

Match Protocol

Before Match Day

- Fitness Work
- Pre-match checks
 - Check the schedule, team colors, etc.
 - If the home team has not contacted you by Wednesday evening, contact the assigned match home team.
 - Review previous games and identify points to work on during upcoming games.
- Rugby pitch address and Google Maps - see Rugby Idaho schedule
- Check Match Supplies
 - Clean boots
 - Ball pump
 - Whistle plus spare
 - Score card, pencil, red/yellow cards
 - Rugby Idaho Score Card

Pre-Match Routine

Arrive at the pitch one hour prior to scheduled kick-off. Set up camp in a neutral location. Take a chair. Speak with the head coach of the home team to review the day's schedule and thank them for their efforts arranging the match.

Warm-Up

- Jog 2-3 laps around the pitch to cover the whole pitch, checking for any hazards (holes, rocks, etc.) and the lines, in goals, posts, anything unusual that may affect the match and let captains know at the coin toss.
- Go Back to campsite and begin a dynamic warm-up, followed by static stretches.
- Hydrate as necessary.

Equipment Check and Pre-Game Meeting - Home Team First

- Get roster from Team Coach
- Bring up any field layout deficiencies. Roped off areas, flags, posts, etc.
- Have the team line up and check individual identifications against Team Roster. This can also be handled with the kit check.
- Have all starters and subs line up. Go down the line and check boots, then have them stand and go back down the line to inspect padding, taping, fingernails, jewelry, etc. Quick talk to players emphasizing continuity of play, sportsmanship and fun. Take questions.

Upon completion of equipment check and team discussion, hold a meeting with the team's half backs, tight five and any player (sup or other) who could play a front row position, followed by individual meeting with captains.

- Again, emphasize safety, continuity of play, sportsmanship and fun.
- Scrums - cadence, put-ins, binding, no early sets, no early strikes, wheeling, remind of new ELVs. Take questions.
- Line-outs - maintaining 1 meter tunnel, straight throw, no early jumping, no leaving once in the line. Take questions.
- Dismiss half back and front rows.

Captains Discussion

- Rugby Idaho encourages and promotes greater responsibility for captains with regard to match day game management.
- Captains are responsible for disciplining their teams; foul play, chatter and repeated infractions will not be tolerated and that options will be exercised to ensure a safe and competitive game.
- The captain can ask for clarification about a call but must not question the call.
- Once again, emphasize safety, continuity of play, sportsmanship and fun.

Before leaving meeting with each team, have coach provide:

- Game ball (home team). Check pressure in the ball. If needed, take the ball and inflate/deflate to required pressure with a pump in your kit.
- Touch Judge

Coin Toss

- Have a good coin in hand.
- Home captain tosses, away captain calls.
- Choice of kick or which end.

Touch Judge Chat

- Determine experience of touch judges and whether suitable for the role.
- If needed, talk to the coach about a replacement.
- Review expectations, answer any questions.
- Ask one of the touch judges to keep a back-up score and the other to keep a back-up time.

Meet with the Athletic Trainer (AT)

Meet with the AT prior to the match to establish a protocol with them. The suggested protocol is the AT may come on the field anytime they deem necessary. Have a specific signal (3 whistle blasts) to ask the AT if he/she is needed immediately. It is the ref's responsibility to keep play/players away from the area. Play will be stopped as necessary for safety, but no later than the next stoppage.

- Rugby Idaho aspires to provide an AT for all contact matches. If a trainer is unavailable, coaches will be notified and should be prepared with a field emergency plan and a point of contact who will handle any emergency situation that should arise.
- Rugby Idaho protocol regarding ATs at games.

Final Preparation

- Prepared card wallet, two pencils/pens, whistles and watches.
- Complete any final warm ups and have a drink.
- Be at midfield ready to go.
- Set watches, TJs ready, captains ready, start watch BEFORE first whistle, long whistle, kick-off.

The Match

- [USA Rugby Game Management Guidelines](#)
- [USA Rugby Refereeing 7s Handbook](#)
- [World Rugby Laws of the Game](#)
- [World Rugby U19 Variations](#)
- [World Rugby Seven-A-Side variations](#)

After the Match

- Tally your scorecard and develop the final score.
- Sign match report of winning team.
- Interact at the social if possible.

Within 24 Hours of the Match

- Submit Match Report through the Rugby Idaho website and/or MatchFacts. Retain roster if needed for Match Report.