



REFEREES

NSW COUNTRY RUGBY UNION

REFEREES ASSOCIATION

ESCALATION

Escalation processes might be needed after the referee has identified unacceptable trends in the game which continue after the captain/players have been warned that their behaviour needs to change. See *notes under the Trend Identification tab*.

How Might You Think About Escalation

1. Identify trend (awareness)
2. Heads Up (comms to captain or player - opportunity)
3. Final Chat (warning – final opportunity)
4. Intervention (YC)

Note: when you give a heads up or final chat you should assume that the teams will change i.e. it's important not to go looking for the "one" it should stand out

Effective Messages

Clearly explain:

1. This is the issue
2. This is what needs to change/happen
3. This is the consequence if it doesn't change (final chat)

Delivered:

1. At the right time e.g. down-time, or before the next set piece for scrum/lineout/restart issues.
Straight after a try is not necessarily good if the captain/team is not in a good head-space. On the way back to half-way might be better
2. In the right place (space)
3. With the right tone
4. To the right person (captain vs player)

Taken from:

NSW Rugby Referees Level 1 Extension Module Developed by Alex Richards