

These competences have been extracted from the IRB Match Officials performance review documentation and should be used in conjunction with the match officials communication protocols

REFEREE COMPETENCIES

MANAGEMENT COMPETENCIES

COMMUNICATION

ECOC	Adhered to the communication protocol in every aspect
ECOV	Demonstrated ability to vary communication
ECOE	Established rapport with captains
ECOA	Communicated "advantage" and "advantage over" by signal and voice.

CONTROL FOR IDENTIFIED INCIDENTS

ECOF	Managed foul play (obstruction, dangerous play and misconduct) effectively, utilizing admonishment, cautioning and temporary suspension, and sending off, appropriate to the offence.
ECOU	Managed foul play (unfair play and repeated infringements) effectively, utilising cautioning and temporary suspension.
ECOM	Demonstrated management skills that ensured control of the game

ADVANTAGE

EADC	Played territorial/tactical advantage in accordance with the conduct and spirit of the game.
EADM	Managed advantage so that ball in play time was maximized. E.g. by identifying clear advantage opportunities, not possible opportunities, and not playing advantage too long in the latter situation
EADR	Managed not to return to the original infringement after territorial / tactical advantage had been gained.
EADP	Played advantage with out putting non-offending players under undue pressure.

SIGNIFICANT EVENTS

ESEV	Manage the match with no significant events where referee errors materially affected this result of the match. E.g. Scores, denial of scores, incorrect dismissals, lack of dismissals, failure to use other match officials effectively during scoring situations and foul play.
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TECHNICAL COMPETENCIES

TACKLE/RUCK/MAUL

ETRR	Tackler released the tackled player and moved away.
ETRA	Tackled player made the ball available immediately,
ETRE	Player entered the tackle phase and joined ruck/maul correctly.
ETRG	Participating and arriving players did not intentionally go to ground or contribute to the collapse of a ruck or maul.
ETRO	Participants and non-participants remained onside.
ETRH	Players hands were not used in the ruck, or illegally in the post tackle phase.

SCRUMMAGE

ESCT	Awarded scrum throw-in to the correct side when the ball became unplayable.
ESCE	Scrum engagement procedure was followed with the scrum stationary and square to touch line until the ball was thrown in.
ESCS	Applied appropriate sanctions for management of scrums including offences for binding, standing up, collapsing and illegal wheeling.
ESCF	Fair contest for the ball including, throw-in, foot up and delayed throw-in.
ESCO	Participants and non-participants remained on-side.

LINEOUT

ELOC	Fair contest for the ball including maintaining the gap, quick and incorrect throws.
ELOS	Applied appropriate sanctions for delay, across, and along the line-out offences.
ELOO	Non-participants remained on-side.

KICKS, GENERAL PLAY

EKOC	Restart kicks (ko/do/pk/fk) were taken correctly (method & place) and players remained on-side from kicks in general play, and were ten metres from penalty kicks and free kicks.
EKOD	All obvious knock-ons and forward passes were detected.

FOUL PLAY NOT IDENTIFIED BY REFEREE

EFPO	Applied penalty sanctions for incidents of dangerous play/misconduct which the referee should have detected.
EFPU	Applied penalty sanctions for incidents of obstruction/unfair play and repeated infringements which the referee should have detected.

TOUCH JUDGE COMPETENCIES

TOUCH, TOUCH IN GOAL, LINEOUT

ETJT	Adjudicated correctly for ball in touch, touch-in-goal and dead ball.
ETJP	Indicated Correctly for place where ball to be thrown in.
ETJB	Indicated correctly team to throw-in ball.
ETJQ	Adjudicated correctly in relation to quick throw-in.
KICK AT GOAL	
ETJK	Adjudicated correctly on kick at goal.
FOUL PLAY	
ETJF	Detected foul play and signaled correctly.
ETJC	Verbally communicated foul play to the referee in accordance with accepted protocol.
ETJR	Provided appropriate recommendations to the severity of the offence when required.
COMMUNICATION	
ETJG	Communicated correct information relating to in-goal decisions.
ETJM	Communicated essential information for game management.