

Assistant Referee Resource

Role

As an assistant referee, your role is to support the HR by providing them information about fouls in parts of the game they do not watch. Your job is to primarily follow beater play, namely calling beats, calling fouls and ensuring players adhere to the inbound procedure. When there is no active beater play, ARs should follow quaffle play - both off and on quaffle play. The main thing to consider with being an AR is that you should **assist** and not **insist**.

Positioning

Your positioning will depend on the number of ARs on a game. This is the most critical part of the practical side of assistant refereeing.

See the diagrams below for reference.

Following up on decisions

If you are signalling for a decision or give a warning, you **MUST** follow it through otherwise it can detriment your credibility. If you give a decision, then follow it through even if you're unsure of the punishment, as your HR should know the punishment.

Concentration

If you are on the pitch you should be concentrating on the game at **ALL** times and not "chatting" to spectators or other refs, even during a brooms down. At a brooms down, you must make sure all players stop where they are and do not wander about on brooms.

Positioning Continued

Two ARs

If you have 2 ARs on a game, you should try and follow these patrol zones:

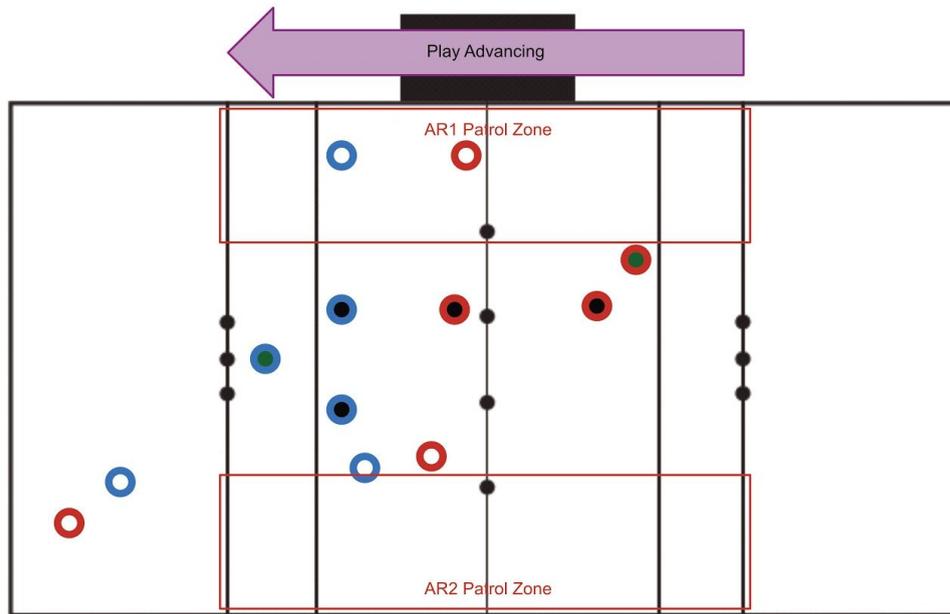


Image credit: IQA Rulebook 2018-2020

This should mean that you should be moving around in these zones whilst looking outside of these patrol zones too. You should not move too central as the play is very congested and will leave you with a very narrow viewpoint on the game. You should also not go too close to the goal end boundaries as you may be required to watch a play at the other end of the pitch and you don't want to fully commit to one end of the pitch.

The only time you should go off the player area behind you or at an end is if a ball (typically bludger) becomes 'out of bounds' and there is no eligible player who can collect to inbound it. The nearest official shall retrieve the bludger and place it approximately 2m (2 yards) inside the inbound point.

Four ARs

Diagram for a pitch with 4 ARs:

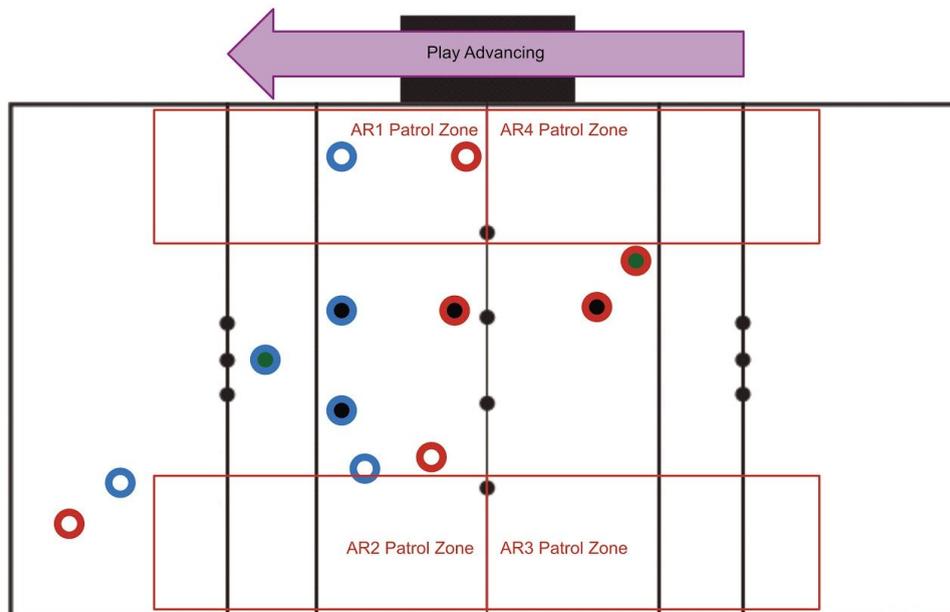


Image credit: IQA Rulebook 2018-2020

Since ARs1&4 and 2&3 share a side of the pitch, they can afford to push further towards the goal end boundaries if needed as there is less ground to be made up in a sprint if play shifts quickly.

In the scenario shown above:

AR1 should be stood between the topmost blue and red chasers, watching blue beater and red beater just below them.

AR2 should be near the keeper zone line about 5m (5 yards) from the triangle made of blue beater, blue chaser and red chaser watching the trio of beaters in their half.

AR3 should be towards the halfway line near the 'A' of AR3 watching off quaffle or a sudden movement towards the congestion from the red beater near red chaser.

AR4 should be in line with 'AR4' watching quaffle play or the trio of beaters from their angle to help ARs 1 and 2.