



THE ASSISTANT REFEREE COURSE



PRINCIPAL ACCOUNTABILITIES

- Touch and Touch In-goal
- Location of the lineout and who throws in
- Signals for successful kicks on goal
- Reporting of foul play
- All other activities are secondary or tertiary to the four principal accountabilities



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FOUL PLAY ADJUDICATION

SIGNAL - FOUL PLAY



AR 4



USARUGBY



INTERNATIONAL
RUGBY BOARD

FOUL PLAY

- After foul play – assistant referee **MUST** signal
- If in radio contact, let the referee know you have a foul play report
- Continue with normal duties until next stoppage of play
- May be invited into the playing area to report to the referee
- Report must be very clear AND must include.....

AR 5



FOUL PLAY REPORT

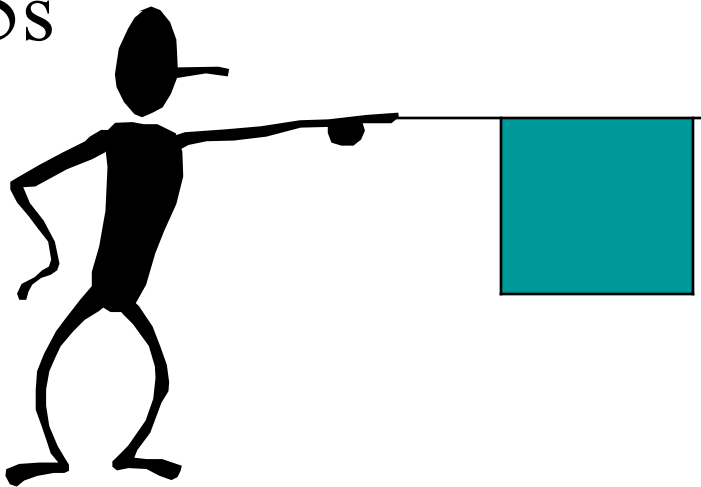
- **Who** - Number(s) - Team(s)
- **What** - The offense(s) committed
- **Where** - The offense(s) occurred

FOUL PLAY REPORT

- The referee may ask the assistant referee for a recommended sanction which will be either
 1. Admonishment...or
 2. Caution and Sin Bin...or
 3. Ordering off
- The referee may decide upon a different course of action

SEVENS AR & FOUL PLAY

Assistant referees will signal foul play just as in 15s



Protocol is the same as in 15s

AR 8

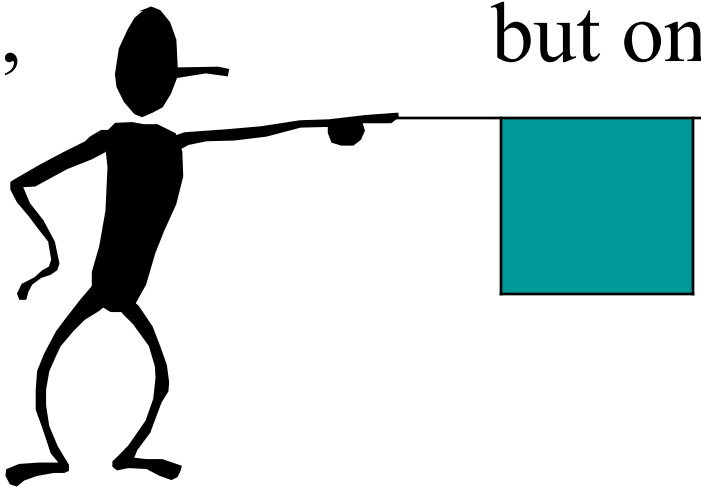


FOUL PLAY IN SEVENS

- High tackles, including collar tackles
- Late or early tackles
- Pulling back on shirts of players without the ball
- Throwing the ball away after a penalty or free kick awarded
- Usual foul play associated with Law 10

IN-GOAL JUDGES & FOUL PLAY

In-goal judges will signal foul play just as do the ARs, but only for in-goal offenses



Protocol is the same as for ARs

AR 14

IN-GOAL JUDGES

- While observing the ball, be aware of the environment around the ball carrier – has he been tripped, etc. in in-goal, preventing him from getting closer to the posts (very important when conversions are drop kicks)

Foul Play

- Video 1: <http://youtu.be/M1gLea1mrvY>
- Video 2: <http://youtu.be/GaTbB1IShd0>
- Video 3: <http://youtu.be/aMyB6RyhlIg>
- Video 4: http://youtu.be/_8kq0LeYdcw
- Video 5: <http://youtu.be/LczTyIa9KxU>
- Video 6: <http://youtu.be/hzAgDJjWtwc>
- Video 7: <http://youtu.be/85GogB9cwnw>





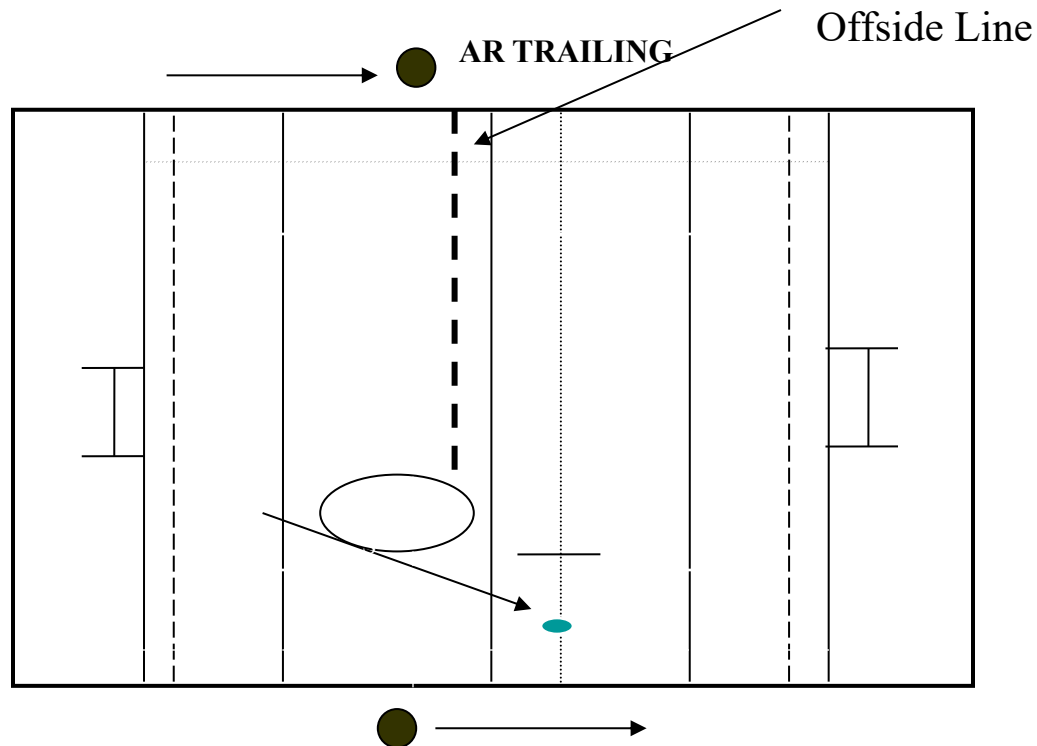
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POSITIONING

LEADING

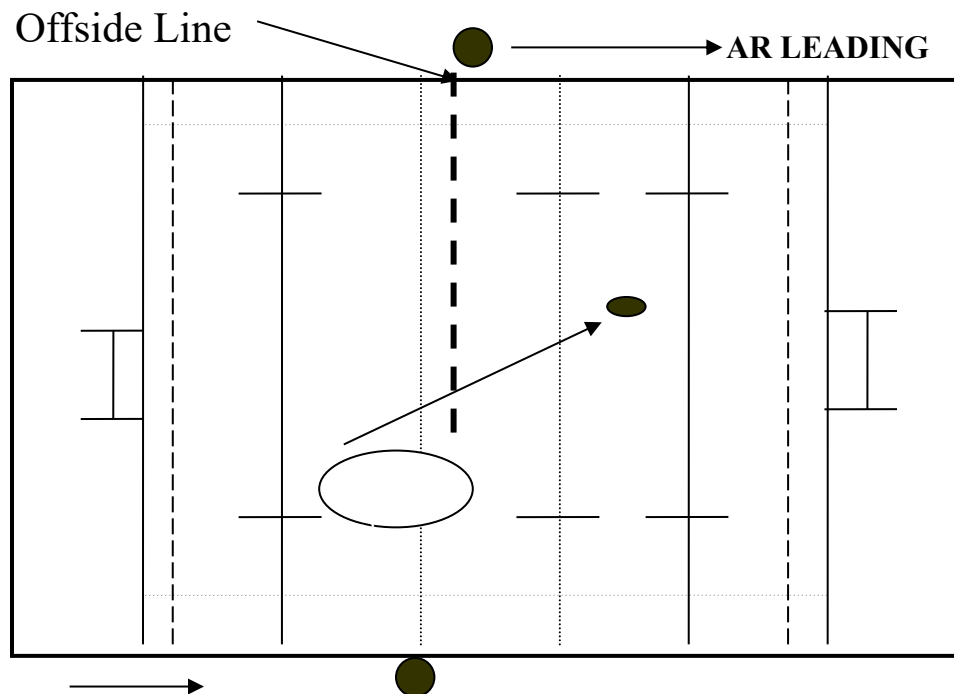
- The assistant referee who is on the touch line to which the ball is travelling is the leading assistant referee.



AR 13

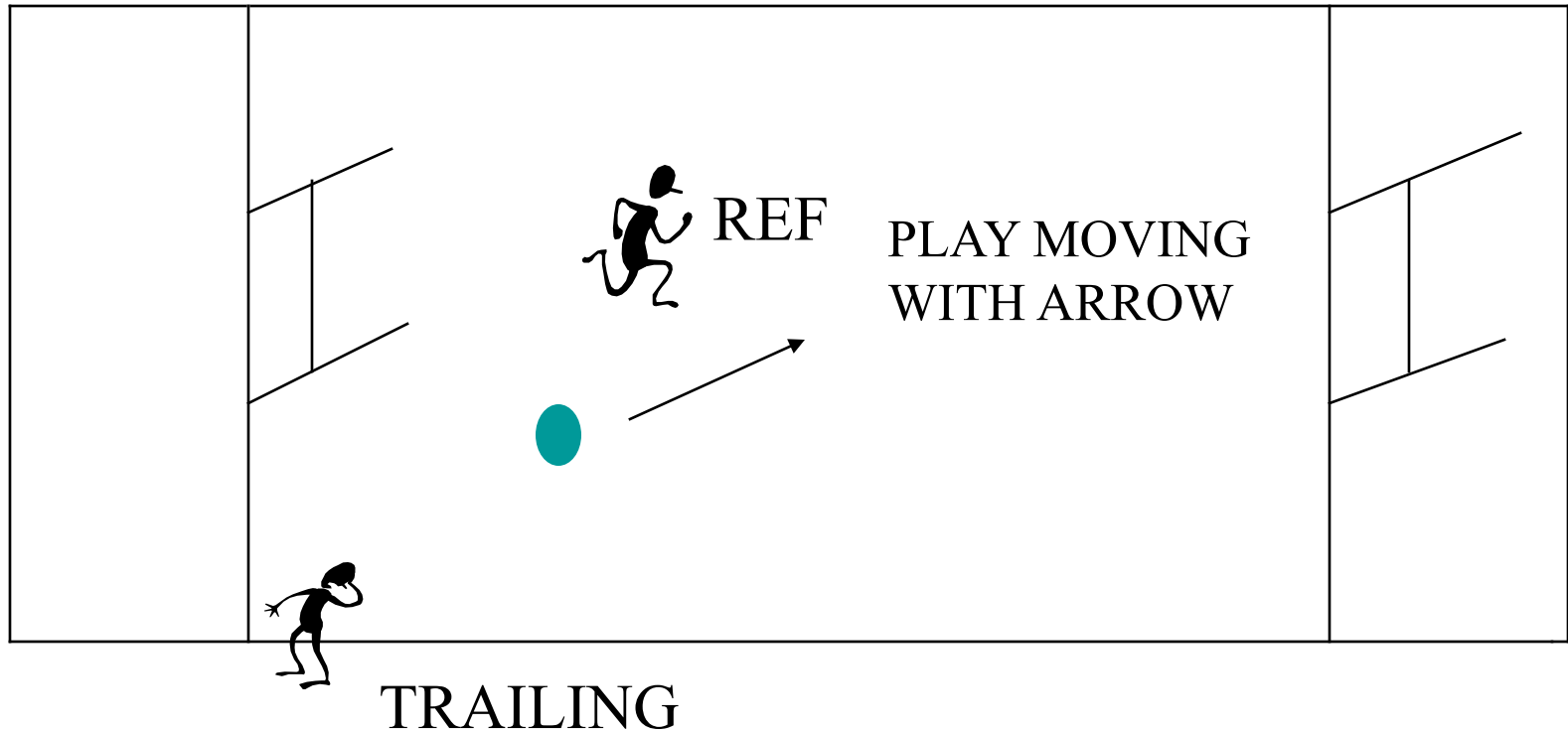
TRAILING

- The assistant referee who is on the touch-line from where the ball is travelling is the trailing assistant referee.



AR 14

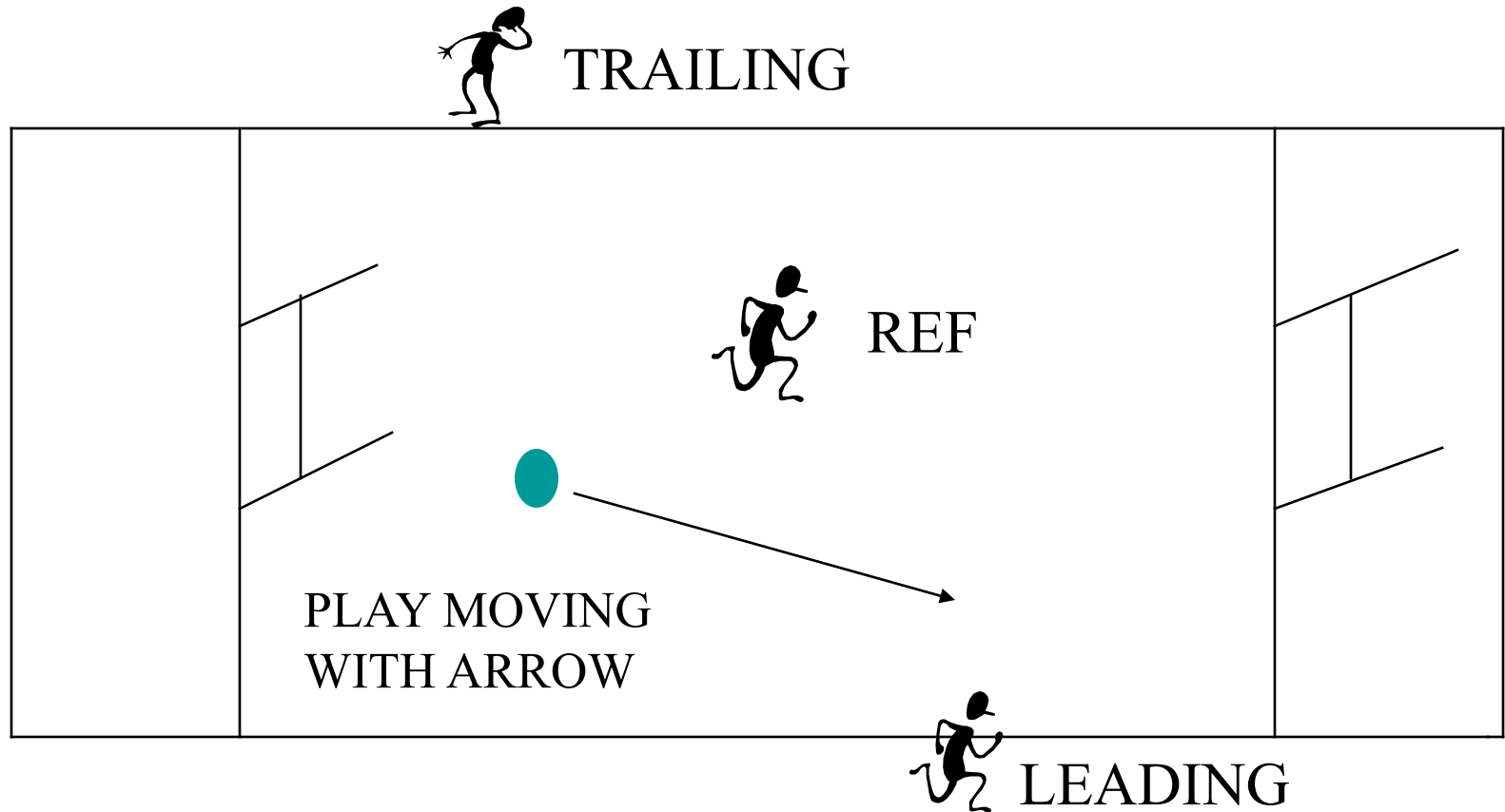
LEADING & TRAILING 7s ARs



AR 15



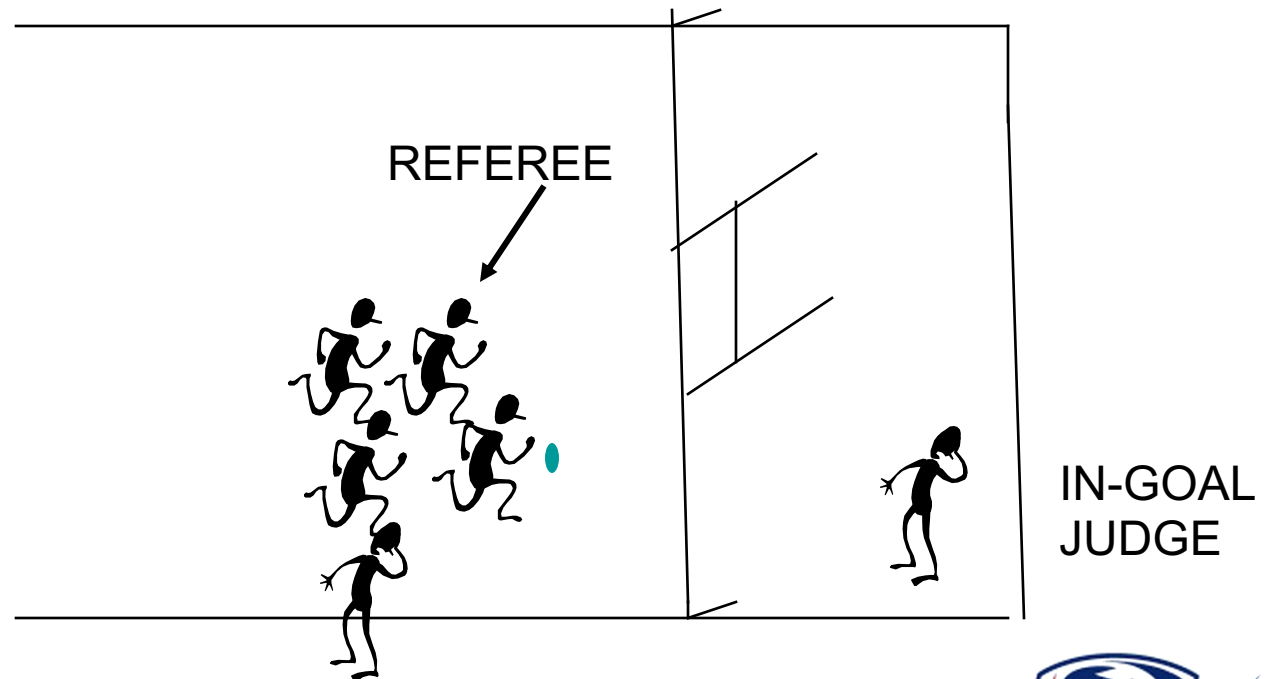
LEADING & TRAILING 7s ARs



AR 16

7s AR NEAR THE GOAL LINE

Near the goal line the assistant referee closest to play will NOT attempt to get in goal

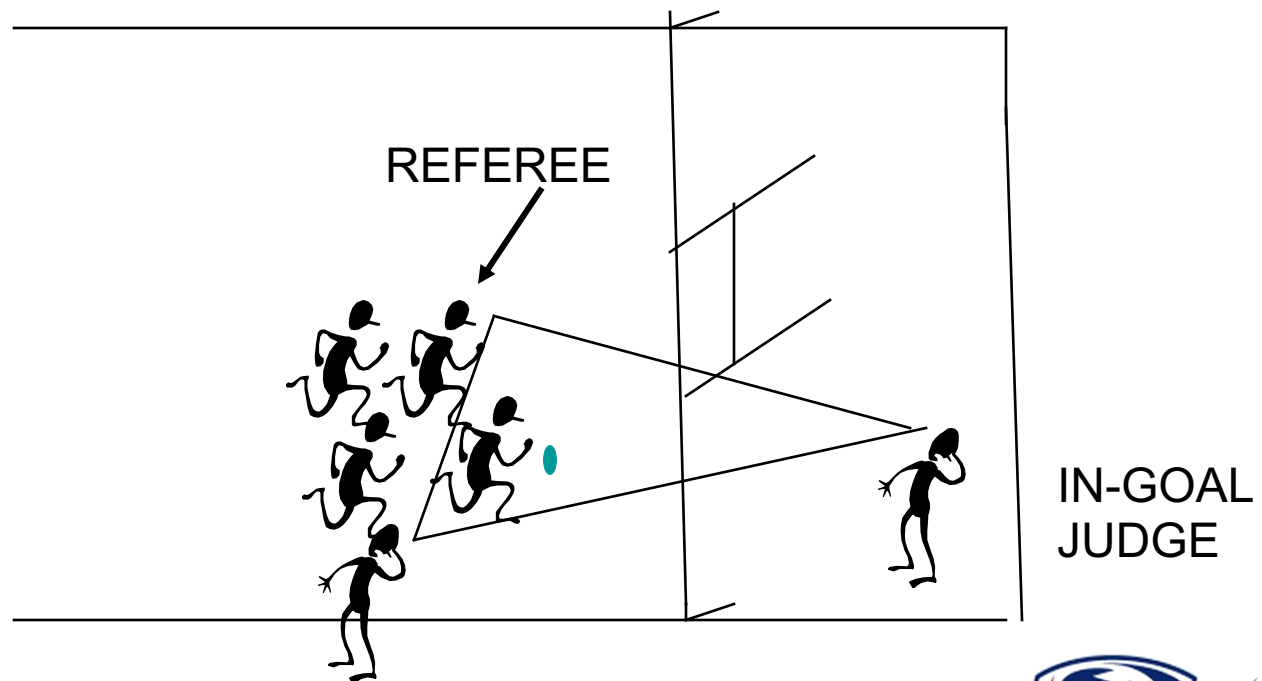


AR 17

ASSISTANT REFEREE

7s AR NEAR THE GOAL LINE

The assistant referee is trailing – Looking for touch, pulling back of defenders or support players – In-goal judge deals with touch down issues – Principle of triangulation



AR 18

ASSISTANT REFEREE

KICK OFF POSITIONS

- **Near side assistant referee**
 - stands on the 10 meter line of the receiving team
- **Far side assistant referee**
 - stand on the 22 meter line of the receiving team for the longer kick

ALTERNATIVE KICK OFF POSITIONING

- **Near side assistant referee**
 - Runs with the foremost player of the side kicking off
- **Far side assistant referee**
 - stands on the 10 meter line of the side receiving the kick off

DROP OUT POSITIONS

- **Near side assistant referee**
 - stands on the 22 meter line of the team dropping out
- **Far side assistant referee**
 - stands on the 10 meter line of the side dropping out

ALTERNATIVE DROP OUT POSITIONS

- **Near side assistant referee**
 - runs with the foremost player of the team dropping out
- **Far side assistant referee**
 - stands on the 10 meter line of the side dropping out

FREE KICKS AND PENALTIES FOR TOUCH

- **Near side assistant referee**
 - Mark 10 meters from the kick
 - Raise arm horizontally across the field
 - Once players have taken up position, move up field for kick
 - Transfer flag to the correct hand for throw in

FREE KICKS AND PENALTIES FOR TOUCH

- **Far side assistant referee**
 - Mark 10 meters from the kick
 - Raise arm horizontally across the field
 - Drop arm after players have retired 10 meters
 - If not ten when play starts, drop hand after a few seconds if not observed by referee
 - If non-retirement has a material effect, inform referee on radio or at next stoppage if no radio
 - If non-retirement has no material effect, inform referee at next stoppage

AR 24



OTHER FREE KICKS AND PENALTIES

- **Both assistant referees**
 - Mark 10 meters from the kick
 - Raise arm horizontally across the field
 - Drop arm after players have retired 10 meters
 - If not ten when play starts, drop arm after a few seconds if not observed by referee
 - If non-retirement has a material effect, inform referee on radio or at next stoppage if no radio
 - If non-retirement has no material effect, inform referee at next stoppage

LINEOUT

- **Near side assistant referee**
 - Raise flag
 - Run to line of touch with flag raised
 - Point to side to throw in the ball
 - Make a mark at the line of touch
 - Ensure player throwing in stands on the line of touch
 - Ready to assist the referee on the positioning of any subsequent scrum award

LINEOUT

- **Far side assistant referee**
 - Mark non-throwing team's 10 meter
 - Lower hand/arm when all the non-participants have retired
 - Drop hand if referee does not see signal
 - If match affecting offside, inform referee with radio or at next stoppage if no radio

SCRUM

- **Assistant referee opposite the referee**
 - Assist in deciding scrum collapses, boring, etc. using radio or discrete signals agreed with the referee
 - Assist in keeping back rows bound by speaking to them and telling the referee by radio or discrete signals
 - If scrum infringement breaks a Foul Play law, FLAG IT

SCRUM

- **Assistant referee on referee's side**
 - Take up position on the defending team's offside line
 - If radios are used, warn referee of players breaking their bind or who are getting close to the offside line
 - If radios not in use and if referee looks, use an agreed discrete signal in the event of match affecting offside

RUCK & MAUL

- **Assistant referee on the “blind side”**
 - Takes up a position level with the ruck/maul observing for acts of foul play and “blind side” offside
- **Assistant referee on the far side**
 - Take up a position level with the defending offside line to observe for match affecting offside decisions

STOPPAGES

- At injuries or stoppages for any other reason, take up position facing where play is to resume



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OTHER ROLES OF THE ASSISTANT REFEREE

OTHER ACCOUNTABILITIES

All other activities are secondary or tertiary to the four principal accountabilities of:

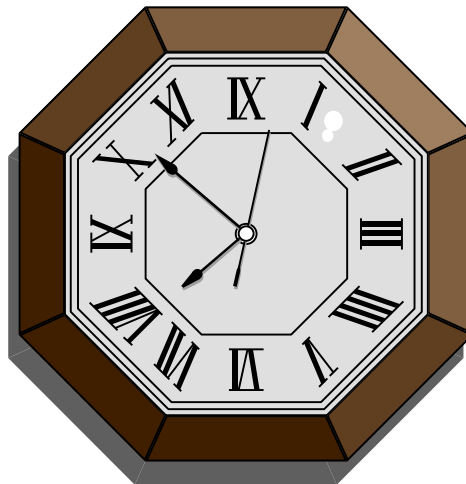
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REPLACEMENTS & SUBSTITUTIONS

- Fourth official responsible for managing the process
- Fourth official ensures compliance with Law
- Assistant referees signal to the referee at a stoppage in play – radio or signal
- Fourth official allows player to enter the field of play

TIME

- Two assistant referees and, if present, the fourth official keep a running time for the referee to refer to if required.



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RADIOS

- Input is for **ADVICE** only
- Primary use is **PREVENTIVE**, not punitive
- If referee has made a decision, an input should not be made except for acts of foul play when the assistant referee must **FLAG**
- **LESS IS BEST** – use the system only to communicate that which is vital

WHEN TO USE

- Any offense on the opposite side of the referee
 - Knock on at base of scrum or ruck
 - Illegal use of the hands in the ruck or tackle
 - Scrum - back rows releasing their bind
 - Scrum - back rows shifting their bind or moving round the scrum
 - Flankers holding opposition players onto the scrum
 - Props with a hand on the ground

WHEN TO USE (continued)

- Obvious offside
- Obvious forward pass
- Players in front of kicker – usually high kick
- Players interfering with the release of the ball at tackle and ruck

WHEN TO USE (continued)

- Radios can also help with:
 - In-goal decisions - focus must still be with the players on the ground while calling “TRY” or “NO TRY”
 - Replacement and substitution of players
 - Injuries where play should be stopped
 - Not retiring ten at penalties and free kicks
 - When the ball is thrown away at penalties and free kicks

RADIO LANGUAGE

- Press button on the radio - one second delay
- transmission
- **Short - Clear and Appropriate**
 - **Offense – Color (team) - Number**
- Repeat message for clarity and confirmation
- Must not talk continually

7s AR SECONDARY DUTIES

- Much as in 15s
- Mark ten meters back from lineout on non-throwing side
- Mark ten meters back from penalty and free kicks
- DISCRETE signals for clear and obvious knock ons or throw forwards – If in communication do not signal – Say referee’s “name”, team “color”, “Knock-on” – **DO NOT COMMUNICATE IF THE REFEREE IS PLAYING ADVANTAGE**

7s TOUCHDOWNS & TRIES

- The in-goal judge may assist the referee, at the referee's request when the referee is in doubt, as to the grounding of touchdowns and tries
- When requested for such assistance, the in-goal judge will indicate discretely with a previously agreed signal

ENJOY!

