

Scrum Engagement 2013 - Referee's Checklist

Before the Game – it is Essential that you **BRIEF** the Pack & Scrum ½

- 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 @ Law 20.3.(c) & (d)]
- No Early Pushing
- Only When the Scrum is Square – Stationary – Balanced Will I say ...
 - **"Put it in"** – this is an **INSTRUCTION** – not an Invitation
- This will be without delay [accept that Scrum ½'s & 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 @ 1st 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 LEFT & allow Putting-in Scrum Half to take up 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]
 - 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 referees 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 Bound & Heads in [No Slingshots]
- Referee will call "**put it in**" the scrum half will then be expected to feed 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 Scrum

- 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.