Primary AR Roles

ARs should focus on their primary roles and aim to be excellent in these areas. Knowing touch law and hustling are required!

Touch

- Hustle to stay with play.
- **Know touch law (Law 18)**: when the ball is in touch, who will throw in, and where the mark is. Pay attention to which team took the ball into the half/22 and whether the kick happened behind the line.
- **Put the flag up** when the ball is in touch/touch in goal. Watch the ball and **point your arm to the throwing in team once the quick lineout is not an option** anymore.

Pro tip: Hold the touch flag in the hand of the team in possession. If it's a PK to touch, hold the flag in the opposite hand to the team kicking. Then, when you put your flag up you will have it in the correct hand to point to the throwing team most of the time.

Foul Play

- **Leading AR** (play is coming towards your side of the field): Watch the tackle as it happens, looking for dangerous play in the tackle, obstruction, and the ensuing ruck.
- **Trailing AR** (play is going away from your side of the field): As the ball is passed or kicked away, keep your eyes where the play just was to check for late tackles, any extra contact as the ruck dissipates.
- If you have seen foul play, **put your flag in and keep doing your other duties** until the referee comes to talk to you. If you see the other AR has their flag in, also put yours in. Make sure you **note the color, number, offense**, and mark.

Kicks at Goal

- Both ARs should go behind the posts and stand at an angle so they are able to see the kicker between the posts.
- If the kicker is on your side, go closer to the posts and you will judge whether it goes over the cross bar.
- If it's further from your side, go further back and judge your post.
- After you judge the kick, **make eye contact with the other AR, say yes or no**, and then raise flags together if it's successful. If one of you says no, do not signal and return to your respective touch lines.

Secondary AR Roles

The secondary roles for an AR generally include scoring, space, and set piece but can also include anything the referee would like to delegate. It's important to talk to each referee about what they expect from you and ask for clarification when unsure. This document is written for use with radios. Small hand signals can substitute for some situations without radios.

Scoring

- **Triangulate with the referee** and other AR so you are all getting a different view. If the referee goes in-goal, you should be in field and vice versa.
- If you have seen a try, especially one where there may be doubt about grounding, provide the referee with a thumbs up or "try try try" through the radio.
- If you have seen a clear reason not to award the try, radio in "check check check" so the referee knows you have information to provide before they award the try.
- Watch players getting up after a try to ensure no foul play.
- If needed on PGs, remind players not to shout or charge.
- On close decisions with touch/touch in goal, remember that your primary duty is touch, then foul play, and then scoring.

Space

- **Work hard** to position yourself at the defensive last foot of each ruck. If the players are clearly (>1m) **never onside** communicate that to the referee.
- **Do not call in offside for timing issues** or very tight in front of kicker.
- At the goal line, be aware that hands on the ground often put the player offside.
- On kicks, speak to the wing on your side to ensure the kicking team are behind the kicker and are not advancing too soon.
- On set piece, communicate with the backline to keep them onside. Communicate to the referee if you are sure the defense came forward first and that the lineout/scrum wasn't over yet.
- Hustle back 10m on PKs to give the mark to the referee. Only call in if the player was <7m back.

Set Piece

- When scrums are within 15m from your touch line and the referee is on the other side, stand at the center line of the scrum and look for infringements. Radio in the color of the infringing team 3x. Once the referee plays ADV/blows the whistle, tell them the infringement. Don't guess if you are unsure.
- Help set up the front of the lineout. Put defending player 2x2, count numbers, ensure a large enough gap.
- Once the lineout has begun, look for throw not 5m, contact in the air, maul set up (attack and defense).
- At a maul, manage the players on your side to not enter through the side, swim (change binds), or collapse. Provide number of infringing player and note whether the maul was moving quickly when the player infringed.