



<b>MATCH OFFICIALS</b>	Referee:	AR1:	AR2:
<b>TEAMS &amp; DATE &amp; VENUE</b>			
<b>PERFORMANCE REVIEWER</b>			

**Please complete form and e-mail to the IRB Referee Development Consultant [bernd.gabbei@irb.com](mailto:bernd.gabbei@irb.com) within 24 hours following fixture.**

<p><b>SUMMARY REPORT</b></p> <p>(This is the overall judgement based on the competencies achieved in the context of the match and the challenge to the referee. This report should include the communicated referee goals for this match.)</p>	
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Technical Area*	Competency Descriptors and Criteria	NYC C E	Comments & Action required (for NYC time of incident[s] and reference to match video is needed)
<b>General aspects and Management</b>	a. Sets a high standard of personal behavior with respect to the principles of refereeing in accordance with the playing charter		
	b. Effective communication of all decisions made using referee signals, vocals and body language		
	c. Follows "Refereeing what matters" (Contextual and material judgements)		
	d. Effective management of potential and/or actual conflicts, including the use of captains		
	e. Effective positioning (ball line running and ball-inside-outside)		
	f. Effective interaction with ARs and other match officials		
<b>Technical aspects of refereeing</b>			
<b>Tackle &amp; Ruck</b>	1. Effective presence at each tackle & ruck i.e. "being there" to enable preventative communication		
	2. Ensured tackler(s) released & moved away		
	3. Ensured tackled player(s) made ball available immediately and moved away		
	4. Ensured players entered the tackle and ruck phase from the correct side and on their feet		
<b>Maul</b>	5. Ensured mauls were formed and ended correctly		
	6. Ensured players joined the maul correctly		



Technical Area*	Competency Descriptors and Criteria	NYC C E	Comments & Action required (for NYC time of incident[s] and reference to match video is needed)
Open play	7. Ensured all restart kicks were taken correctly & players were onside		
	8. Ensured 10m space was available at PK & FK		
	9. Managed off-side players in general play		
	10. Detected all obvious forward passes and knock-ons		
	11. Managed offside lines for non-participants at ruck, maul, scrum and lineout		
Scrum	12. Indicated the mark and ensured Crouch, Touch, Pause, Engage sequence was followed		
	13. Ensured scrums were stationary, square to touch and players bound correctly		
	14. Encouraged a fair contest for the ball		
	15. Managed offside for participants		
Lineout	16. Effectively managed the lineout formation		
	17. Encouraged a fair contest for the ball		
	18. Managed across & along lineout offences		
Advantage	19. Applied advantage without undue pressure on the non-offending side		
	20. Allowed play to continue when the advantage was gained		
	21. Communicated advantage and advantage over by signal and voice		

**\*On-field performance in technical components:**

To achieve a "C" for any of the technical descriptors referees must comply with the criteria for a minimum of 3/4 or 75% of all cases (Scrum = 9/10 or 90%). To achieve an "E", referees must exceed the expected level of competency in the context of the challenge of that game i.e. comply with the criteria for a minimum of 9/10 (90%) of all cases (Scrum = 10/10 or 100%). For criteria that can't be observed, an "C" will be issued:

Excellent / Playoff-standard – performed beyond competency standards

→ **Minor ... coaching needed.**

Competent / Competition standard – performed above minimum standards

→ **Some ... coaching needed.**

Not Yet Competent / Not Yet Competition standard – performed below minimum standards

→ **Urgent ... coaching needed.**

Role	Competency Descriptors and Criteria	NYC C E	Comments & Action required
AR1 & AR2	I. Fulfilled the touch judge duties	1:	
		2:	
	II. Detected foul play and communicated with the referee correct protocol	1:	
		2:	
	III. Supported the referee in all his duties as directed	1:	
		2:	
Others			

