The wonderful world of LINEOUTS

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AREAS COVERED

- The Law! (inc ELV’s)
- What is a lineout
- Phases of the lineout
- Referee process
- Positioning
- Clips
THE LAW

“The purpose of a lineout is to restart play quickly, safely and fairly…."

- At least 2 people from each team
- No Maximum
- Player throwing in and his direct opponent
- May have but don’t have to have a receiver
- 1 meter gap
- Formed between 5 and 15m lines
- Backlines back 10m
THE LAW cont

- When does the lineout begin?
  - When the ball leaves the hands of the player throwing in
    - Referee triggers
      - NO jump or lift before lineout begins
      - A player is not allowed to “peal off” before lineout begins
      - Backlines must stay 10m back before lineout begins
  - Players CAN change their position in the lineout before hand
When does the lineout end?

- When the ball or player carrying it leaves the lineout including:
  - When the ball or player carrying the ball moves into the area between touch and the 5m line
  - When a player passes the ball to a peeling off player
  - When the ball is thrown or taken beyond the 15m line
- It doesn’t end if a ruck or maul develops until all the players feet involved in the ruck or maul move beyond the line of touch
THE LAW cont

- Offside lines – participating players
  - Through the LOT until ball thrown in
  - Then through the ball until lineout ends

- Offside lines – non participating players
  - 10m back from the LOT
  - Exception on a long throw in
THE LAW cont

- Quick throw in
  - Can do so before a lineout has formed
  - Must be between where ball went out and players goal line
  - Must use the ball that went into touch and cannot be touched by another person

- Question
  - Can you have a quick lineout?
    - Yes but must adhere to the lineout law, i.e. 2 players from each team, must be straight.......etc
ELV’s implications on the lineout

- No numbers count *(likely to change)*
  - Tactical opportunities for teams to exploit
  - Referee awareness needs to be heightened
- The receiver must stand 2m back from the lineout
  - Non throwing receiver can only enter if opponent does so
- There must be a non throwing hooker 2m from the lineout
  - Can be the winger
- A quick thrown doesn’t have to be straight
  - Watch teams failing to form a lineout to allow quick throw in
- Able to collapse a maul
  - Sacking or not irrelevant now
WHAT IS A LINEOUT?

1. A way to restart play
2. A contest for possession
Who wants what?

- **Throwing in team**
  - “Ball on own terms” – Ian Foster
  - Attacking opportunity

- **Non throwing team**
  - Disruption/Messy ball
  - Chance to win possession

- **Referee**
  - Facilitate a fair contest
PHASES OF THE LINEOUT

- Pre-throw
- Throw made
- Ball taken
- Post lineout
Pre-throw - setup is KEY

- The 1st lineout is the key for the entire match
- Make the mark……..consider a mark for the defensive team ½ meter off the line of touch
- Gap – a large metre (1.5m)
- Identify:
  - Non throwing hooker
  - Receivers present?
Pre-throw – eyes up and looking

- Listen for calls as players arrive (but be aware that a lot of player chat is nothing more than signals to their team)
- View set up/no’s……have teams matched up? What does that mean for likely direction of play?
- Predict where ball will be thrown and where ball will go next………take your position NOW
Throw Made/Ball Taken – Issues

- What is our role?
  - Who do we need to protect?
  - Fair contest!
- Protect the jumpers and their support pods
  - Arms, nudges, taking space, dangerous play….
- Straight?
- View the receivers…judge any impact (play adv)
Post-lineout

- Offside lines
- Keep backs onside (10m from LOT)
  - Communicating with backs?
- Keeping lineout participants onside
- Other issues?
REFEREE PROCESS

- Pre throw
  - Set up – make mark, gap, non throwing hooker and receivers identified

- Throw
  - Fair contest

- Post throw
  - Offside lines
  - Next phase?
**POSITIONING**

- Things to consider?
  - Trends/where have they been throwing?
    - Off the top v take in and drive
    - Position in lineout throwing to
  - Time in game (early front)
  - Position on field
    - goal line
    - To compete or not
  - Weather/sun
  - Issues to manage?
Not straight
Not straight
Crossing line of touch
Playing jumper in the air
Early lift
Leaving before the lineouts over