

Competition:	Midlands 3 West (South)
Fixture:	14-10-2017 Alcester v Ledbury at 15:00
Fixture level:	8
Official:	Leicestershire Referee 2 as Referee
Colleague :	Meadows , Jim as Referee Advisor
Completed by Jim Meadows on date 21-10-2017 at time 11:21:11.	

Home score:

Away score:

Game Challenge

Conditions were good with a dry pitch and a brisk breeze across the pitch warm conditions and a good crowd, two evenly matched teams where the home team wanted a fast open unloading game and the visitors more slower and driving mauls to set up open play. Ledbury the visitors before the start were in two minds before the match of who was to captain the side which might have explained issues later

MANAGEMENT PERFORMANCE

a. Applies Core Values of: Teamwork, Discipline, Enjoyment, Respect, Sportsmanship:

IE

Comments

Andrew has good understanding of the game and wanted the game to flow but had issues explaining some of his decisions to some of the players or they didn't want to listen! Played good advantage Andrew also could have done better on the set at scrums where both teams most of the time just lent on but this was not a detriment to this game

b. Interacts in a non-threatening manner when under pressure:

IE

Comments

as said earlier Andrew penalised quite rightly Ledbury early on for killing the ball by not rolling away more than once but then got lots of dissent from Ledbury and although he talked to the captain it had no effect so perhaps it would have paid to clamp down on the players eventually the first of 3 yellow cards against Ledbury (2 for high tackle and 1 for killing the ball) still causing dissent Andrew eventually got on top of this early in second half by talking to the captain and the players and warned them of more yellows if they continued, Alcester discipline was better and they listened to Andrew at the breakdown with only one yellow in second half for killing the ball near there goal line Andrew reffed the high tackle well

c. Engages with ease when interacting with people from a variety of backgrounds and roles:

IE

Comments

see notes above Andrew. Just needs to know when to be a bit stronger when teams lack leadership

d. Uses strong erect body posture & movement when explaining decisions under pressure:

IE

Comments

andrews talking and positioning at the breakdown is good

e. Communicates when under pressure in a clear & concise manner:

IE

Comments

see above

f. Uses acceptable and appropriate off-field communication skills: IE

Comments

gave good briefings before the match

g. Demonstrates an ability to observe, analyse and make appropriate and acceptable decisions.: IE

Comments

understands the game and implemented this fairly well

h. Adapts refereeing style to the conditions/context and challenges of the game.: IE

Comments

this game at time was quite fast Andrew read the game well just lacking a bit of speed at times but made up with the reading of the game and his decisions helped the game flow

i. Manages cynical offences and foul play with appropriate use of card.: IE

Comments

see above

j. Manages inappropriate behaviour by players and/or others in the playing environment.: IE

k. Effectively leads and manages the match official team (if ARs provided): IE

Comments

no ARs

l. Intervenes appropriately to maintain the safety and well-being of players: IE

Comments

good on high tackles

Where a competence has not been tested "IE" should be used.

CC=completely competent C=competent NYC=not yet competent

TECHNICAL PERFORMANCE

1. Effective presence at each tackle & ruck i.e. "being there" to enable preventative communication: C

2. Ensured tackler(s) released & moved away: CC

3. Ensured tackled player(s) made ball available immediately and moved away: C

4. Ensured players entered the tackle and ruck phase from the correct side and on their feet: C

5. Ensured mauls were formed and ended correctly: C

6. Ensured players joined the maul correctly:

7. Ensured all restart kicks were taken correctly & players were onsite:

C

8. Ensured 10m space was available at PK & FK:

C

9. Managed off-side players in general play:

C

10. Detected all obvious forward passes and knock-ons:

NYC

11. Managed offside lines for non-participants at ruck, maul, scrum and lineout:

CC

12. Indicated the mark and ensured that the appropriate engagement sequence was followed:

C

13. Ensured scrums were stationary, square to touch and players bound correctly:

IE

14. Encouraged a fair contest for the ball:

C

15. Managed offside for participants:

C

16. Effectively managed the lineout formation:

C

17. Encouraged a fair contest for the ball:

C

18. Managed across & along lineout offences:

CC

19. Applied advantage without undue pressure on the non-offending side and allowed play to continue when the advantage was gained:

CC

20. Communicated advantage and advantage over by signal and voice:

C

OVERALL COMMENT: with particular reference to CCs and/or NYCs and the achievement of the game objectives

Andrew was competent at this level but needs more games like this also I did not record information below at time his advisor dud though

Stoppages	Q1	Q2	Q3	Q4	Total
Scrum Engagements					
Line-outs					
Penalties and FKs					
Yellow Cards					
Red Cards					
Injuries					
Unplayables					

Time Mins	Half	No	Team	Phase	Description of NC

Time Mins	Half	No	Team	Phase	Description of Offence
--------------	------	----	------	-------	------------------------