

TRAINING & DEVELOPMENT RESOURCES

1. Referee - Captain/Coach Player Relationship Management

Team Management Relationships Summary

- Arrive early
- Identify manager/coach and initiate introductions

Key Points

- Negotiate time for pre-match briefing, gear inspection and toss
- Complete responsibilities re team sheet requirements and in consultation with management identify trained front row players
- Clarify roles of team support personnel – e.g., trainer/physio/doctor etc.

Captain Relationships

Pre-match discussion with captains

- Establish on-field expectations, eg. “let’s communicate, but no lengthy debates”
- You can include - “I will only deal with you, as captain, on-field”
- Advise captain - support is expected in dealing with problems

Captain/On-Field Management

- Use of the captain for on-field management, eg:
- Repeated infringements/foul play incidents
- When emotions are running high
- Non-compliance in scrum/tackle phases
- Lineout gaps
- Unnecessary talk on field
- Positive reinforcement

Post Match Communication

Reasons for communicating after the match and identification of appropriate time and place

- Work on enhancing your relationship - make yourself available - this helps your future interactions.
(NB: Gauge the mood of the other party. If person is irate/hostile, suggest 'another time', rather than entering into debate/conflict)
- To educate players/coaches - better law knowledge/referee role
- To educate yourself - better game knowledge/understanding

Player Relationships

- Always refer to the captain by title, and players by number/position
- When the ball is in play, use simple short instructions, eg "Roll away Red 6".
- When the ball is dead:
 - I. Provide short/concise decision/answer to player queries.
DO NOT DEBATE
 - II. If players persist in talking, use captain to stop it.

2. Tackle

Key Points

- Field position
- Phase of play prior to tackle (set/second)
- Ball visibility
- Left/right shoulder rule helps with ball visibility
- Consider direction arriving players are coming from ('the traffic')
- Where will play go next? (Left/right shoulder rule)

Referee

Positioning/Running Lines

Diagram 1 depicts referee running lines to positioning at the tackle following a set phase.

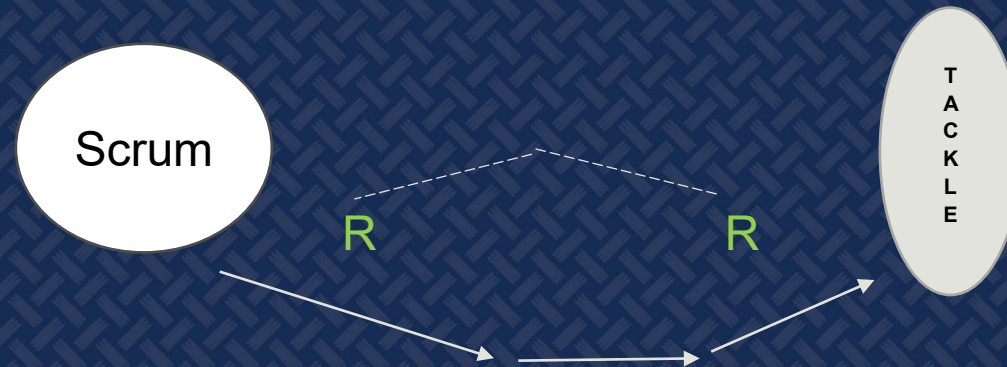
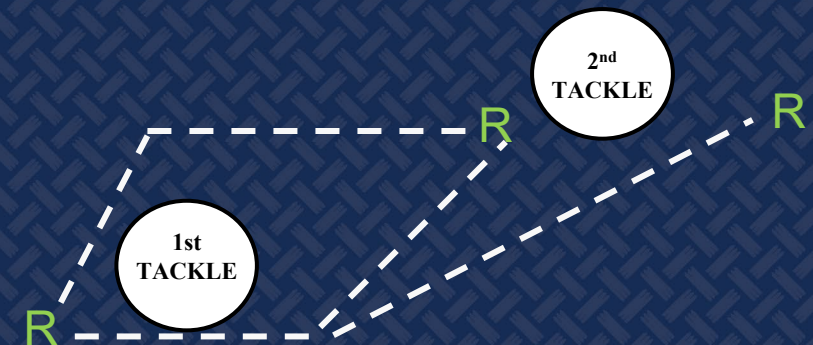


Diagram 2 depicts referee running lines/position options from first breakdown/tackle to the next breakdown/tackle.

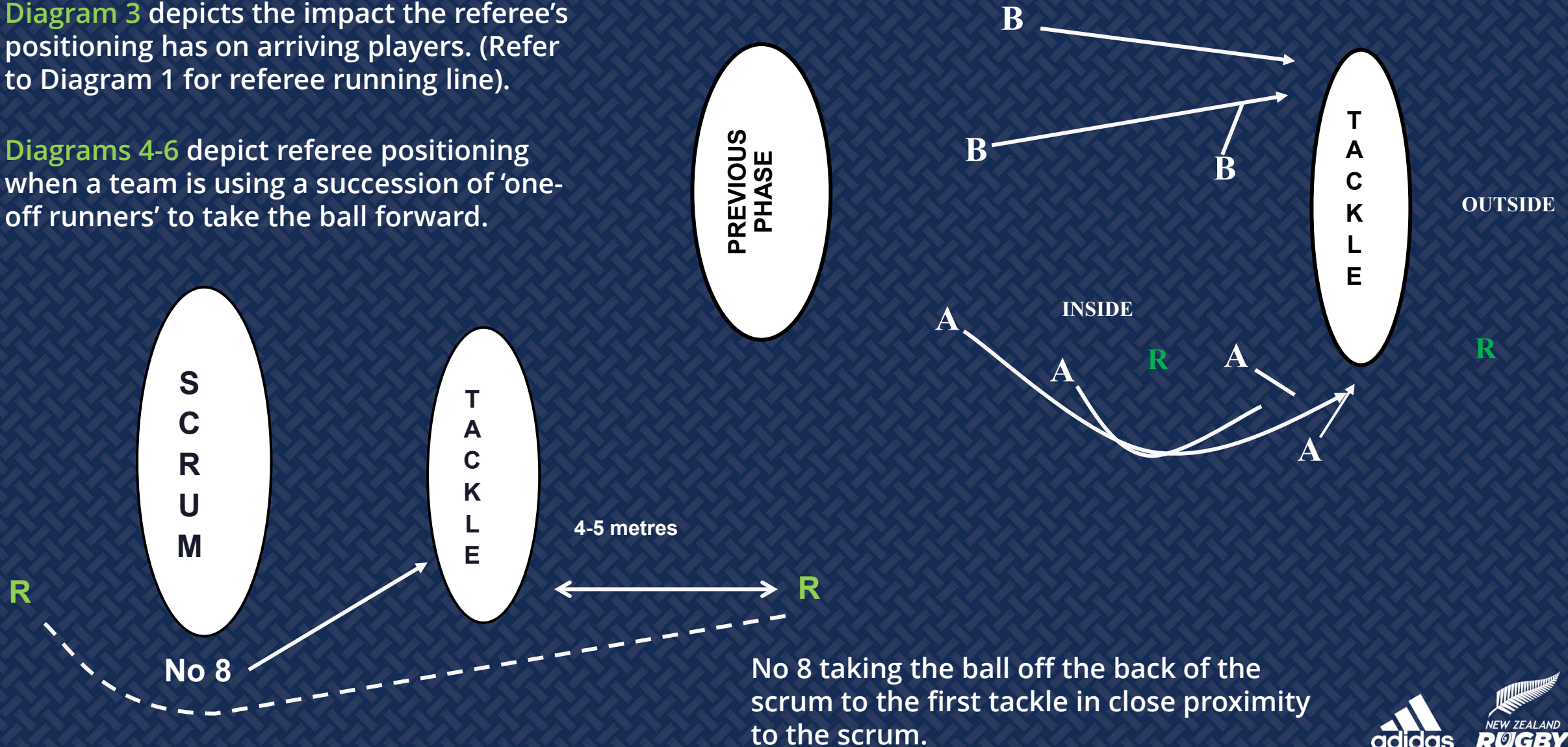


Referee positioning inside (preferable) or outside is determined by 'traffic' and referee's need to be aware that moving around to the outside of the tackle may lead to them missing on the ground infringements.

Referee Positioning/Running Lines

Diagram 3 depicts the impact the referee's positioning has on arriving players. (Refer to Diagram 1 for referee running line).

Diagrams 4-6 depict referee positioning when a team is using a succession of 'one-off runners' to take the ball forward.



Referee Positioning/Running Lines

Diagram 5

Halfback feeds ball to next 'one-off runner'

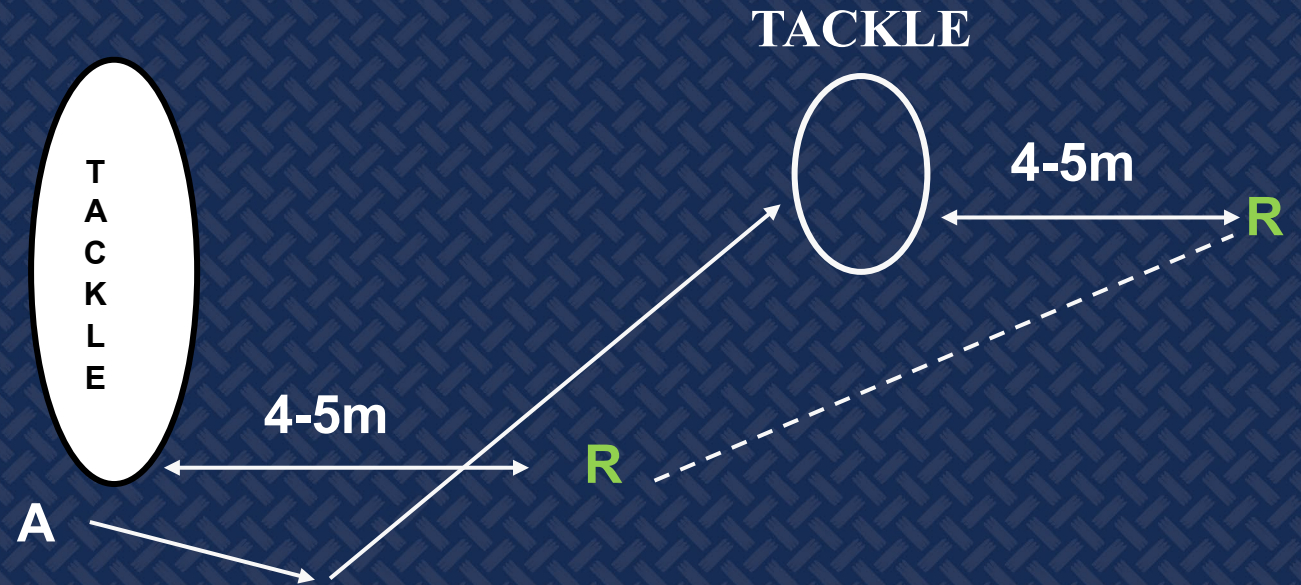
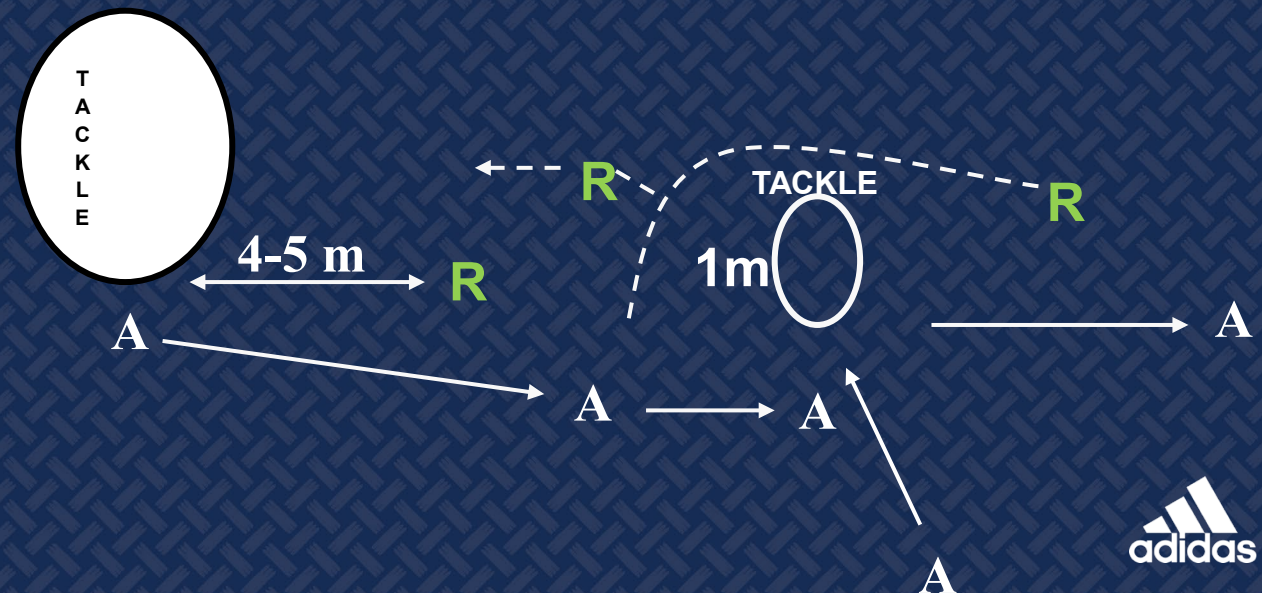


Diagram 6

Alternate referee positioning if speed of play dictates referee cannot follow normal running lines, eg long pass to player cutting back on the diagonal.



Sequence - What Do We Look For?

- 1 Tackler
 - Position of tackler in conjunction with the ball, e.g. wrap up tackle v round the legs tackle
 - Is tackler on own side of ball or tackled players side?
 - Number of tacklers (can affect ball release)
- 2 Tackled Player
 - Body position of tackled player, e.g. facing opposition's goal line.
 - Is player exercising options - Push, Place, Pass, Release
 - Are players arriving?
- 3 Arriving Players
 - Entry of arriving players (directly behind)
 - Are they on their feet?

Summary

Tackler

- Roll away tackler/number/colour, e.g.,
- 'Roll Away Tackler'
- 'Roll Away 7'
- 'Roll away RED'

Use the call ONCE ONLY - must equal player action or referee decision

Tackled Player

- 'Play it' colour and/or number, e.g.,
- 'Play it BLUE'
- 'Play it BLUE 7'

Use the call ONCE ONLY - must equal player action or referee decision

Arriving Players

- In practice arriving players are moving and their actions will more than likely be pre-determined, thus verbal cues become irrelevant. Your management of the Tackler and Tackled Player calls will promote more positive actions by arriving players.

3. Ruck / Maul

Definitions

- **Ruck Formation** - one-on-one on their feet, bound over the ball!
- **Maul Formation** - ball carrier, and one player from each team, bound and on their feet!
- **Maul to Ruck** - either ball drops to the ground, or ball carrier (on own) drops to ground with the ball.

SUMMARY

Ruck

1. One-on-One (ball on ground)
2. Hands off
3. Joining players (on-side and on-feet)
4. Offside lines
5. Rucking and managing ball clearance/out

Maul

1. Formation
2. Joining players
3. Offside lines
4. 5 second rule (movement of maul)
5. Managing the ball clearance/out (maul's over)

Summary

Ruck One-on-One (ball on ground)
Hands off
Joining players (on-side and on-feet)
Offside lines
Rucking and managing ball clearance/out

"It's a ruck"
"Hands off"
"From the back" "On your feet"
"Last feet"
"Ball only"

Maul Formation
Joining players
Offside lines
5 second rule (movement of maul)
Managing the ball clearance/out (maul's over)

"It's a maul"
"From the back"
"Last feet"
"5 seconds" "Keep it up"
"Use it" (second time)

Key Points - Positioning

Field position

Consider

1. Inside/outside position
2. Scoring zone/close to touch line

Phase of play prior to ruck or maul forming

Consider

1. Set pieces vs general play
2. Multiple phases

Ball visibility

Remember

1. "Left/Right" shoulder rule

Where play will go next

Consider

1. Are you on the "blindsides" (outside)?
2. Straight runners - how close are you?

Consideration of where players are coming from to join the ruck or maul

Consider

1. Be aware of "Traffic Lines" - player running lines, e.g., be flatter, slightly ahead etc.

4. Assistant Refereeing (Primary & Secondary Duties)

Primary Duties

- Signal ball in touch
- Indicate touch in goal
- Indicate when ball is over deadball line
- Adjudicate on kicks at goal
- Signal/report foul play

ARing

Primary Duties

Position

Signal

Ball in touch

- One up, one back
- Follow to the place ball crossed the touch line and make a mark.
- Penalty kick for touch.
- Anticipate where ball may cross the line and move there before the kick is made.

NB: Protect the goal line!

Flag raised high, other arm out horizontally and parallel to the touch line towards team to throw in.

Touch in Goal

- Ball in player's possession, get ahead and into in-goal and watch play coming toward you.
- Ball kicked, follow ball.

NB: if you are 'beaten' hang back!

Wash out signal.

ARing

Primary Duties

Position

Signal

Dead Ball Line

- Get into in-goal speedily to be adjacent

Wash out signal.

Kicks at Goal

- One up (nearest ball) and one back.
- One up covers cross bar, and one back covers the uprights.

- Communicate to ensure joint action.
- Kick over, both raise flags high.
- Kick misses, no signal.

Foul Play

- Note position in field where foul play occurs.
- Follow play until you can communicate with the referee.

- If play continues, lower flag and raise again at next stoppage in play, when you can catch the attention of the referee.

ARing Secondary Duties

Referee Support	Comply with pre-match discussion (team of three)
Scrum Tackle Offside	Observe indiscretions and inform referee as opportunity arises.
Substitutions	Monitor changes as required.
Sideline Antics	Responsible for maintaining a clear running line and line of vision the entire length of the touch line, deadball line to deadball line.
Goal Line	High level of concentration to assist the referee with accurate decision making.
Paperwork	Complete the required forms with the referee as necessary.

5. Game Awareness and Decision Making

External Factors

- Field markings
- Surface
- Flags
- Safety ropes
- Weather
- Crowd
- Game shape
- Player temperament
- Player skill level
- Time of team arrival
- Attitude of team management
- Presence of a Performance Reviewer/Selector

Pre-Match Issues

Communicate with managers and coaches, and decide upon a solution.

On-Field Issues

- Deal with the facts.
- Referee what is in front of you.
(Work on what is happening at the time).
- Do not worry about outcomes.
- Work on established personal processes. (What works for you)
- Slow down and use captains.
- Use Q words to avoid stress and maintain concentration, e.g., 'work', 'tackle', 'move'.

6. Foul Play

Foul Play - Process

1. Blow whistle with authority to immediately stop play and ENSURE other players do not become involved.
2. Ask players to move away - create space.
3. Check whether AR/s has flagged. If so, receive report (away from players).
4. Take time to collect your thoughts. Make your decision?
5. Call out offending player/s (use jersey number and colour) and captain/s.
6. Talk to the captain directly and base your comments on:

Fact - What you have seen and/or what has been reported to you by the Touch Judge/s. Eg. "No 12 Blue has punched No 7 red and is being sent to the Sin Bin."

7. Do not enter into further discussion.

Dealing with 'Niggle' Build Up

1. Identify and deal with player/s responsible for incidents.
2. Work closely with captains, to 'own' and address the problem.
3. When applicable manage incidents 'on the run'. Non-action may result in escalation.
4. Stop the game and talk it through with captains.
5. Use ARs to help.
6. Act on any warnings or cautions previously issued.
7. Present an ultimatum - YOU are comfortable with - GOLDEN RULE - if you do, you must act.

7. Scrum Management

The 4 Point Plan Pre-Match

1. Advise the LH you are looking for the head to be above the hips and the hit to be straight.
2. Advise the TH you are looking for a straight hit every time.
3. Advise the front row you are going to give them a call of 'Crouch' once they are bound up and ready, advise you will then call 'Bind' and want to see both packs steady and fully bound with a gap between front rows (no pre-loading/axial loading), and then call 'set' which indicates they can engage and stabilize.
4. At junior level, it is essential to summarise by saying that all actions at each scrum must work towards ensuring a Safe and Steady scrum throughout.

Effect

Early engagement

Cause & Solution

- a. Stick to "Crouch", "Touch", "Pause", "Engage" call
- b. Take action on early engagement: FK

Scrum cribs away from referee

- a. Cause - props on your side of the scrum
- b. Watch for TH angle on engagement
- c. Watch for LH swinging bum out and angling in, after engagement
- d. Watch feet positions immediately prior to engagement

Scrum cribs towards referee

- a. Cause - props on far side of scrum
- b. Watch for TH angle on engagement
- c. Watch for LH swinging bum out and angling in, after engagement

Scrum collapses

- a. On engagement, watch for LH 'head above hips' - if head is down, this will contribute to scrum collapsing.
- b. After engagement - watch the pressure and the R shoulder dropping for TH, L shoulder dropping for LH.

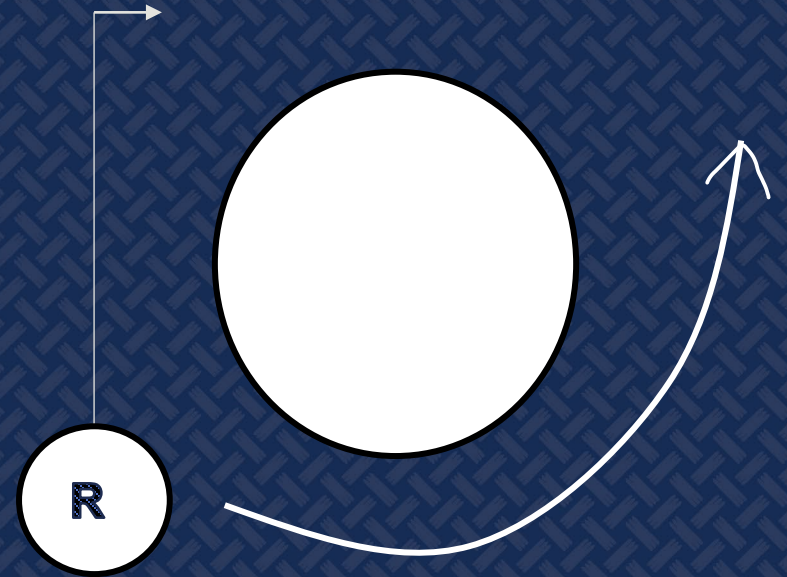
Hooker stands up

- a. Both shoulders parallel - hooker 'stood up'
- b. L shoulder higher in air - forced out by props angling in - see '*Scrum Cribs Away from Referee*' above

8. Refereeing in the Scoring Zone

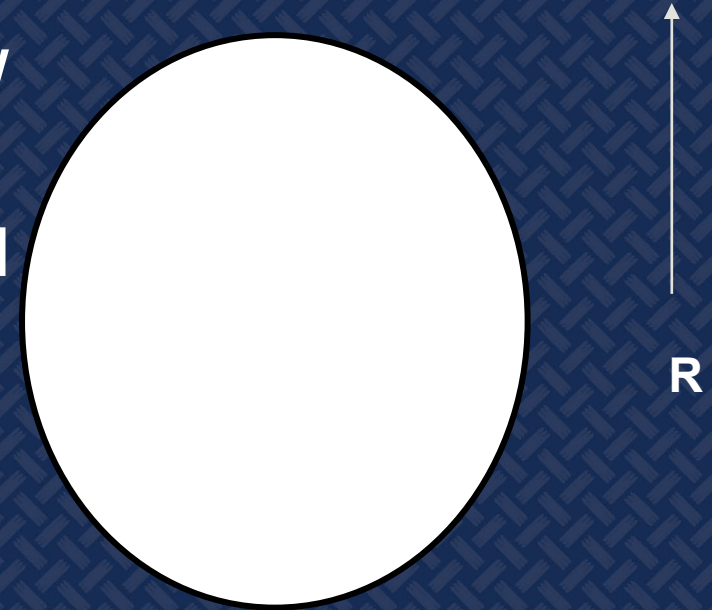
5m Scrum - Attacker's Ball

- Pushover: remain close to the ball, on attacker's side, retain constant vision of the ball. In this position referee can also view offside defenders. (Possible penalty try option).
- No 8 pick up and drive to the line R side: after scrum throw in, move back with ball to base of attacker's scrum. Check defenders stay bound to scrum.
- As ball leaves the scrum base, run quickly along L side of scrum, directly into in-goal and into a position to accurately rule.
- Remember to avoid entering player running lines.
- Keep distance to retain adequate view.
- Remain calm, composed.



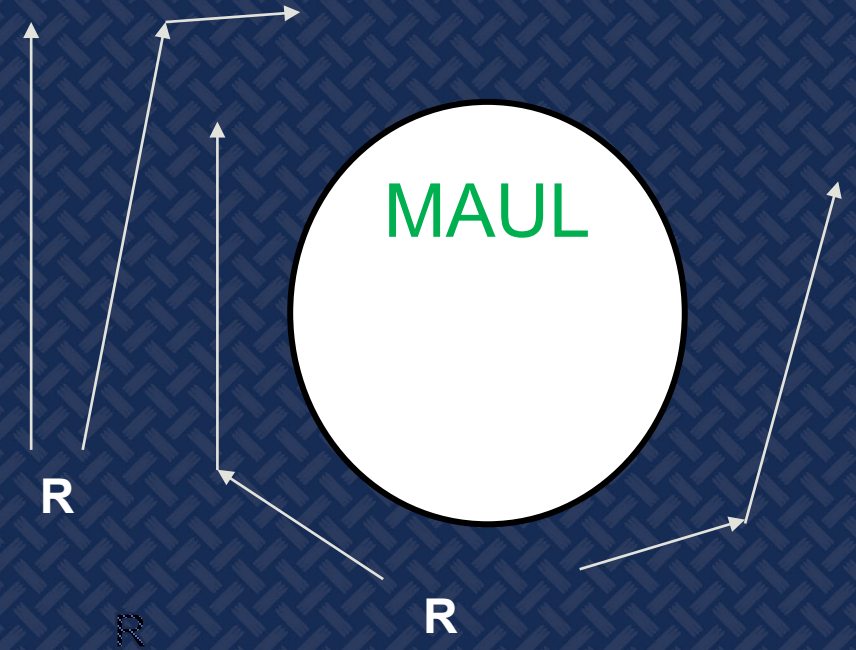
5m Scrum - Defender's Ball

- Ascertain position of defender's kicker/s
- Remain on defender's side after scrum throw in
- Ensure attackers remain bound to scrum and halfback is onside
- Ensure defenders remain bound to scrum (prevents obstruction)
- Stay clear of ball path
- Keep vision on ball kicker after kick made (late tackle)



Maul

- Establish location/position of ball
- Retain visibility of ball - be mobile
- Judge momentum of play as to when maul is likely to cross the goal line
- Keeping visibility of the ball, move to position in in-goal and let play come towards you.
- Exception: If the ball is at the back of the attacker's side of the maul and appears likely to remain there as the maul moves into in-goal, it may be preferable to follow the maul to the goal line.
- Watch as ball carrier falls to the ground.



Lineout - Attacker's Ball

- Adopt position on defender's side in in-goal
- Move with flight of the ball
- Let play come towards you
- If a maul forms, adopt recommended positioning at a maul close to the goal line

Keys to Refereeing in the Scoring Zone

