

Game Management Routines

*Rugby.
show
your True
Colours*

Scrum and Lineout

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Tonight's Session

- Quick law quiz
- Why GMRs
- Group Activity - Scrum GMR
- Group Activity - Lineout GMR
- Conclusion
- Next Development Meeting Night

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Scrum Questions:

1. A scrum must have how many players from each team?

Answer: 8

2. When a team is reduced to fewer than fifteen, a team must not have fewer than how many players in the scrum?

Answer: 5

3. Front rows crouch and pause and come together before the referee calls engage. The penalty is?

Answer: Free kick

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Lineout Questions:

1. The team throwing in the ball decides numbers in the lineout. What is the penalty if the non-throwing team have fewer numbers in the lineout than the throwing team.

Answer: no penalty....play on.

2. At a lineout, all players in the lineout must stand between what distances from the touch line.

Answer: Between 5 metres and 15 metres. Exceptions?

3. Where is the offside line for participating players before and after the ball is thrown in?

Answer: Before - the line of touch. After - a line through the ball.

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Why?

Relevance

- Flowchart of referee's thinking
- Follows the sequence of the iRB's competencies
- Identifies each component of play

Personalised

- may be broad
- include a handful of "triggers"
- may be more detailed

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Tolerances

- “Gut-feelings” that invoke action by the referee
- preventive or punitive management of each phase
- causes the referee to react in a certain way. Eg. Verbal instruction, award a scrum, issue a PK, etc.
- Every action linked to a tolerance level, so the referee reacts instinctively, correctly, and consistently

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TRM Management Routines

IRB REQUIREMENT [Desired Outcome]	GAME EVENT	MANAGEMENT ROUTINE [Thought Process]	COMMUNICATION	ACTION
TACKLE, RUCK & MAUL TACKLE <ul style="list-style-type: none">▪ Tackled player made ball available immediately	Tackle	<ul style="list-style-type: none">▪ Focus on tackled player to play the ball	<ul style="list-style-type: none">▪ 'Play the ball Red 12'	<ul style="list-style-type: none">▪ No positive response, play Advantage then Penalty Kick if appropriate

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Scrum GMR Exercise

- Break into 6 groups.
- Each group work on one of the iRB requirements (desired outcomes) listed for scrum.
- Allow 10 minutes to discuss and note on sheets provided your groups findings.
- Each group elect a representative to present findings.

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Group Activity – Game Event

Group 1 – TRM Unplayable

Group 2 – Scrum Formation & Pre-engagement

Group 3 – Engagement

Group 4 – Post engagement – Scrum contest

Group 5 – Post engagement – Scrum
Contest/Collapse/Wheel

Group 6 – Backrow binding/delivery of ball/non-
participants

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Lineout GMR Exercise

- Break into 4 groups.
- Each group work on one of the iRB requirements (desired outcomes) listed for lineout.
- Allow 10 minutes to discuss and note on sheets provided your groups findings.
- Each group elect a representative to present findings.

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Group Activity – Game Event

Group 1 – Quick throw

Group 2 – Pre throw

Group 3 – Contest for the ball (delay, along & across the line offences)

Group 4 – Contest for the ball (non-participants)

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Conclusion

Game Management Routines;

- management routines for all facets of play
- promote instinctive, consistent, and correct decisions
- pre-game refer to these prepare for the match
- include in post game analysis
- personalise routines & amend to ensure better coverage in game situations
- GMRs compare and “benchmarked” with role model referees. Eg. Andrew Cole

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Next meeting Frank will deal with the GMRs for:

Restarts

Kicks in General Play

Advantage