

Competencies									
UNIT			DEVELOPMENT			AT STANDARD		ADVANCED	
TACTICAL	ESTABLISH BEHAVIOR	LINEOUT/ MAUL	8	FAIR CONTEST	MAUL FORMATION	7	MAUL DEFENSE	4	MANAGEMENT
		SPACE	8	SET PIECES	RUCK/MAUL	7	IN FRONT OF KICKER	4	GOAL LINE
		SCRUM	8	SET UP	FAIR CONTEST	6	MANAGEMENT	3	BALL OUT %
		BREAKDOWN	7	TACKLER, T ASSIST	TACKLED PLAYER	5	GATE/ON FEET	2	QUICK BALL
		FOUL PLAY	6	DANGEROUS PLAY	OBSTRUCTION	4	UNFAIR PLAY	2	REPEAT INFRINGE
	EFFECTIVE ADVANTAGE	6	SCRUM	PENALTY	4	COMMUNICATION	2	UNDER PRESSURE	
	BIG DECISIONS	5	CARDS	PENALTY TRIES	3	PRESSURE	1	PROBABLE OUTCOME	
STRATEGIC	EMPATHY & MATERIALITY		5	COMMUNICATION	MANAGEMENT	2	RAPPORT	1	MATERIALITY
	CONTEXTUAL REFEREEING		3	AWARENESS	MOMENTUM	2	REWARDS DOMINANCE	1	IDENTIFIES NEG. PLAY
	ATTAINING BALANCE		3	SET STANDARDS	EQUAL OPPORTUNITY	2	ACCEPTANCE	1	RAISED GAME

COMPETENCIES to be achieved by GRADE are for development and reference only. For actual PERFORMANCE grading, the number of competencies achieved will grade the PERFORMANCE.

LEVEL 8 / C3 : 0-9 competencies

LEVEL 7 / C2 : 10-12 competencies

LEVEL 6 / C1 : 13-15 competencies

LEVEL 5 / B3 : 18-21 competencies

LEVEL 4 / B2 : 22-26 competencies

LEVEL 3 / B1 : 27-30 competencies

LEVEL 2 / NP : 33-36 competencies

LEVEL 1 / ELITE : 37+ competencies

Competencies Expanded

UNIT		DEVELOPMENT		AT STANDARD		ADVANCED			
TACTICAL	ESTABLISH BEHAVIOR	LINEOUT/MAUL	8	FAIR CONTEST	MAUL FORMATION	7	MAUL DEFENSE	4	MANAGEMENT
				LINEOUT: Proper set-up Numbers Gap Hooker, Scrumhalf Onside Throw-in straight Applies Law 19.10	MAUL: Legal formation Obstruction Ball carrier sliding back Entry in front of ball carrier		Collapsing Swimming up the side Side entry Offside		Positioning Prevention Controlled all aspects of lineout/maul
		SPACE	8	SET PIECES	RUCK/MAUL	7	IN FRONT OF KICKER	4	GOAL LINE
				Onside at: Restarts Scrum Lineouts	Offside lines at: Fringes Backlines		Identify Prevent Manage		Manages fringes Hands on ground Backlines
		SCRUM	8	SET UP	FAIR CONTEST	6	MANAGEMENT	3	BALL OUT %
				Engagement procedure Bodies straight Binding correct Shoulders above hips	Square & Steady Credible feed Proper binding Pushing straight Shoulders above hips No walking around		Process management Resolves issues Manages substitutes Applies "use it" when scrum is stationary		Attains good ball out ≥ 70%
		BREAKDOWN	7	TACKLER, T ASSIST	TACKLED PLAYER	5	GATE/ON FEET	2	QUICK BALL
				Tackler releases immediately and rolls away or gets up Tackler Assist releases clearly and comes through gate	Plays the ball immediately Releases to legal players on their feet		Arriving players through the gate Stay on their feet No hands beyond the ball No sealing Identifies difference between Rucks & tackle		Quick availability Minimal communication
		FOUL PLAY	6	DANGEROUS PLAY	OBSTRUCTION	4	UNFAIR PLAY	2	REPEAT INFRINGE
				Identifies all areas of dangerous play, Law 10.4	Identifies all areas of obstruction, Law 10.1		Identifies all areas of unfair play, Law 10.2		Identifies and applies standards, Law 10.3
		EFFECTIVE ADVANTAGE	6	SCRUM	PENALTY	4	COMMUNICATION	2	UNDER PRESSURE
				Applies Scrum Advantage effectively with consideration to ball possession & control	Applies PK Advantage effectively with consideration to ball possession & control, territorial gain, and the possibility that it will accrue		Communicates clearly and effectively to allow teams to understand and trust the process Continues to manage the game		Plays Advantage with proper consideration as to the temperament of the game and field positioning Generates momentum through good application
	BIG DECISIONS	5	CARDS	PENALTY TRIES	3	PRESSURE	1	PROBABLE OUTCOME	
			Uses cards when necessary to deal with Foul Play	Awards Penalty Tries correctly Uses cards when applicable		Remains calm and composed, allows teams to decide the outcome by making only clear & obvious decisions		Game knowledge of understanding the probable outcome Makes clear & obvious decisions	

Competencies Expanded

UNIT		DEVELOPMENT		AT STANDARD	ADVANCED			
STRATEGIC	EMPATHY & MATERIALITY	5	COMMUNICATION	MANAGEMENT	2	RAPPORT	1	MATERIALITY
			Promotes pro-social behavior Voice tone, pitch & pace Effective sentence structure Body language, gestures & eye contact	Influences the game and player behavior without it being about themselves		Builds trust & respect throughout the match Delivers effective messages to get the needed outcomes		Makes decisions applicable to the game Sets clear standards to easier identify what is not important/material
	CONTEXTUAL REFEREEING	3	AWARENESS	MOMENTUM	2	REWARDS DOMINANCE	1	IDENTIFIES NEG. PLAY
			Anticipates rather than reacts	Knows which team has the upper hand in a single play, set piece or period, and what the opposition may do to counteract it		Rewards a team/player that legally dominates in various phases of the game		Recognizes and understands deliberate infringements and negative play and addresses it effectively
	ATTAINING BALANCE	3	SET STANDARDS	EQUAL OPPORTUNITY	2	ACCEPTANCE	1	RAISED GAME
			Sets effective standards for both teams	Applies equal Punitive & Preventative measures for both teams		Teams/Players trust, respect and accept the referee's decisions Balanced PK count		By combining all aspects of refereeing, raises the game and creates a great product

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