



Rugby Ontario Referee Grading Pathway

After becoming a certified referee, an individual has the ability to register as a referee through Rugby Ontario/Rugby Canada and join a branch referee society in his/her area to begin a 'career' as a referee. As one becomes more skilled and pursues advancement of certifications, the opportunity becomes available to the referee to move to higher-level panels.

Rugby Ontario is the governing body for refereeing in the province, through the aid of the Rugby Ontario Referee Committee (RORC). The RORC with help from local societies (NRRS, TDRRS, and EORRS) will grade and appointment referees to the appropriate level.

The RORC appointment committee will appoint to all Rugby Ontario designated matches, including but not limited to the following matches:

- Marshall Premier 1 & 2
- Marshall Championship 1
- OWL 1
- OUA Men & Women
- RO representative rugby

Lower level matches from the ones listed above will be appointed through local societies.

The RORC appointment committee will appoint referees who are graded from 1 to 5. Note that due to shortages in referee availability, the RORC may be required to use referees graded lower than a 5 to fulfill fixtures.

Grading Process

All referees will be reviewed with specific competencies in mind (see below). Decisions pertaining to a referee's promotion, continuation or relegation can occur at any time in a calendar year. However, there are two grading meetings held on a bi-annual basis in July/August and again in October/November. Following any grading meeting, the committee will clearly communicate any areas of deficiency to the referees. A great deal of emphasis will be placed upon coaching reports/performance reviews as well as a referee's ability to meet fitness standards and to maintain continual adherence to the documented protocols.

The RORC grading committee will grade referees from levels 1 to 5.

Referees who have a grade of 6 may be nominated by local societies to be reviewed and confirmed by RORC. Note this will be for new level 6 referees only, not current.

Referees who have a level of 7 to 10 will be graded by local societies and submitted to the RORC for review.



Expectations for Grades 1 to 5

The below expectations are also encouraged for grades 6-10, especially if you are looking to improve your grade.

Must have completed World Rugby level 2 course, registered with Rugby Ontario/Rugby Canada and be a current member of their local referee society.

Must complete the following World Rugby online certifications each season and send to their local society.

- World Rugby Laws of the Game: <http://laws.worldrugby.org/index.php?&language=EN>
- Rugby Ready: <http://rugbyready.worldrugby.org/index.php?&language=EN>
- World Rugby Concussion Management for the General Public:
<http://playerwelfare.worldrugby.org/?documentid=module&module=21>

Must be willing and able to travel when and wherever needed based on level.

Must fulfill appointments that they have given.

Must make a 3 to 5 year commitment to developing their referee skills, knowledge and availability.

Must follow through with all self-evaluation logs (pre and post-match).

Must follow through with communication protocol with appointed CMO (pre and post-match) and do the follow up work given by the CMO within 72 hours. If video is available, follow up work must be completed within 72 hours of the video being uploaded.

Demonstrate fitness standards that are required for appointed matches (see fitness table reference guide).

Demonstrate professionalism and respectfulness through actions, attire and, communication with players, fans, coaches and other match officials.

Consistent Application of Core Competencies

As referees gain experience, their core competencies will be reviewed. Referees will be assessed based on their ability to demonstrate core competencies and how consistently the core competencies are demonstrated. Referees must demonstrate a practical understanding and application of the laws and the spirit of the game.

When reviewing a referee's performance, strong consideration is placed on gauging/measuring a referee's ability to achieve one of the 3 levels listed below. The levels listed below will be identified by CMOs and noted by PRs and considered in grading decisions.

- First level: Demonstrates some of the competencies, some of the time.
- Second level: Demonstrates a majority of the competencies, most of the time.
- Third level: Demonstrates most of the competencies, almost all of the time.

Management Competencies

- Adheres to communication protocols.
- Establishes rapport with captain/players.
- Manages foul play situations correctly (right outcome and communication to match the infringement).
- Demonstrates control of the game through management skills.

Advantage

- Plays territorial/tactical advantage in accordance with the conduct and spirit of the game.
- Manages advantage so that ball in play time is maximized.
- Manages not to return to the original infringement after territorial/tactical advantage has been gained.

Scrum

- Scrum engagement procedure is followed with the scrum stationary and square to touch line until the ball is thrown in.
- Applies appropriate sanctions for management of scrums including offences for binding, standing up, collapsing and illegal wheeling.
- Manages players to ensure they are/remain inside.

Line-out

- Ensures fair contest for the ball including: maintaining the gap, quick and incorrect throws.
- Applies appropriate sanctions for delay, across and along the line-out offences.
- Manages players to ensure they are/remain inside.

Tackle/Ruck/Maul

- Ensures the tackler releases the tackled player and moves away.
- Ensures the tackled player makes the ball available immediately.
- Ensures players enter the tackle phase and join the ruck/maul correctly.
- Ensures participating and arriving players do not intentionally go to ground or contribute to the collapse of a ruck or maul.
- Manages players to ensure they are/remain inside.
- Ensures players hands are not used in the ruck, or illegally in the post tackle phase.



Kicks & General Play

- Ensures kicks (KO/DO/PK/FK) are taken correctly (method and place) and players remain on-side from kicks in general play.
- Ensures all obvious knock-ons and forward passes are detected.

Control Over Identified Incidents

- Manages foul play (obstruction, dangerous play and misconduct) effectively, utilizing admonishment, cautioning and temporary suspension, and sending off, appropriate to the offence.
- Manages foul play (unfair play and repeated infringements) effectively, utilizing cautioning and temporary suspension.
- Demonstrates management skills that ensure control of the game.