





# Geoff Blackburn - SADO,

# **ADVISER MODULE 1**



#### **BEFORE WE START**

- Introductions
- Health & Safety
- Housekeeping
- Ground Rules

#### **OBJECTIVES**

By the end of the course the delegates will be able to:-

- discuss the role of the Adviser
- write the outcomes of effective refereeing of phases of the game
- identify solutions to referee problems
- debrief the referee in an effective manner
- use the Report Form



#### **TONIGHT**

- 1. The Role of the Adviser
- 2. Understanding the Game
- 3. Solutions to Referee Problems
- 4. Debriefing the Referee
- 5. The Form

### 1. THE ROLE OF THE ADVISER

#### **QUALITIES OF AN EFFECTIVE ADVISER**

- Honesty
- Consistency
- Communicator
- Empathy for the game
- Distraction control
- Focus
- Good literacy skills
- Understanding the game
- Identifying strengths/ weaknesses
- Understanding what Referees/ Coaches/ Players are trying to achieve
- Analytical
- Take pressure
- Accountability
- Clear/ succinct debrief
- Avoid talking about yourself

### Why are you doing an assessment?

- To improve the Referee's performance
- Judge Referee's knowledge/ application of laws
- Judge Referee's management skills
- Judge level of game that they are capable of managing now/future
- Protecting the reputation of Society/ RFU

### **ON THE DAY**

- Pre-match
- Arrive in good time
- Don't interrupt the Referee's preparations
- Agree a time/place for the debrief
- Don't hang around in the Referee's changing room
- Ask whether there is anything special that he wants you to look for
- Choose your positions carefully Avoid the sun, winds and spectators
- Be fully ready for the kick-off Including suitable clothing

### **ON THE DAY**

- During the match
- Avoid distractions
- Don't talk with Referee/ Coaches at half-time
- Keep brief notes
- Have a mid-game review of notes identify trends/ development areas
- Have a soft drink at half-time
- Be totally prepared for 2<sup>nd</sup> half
- Avoid opinions on contentious issues with Coaches/ spectators

### **ON THE DAY**

- Post Match
- Meet at agreed time and place
  - Choose somewhere quiet
- Only have debrief when Referee is mentally ready
  - Don't hassle or rush Ref to get started
- Debrief should be a positive experience for both sides

### **DATA COLLECTION**

- Primary
- Number of penalties
- Time of each half
- Score (progression of)
- Number of red/ yellow cards player details and reason
- Referee name and level
- Level of game

### **DATA COLLECTION**

- Secondary
- Penalties
  - Timing
  - Reason
- Scrums
  - Number
  - Number of resets
- Advantages
  - Number
  - Recalls

# **ADVISER OUTCOMES**

- Referee
- A Better Referee next week
- A Referee who wants to be better
- A Referee who is positive towards the advising process
- A Referee who enjoys the job

# **ADVISER OUTCOMES**

- His/ Her Society
- Health and safety
- Quality assurance
- Identification of potential
- Information to Grading Committee
- Information on training needs for Referee

# **ADVISER OUTCOMES**

- The Game
- Health and safety
- Quality Assurance

### 2. UNDERSTANDING THE GAME

#### **TACKLE**

- Tackling players don't interfere
- Tackled players play the ball immediately
- Arriving players aid continuity
- There is a contest for possession
- Ball comes back quickly
- Most players stay on their feet

#### **ADVANTAGE**

- Clear tactical/territorial advantage
- Not over played e.g. inside defenders 22
- Consistent application
- Players in no physical danger
- Clear communication voice and signal e.g. "Advantage over"
- Referee displays a balance between advantage and punitive actions

#### **RUCK/MAUL**

- Players remain on their feet
- Players join behind the back feet
- No collapse (pull down of maul is legal)
- Static mauls not allowed to continue
- No obstruction at rolling mauls
- Players close to the ruck or maul are behind the back feet
- Midfield players are behind the back feet



#### **KICKS & GENERAL PLAY**

- Late and early tackles
- Players behind ball at KO and DO
- PK and FK taken from correct place
- Defenders don't interfere
- Referee sees throws forward and knocks on
- Players are onside at kicks ahead
- Players do not remain within 10 metres of the catcher
- Does not occur after kicks ahead
- Does not occur at KO and DO

#### **SCRUM**

- Engagement procedure is followed
- Scrum is stationary
- Ball in correctly
- Scrum does not collapse
- Back row are bound
- Opposing SH is onside
- Midfield players are onside

#### **LINEOUT**

- Metre gap is maintained
- Ball thrown in correctly
- Across the lineout offences penalised
- Referee ensures that support is safe
- Players in the lineout are onside
- Backs are 10 metres back from lineout until LO is over

#### **CONTROL**

- Referee appears to be in control
- Players accept referee's decisions
- Referee exhibits positive body language
- No Foul Play of which the referee was a causative factor

#### COMMUNICATION

- Referee is communicating at set pieces
- Referee is communicating at second and continuity phases
- The players understand the reasons for the referee's decisions
- Referee attempts to stop offences taking place

### 3. SOLUTIONS TO REFEREE PROBLEMS

### 4. DEBRIEFING THE REFEREE

- Preparation
- Collect thoughts
  - Write down major points in
- order of importance
  - Look for trends/ clusters
  - Don't rush it
  - Understand context of game

- Find a quiet place for debrief
  - Agree location before match
  - Free of interruptions

#### Presentation

- Keep it simple
- Start on positive/finish on high
- Know what you want to say
- Use specific examples
- If he is good, say so
- Start with most important issues
- Avoid mixing good with bad

- Do it in unthreatening manner
  - Try to avoid sitting opposite
  - Use relaxed body posture
  - Use eye to eye contact
  - Open discussion
  - Don't rush your speech
  - Avoid bombarding them with unnecessary data/ statistics
  - Avoid comparing them with others

- Reaction of Referee
  - Are they listening?
  - Are they receptive
  - Are they defensive

- Limit to 3-4 issues
  - Almost everyone has difficulty in remembering more!

- Be prepared to give solutions to problems identified
  - Discuss issues that you have
- confidence in expanding
- Official end to debrief
  - Don't then betray the trust
  - Get out of their hair

- Get them to recognise development areas
  - Open question
- Ensure the report reflects the debrief
  - Don't pull rabbits out of hat
  - If you overlook important issues in debrief, ring Referee
  - When written report, leave it for couple of hours the reread
- Don't guess

Sell - not tell

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The Referee should want to referee next week

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The Referee should be a better Referee next week

### 5. THE FORM

- Provide constructive feedback to Referee about their performance
- Allow Society to exercise duty of care to watch once every year
- Encourage members of Society to feel they are valued
- Provide information to assist process of raising or lowering a Referee's level/ grade

- COMPLETING THE REPORT
- The Challenges
  - Discipline yourself to challenges
  - Avoid just match description

#### COMPLETING THE REPORT

- Management
  - Body language
  - Empathy with the players
  - Confidence, comfort, competence, capability in context of the game
  - Controlling foul play
  - Balance of punitive and preventative
  - Remained relaxed
  - Maintained concentration
  - Recognised and dealt with flash points
  - Persistent infringements

- COMPLETING THE REPORT
- Potential
  - This game stretched him
  - He was comfortable at this level
  - He could handle a more demanding game

- COMPLETING THE REPORT
- Three strengths
  - Always find three strengths
  - Explain why he was effective

- COMPLETING THE REPORT
- Three areas for improvement
  - Not necessary to always find three development areas
  - Offer solutions
  - Avoid mixing strengths/ developments in the same box
  - But identical phases are acceptable
- Eg scrum in weakness and development boxes.

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#### WHAT'S NEXT? - ADVISER MODULE 2

- 1 Key Values
- 2 Communication
- 3 Learning
- 4 Using Form 2