

# REFEREE, TJ & TMO COMPETENCIES



These competences have been extracted from the IRB Match Officials performance review documentation and should be used in conjunction with the match officials communication protocols

## REFEREE COMPETENCIES MANAGEMENT COMPETENCIES

COMMUNICATION	
<b>COC</b>	Adhered to the communication protocol including the ability to vary communication and established rapport with players
<b>COA</b>	Communicated "advantage" and "advantage over" by signal and voice.
CONTROL FOR IDENTIFIED INCIDENTS	
<b>COF</b>	Managed foul play (obstruction, dangerous play and misconduct, unfair play and repeated infringements) effectively with appropriate sanctions.
<b>COM</b>	Demonstrated management skills that ensured control of the game
ADVANTAGE	
<b>ADC</b>	Played territorial/tactical advantage in accordance with the spirit of the game and did not to return to the original infringement after advantage had been gained.
SIGNIFICANT EVENTS	
<b>SES</b>	Makes an incorrect decision that changes the score in a match
<b>SEM</b>	Makes an incorrect decision that changes the outcome of a match.

## TECHNICAL COMPETENCIES

TACKLE/RUCK/MAUL	
<b>TRR</b>	Tackler released the tackled player and moved away immediately
<b>TRA</b>	Tackled player made the ball available immediately,
<b>TRE</b>	Player entered the tackle phase and joined ruck/maul correctly.
<b>TRG</b>	Participating and arriving players did not intentionally go to ground or handle the ball on the ground illegally
<b>TRC</b>	Players did not collapse a ruck or maul.
<b>TRO</b>	Participants and non-participants remained onside.
SCRUMMAGE	
<b>SCS</b>	Awarded scrum throw-in to the correct side and followed the scrum engagement procedure, with the scrum stationary and square until the ball was thrown in.
<b>SCC</b>	Applied appropriate sanctions for offences including binding, standing up, collapsing and illegal wheeling.
<b>SCF</b>	Fair contest for the ball including, throw-in and delayed throw-in.
<b>SCO</b>	Participants and non-participants remained on-side.
LINEOUT	
<b>LOC</b>	Fair contest for the ball including maintaining the gap, quick and incorrect throws.
<b>LOO</b>	Applied appropriate sanctions for delay, across and along the line-out offences and ensured that non-participants remained on-side.
KICKS, GENERAL PLAY	
<b>KOD</b>	All obvious knock-ons and forward passes were detected, players remained on-side from kicks in general play and were ten metres from penalty kicks/free kicks and restart kicks were taken correctly
FOUL PLAY NOT IDENTIFIED BY REFEREE	
<b>FPD</b>	Failed to detect incidents of foul play
<b>FPU</b>	Failed to detect incidents of obstruction, unfair play and repeated infringements.

## TOUCH JUDGE COMPETENCIES

TOUCH, TOUCH IN GOAL, LINEOUT	
<b>TJT</b>	Adjudicated correctly for ball in touch, touch-in-goal and dead ball.
<b>TJP</b>	Indicated Correctly for place where ball to be thrown in.
<b>TJB</b>	Indicated correctly team to throw-in ball.
<b>TJQ</b>	Adjudicated correctly in relation to quick throw-in.
KICK AT GOAL	
<b>TJK</b>	Adjudicated correctly on kick at goal.
FOUL PLAY	
<b>TJF</b>	Detected foul play and signaled correctly.
<b>TJC</b>	Verbally communicated foul play to the referee in accordance with accepted protocol.
<b>TJR</b>	Provided appropriate recommendations to the severity of the offence when required.
COMMUNICATION	
<b>TJG</b>	Communicated correct information relating to in-goal decisions.
<b>TJM</b>	Communicated essential information for game management.

## TMO COMPETENCIES

<b>TMC</b>	Adjudicated correctly for decisions referred by referee.
<b>TMP</b>	Adhered to TMO protocol