



## Professional Referee Unit Assistant Referee Briefing

### Prior to game day

- Referee should contact all match officials, where possible, by **end of Wednesday**. All match officials should confirm they have received notification if notified by email/text/answer phone message.

### Match Specific Issues

- ARs/TMO/No.4 should be asked for **input of previous occasions** they have had with the teams or from reviewing relevant videos.

### General Rules

- AR to communicate to the referee whilst the ball is in play any **clear and obvious** infringement to which the referee may be unsighted and which has a **effect on the game**. AR who communicates such an infringement should expect a referee to act upon his advice.
- AR to advise referee of **trends** (generally matters which occur on more than one occasion and have no effect on the game) but only **at stoppages** in play and always being clear and concise.
- AR also to give **additional information at stoppages** that referee needs to be aware of. E.g. White 4 and Black 5 holding each other on floor.
- AR to give team **colour and offence** (and number if possible/relevant) of any clear and obvious infringement e.g. Black collapsing maul, White 6 side entry.
- At scrum AR to give **colour of offending team** only and then describe offence once referee given decision. E.g. Black, black, black. Tight head on arm.

### Tackle

- AR not to make decisions with regard to the management of the tackle.
- Clear and obvious offences though. Credibility call. Very rare.

### Scrummage

- AR **opposite referee** to be on mid point of scrum. Other AR monitoring 5 metre off side line.
- AR to look at tight head **binding on body, not arm**, and his feet not being too far back.
- AR to look at loose head **hitting flat** and keeping **high bind**.
- If offence seen call "Black, black, black" Even if blown for reset. Then explain decision once referee blown whistle.

- Timing is essential – check ball location and whether scrum has collapsed/stood up.
- Feed – far side AR can help

### Lineout

- Put DEFENCE on line where possible except for 22m.
- AR looking at **lifters** being either sacked or played early
- AR to look for any interference on the **jumper** in the air.
- AR to advise referee if ball clearly not straight
- AR to monitor non-throwing in hooker being 2 + 2 and locate receiver.
- AR to assist with ball not thrown 5metres
- AR to assist with non-participants staying 10m until lineout over

### Off side

- AR to assist with **defensive pillars**. Don't assume referee is looking at them.
- AR to assist with offside following a scrum, ruck or maul. AR should not be calling in **timing issues**. Calls only when retreating player **never reaches off side line** AND gets involved or is **standing offside** AND gets involved.
- Referee to decide if tackle only.
- AR to assist with players offside from kicks in open play. E.g Number 7 in front is a warning. Number 7 offside, AR wants ref to blow.

### Maul

- ARs should watch for players being illegally pulled out of mauls
- ARs should watch players coming in the side

### Open Play

- Respond if question asked e.g was that a knock on? Unsure is acceptable response, but a response is required.
- Help with positioning of mark penalty following an advantage. TMO can help

### Foul Play

- Idea of seamless where possible. e.g. down comms if just a penalty but flag if serious foul play. [Wales v Italy, Fra v SA] Examples may be a lineout supporter sacked, a late tackle, a no arms tackle.
- Touch is priority, even if players are on ground.
- When seen clear and obvious foul play, AR will inform the referee of which team has committed foul play e.g. foul play committed by black.
- Only if both teams have committed foul play should the AR say "Stop the game."
- Referee will lead the conversation if seen offence. Ref will then ask AR if anything to add.

- If referee not seen offence, AR to lead. The AR should only give a recommendation if asked.
- AR to advise ref if he wants matter referred for sanction only. AR has already decided it is foul play by flagging.

## Use of T.M.O

- **Grounding**
  - Two questions generally asked. :Try – yes or no?” or “Any reason I cannot award the try.”
  - Decision left for TMO.
  - Third question rare; “But for foul play, would a try have been scored” Referee then gives penalty try, **not** the TMO.
- **Offence leading to a try:**
  - If try about to be awarded and AR/TMO want something checked “CHECK, CHECK.”
  - **Real possibility test**
  - If AR in line with pass, should not be referring forward passes.
  - **Ref/AR/TMO** will be as specific as possible about question.
  - Referee will then tell TMO what seen and ask if anything to add.
  - **Reminder TMO can advise on something in addition**
- **Foul Play:**
  - TMO to come in live if clear and obvious (as per AR)
  - If want to review at next stoppage, TMO/AR should advise referee what needs checking.
  - AR who clearly sees foul play, should not be referring incidents apart from to decide on sanction.
  - Referee will then tell TMO what seen and ask if anything to add.
  - TMO has option of saying “I have another angle for you” if he believes the referee may not have all the information.

## Reserve Official

- Inform referee when the tee carrier has entered the pitch – when necessary.

## Timekeeper

- When referee goes to TMO, time automatically off.
- When referee gives a card, time automatically off.
- All other occasions, time off only when referee says. Timekeeper should ask if there is doubt.
- Time only back on when referee says so, except if play has resumed.
- Inform referee at appropriate moment of time left e.g not in between bind & set
- When Time off is requested by the Referee Timekeeper to confirm “Time off.”

