



Warwickshire Society of Referees Pre-match Management



The time spent pre-match has a great influence on the perceptions of the coaches and players of the teams that you are to referee and should be taken very seriously. There are several duties that **must** be carried out not only in Law but also game regulation. There are also several duties that **should** be carried out to assist in the smooth running of the match.

- Communication with the club around confirmation of the match details (2 days minimum before the match). They contact you.
 - Directions to the ground
 - Kick-off time
 - Colours
 - Contact person on arrival
 - Anything else you need to know
- Communication with other match officials (2 days minimum before match)
 - Confirm details with any ARs appointed
 - Confirm details with any match observer appointed
- Before travel to the game
 - Make sure you know the competition regulations
 - Check kit bag
 - Check any radios are charged and working
 - Plan your journey
 - Check travel news for potential holdups
 - Allow for an average travel speed of 40 mph
 - Put club contact numbers into your phone in case of problems
 - Ditto Society appointments numbers
 - Ditto any other people travelling with you
- Travel to the match
 - Aim to arrive not less than 90 minutes before kick-off for all RFU competitions and Warwickshire Cup matches and 60 minutes for L9 and below Warwickshire league matches and friendlies.
 - Check travel news as you travel in case of unplanned delays
 - Contact club if there are problems
- On arrival at the club
 - Find your contact in the club and make yourself known
 - Make arrangements with both teams as and when your pre-match duties should be done
 - Ascertain who are the two TJs and arrange when you are going to brief them. Remember these cannot be coaches or replacements.
- Pre-match duties – compulsory
 - Check the condition and fitness of the pitch – Regulation (See Appendix 1)
 - Inspect players' studs and clothing – Law 4.5
 - Check potential shirt clashes (home side changes) – Regulation
 - Carry out the toss – Law 6.A.3 (a) The decision of what choices are made must be done no less than 15 minutes before kick-off - Regulation 13.6.4 (d)
 - Check for barriers and technical areas – Regulations 13.7.3, 13.7.4 and 13.7.5
 - Get the match result cards a minimum of 15 minutes before kick-off – Regulation 13.6.12 (i)
- Pre-match – Recommended
 - Talk to your match observer and talk about your targets for the day
 - Brief the front rows
 - Brief the scrum and fly halves
 - Brief the captains
 - Brief physios or other medical personnel
 - Brief the TJs and give them their duties, touch, kicks at goal, marking 10m at penalty and lineout.
 - Warm up
 - Get teams onto pitch at correct kick-off time.



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Appendix 1: Postponed Matches

13.6.6 Postponed Matches (b) (iv) When a late decision (i.e. within 3 hours of kick-off) as to the fitness of the pitch for playing a match is necessary, the decision shall be made by the captains of the teams involved. If the captains agree for the match to proceed, the Referee is still entitled to decline to referee any match on safety grounds or other substantial reason. If one or both of the captains do not agree for the match to proceed, the match will not be played and the matter will be referred to the Organizing Committee to decide upon what action shall be taken in accordance with RFU Regulation 13.6.11. Any match that is not played on the grounds that the pitch was unfit and for any other substantial reason, shall be notified by the home Club to the League Secretary (or relevant Organizing Committee in the case of Cup Competitions) within 48 hours of the decision to not play the match together with the view of the Referee of the fitness of the pitch and the provisions of RFU Regulation 13.6.11 shall apply.