

Getting Started in Refereeing

Guide No. 2



**The West of Scotland
Rugby Referees Society**

Contents

	Page No.
1. Refereeing with Style	3
2. Preparation for a Game - Fitness	3
3. Contact with the Home Club Before a Game	4
4. Preparation at Home on the Day of the Game	4
5. At the Ground before Kick-off	5
6. During the Game . Player Safety	7
7. During the Game - Positioning	11
8. After the Game and Reporting the Game	14
Appendix - Appointment and Reporting Processes Summary	16

Text in purple in this document highlights changes in laws associated with the Law Amendment Trials introduced at the beginning of Season 2012-13.

Other Guides in this series:

- 1 Guide to the WRRS
- 3 WRRS Guide to Open Play
- 4 WRRS Guide to Set Kicks
- 5 WRRS Guide to the Scrum
- 6 WRRS Guide to the Lineout and Touch
- 7 WRRS Guide to Mauls and Rucks
- 8 WRRS Guide to Scoring Situations
- 9 WRRS Guide to Keeping Order

1 Refereeing With Style

The three main principles of refereeing, which are stressed throughout this document and other WRRS guides, are Safety, Equity and Law. In developing your approach to refereeing, you would do well to keep in mind the following three attributes.

Empathy

A referee is there to assist the game and the players, especially the ones who wish to play positively. You are not there to lord over proceedings, but to manage them in as modest and polite a way as possible. While players should be reminded that it is their responsibility to comply with the Laws of the Game, a good referee will try to manage the game and give warnings before penalising technical offences like off-side. Say 'thank you' when a player complies with a request.

Accuracy

You must concentrate on seeing exactly what is happening. Only when you are aware of what is taking place in front of you can you decide how you are going to referee it. You must strive to be technically correct and to understand exactly what is stated in, and meant by, the Laws, so that they become second nature and intuitive.

Decisiveness

To keep control of a dynamic and physical game like rugby, you must be decisive. As long as you are knowledgeable, fit enough to have a good view of the action, and appear confident in decision making, you will usually be forgiven for the occasional mistake. Decisions need to be made quickly, with minimal hesitation, especially when you are indicating advantage. After you stop play with the whistle, convey the decision verbally to the players close at hand, and by signal to the other players and to spectators. Foul play must be dealt with quickly and calmly, with everyone understanding what is acceptable and what is not.

2 Preparation for a Game – Fitness

You need to be fast enough to get to the breakdown in time to see everything that happens, agile enough to get into the best position to see what is happening to the ball while assessing the off-side lines of the defending players, yet still have enough stamina to keep concentrating to the end of the game. A referee will never get everything right, but at least if you are in the best position to see what is happening, it is difficult to argue that something has been missed.

The training regime of the individual referee will vary to suit your personal physique, the types of game you are appointed to and how you fit exercise into your busy work and personal life. You can pick up tips at pre-season training and other Society events, but if you wish specific fitness advice you should contact Andy Macpherson.

Breaks in the season, either due to bad weather or your own unavailability, can badly affect your match fitness, so try to substitute any missed Saturday with a fitness session. We have all experienced times when our fitness has fallen below normal standards, and we have employed refereeing tactics like taking up positions more at the rear of the lineout or staying on the open side at scrums and rucks, so that we have less far to run. However, this will affect your performance and your enjoyment of the game. It is better to get fit and to stay fit.

You should always warm up before strenuous exercise, and be wary of pushing yourself to the limit in training. If it feels too much, take a break. Get medical check-ups every so often as you get older, or if you have any particular health problems. It is better to referee to a level that you can cope with than to push yourself too hard.

The SRU assesses higher level referees and assistant referees for fitness using the Yo-Yo Intermittent Recovery Tests. This involves a series of 20m runs out to a cone and back with 10 second recovery breaks between. There is a beep sound controlling the pace of the 40m runs, which get quicker as the stages increase until the referee's limit is reached. To referee at Championship Level one must achieve Speed Level 16, reaching a maximum speed of 35km/h and covering a distance of 1,400m in 35 shuttles. For comparison, a referee reaching Speed Level 6 would cover 760m in 19 shuttles, or roughly 4 times around a rugby pitch (to the dead ball lines) doing 40m runs/sprints with 10 second walks in between.

3 Contact With the Home Club Before a Game

The home club has the responsibility to ensure that a referee is available, and should contact you in the week before the match, usually by phone. If this does not happen, you should try to contact the club by the day before the game. Contact details are available on WTR. It is possible that the kick-off time has been rearranged between the two clubs or the game has been relocated to another pitch, and no one thought to inform you. If you have difficulty contacting the club by Friday, you should contact the Society for advice on wrrs.allocations@gmail.com or on 07749 030108 after 4.00pm. Do not leave for a game, which might be some distance away, without confirming the time and place with a home club official. When poor weather is expected, there must also be an arrangement with the club official that, if the pitch inspection proves negative, he will contact you before you need to leave home. In addition to the explanation of WTR in Guide 1, a summary of the appointment processes is contained in an appendix at the end of this guide.

You must know exactly where the ground is and how long it takes to get there. The club representative can give directions, although nowadays many people have access to some form of electronic map, so a post code may be enough information to find the ground. However, check the Satnav or other electronic device before setting off and while there is still time to phone the club representative, just in case the electronic map directs you to the middle of a housing estate.

You should try to be at the ground about one hour before kick-off. If a problem occurs on route, 20 minutes before kick-off is probably the least time to get changed and do pre-match preparations; but this should be a last resort. You can always console yourself in such circumstances that the game cannot start without you, but a rushed start will not put you in the best frame of mind. Make sure you have a club contact number on your mobile phone so you can let him know if you are arriving late. It is prudent to check www.trafficscotland.org for road works. A free App called Traveline Scotland contains the same information, as well as details of all public transport routes and timetables, including ferries.

The kick-off time must allow enough time to get the game finished before it gets dark, including injury time and extra time if it is needed in a cup knock-out game. Keep this in mind if clubs wish to vary the kick-off times set by the SRU. They should have obtained special permission for this.

You should check in advance if there are any special rules applying to the competition under which the day game is being played. For example, how many substitutes are allowed (See Guide 1), or if it is a cup game what are the arrangements if the game is drawn at full time? The home club should have a copy of such rules, and you can download them from www.scottishrugby.org/clubs-schools/form-downloads.

Fixtures which are played under **U19 Scrum Laws** are indicated as such on WTR.

If there is a concern that the opposing club strips might clash, it is worthwhile mentioning this to the club official when you speak to him during the week, as the home club must change colour in such circumstances. As well as causing problems for the referee, similar colours could pose a safety hazard. A schedule of club colours is contained in Guide 1.

4 Preparation at Home on the Day of the Game

In plenty of time to let it digest, eat sufficient to provide the fuel to keep going throughout an entire game. Occasional drinks should be taken up to the start of the game.

Before setting off for a game, it is worth making sure that you have packed the appropriate clothing and equipment. Something might have happened since the last game, for example taking a stop watch out of its normal place to get a new battery, to knock you out of your normal routine. Your kit should be as clean and well presented as if you were refereeing at Murrayfield. The basic kit required to referee a game is as follows:

1. Boots
2. Socks with strong elastic tops or tie-ups
3. Shorts
4. 3 shirts of different colours
5. 2 whistles on cords
6. 2 stop watches

7. 2 pencils
8. A score card
9. Yellow and red cards
10. A coin for the toss

There will be other items, such as a towel and toiletries, a track suit, additional clothing for cold weather, spare studs, spare boot laces, and touch judge flags in case the two teams do not have any. A shirt with a current sponsor's name on it must be worn where this applies. You must not wear a shirt with a previous sponsor's name on it. Keep a Laws book in your bag in case you need to check something.

You might keep the score card in one pocket, with the spare whistle, coin and cards in the other. Car keys might also be there, or preferably left with a club official, as you must not leave any valuables in the changing room. You could tuck a spare pencil down the side of one sock. It is amazing how often a pencil will be dropped and the other has to be used. Keeping the scorecards dry in wet weather can be difficult, and you can purchase a soccer card holder at sports shops, which also contains yellow and red cards and a pencil.

One stop watch is used for gauging playing time, it being stopped for injuries and other legitimate stoppages. The other is started immediately before kick-off and runs for the whole half of the game. It is possible to forget to restart the playing time stop watch after a stoppage, and you can refer to the other in such circumstances, making a rough assessment of injury time. Some referees prefer a dial-face watch instead of the second stop watch because they can better visualise the time from the dial.

5 At the Ground Before Kick-off

Once you get to the ground, but before the game starts, the checklist is as below.

The order in which some of these are done is not important, but make sure that there is sufficient time to take remedial action if it is needed, for example replacement of studs or finding a ball to play with that is properly inflated.

1. If there is any doubt about the playing condition of the pitch, consult the two captains.

A game can be called off because of very wet or cold conditions, or there are pitch conditions that you deem to be dangerous. Standing water and mud that boots sink into are signs of the former, and frozen ground that does not take a stud or has areas of ice are among the latter. Damage to the pitch due to heavy vehicle track marks or mole hills should be inspected to ensure they are not a hazard to players' footing.

If both captains agree that it is safe to play, the game would start. If one captain regards the pitch as unplayable, the game would not start. If at any time you judge that conditions are unsafe, you would stop the game. In practice, both captains and the referee should agree to start play, otherwise you might immediately stop the game after kick-off, if you believe that it would be dangerous to continue. **Law 5.7(d)**

Safety is the prime concern. If heavy rain during the game makes a soft pitch very slippery for players in rucks, mauls and scrums such that they have difficulty staying on their feet, consideration should be given to stopping the game. On a very cold day, where a lower level game has entered its last quarter and one team has clearly won by a large margin, both captains may request that you bring the game to an end to prevent further suffering. It is wise to agree, although you should point out that the local championship committee may wish to consider whether an early end to the game had a significant effect on the wider competition.

2. Check that the flags, posts protection and pitch markings have been properly set up.

If the lines are unclear, request that they be relined. If this cannot be done, draw this to the attention of both captains to highlight the difficulty that you will have in making some decisions. If conditions arise that could be dangerous, for example poor post protection, the game should not be played. Report such failings in pitch marking or conditions to the RRDM so that the situation can be addressed for future games.

3. Ensure there is no clash of strips between the two teams, and if there is, the home club must change.

4. Check each team's studs, and if necessary any body protection for legality.

Ideally, as soon as you arrive at the ground you should seek out representatives from both teams and agree when studs are inspected and the toss is made. In lower levels of the game, there will be less structured game preparation. However, it is likely that both teams will be warming up 15 to 20 minutes before kick-off, and this is a good time to check the players.

From Season 2012-13 Amendment Trial Law 4.3 allows a configuration where there is one stud in the front row of the boot, although if there is a stud missing in the front row where two should be, ask the player to fit it. Studs should not have sharp edges. Exterior body-piercings and hard hair-beads cannot be worn, nor can full-length leggings or external joint-braces with hard buckles, bindings or inserts. Sports goggles are not permitted. In women's games, it is normal practice for the players to hold up their hands with the palms forward, and you should not be able to see nails protruding above the finger-tips. From Season 2012-13 Amendment Trial Law 4.2 allows female players to wear full length cotton tights.

5. Obtain team sheets which list the players, their playing numbers and the front row replacements.

Do not start the game until a team list is provided. Even if the club informs the SRU of the players it is fielding by electronic means, you should have a list of players to consult after the game if a player is cautioned or sent off, to ensure that the name is correct. It should be clear that a team is able to field the correct number of front row substitutes under Law 3.5. If a team cannot provide enough front row substitutes, you should not allow them to use any subs during the game, and the RRDM should be informed after the match so that he can report this to the relevant championship committee. This might be relaxed in a less competitive match where both captains are in agreement.

Where players turn up late for a game, so long as they are listed on the team sheet they may be allowed to come on as substitutes. The start of a game can be delayed for a short time if some players are unavoidably delayed and a team cannot field 15 players. Use your common sense and consult the captains to obtain opinions on the course of action you propose.

6. Warm up

A good warm-up is essential to prepare the body for exercise. Even the lowest level of game will start quickly, although on all but the highest levels the game will gradually slow down as body contact takes its toll, even on fit young men or women. You must be prepared to run quickly from the start without injuring yourself. Warming up is also important between games at tournaments, for example Sevens, where it is likely that you will stiffen up between shorter, faster games.

7. Ensure that each club provides a touch judge.

It is unwise to start a game without two touch judges. A team without substitutes may claim it cannot provide one, and in theory you can make it take the field with 14 players so that one player can be the touch judge. Threat of this is usually enough to convince a previously unwilling camp follower to officiate. You can also ask the other team if it can provide two touch judges. If, as a last resort, you find yourself short of a touch judge, warn the captains that they must respect your best judgement on touch calls. Instruct the touch judges that their duties are restricted to signalling when and where the ball goes out of play, and when it goes successfully over for a conversion or a penalty kick at goal. A club may appoint a substitute player as a touch judge, so ensure that if that player comes on to the field, another one takes over. A substitute player on the sidelines should wear a track suit top so that he is not mistaken for another player.

8. Ensure that match balls are available and properly inflated.

It is the responsibility of the home team to provide match balls, preferably three; one to play with and one on each touch line, in case the ball in play is kicked off the playing area and into a place from where it takes time to retrieve.

9. Carry out the coin toss with the captains to determine kick off and sides.

This can be done on the pitch after the players have been inspected, in the referee's changing room (in your territory), in the clubhouse outside the dressing rooms before the game (assuming that the teams go back into the changing rooms after warming up), or on the pitch immediately before kick-off. To avoid a last minute rush, possibly the best option is to say to the captain, when his team is being inspected, that you will carry out the coin toss at the centre spot 10 minutes before kick-off.

The away team captain calls for heads or tails. Whoever wins the toss chooses whether to kick off or which end to play from. If he chooses the kick-off, the other team chooses the end to play from. If he chooses the end to play from, the other team takes the kick-off. **Law 6.A.3** Note the team with the first half kick-off on the score card so that you can remember who should start the second half.

10. Speak to the captains.

Some referees are wary about speaking to the captains and players before the match in case they promise to referee the game in a certain way and are criticised if they do not. Whatever is said to one team should be repeated to the other for even handedness. You might merely ask the captains if they have anything they wish clarified, and answer their questions. Some referees like to speak to the captain with the rest of his team present, as there is more opportunity for less knowledgeable players to ask questions.

At lower level games referees will speak more to the players during the game. They will try to give warnings of infringements like off-side before penalising, and to say when rucks and mauls start, but you should tell the players that it is their responsibility to abide by the laws of the game. If they infringe it is their fault, not yours. You might say to the players in a ruck situation, hands off or no hands, and this means that you want everyone's hands off the ball, even if a player thinks he legally had his hands on the ball to begin with. As you progress in the game you will try to identify players you wish to take action, for example, Red 8, move onside.

11. Get the teams on to the pitch

You should advise the teams when it is 10 minutes to kick-off, when they will be on the pitch warming up. If a team has not gone into the changing room at 5 minutes to go, you should tell them that if they are going back to the dressing room before kick-off, to do so quickly. You should give each team in their dressing room a warning at two minutes to go (more if the pitch is a long way away), and call them out soon after. Wait until they start going to the pitch before going out yourself.

12. Get started

When all players have had a chance to take up their positions on the pitch,

- check with both touch judges that they are ready,
- alert the defending captain that the game is about to start (OK team B?),
- start the two stop watches,
- have a quick look to see that no players are in front of the kicker,
- and blow the whistle

We are off!

6 During the Game - Player Safety

6.1 Introduction

Other guides go into detail on particular aspects of the game, but this guide gives an introduction to two areas that we find are particularly relevant to new referees . player safety and referee positioning. It will take the experience of many games for you to develop your expertise to a high level, but you should pay particular attention to these areas of the game in the first instance.

As referees, we have an element of responsibility for the safety of the players in games by carefully applying the **iRB Laws of the Game**. This Section picks out certain aspects of play where safety issues are paramount. Section 5 covers inspection of players' clothing and the pitch to identify any areas where safety might be compromised.

In Section 6.2, where certain **laws of the game** are explained, text in *blue italics* is commentary by coaches.

6.2 The Scrum and Under-19 Law Variations

Under-19 scrum law variations have been applied in Scotland for several years below a certain level in senior rugby for safety reasons. Initially these were experimental in nature, but the **iRB Laws of the Game** now contain an option in **Law 20.13** for any Union to apply these where it sees fit. Games where Under-19 scrum law variations apply are noted as such on WTR allocations (generally lower level 2nd XV games and youth games).

The variations from the full laws are:

- A. In an 8-person scrum pack, the No. 8 must bind on the two locks, not on a lock and a flanker.
- B. If there are less than 8 players in the scrum of one team, the other team must reduce to have the same number.
- C. If one player is missing from each pack the formation must be 3-4, if two players are missing it must be 3-2-1, and if three players are missing it must be 3-2.

*If there are one or three players missing, there is not a single player in the back row, and a No. 8 type pick-up is not possible as described in **Law 20.10(c)**.*

- D. A team in a scrum cannot push more than 1.5 metres towards their opponents' goal line.

Try to give the dominant pack a verbal warning to stop pushing as it reaches 1.5 metres, and if it responds satisfactorily, there will be no need to penalise.

- E. The ball must emerge quickly from the scrum after it has been heeled.

The ball cannot be held at the back foot of the scrum, and there is no good reason to do so since the scrum cannot move more than 1.5 metres. Whereas in the normal scrum laws, under **Law 20.4(e)**, if a ball is held for too long in a static scrum there will be a new scrum with the team not in possession throwing the ball in, in the Under-19 scrum law the sanction for holding the ball in is a Free Kick.

You should shout "use it" if the ball stops at the base of the scrum for too long so that the No. 8 or scrum-half has the opportunity to play on before you resort to penalising them.

- F. A team cannot intentionally wheel a scrum.

It can be difficult to determine that a scrum has been wheeled intentionally, as wheeling often happens naturally at lower levels of the game when one pack is larger or more experienced than the other. You should not be quick to assume that the wheeling has been intentional, but if you are sure, the sanction is a Penalty Kick.

- G. If a wheel reaches 45 degrees, you must stop play and reset the scrum with the same team throwing in.

This is different from normal laws where the team in possession of the ball when it wheels (more than 90 degrees) would lose possession.

*Whether the Under-19 law variations apply or not, you should be careful to apply the engagement procedure in **Law 20.1(g)** as carefully and methodically as necessary. The "crouch-bind-set" calls should happen at a speed you are happy with so that you can ensure that all players are binding properly, the front rows are the correct distance apart, and players are set up to push parallel to the touch line and horizontally to the ground. The scrum-half can only throw the ball in when you are happy that the scrum is properly set and you have indicated this by saying something like "OK 9". If all of this happens, there should be few collapsed scrums.*

If the scrum is due to take place on a particularly muddy or slippery part of the ground, move it sideways to minimise the chance of players slipping and collapsing the scrum.

As soon as the scrum collapses or players pop up, blow your whistle. Do not delay, thinking that the ball is about to emerge. Any pressure on a player's neck or back due to other players pressing or pushing in the wrong way can lead to injury.

Ensure that both front rows can legally challenge for the ball by making sure that the scrum half throws the ball in straight. If the defending team's front row players have no chance of heeling the ball because you are lenient with squint throw-ins, they might be inclined to adopt illegal body positioning or pulling that could lead to a collapsed scrum.

If a team is unable to field suitably trained front row forwards, possibly because of injury, you must declare the scrums uncontested. It is not your responsibility to judge whether suitable players are available, so you will have to take the word of the team captain.

6.3 Players On the Ground

It is common for young and inexperienced players to lose balance at the breakdown and fall to the ground, where stronger and more experienced players can stay on their feet and continue to play positively. Players on the ground can be defenceless and subject to injury if other players fall on top of them or drive over them.

When a pile-up occurs, that is when perhaps three or more players fall to the ground on top of each other, including when a scrum, ruck or maul collapses, stop play.

Stop play if you lose sight of the ball under a group of players which has fallen to the ground.

Stop play if the feet of players threaten to kick or stand on players who are on the ground, especially where a head of a player is close to the ball.

6.4 Players Off the Ground

Players who are in the air are subject to injury if they are not in control of how they land.

Given the potential opportunity for injuries to take place in the following circumstances, it is good practice to blow your whistle as soon as the offence takes place rather than allowing any opportunity for advantage to the non-offending team. This will allow you to determine whether there has been an injury, as well as quickly identifying the offender.

Pay particular attention to players who are fielding the ball in the air and are being challenged by an opponent. Your attention should be on the catcher and the approaching opponent to ensure that the catcher has landed on the ground before he is tackled by the opponent. If the opponent has been in front of a teammate when he kicked the ball, either by being offside in open play, or in front of the kicker at a kick-off, restart or a 22m drop-out, blow your whistle and penalise him before he has a chance to make contact with the catcher.

A player kicking the ball in open play will be off balance when he is doing so. If he is tackled legally in the process of kicking he will probably be prepared to take the hit, but you must identify if an opponent is tackling him late or is tackling him illegally, for example by barging into him with his shoulder and without using his arms. This can cause serious injury. It is easy for your attention to be drawn to offside players or to where the ball has been kicked, but your prime concern after a kick in open play is to keep paying attention to the kicker until he is safe from the attention of opposing players.

A player is off the ground when jumping for the ball at a lineout, and may be bumped into or pulled by an opponent. A player can jump across the line of touch if he is trying to catch the ball, and if he accidentally makes contact with an opponent in so doing, this is normally satisfactory. Otherwise contact with an opponent at a lineout should be penalised.

Barging and other foul play at the lineout is less likely to happen if you ensure that the proper gap has been set up between the two rows of players before the ball is thrown in; or at least you will be more likely to see an impeding player crossing the gap if it is the full one metre wide.

It is the responsibility of a player making a tackle who lifts his opponent off the ground (legs go beyond the horizontal) to ensure that he lands safely. It is a serious offence to drop him or force him towards or into the ground. The normal sanction is to send off the offending player, unless there are particular circumstances that warrant merely a caution (yellow card). **Lifting Tackles** are described in more detail in Guide 9.

Since a Lifting Tackle happens quickly there is probably nothing you can do to prevent the action, but blow your whistle immediately it occurs so that you can determine whether the tackled player has been injured. You should also be prepared for a heightened reaction from teammates of the tackled player.

6.5 Injuries

The game does not necessarily need to be stopped because of an injury, as the team representative can be allowed on to the field of play to make an assessment while the play continues. Exceptions to this, when play should be stopped as quickly as possible, are:

- where you suspect that there is a head, neck or other serious injury, requiring urgent attention,
- when play moves towards the injured person and might affect that person or,
- when the injured player and attendants might cause an obstruction to play.

Injuries should be assessed by a team representative, hopefully a doctor or a qualified physiotherapist, but at least by someone who has experience of sports injuries. As a referee, you should not contribute to the assessment, although you may question if the team representative is happy for the player to play on, making it clear that it is their responsibility.

Teams in Scotland have the ability to temporarily substitute a player to assess an injury and obtain treatment, and bring him back on. These rolling substitutions can be made at any time when the play has stopped, but coaches must draw your attention to any substitution. **Laws 3.11(b) and 3.14(a)**

You have the power to order a player from the pitch if you consider him unfit to play on. **Law 3.9**

If it is unsafe to move the player, perhaps because a neck or back injury is suspected, specialist medical advice must be sought. If there is no doctor in the teams, officials or spectators, you should suspend play and wait for an ambulance, even if this means a lengthy delay to the game. (You might be able to move the game to an adjacent pitch). You should not leave the injured player unless you are satisfied that the attendants are competent.

6.6 Foul Play

If you do not control foul play, frustrations will build up and players may be injured in fights. In attempting to sort out difficult situations, try to give the impression at all times that you are totally calm and in control.

The first time players from both sides become aggressive with each other (sizing up to each other or jostling opponents) you should stop the game, make sure the teams separate from each other, and speak to the captains. Do not restart play until you have dealt with any appropriate sanctions and tempers have cooled down.

As soon as any fighting or aggression takes place between players you must stop play, even if positive play is taking place away from the incident. Under no circumstances should you touch any player, for example by trying to separate players who are wrestling with each other. In such a situation, blow your whistle and shout, **Walk away**. Give captains time to speak to their players and settle the situation down.

There is a gradation of sanctions available to you from merely admonishing a player (give a verbal warning), to penalty kicks, formal cautions (yellow cards) and sending off. With game experience you will learn how to deal with particular situations with the most appropriate sanction (neither too lenient nor too harsh) to maintain the players' respect and let them know that you are in control.

The consequences of some high tackles will be more serious than others, but make sure that you penalise all high tackles (a tackle above the level of the shoulders). Some may seem innocuous, perhaps because a limp arm has been left out, or the attacking player has dipped down and has not been seriously impeded. You may decide to play advantage in such circumstances, but if you do so, make sure that you have identified the

offending player so that you can go back and take action. This might merely involve an admonishment (a verbal warning), but your strict attitude to high tackles will be impressed on the players and hopefully encourage them to be more careful, avoiding possible serious injuries.

7 During the Game - Positioning

7.1 General

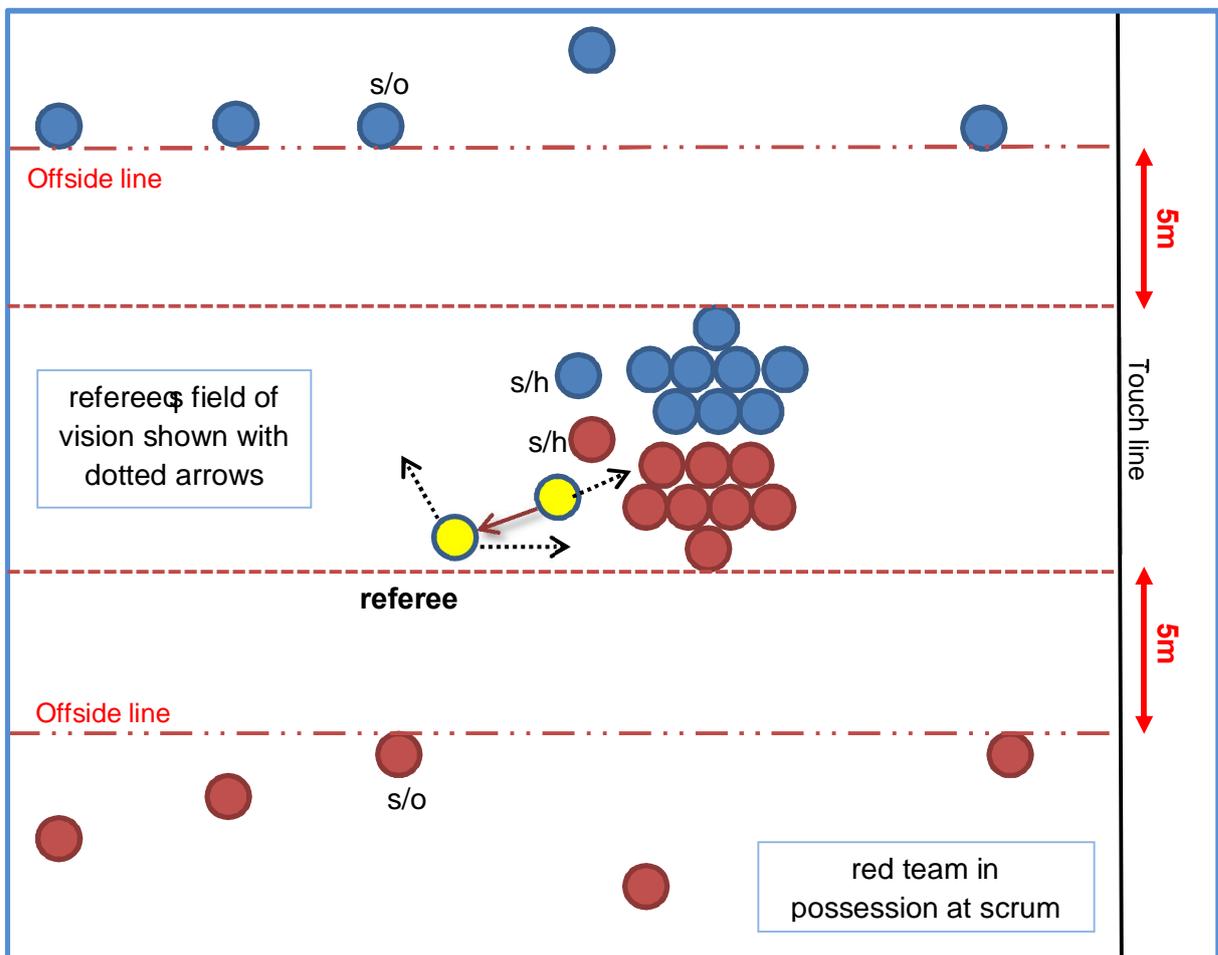
As described in more detail in the guides on scrums, lineouts, mauls and rucks, there are no inherently correct and incorrect positions to take up so long as you:

- can see what is happening,
- keep out of the way of players, and
- get to the next phase of play.

In general at set pieces, rucks and mauls, it is good to stand with your hips at 45 degrees to the defending offside line so that you can view it and the area where the ball is. It takes time for this to become second nature as your natural inclination is to stand square to where the action is, that is where the ball is being played; but in this position, defending backs are behind your shoulder. As your game develops, refer to the Guides 5, 6 and 7, but to start with you might take up the positions below for set pieces and the breakdown.

7.2 The Scrum

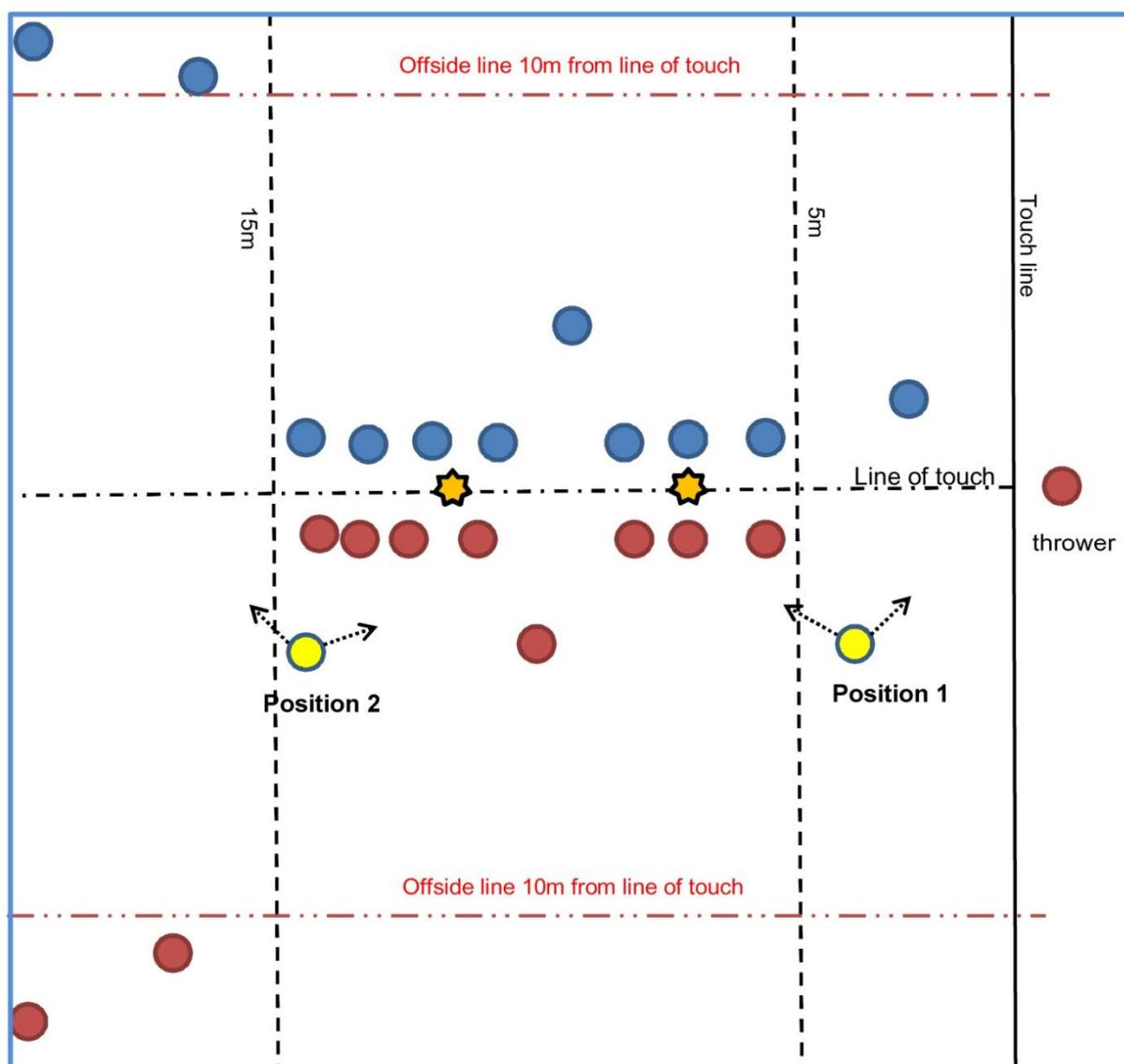
A good position to start the engagement process is beside the scrum half putting the ball into the scrum, on his goal side. Once the ball has been put in, you should step back, out of the way of the scrum halves and so you can see under and over the scrum, and beyond it. See Guide 5 for another possible position to consider as your confidence grows.



7.3 The Lineout

In the early stages of the game you should always set things up from the front of the lineout at the line of touch, ensuring a one metre gap. You should then move to Position 1 in the diagram below, or occasionally to Position 2, to see the lineout from a different angle. You are on the side of the team throwing in and which is more likely to win the ball, and you are facing the opposition offside line to see anyone straying offside. You can also see what happens to the ball as it goes back to the scrum half or becomes part of a maul or ruck.

As your confidence grows consult Guide 6 to consider other possible positions to take up at the start of the lineout.

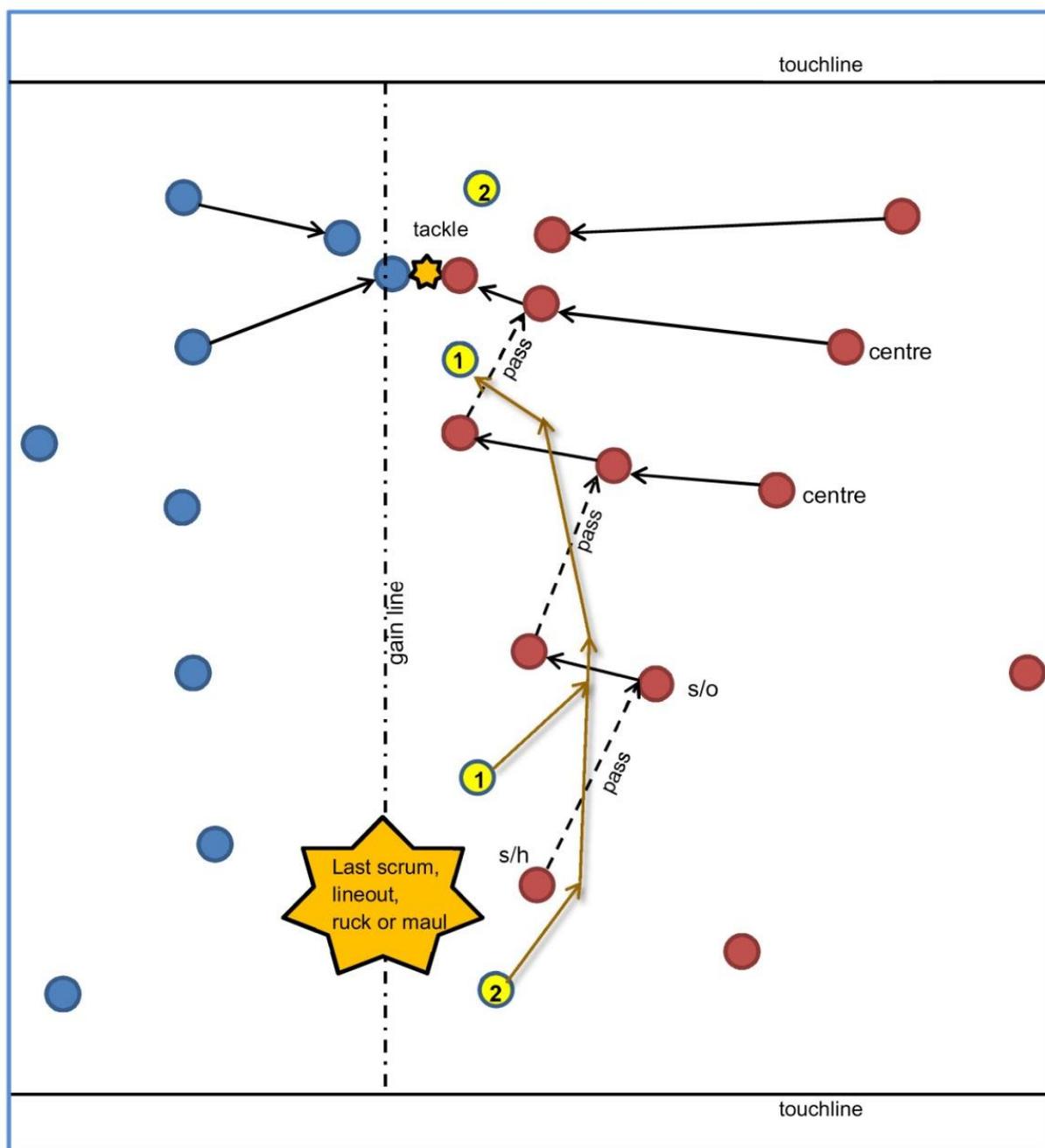


7.3 Open Play

The diagram below shows what might happen when the ball moves to the open side after a scrum, lineout, ruck or maul. From either Position 1 or 2 you should follow the ball along a line that allows you to see any forward pass, and so you can arrive at the next breakdown on the attacking side of it. Your running line may have to weave a little so that you can see the ball each time it is passed and caught, or not caught if it is knocked on.

As you leave the last scrum, ruck or maul, it is good practice to glance round to ensure that no foul play has resulted. Do this quickly to minimise the risk of missing an infringement where the ball is.

Position 1 at the next breakdown is the easiest to get to, but if you are fast enough, you might be able to get to Position 2 before any supporting players arrive, where you will have a wider view of proceedings. Position 1 is fairly safe from collisions with supporting attacking players as they have to enter the breakdown from behind you at the back of the tackle, ruck or maul. Effectively, you are marking the entry to the gate+ (see Guide 7 for the definition of the gate) for attacking players, and you can also observe the gate+ for defending ones.



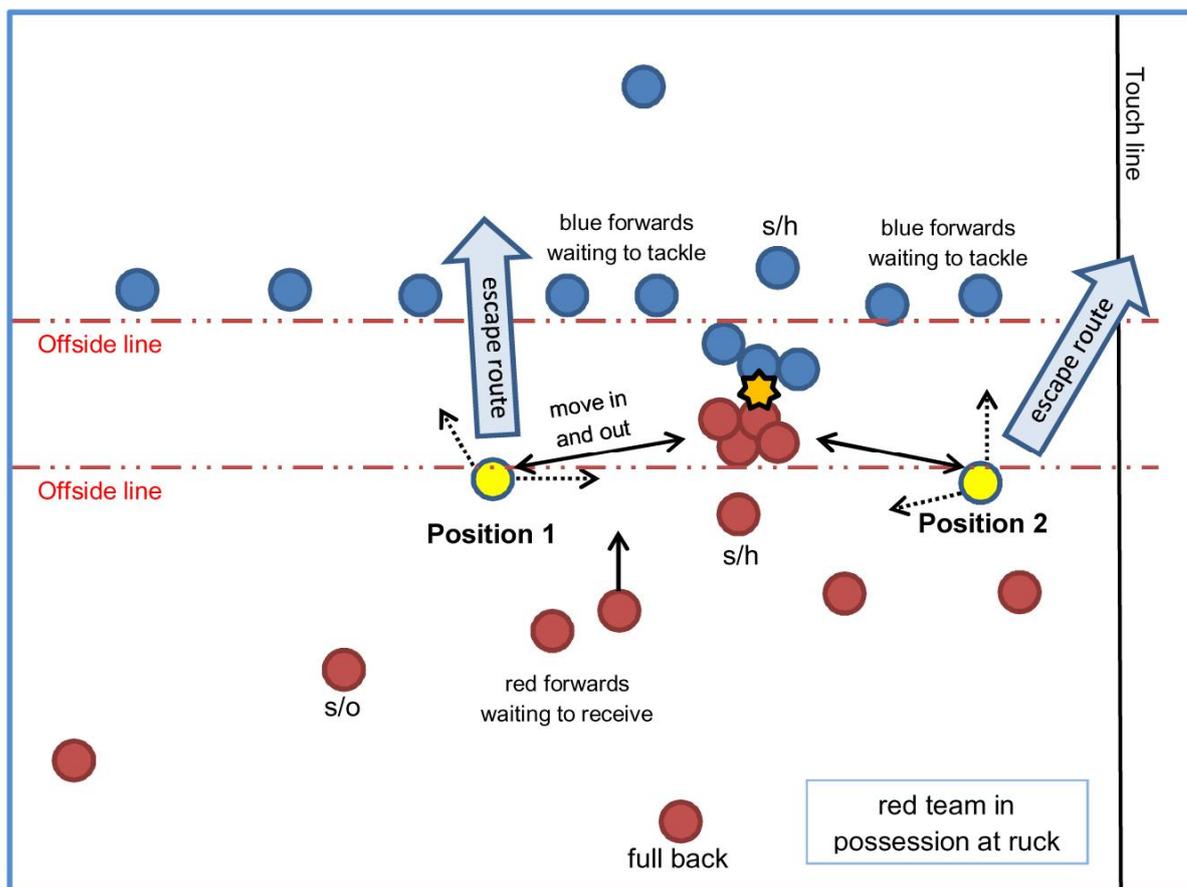
Quite often, due to lower skill levels, the breakdown will happen well back from the gain line. While being in front of play will give you a good view of play up to the breakdown, you must then run back and turn to face the opposing team so you can check defending offside lines at a resulting tackle, ruck or maul.

You must be fit enough to get to the breakdown as quickly as possible. You must identify if a tackle is taking place and which players are involved. If the tackle happens, the first action must be that of the tackler (or person bringing the tackled player to the ground) who must let go immediately, and must roll away if he is on the ground. The second action must be the tackled player letting go of the ball or playing it immediately. The third likely action will be the first player on his feet going for the ball with his hands. A ruck may start to form at this point. If

you do not get to the breakdown quickly enough, you may miss the first or second actions, leading to frustration on the part of players whose positive play is not rewarded.

7.4 Rucks and Mauls

In the diagram below, you should move between Positions 1 and 2, depending on which side the ball is located, circling as necessary to do this and identifying illegal play such as collapsing the maul. You should know exactly where the ball is at any time so you can anticipate what might happen next; for example, a break away for an attempt to score a try. When the ball is emerging, you should step away sufficiently to ensure that you are out of the way of attacking players going round the side of the maul, and the defenders wishing to tackle them.



The diagram indicates where you can quickly move, once you see the ball emerging, so that you are not in the way of blue players moving to tackle their opponents. If you move into these positions do so sideways so that you can swivel to see what is happening to the ball.

See Guide 7 for more discussion about positioning at mauls and rucks.

8 After the Game and Reporting the Game

After the game, try to join in the line of players shaking hands, near the head of one line so that you can turn after having shaken the hands of one team, to do so with the other. Occasionally a disgruntled player will refuse to shake hands, but usually you are treated as a fellow participant who has tried your hardest, like everyone else. Never accept an invitation to go down the tunnel formed by players to applaud their opponents off the field. The referee must retain some dignity. Thank the touch judges.

You should then leave the pitch as your responsibility for officiating has ended. If any incident happens thereafter between players or coaches, you have no jurisdiction to become involved. Only if referee abuse happens after the game should you report it to the RRDM.

Once back in the dressing room, take a little time to reflect on the game and any particular incidents, whether good or bad. A team coach may wish to raise them later in the clubhouse, or you may want to remember them to discuss with a referee coach or the RRDM. If you have been unsure of a particular Law you have applied in the game, check it out in case you are questioned on it. Make sure you are left alone in the dressing room until you have composed yourself before you speak to a team coach.

Prior to Season 2013-14 referees handed out Report on Referee cards so that team captains and coaches could provide feedback on the referee's performance. This is now in electronic form, the club/team representative sending this to wrrs.feedback@gmail.com.

If players have received yellow or red cards, it is worth checking with their coaches that you have recorded the players' names correctly. While it is their responsibility to complete the team sheets properly before the game, it might save confusion back at Scottish Rugby if you identify that the player involved was not wearing the jersey with the number previously allocated to him.

Always be willing to socialise for a short time in the clubhouse afterwards, even if no one seems to want to speak to you. The level of hospitality given to the referee can vary from club to club. You might wish to have a few pounds in your pocket in case there is a raffle to be entered, even if you know you will have left long before it is drawn.

Be available to answer questions from officials and players about the game. Do not be afraid to admit fallibility, but be careful not to openly admit to a mistake that was critical to the result. You might be unnecessarily over critical of yourself.

Once home, there is still paperwork to be done on WTR. The game result should be reported, as should any yellow or red cards. It might be worth waiting until the following day to do the latter, so that you have composed your thoughts, but reports must be made within 48 hours of the game finishing. If a particular incident has taken place, for example there were poor pitch linings, referee abuse was experienced from players, officials or spectators, or there was a serious injury to a player, an email to the RRDM would be appropriate.

Red and Yellow Card Reporting

Ensure that the relevant information has been written down before leaving the ground in case you forget later, for example, the name of the player, the time the incident took place and the nature of the incident. The form asks for the score at the time of the incident, which might be difficult to work out later. When recording the offending player's name at the time of the incident, you might draw a dotted line under the scores marked on the card up to that point.

Foul and inciteful language used by an offending player may be relevant, so in such cases you should quote the player word for word, no matter how unsavoury the words used are.

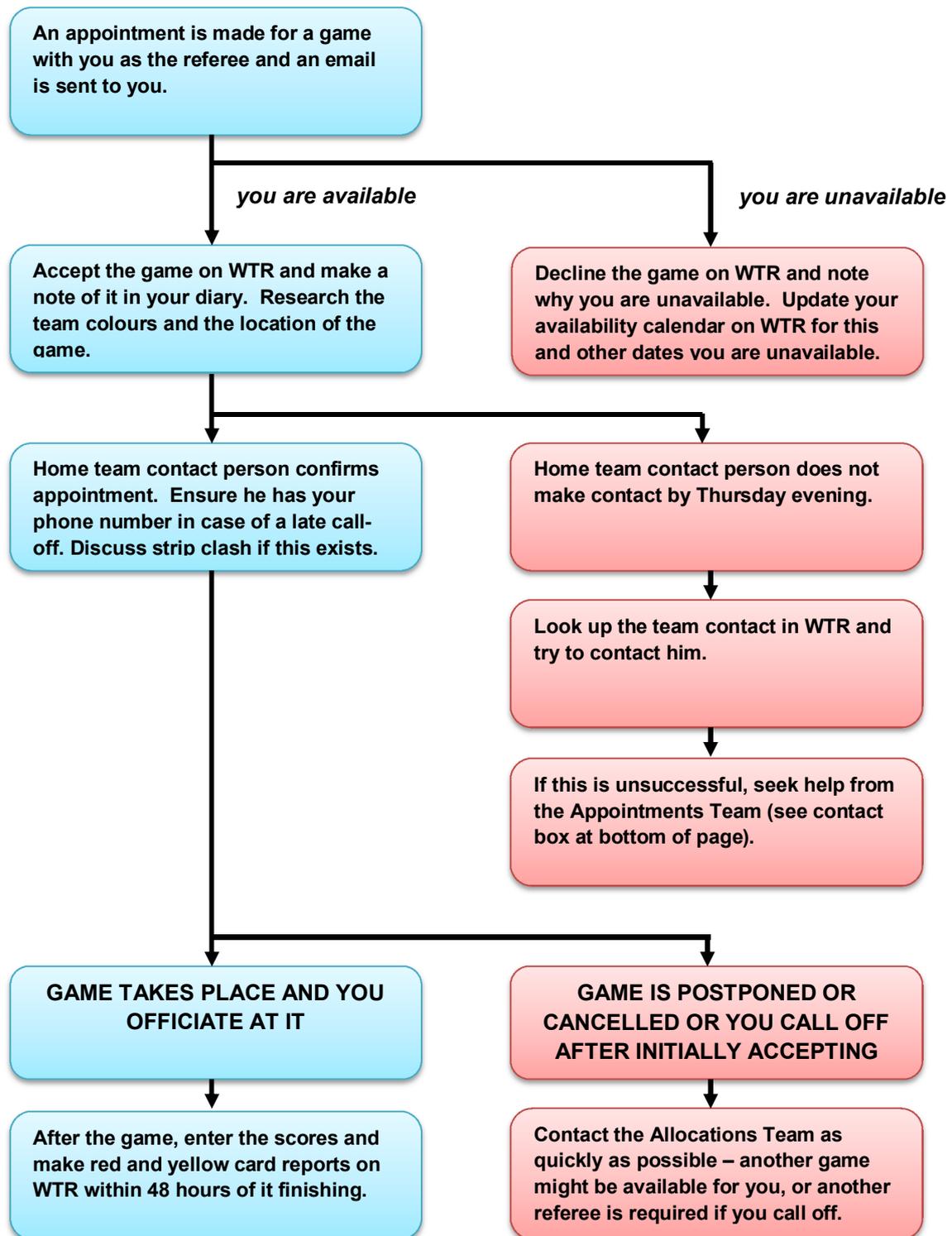
Scottish Rugby will review your report. Yellow card reports are seldom taken further, but you may be asked for more information on a red card incident if your report is unclear. Red card offences may mean that the offender will not be allowed to play for a period, starting immediately the card has been issued. The player, supported by his club, has the opportunity to be heard in defence of his actions or to contest the red card award. He cannot play again until the case has been discharged by Scottish Rugby.

Referee Abuse Procedure

If you are physically or verbally abused by a player, coach, other club official or spectators, before, during or after the game, this must be reported. In the first instance, as early as possible and preferably on the Saturday evening of a Saturday match, phone your RRDM and discuss the situation. He may ask you to submit a formal report to him. Referee Abuse guidance and reporting forms are available on WTR. The RRDM would then make a recommendation to the Society: no action; the Society should take action; or the incident should be referred to Scottish Rugby. He will be interested in relatively minor incidents in case a pattern of behaviour is emerging over time.

If you issued a red card, and referee abuse was part of the offense, the issue will be automatically reviewed by Scottish Rugby.

Appendix – Appointment and Reporting Processes Summary



CONTACTING WRRS ALLOCATIONS TEAM

From Monday morning to Friday 16.00 . wrrs.allocations@gmail.com

From 16.00 on Friday to c12.00 Saturday . phone 07749 030108

From c12.00 Saturday to Monday morning . contact club representative directly