

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.

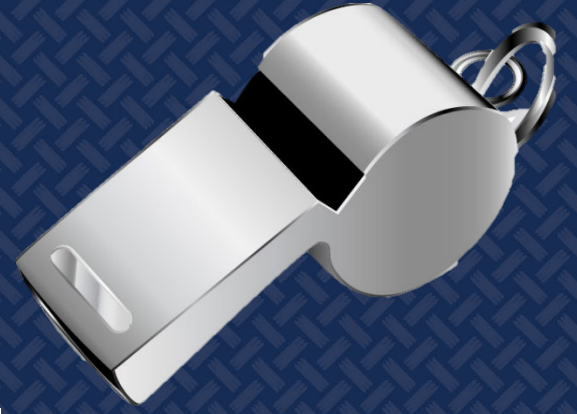
Be pro-active in communication

- 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?