Match Observer
app for iPad & iPad Mini

The application designed specifically for rugby referee observers to provide relevant information both during and after the match. **C**entral to the app is the ability of the user to define the key factors to be recorded.

The app has been designed to enable the observer to collect and access data on the referee's performance during the game in a clear and consistent manner.

The observer can set up the key parameters for the game, team names, venue, referee name, etc. within the app.

The app has 2 internal clocks, the first recording everything on a played time basis and the latter on a lapsed time basis, useful for recording yellow cards and/or when is player is receiving medical treatment.

Each Match Event has a range of descriptions which facilitate the recording of the referee's handling of that event with the press of a key.

As the observer records the key events an entry is made in the match journal. This journal appears on the screen as a visible record of the previous events and it is also stored in the database.

Each occurrence of a non-compliant event is also added to the tabular display so as the observer can see the trends developing in the game.
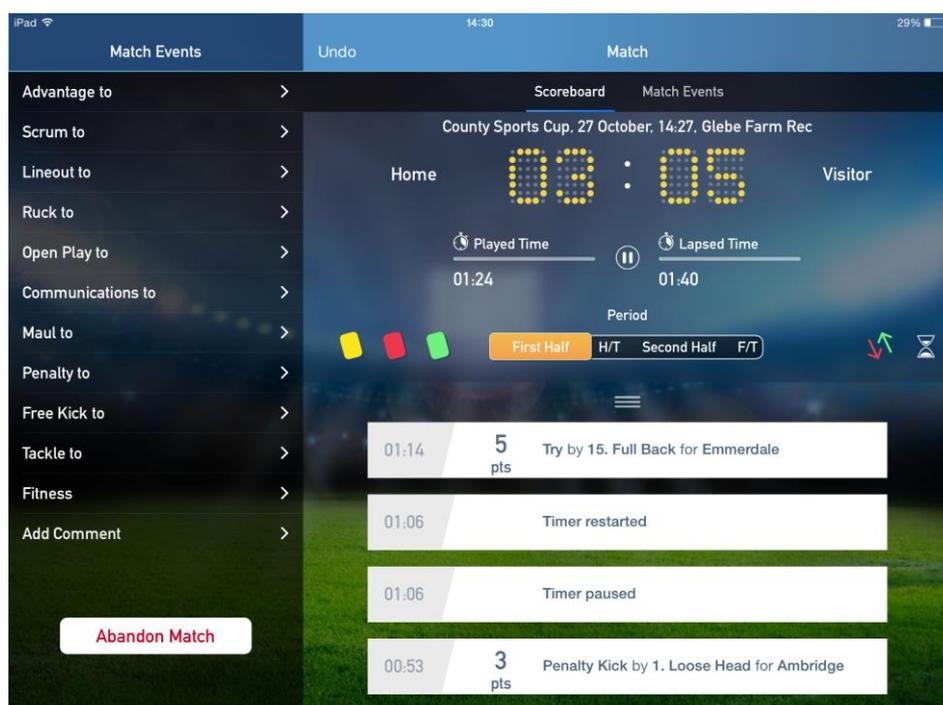
Maul
Referee dealt effectively with all elements of the maul
Referee;
- did not deal effectively with players joining on the side (not through the gate)
- did not manage players going off their feet
- did not manage mauls when they became stationary or moved sideways
- did not move to maximise his/her view
- did not award scrum to correct team when ball became unplayable

Maul descriptors:
This table shows the descriptors available to the observer when the maul option is chosen.

Once the observer has selected a match event and descriptor a comment can be added to expand on the descriptor and this may be in the observer's own code or in free text.

Separately, the observer may wish to add a more detailed comment, possibly during stoppages of play, which are not related to any particular event, simply by clicking on the "Add Comment" button on the menu bar.

Reports

At the end of the game the reports may be used as the data source when the observer completes their report.

Challenge & Summary

Once the game is over the observer can review the challenges noted before kick off. The observer may then review the journal and the other data elements to build some notes for the discussion with the referee.

	Penalties	Scrums/Resets	Free Kicks	Red Cards	Yellow Cards	Green Cards	Interchanges
Home	0	0 / 0	0	0	0	0	0
Vistor	0	0 / 0	0	0	0	0	

Period

All Game   First Half   Second Half

Penalties	H	V	Non-Compliant		Comms	H	V	Non-Compliant
Q1	0	0	0		Q1	0	0	0
Q2	0	0	0		Q2	0	0	0
Q3	0	0	0		Q3	0	0	0

Journal

The journal gives a complete time-line of the game as seen by the observer and may be used by the referee and their coach to study the ebb and flow of the referee's performance. This should give the coach a valuable insight into the background to the points raised by the observer.

Management

To compliment the observer's text report a more formal structured report on the referee's management can be used. As can be seen in the small segment of the matrix the referee's performance can be graded from 1 to 5 over a series of criteria.

Data tables

The data tables display the number of non-compliances recorded during the game for each key element and are broken down by quarter. For the scrum key element there is additionally a break down of scrums completed or reset.

Team lists

It is possible to import a team list with position numbers, players first and surnames and registration number. The list may be prepared and saved as data file in advance by the observer or the clubs.

Referee's Management   **Done**

Management Matrix   Referee Grade

Demonstrated empathy for the match and allowed it to develop	1	2	3	4	5
Demonstrated mental and physical concentration throughout the game	1	2	3	4	5
Demonstrated a calm temperament	1	2	3	4	5