

ARLA Touch Judge Laws Quiz *As a Touch Judge what would you signal when:*

1.	From the kick off by RED the ball bounces across the BLUE touch-in-goal line.	Answer
(a)	Wave ball back. Referee will award a penalty to BLUE at the centre of the half way line.	
(b)	Signal touch in goal. Referee will order a drop out by BLUE from the centre of the goal line.	
(c)	Signal touch in goal. Referee will order an optional restart by BLUE at the centre of the 20 metre line.	
2.	From the kick off by RED the ball hits the BLUE corner post on the full.	Answer
(a)	Signal touch in-goal. Referee will order a drop out by BLUE from the centre of the goal line.	
(b)	Signal touch in-goal. Referee will order an optional restart by BLUE at the centre of the 20 metre line.	
(c)	Wave ball back. Referee will award a penalty to BLUE at the centre of the half way line.	
3.	From a penalty kick by RED the ball goes over the BLUE dead ball line on the full.	Answer
(a)	Signal ball dead. Referee will order a drop out by BLUE from the centre of the 20 metre line.	
(b)	Signal ball dead. Referee will order an optional restart by BLUE at the centre of the 20 metre line.	
(c)	Wave ball back. The referee will pack a scrum at the point of the kick with the loose and fed going to BLUE.	
4.	RED attempts a penalty kick for goal which is unsuccessful and the ball goes over the dead ball line after being touched by a BLUE player.	Answer
(a)	Signal unsuccessful kick at goal and signal the ball dead. The referee will order a 20 metre drop out by BLUE.	
(b)	Signal unsuccessful kick at goal and signal the ball dead. Then signal a 20 metre optional restart to BLUE.	
(c)	Signal unsuccessful kick at goal and signal the ball dead. Referee will order a drop out by BLUE from the centre of the goal line.	
5.	RED kicks on fifth and last. The ball goes over the BLUE dead ball line on the full.	Answer
(a)	Wave ball back. The referee will award a handover to BLUE at the point of the kick.	
(b)	Signal ball dead. The referee will award a 20 metre optional restart by BLUE.	
(c)	Wave ball back. The referee will pack a scrum at the point of the kick with the loose head and feed to BLUE.	
6.	On tackle 4 RED kicks in general play and the ball goes forward into touch on the full.	Answer
(a)	Signal ball into touch at the point where the ball crossed the touchline. The referee will pack a scrum 20 m in from that point (but no closer than 10 m from the nearest goal line) with loose head and feed going to BLUE.	
(b)	Wave ball back. The referee will pack a scrum at the point of the kick by RED (but no closer than 20 metres to the touch line and 10 metres to the goal line) with the loose head and feed to BLUE.	
(c)	Wave ball back. The referee will order a handover to BLUE at the point of the kick by RED.	
7.	After the fifth play-the-ball RED kicks the ball towards his opponents' goal line and it enters touch on the full.	Answer
(a)	Wave ball back. The referee will award a handover to BLUE at the point of RED's kick.	
(b)	Wave ball back. The referee will pack a scrum at the point of the kick by RED (but no closer than 10 metres from the nearest goal line) with the loose and feed going to BLUE.	
(c)	Signal ball into touch at the point where the ball crossed the touchline. The referee will pack a scrum 20 metres in from this point (but no closer than 10 metres from the nearest goal line) with loose head and feed to BLUE.	
8.	RED is tackled half a metre from the touch line. On standing to play the ball the RED player stands on the touch line.	Answer
(a)	Signal ball into touch where the player stood on the touchline. The referee will pack a scrum 20 metres in from this point (but no closer than 10 metres from the nearest goal line) with the loose head and feed going to BLUE.	
(b)	Signal ball into touch where the player stood on the touchline. The referee will order a handover to BLUE 10 metres in from this point.	
(c)	No signal. Play the ball by RED.	
9.	RED knocks on in the field of play, ball goes dead off a defending BLUE player attempting to secure the ball.	Answer
(a)	Signal ball dead. Referee will order a drop out by BLUE from the centre of the goal line.	
(b)	Signal ball dead. Referee will order an optional restart by BLUE at the centre of the 20 metre line.	
(c)	Signal the ball dead. The referee will pack a scrum where RED knocked on (but no closer than 10 metres from the nearest goal line) with the loose head and feed to BLUE.	

10.	RED knocks on in the field of play and the ball goes over the BLUE dead ball line.	Answer
(a)	Signal ball dead. Referee will order an optional restart by BLUE at the centre of the 20 metre line.	
(b)	Signal ball dead. Referee will pack a scrum at the point of the knock-on (but no closer than 20 metres from the touch line and 10 metres from the nearest goal line) with the loose head and feed to BLUE.	
(c)	Signal to the referee that the RED player has knocked on. The referee will pack a scrum at the point of the knock-on (but no closer than 20 metres from the touch line and 10 metres from the nearest goal line) with the loose head and feed to BLUE.	
11.	RED takes a penalty kick for touch. The ball crosses the touch line at the BLUE 20 metre line and is blown back and lands on the BLUE corner post on the full.	Answer
(a)	Signal touch-in-goal. Referee will order a drop out by BLUE from the centre of the 20 metre line.	
(b)	Signal the ball in touch where it crossed the touch line at the 20 metre line. Referee will award a free kick to RED 10 metres in field from this point.	
(c)	Signal touch-in-goal. Referee will order an optional restart by BLUE at the centre of the 20 metre line.	
12.	RED grubber kicks a ball into the BLUE in-goal. The same RED player runs outside the touch line and then dives from outside the BLUE touch in-goal line to force the ball in the BLUE in-goal line.	Answer
(a)	No signal. Referee will award the try to RED where the ball was grounded.	
(b)	Signal that the player was in touch. Referee will pack a scrum 20 metres in from where the player ran outside the touch line (but no closer than 10 metres from the nearest goal line) with the loose head and feed to BLUE.	
(c)	Signal touch-in-goal. Referee will order an optional restart by BLUE at the centre of the 20 metre line.	
13.	From a penalty kick by RED for goal the ball passes over the top of the BLUE upright and goes over the dead ball line on the full.	Answer
(a)	Signal successful kick at goal. The referee will order a restart of play at the centre of the halfway line.	
(b)	Signal unsuccessful kick at goal and signal the ball dead. The referee will signal a 20 metre drop out by BLUE.	
(c)	Signal unsuccessful kick at goal and signal ball dead. Referee will signal a 20 metre optional restart by BLUE.	
14.	RED grubber kicks a ball into the BLUE in-goal. The ball stops a metre before the BLUE dead ball line. A BLUE player straddling the dead ball line picks up the ball.	Answer
(a)	Signal ball dead. Referee will order a drop out by BLUE from the centre of the goal line.	
(b)	Signal ball dead. Referee will order an optional restart by BLUE at the centre of the 20 metre line.	
(c)	Signal ball dead. Referee will order a drop out by BLUE from the centre of the 20 metre line.	
15.	From a 20 metre drop out by RED the ball lands in the BLUE in-goal and rolls dead	Answer
(a)	Signal ball dead. Referee will order a drop out by BLUE from the centre of the goal line.	
(b)	Signal ball dead. Referee will order an optional restart by BLUE at the centre of the 20 metre line.	
(c)	Signal ball dead. Referee will order a drop out by BLUE from the centre of the 20 metre line.	
16.	RED kicks off and BLUE attempts to catch the ball on the full whilst standing on the touch line. The BLUE player knocks on.	Answer
(a)	Signal ball into touch where the BLUE player knocked on. The referee will pack a scrum 20 metres in from this point (but no closer than 10 metres from the nearest goal line) with the loose head and feed going to RED.	
(b)	Signal ball into touch where the ball entered touch. The referee will pack a scrum 20 metres in from this point (but no closer than 10 metres from the nearest goal line) with the loose head and feed going to BLUE.	
(c)	Wave ball back. Referee will award a penalty to BLUE at the centre of the half way line.	
17.	RED kicks off and the ball bounces 40 metres towards the BLUE goal line. A BLUE player standing on the touch line picks up the ball.	Answer
(a)	Signal ball into touch where the player picked up the ball. The referee will pack a scrum 20 metres in from this point (but no closer than 10 metres from the nearest goal line) with the loose head and feed going to RED.	
(b)	Signal ball into touch where the player picked up the ball. The referee will pack a scrum 20 metres in from this point (but no closer than 10 metres from the nearest goal line) with the loose head and feed going to BLUE.	
(c)	Wave ball back. Referee will award a penalty to BLUE at the centre of the half way line.	
18.	RED attempts a drop goal which is unsuccessful, the ball goes over the dead ball line on the full. The RED player is fouled.	Answer
(a)	Signal ball dead. The referee will award a penalty to RED in front of the goal posts.	
(b)	Wave ball back. The referee will award a penalty to RED where RED is fouled.	
(c)	Signal ball dead. The referee will award a penalty to RED where RED is fouled.	

19.	RED punt kicks a free kick, which goes forward into touch on the full.	Answer
(a)	Wave ball back. The referee will pack a scrum 20 m in from the touch line (no closer than 10 m from the nearest goal line) in line with where the RED player kicked the ball - loose head and feed going to BLUE.	
(b)	Signal ball into touch where the ball entered touch. Referee will pack a scrum 20 metres in from this point (but no closer than 10 metres from the nearest goal line) loose head and feed going to RED.	
(c)	Wave ball back. Referee will award a penalty to BLUE at the point of the kick.	
20.	A RED player is tackled in the field of play on tackle 3 and part of his body is over the touch line but on top of the BLUE tackler. No part of the RED ball carrier is touching the touch line or the ground outside the touch line during the tackle.	Answer
(a)	Signal ball into touch where the BLUE player came into contact with the touch line. Pack a scrum 20 m in from this point (but no closer than 10 m from the nearest goal line) with the loose head and feed going to BLUE.	
(b)	No signals. Play the ball by RED.	
(c)	Signal ball into touch where the BLUE player came into contact with the touch line. Pack a scrum 20 metres in from this point (but no closer than 10 metres from the nearest goal line) loose head and feed going to RED.	
21.	RED kicks on tackle 4 in general play. BLUE player jumps from the touch line and catches the ball on the full.	Answer
(a)	Signal ball into touch where the BLUE player jumped and caught the ball. Pack a scrum 20 metres in from this point (but no closer than 10 metres from the nearest goal line) with the loose head and feed going to RED.	
(b)	Wave ball back. The referee will pack a scrum at the point of the kick (but no closer than 20 metres in from the touch line and 10 metres from the nearest goal line) loose head and feed going to BLUE.	
(c)	Wave ball back. The referee will pack a scrum 20 metres in from where BLUE caught the ball (but no closer than 10 metres from the nearest goal line) with the loose head and feed going to BLUE.	
22.	After the last play-the-ball RED grubber kicks the ball, which rebounds off a BLUE player and goes forward into touch on the full.	Answer
(a)	Wave ball back. Referee will order a handover to BLUE where the ball rebounded off BLUE.	
(b)	Wave ball back. The referee will pack a scrum where the ball rebounded off BLUE (but no closer than 20 metres from the touch line and 10 metres from the nearest goal line) loose head and feed going to BLUE.	
(c)	Signal ball into touch at the point where the ball crossed the touchline. Pack a scrum 20 metres in from this point (but no closer than 10 metres from the nearest goal line) with the loose head and feed to BLUE.	
23.	After the last play-the-ball RED kicks the ball, which rebounds off a BLUE player on the full and then goes forward into touch on the full.	Answer
(a)	Wave ball back. Referee will order a handover to BLUE where the ball rebounded off BLUE.	
(b)	Wave ball back. The referee will pack a scrum where the ball rebounded off BLUE (no closer than 20 m from the touch line and 10 m from the nearest goal line), the loose head and feed going to BLUE.	
(c)	Wave ball back. The referee will pack a scrum where the ball rebounded off BLUE (no closer than 20 m from the touch line and 10 m from the nearest goal line) loose head and feed going to RED.	
24.	RED restarts with a goal line drop out. The ball is caught on the full by BLUE standing on the touch line at the 40 metre mark.	Answer
(a)	Signal ball into touch where BLUE caught the ball. The referee will pack a scrum 20 metres in from this point (but no closer than 10 m from the nearest goal line), loose head and feed going to RED.	
(b)	Signal ball into touch where BLUE caught the ball. The referee will pack a scrum 20 metres in from this point (but no closer than 10 m from the nearest goal line), loose head and feed going to BLUE.	
(c)	Wave ball back. The referee will award a penalty to BLUE 10 metres out from the centre of the goal line.	
25.	From a 20 metre optional restart RED taps the ball and then punt kicks the ball downfield. The ball rolls into touch 10 metres out from the BLUE goal line.	Answer
(a)	Signal ball into touch where the ball crossed the touch line. The referee will pack a scrum 20 metres in from this point (but no closer than 10 metres from the nearest goal line) with the loose head and feed going to RED.	
(b)	Signal ball into touch where the ball crossed the touch line. The referee will pack a scrum 20 metres in from this point (but no closer than 10 metres from the nearest goal line) with the loose head and feed going to BLUE.	
(c)	Wave ball back. The referee will pack a scrum at the point of the kick (but no closer than 20 metres from the touch line and 10 metres from the nearest goal line), the loose head and feed going to BLUE.	