

## Toronto and District Rugby Referees Society Game Day management

Laws are not the only part of game management. Remember the responsibilities that are present before, during and after the games.

You should plan to arrive at the pitch 30-15 minutes before the game. This not only allows you to physically and mentally prepare but to get some other required tasks completed:

1. **Inspecting the pitch:** Look for post pads, flexible touch flags, field markings, rope lines and no unsafe conditions in general
2. **Paperwork:** Obtain the completed game sheet from both teams, it should be signed and contain indications of who is able to play front row.
3. **Reimbursement:** Obtain your game reimbursement from the home team.

Now that the formal tasks are done it is now time to warm up and let the teams do the same. You should agree that asking the captain for your reimbursement or a pen when he is all kitted out for the game does not make sense.

Once the teams are out on the field and warming up there are additional tasks for you to complete:

1. **Player inspection:** Ensure that each player of each team has approved boots and no unapproved equipment in addition to any jewelry.
2. **Front Row Talk:** Talk to the front row players highlighting their responsibility for good stable and safe scrums. Ensure that they know the cadence of the crouch-pause-engage sequence.
3. **Captains Talk & Coin Toss:** Inform the captains of what is expected during the game from both teams and perform the coin toss. At this point you would also ask captains to choose touch judges from their spare players.

Now that this is all completed it is time to start the game. Be sure to keep good records during the game or all the effort above will be wasted. But most all enjoy the Game!!!!

As a referee you are encouraged to officiate a game so long as it will be played within the laws and in a safe manor. There is no tolerance for not following the rules of both the game itself and the governing Unions. However, for most problems there are acceptable solutions that can be used.

### **The Field**

- 1. no post pads**
- 2. non flexible touch flags**
- 3. unsafe playing enclosure**
- 4. field markings are not visible or inadequate**
- 5. No rope barriers installed**

With these issues, player and official safety is obviously the prime concern. In a perfect world the game would not start however the last two problems will still permit the game to go ahead. **DO NOT ALLOW A GAME TO BE PLAYED WITH ITEMS 1 - 3 PRESENT.** A game may go ahead without proper field markings or a rope barrier. These should however be mentioned on the game sheet that is submitted to the governing Union.

### **The Teams**

- 1. Both Teams Present or Number of players is not sufficient**
- 2. Jersey's of both teams are the same**
- 3. No Game sheet provided.**

Well I think it is obvious that both teams must be there with the minimum number of players for an official match to start. IF not, wait to see if there are enough qualified players for a recreational game. If so, officiate and make a good day of it. If there are not enough players then you are free to leave once a reasonable amount of time has been given for possible delays of arriving teams.

The jerseys of the teams should be visually different from one another. If they are not, ask the home team to switch their jerseys. The home team is also responsible for producing the game sheet to you, although both teams must still have filled it out properly before the match begins. They should also provide your reimbursement at this time. IF they do not ask for it. If it is unavailable, officiate the match anyway and notify the TDRRS appointments secretary. We will ensure that you are paid.

## Player Send Off

If a player is sent off during the game you have the responsibility for filling out the form and submitting it as directed on the current form that year. Ensure that you record all the important details of the situation so that you can accurately account for a player's infractions. You do not want to have a player suspended because you were forgetful. A copy of the 2006 form is included in this booklet.

### PLAYER SEND-OFF REPORT

(NOTE: Referee must have form submitted or have made contact with his/her society before the **48hr** time limit)

PLEASE READ THE INSTRUCTIONS & DEFINITIONS BELOW BEFORE  
COMPLETING

PLAYER..... CLUB.....  
TEAM.....

VENUE..... OPPOSITION.....  
DATE.....

PART A: please complete the following

(i) UNFAIR PLAY (no risk of personal injury)

Obstruction/Interference..... Repeated Infringement..... Unsportsmanlike  
Conduct.....

Other (briefly specify).....

(ii) POTENTIALLY DANGEROUS (moderate risk of injury)

Wilfully or recklessly collapsed scrum, ruck or maul..... Dangerous Tackle...  
Fighting.....

Fighting..... Tripping..... Elbowing..... Treading on an opponent.....

Other (briefly specify) .....

(iii) DANGEROUS PLAY (high risk of personal injury)

Forceful use of the boot..... Prolonged Fighting..... Premeditated Punching.....  
Stiff Arm.....

Other (briefly specify) .....

**(iv) VIOLENT PLAY (high risk of personal injury)**

Stamping.....;..... Kicking..... Head Butting..... Eye-gouging.....  
Biting.....

Other (briefly specify).....

**(v) ABUSE OF AN OFFICIAL**

Persistent Criticism..... Verbal Abuse..... Verbal Threats..... Deliberate  
Physical Contact.....

Other (briefly specify) .....

PART B: please provide a description of the event & any relevant circumstances leading up to it, to the best of your knowledge.

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Please indicate to which Law & sub-section the send-off is related to:

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Referee Name:

Society:

Referee Signature:

Please forward copies within a maximum of 60 hours after the completion of the fixture, to:

- (a) Branch Discipline Director (where game played).
- (b) Branch Referee's Society Secretary
- (c) Rugby Ontario F(416-426-7369)

## DEFINITIONS OF PART A

- (i) Unfair Play with no risk of personal injury such as obstruction, interference, holding, delaying of game, repeated infringements, professional fouls, conduct contrary to the spirit of the game, unsportsmanlike conduct (e.g. spitting at an opponent).
- (ii) Potentially dangerous play such as collapsing a scrum, ruck or maul; early or late tackles and illegal contact with another player with a low risk of personal injury (e.g. tripping, treading on the body of a player, fighting, elbowing, wrestling).
- (iii) Dangerous play with a high risk of personal injury (e.g. forceful use of the boot or knee, prolonged fighting, premeditated punching, stiff arm tackle, charging, trampling an opponent on the body).
- (iv) Violent play with a great risk of personal injury (e.g. stamping on an opponent, trampling or stamping on an opponent near or on the head, kicking an opponent on the ground, head butting, eye gouging, biting, kneeling).
- (v) Prolonged verbal abuse of the referee, particularly after a send-off. Threatening actions or words aimed at a referee or touch judge including spitting or intentional non-violent contact. Intentional violent contact with a referee or officially appointed touch judge.

When completing this report you must ONLY complete ONE of the sub-sections of PART A unless the same player proceeds to be involved in any behavior related to PART A (v). Include details in PART B. The Branch Discipline Director, Ontario Rugby Union and the Referee Society Secretary MUST BE NOTIFIED of the referee's decision to file this report and all should receive a copy within a maximum of 60 hours following the completion of the fixture.

**THIS REPORT SHOULD ONLY BE COMPLETED BY THE REFEREE RESPONSIBLE FOR THE SENDING OFF OF THE PLAYER AND SIGNED BY HIM/HER ONLY.**