



USA RUGBY

2014 **DEAF RUGBY** GAME MANAGEMENT GUIDELINES

INTRODUCTION

USA Deaf Rugby has established guidelines for refereeing deaf rugby players in the United States. These guidelines enable players, coaches, and referees to have a clear understanding of the game and allow for consistency in law application. Most importantly, they also focus on player safety throughout the country.

These guidelines are to be distributed to all referees, players, teams, coaches and administrators, and applied nationally to all deaf rugby matches for 2014/15.

The 2014 Deaf Rugby Game Management Guidelines are a supplement that focuses on the rules pertaining specifically to deaf rugby players. For complete rugby rules and regulations, please refer to the Laws of the Game and the 2014 USA Rugby Game Management Guidelines.

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PRINCIPLES OF THE GAME

“It is through discipline, control and mutual respect that the spirit of the game flourished and, in the context of a game as physically challenging as rugby, these are the qualities which forge the fellowship and sense of fair play so essential to the game’s ongoing success and survival.”

- IRB Laws of the Game 2013

It is imperative that we, as a community, stand strong and work together to grow the sport of rugby in the United States. It will be through mutual respect and support that we develop the game.

We strive to eliminate any abuse toward officials, players and team administrators, as this behavior is not beneficial towards the game’s growth. It is urged that both referees and coaches/administrators refrain from emotional outbursts or opinions, and instead redirect their energies towards supporting an enjoyable and positive environment for players and spectators.

It is important that coaches, players, officials, administrators and anyone else involved with the game share their thoughts and experiences with each other for the betterment of the game for all.

BEST PRACTICES

A. EQUIPMENT

In addition to the standard equipment required to officiate a game of rugby, a referee should make sure they come prepared with the following equipment for a rugby match with deaf rugby players:

- Neon gloves or neon wristbands
- Neon touch judge flags

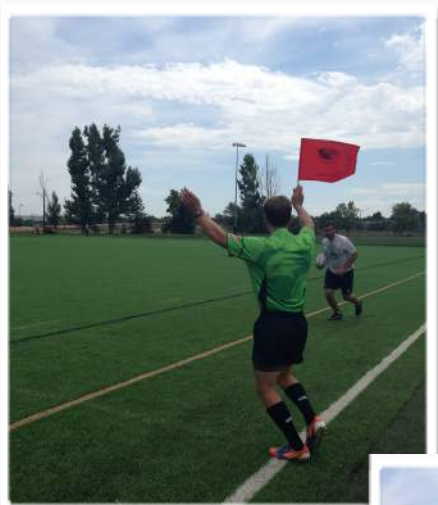


B. HAND SIGNALS

Referees use their voice to call the game of rugby; with deaf players a referee should still use their voice and in addition incorporate the proper hand signals at all stoppages of play. These hand signals should be exaggerated to ensure that all participants are aware of the call being made; the more demonstrative the referee is the better!

C. ASSISTANT REFEREE AND TOUCH JUDGE POLICIES

The Assistant Referee (AR) and Touch Judges (TJ) are required to wave their flag at all stoppages of play to notify players. In certain instances, the AR and TJs should use their discretion to come onto the field of play to notify a player that there has been a stoppage of play.



DEAF RUGBY TEAM

When refereeing a team with more than one deaf player use the below additions to your scrum, stoppage, and signal calls.

A. SCRUM

Referees must demonstrate, with signals, the sequence of events at each scrum. They should position themselves between the front rows so their arms and hands are visible to all six front row players.

Crouch: Make flat, shaped hands with fingers together, at chest level. Quickly lower the hands to signify the call ‘Crouch.’

Bind: The referee crouches and reaches into the tunnel with one arm outstretched and underneath the front rows. The referee draws the hand out and simultaneously calls “Bind.”

Set: To signal the call ‘Set’, the referee crouches and reaches into the tunnel with one arm outstretched and underneath the front rows. The referee pulls their arm out from underneath the front rows and simultaneously calls “Set.”

“YES 9”: In accordance with IRB and USAR guidance, the non-verbal (tap, or point if the referee is on the far side of the scrum) “Yes 9” must be used with Deaf halfbacks of both genders.

CROUCH



BIND and SET



B. STOPPAGES

During stoppages of play, the referee must wave their hands in the air after blowing the whistle (similar to a stoppage of time in the NFL). This will notify players that the whistle has been blown. Immediately following, primary and secondary signals should be used to communicate the call to player and spectators.

The following sequence of events should be used by the referee during all stoppages of play:

1. Wave hands in the air
2. Primary signal
3. Secondary signal (if applicable)



C. SIGNALS

Signals must be immediate and correct. All signals should be called out verbally and be exaggerated for communication purposes. Refer to the IRB Lawbook for primary and secondary referee signals.

INDIVIDUAL DEAF PLAYERS

When an individual is identified as deaf/hard of hearing it is important for the referee to ask the player and/or coach what additional signals should be made to help referee for that player.

A. FRONT ROW PLAYER

Scrum

For a front row player refer to the Scrum section for a Deaf Rugby Team. For second or third row players a normal scrum cadence may be used.

Stoppage

Refer to the Stoppage of Play section for a Deaf Rugby Team.

B. BACK LINE PLAYER

Scrum

The scrum cadence and sequence should be followed as per the IRB Rules and Regulations.

Stoppage

Refer to the Stoppage of Play section for a Deaf Rugby Team.

U19 VARIATIONS

Any player with possession of the ball is to drop the ball on the ground to signal a stoppage of play.

All players not in possession of the ball are to raise their hands to signal a stoppage of play.

Referee should both verbalize “Yes 9” and signal the scrum half when scrum is stable and ball can be played.



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