

DORSET AND WILTSHIRE REFEREES AIDE MEMOIRE SEASON 2007/2008

We hope that you will carry this Aide Memoire in your kit bag to act as a ready reference before the game for some of those facts and figures not always easily found in other publications.

FOCUS CARD

Visualise the situation

Fitness and Positioning

Be There – Open Up/Head Up

Signals – Know and Use Them

Communicate – Clear and Brief

Locate – The Ball/Be Sharp

ATP = Ask, Tell, Penalise

Repeated Ask/Tell is not an option

Kick Off Look for **Blockers** and **Bashers**; Circle it

Tackle – Go for **Positives**: Tackler off and away

Tackled Player Release Ball and Away

Next in: From behind own players - Stay on feet – No Bridging

Find the ball and Move

Talk to them: “Play it”; Release Him”; “Roll Away”;

“Stay on your Feet”; “Let go”.

If They Don’t **Listen, Blow** and **Talk** again:

“Not Releasing”; “Diving In”; “No Support”; “Too Slow”;

“Stuck / Clamp”; “Players, both Sides on deck – No Penalty”

Rucks and Mauls – Locate the Ball; Move Out; Head Up.

Join level with back feet – Correct and full binding

Watch for Fringers / Obstructors / Collapsers

Talk to them: “Maul Formed”; “Back Foot”; “Bind On”;

“Keep it Moving”; “No Hands”; “Use it or Lose it”.

Offside – Head Up; Protect Kicker and Catcher; “Stand Still”

Check backs at Scrum, Lineout, Ruck and Maul

Penalties – Make Mark; Don’t be distracted; Move Fast

And Free Kicks Slow down for second mark for Not 10m.

After a scrum, allow time for disengagement and players on feet.

Line Out – Keep the Gap; Protect the Jumper; Look for early Lift; Vary position

No2 Taking Ball inside 5m; Supporters taking out opposition;

Hands Pushing in Back; Hooker and Flanker Going Early.

Position on in-goal side when near goal line

Scrummage – Ball There; Equal Crouch; Touch; Pause:

“**Engage**”; scrum half 1m from scrum

Body Positions, Arms, Heads and Elbows; Flanker

Obstruction;

“Stay Bound” – Hand to Shoulder; Observe Offside Line.

Pre-Match Brief – To Captains and Front Rows. Brief,

Positive, Incl: Scrummage sequence; TJs marking 10m; Quick

penalties “in front of me”; Verbal Instructions

PRE-MATCH PREPARATION (Guide)

Two days before

Confirm the game, route to the ground (road works and holdups), kick off time, team colours, competition regulations (including number of replacements, extra time if a draw at full time).

On the Day

Arrive 45 – 60 mins before Kick-off. Check pitch for Safety, Markings – gives Time for Home Team to Rectify. Focus Card.

-40 mins Meet Captains, establish rapport – 1st names; Collect Team Lists (If nec); Toss-up; Agree Stud Inspection Times and Briefing; Confirm replacements, Trained Front Row and Touch Judges, any Competition rules and playing regulations. ; Find out First Aid (Home Team).

-30 mins In Tracksuit start Warm-up, get Muscles Warm before Stretching. Initial hold for 5 secs, then for 10, finally for 15 with 5 mins running in between. Use running to check Flag Posts Correctly Positioned and Confirm State of Pitch, Post Protectors, Length of Dead Ball Area, Adjoining Pitch Markings etc.

-20 to –5 mins Between Warm Up Sessions Inspect Studs and give Pre-Match Briefing to Front Rows and Captains; Brief Touch Judges; Check match ball (and spare); Speak to First Aider(s).

-5 mins Give Teams “Warning Bell”. Build in “fudge factor” to ensure that teams are out to line up in time for correct Kick Off.

REPLACEMENTS

For the number of Replacements in local games, please see the separate sheet “Competitions Replacements Summary”.

REPLACEMENTS AND UNCONTESTED SCRUMS

Check in the Regulations for the Competition concerned how many replacements, especially for the front row, are allowed. Do establish a common view with both captains/coaches before the game. If there is no common view, make a note on the Match Card.

During the game, note all substitutions and replacements. A substituted front row player may return in the event of injury, bleeding wound, temporary suspension or sending off of a front row player.

On every occasion that a front row player is injured etc, and leaves the field, ask the captain of the team involved whether he has a player suitably trained and experienced to play in the front row. If he says NO, then go to uncontested scrums.

In a competition game, you must record at the time the circumstances when you go to uncontested scrums; time, score at that time, length of time of uncontested scrums, team involved, and the reason, e.g. second injury to Old Herculean’s front row, and note that on the Match Card.

It is not the referee’s job to decide who wins the game.

AGE LIMITS FOR UNDER 18s

A player who has achieved his 17th birthday may play senior rugby. Under 17s may play with U18s and U19s, but not with 19 and over. Under 16s may play with U17s and U18s but not with U19s and over.

Under 19 playing times

Under 13 and 14: Not exceeding 25 minutes each way with a size 4 ball.

Under 15: Not exceeding 30 minutes each way with a size 5 ball.

Under 16 to 19: Not exceeding 35 minutes each way with a size 5 ball.

No extra time shall be played in the event of a drawn match.

Under 19 Law Variations

Scrummage. “Crouch” “TOUCH” “Pause” “Engage”.

Push only 1.5m (FK).

Formation 3-4-1, with No 8 between the locks. (FK).

If a side is short, the other side must reduce numbers accordingly. Formations 3-4, 3-2-1, 3-2.

Only No 8 may pick up ball at base of scrum (PK).

Ball must not be retained in scrum after it has been controlled at the base. (FK).

Not wilfully wheeled (PK).

Unintentional wheel only to 45° - reset, side WITH possession throws in again.

Under 15 – Defending scrum half remains his side of middle line.

Line out. No support below the waist (PK).

No support / lifting at under 15.

Ruck / Maul. Players must not have head / shoulders below hips. (FK).

Defenceless players must not be charged unfairly. (PK).

Cavalry Charge and Flying Wedge all illegal anywhere on the pitch

Squeeze Ball illegal anywhere on the pitch U-18.

CHILD PROTECTION GUIDELINES

There are two RFU Booklets “Child Protection Guidance” and “Working with Children in Rugby Union”. Meanwhile:

Change and Shower separately.

Do not go into a changing room unaccompanied.

Leave injuries to the coaches.

Anyone officiating a junior game MUST be CRB cleared.

DISCIPLINE

Sending off. Draft reports should be sent as soon as possible to Stephen Dowse for vetting before submission. Completed forms must be sent off within 72 hours. Keep a copy and send one to the Society Secretary, and one to the Constituent Body Discipline Officer, or to the School if it was a school game. If the player is from a team outside Dorset and Wilts, the details of his County Discipline Officer can be obtained from the Society Secretary.

Make sure that you include the FULL name of the player. Be specific, regarding under which sub-section and Law the player was dismissed. If any injury was sustained, give specific details. The description of the incident will be read aloud at the hearing – clarity is essential, don't be vague – was it one punch or three; where landed, how violent, what injury. In the case of a kick or stamp say where the ball was in relation – a diagram on separate sheet may be helpful. Mention the temper of the game; was it an act of retaliation/frustration?

Be objective, but add any mitigating circumstances if applicable. Do not attempt to advise on sentence, i.e. “I believe sending off is sufficient.”. If the referee is acting upon a Touch Judge's advice, the TJ should submit a separate report.

Abuse. Should a Match Official be subjected to verbal or physical abuse, then complete and return a Match Official Abuse Incident Report Form via Stephen Dowse as for a sending off. Do not send informal or less-serious complaints directly to anyone else outside the Referees Society.

Do not participate. When confronted with conflict during a match, deflect it or avoid it.

Do not escalate. Do not carry out any action which can be construed as being aggressive or confronting.

COMPETITION CARDS

Competition Cards must be completed for all League, Merit Table and Cup Games. Score, Referee's name and signature. Cards with Team Details and replacements should be with the referee before the start of the game. It is recommended that, if you go to Uncontested Scrums, you put on the form, somewhere, time, reason, and score at that time.

TOUCH JUDGES

At whatever level, do ask captains to nominate touch judges, and then make time to brief them. Keep it simple: Establish understanding of when ball/player is in touch. Hand/Flag up immediately and run to mark spot. After award of FK or PK immediate 10 strides towards offenders and tell them “Ten Metres on me.”. Particular attention when the ball carrier is close to the goal; line; focus on him, does he ground the ball on or over the line before (TRY) or after, touching the corner post or touchline (NO TRY).

LAW / REGULATIONS QUERIES

Any queries on Law, Interpretations or Competition Regulations should be sent in the first instance to the Training Officer.

USEFUL ADDRESSES

Full Committee list is in the Handbook and on the society website: <http://www.dorsetandwiltsrefs.org.uk/>

Secretary: Alan Avery, 01258-837450.

alanavery@bournemouth-net.co.uk

Appointments Organiser: Keith Peall, 07796938687, krpeall@yahoo.co.uk

Gradings / Discipline: Stephen Dowse, 01980 673345(B), 01980 619054(H) dowse@sdowse.fsnet.co.uk

Training / Law / Regulations: 01264 790035. davidmasters77@hotmail.com

CB Discipline: Mr Dave Dove, dovedavid@hotmail.com.

YOUR NOTES