

Level 1 Referee Competency Statements

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Australian Rugby Union Level 1 Referees will be able to:

A. MANAGEMENT

1. COMMUNICATION

- Followed acceptable communication protocols
- Demonstrate ability to vary communication
- Established rapport with captains
- Communicate "advantage" and "advantage over" by signal and voice.

2. CONTROL

- 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

- Tackler released the tackled player and moved away.
- Tackled player made the ball available immediately,
- Players entered the tackle phase and joined ruck/maul correctly.
- Participating and arriving players did not intentionally go to ground or contribute to the collapse of a ruck or maul.
- Participants and non-participants remained onside.
- Players hands were 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 became 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

- 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.
- Non participants remained on-side.

4. KICKS, GENERAL PLAY

- Restart kicks (ko/do/pk/fk) were taken correctly (method & place) and players remained on-side from kicks in general play, and are ten metres from penalty kicks and free kicks.
- · All obvious knock-ons and forward passes were detected

6. IN-GOAL

- Correct decisions made without undue delay
- Correct restart decisions

7. POSITIONING

 Demonstrated basic positioning at set phase, scrum, lineout, T/R/M, In-Goal and General Play to effectively manage the game To be assessed as competent the referee must demonstrate proficiency to a level of 65% against all criteria. Referees will be assessed as either competent (achieved) or not competent (not achieved). Where a criterion has not been demonstrated because it did not occur during a game, the assessor may use other means to test this criteria. This is explained earlier in the Competency Assessment Manual.

The statements under the headings Competent provide guidance as to the referee's actions that will assist in determining whether competency against the criteria was demonstrated.

Area & competency criteria	Competent (Achieved)
Communication	
Followed acceptable communication protocols	 Signals were correct and clear Was able to manage game through good communication with players Discussion with other officials was timely and accurate Verbal communication was relevant to the phase of the game
Demonstrated ability to vary communication	 Whistle was clear and differentiated infringements Varied tone of voice to effectively manage different game situations No instances of player confusion or dissent Communication attempts produced desired outcomes Play stopped when whistle blown
Established rapport with captains	 Established and maintained good communications with captains Effective outcomes reached to issues raised Little querying in relation to decisions
 Communicated "advantage" and "advantage over" by signal and voice. 	 Signalled advantage using correct signal Verbally communicated that advantage being played Verbally communicated advantage over
Control	
Managed foul play (obstruction, dangerous play and misconduct) effectively, utilizing admonishment, cautioning and temporary suspension, and sending off, appropriate to the offence.	 Instances of obstruction detected All instances of dangerous play detected Dangerous tackles were penalised Players are protected on the ground in the ruck from feet Players were not allow to charge into players on the side of a ruck/maul Applied recommended sanctions for foul play incidents Dealt with dangerous play to ensure that the game was played in a safe environment
 Managed foul play (unfair play and repeated infringements) effectively, utilising cautioning and temporary suspension. 	Dealt with players who deliberately and repeated infringed the Laws of the Game
Demonstrated management skills that ensured control of the game	 Actions and interaction with players and captains contributed to the prevention of foul play Used game management techniques as well as PK, Sin Bin and Send off to appropriately control the game Promoted good spirit, fair play
Adventere	
Played territorial/tactical advantage in accordance with the conduct and spirit of the game.	 Demonstrated the concepts of advantage for both a scrum and penalty kick infringements Demonstrate the concept of both tactical and territorial advantage Showed consistency when applying advantage after an infringement
 Managed 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 	 Played advantage after an infringement whenever possible Decisions on timing of when advantage had been gained were appropriate
 Managed not to return to the original infringement after territorial / tactical advantage had been gained. 	Allowed play to continue when advantage clearly gained
 Played advantage with out putting non- offending players under undue pressure. 	 Did not play advantage when the non-infringing team were under pressure when they received the ball Did not play advantage when infringing team regained the ball

Tee	a & competency criteria		Competent (Achieved)
	kle/Ruck/Maul	↓	
•	Tackler released the tackled player and moved away.	•	The tackler was managed away from the tackled player and the ball Infringers were dealt with using appropriate actions
•	Tackled player made the ball available immediately,	•	Tackled player made to release the ball and did not prevent opposition players from contesting the ball
	iiiiiiediately,	•	Infringers were dealt with using appropriate actions
•	Player entered the tackle phase and	•	Arriving players entered the tackle from behind the last player and
•	joined ruck/maul correctly.		those who did not were managed or penalised
		•	Players joined the ruck from behind the last player of their team and if not were managed & penalised
		•	Infringers were dealt with using appropriate actions
•	Participating and arriving players did not	•	Players joining the tackle who went to ground were penalized
	intentionally go to ground or contribute to	•	Players did not collapse the ruck/maul and if so were penalized.
	the collapse of a ruck or maul.	•	Infringers were dealt with using appropriate actions
•	Participants and non-participants	•	Players in the ruck/maul who unbound were managed to an on-side
	remained onside.		position or penalized
		•	Player not in the ruck/maul were not allowed to be or remain in an off-
			side position without penalty
	Dia control de la control de l	•	Infringers were dealt with using appropriate actions
•	Players hands were not used in the ruck,	•	Players on the ground at the tackle were not allowed to play the ball
	or illegally in the post tackle phase.	•	Players were not allowed to play the ball with their hands once a ruck had formed
			Infringers were dealt with using appropriate actions
		Ť	miningors were dean with using appropriate actions
Scr	ummage	<u> </u>	
•	Awarded scrum throw-in to the correct	•	Unplayable rucks and mauls resulted in the correct team awarded the
	side when the ball became unplayable.	<u> </u>	scrum throw-in
•	Scrum engagement procedure was	•	The referee correctly indicated the place for the scrum
	followed with the scrum stationary and	•	Managed scrum engagement including the correct call
	square to touch line until the ball was	•	Managed the scrum so that it was stationary and square to the touch
	thrown in.		line prior to the ball begin thrown-in
	Applied appropriate constitute for	•	Scrum engagements were safe for participants
•	Applied appropriate sanctions for	•	Managed front row body position and binding on engagement
	management of scrums including offences for binding, standing up,	•	Managed front row binding throughout the scrum Managed and dealt with players who collapsed the scrum, stood up
	collapsing and illegal wheeling.	•	and used other dangerous and illegal actions
	,	•	Applied appropriate sanctions where necessary
		•	Scrums remained safe throughout the match
		•	Unsafe scrums were well managed
•	Fair contest for the ball including, throw-	•	Ensured scrum feed was correct
	in, foot up and delayed throw-in.	1 _	Hookers did not have their feet up or in the tunnel prior to the throw-in
	in, root up and dolayed throw in.	•	Hookers did not have their reet up of in the turner prior to the throw-in
	in, root up and dolayed thow in.		U19 scrum laws correctly applied
			U19 scrum laws correctly applied Appropriate sanctions were applied where these did not occur
•	Participants and non-participants	•	U19 scrum laws correctly applied Appropriate sanctions were applied where these did not occur All scrum participants remained bound until the scrum was over
•		•	U19 scrum laws correctly applied Appropriate sanctions were applied where these did not occur
•	Participants and non-participants remained on-side	•	U19 scrum laws correctly applied Appropriate sanctions were applied where these did not occur All scrum participants remained bound until the scrum was over
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• Line	Participants and non-participants remained on-side eout Fair contest for the ball including	•	U19 scrum laws correctly applied Appropriate sanctions were applied where these did not occur All scrum participants remained bound until the scrum was over All non-participants remained on-side until the scrum was over Quick throw-ins were correctly taken
• Line	Participants and non-participants remained on-side eout Fair contest for the ball including maintaining the gap, quick and incorrect	•	U19 scrum laws correctly applied Appropriate sanctions were applied where these did not occur All scrum participants remained bound until the scrum was over All non-participants remained on-side until the scrum was over Quick throw-ins were correctly taken Ball was thrown between the inside shoulders
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Area & competency criteria	Competent (Achieved)
Kicks, General Play	
Restart kicks (ko/do/pk/fk) were taken correctly (method & place) and players remained on on-side from kicks in general play, and were ten metres from penalty kicks and free kicks.	 Players of the kicking team were on-side at re-start kicks All kicks were taken by the correct from of kick All kicks were taken from the correct place Players of the offending team retired 10 m at PK/FK Players who did not retire 10 m were managed Players in front of the kicker in general player were managed Appropriate sanctions were applied for infringements
All obvious knock-ons and forward passes were detected.	All obvious knock-ons and forward passes were acted on
In Goal	
Correct decisions made without undue delay	Decisions in in-goal made quickly and without prolonged wresting for the ball Correct decisions made for try and touch down
Correct restart decisions	Play was correctly restarted after infringements or when ball became dead in in-goal
Positioning	· ·
Demonstrated basic positioning at set- phase, scrum, line-out; T/R/M, In-Goal and General Play to effectively manage the game	 Was appropriately positioned at all set phases (scrum, lineout, restart kicks) to manage all aspects of these phases Was appropriately positioned at T/R/M (Attacking line) to effectively manage and detect infringements Generally adopted ball line positioning in general play which assisted with detection of infringements Was well positioned in the in-goal area to make quick and correct decisions