



Referee - Captain/Coach Player Relationship Management

Team Management Relationships Summary

- Arrive early
- Identify manager/coach and initiate introductions

Key Points

- Negotiate time for pre-match briefing, gear inspection and toss
- Complete responsibilities re team sheet requirements and in consultation with management identify trained front row players
- Clarify roles of team support personnel - eg. trainer/physio/doctor etc.

Captain Relationships

Pre-match discussion with captains

- Establish on-field expectations, eg. “let’s communicate, but no lengthy debates”
- You can include - “I will only deal with you, as captain, on-field”
- Advise captain - support is expected in dealing with problems

Captain/On-Field Management

Use of the captain for on-field management, eg:

- Repeated infringements/foul play incidents
- When emotions are running high
- Non-compliance in scrum/tackle phases
- Lineout gaps
- Unnecessary talk on field
- Positive reinforcement

Post Match Communication

Reasons for communicating after the match and identification of appropriate time and place

- Work on enhancing your relationship - make yourself available - this helps your future interactions.
(NB: Gauge the mood of the other party. If person is irate/hostile, suggest 'another time', rather than entering into debate/conflict)
- To educate players/coaches - better law knowledge/referee role
- To educate yourself - better game knowledge/understanding

Player Relationships

- Always refer to the captain by title, and players by number/position
- When the ball is in play, use simple short instructions, eg “Roll away Red 6”.
- When the ball is dead:
 - i. Provide short/concise decision/answer to player queries.

DO NOT DEBATE

- ii. If players persist in talking, use captain to stop it.