

From date: (Clear)

Team:

01-03-2019



All teams



To date: (Clear)

Competition:

07-04-2019



All competitions

Contact: (All)(Me)

FORSYTHE , Andrew



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MATCH OFFICIAL DEVELOPMENT REVIEW FORM 1 - 2018/19

MATCH OFFICIAL:	FORSYTHE , Andrew	LEVEL:	7
SOCIETY:	Leicestershire	DATE:	30-03-2019
HOME:	Kidderminster Carolians 1 (51pts)	AWAY:	Leamington (21pts)
GAME LEVEL:	7	COMPETITION:	Midlands 2 West (South)
DEVELOPER:	ROBERTS, Kelvin		

GAME CONTEXT

PLAYING CONDITIONS:

Fine sunny day and quite warm. Pitch was firm and ready for open rugby if the teams wanted to play it.

A large crowd as it was Kidderminster's Presidents day, but their behaviour was fine.

Unfortunately, notice came through that the original watcher had cried off, having injured himself, leaving no time for me to prepare correctly. I sincerely hope this did not affect Andrew's pre-match routine and then game.

GAME CHALLENGE:

DEVELOPER:	MATCH OFFICIAL:
<p><i>Kidderminster needed to win to maintain a chance of promotion whilst Leamington were safe in the middle of the table.</i></p> <p><i>It was a really enjoyable game to watch, open play coupled with interceptions and played in a good spirit.</i></p> <p><i>Your refereeing contributed to all that was good, well done.</i></p>	<p>Lovely sunny day, but definitely not rugby weather, although, after my last visit to Kidderminster I was expecting good rugby. I had had some niggles with chat on my previous visit from KC and had spoken with the captain prior to the game. I have never refereed Leamington, so was looking forward to this and although lacking in as much skill as Kidderminster, the score line does not reflect their ambition.</p>

MATCH OFFICIAL'S AREA OF STRENGTHS

PRINCIPAL:	CRITERIA:
Safety	Safety - Demonstrate how to manage foul play and inappropriate behaviour in the playing environment

AREA OF STRENGTH (1) COMMENTS:

There was no real nasty foul play in the game but there were several necessary penalties for things such as a clumsy high tackle and deliberate obstruction. You not only spotted the

offences , you dealt with them promptly and correctly.

PRINCIPAL:	Equity	CRITERIA:	Equity -Demonstrate rugby's Core Values
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AREA OF STRENGTH (2) COMMENTS:

Core values are so important in our game throughout the levels, we do not want football behaviour getting into our game. You quickly identified the need to deal with appealing, questioning your decisions and even a bit of back chat. It was not a constant issue because you stamped on it so early and when players lapsed late on in the game you rightly upped your sanctions

PRINCIPAL:	Safety	CRITERIA:	Safety - Demonstrate the safe refereeing of the scrum
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AREA OF STRENGTH (3) COMMENTS:

The scrum was refereed correctly, even with the ball generally going in straight to ensure a fair contest. The balance of push seemed to vary with Kidderminster having the edge at times then Leamington would have the edge. What I particularly liked was that you recognised the shifts of power for what they were, you did not 'panic' and look for what I call soft penalties to resolve the changes in power.

MATCH OFFICIAL'S AREA OF DEVELOPMENT

PRINCIPAL:	Learning	CRITERIA:	Learning - Demonstrate positioning to support safe play and act when it becomes unsafe
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AREA OF DEVELOPMENT (1) COMMENTS:

As I have said above there was no real nasty play for you to deal with. However, there were penalties and I would ask you to think about how you manage these situations.

If we take the disallowed try after a cross field kick (good decision by the way) you immediately turned away from the players and ran back to the place of offence. This became a pattern for you; blow the whistle, turn your back and run to to where the penalty was going to be taken. Could you have achieved the same by not turning your back so quickly so as to make sure the players did just move away. Just a couple of times players did push each other away, no problem on the day, but could you put yourself in a better position by not turning your back so quickly?

PRINCIPAL:	Equity	CRITERIA:	Equity - Demonstrate how to use preventative instructions to keep the game flowing
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AREA OF DEVELOPMENT (2) COMMENTS:

These thoughts apply not just to the ruck but also the tackle and maul, i.e. a common theme. You talked quite a bit at the breakdown trying to get players to respond, but how effective was your voice? From the touchline you seemed to be communicating with players in the same tone throughout. Afterwards, in our brief discussion, we talked about 'barking' at players so as to get their attention/action. As you move to do level 6 games (your ambition) you will find that you will need to be more forceful, voice wise, at the breakdown.

PRINCIPAL:		CRITERIA:	
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Equity

Equity - Demonstrate how to apply materiality when refereeing

AREA OF DEVELOPMENT (3) COMMENTS:

Andrew, this point is strongly linked with my thoughts above. Why were you still having to tell/penalise players for the same offences in the 60th minute as you were in the first 10 minutes. Could you have been firmer early on. How many times did you speak to the captains and threaten them with "You know what might happen next".

It is impossible to be completely specific but at level 7 how many penalties do you need to give before the chat to the captain, maybe 3 or 4. How many times are you prepared to speak to the captain, as many as last Saturday, probably not.

OVERALL SUMMARY

MATCH OFFICIALS COMMENTS:

Completely happy with all of the comments and will be taking them into my next few games. Thanks for jumping in on the day to assess me.

DEVELOPERS COMMENTS: