



Assistant Referees



What to get out of this hour:

- 1. You will know how to perform your primary duties as assistant referee, which are:
 - A) Touch
 - B) Kicks at Goal
 - C) Foul Play

And also:

- 2. Identify key areas where, due to the ELVs, the role has changed somewhat. In particular:
 - A) quick throw-ins
 - B) gain in ground
 - C) scrum positioning (a secondary role)

Introduction

- The referee has responsibility and the accountability for the match and for his decisions.
- He may take assistance from the assistant referees.
- Before the game the referee and AR's should have met to clarify requirements.
- Remember, *you are not refereeing!*

The Role of the Assistant Referee

1. What is your “big picture” role from the time you receive your appointment until you leave the ground after the match?

- 2. What are the primary and secondary roles of the assistant referee?

3. What are the basic fundamental positions of a touch judge at:

a)Scrum

b)Lineout

c)Restarts

d)General Play

Consider *both* ARs and the ELVs.

The Big Picture

- Make contact with the referee – see handout for premier referees phone numbers
- Arrive at the ground as early as practical – discuss this with referee when making contact
- Assist with checking of boots etc.... where possible
- Warm-up with the referee (where possible/applicable)
- Conduct duties throughout fixture – see next section
- Offer support for referee before during and when the game is over
- Be in the changing rooms and control who has access
- Attend the aftermatch
- Act as part of a team of three.

Primary and Secondary Roles

Primary Roles

- Ball in touch, touch in goal and dead ball line (ELVs)
- Shots at goal
- Foul Play

Secondary Roles - Only when clear of primary duties !

- Set the 10s at penalty kicks and 5s at scrum. (ELVs)
- Marking infringement places for the referee
- Setting offside lines
- Management of subs and sideline
- Help with game decisions but these must be clear and real e.g. knock ons, forward passes and not straights
- General trends at down time but not decisions

Touch, touch in goal, and the dead ball line

1. When must the TJ raise his/her flag ?

Indicate a goal, or ball/player is in touch .

2. When does the TJ not lower his flag ?

Wrong ball or it has been touched by another player or object, wrong team throws in, player throwing in puts his foot in the field of play

3. Red kicks the ball and it is rolling towards the touch line. A blue player with one foot in the field of play and one foot in touch picks up the ball. Who throws the ball in ?

Blue

4. Is the decision different if the ball has stopped rolling/bouncing ?

Yes

5. A red player jumps from the field of play, landing out. While in the air he hits the ball back into play after it and he has crossed the plane of touch. Is the ball out ?

Yes

6. The ball has crossed the plane of touch and is blown back into play – is the ball out ?

No

7. A player standing in the field of play reaches out and knocks the ball back into play after it has crossed the plane of touch. Is the ball out ?

No

8. The attacking team kicks the ball and it hits the corner flag and goes into touch. How does play restart?

Lineout on 5m, defenders throw in.

9. An attacking winger hits the corner flag just before he grounds the ball in in-goal. Is it a try? If not, how does play restart?

Try

Quick throw in allowed?

- 1. Red ball carrier bundled into touch. Blue ball carrier picks up ball and steps 3m toward his own goal line and throws it in, not straight but backward, to the blue fullback 10m in from touch.
- *Yes*

Quick throw in allowed?

- 1. Blue kicks to touch. Red winger, standing in touch, drops ball. Red fullback picks it up and throws in quickly.
- *No.*

Quick throw in allowed?

- 3. Green kicks to touch. Green puts eight players into lineout and White puts in one. White hooker throws ball from mark directly to halfback, who is standing in the field of play.
- *Yes*

Quick throw in allowed?

- 4. Black run into touch. Red winger attempts to get ball from Black ball carrier who is reluctant to give it to him. So he grabs ball from ball boy and throws in quickly.
- *No*

Quick throw in allowed?

- 5. Ball is kicked onto the roof of grandstand, but is quickly returned to the ground. Winger immediately throws in quickly.
- No

Gain in ground?

1. Defending halfback passes back into 22m to first five who clears to touch

No gain in ground

2. Defending halfback runs into his own 22m where he is tackled. First-five picks up ball and clears to touch

Gain in ground

Gain in ground?

3. Defensive halfback passes ball back into 22m to first-five, who passes to center. Center clears to touch.

- No gain in ground
- 4. Same situation as above, except attacking center blocks kick. Ball is picked up by defensive fullback who clears to touch.
- Gain in ground

Gain in ground?

- Ball is kicked by attackers and rolls into touch on 25m line. It is picked up by defending fullback in touch, 15m from his own goal line. Ball thrown in quickly to winger, who clears to touch.
- Gain in ground.

Foul Play

- Observe offence and ensure you have correct team and player number.
- Hang flag, alert referee and stay with duty
- Next stoppage alert referee through the comms gear that you have a foul play report. Then stay put until you are asked to come on and give your report.
- Give the facts and not your feelings e.g. Blue 4 has punched a red player.
- Do not give a recommendation unless asked !!!

Positioning

Leading position: When play is coming toward you or is heading down your touch line.

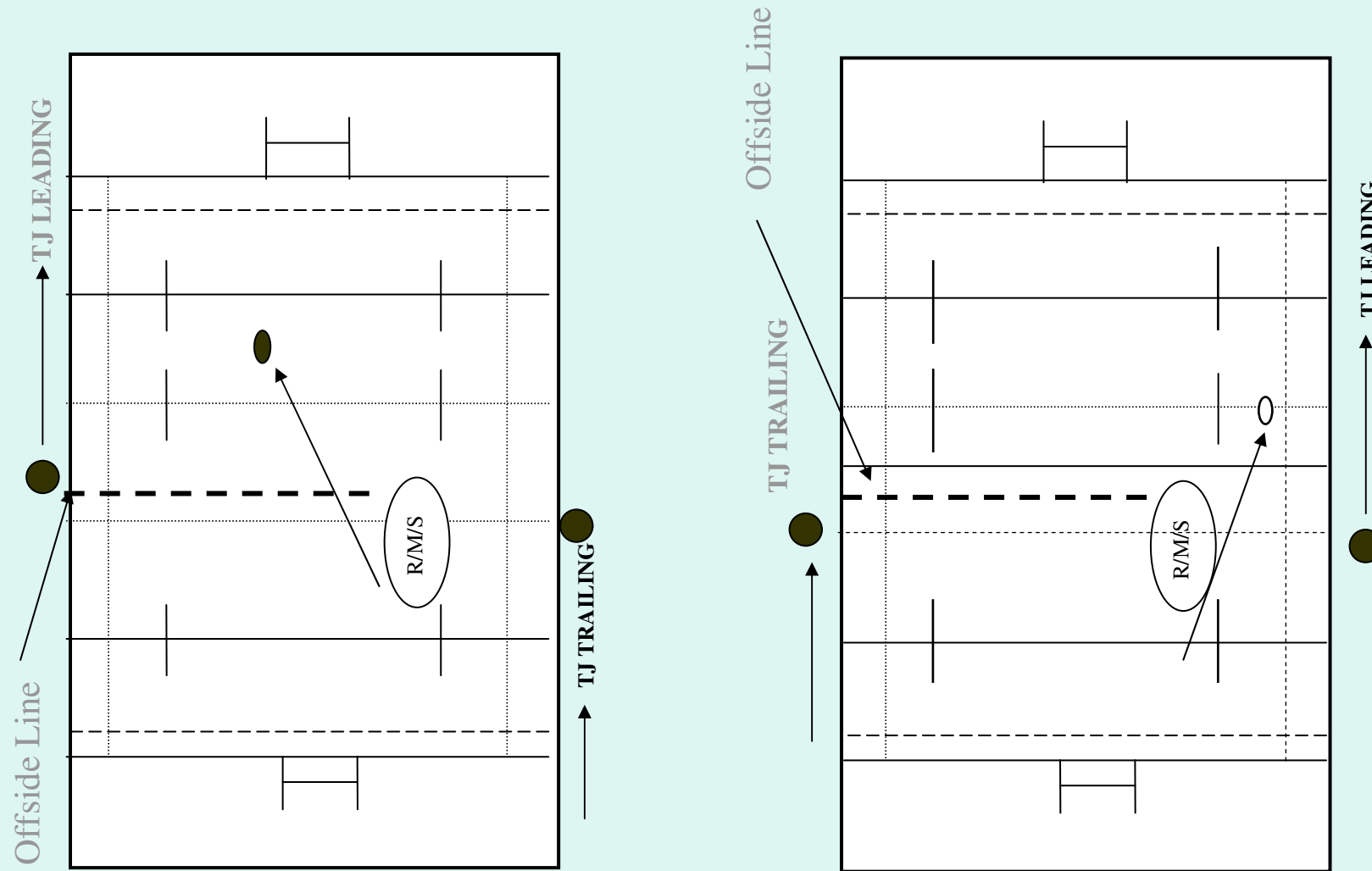
Trailing position: When play is going away from you or is on the far side of the field.

Triangle effect: Ensuring that the two TJ's are not in line with the referee. To create the triangle one TJ will be ahead of play and one slightly behind play. As per the two rules above whenever play is heading toward one side that TJ will be moving ahead while the other TJ will hang back.

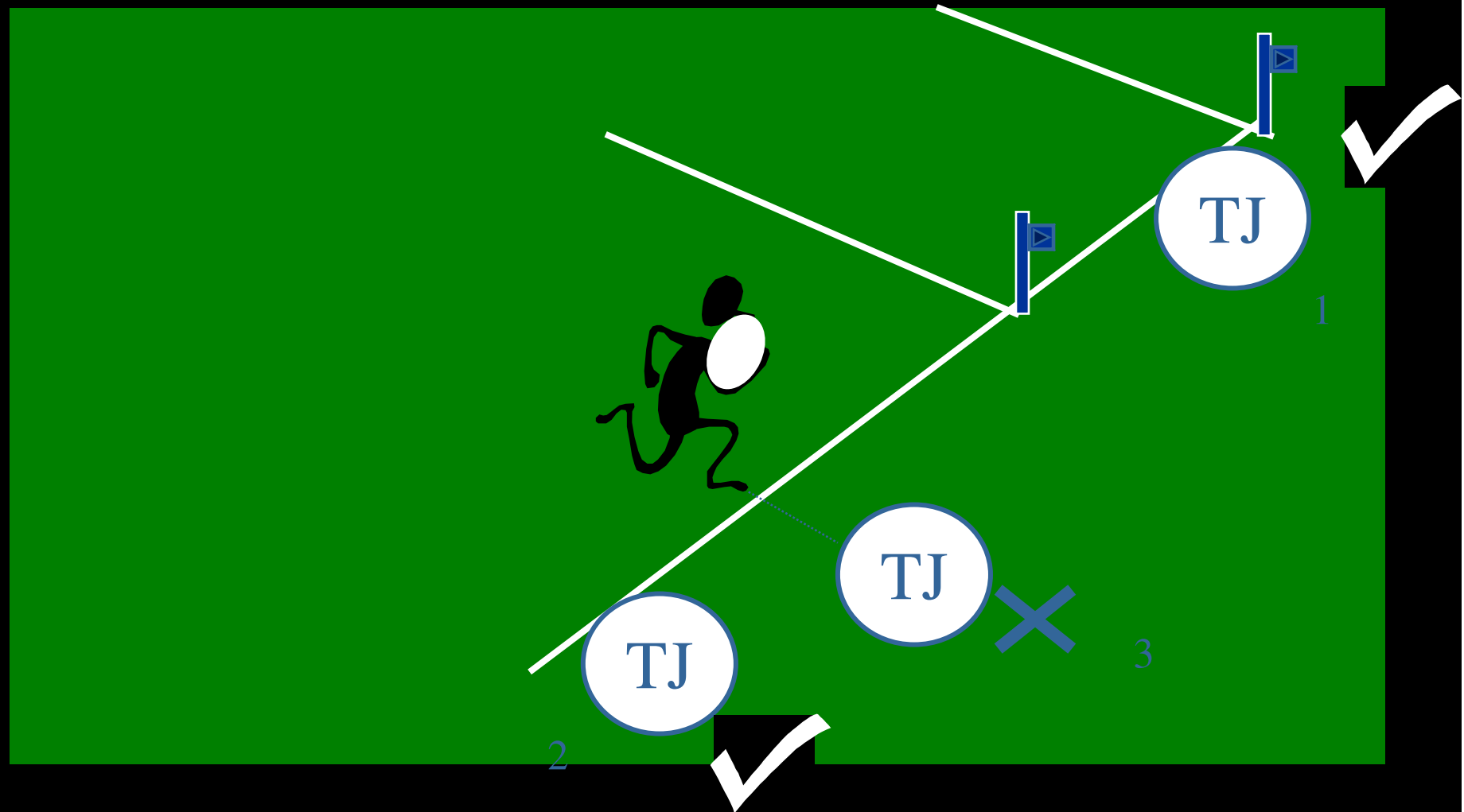
Touch in goal: When play is approaching the corner the near TJ is best positioned in touch in goal. If the TJ is caught in line or behind the ball as it heads to the goal line then he should stop and view the players crossing the goal line in a stationary position.

Other positions: Defensive off side lines (far TJ), 10m for PK, FK (Both), defensive phases e.g. defenders ball to 10m from own goal line near TJ should always protect the goal line in these situations.

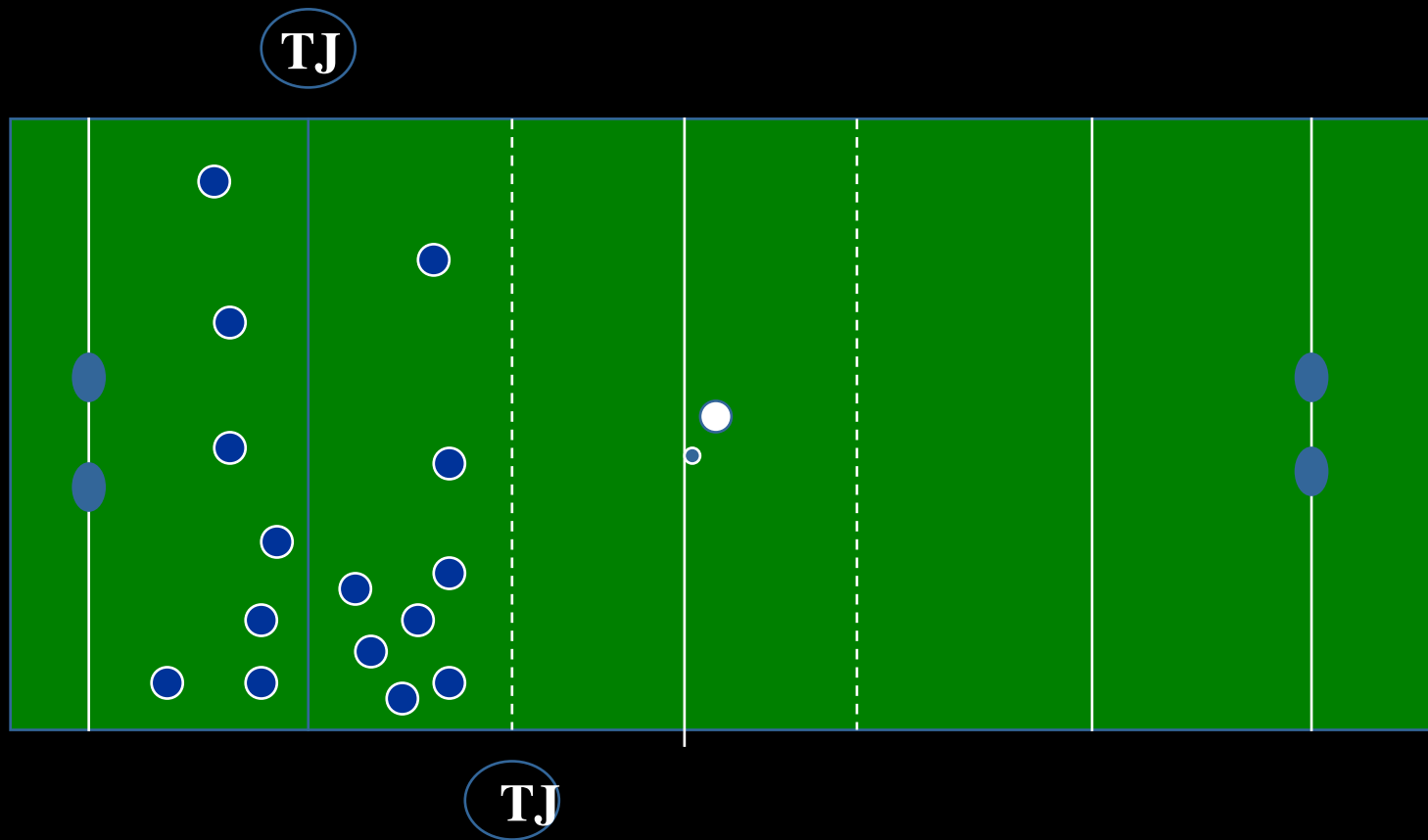
Positioning – Leading v Trailing



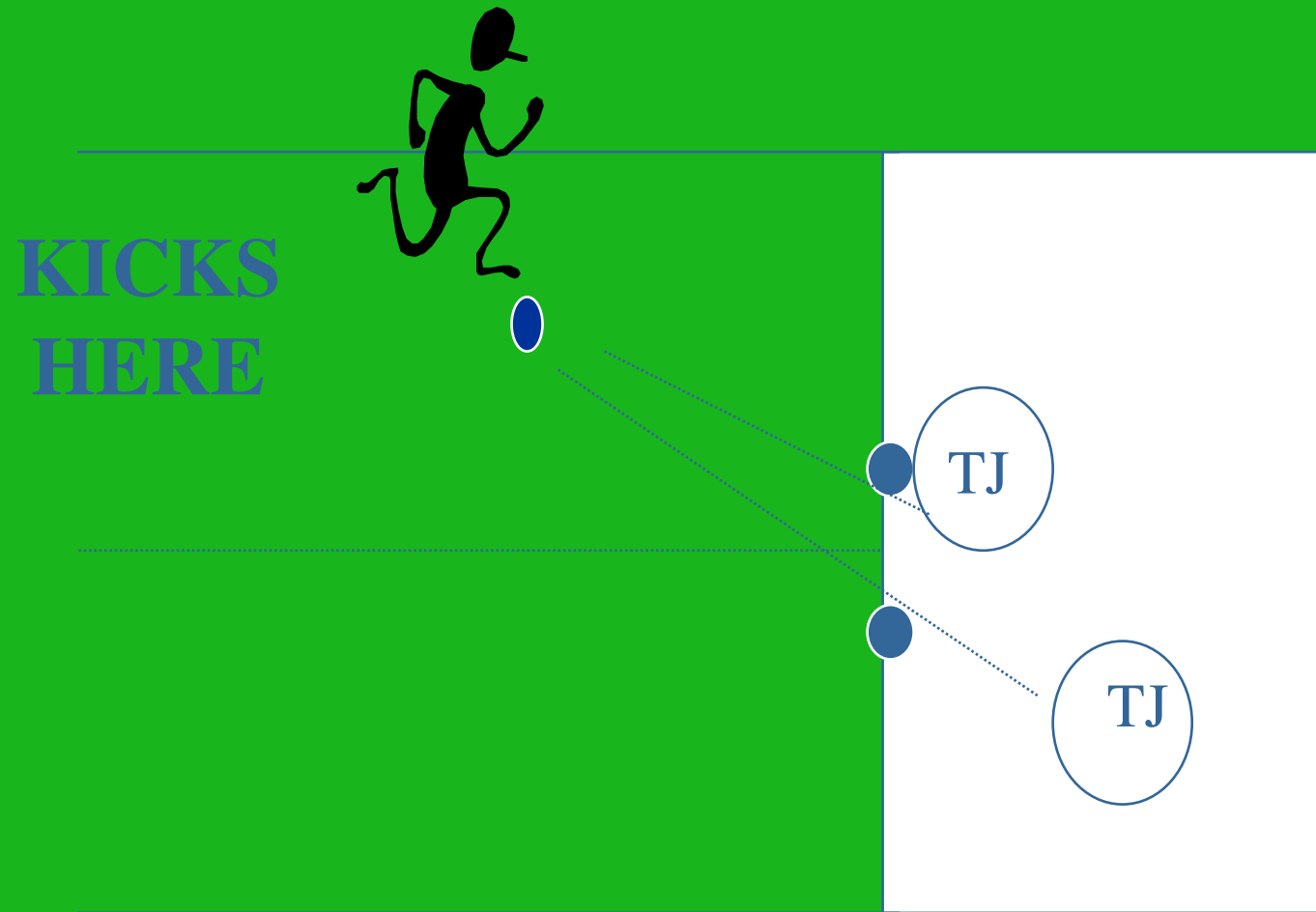
Positioning - In-Goal



Positioning - kick offs



Positioning - Shots at Goal



Positioning - Set Phases

- **Lineouts:** Near AR stands on the line of touch
Far AR stands on non throwing teams 10mt line
- **Scrum:** Each AR marks the 5m for one team, for the whole game. Exception – close to goal line
- **Ruck/Maul:** Triangle effect
- **Free Kicks/ Penalties:** Set 10m for referee and teams – remember to co-ordinate. If a kick for the line is being taken the near touch judge then moves down field in preparation for the kick (protect the corner flag).
Far touch judge holds the 10m
- **Drop out** Near AR stands on the 22m and the far AR stands on the 10m mark

Subs Management

- You will not be expected to perform the role of a number 4 but you will be expected to control the players who come and go in that they must come through you.
- When a sub/replacement is brought to you give just the colour and the number of the player being replaced.
- When may a player be subbed ?
only when the ball is dead or at a PK/FK with referee's permission.
- How long can a player be off the field for blood ?
15 minutes
- How long may a player be taken off the field to be treated for an injury ?
Can't. If they are replaced they then become a permanent replacement. They then cannot return for the rest of the match.

General Points

- There is a dress standard which **MUST** be followed.
On field - Full Wellington Referees uniform
- Wellington Referees tracksuit if required
Off field - Smart Casual wear (consider WRRRA Polo shirt)
- You will be given and can ask for feedback after your game from the referee.
- Also he should buy you a beer/drink as a token of appreciation

CLIPS