



MATCH OFFICIALS	Referee:	AR1:	AR2:
TEAMS & DATE & VENUE			
PERFORMANCE REVIEWER			

Please complete form and e-mail to the IRB Referee Development Consultant [bernd.gabbei@irb.com](mailto:bernd.gabbei@irb.com) within 12 hours following fixture.

Technical Area*	Competency Descriptors & Criteria	NYC C E	Comments & Action required (for NYC time of incident[s] and reference to match video is needed)
General aspects & Management	a. Follows "Refereeing what matters" (Contextual and material judgements)		
	b. Effective positioning (ball line running and ball-inside-outside)		
	c. Effective communication of all decisions (including advantage and advantage over) using referee signals, vocals and body language		
	d. Effective interaction with ARs and other match officials		
<b>Technical aspects of refereeing</b>			
Tackle & Ruck	1. Ensured tackler(s) released & moved away and tackled player(s) made ball available immediately and moved away		
	2. Ensured players entered the tackle and ruck phase from the correct side and on their feet		
Open play	3. Managed off-side players and obstructions in general play		
	4. Detected all obvious forward passes and knock-ons		
	5. Managed offside lines for non-participants at ruck, maul, scrum and lineout		
Scrum	6. Indicated the mark and ensured Crouch, Touch, Pause, Engage sequence was followed		
	7. Ensured scrums were stationary, square to touch and players bound correctly		
Advantage	8. Identifies and applies advantage without undue pressure on the non-offending side		
	9. Allowed play to continue when the advantage was gained		
<b>SUMMARY REPORT</b> (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.)			
Reference to match video			
mm : ss	Reference to Criteria	Detailed Description	

**\*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 4/5 or 80% of all cases, 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 10/10 or 100%. For criteria that can't be observed, an "C" will be issued:

- |  |   |                   |                         |
|--|---|-------------------|-------------------------|
| <b>Excellent</b> – performed beyond competency standards     | → | <b>Minor ...</b>  | <b>coaching needed.</b> |
| <b>Competent</b> – performed above minimum standards         | → | <b>Some ...</b>   | <b>coaching needed.</b> |
| <b>Not Yet Competent</b> – performed below minimum standards | → | <b>Urgent ...</b> | <b>coaching needed.</b> |