

AUSTRALIAN RUGBY UNION

REFEREE COACH LEVEL III PROGRAM – 2003/04

MAJOR PROJECT

THE TWO-REFEREE SOLUTION

by

Chandra Seneviratne



Contents

	Page
Foreword	3
Introduction	4
Section I – The Traditional Referee	5
Referee Recruitment – the Current System	7
The Complexity of the Laws	8
The Game as it is Played Today	8
The Demands on the Referee	9
Public Expectations	10
Section II – The Two-Referee Concept	11
The Two-Referee Concept	13
Previous Trials of the Concept	13
How the Stellenbosch System Works	13
Feedback from the Stellenbosch System	14
The Darwin Plan of Action – the Trials in Season 2004	14
Feedback from the Darwin Experiment	15
The Way Forward – the Trials in Season 2005	16
Attachment I – The Referee as Part of the Game by Bruce Cook	
Attachment II – ARU: The Shape of the Game	
Attachment III – NTRRA – The Protocols - The Basis for Establishing Protocols	
Attachment IV – NTRRA – The Protocols – Two Referees Managing a Game	

Foreword

This major project is essentially a practical one, and though I have made a start on it, I would consider the work done so far as work-in-progress. Being a 'doing' project the report on it, is not a very 'wordy' document.

I have endeavoured to give an overview of aspects of the game as they apply to refereeing in Section I and then dealt with the practical aspects of refereeing a game with two referees in Section II.

A project of this nature is possible to implement only with the support and cooperation of many people. I wish to thank the following for having accepted the challenge and agreed to lend a hand to make it happen:

Tim Heath - General Manager, Northern Territory Rugby Union;
Tony Bundock - Rugby Coach, Northern Territory Institute of Sports;
The Players &
Management - Palmerston/Dragons/South Darwin/Pirates Rugby Clubs;
Danny Sims - Television News Agency (for his camera work).

I owe a great debt of gratitude to the Northern Territory Rugby Referees Association (NTRRA) for having the courage to 'run' with this proposal, and for being bold enough to make the commitment to continue with the experiment during the 2005 Darwin rugby season. Several members of the Association assisted me with getting this experiment off the ground and thereafter provided valuable feedback. I am indebted to them. Specifically, my thanks go to Robert Gordon, Chris Howard, Mick Ponder, John Kirwan and Jeff Fraser.

I am particularly grateful to Jeff for having suggested that I take on this subject as my major project, because of his conviction that in the end, two-referees managing a game will be good for rugby! The paradox is that we think that the concept will not only be good for the game in an overall sense, but will also help smaller Associations to prolonging the refereeing-life of their active referees and also encourage new ones to take on refereeing.

I very much look forward to providing a follow up report on this experiment at the end of the 2005 Darwin rugby season.

*Chandra Seneviratne
Darwin, Australia
December, 2004*

Introduction

The writing of a project-report on a practical experiment has been a challenge in itself. After some deliberation, the layout of the report was structured in two Sections. Section I takes a global look at refereeing, while Section II deals with the Two-Referee Concept.

Over the last 180 odd years that the game has evolved from a slow stodgy one to a very exciting spectacle when played by skilled, fit players. Along with those changes, came the periodic changes of the Laws of the Game. What has not changed substantially is the role of the arbiter! Perhaps this is not surprising. In the earliest days, control of the game was in the hands of the captains. All disputes were referred to them and disagreements were settled by them, which is a tribute to their good sense.

Umpires were appointed for games around 1866 but as their duties were ill-defined, the captains once again took over as arbiters around 1874. When the referee made an appearance is not really known, but perhaps this might have been around 1882, but the umpires were still on the field, with reduced responsibilities.

In 1885 it is reported¹ that the referee was given a whistle for the first time, and some unfair critic has observed (there could be others who wholeheartedly agree), that this was the worst mistake that was made in the development of the game!

It seems that, bearing in mind the speed and the skill-levels at the elite level, it is almost impossible for one referee to cover the entire field and be correct in every decision that the referee makes. Much slower moving games such as cricket and baseball have adopted the principle of having more than one umpire to adjudicate, as is the case of two other games – basketball and hockey and both these games seem to manage quite easily with two umpires managing affairs.

At a community-rugby level, referee-recruitment has proved to be a major problem, particularly in the regional areas, where the development pathways that are now available to promising referees, are not readily appreciated by those who would be the resource-pools for regional Referees' Associations. Paradoxically, it could be said that the adoption of the two-referee concept by such Associations will benefit them by extending the refereeing-life of the senior referees (because of the lesser physical demands), and also encourage new members into their ranks, when it is realised that *two* referees take responsibility.

The resistance towards the two-referee concept normally comes from traditionalists, who fear change. The encouraging aspect is that after the recently completed conference of world's top players, coaches, referees and administrators, held in Wellington, the Chief Executive of the IRB indicated that the Board is looking at a proposal to have two referees on the field, during International matches.

¹ <http://www.wesclark.com/rrr/unhistorical.html>

SECTION I

The Traditional Referee

*Thirty players, two touch judges,
but only ONE referee and he is
the sole arbiter of the rules. He
may not be God, but for 80
minutes he is bestowed with
similar powers!*





Most referees are former players, and this is a natural pathway for most new referees. Soon after the game became professional in the late 1990s, there seems to be some well defined opportunities for development for those referees who are willing to make the effort.

All rugby Referees' Associations around the world are committed to the on-going recruitment, retention and training of referees. There is no doubt that refereeing offers an opportunity for anybody, regardless of sex or age to participate in the game of rugby. It is now a profession that will allow those who feel so inclined, to go as far as he/she likes. Generally, if individuals have what it takes and are willing to put in the effort, there are systems in place to ensure that they reach their full potential.

With a view to succession planning, some Associations give their younger players the opportunity to practice as referees, thereby hoping to increase the number of referees officiating at the highest level of the game. The benefits of this type of program are to give young referees a greater understanding of the game, gain experience in management and leadership skills as well as the opportunity to take refereeing to the highest level.

The International Rugby Board (IRB) has provided guidelines² for the referee recruitment, retention and training (Attachment 1), to be used as a resource document for a rugby province, state or national Union.

Nevertheless, referee-recruitment is an extremely difficult exercise for most associations.

The modern game is faster and more technical. Consequently, the game demands better officials than ever before, and not that many referees have all the attributes that are required to become a top-level referee.

It was reported recently (14th December 2004) in the UK Telegraph Newspapers³ that -

"There is widespread concern in refereeing circles about a decline in the number of top-quality officials. There is anxiety, too, about standards across Europe, a potentially serious problem with the Heineken Cup and Parker Pen kicking off next week."

Former international English referee Colin High, now elite referee manager for the Rugby Football Union is reported to have said -

"We are stretched at the moment. We're already searching for the next Chris White or Tony Spreadbury. Guys who can officiate at the top level are very special people. I sometimes wish they weren't so special, then they'd be easier to replace. The gap now

² <http://www.irb.com/Playing/training/referee+as+part+of+the+game.htm>

³ <http://www.telegraph.co.uk/sport/main.jhtml?xml=/sport/2004/10/14/srmick14.xml>

between the standard in the Premiership and National One is a chasm. It's a problem for us. If you look beyond the next World Cup in 2007 the cupboard is pretty bare."

The Complexity of the Laws

The Laws of the Game are perhaps the most complex of any game in the world! There are 22 Laws, some with 16 sub-sections. Most players are quite oblivious to these laws and few are trying to break them all the time.

The Laws require interpretation and at times judgements could be subjective. Nevertheless, players, coaches, commentators, analysts and spectators are always expecting 'consistent' application of these complex Laws. Yet, not two situations are ever identical. More than consistency, perhaps the important task for the referee is to ensure that he/she is in position to see what is happening at most if not at all times.

The ARU periodically issues guidelines for the application of the Laws and in this way it is expected that some of the complexities are explained. In the Foreword in a book "play the whistle" by Paul Akon, issued by the ARU sometime ago, Dr I R Vanderfield says

"...one should not be too dogmatic. In the long run you must adapt your approach and your style to your own idiosyncrasies and abilities and to the conditions of a given game....."

This point is an important one. In the modern game, there is always the need for the referee to judge whether there has been a material effect (critical incident) as a result of an infringement. Therefore, there will be different refereeing outcomes for similar infringements and it is essential that the referee knows the differences of the situations.

The Game as it is Played Today

The modern game has evolved into a professional sport, mixed with raw physical prowess and rugby skills, matched by strategies for attacking football. The game is faster, more fluid and more watchable than a generation ago and is nothing like it was 10 years ago. The 2003 World Cup revealed a game that had tremendous athleticism and great rugby skills. It was reported that the average ball-in-play time has increased from 41 per cent in to 44 per cent during the 2004 season⁴, which equates to 35 minutes a match. In the recent Ireland-England game, the ball-in-play-time was a staggering 50 per cent. This compares with the 25 minutes, which was the norm in the 1991 World Cup.

The skill levels have percolated down to Senior and Community rugby too as can be seen from the statistics of game-stoppages in the last three years (Attachment II).

⁴ <http://www.rugbyheaven.smh.com.au/offthefield/index.html>

Today, rugby union is a multimillion-dollar business and elite players have become highly paid super-stars. As a consequence there is much pressure on referees to get *all* their decisions right – which is an unfair expectation. Referees, like all other humans, are fallible.

At the highest level of the game, there are times that referees have been accused of being incompetent, unaccountable, being protected by administrators, and that the referee-appointment system lacks transparency. In the face of these accusations, the authorities have countered by saying that referees are subject to assessment, *are* held responsible and that they (the referees) suffer the consequences of poor performances.

There are those critics who say that referees should ‘improve’. Bearing in mind that referees at the highest levels are subject to regular assessment, have referee-coaches and fitness trainers, dieticians, man-management consultants, sports psychologists and possibly few other support staff, it begs the question what more or how ‘better’ can these referees be?

As mentioned earlier, the Laws of the Game of Rugby are perhaps the most complex of any game played in the world, and the truth of the matter is that most of those who find fault with referees do not know the Laws themselves. If a referee is to be judged on his knowledge of the Laws and their application, then those who point the finger at the referee should know as much or more than the referee.

The modern referee is encouraged to use a preventative style of game-management, rather than blow the whistle for every infraction of the Laws, while at the same time not intentionally ignoring the Laws. A referee who empathises with what the players are trying to do and who displays the correct attitude, during and after the game are usually respected by all stakeholders.

Communication is fundamental to being an effective referee. In order to be effective, the referee needs to ensure a balance between the whistle, the voice and body language. The use of the voice must at all times be calm, unhurried, and convincing.

The trick in being a good referee is to be in position to see the critical incidents that occur throughout the game – not just parts of the game. Mental and physical fitness is therefore a priority for anyone who wishes to be a reasonably good referee. Positioning, particularly at ruck/maul requires fitness and concentration.

The referee should not be passive or compliant. On the other hand, he/she should not be arrogant and aggressive. While being assertive, it pays to be courteous on the field.

The following passage from the web pages⁵, encapsulates the public expectation of the referee:

“The referee must know the Laws, the constitution of the game. That's paper work, yes, though refereeing is more than scoring 100% in a written quiz. The Laws have to be understood, seen and applied on the field. He (or she - read that throughout) must have experience of the Laws' application, preferably though not necessarily with a background of having played the game. The level reached is not crucial, though it is a pity that so few top players become referees. How many can you name?

He must be physically fit, up to the demands of a taxing game, and possessed of acute observation, co-ordination, concentration and 'physical' judgement such as that needed to spot a forward pass or off-side lines. Those are physical and mental things based in the body and the mind.

Every bit as important are the attitudinal things - based in the soul! These are headed by impartiality, moral courage and consistency. It should be the biggest tautology in the world to speak of a 'neutral referee', and the wriggly way of saying it is 'unattached referee'. Either term emphasises impartiality. The pity is that it ever needs emphasis at all. One suspects that, while referees may not all be cherubs, the fault, any imputation of bias, lies far more in the perceptions of one-eyed (even blind) supporters.

Consistency is the quality valued by the players, sometimes even above all others. Yet consistency needs to be judiciously as well as judicially applied, sensibly as well as accurately. Referees must adapt to the state, level, spirit and needs of each game. No two games are quite the same.

The advantage law is the key. To be acceptably flexible a referee needs to be wise, even more than knowledgeable. For every thing there is a season, the wise man said. In refereeing there is a time to be harsh, and a time to be lenient; a time to interfere, and a time to let be; a time to insist, and a time to bend; a time to be strict, and a time to show mercy... Good referees have the wisdom to know the difference.

A good referee must have no desire to star. Rather he must seek to let the game take charge, to enable players to express themselves and enjoy the game, fulfilling the purposes of playing it at all. He must foresee and forestall ill feeling and trouble; stay calm and bring perspective and self-control to players, often by interposing a pause, or by slowing a routine procedure such as a scrum or lineout - just slightly is often enough.”

Almost like a God!

⁵ <http://www.sarugby.com/modules.php?name=News&file=article&sid=948>

SECTION II

The Two-Referee Concept

The concept is for two accredited referees to manage a game of rugby, along with the assistance of two touch judges. Read on!



**So, Whose
call is That?**

Right.

His?

No, Whose.

**His call
is Whose?**

**No, That call
is His.**

His?

That's Whose call.

**Whose call
is His?**

Right.

What call?

Whose call?

His call.

Naturally.



**THE TWO-REFEREE
SYSTEM EXPLAINED...**

c. charlie teljeur/2002

The Two-Referee Concept

The scenario portrayed in the cartoon in the previous page, is not the way it is supposed to work!

The concept is for two accredited referees to take equal responsibility for the management of the game, according to the Laws of the Game. Clearly, there needs to be some broad understanding between the two referees as to what/where/how they were to move, observe, whistle and manage the game.

In order to get some structure in the application of these principles, it was essential that protocols be established, within which the two referees are to operate. With that in view, I called some senior referees within the NTRRA for a brainstorming session on 21 July 2004. The following were present:

Chandra Seneviratne (President – NTRRA)
Jeff Fraser (former President – NTRRA)
Robert Gordon (Referee Development Officer)
Chris Howard (former Referee Development Officer)

We first established the basis for establishing some protocols (Attachment III) as a discussion document. Following much discussion it was decided to adopt the protocols detailed in Attachment IV. These protocols were not to be ‘cast in stone’. We have every intention to modify them, based on feed back and as the NTRRA gathers collective knowledge on the concept.

Previous Trials of the Concept

As mentioned in the introduction, the idea of having two referees on a rugby field is not original. The concept is the brainchild of Professor Justus Potgieter of the Department of Human Movement Studies in the Stellenbosch University in South Africa, who trialled the concept in 1987. Professor Potgieter was a top Provincial referee and had to give the game up because of time constraints.

The system has been in operation within the Stellenbosch University rugby system since that time. The University has 1,200 players, some of whom play in the Western Province Rugby Union competition, while the rest play in the University’s very intense internal competition known as Koshuise, consisting of 50 teams divided into three leagues.

How the Stellenbosch System Works

In this system, there are two referees on the field, moving up and down with the game on the left and right of the field, with one referee closer to forward play, while the other watches the backs. The two referees are not ‘wired’ to each other but are wired

to the two touch judges. The referee who is wider out polices the off-sides, allowing the referee closer to ball to concentrate on the contest for the ball by the forwards.

Feedback from the Stellenbosch System

In 1990 Stellenbosch carried out a statistical survey of the use of two referees. It used first league Koshuise matches with first league referees. They used 25 matches, 13 refereed by a single referee, 12 by two referees.

The data was collected by students in the final year of their human movement studies with two students assigned to each match. Here are some of the findings:

- The **playing time** increased from an average of 21 minutes 14 seconds with one referee to 23 minutes 34 seconds with two referees.
- The **number of stoppages** decreased from 81 with one referee to 75 with two referees.
- The **number of penalties** decreased from 1,997 to 1,701.
- The **incidence of foul play** decreased from 7 to 0.
- Of the 12 coaches asked, all 12 were in favour of two referees.
- Of 104 players asked, 87 were in favour of two referees.
- Of the 12 first league referees asked, four said that, for their own personal enjoyment, they would prefer to referee on their own. All the referees were of the opinion that the system of double refereeing would be in the best interests of the game. That means that all 12 favoured the use of two referees.

The advantages of the two-referee system were a decrease in the number of infringements, an increase in the effective identification of infringements, better player-management and control, better application of the off-side law, greater prevention of deliberate infringements and an increase in players' acceptance and trust.

The Darwin Plan of Action - the Trials in Season 2004

The system was trialled in two Reserve Grade games of the Darwin 2004 Competition Prior to the first game (Dragons v Souths played on 14 August), Jeff Fraser and I met with both teams, including management, and explained the experiment with two referees. It surprised me that both teams responded very positively and assured us their full cooperation during the game. In the event, we were not disappointed with the attitude of players from both teams.

Unlike the Stellenbosch System, no restraints were placed in the Darwin System as to the extent of each referees responsibilities. In the Darwin trials too, the Referees were not ‘wired’, either to each other or to the Touch Judges (the Touch judges were club appointees).

Feedback from the Darwin Experiment

Regrettably, no formal surveys from players/spectators were conducted after each game, even though each of the team Managers was asked for their comments after the games. However, anecdotal evidence does suggest that most of the players who experienced having two referees calling the game, felt that the experiment was worth pursuing during the 2005 Darwin season. Interestingly, the observations that were made most were that:

- (i) most of the forwards felt that they had to react faster during the course of the game, *and*
- (ii) they were constrained from committing acts that contravened the Laws of the Game!

Unsolicited favourable comments were received from a few of the spectators too, who congratulated the NTRRA for trying to do something ‘different’.

The statistical information gathered during the second game, does certainly support the players’ claim that the games were faster. The number of stoppages in the two trial games were about 20% less than stoppages at this level (it is accepted that this is not a satisfactory sample).

Tony Bundock, the Coach of the Darwin Mosquitoes made the brief comment that provided the referee setting the scrum, did not stand on the side from the ball is being fed into the scrum, he saw that the two-referee concept would help a set of forward who are lighter than their opponents to win quick ball on their feed!

Chris Howard, who refereed two games, felt rather conscious that his voice was louder than the his referee-partner and thought that he will have to modify his modulation. He felt that the number of penalty offences were less, perhaps because the players felt that they were being ‘watched’ by two pairs of eyes!

John Kirwan – Secretary/Treasury of the NTRRA and a referee of Juniors, thought the two-referee system looked very effective when play was approaching the goal lines, as it enabled one of the referees to get in-goal while the other was able to stay with play in the field of play. John did think that the scrums looked ‘crowded’ and the ruck/maul interpretations were sometimes varied.

This feedback and those that are still to be received will be evaluated and where necessary the Protocols changed to progress this experiment.

The Way Forward – the Trials in Season 2005

The initial experiment has given the NTRRA and the NTRU enough confidence to proceed with the experiment in the 2005 season. After several more trials at the beginning of the season (March 2005), it is the intention of the NTRRA to have two referees in one of the A Grade Games that is be televised by the ABC.

I have already had informal discussions with the two main commentators of these games, Charlie King and Brian Anderson and they are very much looking forward to calling a game with two referees on the field.

I too am looking forward to the 2005 Season!

The Referee as Part of the Game

By Bruce Cook, IRB Training Manager

For many years, the role of the referee in the game of rugby has been seen to have a major effect and therefore a major importance. In many countries now, seminars are held about the game that brings together players, coaches and referees, as well as others involved in the game.

The IRB has held a number of Conferences on the Playing of the Game over the past few years, and this composition of attendees has worked extremely well.

Many countries now have technical seminars and general rugby conferences that bring both coaches and referees together for the purpose of taking the game forward.

To assist in this process, the following information may prove to be a useful resource for a rugby province, state or national Union.

OBJECTIVES

- To put process in place which will enable officials to be seen as part of the game
- To ensure that there is an awareness of the global nature of the game, and of the major role that your Union should take in promoting those areas that it sees as beneficial for the ongoing game development.

INITIATIVES

1. Recruit
2. Retain
3. Training and Education

STRATEGIES

1. Recruitment

The specific areas of recruitment and retention have been addressed in numerous publications and will also be the focus of a paper soon to be made available by the IRB entitled "Referee Recruitment and Retention".

These recruitment and retention strategies should be developed in conjunction with all those involved with rugby as applicable, and then implemented by states, provinces and regional referee associations.

Reward

This could be through payment for officiating, uniform supply and career prospects. There is now suggestions from many Unions, that a policy be developed that would allow processes to be put in place for the development of criteria for payment of officials at all levels of the game.

Promotion

The area of officiating should be promoted as a viable and rewarding alternative to other aspects of the game. The major target area should be schools and juniors, with a culture to be developed of continue playing but still referee. This will allow for the development of game knowledge. The targeting of ex players is still not a growth area of referee recruitment for reasons of player burn out, family and business etc.

Linkage

There should be enhancement of the linkages between the rugby coaching development officer area and the referee development officers. This applies across the broad spectrum of the game from the community rugby level to elite.

2. Retention

In general terms, the following process can be targeted.

- Offering suitable appointments with regards to the ability of the official.
- Setting individual multi-stranded pathways for officials, as they do not all develop in parallel.
- Systems process should be in place early in the career of the official.
- The Union should launch a scheme to educate spectators about the area of refereeing, dealing in part with referee abuse.
- Officials should be equipped with management skills to enable them to handle situations that arise with supporters of the game.
- Awareness that officials are part of the rugby "family" and as such should act and be treated as a family member.

3. Training and Education

- Career pathways (full-time, part-time, and volunteer) should be made evident, not only in refereeing, but also referee coaching, touch judging, assessing, selecting and administration.
- Accreditation courses should continue to be regularly evaluated, reviewed and developed. Course trainers should be trained and offered on-going education to provide a pool of quality course accreditation training specialists.

- Programs for the professional development of officials should be in place.
- All participants involved in the game at any level should be aware of and offered on-going education in the game as it evolves.

ADMINISTRATION

To ensure the proper functioning of the three initiative areas, the following administration processes, which affect all initiatives, should be put in place.

- There should be commitment to the National Union and its policies, derived through consultation, by provincial, state, and regional referee associations, and referee development officers.
- Agreements should be made at all levels to cross share resources.
- Proper and applicable use should be made of all full time rugby employees as time and resource implications permit.
- Procedures to communicate promptly global and national changes in the game should be improved through the proper use of budgetary policies, which will enable the use of available technologies.
- There should be systems in place to ensure that we adjust to a wider domestic market, through appropriate research and targeting.
- More face-to-face contact and direction by Unions and their referee development officers to all levels and geographic regions of the game. This should be proportional to needs and funds.
- Put in place processes to ensure that the right people are identified to be recruitment and development officers, and volunteer and full time RDO's.
- Put a structure in place to identify and reward volunteers who perform well.
- All administration must be resourced and planned properly.

RESOURCES

These are human, financial and technological. They do not sit as individual entities but are integrally related to each other.

- Research and feasibility studies should be done in all areas of resource requirement.
- The right person must occupy every position whether it is full time, part time or volunteer.
- Funding must be made available to ensure that major communication points are properly resourced with appropriate technologies.
- There should be a marketing strategies identified to ensure the presentation of officials in the most positive manner. This would relate to senior referee with image promotion.

AUSTRALIAN RUGBY UNION

THE SHAPE OF THE GAME

	2004			2003			2002		
	Super 12	Premier	ARS	Super 12	Premier	ARS	Super 12	Premier	ARS
Number of Games -->				69	23	16	69	42	15
Scrum				27	28	30	29	31	30
Lineouts				30	35	32	28	32	33
Unplayable TRM				3	2	3	3	3	4
Penalty/FK				23	23	28	26	25	30
Injury Stops				7	5	5	7	5	7
TOTAL				90	93	98	93	96	104
Scrum									
% Scrum resets				21	19	22	23	21	22
% Scrum P/FK				12	8	9	12	8	10
TOTAL				33	27	31	35	29	32
Tight Heads Taken				13	11	12	15	11	4
Scrum Turnover				26	12	2	21	20	5
Crooked Feed F/K				10	1	4	7	-	1
Breakdown									
Unplayable TRM				3	2	3	3	3	4
Penalties				14	15	18	16	18	19
TOTAL				17	17	21	19	21	23
Turnovers PG@TRM				7	7	7	6	8	9
Lineouts									
Avg Pen/FK PG				1.2	1.3	1.8	1.2	1.1	1.9
Avg Throws N/S PG				0.9	1.2	0.9	1.1	1.4	1.9
Avg L/O WAT PG				3.7	3.8	2.7	3.2	4.4	3.3
Advantage									

% Play on				34	32	43	32	34	38
Avg time Adv Played PG				24	23	25	25	25	22
Avg No Tries Scored PG				0.7	0.5	0.4	0.7	0.8	0.4
Avg Return for Penalty				7.1	7.3	8.6	7.0	8.2	8.6
Foul Play/Illegalities									
Obstruction Pen PG				1.1	0.6	0.9	1.8	0.6	0.8
Dangerous Tackle PG				1.7	1.3	1.6	1.6	1.1	1.1
Foul Play Pen PG				0.4	0.2	0.3	0.7	0.4	0.7
TJ Reports PG				1.0	0.7	0.8	0.9	1.0	0.6
Sin Bin/Send Offs PG				0.8	0.7	0.6	0.5	1.1	0.5
General Information									
Avg Tries Scored PG				6.5	8.7	7.2	6.4	8.5	6.5
Range of Stops				67 - 113	66 - 117	81 to 115	65 - 128	74 - 134	75 - 133
Home Side Win				43 of 69	12 of 18	10 of 16	38 of 69	19 of 34	8 of 15
Home Side Ahead P/FK				41 of 69	4 of 18	5 of 14	37 of 69	19 of 34	9 of 15
Kicks General Play PG				46	44	37	44	38	39
Field Goals Kicked				18	-	-	14	1	-
Penalty Goals Kicked PG				4.4	2.3	1.8	5.3	1.5	3.1
TMO Requests/Tries Awarded				72/32	N/A	N/A	67/28	N/A	N/A
Range of Stops				1 to 16	0 to 9	0 to 9	1 to 15	0 to 12	0 to 12

NORTHERN TERRITORY RUGBY REFEREES ASSOCIATION

THE PROTOCOLS - The Basis for Establishing the Protocols

Here are some basic questions that need to be considered when developing the protocols for the use of two referees to manage a game of rugby:

1. Pre-match – Do both referees (together) chat with both teams?
2. Referee hierarchy – Should one referee be the lead referee?
3. Position on the field: General – Should each referee take one half of the field for the duration of a half of the game?
4. Position on the field– What positions should each referee take up during set phases of play
 - (i) Scrum
 - (ii) Line Out
 - (iii) Kick off
 - (iv) Drop out
 - (v) Penalty & Free kicks
 - (vi) Tackle
 - (vii) Ruck/Maul
5. Position on the field: Dynamic – Does one referee always take a position on the attacking side and conversely does the other referee take a position on the defending side?
6. Near the goal line – Which positions should the two referees adopt?
7. Kicks down field – How does each referee respond to kicks down field?
8. Eye contact – Are two referees to make eye contact prior to blowing the whistle?
9. Blowing the whistle – How is it possible to avoid the blowing of both whistles at the same time?
10. Foul play – How is this to be managed?
11. Any other matters – Are there any other matters that need to be considered?

NORTHERN TERRITORY RUGBY REFEREES' ASSOCIATION***THE PROTOCOLS – TWO REFEREES MANAGING A GAME***

The following protocols are to be used in the proposed experiment of having two referees to manage a game:

1. Referee Hierarchy – It was decided that one of the referees will be the Lead Referee. The referee whose name appears first on the appointments list will be assumed to be the Lead Referee.
2. Time Keeping – The Lead Referee will stop the watch for any authorised stoppages. The other referee will let the clock run. The Lead Referee will start the game and blow no-side.
3. Pre-match – Both referees to be involved with the pre-match talk with both teams and also in the kit inspection.
4. Terminology – For purposes of convenience the referee on the side of the attacking team is referred to as the Attacking Referee and conversely the one with the defending side be referred to as the Defending Referee. It is understood that these are dynamic roles and will change according to which side has the possession of the ball.
5. Positions on the field: General – In open play, there should be no pre-arranged positions that the two referees should occupy, except for both referees try to cover maximum visual coverage, and possibly each stays with one team at a given phase.
6. Positions on the field : Phases of Play
 - (i) Scrum – The referee who blows for the infringement will be responsible for setting of the scrum and the feed of the ball into the scrum. The other referee should take up a position diagonally opposite and manage the blind-side props and ensure that the blind-side flankers remain correctly bound while the scrum is taking place.

As the ball leaves the scrum, the referee who set the scrum should follow the ball as it leaves the scrum. The other referee will move to a position behind the defending back-line, observing back play and following the movement of the ball across the field.
 - (ii) Lineout - The first referee to the lineout should take responsibility for managing the formation of the lineout and stay on the side of the team throwing the ball into the lineout (and for the purposes of that lineout will be the Attacking Referee). The other referee will take on the role of the Defending Referee for that lineout and take up a position marking the 10m off-side line and adjacent to the defending side 5/8th.

- (iii) Kick off,
Drop out,
Penalties &
Free kicks - The referee nearest to the ball should take on the role of the Attacking Referee and should stay with the kicker. The Defending Referee should get behind the 10 metre line (if appropriate) *and*
- close to the 5 metre line towards which the ball is kicked *or*
 - centre field if the ball is kicked down field.
- (iv) Ruck/Maul - At rucks/mauls, the Attacking Referee and the Defending Referee will be positioned diagonally across the ruck/maul. The two referees should endeavour to keep a 180° separation between each other, around the ruck/maul.
- (v) Open play - When the ball is kicked down field, the Attacking Referee at the time the ball is kicked should 'trail' to manage players in front of the kicker and back play, while the Defending Referee should get to the point where the ball alights and manage the ensuing phase of play.
- (iv) Near the goal line - The Attacking Referee to stay with the attacking team, while the Defending Referee should get in-goal.
7. Advantage – The referee, who is closest to the ball, is to call advantage and manage developing play until advantage is deemed to be over or play is brought back for the infringement. As it is possible that advantage may last for some considerable time, the referee who is managing the advantage at the time will usually become the Attacking Referee.
8. Foul play – Whichever referee who sees the foul play should blow the whistle, except if advantage is being played. Depending on the nature of the offence, the two referees may confer, before the penalty is awarded and, where appropriate, sanctions are discussed and determined.
9. Communications – Communications between the two referees have to be concise and clear. |
10. General – It is accepted that after each of the games that this trial is to be introduced, these protocols may need to be amended.
11. The trial games – The games that for this trial are detailed in *List 1*.

NORTHERN TERRITORY RUGBY REFEREES' ASSOCIATION**TWO REFEREES MANAGING A GAME****SCHEDULE OF TRIAL GAMES IN SEASON 2004**

The games that will be trialled using two referees, during the 2004 season, are as follows:

August 14 - 1:30 Dragons v Souths (B Grade)

Referees (a) Chris Howard
(b) Jeff Fraser

Touch Judges (a) Club
(b) Club

August 21 - 1:30 University v Palmerston (B Grade)

Referees (a) Jeff Fraser
(b) Mick Ponder

Touch Judges (a) Club
(b) Club