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| TIP | Count the SEVEN touch tackles, and communicate with both teams as play continues | |
| GAME ACTION | | REFEREE CALL |
| When the 6 th touch tackle is made | | Call "final touch" or "last touch" so players are aware |
| When the 7 th touch tackle is made | | Turnover ball, restart tap and pass |
| Two players chasing a kick | | Referee calls which player to win the ball |
| Over aggressive touch tackle | | Penalty, restart tap and pass |
| TIP | At each breakdown, look for two attackers and three defenders, the offside line is backfoot of the triangle | |
| GAME ACTION | | REFEREE CALL |
| Player keeps running after a touch tackle | | Bring player back to where they were touched |
| Player makes high touch tackle (above shoulder) | | Penalty, tap and pass restart |
| Ball knocked forward | | (If no advantage) opposition ball, restart scrum |
| TIP | Play advantage and keep the game flowing as much as possible | |
| GAME ACTION | | REFEREE CALL |
| Forward pass | | Opposition ball, restart scrum |
| Ball or player goes out of play (sideline) | | Opposition ball, restart lineout |
| No effort by defence to get into the breakdown | | Warning first, if continued penalty |
| TIP | With the three defenders at the breakdown, keeping saying "outside arm to bind", creating a triangle | |
| GAME ACTION | | REFEREE CALL |
| Ripper takes more than three steps to play ball away | | Warning first, if continued penalty |
| Ripper scores a try (ripper can't score) | | Turnover ball, restart tap and pass |
| On a penalty, player taps and runs | | Turnover ball, restart scrum (need to tap and pass) |