



## **C3 Referees**

A C3 referee is still learning the game and in a given match may have problems with any aspect of the game.

### **TACKLE**

- Observed trampling of players
- Protected safety of players on the ground

### **ADVANTAGE**

- Did not return play to the original infringement after territorial advantage had been gained.

### **RUCK/MAUL**

- Correctly managed static mauls (including mauls moving laterally).
- Awarded scrum put-in to the correct side when the ball became unplayable.

### **RESTART KICKS & OPEN PLAY**

- Observed restart kicks (i.e. penalty kicks, free kicks, kickoffs, dropouts) that were taken incorrectly (method and place).
- Observed offside kicking-team players at restart kicks.

### **SCRUM**

- Awarded scrum at the correct position.
- Observed and ensured fair competition for the ball.

### **LINEOUT**

- Awarded the lineouts at the correct place.
- Established and maintained a one-meter gap until the ball was thrown in.

### **CONTROL**

- Observed dangerous tackles (e.g. high or no-wrap).
- Behaved professionally both on and off the playing enclosure.

### **COMMUNICATION**

- Whistle tone was distinctive according to decision.
- Primary signal (penalty kick, free kick, or scrum) was clear and given simultaneously with whistle.

## C2 Referees

A C2 referee should be able to manage the safety aspects of the game. They should be able to apply the whistle/signal sequence of communication. They should be positioned correctly at scrums, lineouts and situations that occur near the goal line. They should be able to prevent pileups after tackles, but they will have problems in dealing with the initial players arriving at a post-tackle situation. They should conduct themselves with good demeanor both on and off the playing enclosure.

### **TACKLE**

- Observed arriving players leaving their feet.
- Did not permit pileups to continue after ball was buried.
- Observed trampling of players.
- Awarded scrum put-in to the correct side when ball became unplayable.

### **ADVANTAGE**

- Recognized distinctions of advantage for penalty kick infringements versus scrum infringements.
- Did not return play to the original infringement after territorial advantage had been gained.
- Communicated advantage with voice and signal.

### **RUCK/MAUL**

- Correctly managed static mauls (including mauls moving laterally).
- Observed flagrant illegal collapsing of the ruck or maul.
- Observed other unsafe play.
- Awarded scrum put-in to the correct side when the ball became unplayable.

### **RESTART KICKS & OPEN PLAY**

- Observed restart kicks (i.e. penalty kicks, free kicks, kickoffs, dropouts) that were taken incorrectly (method and place).
- Observed non-kicking team players who failed to retire 10 meters or who were not put onside by actions of other players at restart kicks.
- Observed offside kicking-team players at restart kicks.
- Observed forward passes and knock-ons.

### **SCRUM**

- Awarded scrum at the correct position.
- Observed and ensured fair competition for the ball.
- Enforced proper engagement procedures.
- Observed and ensured that after engagement, the scrum was stationary and square to touch until the ball was put in.
- Did not allow repeated collapsing or lifting of scrums.
- Used and acted upon "Use it or lose it" at static scrums.
- Observed and ensured scrumhalf remained onside and stayed out of the pocket.
- Observed back row unbinding early.
- Observed offside by non-participants.

### **LINEOUT**

- Awarded the lineouts at the correct place.
- Established and maintained a one-meter gap until the ball was thrown in.

- Established correct positioning of the thrower, the thrower's opposite and the receivers (if any) prior to the throw.
- Observed unfair competition for the ball.
- Observed jumpers jumping early or remaining supported in the air prior to the throw-in.
- Observed destructive offenses across the lineout and made this a priority.
- Observed offside infringements by participants.
- Observed illegal support of jumpers.
- Observed offside by non-participants when ball was held in the lineout.
- Observed improper quick throw-ins.

#### **CONTROL**

- Observed dangerous tackles (e.g. high or no-wrap).
- Observed late tackles on kicker.
- Observed early/late tackles on receiver.
- Controlled unsafe behavior and foul play promptly and effectively.
- Candidly admitted mistakes, but did not try to compensate for them.
- Behaved professionally both on and off the playing enclosure.

#### **COMMUNICATION**

- Whistle tone was distinctive according to decision.
- Primary signal (penalty kick, free kick, or scrum) was clear and given simultaneously with whistle.

# C1 Referees

A C1 referee should be able to manage all items outlined for C2 as well as those aspects of the game that relate to offside. They should be able to manage the participants arriving after a tackle, but they may have problems ensuring the ball is immediately available. They should provide concise and specific explanations for penalties that are clearly understood by players. They should be fit and in proper position for all aspects of play with the possible exception of faster-paced tackle situations. They should be confident in his management of the players, and they should establish clear priorities for the players.

## **TACKLE**

- All elements listed for C2 and C3.
- Observed flagrant killing of the ball by tackler and ball carrier.
- Observed players lying on the ground interfering with ball availability.
- Observed players lying on the ground interfering players on their feet.

## **ADVANTAGE**

- All elements listed for C2 and C3.
- Played advantage with consideration of players' safety.
- Played advantage in all appropriate situations.
- Communicated the type of infringement and the team that offended while indicating that advantage is being played (e.g., "Blue advantage, penalty" or "Blue advantage, scrum").

## **RUCK/MAUL**

- All elements listed for C2 and C3.
- Observed players who failed to remain on their feet.
- Observed flagrant use of hands to win the ball.
- Observed players who obstructed in advance of the ball ("truck and trailer").
- Observed defenders who unbound and affected play.
- Observed offside by defending non-participants, including loiterers.

## **RESTART KICKS & OPEN PLAY**

- All elements listed for C2 and C3.
- Proactively prevented offenses at static restart kicks from occurring.
- Observed players lying on the ground (Law 14) interfering with ball availability.
- Observed players falling over a player on the ground with the ball.
- Observed offside players in open play when ball was kicked ahead.
- Recognized willful knock-ons.

## **SCRUM**

- All elements listed for C2 and C3.
- Observed and ensured binding between opposing props was correct.
- Observed and ensured that heads and shoulders were above the hips until the scrum was over.
- Observed and ensured that the body and feet of all front row players were in a normal position to make a forward shove.
- Did not have repeated reset of scrums. In other words, the problems causing reset scrums were identified and solved.
- Ensured back rows remained bound until the scrum was over.
- Ensured non-participants remained onside.

## **LINEOUT**

- All elements listed for C2 and C3.
- Ensured jumpers did not jump early or remain supported in the air prior to the throw-in.
- Ensured there were no destructive offenses across the lineout.
- Ensured participants remained outside.
- Ensured proper support of jumpers.
- Ensured non-participants remained outside when ball is held in the lineout.
- Managed quick throw-ins.

## **CONTROL**

- All elements listed for C2 and C3.
- Observed late or early tackles on passers.
- Observed obstruction.
- Observed use of a teammate as a “pick” or shield.
- Observed unfair play and applied the appropriate punitive measures.
- Observed dangerous play and misconduct and applied the appropriate punitive measures.
- Used appropriate punitive measures.
- Communicated with captains/players so that they complied with his requests upon formal prompting (i.e., players were compelled to comply).
- Remained calm in tense situations.

## **COMMUNICATION**

- All elements listed for C2 and C3.
- Secondary signal was clear and given simultaneously with verbal explanations promptly after the whistle was blown.
- Explanation for penalty was concise, specific and clearly understood by players.

