRUM CONTEST

- Binds, scrum straight, elbows up, earn the turn

### 4. ROLLING REPLACEMENTS

- 12 max using 7 bench players only
- 4 of these substitutions must be reserved for front row players

### 5. DANGEROUS TACKLES:

- High tackles
- No-arm tackles
- Tip tackles
- Chop tackles

### 6. DANGEROUS CLEANOUTS

- Neck rolls
- Sharp shoulder

### 7. COLLISION IN THE AIR

- Foul play?
- Realistic opportunity to catch the ball AT POINT OF CONTACT?  
Yes – Play on No – Yellow card/Red Card

It is irrelevant whether or not the chaser or catcher has their eyes on the ball, and it is irrelevant whether or not it was accidental

### 8. NO KICKING THE BALL OUT OF RUCKS OR PLAYERS' HANDS WHILE ATTEMPTING TO GROUND THE BALL

ALMOST  
**60%** OF ILLEGAL  
TACKLES  
WERE NOT SANCTIONED  
BY THE REFEREES

**67** DANGEROUS  
TACKLE EVENTS  
LEFT UNSANCTIONED



THE  
**HEAD  
& NECK  
AREA IS A  
STRICT  
NO-GO  
ZONE!**

# THE REFEREE SPOTLIGHT

# BLUE CARD

## SA RUGBY CONCUSSION REGULATIONS

<http://boksmart.sarugby.co.za/content/boksmart-legislation>

### BLUE CARD CONCUSSION PROCESS

1. Referee or Medical professional recognises a potential concussion event
2. Referee then signals Blue Card to the player
3. Visual cue to all watching → Concussion or suspected concussion
4. Player is permanently removed from the field of play
5. Player is logged onto the Club or School's submitted Team Sheet as a Concussion
6. Referee to submit Blue Card report to the Provincial Rugby Union
7. Referee, Coach, Team management, Player, Parent or Family member logs the Blue Card onto the SA Rugby Online software [www.sarugby.online/bluecard](http://www.sarugby.online/bluecard)
8. All contact persons listed when logging the Blue Card on the App will receive emailed advice on the required GRTS processes to follow with the player
9. All Blue Card concussion events recorded on the App will be stored on a national database
10. Sport Concussion SA's information:  
**011-3047724, 0825746918,**  
 Email: [sportsconcussion@mweb.co.za](mailto:sportsconcussion@mweb.co.za) will also be emailed to them should they wish to access Medical Doctors who are sufficiently knowledgeable in Concussion management for rugby union

The following are 11 OBVIOUS SIGNS & SYMPTOMS that you as a referee, coach or medical support staff simply cannot miss, and cannot allow players presenting with any of these to continue in a match or practice. THESE ARE IMMEDIATE BLUE CARDS!

#### THOSE SIGNS AND SYMPTOMS TYPICALLY SEEN ON-FIELD:

1. Confirmed loss of consciousness; this is clear and obvious, the player was knocked out
2. Suspected loss of consciousness, or from what you saw happen on the field, where you have a strong suspicion of the player having lost consciousness
3. Convulsions or fits after making contact
4. Tonic posturing, abnormal muscle contractions or muscle stiffening
5. Balance disturbance, ataxia, stumbling or falling over
6. Clearly dazed, dinged or unable to think or react properly

#### THOSE ADDITIONAL SIGNS AND SYMPTOMS TYPICALLY IDENTIFIED DURING AN ON-FIELD ASSESSMENT:

7. The player is clearly not orientated in time, place or person or doesn't know what time it is, where they are or who they are talking to
8. Definite signs of confusion in the player
9. Definite changes in behaviour for that player
10. Oculomotor signs for e.g. spontaneous nystagmus or rapid involuntary eye movements
11. On-field identification of regular signs or symptoms of concussion as highlighted in your pocket BokSmart Concussion Guides

**LAW 3.21 (C):** The referee decides (*with or without medical advice*) that it would be inadvisable for the player to continue. The referee orders that player to leave the playing area.

**LAW 3.22:** 'If, at any point during a match, a player is concussed or has suspected concussion, that player must be immediately and permanently removed from the playing area. This process is known as "RECOGNISE AND REMOVE".'



**BokSmart**  
WINNERS PLAY SMART



[WWW.BOKSMART.COM](http://WWW.BOKSMART.COM)



PETRO JACKSON  
Rugby's Caring Hands

