



NSWRRRA

T03 Primary Role Clarity

Core Roles

Everyone Does Their Job

Referee

- Lead their team
- Own decisions on field

AR - Clear and obvious input on...

- SAFETY – If you see clear and obvious foul play, call it in
- TOUCH – know your touch law
- SPACE – get on D-Line to be in a good position to judge offsides at TRM
- Referee blind spots at SET PIECE – ONLY if you are confident

Law Knowledge

- **It is your responsibility to know the touch law. If you don't know it – revise it before game day.**

18.1 The ball is in touch or touch-in-goal when:

- a. The ball or ball-carrier touches the touchline, touch-in-goal line or anything beyond.

Videos

- b. A player, who is already touching the touchline, touch-in-goal line or anything beyond, catches or holds the ball.

Videos

- i. If the ball has reached the plane of touch when it is caught, the catcher is not deemed to have taken the ball into touch.
- ii. If the ball has not reached the plane of touch when it is caught or picked up, the catcher is deemed to have taken the ball into touch, regardless of whether the ball was in motion or stationary.

18.2 The ball is not in touch or touch-in-goal if:

- a. The ball reaches the plane of touch but is caught, knocked or kicked by a player who is in the playing area.
- b. A player jumps, from within or outside the playing area, and catches the ball, and then lands in the playing area, regardless of whether the ball reached the plane of touch.
- c. A player jumps from the playing area and knocks (or catches and releases) the ball back into the playing area, before landing in touch or touch-in-goal, regardless of whether the ball reached the plane of touch.
- d. A player, who is in touch, kicks or knocks the ball, but does not hold it, provided it has not reached the plane of touch.

Quick Fire ARing Tips

- If the ball is coming towards you, you are **LEADING**. This means you should be in front of the play slightly and watching the play come towards you.
- If the ball and play is moving away from your line, you are **TRAILING**. This means you should be watching backplay (ending of rucks, scrums, late hits on passers etc).
- When the ball goes in touch, you need to be looking at the ball to see if the ball has been touched or changed (which will prevent a quick throw).

Approach to Assistant Refereeing

Purpose

- Know your role and do your job
- Work as a team to deliver relevant and accurate outcomes

TO3 Mindset

- High work rate physically and mentally for 80+ minutes
- Deliver clear and obvious decisions with confidence

Environment

Referees

- Referees to share TO3 prep plans by Thursday night
- Referees to drive game specific focuses for TO3 awareness, no changes to core AR roles from week to week
- Engage the ARs through your review process by phone, emails

ARs

- **Nail Primary Roles !**
- Know your Law and competition rules
- Expectation is you are open and engaged with the preparation and review processes

SPACE – Clearly Onside

	REF	Both ARs (D-Line Positioning)
PHASE PLAY	<ul style="list-style-type: none"> Ball focus Pillars (players standing right next to the ruck) Timing offsides 	<ul style="list-style-type: none"> Pillars + Backline - set onside

TACKLE/RUCK

	REF	NEAR AR (D-Line Positioning)	FAR AR (D-Line Positioning)
CONTEST	<ul style="list-style-type: none"> Tackler/ Tackle Assist Jackler Arriving players Neck rolls & croc rolls 	<ul style="list-style-type: none"> Foul play at T/R Space – work hard and manage players where possible 	<ul style="list-style-type: none"> Space

KICKS – Space & Contest

	REF	NEAR AR (Ball coming towards)	FAR AR (Ball moving away)
BOX KICKS	<ul style="list-style-type: none"> In line with #9 to see winger onside Forwards in ruck advancing Late tackle on 9 Contest in air 	<ul style="list-style-type: none"> Touchline decisions 	<ul style="list-style-type: none"> Chasers onside Players IFOK to retreat Note mark/position of kick
DEEP KICKS	<ul style="list-style-type: none"> Late tackle on kicker Manage advancing players Carried back (into 50m or 22m) Late hit/ charge on kicker 	<ul style="list-style-type: none"> Late tackle on kicker – sweep/scan Touchline decisions 	<ul style="list-style-type: none"> Chasers onside Late Charge/Hit on kicker

LINEOUT & MAUL			
	REF	NEAR AR	FAR AR
SET UP	<ul style="list-style-type: none">GapNumbers and receiverLineout over	<ul style="list-style-type: none">Hooker in the middleNon thrower 2x2	<ul style="list-style-type: none">Set defence 10m offside line
THROW / CONTEST	<ul style="list-style-type: none">LO participants changing positionStraight throwJumping/thrown acrossContact in the air/pulling the arm	Referee front of lineout: <ul style="list-style-type: none">Dummy throwThrow 5m	<ul style="list-style-type: none">Space - Timing of lineout over
LO-MAUL	<ul style="list-style-type: none">Early driveSacking jumperSacking back lifterObstruction, access to jumperLong arm transferRipper and jumper connection	<ul style="list-style-type: none">N/A	<ul style="list-style-type: none">Space - Timing of lineout over
MAUL	<ul style="list-style-type: none">Defence collapsingSide entry	<ul style="list-style-type: none">N/A	<ul style="list-style-type: none">Space- Make sure backline stays onside when a maul is moving forward
SPACE	<ul style="list-style-type: none">Backline management at maul and communicating when LO is over	<ul style="list-style-type: none">N/A	<ul style="list-style-type: none">Role outlined above

SCRUM

	REF	AR (NEAR SIDE)	AR (FAR SIDE)
SET UP	<ul style="list-style-type: none"> Front rows Engagement sequence 	<ul style="list-style-type: none"> Stand on mid-line if scrum is close to you where you can best see your LH v TH contest If scrum is close to you and ref is on same side as you – mark the attacking 5m 	<ul style="list-style-type: none"> Stand on defensive offside line and set the backline
POST FEED	<ul style="list-style-type: none"> Scrum contest Space – Flankers and halfback 	<ul style="list-style-type: none"> Scrum contest on your side - <i>(only call if you are 100% on what you have seen)</i> <i>Things to call if confident are – collapsing and not pushing straight</i> 	<ul style="list-style-type: none"> Space – Defensive backline
SPACE	<ul style="list-style-type: none"> Flankers Defensive halfback position 	<ul style="list-style-type: none"> N/A 	<ul style="list-style-type: none"> Space - Timing of scrum over

KICK POSITIONING

	REF	NEAR AR (ball coming towards)	FAR AR (ball going away)
PK KICK TO TOUCH		<ul style="list-style-type: none"> Stand on corner flag 	

KEY PROCESSES

	BOTH ARs	COMMS
FOUL PLAY	<ul style="list-style-type: none">• Call clear PK only decisions live. If uncertain, play on• Potential YC or RC leads to a down time chat with time off• Referee to lead discussion if potential FP has been sighted, AR to lead if referee is unsighted• Head contact – we use the World Rugby framework, but we stick to actions which are critically clear and obvious. No hero calls	<ul style="list-style-type: none">• PK only: “Colour, number, offence”• Likely YC or RC action “Foul play report against colour”
COMMUNICATION	<ul style="list-style-type: none">• Loud and clear calls using common words• Don’t assume the referee has seen it, use your voice• If you have something to add to the game, state it. The team will be better for the shared information	
TIME	<ul style="list-style-type: none">• Keep game time with referee• Both work to have kick at goal timings• AR on substitution sideline to manage YC and blood bin timings	<ul style="list-style-type: none">• Kicks at goal - “20 seconds”