

Referee Priorities and Welfare Considerations for the Game and Review Dashboard

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International Rugby Match Official



“Match officials have an important role in the prevention and management of head injuries.

Through the application of the REGOLE laws of the game they can influence players’ and their coaches’ behaviour towards head injuries.”



Owen Farrell slammed by Clive Woodward for red card horror tackle as 'considerable' consequences predicted

In the 61st minute of the match, Farrell was shown a straight red card after clocking ... Rugby broadcaster Phil Steele said: "Another one from the, 'He can't run ...
6/09/2020

England 33-30 Wales: Manu Tuilagi red card 'ridiculous', says Eddie Jones

England 33-30 Wales: Manu Tuilagi red card 'ridiculous', says Eddie Jones ... a "ridiculous" red card given to centre Manu Tuilagi in England's Six Nations ...
"We are a better team now than we were at the World Cup and have taken a ...
7/03/2020

‘Ruining the spectacle’: Kearns slams rugby laws as Wallabies and All Blacks cop red cards

The final Bledisloe Cup Test of 2020 was turned ...
Six Nations ... before Wa



Draws - the pair between tonight’s protagonists, and the recent Bledisloe tie - have been a feature of international rugby recently. As have cards, and tonight was no exception with three yellows and one red during the course of a game that contained no spite, just its share of poorly directed shoulders.

Two red cards as Wallabies upset All Blacks in final Bledisloe Cup Test

The talking points may centre around two red cards but the Wallabies will ...
y's high-tackle rules designed to minimise head
ening try with his first touch of a Test football – on

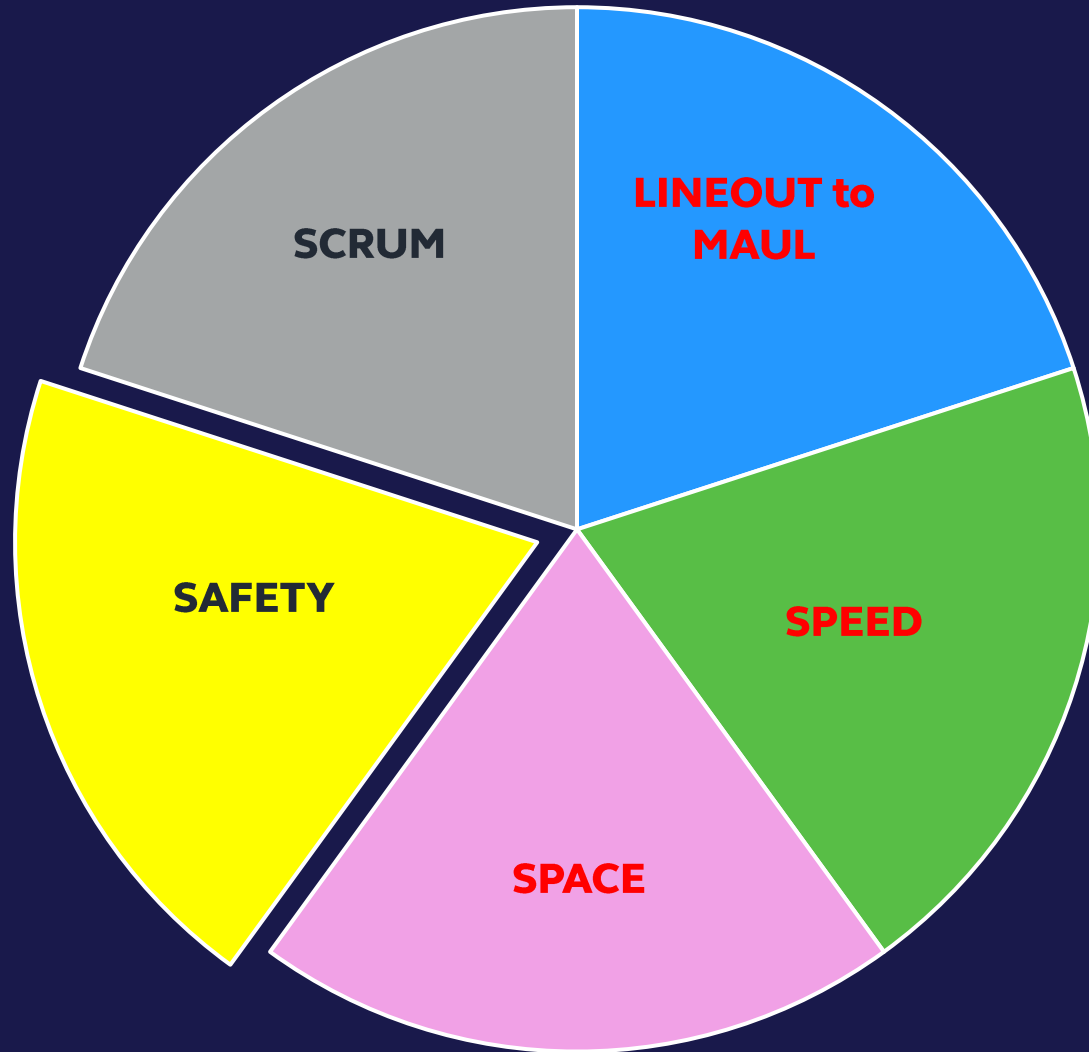


Rugby greats call for more referee flexibility after Wallabies Test turns into frustrating card show

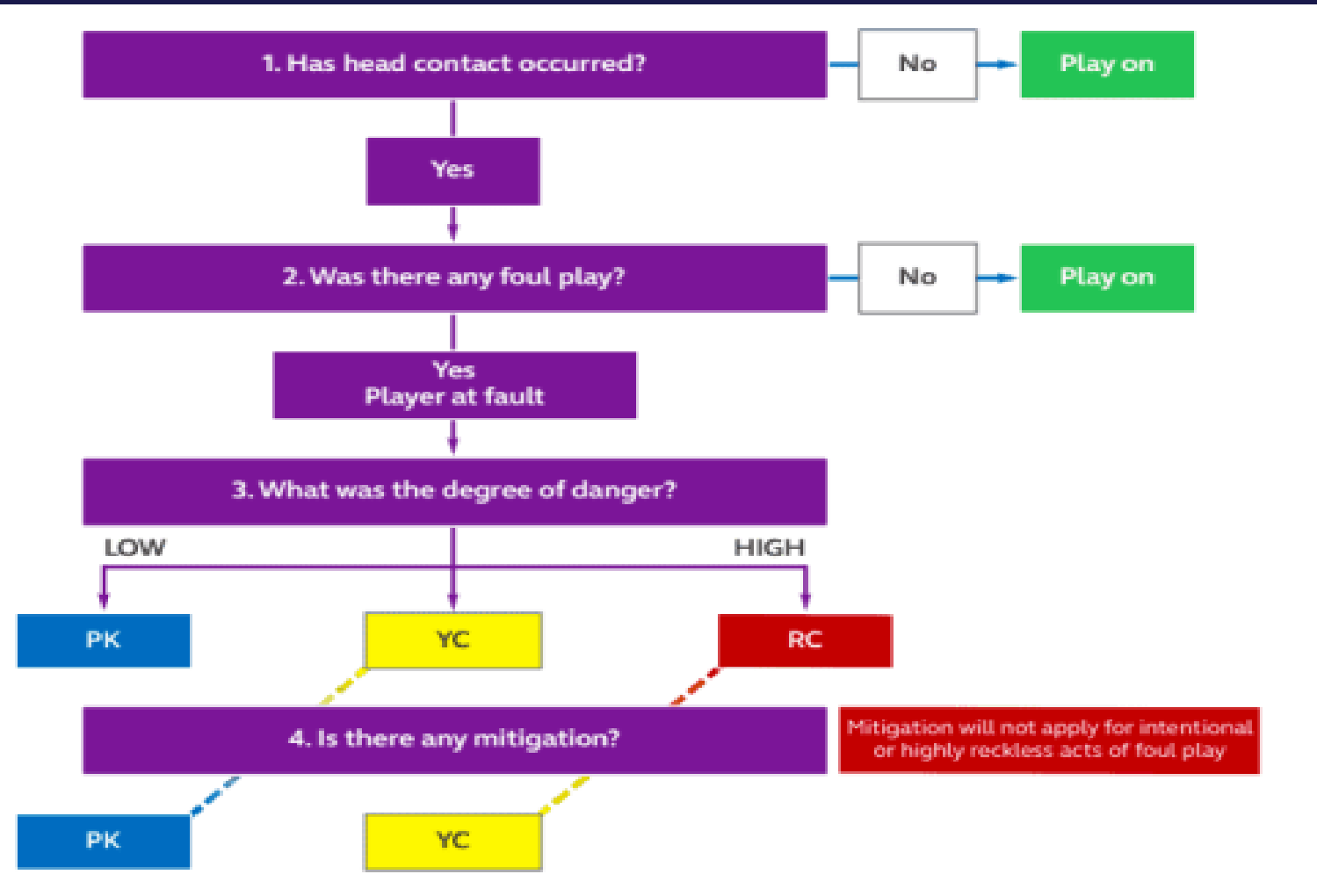
Wallabies lock Lukhan Salakaia-Loto was given a red card for a high shot, competing flankers Michael Hooper and Marcos Kremer were yellow carded for ...
5/12/2020



Referee Priorities – Key Focus Areas



Foul Play – Head Contact Process



PLAY ON

No fault

- Sudden and significant drop in height by the ball carrier
- Player had no time to readjust
- Passive action
- Involuntary collision
- No leading arm when close to the body

PK **YC**

Low danger

- Indirect contact
- Low force
- Low speed
- Passive
- No leading head / shoulder / forearm

RC

High danger

- Direct contact
- Lack of control
- High speed
- Upright and dynamic
- Leading head / shoulder / elbow / forearm
- Swinging arm
- No mitigation for intentional or highly reckless act of foul play

Mitigation

- Sudden / significant drop in height or change in direction from ball carrier
- A late change in dynamics due to another player in the contact
- An effort to wrap / bind and having no time to adjust



Scrum Axial Loading - BRAKE Foot

*“The front-rows crouch with their heads to the left of their immediate opponents’, so that **no player’s head is touching the neck or shoulders of an opponent.**”*

CROUCH -
hookers have
brake foot to
help stability
and stop axial
loading



BIND - brake
foot
maintained



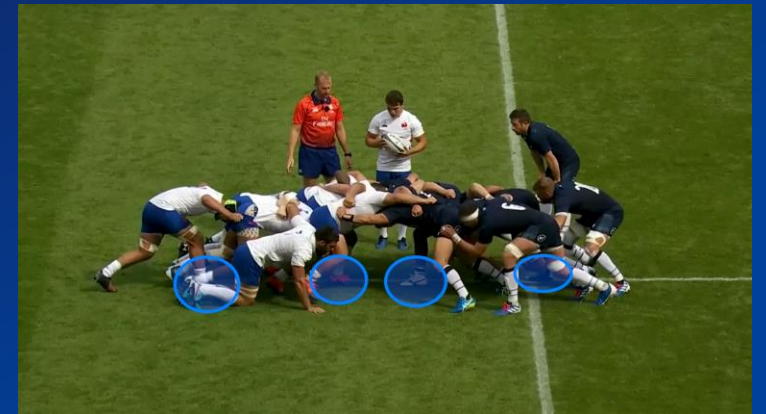
SET - Hooker
can bring back
brake foot

Players fear degenerative neck injuries and potential paralysis due to scrum laws

Hookers call on World Rugby to cut risk to necks



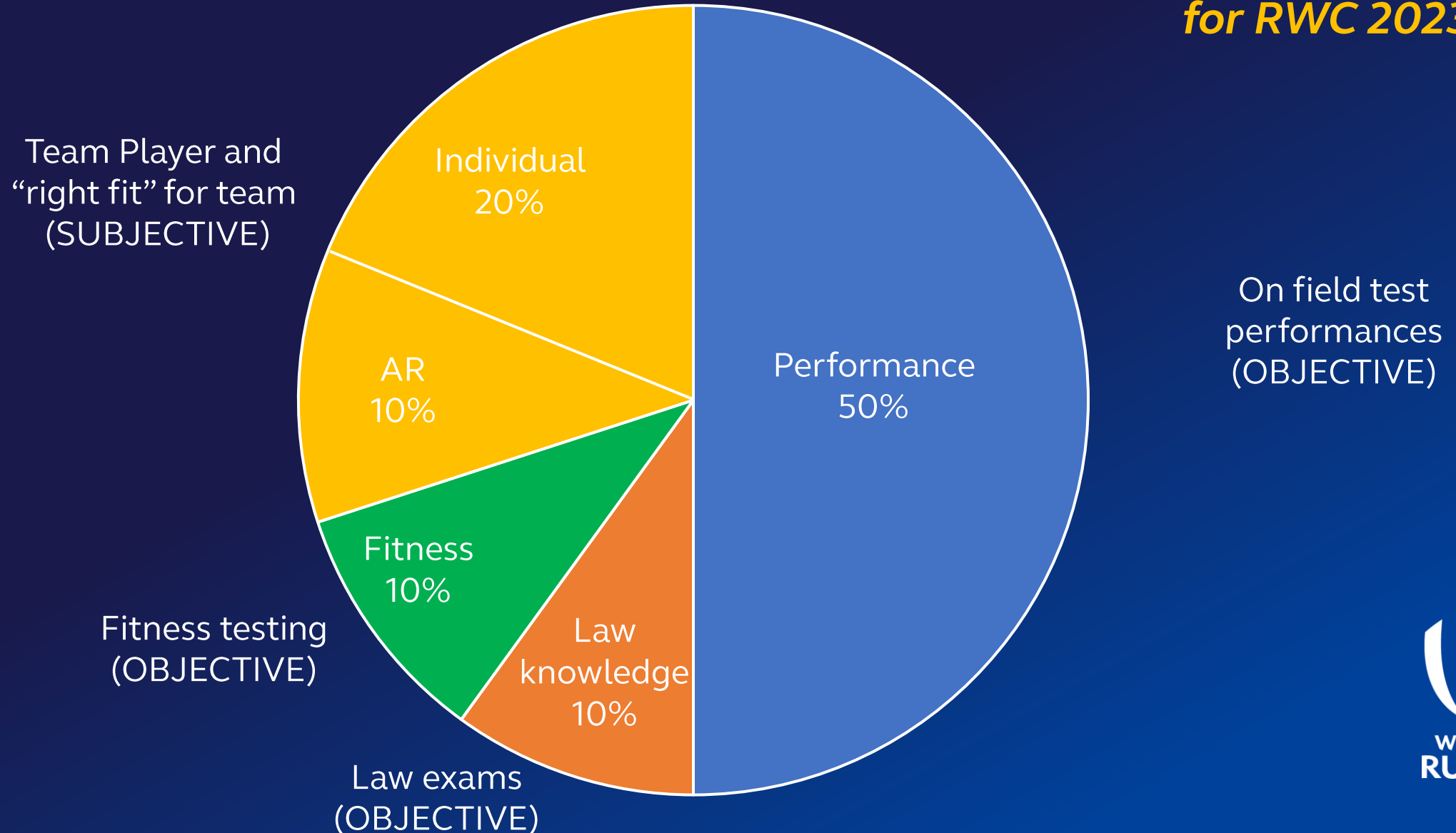
Male hookers have to deal with an estimated 1,000 Newtons of force compressing their neck and spine in scrums



RUDDY

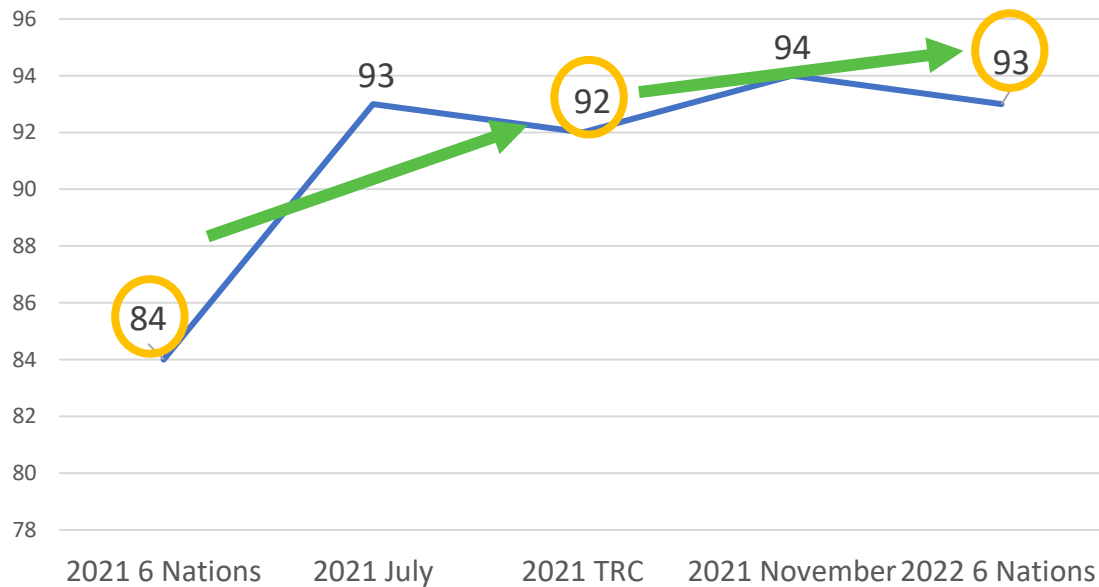
Referee Assessment

*Aim: To pick the best
Referees
for RWC 2023*

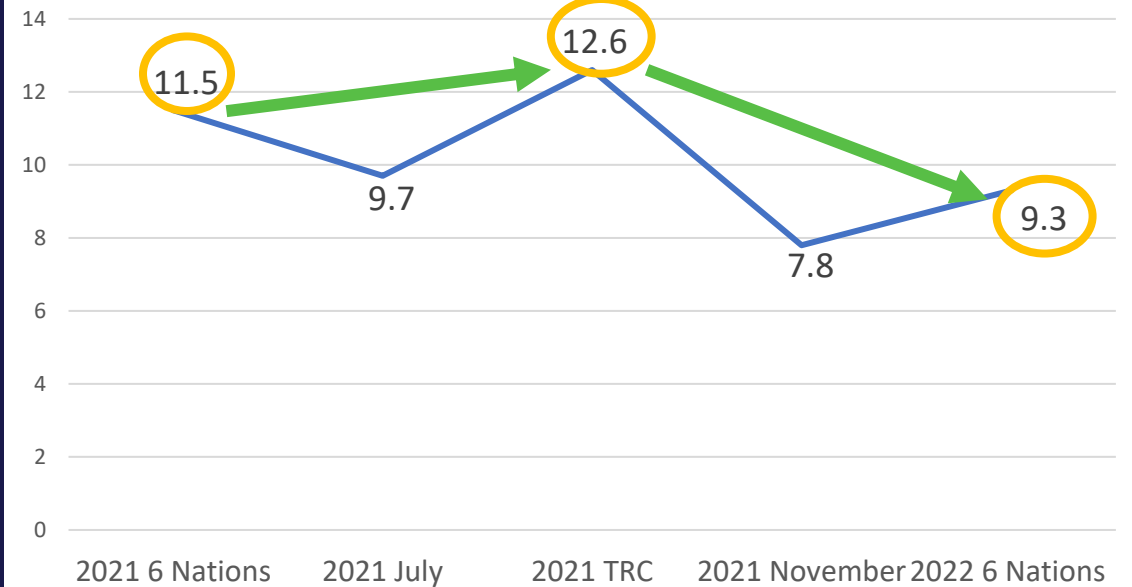


OVERALL - AMS DATA

ACCURACY



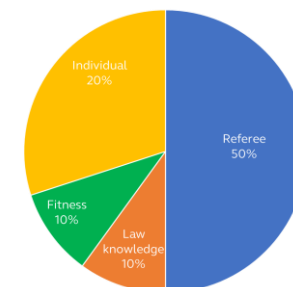
NON DECISIONS





SUMMARY OF DASHBOARD AND SUBJECTIVE VIEWS

Ref:
Game:
Date:
Overall Performance Rating:



	Very Good	Good	Average	Poor
Penalty Accuracy (highlight)	90%+ accuracy – 100% in this game	85-89% accuracy	75-84% accuracy	Less than 75%. accuracy
Non-Decisions (highlight)	<5	6-10	11-14 – 14 in this game	15+ in this game 21
Referee contribution + connection to game (highlight)	Excellent overall contribution + added to the game	Good contribution	Average with area(s) to improve	Poor in several key areas OR a significant negative impact on game based on an event(s)

HIGH IMPACT MOMENTS IN MATCH:

Referee Contribution / Connection includes HIGH

1. Leadership of team / in charge High
2. Understood what game needed/trends High
3. Communication with Captains high
4. Got what mattered / relevant High
5. In control of himself/his team of 4 / the game -HIGH

Weighting "Pressure on Referee" MED

1. Pre game pressure based on 2 teams - MED
2. Pre game pressure based on 'what's at stake' and/or external pressures leading in to match MED
3. 80 min pressure due to score, intensity and/or events referee had to deal with MED
4. Debut, or debut at new level, new environment -HIGH
5. Major event (s) in match created extra pressure MED

Questions

Competition Average

To4

Performance

Summary

Competition Total

Difficulty:

Summary

PK

90 %

SCRUM

LINEOUT

HID

HID

TMO

3

ND

10

PK Accuracy

9

3

3

Scrum

2

Offside

7

Foul Play

4

Lineout/Maul

3

General

3

5

Key Moments

Tries/No Tries

6

Cards

Safety

✓

ND

✗

Dangerous Tackle

2

Dangerous Cleanout

1

Dangerous Contest in Air

Dangerous Play

2

Speed

1

Tackler

4

1

Jackler

1

1

Ball carrier

1

Off feet

3

2

Entry

Space

4

Backfoot

2

Set Piece

2

150K (General)

Difficulty:

Safety

Must be identified and analysed correctly

We knew during the week that this was going to be an intense match and we understood and weren't surprised by the intensity that both teams brought to this game.

Overall safety was not much of an issue in this match where we PK'd appropriately High tackles, dangerous clean

Some VG work in this match and some learnings;

VG YC for cynical infringing on goal line - well done for adv, try and then coming back for YC.

VG YC late in game deliberate knock on by SA15. Well done to AR (PW) for inputs.

500

Speed

Fair contest and quick ball

This was well managed in the game with appropriate PK for not rolling, players not supporting bodyweight and holding on. Both teams protected their ball quite well and felt the majority of this was legal. Defence was strong and led to lots of dominant tackles and the reason I think for the multiple side entries as players were tackled behind

Overall - good and understandable decisions.

Learning - agree double movement PK at 64.48 wrong.

Learning - 28.20 PK vs SA2 is too higher threshold.

1123

Scrum

Good platform and stability

11 scrums in the game and felt that set up and control of call was good. X3 resets with mainly ball out and x1 adv and x1 PK which were clear. No issues in the game.

Scrum 1- A feed - unstable so reset

Scrum 1a - good stability and contest - ball out

Liked approach of ref and buy in from teams.

have asked Alex scrum adviser to look at 76.30 PK vs SA17 as I ask myself why on his ball would he want to step out and drive in?

200

Lineout/Maul

Focus from start to finish

No issues good set up from AR at front and me at back with no obvious interference trends missed and good attacking and defensive setups.

Good accurate sacking of lifter and no obvious jumping across and affecting the maul. We had good contest here.

Selectors think there's some double banking by ARG missed in game and one was when you are at back and you transition from primary position to exit position thinking there maybe a willy away at back - we are going to review these clips as a group to try and work on role clarity in TO3.

400

Space

Create space in all areas

Well controlled with good calls by ARs for pillars and IFOK. Also good control by myself at every kick making sure I was seeking who was in front, getting in front of them and making them hold.

We knew that this was important for us going into this

Some good learnings from Aust team clips around space PKs vs ones missed.

overall could see commitment from TO3 around space.

800

Overall

Summary and HIDs

This was an intense test match which we had to work hard for as a TO4 for the full 80min. There are a few points in the game where I have learnt some good lessons on i.e push and shove escalation and management.

I was happy with my overall accuracy especially around

overall = good display.

intense pre match pressure and tough 80mins. Overall well handled test match with some learnings around a 2 match test series and how we deliver in test 1 and 2 so we are similar levels.

HID0HID0

Questions?

