

GAME DEVELOPMENT



ASSISTANT REFEREE

COURSE WORKBOOK

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ASSISTANT REFEREE COURSE WORKBOOK

WELCOME

This booklet has been produced to supplement the half day course entitled the Assistant Referee Course. First published in January 2002 by the IRB as the Levels 1, 2, and 3 Touch Judge Courses, they each have been updated and re-edited, so as to ensure we are providing our students not only with the most current educational materials on the subject of touch judging Rugby Union, but with a stimulating educational experience, as well. In the course of this updating and editing, the Level 1 course now is known as the Touch Judge Course and Levels 2 and 3 courses now are known as the Assistant Referee course. Additionally, material unique to Seven-a-Side Rugby as been added to both courses, responding to the many requests for material specific to the duties of the touch and in-goal judges officiating the game of Seven-a-Side Rugby.

The booklet contains all the information covered by the tutor during your course, while space has been left for you to make your own notes. Intended for touch judges taking on the more advanced responsibilities of assistant referees, the course builds upon the lessons of the Touch Judge Course, which addressed the principal accountabilities of a touch judge, i.e., signaling touch and touch-in-goal, determining the location of the line of touch and which team would throw in the ball, and adjudicating kicks at goal. The first module of this course now expands into the assistant referee's other primary accountability, adjudicating foul play. Module 2 expands further into the assistant referees' responsibilities, addressing their secondary and tertiary duties. In each module, the idiosyncrasies of the assistant referee in Seven-a-Side Rugby are distinguished from those of the assistant referee officiating a 15s match.

Referees, touch judges, and assistant referees play a very important part in Rugby Union. Many clubs would not be able to enjoy their afternoon but for the generosity of former players giving of their time to officiate. These officials, however, will wish to provide the best service they can to the thirty players who they are managing during a game. This course has been designed with this goal in mind.

Enjoy your officiating.



Michael Malone
Chairman
USARRA Training Committee
October 2009

MODULE 1

FOUL PLAY ADJUDICATION

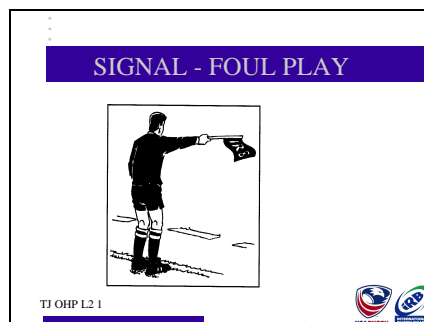
OBJECTIVE

Module 2 applies to those touch judges who now will officiate in matches where the Union or Match Organizer has authorized touch judges to adjudicate on foul play, thus becoming known in Law as assistant referees. By the end of the module, participants will have improved their skill at recognizing foul play and appropriately communicating their observations to the referee.

SIGNALING AND REPORTING OF FOUL PLAY

Assistant referees should familiarize themselves with Laws 6 and 10 which, in relevant part, deal with an assistant referee's duties in signaling foul play and define and describe the acts of foul and dangerous play and misconduct subject to those duties. They are found in their entirety at www.irblaws.com.

When an assistant referee observes foul play in a match in which the Match Organizer has authorized him or her to signal foul play, the assistant referee must make the appropriate signal as shown in the diagram below when observing foul play.



The referee may then ask the assistant referee to enter the field of play to give a report. The assistant referee should be very clear on what is going to be said and state:

Who - the number and the team of the player(s) involved

What - what offenses have been committed

Where - where the offenses occurred.

The referee also may ask the assistant referee what the recommended sanction is to be. It can be an admonishment, a caution, or a sending off.

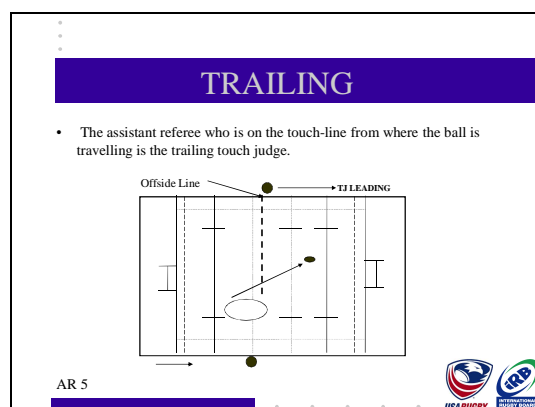
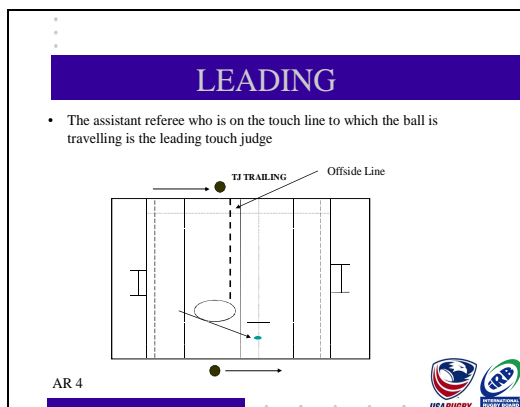
The referee is the sole judge of fact and law during the match. The referee may well have seen the incident and decide upon a different course of action to that recommended by the assistant referee. This is not a reflection on the assistant referee. The referee may well have used judgment to make the decision, taking a range of factors and variables into consideration, e.g., the temper of the game, previous offenses, and the different view of the same offense.

POSITIONING FOR FOUL PLAY DETECTION

The concept of leading and trailing ensures that the referee has somebody looking at events behind the referee.

If the ball emerges from a ruck, maul, or scrum, the ball will move towards a touch line with the team attempting to move forward. The assistant referee on that touch line becomes the 'leading' touch judge concentrating on the line to which the ball/play is traveling. The referee will be moving along with the play. The assistant referee on the touch line away from where the play is going remains looking at the scrum, ruck, or maul breaking up so that any foul play behind the referee is detected. This assistant referee is known as the 'trailing' touch judge.

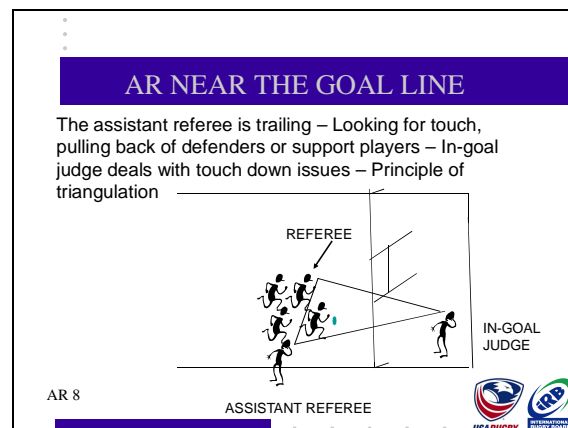
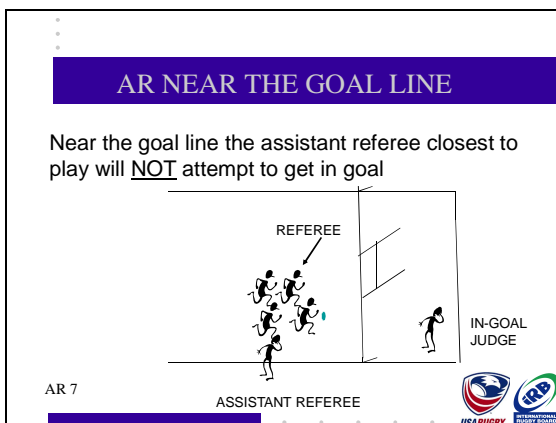
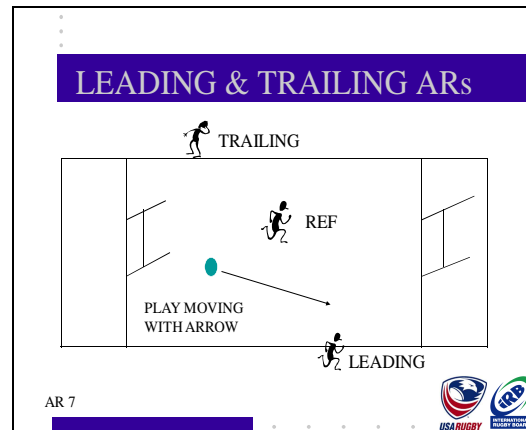
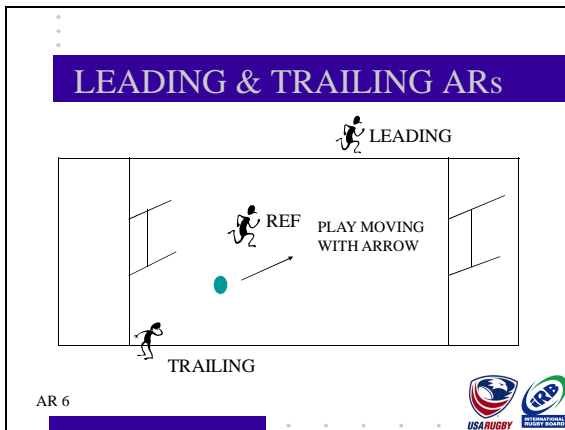
The two diagrams below demonstrate the concept.



As in 15s rugby, the assistant referees during open play in Seven-a-Side Rugby generally will take leading and trailing positions running their touch lines. That is, the assistant referee on the touch line toward which the ball is moving will take a leading position, ahead of play. The assistant referee running the touch line away from where the ball is moving takes a trailing position. Remember, however, that as play nears the in-goal, the assistant referee closest to play will NOT attempt to go in-goal as he or she would in 15s. Rather, the assistant referee will slow and assume a trailing position, leaving the in-goal judge to deal with touch down

issues. The assistant referee from here can still deal with touch and touch-in-goal issues, while still providing triangulation of perspectives in watching out for foul play.

The four diagrams below demonstrate the concept as practiced in 7s.



ASSISTANT REFEREES AND FOUL PLAY IN SEVEN-A-SIDE RUGBY

When provided the authority by the Match Organizer to signal foul play, assistant referees and in-goal judges in 7s must flag foul play and report it to the referee using the same protocols they would use in 15s Rugby. In-goal judges may only flag foul play offenses occurring in-goal, however. The usual foul play situations associated with Law 10 will be seen, much as they are in 15s. Assistant referees must be vigilant for the following types of foul play, however, that are even more prevalent in 7s:

- High tackles, including collar tackles
- Late or early tackles
- Pulling back on shirts of players without the ball
- Throwing away the ball after a penalty or free kick is awarded

ASSISTANT REFEREE - FOUL PLAY

WHAT WOULD YOU SAY TO THE REFEREE?

Clip 1

Your report and recommendation:

Clip 2

Your report and recommendation:

Clip 3

Your report and recommendation:

Clip 4

Your report and recommendation:

Clip 5

Your report and recommendation:

Clip 6

Your report and recommendation:

Clip 7

Your report and recommendation:

Clip 8

Your report and recommendation:

Clip 9

Your report and recommendation:

MODULE 2

OTHER ROLES OF THE ASSISTANT REFEREE

OBJECTIVE

Module 2 now examines the secondary and tertiary roles of the assistant referee, including the use of radio communication systems. By the end of the course, participants will be able to describe those roles, as well as describe the positional strategies best used to ensure their accomplishment of those roles. Participants also will have familiarized themselves with the protocols of radio communication with the referee.

In any match, it is vitally important that the assistant referees understand that the primary focus of their attention must be those subjects covered in the Touch Judge course and in one Module 1 of this, the Assistant Referee course.

PRINCIPAL ACCOUNTABILITIES

Principal accountabilities of the assistant referee during the match, in order of priority are:

- Touch/touch-in-goal
- Location of the lineout and who throws in
- Signals for successful kicks at goal
- Foul play, as authorized by the Match Organizer

REPLACEMENTS AND SUBSTITUTIONS

Assistant referees should familiarize themselves with Laws 3 in The Laws of the Game. This, in relevant part, deals with the number of players a team may substitute or replace.

The **fourth official** is responsible for management of the replacements and substitutions onto and off the field.

The fourth official is responsible for ensuring that replacements and substitutions are made in accordance with Law.

The fourth official will check the legality of the replacement/substitutions utilizing a control document.

The fourth official takes the replacement/substitute to the touch line at the next stoppage in play and requests the assistant referee on that side of the field to communicate with the referee using either his or her radio or making a signal with the flag and the flag pole held above the head in both hands.

The replaced/substituted player leaves the field of play and the fourth official allows the replacement/substitute to enter the field of play.

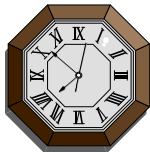
TIME

Assistant referees should familiarize themselves with Law 5 in The Laws of the Game. This, in relevant part, deals with the keeping of match time.



The two assistant referees and the designated fourth official keep running time on their watches.

TIME

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



AR 7



POSITIONING AT KICK OFFS

Near side assistant referee:

- Stands on the 10m line.

Far side assistant referee:

- Stands on the 22m line for the long kick.

Some referees prefer the near side assistant referee to run with the foremost player of the team kicking off, providing a focus if the player(s) are in front of the line at kick off. The far side assistant referee stands on the 10m line of the receiving team to observe for acts of foul play near where the ball is alighting.

POSITIONING AT DROP OUTS

Near side assistant referee:

- Stands on the 22m line

Far side assistant referee:

- Stands on the 10m line for longer kick.

Some referees prefer the near side assistant referee to run with the foremost player of the team taking the drop out providing a focus if the player(s) are in front of the kicker.

POSITIONING AT FREE KICKS AND PENALTY KICKS FOR TOUCH

Near side assistant referee:

- Mark 10m from kick, with arm raised horizontally
- Once most players have taken up position, move up field to anticipate position of possible lineout
- Transfer flag to correct hand for throw in.

Far side assistant referee:

- Mark 10m from kick, with arm raised horizontally
- Drop arm when all players have retired 10 meters
- If play continues quickly before players have retired, drop arm after a few seconds if referee has not observed the signal
- If the non-retirement has a material effect on the phase of play, inform the referee via the radio or at the next stoppage of play if radios are not used.
- If the non-retirement does not have a material effect, tell the referee the next time he meets you at a stoppage of play, e.g., at a line-out.

POSITIONING AT OTHER FREE KICKS AND PENALTIES

Both assistant referees:

- Mark 10m from the kick, with arm raised horizontally across the field
- Drop arm once most players have retired ten meters
- If players are not back ten meters when play restarts, drop arm after a few seconds if not observed by the referee
- If the non-retirement has a material effect, inform the referee via the radio or at the next stoppage of play if radios are not used.
- If the non-retirement does not have a material effect, tell the referee the next time he meets you at a stoppage of play, e.g., at a line-out.

POSITIONING AT LINEOUTS

Near side assistant referee:

- Raise flag as soon as possible when the ball goes into touch - but not too early!
- Run to the line of touch - stand on touch-line with flag raised
- When quick throw in cannot be taken, indicate throwing in side by raising the arm parallel to the ground.
- Only when thrower-in approaches, mark position with foot and retire one meter
- Ensure ball is thrown in from the mark
- Be ready to assist referee with position of scrum if the referee comes back because of a throw 'not straight'.

Far side assistant referee:

- Mark 10m for defending team from line of touch with hand raised horizontally
- Drop hand when all players have retired 10 meters
- If play continues quickly before players have retired, drop hand after a few seconds if referee has not observed the signal
- If the non-retirement has a material effect on the phase of play, inform the referee on the radio or at the next stoppage of play if radios are not used
- If the non-retirement does not have a material effect, tell the referee the next time there is a stoppage of play, e.g., at a line-out
- If backs move up before the line-out has finished and it has a material effect, inform the referee on the radios or at the next stoppage of play
- Tell referee at next suitable opportunity if the encroachment has not had a material effect.
- Once line out has finished, move up in line with the backs.

POSITIONING AT SCRUMS

Assistant referee opposite Referee:

- Assist in deciding collapsed scrums, boring, etc. by using the radio or discreet agreed signals
- The referee may look to see the assistant referee and request assistance
- Indicate for back row offside which materially affects the game by using the radios or discreet agreed signals
- Speak/shout to players encouraging them to observe the laws (use verbal protocol to follow)
- FLAG scrum infringements deemed to break Law 10 (e.g., pulling prop's leg away).

Assistant referee on Referee's side:

- Take up position on defending team's offside line
- Indicate to referee by using the radio or discreet agreed signals for early breaking of flankers.

POSITIONING AT RUCKS / MAULS

Assistant referee on near side or 'blind' side:

- Take up position level with the ruck, looking for acts of foul play and blind side offside

Assistant referee on far side:

- Take up a position level with the offside line of the defending side, providing information to the referee (radio or signal) if there are matters affecting offside players.

POSITIONING AT STOPPAGES

- If there is an injury or stoppage for any other reason, the assistant referees stand facing the place where play is to resume.

RADIO COMMUNICATION SYSTEMS

Any input on the radios is for advice only. It does not necessarily require definitive action/penalty from the referee.

The primary use of radios should be preventive, not punitive.

If a referee has made a decision on an incident (apart from foul play - flag out and speak), an input should not be made.

Incidents where the radios should be used:

- Any offense on opposite side of the referee, e.g.,
 - Knock-on at the base of a scrum or ruck
 - Penalizable hands in tackle/ruck
 - Back rows unbound
 - Back rows shifting bind or moving around scrum
 - Flankers holding opposing player onto scrum
 - Props with hand on ground
 - Obvious offside/forward pass
 - Players in front of kicker for “box” or high kick
 - Players on ground after tackle/ruck interfering with ball clearance

Can also help with:

- In-goal decisions – must keep focused on players on ground after TRY/NO TRY while still giving your call to referee
- Substitution of players to save unnecessary time off, e.g., during kick at goal after a try or any stoppage of play
- Injury in back play when it is necessary to stop the game
- Calling players who are not back 10m from penalty and free tap kicks or line-out
- Calling when ball is thrown away or prevents quick tap being taken

Don't use the radios as a substitute for flagging foul play. TJ can call that he or she has a report, but then must flag and make foul play report as usual whether he or she thinks the referee saw the incident or not.

Language

- Press button first and then talk - allow a one-second delay after pressing button before transmission occurs
- Has to be short, clear and at appropriate time
 - offense, color, number
- Best to repeat message for clarity and confirmation
- Don't talk continually - it will be distracting to referee

- **ASSISTANT REFEREES' SECONDARY DUTIES IN SEVEN-A-SIDE RUGBY**

The secondary duties of the assistant referee are much the same in 7s as they are in 15s, including marking ten meters back from lineouts on the non-throwing side and ten meters back from penalty and free kicks. Assistant referees also will provide DISCRETE signals for clear and obvious knockons or throw forwards. If, however, the assistant referee is in communication with the referee via radio, he or she should not signal. Instead, say over the radio the referee's name, the infringing team's color, and "Knock-on" or "Throw forward". DO NOT COMMUNICATE, HOWEVER, IF THE REFEREE IS PLAYING ADVANTAGE.

COMPETENCIES FOR A LEVEL 3 ASSISTANT REFEREE

| COMPETENCE | EVIDENCE | DEVELOPMENT ACTION |
|---|----------|--------------------|
| <p>Signals correctly when the ball or ball carrier goes into touch</p> <p>Demonstrates a knowledge of the touch law</p> <p>Signals correctly kicks at goal</p> <p>Adjudicates correctly touch-in-goal and dead-ball line decisions</p> <p>Demonstrates a knowledge of the in-goal law</p> <p>Demonstrates an ability to lead and trail dependent on the direction of the ball movement</p> <p>Demonstrates an ability to concentrate, when appropriate, on players who are not adjacent to the ball</p> <p>Demonstrates an ability to observe acts of foul play</p> <p>Signals correctly having observed acts of foul play</p> <p>Accurately briefs the referee on:</p> <ul style="list-style-type: none"> • which player(s) - (who) • did what [act(s) of foul play] • when and where the offense occurred • if requested, recommends the appropriate action <p>Demonstrates an ability using "radios" to provide clear and unambiguous information to the referee</p> | | |

| | | |
|--|--|--|
| <p>Provides preventive information using “radios” to enable the referee to take proactive actions</p> <p>Provides information using “radios” on match affecting offenses missed by the referee.</p> <p>When has no “radios”, provides information at lineouts in retrospection on match affecting offenses being missed by the referee</p> <p>When has no “radios”, provides discreet signals on eye contact with the referee when match affecting offenses have been missed</p> | | |
| <p>List three positives:</p> <p>1. _____ _____</p> <p>2. _____ _____</p> <p>3. _____ _____</p> | <p>List three development actions which will make the biggest difference to the assistant referee's next performance:</p> <p>1. _____ _____</p> <p>2. _____ _____</p> <p>3. _____ _____</p> | |



USA RUGBY Assistant Referee Course

USA Rugby Assistant Referee Course Evaluation Questionnaire

Name (optional):

| How well did the course help you to: | LOW | | | | | | | | | | HIGH | | | | | | | | | |
|---|------------|---|---|---|---|---|---|---|---|----|-------------|---|---|---|---|---|---|---|---|----|
| Improve your game knowledge? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Understand the role of the assistant referee? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Understand the laws relating to AR duties? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Develop your skills as an assistant referee in signaling and reporting foul play? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Understand the positioning principles employed by an assistant referee? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Understand the secondary and tertiary duties of an assistant referee? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Develop your communication skills in your role as an assistant referee? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Improve your overall skills as an assistant referee? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

| How satisfactory did you find the: | LOW | | | | | | | | | | HIGH | | | | | | | | | |
|---|------------|---|---|---|---|---|---|---|---|----|-------------|---|---|---|---|---|---|---|---|----|
| Pre-course administration? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Venue/lecture room? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Refreshments? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Course format? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Practical activities | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Support resources, e.g., workbook, DVD, etc.? | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

| Please comment on the Educator's skills: | LOW | | | | | | | | | | HIGH | | | | | | | | | |
|---|------------|---|---|---|---|---|---|---|---|----|-------------|---|---|---|---|---|---|---|---|----|
| Creating and maintain a learning climate | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Presentation skills | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Questioning and listening skills | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Knowledge of officiating and Law application | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Giving honest and accurate feedback | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Investing in students | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |



USA RUGBY Assistant Referee Course

In what way(s) could the course be improved?

What part of the course did you find the most useful?

Thank you for completing this form fully and honestly. It will help us to go on improving our training course administration, delivery and content.

PLEASE REMOVE THIS PAGE AND HAND IT TO THE COURSE ORGANIZER BEFORE DEPARTING.