

MATCH STATISTICS



REFEREE

MATCH

VENUE

DATE

CONDITIONS

	Total
SCRUMS	

Resets etc	
Poor Engagement	
Not stationary/square	
Wheel - before feed	
Collapse/Stand up	
Same tunnel	
Tightheads	
Turnovers - wheel>90	

Penalties	
Binding - all players	
Collapse	
Driving up	
Offside	
Other	

Free Kicks	
Push off mark	
Delayed feed	
Crooked feed	
Incorrect engagement	

LINEOUTS	
Won against throw	
Quick Throw in	
Not straight	

Penalties	
Jumper taken in air	
Holding down	
Barging	
Offside	
Other	

Free Kicks	
Gaps	
Early lifting (jump)	
Numbers	
Not in 5 metres	
Other	

TACKLE/RUCK/MAUL	
Unplayable T/R/M	
Turnovers	

Penalties	
Tackle	
Not allowing release	
Not releasing ball	
Enter tackle wrong side	
Not stay on feet	

Ruck/Maul	
Incorrect joining R/M	
Offside	
Hands in ruck	
Collapse	
Hands - player off feet	
Other	

GENERAL PLAY - PENALTIES												
Foul play												
Obstruction												
Early tackle												
Late tackle												
High tackle												
Dangerous tackle												
Tackle player in air												
Deliberate knock on												
Offside at kick												
Offside in gen play												
Not 10 m at PK/FK												
Extra 10 m at PK/FK												
Other												

KICK OFFS												

DROP OUTS												

MARKS												

INJURIES												

TJ REPORTS - #												
TIME												

SIN BIN												
SEND OFF												

ADVANTAGE												

KICKS IN												
GENERAL PLAY												

SCORES												
Team.....		T	T	T	T	T	T	T	T	T	T	T
		G	G	G	G	G	G	G	G	G	G	G
		P	P	P	P	P	P	P	P	P	P	P
		DG	DG	DG	DG	DG	DG	DG	DG	DG	DG	DG

Time												
Score												
Team.....		T	T	T	T	T	T	T	T	T	T	T
		G	G	G	G	G	G	G	G	G	G	G
		P	P	P	P	P	P	P	P	P	P	P
		DG	DG	DG	DG	DG	DG	DG	DG	DG	DG	DG
Time												
Score												

SUMMARY			
	<i>First Half</i>	<i>Second Half</i>	<i>Total</i>
Scrum			
Lineouts			
Penalties/Free Kicks			
Injuries			
TOTAL			

PENALTIES & FREE KICKS			
	<i>First Half</i>	<i>Second Half</i>	<i>Total</i>
Team Names			
Scrum			
Lineouts			
T/R/M			
General Play			
Total			

GUIDELINES FOR THE COMPLETION OF MATCH STATISTICS FORM

General

- The primary purpose of this form is to facilitate the collection of data.
- All forms should be completed in ink.
- Mark each team using a pen stroke in different directions (e.g. Team A \ and Team B /). Different letters can be used to signify each team – e.g. R = Reds, B = Brumbies. Colours (e.g. red and blue) can also be used to differentiate between teams, but remember that when the form is copied the colours will not show.
- As a general rule, all events are recorded to the team receiving the ball (exceptions are, marks, drop outs, kick-offs and restarts, kicks in general play, injuries and TJ reports).
- Offside penalties are recorded under the phase of play at which they occur (i.e. all offside at scrum, including players not in the scrum are recorded under scrum offside).
- When the signal from the referee is unclear or not given, the stoppage should be recorded against "other" under the relevant phase

Scrum

- Each time the referee calls engage, a scrum is recorded to the team throwing in the ball.
- Where a team attempts to engage before the referee has called "engage", this should be recorded as a scrum and a reset for "Poor Engagement"
- When a scrum is reset, write the original scrum number against the relevant line (i.e. "collapse", "poor engagement" etc) and record another scrum.
- For PK/FK (including offside) record the scrum number against the relevant line.

Lineouts

- Each time a lineout is awarded, record a lineout to the team throwing in the ball.
- Quick throw-ins are recorded as a quick throw in only and not as a lineout.
- For "won against the throw", "not straight" and PK/FK record the lineout number against the relevant line. All offside offences (including backs offside) should be recorded under this phase.

TRM

- Unplayable – Record each unplayable TRM (i.e. when a scrum is awarded at this phase) by recording this event to the team (using the appropriate team identifying mark) that is to receive the scrum feed. Also record the resultant scrum. NB: Unplayable TRM are recorded in this section but not included in the summary section.
- Turnovers – Mark off each time a team wins a turnover at the Tackle/Ruck/Maul phase (i.e. this is when one team takes the ball into a tackle, ruck or maul and the other team "comes away" with it).
- Penalties – Record each penalty given at this phase against the relevant line, to the team receiving the penalty. The time in the half that the penalty was awarded may be recorded in lieu of a pen stroke. All offside offences (including backs offside) should be recorded under this phase.

General Play Penalties

- Record each penalty given at this phase against the relevant line, to the team receiving the penalty. The time in the half that the penalty was awarded may be recorded in lieu of a pen stroke. Offside offences under this category relate only to offside offences in general play – note – there is also a line for "Offside at kick" offences.

Other

- Kick offs – Record each kick off to the team making the kick off.
- Drop out & Mark – Record the Drop out or Mark to the team to which these are awarded (the time of the event may be recorded in lieu of a pen stroke).

Injuries

- Record the stoppage against the team which has the injury.

TJ Reports

- Record the number of the player reported and the time in the half that the report was made.

Sin bin/Send off

- Record the number of the player sent to the sin bin or sent off and the time.

Advantage

- Each time the referee signals and/or calls advantage, record this by a diagonal line through the box for the team receiving the advantage.
- Where the referee "plays on" (calls advantage over) no further mark is required
- Where the referee "returns for the infringement", record either a P or S over the diagonal line.
- If a try is scored as a result of the referee "playing advantage" record a T over the diagonal line.

Kick in General Play

- Each time a team kicks the ball in general play, record this event. These events are recorded in sequence of occurrence differentiating between each team.

Summary

- At the end of each half, total the number of events for each category in the summary section.
- Penalties and Free kicks are summarised by team in each half and for the match.