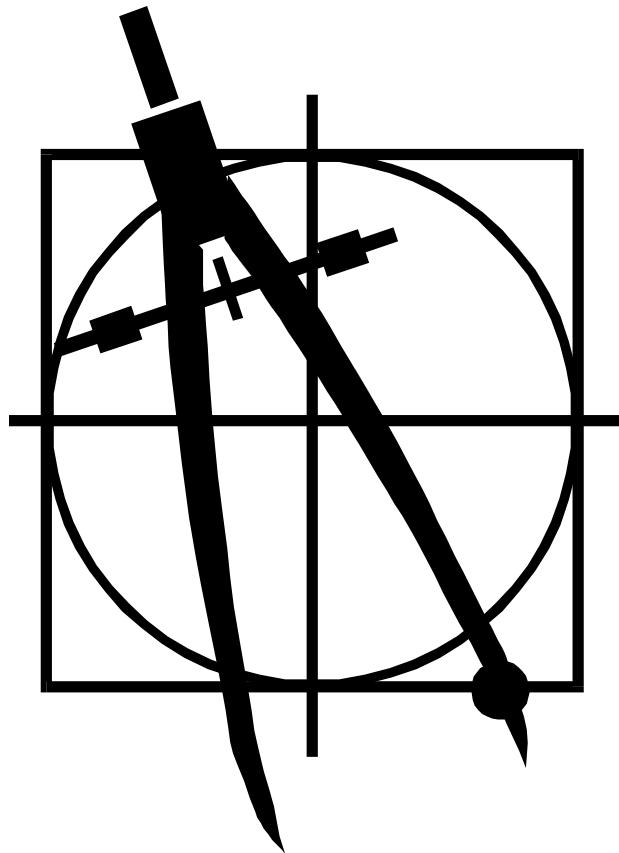
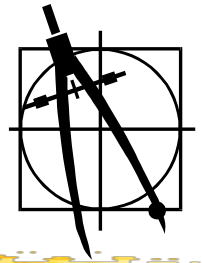


Game Management Routines



Frank MEIKLEJOHN

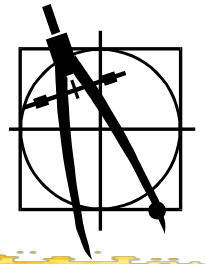
Game Management Routines



Developed from:

- ⌘ ARU Game Management Guidelines
(Australian Domestic Competitions 2005)
- ⌘ iRB Referee Performance Evaluation
Competencies

Game Management Routines



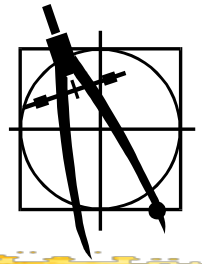
Scrum and Advantage

⌘ Checklists

⌘ Communication (if necessary); and

⌘ Tolerances

Game Management Routines

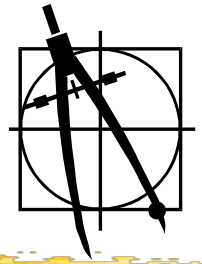


⌘ Law 20 - Scrum

⌘ Technical Competencies

- ☑ Awarded scrum throw-in to the correct side when the ball became unplayable - **ESCT**
- ☑ Scrum engagement procedure was followed with the scrum stationary and square to touch-line until the ball was thrown-in - **ESCE**
- ☑ Applied appropriate sanctions for management of scrums including offences for binding, standing up, collapsing and illegal wheeling - **ESCS**
- ☑ Fair contest for the ball including, throw-in, foot up and delayed throw-in - **ESCF**
- ☑ Participants and non-participants remained on-side - **ESCO**

Game Management Routines



Scrum - Checklist

⌘ Signal

⌘ Indicate the mark and ensured ball available

⌘ Scrum assembles at the mark

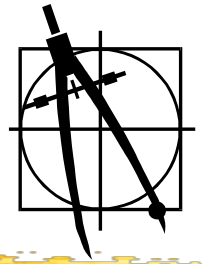
☒ Feet of front rows are arms length from the mark

☒ Both hookers over the mark i.e. not off-set

☒ Ball available

⌘ Referee calls “Crouch and Hold” or “Couch, Touch and Hold”

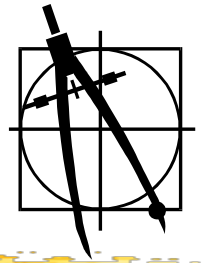
Game Management Routines



Scrum - Checklist (Cont)

- ⌘ Referee to call "Engage"
 - ☒ Zero tolerance on early engage
 - ☒ Angle of engagement – square
 - ☒ Front row to bind on engagement on the body
 - ☒ Scrum to be square and steady after engagement
- ⌘ Scrum half stands on middle line
- ⌘ Credible feed
- ⌘ Check binding of all players

Game Management Routines

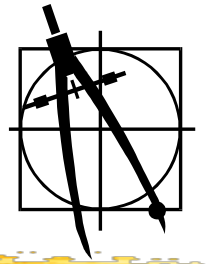


Scrum - Checklists (Cont)

⌘ Binding:

- ☒ Manage, advantage or PK, look at material effect
- ☒ Props to keep their binding, and not bore in, up or twist or dip
- ☒ Back rows must be correctly bound until the ball is out
- ☒ Flankers must be bound on locks not props
- ☒ No. 8 changing position in the scrum can be done if within law
- ☒ No. 8 and No. 9 movements at the back of the scrum

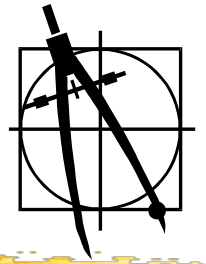
Game Management Routines



Scrum - Checklists (Cont)

- ⌘ Check offside lines
- ⌘ Ball out
- ⌘ Transition to next phase

Game Management Routines



Scrum - Tolerances

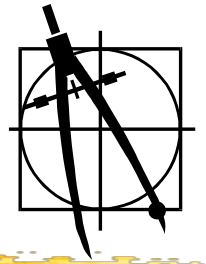
Engagement

- ☒ Safety issue
- ☒ Zero tolerance on early engagement
- ☒ Square and Stable
- ☒ Front row to bind on engagement on the body

Throw-in

- ☒ Credible feeds

Game Management Routines



Scrum - Tolerances

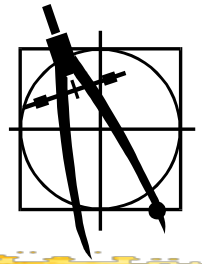
Collapsed Scrums

- ☒ Safety issue
- ☒ Sanctions should be first action
- ☒ Be strict – reset or penalise
- ☒ Be consistent

Wheel

- ☒ No early wheels before ball in
- ☒ No “whip wheels” – props pulling back
- ☒ Hand on ground – not for launching

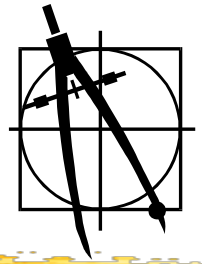
Game Management Routines



Communication in General

It is important to note that referees communication style is part of the personality of the referee and it is vital that the referee is able to utilise his unique style.

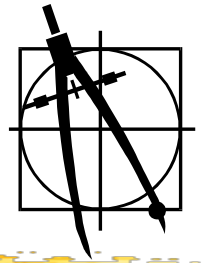
Game Management Routines



Scrum - Communication

- ⌘ When explaining decisions, referees should be succinct and wherever possible use the language of the Law Book
- ⌘ The preferred communication method is to use the team's name or colour plus the number of the player. The use of a player's name should not take place.
 - ☒ "Scrum down, white throw in – knocked on by blue 6, no advantage" or "Knock on by blue 6, no advantage, scrum white throw in."

Game Management Routines



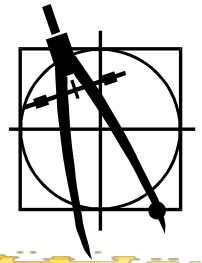
Scrum - Communication

- ⌘ The explanation should be accompanied by the appropriate secondary signal.
- ⌘ The referee should call the front rows to crouch and hold, and then come together only when the calls 'engage'.

Crouch and Hold - Engage; or

Crouch, Touch and Hold - Engage (U19 Variation)

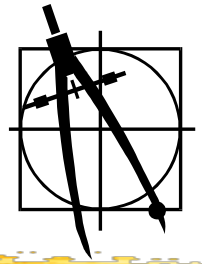
Game Management Routines



⌘ Law 8 - Advantage

- ⌘ The Law of advantage takes precedence over most other Laws the objective is to make play more continuous with fewer stoppages.
- ⌘ Advantage has to be real and clear rather than simply an opportunity.
- ⌘ Territorial or tactical advantage

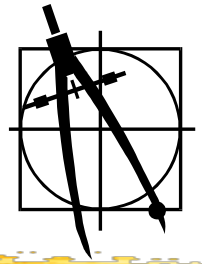
Game Management Routines



Advantage - Tolerance

- ⌘ Knock-on advantage -v- Penalty advantage
- ⌘ Ball in play maximised
- ⌘ Referee didn't return to original infringement after advantage was gained
- ⌘ Played advantage without putting non-offending players under pressure

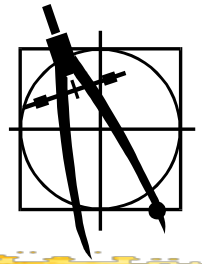
Game Management Routines



Advantage - Communication

- ⌘ Referee should signal advantage
- ⌘ Referees should call by voice “Advantage” and “Advantage Over”
- ⌘ iRB Management Competency - Communication
 - ☑ Communicated “advantage” and “advantage over” by signal and voice - **ECO A**

Game Management Routines



- ⌘ This is a starting point for the development of your own checklists, communication and tolerances.
- ⌘ It is not a definitive document.
- ⌘ It should change with you every year as you develop new skills and incites into Rugby.
- ⌘ You should personally review these skills and processes regularly (at least once a year).