



## **Level 2 Referee Competency Statements**

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# Level 2 Referee Competency Statements

Australian Rugby Union Level 2 Referees will be able to:

## A. MANAGEMENT

### 1. COMMUNICATION

- Adhere to the communication protocol
- Demonstrate ability to vary communication
- Establish rapport with captains
- Communicate “advantage” and “advantage over” by signal and voice.

### 2. CONTROL FOR IDENTIFIED INCIDENTS

- Manage foul play (obstruction, dangerous play and misconduct) effectively, utilizing admonishment, cautioning and temporary suspension, and sending off, appropriate to the offence.
- Manage foul play (unfair play and repeated infringements) effectively, utilising cautioning and temporary suspension.
- Demonstrate management skills that ensure control of the game

### 3. ADVANTAGE

- Play territorial/tactical advantage in accordance with the conduct and spirit of the game.
- Manage advantage so that ball-in-play time was maximized. E.g. by identifying clear advantage opportunities, not possible opportunities, and not playing advantage too long in the latter situation
- Manage not to return to the original infringement after territorial / tactical advantage has been gained.
- Play advantage without putting non-offending players under undue pressure.

## B. TECHNICAL

### 1. TACKLE/RUCK/MAUL

- Ensure the tackler releases the tackled player and moves away.
- Ensure the tackled player makes the ball available immediately,
- Ensure that players enter the tackle phase and join ruck/maul correctly.
- Ensure that participating and arriving players do not intentionally go to ground or contribute to the collapse of a ruck or maul.
- Ensure that participants and non-participants remain onside.
- Ensure players’ hands are not used in the ruck, or illegally in the post tackle phase.

### 2. SCRUMMAGE

- Award the scrum throw-in to the correct side when the ball becomes unplayable.
- Follow the correct scrum engagement procedure with the scrum stationary and square to touch line until the ball is thrown in.
- Apply appropriate sanctions for management of scrums including offences for binding, standing up, collapsing and illegal wheeling.
- Ensure a fair contest for the ball including, throw-in, foot up and delayed throw-in.
- Ensure participants and non-participants remain on-side.

### 3. LINEOUT

- Ensure a fair contest for the ball including maintaining the gap, quick and incorrect throws.
- Applied appropriate sanctions for delay, across, and along the line-out offences.
- Ensure non-participants remain on-side.

### 4. KICKS, GENERAL PLAY

- Ensure restart kicks (ko/do/pk/fk) are taken correctly (method & place) and players remain on-side from kicks in general play, and are ten metres from penalty kicks and free kicks.
- Detect all obvious knock-ons and forward passes.

### 5. FOUL PLAY NOT IDENTIFIED BY REFEREE

- Apply penalty sanctions for incidents of dangerous play/misconduct which the referee should have detected.
- Apply penalty sanctions for incidents of obstruction/unfair play and repeated infringements which the referee should have detected.

### 6. IN-GOAL

- Make correct decisions without undue delay
- Make correct restart decisions

### 7. POSITIONING

- Demonstrate sound positioning at set phase, scrum, lineout, TRM, In-goal and general play to effectively manage the game

## C. GAME KNOWLEDGE

- Demonstrate an understanding of the key factors for the various game elements.
- Demonstrate an understanding of the team tactics used in paying the game.

## Level 2 Referee Competency Criteria Statements

To be assessed as competent the referee must demonstrate a proficiency to a level of 80% against all criteria. Referees will be assessed as either competent (achieved) or not competent (not achieved). Where a competency has not been demonstrated because it did not occur during a game, the assessor may use other means to test this competency.

The statements under the headings Competent provide guidance as to the referee's actions or non-actions that will assist in determining whether competency is demonstrated. Where these are not demonstrated, the competency should be rated as not achieved.

Area & competency	Competent (Achieved)
<b>A. MANAGEMENT</b>	
<b>1. Communication</b>	
<ul style="list-style-type: none"> <li>Adhere to the communication protocol</li> </ul>	<ul style="list-style-type: none"> <li>Signals were correct and clear</li> <li>Managed game through effective communication with players</li> <li>Discussion with other officials was timely and accurate and of appropriate duration</li> <li>Verbal communication was relevant to the phase of the game and in accordance with the protocol</li> <li>Did not engage in lengthy discussions with captains and players</li> </ul>
<ul style="list-style-type: none"> <li>Demonstrate ability to vary communication</li> </ul>	<ul style="list-style-type: none"> <li>Whistle was clear and differentiated infringements</li> <li>Varied tone of voice to effectively manage different game situations</li> <li>No instances of player confusion or dissent</li> <li>Players stopped when the whistle blown</li> </ul>
<ul style="list-style-type: none"> <li>Establish rapport with captains and players</li> </ul>	<ul style="list-style-type: none"> <li>Established and maintained good communications with captains and players</li> <li>Querying of decisions by captains was not over done</li> <li>Effective outcomes reached to issues raised</li> </ul>
<b>2. Control of Foul Play</b>	
<ul style="list-style-type: none"> <li>Manage foul play (dangerous play and misconduct) effectively, utilizing admonishment, cautioning and temporary suspension, and sending off, appropriate to the offence.</li> </ul>	<ul style="list-style-type: none"> <li>Instances of obstruction detected</li> <li>All instances of dangerous play detected</li> <li>Dangerous tackles were penalised</li> <li>Players on the ground in the ruck are protected from feet</li> <li>Players were not allow to charge into players on the side of a ruck/maul</li> <li>Applied recommended sanctions for foul play incidents</li> <li>Dealt with dangerous play to ensure that the game was played in a safe environment</li> </ul>
<ul style="list-style-type: none"> <li>Manage foul play (obstruction, unfair play and repeated infringements) effectively, utilising cautioning and temporary suspension.</li> </ul>	<ul style="list-style-type: none"> <li>Dealt with players who deliberately infringed the Laws of the Game</li> <li>Dealt with players who repeatedly infringed the Laws of the Game</li> <li>Used sanctions appropriate to the offence</li> </ul>
<ul style="list-style-type: none"> <li>Demonstrate management skills that ensured control of the game</li> </ul>	<ul style="list-style-type: none"> <li>Actions and interaction with players and captains contributed to the prevention of foul play</li> <li>Used game management techniques as well as PK, Sin Bin and Send off to appropriately control the game</li> <li>Communications and actions supported good spirit and fair play</li> </ul>
<b>3. Advantage</b>	
<ul style="list-style-type: none"> <li>Play territorial/tactical advantage in accordance with the conduct and spirit of the game.</li> </ul>	<ul style="list-style-type: none"> <li>Demonstrated appropriate understanding of advantage for both a scrum and penalty kick infringements</li> <li>Demonstrate appropriate understanding of both tactical and territorial advantage</li> <li>Showed consistency when applying advantage after an infringement</li> <li>Did not play advantage when the non-infringing team were under pressure when they received the ball</li> <li>Did not play advantage when infringing team regained the ball</li> </ul>
<ul style="list-style-type: none"> <li>Manage advantage so that ball in play time was maximized. E.g. by identifying clear advantage opportunities, not possible opportunities, and not playing advantage too long in the latter situation</li> </ul>	<ul style="list-style-type: none"> <li>Played advantage after an infringement whenever possible</li> <li>Decisions on timing of when advantage had been gained were appropriate</li> <li>Did not return for the infringement when advantage clearly gained</li> </ul>
<ul style="list-style-type: none"> <li>Communicate "advantage" and "advantage over" by signal and voice.</li> </ul>	<ul style="list-style-type: none"> <li>Signalled advantage using correct signal</li> <li>Verbally communicated that advantage being played</li> <li>Verbally communicated advantage over</li> </ul>

Area & competency	Competent (Achieved)
<b>B. TECHNICAL</b>	
<b>1. Tackle/Ruck/Maul</b>	
<ul style="list-style-type: none"> <li>Ensure the tackler releases the tackled player and moves away.</li> </ul>	<ul style="list-style-type: none"> <li>The tackler is managed away from the tackled player and the ball</li> <li>Infringers were dealt with using appropriate actions</li> </ul>
<ul style="list-style-type: none"> <li>Ensure the tackled player makes the ball available immediately,</li> </ul>	<ul style="list-style-type: none"> <li>Tackled player made to release the ball and did not prevent opposition players from contesting the ball</li> <li>Infringers were dealt with using appropriate actions</li> </ul>
<ul style="list-style-type: none"> <li>Ensure players enter the tackle phase and join ruck/maul correctly.</li> </ul>	<ul style="list-style-type: none"> <li>Arriving players entered the tackle from behind the last player and those who did not were managed or penalised</li> <li>Players joined the ruck from behind the last player of their team and if not were managed &amp; penalised</li> <li>Infringers were dealt with using appropriate actions</li> </ul>
<b>1. Tackle/Ruck/Maul (ctd)</b>	
<ul style="list-style-type: none"> <li>Ensure that participating and arriving players do not intentionally go to ground or contribute to the collapse of a ruck or maul.</li> </ul>	<ul style="list-style-type: none"> <li>Players joining the tackle who went to ground were penalised</li> <li>Players did not collapse the ruck/maul and if so were penalised</li> <li>Infringers were dealt with using appropriate actions</li> </ul>
<ul style="list-style-type: none"> <li>Ensure that participants and non-participants remain on-side.</li> </ul>	<ul style="list-style-type: none"> <li>Players in the ruck/maul who unbound were managed to an on-side position or penalised</li> <li>Player not in the ruck/maul were not allowed to be or remain in an off-side position without penalty</li> </ul>
<ul style="list-style-type: none"> <li>Ensure players' hands are not used in the ruck, or illegally in the post tackle phase.</li> </ul>	<ul style="list-style-type: none"> <li>Players on the ground at the tackle were not allowed to play the ball</li> <li>Players were not allowed to play the ball with their hands once a ruck had formed</li> <li>Infringers were dealt with using appropriate actions</li> </ul>
<b>2. Scrummage</b>	
<ul style="list-style-type: none"> <li>Award the scrum throw-in to the correct side when the ball becomes unplayable.</li> </ul>	<ul style="list-style-type: none"> <li>Unplayable rucks and mauls resulted in the correct team awarded the scrum throw-in</li> </ul>
<ul style="list-style-type: none"> <li>Follow the correct scrum engagement procedure with the scrum stationary and square to touch line until the ball is thrown in.</li> </ul>	<ul style="list-style-type: none"> <li>The referee correctly indicated the place for the scrum</li> <li>Managed scrum engagement including the correct call</li> <li>Managed the scrum so that it was stationary and square to the touch line prior to the ball begin thrown-in</li> <li>Scrum engagements were safe for participants</li> </ul>
<ul style="list-style-type: none"> <li>Apply appropriate sanctions for management of scrums including offences for binding, standing up, collapsing and illegal wheeling.</li> </ul>	<ul style="list-style-type: none"> <li>Managed front row body position and binding on engagement</li> <li>Managed front row binding throughout the scrum</li> <li>Managed and dealt with players who collapsed the scrum, stood up and used other dangerous and illegal actions</li> <li>Applied appropriate sanctions where necessary</li> <li>Scrum remained safe throughout the match</li> <li>Unsafe scrums were well managed</li> </ul>
<ul style="list-style-type: none"> <li>Ensure a fair contest for the ball including, throw-in, foot up and delayed throw-in</li> </ul>	<ul style="list-style-type: none"> <li>Ensured scrum feed was correct</li> <li>Hookers did not have their feet up or in the tunnel prior to the throw-in</li> <li>U19 scrum laws correctly applied</li> <li>Appropriate sanctions were applied where these did not occur</li> </ul>
<ul style="list-style-type: none"> <li>Ensure participants and non-participants remain on-side</li> </ul>	<ul style="list-style-type: none"> <li>All scrum participants remained bound until the scrum was over</li> <li>All non-participants remained on-side until the scrum was over</li> </ul>
<b>3. Lineout</b>	
<ul style="list-style-type: none"> <li>Ensure a fair contest for the ball including maintaining the gap, quick and incorrect throws.</li> </ul>	<ul style="list-style-type: none"> <li>Quick throw-ins were correctly taken</li> <li>Ball was thrown between the inside shoulders</li> <li>Maintained a gap between teams</li> </ul>
<ul style="list-style-type: none"> <li>Applied appropriate sanctions for delay, across, and along the line-out offences.</li> </ul>	<ul style="list-style-type: none"> <li>Correct numbers were observed</li> <li>Managed lineouts so that they were formed without delay</li> <li>Players leaving the lineout after formation were managed</li> <li>There was no interference on the jumper whilst in the air</li> <li>There was no interference with support players for the jumpers</li> <li>Support for jumpers was within the law</li> <li>Lineout players did not advance through the lineout early</li> <li>Lineout players observed off-side lines for ruck &amp; maul formed at the lineout</li> <li>Players did not go beyond the 15 m line before the ball was thrown</li> <li>Appropriate sanctions were applied for infringements</li> </ul>
<ul style="list-style-type: none"> <li>Ensure non-participants remain on-side.</li> </ul>	<ul style="list-style-type: none"> <li>Players not in the lineout remained 10 m until the lineout ended</li> </ul>

Area & competency criteria	Competent (Achieved)
<b>4. Kicks, General Play</b>	
<ul style="list-style-type: none"> <li>• Ensure restart kicks (ko/do/pk/fk) are taken correctly (method &amp; place) and players remain on-side from kicks in general play, and are ten metres from penalty kicks and free kicks.</li> </ul>	<ul style="list-style-type: none"> <li>• Players of the kicking team were on-side at re-start kicks</li> <li>• All kicks were taken by the correct from of kick</li> <li>• All kicks were taken from the correct place</li> <li>• Players of the offending team retired 10 m at PK/FK</li> <li>• Players who did not retire 10 m were managed</li> <li>• Players in front of the kicker in general player were managed</li> <li>• Appropriate sanctions were applied for infringements</li> </ul>
<ul style="list-style-type: none"> <li>• Detect all obvious knock-ons and forward passes.</li> </ul>	<ul style="list-style-type: none"> <li>• All obvious knock-ons and forward passes were acted on</li> </ul>
<b>6. In Goal</b>	
<ul style="list-style-type: none"> <li>• Make correct decisions without undue delay</li> </ul>	<ul style="list-style-type: none"> <li>• Decisions in in-goal made quickly and without prolonged wrestling for the ball</li> <li>• Correct decisions made for try and touch down</li> </ul>
<ul style="list-style-type: none"> <li>• Make correct restart decisions</li> </ul>	<ul style="list-style-type: none"> <li>• Play was correctly restarted after infringements or when ball became dead in in-goal</li> </ul>
<b>7. Positioning</b>	
<ul style="list-style-type: none"> <li>• Demonstrated basic positioning at set-phase, scrum, line-out; T/R/M, In-Goal and General Play to effectively manage the game</li> </ul>	<ul style="list-style-type: none"> <li>• Was appropriately positioned at all set phases (scrum, lineout, re-start kicks) to manage all aspects of these phases</li> <li>• Was appropriately positioned at T/R/M (Attacking line) to effectively manage and detect infringements</li> <li>• Generally adopted ball line management [BLM] positioning in general play which assisted with detection of infringements</li> <li>• Was well positioned in the in-goal area to make quick and correct decisions</li> </ul>
<b>GAME KNOWLEDGE</b>	
<ul style="list-style-type: none"> <li>• Demonstrate an understanding of the key factors for the various game elements.</li> </ul>	<ul style="list-style-type: none"> <li>• Application of Law and decision making processes recognised the tactics used by players at the different game phases</li> </ul>
<ul style="list-style-type: none"> <li>• Demonstrate an understanding of the team tactics used in paying the game</li> </ul>	<ul style="list-style-type: none"> <li>• Application of Law and decision making processes recognised the manner in which the game was played</li> </ul>