



## Referee Advancement Guideline

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**Referee Reference materials:** Referee materials may be found on the SCRRS web site ([www.scrrs.net](http://www.scrrs.net)).

**Referee Currency:** All Officials must be current with USAR registrations & requirements as well as a member in good standing with SCRRS to be eligible for grade promotion.

Registrations and requirements include;

1. CIPP registration with USA Rugby
2. CIPP referee membership with SCRRS
3. Keep current Education and Training;
  - a. World Rugby Passport (prerequisite for L1)
    - i. Laws exam
    - ii. Safe Sport (Rugby Ready)
  - b. USAR
    - i. Concussion Awareness (prerequisite for L1)
    - ii. Fitness testing (prerequisite for C1 and above)
    - iii. USA Rugby Game Management Guidelines
  - c. SCRRS
    - i. Who's The Ref (WTR) (C4 and up). Or any other scheduling documents.
    - ii. Fitness requirements as per Appendix D
  - d. Training Course Requirements
    - i. TJ/AR
    - ii. Level 1 Officiating 15s
    - iii. Level 2 Officiating 15s (prerequisite for C1)
    - iv. CMO1 (Coaching Match Officials, SCRRS prerequisite for C1)

SCRRS uses a scheduling database (Who's The Ref) for all appointments of officials (AR, Referee, CMO & PR). Maintaining your personal information, availability and timely match reporting is a consideration element for advancement.

**Note: As of Aug 1, 2017, USAR has required ALL referees to have successfully completed following;**

1. National Federation of State High School Association (NFHS)  
Concussion in Sports - What you Need to Know
2. NFHS Bully, Hazing and Inappropriate Behaviors

**Reference materials:**



## Referee Grades

**Y2 & Y1:** The Y2 grade is given to youth level referees who have successfully completed the Introduction to Refereeing Class (IRC). A Y1 grade is given after successfully officiating 4 youth matches with the support of a CMO. The Level I Officiating certification course is not a prerequisite; however, it is highly encouraged to take the course at the first opportunity.

**C4:** A C4 grade is the beginning referee grade. A Level I Officiating course certification is a prerequisite and meeting additional society requirements (see Appendix A). The C4 referee may elect to continue to play rugby and will be considered “part time”.

**C3:** A referee obtains the C3 rating by demonstrating the ability to referee lower level (see Appendix B) matches (to include second side matches) and demonstrate beginning level competencies (see Appendix C). A C3 referee is expected to be a full time referee and to be available to officiate as often as ones schedule permits (experience is key for development).

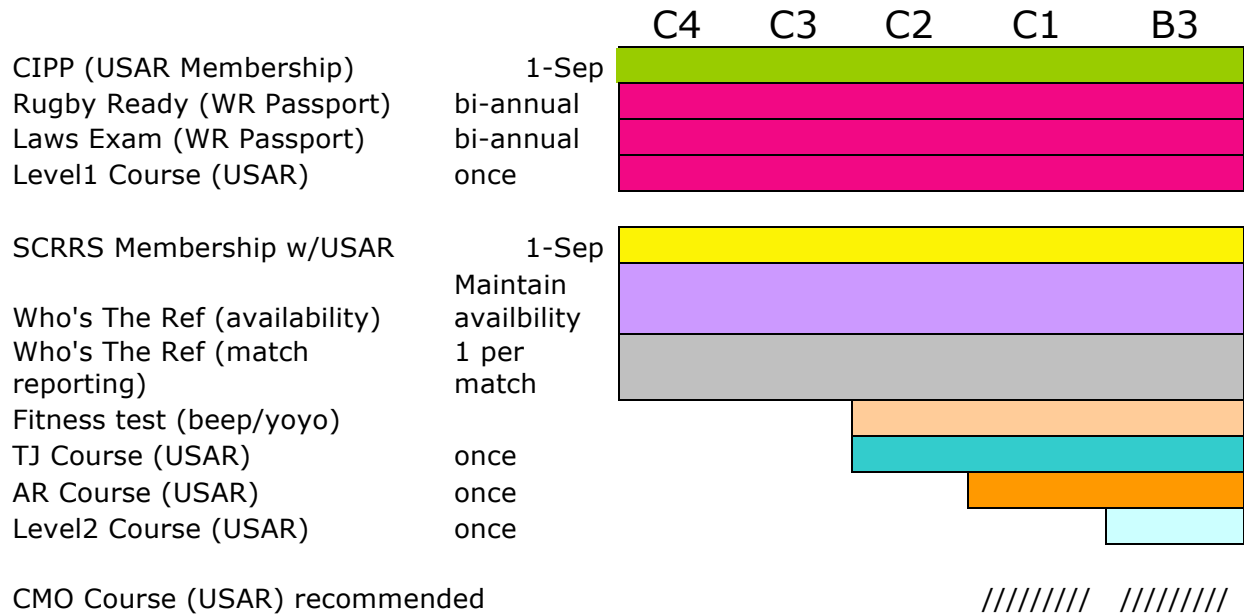
**C2:** A referee obtains the C2 rating by demonstrating the ability to referee mid level matches, consistently demonstrating intermediate competencies, and the willingness to improve. Key recommendations, although not requirements, for promotion to this grade are refereeing centered instead of playing or coaching. Touch Judge and Assistant Referee course certifications must be achieved before advancing beyond this grade. The Referee Level 2 course and fitness testing (see Appendix D) is recommended.

**C1:** A referee obtains the C1 rating after demonstrating many competencies consistently in all areas of focus, throughout a number of matches (Men, Women, HS, etc.). Lack of fitness cannot compromise positioning or mental alertness. Effort, urgency and anticipation are expected throughout the entire match. Law application errors should be infrequent. Offside, Tackle, and Advantage should all be consistently refereed to allow teams to express their skills. Level 2 Referee Course accreditation; a number of matches entered into the Advantage™ System and fitness testing are required before advancing beyond this grade. Successful completion of the CMO1 course is a SCRRS requirement to be promoted to C1.

**Local Grade Promotion Procedures:** The Referee Development Committee meets regularly, and recommends advancement opportunities to the Appointments Committee. Promotions to C3 and C2 are by RDC consensus. Promotions to C1 and above are by RDC consensus and require Advantage System reporting and/or video analysis and/or a combination of Coaching Report and Performance Reviews.



Appendix A





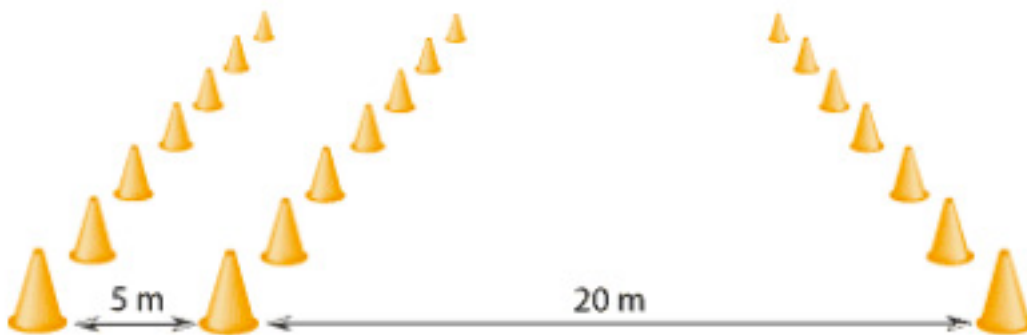
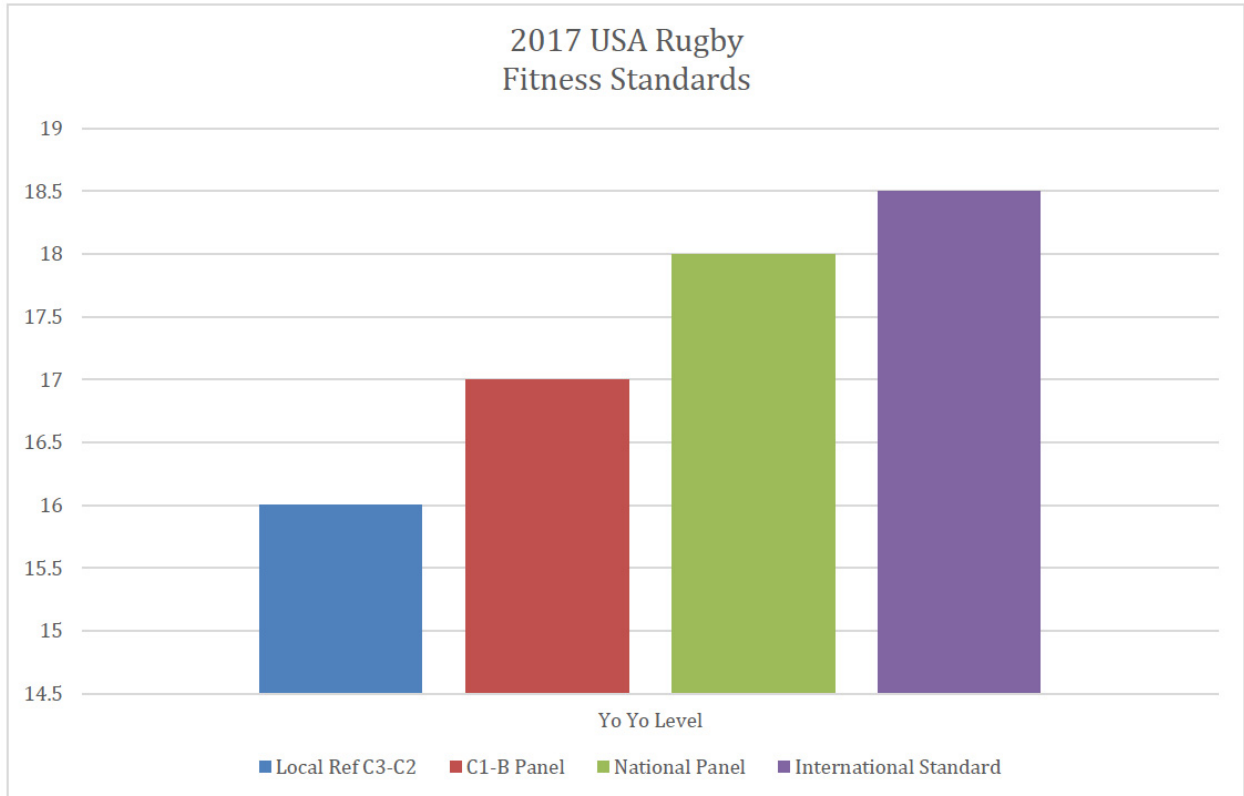


Appendix C

Competencies Expanded									
UNIT		DEVELOPMENT			AT STANDARD		ADVANCED		
TACTICAL	ESTABLISH BEHAVIOR	LINEOUT/MAUL	8	FAIR CONTEST	MAUL FORMATION	7	MAUL DEFENSE	4	MANAGEMENT
				LINEOUT: Proper set-up Numbers Gap Hooker, Scrumhalf Onside Throw-in straight Applies Law 19.10	MAUL: Legal formation Obstruction Ball carrier sliding back Entry in front of ball carrier		Collapsing Swimming up the side Side entry Offside		Positioning Prevention Controlled all aspects of lineout/maul
		SPACE	8	SET PIECES	RUCK/MAUL	7	IN FRONT OF KICKER	4	GOAL LINE
				Onside at: Restarts Scrum Lineouts	Offside lines at: Fringes Backlines		Identify Prevent Manage		Manages fringes Hands on ground Backlines
		SCRUM	8	SET UP	FAIR CONTEST	6	MANAGEMENT	3	BALL OUT %
	Engagement procedure Bodies straight Binding correct Shoulders above hips			Square & Steady Credible feed Proper binding Pushing straight Shoulders above hips No walking around	Process management Resolves issues Manages substitutes Applies "use it" when scrum is stationary		Attains good ball out ≥ 70%		
	BREAKDOWN	7	TACKLER, T ASSIST	TACKLED PLAYER	5	GATE/ON FEET	2	QUICK BALL	
			Tackler releases immediately and rolls away or gets up Tackler Assist releases clearly and comes through gate	Plays the ball immediately Releases to legal players on their feet		Arriving players through the gate Stay on their feet No hands beyond the ball No sealing Identifies difference between Rucks & tackle		Quick availability Minimal communication	
	FOUL PLAY	6	DANGEROUS PLAY	OBSTRUCTION	4	UNFAIR PLAY	2	REPEAT INFRINGE	
			Identifies all areas of dangerous play, Law 10.4	Identifies all areas of obstruction, Law 10.1		Identifies all areas of unfair play, Law 10.2		Identifies and applies standards, Law 10.3	
EFFECTIVE ADVANTAGE	6	SCRUM	PENALTY	4	COMMUNICATION	2	UNDER PRESSURE		
BIG DECISIONS	5	CARDS	PENALTY TRIES	3	PRESSURE	1	PROBABLE OUTCOME		
		Uses cards when necessary to deal with Foul Play	Awards Penalty Tries correctly Uses cards when applicable		Remains calm and composed, allows teams to decide the outcome by making only clear & obvious decisions		Game knowledge of understanding the probable outcome Makes clear & obvious decisions		



Appendix D



<https://www.usarugby.org/2017/01/refereeing-and-fitness/>