

RUCK/MAUL Key Elements of Competence

C2 Elements

- Correctly managed static mauls (including mauls moving laterally).
- Observed flagrant illegal collapsing of the ruck or maul.
- Observed other unsafe play.
- Awarded scrum put-in to the correct side when the ball became unplayable.

C1 Elements

- All elements listed above.
- Observed players who failed to remain on their feet.
- Observed flagrant use of hands to win the ball.
- Observed players who obstructed in advance of the ball (“truck and trailer”).
- Observed defenders who unbound and affected play.
- Observed offside by defending non-participants, including loiterers.

Coaching Points

- Positioned out of the way of arriving players.
- Initial position was appropriate to manage the contest for the ball.
- Final position was appropriate to manage offside by participants and other destructive play by participants.

B3 Elements

- All elements listed above.
- Observed players entering the ruck with their heads and shoulders below their hips.
- Observed players who joined the ruck/maul from in front of the hindmost teammate.
- Immediately communicated *ruck* or *maul*.
- Observed players who used their hands to win the ball in a ruck.
- Observed tactical illegal collapsing of ruck/maul.
- Observed attackers who loitered at the side of the ruck/maul (“sentinels”).

Coaching Points

- Positioned out of the way of the outlet pass.
- Prevented ruck/maul infringements from becoming material via effective positioning and communication during the final stage of the ruck/maul.

B2 Elements

- All elements listed above.
- Proactively prevented ruck/maul offenses from occurring at individual ruck/mauls. Preventing patterns of offenses is a **control** element.

Coaching Point

- Prevented ruck/maul infringements via effective positioning and communication during the formative stage of the ruck/maul.

Referees graded B1 are expected to meet all elements listed above.