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MATCH OFFICIAL DEVELOPMENT REVIEW FORM 2 - 2019/20

MATCH OFFICIAL:	FORSYTHE , Andrew	LEVEL:	7
SOCIETY:	Leicestershire	DATE:	07-12-2019
HOME:	Lichfield (45pts)	AWAY:	Ludlow 1 (38pts)
GAME LEVEL:	6	COMPETITION:	Midlands 1 West 2019-20
DEVELOPER:	WARE, Richard		

GAME CONTEXT

PLAYING CONDITIONS:

Pitch in good condition after many weeks of heavy rain. The day was dry and sunny offering ideal playing conditions

GAME CHALLENGE:

DEVELOPER:	MATCH OFFICIAL:
<i>Litchfield are 2nd in the league and Ludlow mid table making for an important game for both teams requiring firm control.</i>	It was always going to be a good test, with Lichfield aiming for the glory of the Midlands premiership again. The usual unknown around teams I have never taken.

MANAGEMENT PERFORMANCE

COMMUNICATION:

Effective verbal communication with a good balance of firmness and interaction. Identification of offending players by number and excellent use of advantage. His visual signals were correct but could have been a little more 'bold' to assist spectators.

GAME MANAGEMENT:

Gave warning at 9 minutes for second offside and further warnings at 19 & 30 minutes assisted maintaining a good standard of discipline. Two yellow cards at 35 and 37 minutes were correctly issued and effective in maintaining fair play.

CORE VALUES:

TECHNICAL PERFORMANCE:

BREAKDOWN:

Good vision at breakdowns identifying offside and side entry effectively.

SCRUM:

Safe setting, however Ludlow tighthead prop was consistently lowering the scrum requiring several resets. Litchfield were incorrectly penalised for this offence at 12 minutes.

LINEOUT & MAUL:

Clear setting of lineout and ensured gap maintained. Good vision of backs and consistent use of signals to backs.

Firm maul calls and again good vision of offside line.

SPACE:

This was a fast game with several breakaway try's which needed a high degree of fitness which was nearly achieved by Andrew.

His positioning was generally very good effectively managing obstruction and ensuring 10 mtr space at penalties.

OVERALL SUMMARY

MATCH OFFICIALS COMMENTS:

This was a hard game to get into as the pace outweighed the skill in the first ten minutes, but this soon proved to be a great game to watch, spectate and referee. I felt in control throughout and built solid communication lines with both captains throughout the game. There were a couple of very fast breakaway tries and another that I was slow to making having had to hang around to ensure there was not a hotspot flare up. I reset the discipline position with both captains at half time, both of which agreed that their teams had been working against me and not with me. This resolved the majority of issues to create a flowing 2nd half with low discipline indiscretions. Having spoken with both captains, teams and front-rows, they were appreciative of my efforts and thought I had a great game.

DEVELOPERS COMMENTS:

A firm effective and consistent performance allowed the game to flow. Very good advantage decisions. The scrum actions of the Ludlow tighthead prop could have been better identified however in mitigation the prop was sufficiently devious not to drop the scrum when Andrew was on his side.

SUPPORTING DOCUMENTATION

KEY FOR DECISION MAKING TIMELINE EVENTS:

PK - Penalty Kick Conceded

FK - Free Kick Conceded

RC - Red Card Conceded

YC - Yellow Card Conceded

Optional Information which may be recorded in timeline:

ND - Non-Decision

E - Error

Q - Question to consider

+ - Example of good practice

DECISION MAKING TIMELINE

FIRST HALF:

QUARTER 1:

TIME	HOME	AWAY	DESCRIPTION & DISCUSSION
2	PK	-	High tackle
7	-	PK	Offside

9	-	PK	Offside
12	PK	-	Lifting scrum
18	PK	-	Side entry to ruck
19	-	PK	Offside

QUARTER 2:

TIME	HOME	AWAY	DESCRIPTION & DISCUSSION
23	-	PK	Offside
25	PK	-	Side entry to ruck
26	-	PK	Offside
30	-	PK	High tackle
35	-	YC	Pushed player in air jumping for ball
37	-	YC	Deliberate knock on in red area

SECOND HALF:

QUARTER 3:

TIME	HOME	AWAY	DESCRIPTION & DISCUSSION
59	PK	-	Going over ruck/handling on ground

QUARTER 4:

TIME	HOME	AWAY	DESCRIPTION & DISCUSSION
65	FK	-	Early scrum push
70	-	PK	High tackle
75	PK	-	Offside
76	PK	-	Playing ball on ground
78	PK	-	Side entry to ruck
79	PK	-	High tackle

SUPPORTING DOCUMENTATION

MATCH STATISTICS SUMMARY

ITEM	Q1	Q2	Q3	Q4	TOTAL
PENALTY KICKS	6	4	1	5	16
FREE KICKS	0	0	0	1	1
YELLOW CARDS	0	2	0	0	2
RED CARDS	0	0	0	0	0
SCRUMS AWARDED	5	6	5	5	21
SCRUM RESETS	2	1	3	0	6
LINEOUTS	9	6	3	2	20