



# Finals and Assistant Refereeing

September 2020

**RUGBY**  
REFEREES

*#part of more*

# Agenda

1. Finals Refereeing (10 mins)
2. Assistant Refereeing (10 mins)
  - Touch decisions (15 mins)
3. Breakout rooms
  - To3 Interactions (10 mins)
4. Debrief (10 mins)
5. Final comments (5 mins)

\*Please interact/ask questions using the Chat function

# So what changes now?

For the Teams?

- Higher stakes
- Early end of season
- Glory!!

For the Referee Team?

- Heightened level of awareness
- Appreciation for the occasion
- Nothing with regards to how you referee

# Referee Approach...

## Get what matters

- Set realistic standards that you can keep for the whole game

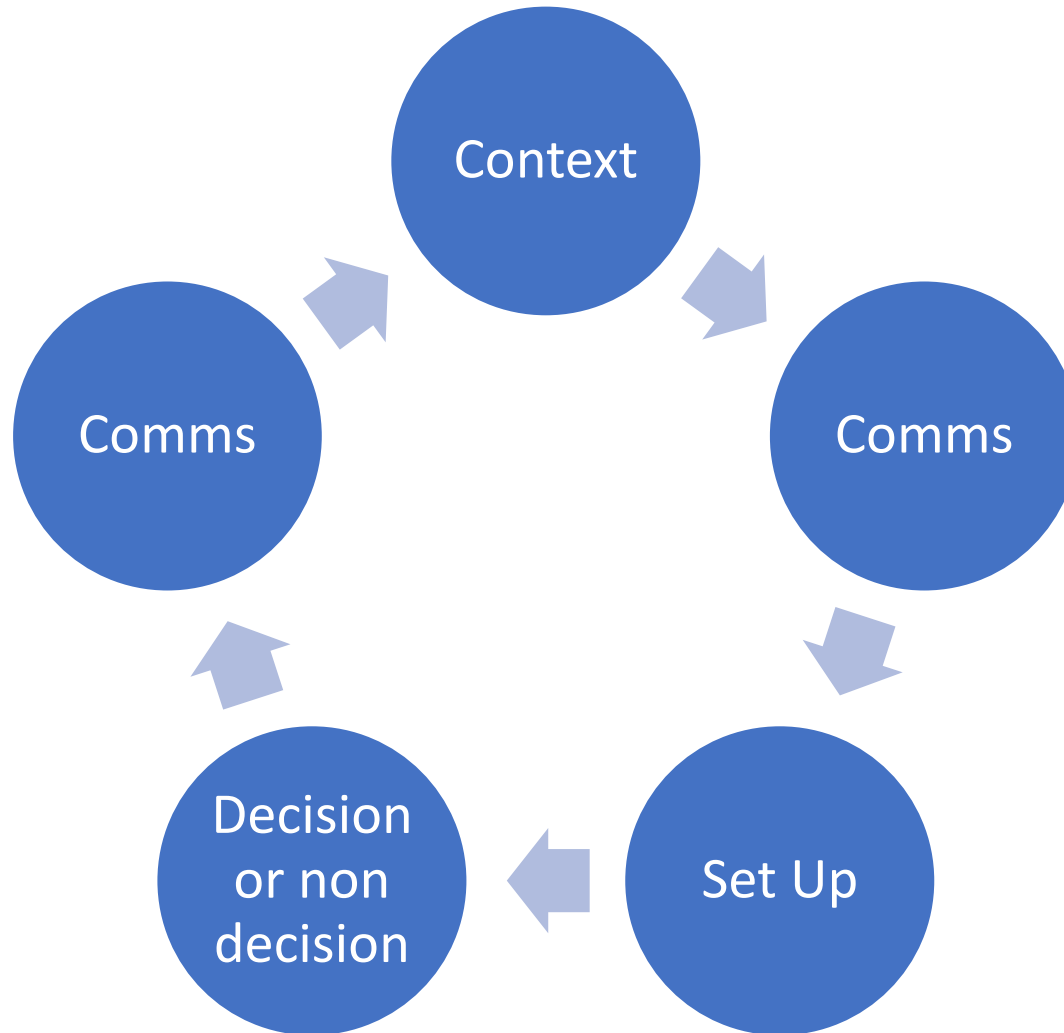
## Clear and Obvious

- 50/50? If it could have gone either way, why not play on?

## Let it breathe

- It might just sort itself out!!!

# Process brings Relevance



# Preparation and review

- How are we going with this?
- How does it help?
  - Your prep and understanding of the game will lead to a more connected performance.
  - Your Referee Coach and how they coach you!
  - DEVELOPMENT!!!

# Thorough preparation to set up for success

Team of 3:

- Arrange with your team a time to meet pre-game
- Clear and concise Team Briefing
- How will you communicate during key moments within the game?
  - i. Foul Play
  - ii. In-Goal
  - iii. Game Trends and Issues
- Team Walk Through – Boots, Referee Briefing, etc...
- Warm Up

# Assistant Refereeing – comms v no comms

- Comms gear shouldn't change what we do as AR's
- Only change is **when** we feed in any relevant information:
  - Comms: can be live and/or downtime
  - No comms: at lineouts and stoppages in play





# AR Duties

Primary duties:

- Touch
- Kicks at goal
- Foul play.

Extra assistance:

- In-goal decisions
- Offside/space
- Negative trends
- Where is the referee at with escalation?



# Touch decisions

- Is it in touch or play on?
- What would make it the opposite (ie. If it's in touch, what would make it play on)?

Touch Decision videos	Correct decision	What would make it different?
<u>Touch 1</u>	As indicated by AR – Gold throw	If Blue player jumped from in touch and the ball had crossed the plane, lineout with Blue throw
<u>Touch 2</u>	Provided ball hasn't crossed the plane of touch, correct decision by AR	If the ball had crossed the plane of touch, the player would need to catch the ball, not just knock it.
<u>Touch 3</u>	Play on	If player had foot on sideline, lineout with throw to the non-kicking team  If player had foot on sideline AND ball had not crossed plane of touch, lineout with throw to kicking team
<u>Touch 4</u>	In touch – throw to Red	If Blue player catches the ball and lands in the field of play, play on  If Blue player knocks the ball and they land in the field of play, lineout with throw to kicking team
<u>Touch 5</u>	Play on	If player knocks the ball and lands in the field of play, lineout with throw to receiving team

<u>Touch 6</u>	In touch by kicking team
<u>Touch 7</u>	In touch by non-kicking team – not crossed plane of touch
<u>Touch 8</u>	In touch by kicking team

# General phase play

Referee = Tackle / Ruck / Maul decisions

Lead AR = Space decisions

Trail AR = Foul play (off the ball) decisions

ARs = secondary role is to support obvious phase miss by referee,  
as agreed at To3 pre-match briefing

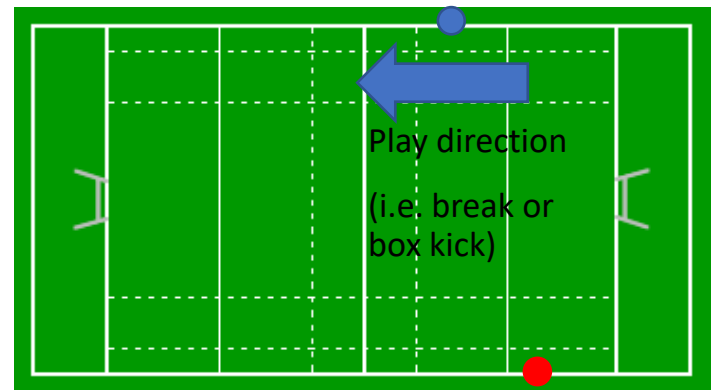
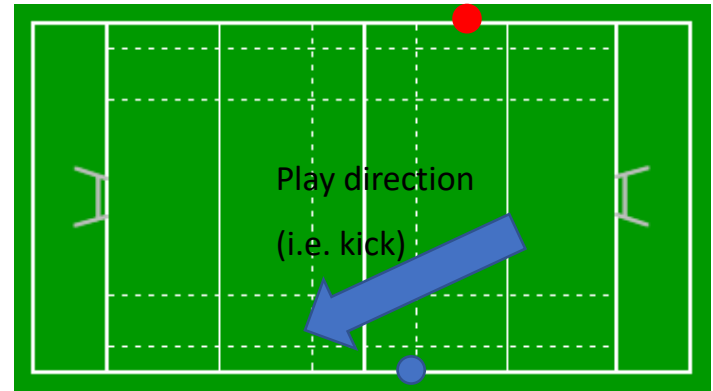
*If you are unsure, assume you are lead AR and stay in this role until  
it is clear that you need to switch to trail role.*

# AR Positioning Guide

- Lead AR: Ball heading towards you or is heading straight up the field on your side
- Trail AR: Ball heading away from you or straight up the field on the far side



*If you are unsure if you are lead or trail AR (i.e. kick/break down the center of the park), go with lead role until structure of play becomes clearer and defines your role.*



# Space

AR with comms has significant responsibility

Lead AR & open side AR at set piece – has the lead role around defensive offsides (i.e. determines if there is an offside line and if the defence are onside)

Trail AR – Has the lead role around In Front of Kicker (IFOK) offsides

# Scrum

Keys: stability, height & bind, push straight

Referee = scrum setup, stability and contest issues on their side

Open side AR = Space (D line)

Blind side AR = post setup contest issues if referee open side

*“Colour-colour-colour” for clear scrum offence with impact. I.e. causes collapse when the contest is still on*



AR ~~AR~~

5m

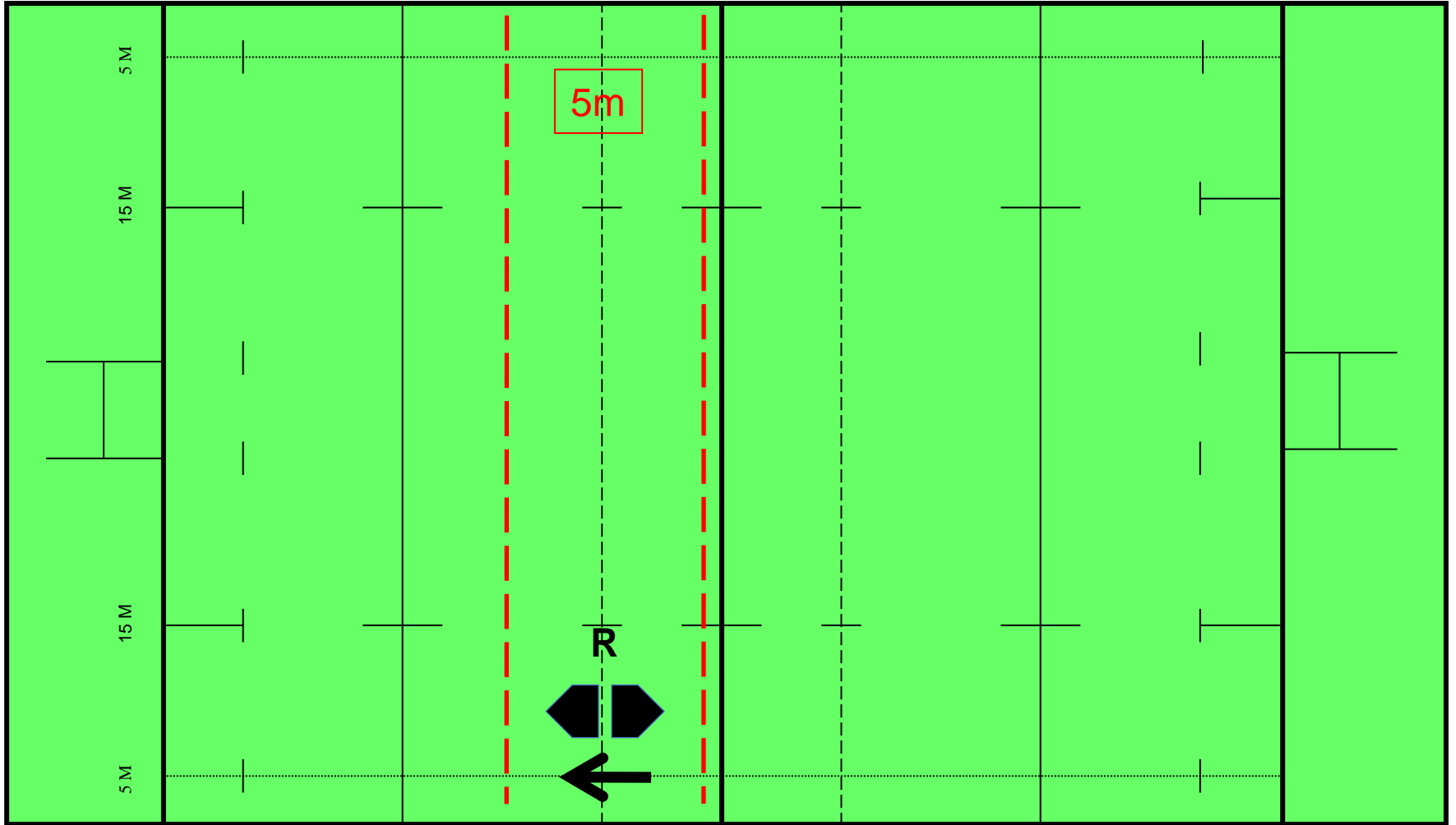


Not here. Why?

1. Unlikely to be making a live scrum call from +40m
2. By moving on to the mid-line, you get <math><0.5\text{m}</math> closer to the action!!!!

AR

AR



AR

# Lineout to Maul

## Lineout

- Referee = setup,
- Near AR = Jumper/lifter interference at the front
- Far AR = Space (D-line)

## Maul formation

- Referee = attack setup & back lifter
- Near AR = front lifter interference

## Maul in motion

- Referee = in field collapse, & entry + obstruction
- Near AR = touchline side collapse & entry

# Kicks in general play

## Before Kick (kick setup)

- Ref = Kicking team (obstruction)
- Lead AR = Defence offside line
- Trail AR = Defence offside line

## After Kick

- Ref = Kicker (late charge), far chaser IFOK (blind side winger) then chase the ball
- Lead AR = chase the ball and watch blockers/escort
- Trail AR = Hang back for IFOK & late charge

# Breakout rooms

To3 interactions:

- What is good about the interaction?
- What would I do differently?

Team of 3 interaction videos	What worked well	What would you change?
<u>To3 Interaction 1</u>	Time and space, referee lead, clear and concise	
<u>To3 Interaction 2</u>	Attempt to make comms seamless	Referee to lead the interaction with what they have seen first
<u>To3 Interaction 3</u>	Time and space, referee lead, confirm if try scored first	Instead of 'I don't think it's more than a YC', perhaps start with what you have observed: High contact, high/low force, ball carrier is lowering height – Yellow Card, anything to add?

# Know the competition rules

- Half lengths and injury time
- Tactical replacements can return for:
  - Front-row injury
  - Blood injury
  - Blue card replacement
  - Foul Play resulting in an injury (verified by referee)
  - To ensure continuation of contested scrums.
- What happens in the event of a draw?

# Enjoy it!!!

- Understand what is at stake
- Feel the Emotion
- Soak up the Atmosphere
- Be a positive contributor to the game



# Questions?