

TWO WORD INSTRUCTIONS		
When	What	meaning, use
Count	First, Second, Third, Fourth	Always use "n'th" for touch count. This will be different from player numbers "one, two, three, etc"
	FIFTH	This one should always be very loud. Never "Last Touch" or "Fifth and Final" since the side may get a 'six again' call Fifth and Offside/Play On should be your loudest calls on the field since they have the largest impact on play
	Fourth coming	When you include touch count as part of the pre-load when near the scoreline
Offsides	Seven, No	Means seven is offside
	Seven, Early	Means seven has advanced too early
	Seven	Once you have warned them, just use their number
	Seven, seven, seven...	A sideline referee making you aware that seven is offside and continues to be so
	Six here	When you can see a player might not retreat far enough, or has a habit of standing a little bit offside, and you want them to look and act
	Six make me	When you can see a player will interfere with the next touch or the advantage, usually as part of a pre-load
	RED, ON ME	Best call if a whole side is unsure of their position, usually when an extra 10m has been added to a penalty, or they are all not back 10m at penalty
	Red, To Me	Better used as a pre-load to indicate they will need to look for you in future "On" is an immediate call to action, where "To" indicates there is either a delay or it is a future requirement
	Come Around, or Around Me	When you want a substitute to come onside from behind you as the sideline referee, rather than coming through the attacking line
Shooters	SHOOTER (no)	If you cannot see the number, or don't have time, just "shooter" is acceptable, since there is no other reason to warn them
	Hold...Go	Useful for shooter control to hold them until the half touches the ball, and release them when you are ready
	...Go	Also used when you decide that there is no half in place, and the defence may move up already
Onsides	Seven yes	Easiest way to call someone onside
	YES	If you used your arm to identify a player retreating but still offside, and the attack can see it or is running that gap, then drop the arm and call 'YES'
	He's (She's) good	When you want the attackers to know the shooter is okay
	All good	When a whole group is onside (either the entire side, or that whole middle/link/wing). Useful when you have been overrun, or on a fast 5-5 "Good" is a word players recognise easily, and indicates that you are happy. "There is good" can be used to reassure a player they are on the Mark.

TWO WORD INSTRUCTIONS		
When	What	meaning, use
Scoreline	Line	This should be used instead of touch count to remind defenders where to retreat to. Better if you can put it in pre-load
	Hold / hold for half	When you want all players to hold for the half to touch the ball
	Imminent	When you think a touch is imminent (about to happen), and allow the defence to retreat
	Pass is good, or Grounding is good	To indicate to players you think the pass was okay (usually when they are claiming it is forward). Never give a "Play On" signal for something that happened in the past
	Hold please	If you need a moment to consult your sideline referee for confirmation
	Six, Feet	To bring a player all the way to the line. Useful when a restart is taking a while, or when you want a player to pay more attention to onsides
Freeze	Move Up, or Moving Up	To get people moving forward
	Stay Up	When you see a player thinking about stopping or backing away I used "Up" instead of "Out" since I use "Stay Out" in a very different way (see below)
	Far enough	When you think the defence has advanced far enough (15m)
	Inside, or Okay	To signify that the ball is within 5m of the line, and therefore Freeze no longer applies
Delay	Roll. Roll please. Play on.	Escalation for a player when they are delaying. At the play on, if the player rolls then continue. Otherwise, think about a penalty
	Tap. Tap please. Play on.	
Other	Quiet Please, or Less Talk	When you want less backchat
	Gone, or Play On	To show a pass is good, or was gone before the touch was made. An alternate call is "No Problem", but this is only useful when it looks like a fumble or other error in a rollball or tap
	Advantage	When you see an option for a Penalty, but want the attack to continue if possible
	Advantage Taken, or just 'Taken'	When you believe Advantage has been successfully taken, to let the attack know it is now back to normal play
	No Advantage	When you believe that Advantage was not successfully taken, and want to come back to the Penalty. By calling Advantage, and No Advantage, you continually remind the Attack that advantage is possible, and that they should at least try to get some!
	Play On	When you want players to keep playing while you think about Advantage, or otherwise want them to continue
	STAY OUT, or GET OUT	When a player is interfering, particularly if they might be Sent Off if they continue to interfere. This is useful when a player is repeatedly infringing, or doing something very silly, as it gets their attention quickly and usually makes them avoid the play
	Green Ready	When you are going to restart quickly, and want to draw the players' (usually defenders) attention to the restart
	Square Up/keep square	When the attack is moving sideways and might be in danger of rolling without squaring up