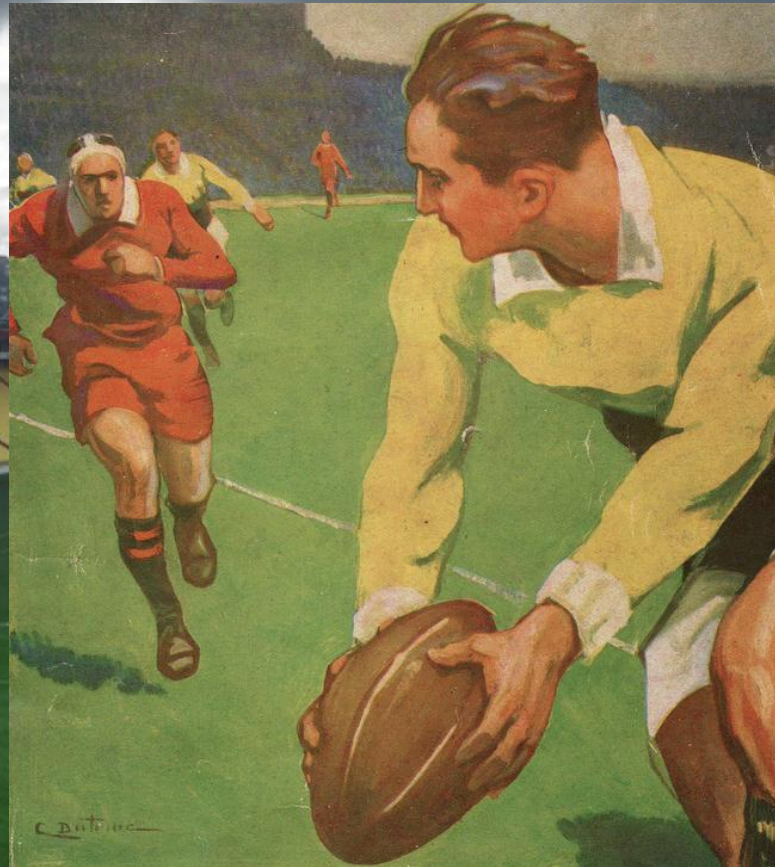


THE GAME OF RUGBY (FOR REFEREES) – IN 10 EASY STEPS ...



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THE GAME OF RUGBY (FOR REFEREES) – IN 10 EASY STEPS ...

1. It's all about **the ball**.
2. Teams **contest** the ball; to win and retain possession of it; and use it to score more points than their opposition.
3. To contest for the ball, players must be **on their feet**.
4. The ball must **always be contestable**.



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THE GAME OF RUGBY (FOR REFEREES) – IN 10 EASY STEPS ...

5. The only times the ball is **not contestable** is when:
 - a. there is foul play; or
 - b. the ball becomes “unplayable or dead”.
6. The **Laws of the Game** tell us:
 - a. **how** the contest for the ball takes place; and
 - b. “**what happens next**”, when it’s decided, **by the Referee**, that the contest for the ball can no longer occur.



THE GAME OF RUGBY (FOR REFEREES) – IN 10 EASY STEPS ...

7. Therefore, as a Referee, you need to learn:
 - a. how the contest for the ball occurs (**know “the game”**); and
 - b. how to make good decisions about “what happens next” (**experience**).
8. In making **good decisions** about “what happens next”, you need:
 - a. **oxygen to the brain** (you need to be physically fit); and
 - b. a clear understanding of “**cause and effect**”.



THE GAME OF RUGBY (FOR REFEREES) – IN 10 EASY STEPS ...

9. As a Referee, **you have a leadership role** in setting standards of play.

“ A good objective of leadership is to help those who are doing poorly to do well, and to help those who are doing well, to do even better. (Jim Rohn)

“ Leadership is a matter of having people look at you and gain confidence, seeing how you react. If you're in control, they're in control. (Tom Landry)



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THE GAME OF RUGBY (FOR REFEREES) – IN 10 EASY STEPS ...

10. The game is played **for the benefit of** the teams, supporters and spectators – this is the “Golden Rule” to remember at all times.

“ The objective of a referee is not to get mentioned. I tell a lot of young referees that not being mentioned is king. If you can achieve that, then it’s been a pretty good game. (Alan Lewis)



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CREATING A MANAGEMENT FRAMEWORK ...

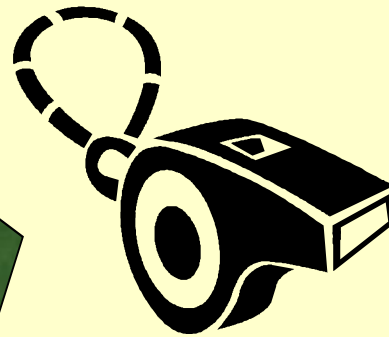
1. FACTS

2. ANALYSIS

5. CRITIQUE

4. COMMUNICATION

3. DECISION



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THE 5 FACTOR FRAMEWORK ...

1. FACTS ~ what is happening?	CONCENTRATION	TIME & SPACE
2. ANALYSIS ~ why is it happening?	PROCESS	APPLIED LAW
3. DECISION ~ what should I do?	POISE	GAME AWARENESS
4. COMMUNICATION ~ how should I do it?	STYLE	~ DIRECTIVE ~ COLLABORATIVE ~ INSTRUCTIVE
5. CRITIQUE ~ what will I do next time?	REFLECTION	MENTAL TOUGHNESS



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