

Summary of Assistant Referee (AR) duties:

- **Adjudicate** correctly for the ball going into touch, touch-in-goal and dead-ball
- **Indicate** correctly the place for the ball to be thrown in to a lineout
- **Indicate** correctly which team is to throw in the ball at the lineout
- **Adjudicate** correctly for Kicks at Goal
- **Detect** incidents of foul play and signal correctly
- **Verbally** communicate foul play to the Referee in accordance with accepted protocols
- **Provide** appropriate recommendations relating to the severity of foul play when requested
- **Assist** - An AR will also assist the referee in the performance of any of the referee's duties as directed by the referee.

The referee, is "captain of the team" of match officials, and may:

- Ask the AR to assist with additional areas in the game beyond their standard duties;
- Overrule any decision of the AR;
- Ask for the AR to be replaced if their performance is unsatisfactory; and
- Send the AR off if that person is guilty of misconduct

AR's help the Referee to manage the game.

Ideally, Assistant Referees will want to build a good relationship with the Referee and present a professional image. If the AR just 'appears' on the touchline for the start of the game, the referee will be far less likely to include them in decision making during the match.

This could be frustrating, and so as an AR, you should always endeavour to:

- 1) Wear a jersey, shirt or vest that clearly differentiates you from the teams; and
- 2) Introduce yourself to the referee 10-15min before kickoff, indicate whether you are qualified, and ask them if they have any specific directions for you.

AR Signals - The AR is responsible for signalling:

- touch (when the ball crosses the sideline going out of the field of play)
- touch in goal (when the ball goes beyond the dead-ball or touch in goal lines)
- the success of kicks at goal
- and indicating foul play.



Ball In touch



Ball in touch on the full – signal then move back to where lineout should be taken



Ball in touch arm pointing to the team with throw in



Ball dead in goal – 22 drop



Ball dead in goal – 5m scrum



Set piece positioning – use arm signal not flag

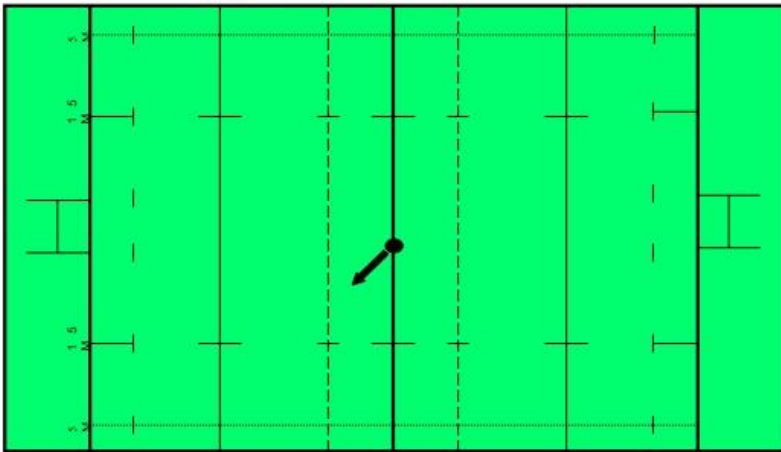


Foul Play



Successful kick at goal

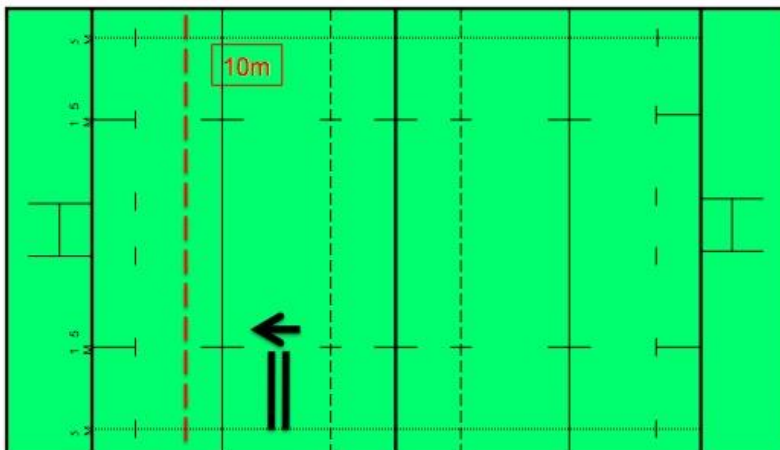
AR



AR

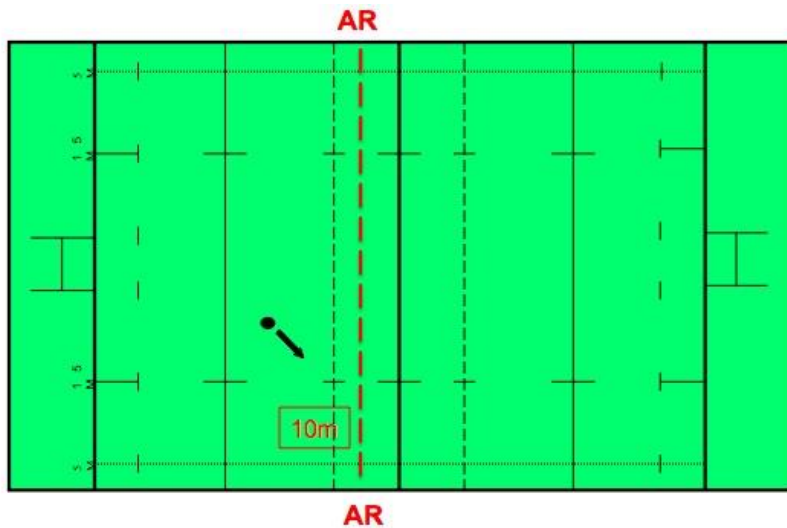
Kick-off positioning

AR

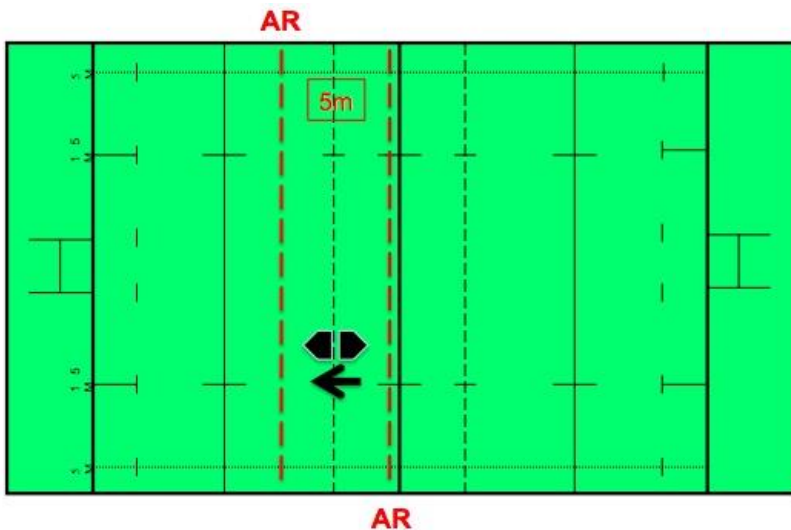


AR

Lineout positioning



Penalty positioning



Scrum positioning

Additional notes:

- AR's are to adopt a "leading" and "trailing" positioning in general play. i.e, if the play is moving away from an AR, they are in the trailing position, if the play is coming towards an AR, they are in the leading position;
- Leading AR

The Leading AR is the AR on the touchline that play is coming towards.

They should move ahead of play, and observe play coming towards them. They should get into in-goal ahead of play and be in the ideal position to rule on corner decisions.

- Trailing AR

The Trailing AR is the AR on the touchline that play is moving away from.

They remain slightly behind play, observing the break-up of rucks and mauls, looking for foul play. They are also tasked with looking for late tackles after kicks and passes, and players being tackled without the ball.

In addition, when a ball is kicked downfield, a trailing AR should note the location of where the ball was kicked in case the ball goes dead or out on the full, and the referee has to re-start play back where the ball

was kicked from. A trailing AR might remain on this mark and indicate this location when the referee returns to restart play.

- AR's should ask the Referee whether they want any further assistance from the sideline; eg:
 - If a defending team has not retired 10m at a penalty, when a tap is taken, does the referee want to be informed by the AR?; and
 - Does the Referee want the AR to ask the defending and attacking teams if they are offside to move back at set pieces or just signal?
- Extra assistance should only be provided to the Ref if it is requested.
- Knock-ons, forward passes, or any other infringements (unless it is foul play) are nothing to do with the AR. They should remain completely silent in respect of any such infringements and leave it to the Referee

Certification Required for Under 8's-12's (Online Course via the Rugby Learning Centre)

Overview:

The online Assistant Refereeing Kids Rugby course is a condensed version of the Level 1 Assistant Referee course and contains only the information required to effectively act as an Assistant Referee for Pathways (U8-12) games in Australia.

This course is designed to provide basic information to parents and coaches to allow them to act as an Assistant Referee at Kids Rugby games (U8 to U12) in Australia. The course covers:

- Code of Conduct
- What kids want
- Duties of the AR
- Elements of the field
- The touchline
- In-goal and dead ball
- Kicks at goal
- Foul play
- Communication (incl. signals)

This course should take approximately 45 minutes to complete.

Accreditation Pathway:

There is no separate exam as there are quiz questions at the end of each section.

You need to also complete the Code of Conduct and Member Protection and Inclusion modules (both online courses)

Certification Required for Under 13's and up

Overview:

Designed to provide those who enrol in the Assistant Referee Level 1 Accreditation with the foundation knowledge required to assistant referee any level of junior or senior rugby.

Accreditation Pathway:

Requires completion of:

- Assistant Refereeing Level 1 Online Learning Course
- Level 1 Assistant Referee Law Exam (online assessment - 50 questions, with a minimum pass mark of 90%)
- Code of Conduct (online course)
- Member Protection (online course)