

Associate Referee Course



What will the course cover?

- The Role of the Referee
- Key Referee Attributes
- Game Management (Communication)
- Safety (Rugby Smart)
- Advantage
- Tackle/Ruck
- Set Pieces
- Positioning
- Scoring Points
- Foul Play



Referee's Role

In Groups

- Has anyone refereed any games before – what did you enjoy and what was not enjoyable?
- Discuss what you believe the referee's role is in a game of Rugby

Key Referee Attributes

- Honesty – being fair to both teams
- Good Communication – signal, whistle, voice
- Good control
- Empathy – understanding what the players are trying to achieve tactically
- Consistency

Key Referee Attributes Cont'd

- Law knowledge
- Look the part – wear kit that allows you to get around the field and looks like you will indeed do that - no gumboots and Swandris
- Fitness – keep up as best as able and award tries close to where they are scored
- Enjoyment

Communication

Be confident and clear

- Sound and look like a referee - Using your voice, your whistle and your signals

Use the captains/Coach

- Both captains and the referee form a third team on the field. It is also ideal to establish good communications with team coaches pre games.

Be pro-active in communication

- Try and deal with “things” before they happen

Stay focused on the Game

- Stay with the ‘game’ not with the sideline



Whistle

- 3 basic whistles form the foundation for good communication with the whistle
- Short and moderate volume e.g. scrum infringements
- Moderate length and high volume e.g. awarding tries and penalty kicks
- Long and loud e.g. starting the game

Signals

Primary signals must be used:

- 1. Start the game and awarding tries (arm straight above the head)
- 2. Penalty (straight arm at 45 degrees to the body)
- 3. free kick (bent arm 90 degrees at the shoulder and elbow)
- 4. Scrum and advantage – arm straight out at 90 degrees to the body (advantage is the only primary signal given without having first blown the whistle).
- Primary signals indicate who is getting the ball and by what means
- Secondary signals (there are many) indicate why a team is getting the ball e.g. knock on, off feet, off-side, unbound etc
- Always indicate the secondary signal after the primary signal where/when appropriate

Voice

- On the run for game continuity
- Decision explanation if required (brief)
- Setting up set pieces
- Managing dynamic phases to get player compliance
- Advantage and advantage over

Rugby Smart

- Scrum Safety
- Tackle safety
- Concussion
- Blue Card
- Warm up and warm down

ADVANTAGE“THE REFEREES’ LAW”

- Purpose of Advantage Law is to make play more continuous
- Referee is sole judge of advantage
- Advantage is either Territorial which means a gain in ground, *Or* Tactical which means freedom for non-offending teams to play the ball as they wish
- Be clear in calling “advantage” and “advantage over”

The Tackle and Ruck

What has happened?

- Ball Carrier
- The Tackler
- Tackle Assist
- Arriving Player – Jackler
- Other arriving players
- Bottom line is always safety

Set Piece



THE SCRUM

Pre match Briefing – Not negotiable if playing with contested scrums & covers binding, engagement and safety. Make sure to check experience of front row players.

Things to look at during scrums –

1. Binding
2. Everyone pushing forward
3. Body Position – head above shoulders
4. Scrum push on 0.5m (U13/12) or 1.5m (U14 & above)

Bottom line is always safety – if it looks dangerous then blow the whistle and re-set. If it safety is a continuous issue, stop the game and go to non contested scrums

THE LINEOUT

- Who, where, when
- Setup
- Beginning & End
- Quick throw in

IN GOAL DECISIONS

- This is the area where few players, parents, coaches or fans willingly accept errors. Raise your level of alertness.
- Get into in-goal area quickly and have play come to you. But don't get there too quick.
- Endeavour to see the ball clearly so you can rule accurately.
- Be aware that there is no such Law as "Too many hands on the ball". The ball carrier either forces/places the ball on the ground (*TRY*) or is prevented from doing so by opponents (*Held Ball in Goal, Scrum 5m*)



Positioning

- Try and get bum to goal line at tackle, ruck and maul
- Avoid front running where you will end up too far in front of tackles, rucks and mauls to be able to referee them
- Always maintain a view of the ball
- As the ball emerges from scrums, rucks and mauls, drop back and wider to create space
- Around the goal-line, be alert and get into in-goal to look for play coming towards you

FOUL PLAY

You need to deal with any foul play as soon as it happens, at junior & teenage level it is normally not a good time to play advantage

- If you ignore it, players (and sideline) will try to sort it out themselves.
- Remember the Captains and the team of 3

Thanks for Attending

Remember, your priorities as an Associate Referee are:

- Fair Play
- Communication
- Enjoyment

And, most importantly,

- Safety

Good luck in your refereeing



How did it go tonight?

Back into groups

- Review what you learned or had clarified from course today?
- What did you enjoy?
- Ready to give refereeing a go?