

CHRONOLOGY OF OBSERVATIONS INSTRUCTIONS

SECTION 1 – DATA ENTRY

The objective of this section is to train you on my method for entering data in the Chronology of Observations Table so that you can easily analyze and report your observations. I have assumed you know next to nothing about the use of tables in Microsoft Word. For those of you who are conversant in the use of tables in Microsoft Word but who are not familiar with my techniques, please tolerate the excess of detail and read through this document to find the nuggets that will be of use to you.

We will be working with the blank table of the Chronology of Observations as shown below.

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation

As you can see, the blank table has six columns and two rows. The bottom row is left blank, and this is where you will enter the first of your observations. I shall begin the data entry discussion with the 2nd column (Real Time) because this is the only time you will have noted as you watched the match. In other words, you will not yet have received a DVD so you can't enter DVD times into the 1st column.

2ND COLUMN – “REAL TIME”

I always list my first observation as the opening kickoff. Let's assume A kicked off to B and A6 was offside but he had no material effect on play. The real time for this event is defined as when the referee blew the whistle to start the game, not when the actual kickoff occurred. I do this so that later, when I have access to a DVD, I may enter the DVD time of the opening kickoff, which rarely occurs at 00 minutes and 00 seconds on the DVD.

The first entry for in the table (opening kickoff) would look like this:

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation
	1-00:00	kickoff by A	play on	yes	Offside by A6. Not material.

Notice the time is entered as 1-00:00. This nomenclature denotes the event took place in the first half (1-) at 00 minutes (1-00:) and 00 seconds (1-00:00). **Do not forget to enter “1-” to denote first half otherwise you will have sorting problems.** We will discuss sorting later.

This data is entered by placing the cursor in the 2nd column (Real Time) and typing in “1-00:00” and then hitting the TAB key. Hitting the TAB key moves the cursor to the next column. The next column is the 3rd one and “kickoff by A” is entered here. By hitting the TAB immediately after typing in the data the

cursor will move to the 4th column. In this column “play on” is entered. Another stroke of the TAB key moves the cursor to the 5th column where “yes” is entered. Another stroke of the TAB key moves the cursor to the 6th column where “Offside by A6. Not material.” is entered. This completes the necessary data for the first observation.

As an aside after entering data in any column I routinely hit the TAB key to move the cursor to the next column. If I did this after entering “Offside by A6. Not material.” in the 6th column I would have created a new row and the cursor would be resting in the first column. The table would look like this:

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation
	1-00:00	kickoff by A	play on	yes	Offside by A6. Not material.

In other words, to create a new row place your cursor in the last box on the bottom right and then hit the TAB key. In entering my data from the Dictaphone I always hit the TAB key enough times after the final entry of one observation to get the cursor to rest in column 2 of a new row, which is where I will record the first entry (Real Time) for my next observation.

Another way to create a new row (while your cursor is in the table somewhere ... let’s say the cursor is somewhere in row 13) is to go to TABLE, then to INSERT and then to ROW ABOVE (which inserts a row above row 13) or to ROW BELOW (which inserts a row below row 13). Later in this document I will give an example of when you might wish to use this mode of creating a new row.

You can also delete a row. You do this by placing the cursor in the row you wish to delete (say row 22). Then you go to TABLE, then to DELETE and then to ROWS. When you have done this row 22 and all its contents will be deleted. Suppose you found out that it was row 23, not row 22 you wanted to delete. If you haven’t saved your document since you deleted row 22 you can retrieve it by going to EDIT and then to UNDO DELETE ROWS. This will recreate row 22 with all its contents.

You might ask why I would want to delete a row. I download all my observations into the Chronology of Observations prior to receiving the DVD. The most frequent reason I have for deleting a row is because, after DVD review, I have found my real-time observation to be false. Let’s say I recorded in row 27 the observation that Red 12 was offside at Blue’s ruck. When I review the DVD I find that there was no ruck, thus Red 12 was not offside. So what I do is place my cursor somewhere in row 27, go to TABLE, then to DELETE and then to ROWS. Poof! The bad observation (row 27) is deleted.

Let me offer three more examples (all at once) for how other real-time observations would be entered:

- At 10:20 in the 1st half A12 was penalized for punching.
- There was a kickoff to start the 2nd half. There were no infringements on the kickoff.
- At 22:12 in the 2nd half the referee failed to observe illegal side joining at a tackle by B6. The infringement had material effect.

After these observations are typed in and the TAB key is hit subsequent to the last entry “Illegal zone entry by B6” (thus creating a new empty row) the table would look like this:

				Assessor	Observation

DVD Time	Real Time	Unit	Referee Decision	Comment On Decision (yes or no)	
	1-00:00	kickoff by A	play on	yes	Offside by A6. Not material.
	1-10:20	foul play	PK-A	yes	Punching by A12
	2-00:00	kickoff by B	play on	yes	
	2-22:12	tackle	play on	no	Illegal zone entry by B6

Notice I entered the start of the 2nd half as 2-00:00. It is useful to keep track of real time as well as DVD time because these two items might have a large discrepancy in the 2nd half. For example, The DVD time for the kick off at the 2nd half might be 47:35 because the DVD logged all times chronologically without a reset at halftime. Thus the tackle infringement that was observed at real time 22:12 (in the 2nd half) might be found at DVD time of 67:47. Then again the DVD might be edited and it could occur at some other time. The point I am trying to make is that the reader may not be able to get a sense of when events occurred if only DVD times were reported.

I offer one last comment on real time. You should not try to stop and restart your stop watch for time off and time on. Keep a running time of the game.

3RD COLUMN – “UNIT”

Observers are required to comment on infringements within the following categories:

- **Tackle**
- **Ruck & Maul**
- **Restart Kick**
- **Open Play**
- **Scrum**
- **Lineout**
- **Foul Play**

Observers are also required to comment on the following items:

- **Advantage** (when & why was it played, how many attempts were gained, were there any errors, etc.)
- **Advantage communication** (use of signals & verbal communications while playing advantage)
- **Scrums** (number in the game, resets along with reason and observation, collapses, lifts, lost put-ins, etc.)
- **Lineouts** (number in the game, quick throw-ins, re-throws, lost throw-ins, etc.)
- **Control** (tally of PK/FK, actions taken [or not] regarding repeated infringements and/or professional fouls, number of yellow/red cards & reasons for the cards, etc.)
- **Communication** (effectiveness of whistle/signal/voice/body language, interaction with captains and players, use of touch judges, etc.)

Observers do not need to comment on anything else, including such things as

- Number of knock-ons or forward passes (I keep track of these simply because I am curious)
- Number of restart kicks (I keep track of kickoffs and dropouts simply because I am curious. Note, however, that PKs and FKs are to be tabulated)
- Number of tackles or rucks or mauls
- Number of kicks in open play

- Number of passes

Tips Regarding Data Entry for Column 3

With one exception (that being advantage) each observation can be described within only one row. I shall discuss advantage later on.

The key to future sorting of data is to limit your entry into column 3 to the same word (or set of words) for each unit. For example, rucks and mauls are combined in our grading scheme. I elect to enter “ruck” for all observations related to rucks and mauls. If the observation is pertinent to maul rather than ruck I enter this fact in the comment column (column 6). See the example below:

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-23:20	1-21:20	Ruck	Play on	No	Collapsing of A's maul by B.

Another example is foul play (Law 10 infringements). Foul play can be Law 10.1 (Obstruction), Law 10.2 (Unfair play), Law 10.3 (Repeated infringements) or Law 10.4 (Dangerous play). Rather than have a mixed set of inputs in column three for the various acts of foul play, I simply put “foul play” in column 3 and explain the nature of the foul play in column 6. See the example below:

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
2-04:15	2-04:00	Foul play	PK-A	Yes	Dangerous tackle by A.
2-31:22	2-31:20	Foul play	PK-B	Yes	Obstruction by B4

When I enter data for scrums and lineouts I always note who was awarded the throw-in. It helps to know this when looking for trends in the data. See the example below:

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
2-02:00	2-01:50	Lineout to A	Play on	No	Early jump by B, who won the throw-in (which was not straight).
2-02:55	2-02:45	Scrum to A	Reset	No	Illegal binding by B1. Scrum collapsed.
2-03:10	2-03:00	Scrum to A	Reset	No	Referee said engage before B was crouched. The scrum had to be reset, but the referee mismanaged the engagement.
2-03:32	2-03:15	Scrum to A	Play on	No	Illegal binding by B1.
2-04:00	2-03:50	Scrum to B	Play on	Yes	
2-07:05	2-06:40	Lineout to A	Play on	No	Throw-in was not straight. Referee was looking into the sun.
2-08:25	2-08:15	Lineout to A	Play on	No	Gap was closed early by A7
2-09:26	2-09:15	Lineout to B	Play on	Yes	
2-10:42	2-10:30	Lineout to B	Choice = lineout	Yes	Throw-in was not straight.

If you look carefully at this synopsis of scrums and lineouts for the first 10 minutes of the second half you will see a couple of interesting things. At real time 2-10:30 B did not throw the ball in straight and A elected to take a lineout rather than a scrum. Why? Have a look at the scrums that occurred when A was putting in the ball at 2-02:45, 2-03:00 and 2-03:15. You will note the scrums were untidy when A was

putting in the ball, but when B was putting in the ball (see 2-03:50) everything was fine. No wonder A elected a lineout.

While I am on the subject of scrums, I should offer a couple of comments regarding reset scrums:

- A reset scrum must have involved an engagement. If the teams or the referee stops the engagement sequence before engagement, this is not a reset scrum. It is a restart but not a reset.
- A wheeled scrum is not a reset scrum. It is a new scrum.

Unlike other units (tackle, ruck, scrum, etc.) advantage requires a paired set of rows to enable proper sorting of data. I offer two examples of what the entries should look like.

- Example 1 = Advantage not gained at actual time 1-11:55
- Example 2 = Advantage gained at actual time 1-21:00 (shown in blue font)

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-13:49	1-11:45	Lineout to B	FK-A	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-14:11	1-11:55	Advantage attempt	Bring back	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-23:07	1-21:00	Lineout to B	Advantage	Yes	Throw-in at B's lineout was not straight.
1-23:15	1-21:10	Advantage attempt	Gained	Yes	Throw-in at B's lineout was not straight.

Whenever advantage is played there must be two entries (i.e., two rows)

- Row 1 would state the nature of the infringement and what the final decision was
- Row 2 would state that advantage was attempted and whether it was gained or brought back

This paired set of rows allows me to tally infringements and comment on the referee's observation of each infringement (row 1 of each set) and it also allows me to tally how frequently the referee played advantage and the success of his effort (row 2 of each set).

Let me elaborate using example 1, which occurred at real time 1-11:45:

- If I disagreed with the referee's judgment regarding numbers in the lineout I would have put "no" in column four regarding the "Lineout to B" row.
- If I disagreed with the referee's decision to bring back play (i.e., I thought advantage was gained) I would have put "no" in column four regarding the "Advantage attempt" row.

If both these observations were the case, the data input for the infringement at 1-11:45 would look like the following:

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-13:49	1-11:45	Lineout to B	FK-A	No	Mismatch in numbers by A. I thought the numbers were properly matched. Referee played advantage but it was not gained.
1-14:11	1-11:55	Advantage attempt	Bring back	No	Mismatch in numbers by A. Referee played advantage and deemed it was not gained. I thought tactical advantage was gained.

When it comes to advantage, you should remember to enter a paired set of rows.

4TH COLUMN – “REFEREE DECISION”

This column isn't too tough to manage if you remember a couple of things:

- Keep the decision limited to one or two words (or letters), such as “scrum,” or “play on,” or “PK-A” (meaning A was penalized or A was awarded a PK, your choice for the nomenclature).
- Be consistent in your choice of words for each of the various decisions that the referee makes.

5TH COLUMN – “ASSESSOR COMMENT”

This column is trivial. You either agree with the referee's decision (“yes”) or you disagree (“no”). If you are in doubt but you know you will be able to review a DVD you can enter a question mark (“?”) as a prompt for you to review this incident to help you make up your mind. If you are in doubt and if you won't have a DVD to review, you need to make up your mind – an assessor comment of “?” in the final report is not useful.

6TH COLUMN – “OBSERVATION”

Here is where you have free license to say what you want without worrying about formatting or sorting. You can be terse “*Obstruction by B5*” or you can be verbose “*Tractor-trailer obstruction by B5 at a maul 5 meters from A's goal line. The referee was in in-goal and failed to see the offense because it occurred on the side opposite him. Coaching remark: follow the maul into in-goal and stay on the ball side of the maul.*”

You can offer general remarks about control. For example,

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation
1-11:40	1-09:15	Control			Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black) TJ2 had a chat with referee regarding punching by B5 and A13. Advised referee that admonishment was sufficient. Referee did so and resumed play with the PK already awarded for hands in the ruck.

You can offer coaching comments in conjunction with an observation. For example,

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation
1-17:19	1-15:20	Ruck	Play on	No	Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black) Offside at ruck by A non-participants Coaching remark. Referee is ball focused at tackle/ruck transitions, which is causing him to be erratic in observing offside at rucks by non-participants.

You can offer observations that occurred at halftime. For example,

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation
					Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)

1-45:01	Half	Control			Prior to the start of the 2 nd half the referee admonished the Black captain regarding players staying on their feet at rucks. Again the admonishment was too specific. It should include all ruck infringements, not just leaving their feet.
1-45:02	Half	Communication			The referee is too tolerant of whining by Black captain

SUMMARY REMARK

You should be sensitive to formatting and sorting needs in filling out columns 1 through 5, but you have free rein when filling out column 6. A complete Chronology of Observations report is appended to give you an example of what the report would look like for a complete game.

SECTION 2 – DATA SORTING

The objective of this section is to train you on my method for sorting data in the Chronology of Observations Table so that you can easily analyze and report your observations. I have assumed you know next to nothing about the use of tables in Microsoft Word. For those of you who are conversant in the use of tables in Microsoft Word but who are not familiar with my techniques, please tolerate the excess of detail and read through this document to find the nuggets that will be of use to you.

We will be working with appended Chronology of Observations on Jay Abom's 11-13-05 match, using the data from the first quarter of the game. The data is provided below:

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-02:10	1-00:00	Kickoff by A	Play on	Yes	
1-02:48	1-00:50	Lineout to B	Play on	Yes	
1-03:11	1-01:05	Knock-on by B	Scrum	Yes	
1-03:28	1-01:20	Scrum to A	Reset	No	Illegal bind by B3.
1-03:47	1-01:35	Scrum to A	PK-B	Yes	Collapsing the scrum by B3.
1-04:04	1-02:00	Ruck	Scrum	Yes	Unplayable
1-04:27	1-02:15	Scrum to A	Play on	Yes	
1-04:40	1-02:30	Knock-on by B	Advantage	Yes	
1-04:47	1-02:35	Advantage attempt	Gained	Yes	Knock-on by B. A gained advantage by kicking a drop goal
1-04:48	1-02:40	Drop goal attempt by A	Good	Yes	A = 3 B = 0
1-05:21	1-03:15	Kickoff by B	Play on	Yes	
1-06:03	1-04:00	Tackle	PK-B	Yes	Ball carrier (B15) failed to make ball available
1-07:10	1-05:00	Goal attempt by A	Good	Yes	A = 6 B = 0
1-07:43	1-05:35	Kickoff by B	Play on	Yes	
1-08:10	1-06:00	Ruck	Play on	No	Offside at ruck by A8
1-08:22	1-06:15	Ruck	PK-A	Yes	Offside at ruck by A13
1-09:30	1-07:20	Goal attempt by B	No good	Yes	
1-10:22	1-08:15	Knock-on by A	Play on	No	
1-10:40	1-08:35	Tackle	Play on	No	Tackled ball carrier (B) did not make ball available
1-10:43	1-08:40	Ruck	PK-B	Yes	Hands in ruck by B.
1-11:40	1-09:15	Control			TJ2 had a chat with referee regarding punching by B5 and A13. Advised referee that admonishment was sufficient. Referee did so and resumed play with the PK already awarded for hands in the ruck.
1-12:44	1-10:15	Goal attempt by A	No good	Yes	
1-13:01	1-10:30	Dropout by B	Play on	Yes	
1-13:49	1-11:45	Lineout to B	FK-A	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-14:11	1-11:55	Advantage attempt	Bring back	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-14:45	1-12:40	Ruck	PK-A	Yes	Offside A13
1-15:34	1-13:20	Goal attempt by B	Good	Yes	A = 6 B = 3
1-15:53	1-13:25	Control			Referee has a word with TJ1 regarding 2 offside infringements by A13 as they retire for the ensuing kickoff. Why didn't he mention this to the A captain and to A13?
1-16:20	1-13:30	Kickoff by A	Play on	Yes	
1-16:30	1-13:40	Tackle	PK-A	Yes	Tackler (A6) played the ball while he was lying on the ground.
1-17:00	1-14:30	Lineout to B	Play on	No	Throw-in was not straight
1-17:19	1-15:20	Ruck	Play on	No	Offside at ruck by A non-participants Coaching remark. Referee is ball focused at tackle/ruck transitions, which is causing him to be erratic in observing offside at rucks by non-

					participants.
1-17:47	1-15:40	Knock-on by A	Scrum	Yes	Forward pass by A14
1-18:15	1-16:05	Scrum to B	Wheeled	Yes	A wheeled B's scrum
1-18:47	1-16:40	Scrum to A	Reset	No	Early push by A – should be FK, not reset.
1-19:03	1-17:00	Scrum to A	Play on	Yes	
1-19:32	1-17:25	Knock-on by A	scrum	Yes	
1-19:54	1-17:45	Scrum to B	Reset	No	Illegal binding by A1. Reset is inappropriate
1-20:15	1-18:10	Scrum to B	Play on	No	Illegal binding by A1.
1-20:27	1-18:20	Tackle	PK-B	Yes	Leaving feet by B6
1-21:43	1-19:40	Goal attempt by A	Good	Yes	A = 9 B = 3
1-22:19	1-20:05	Kickoff by B	Play on	Yes	

First we will sort the data to list our observations by unit (column 3) rather than by real time (column 2). To do this, place the cursor anywhere in the table and then go to TABLE. Go to SELECT and then click on TABLE. The entire table will now be shaded to indicate it has been selected. Next go to TABLE, then to SORT. You will be presented with an option box that looks like this:

Sort by

 Type
 Ascending
 Descending

Then by

Then by

My list has

Header row No header row

We want to sort by column 3 so you should click on the arrow to the right of column 1 and click on column 3. We want to sort by Text, not Date, and you will notice that the default selection for this column is already Text. We want to sort Ascending, which is the default selection. Since we have selected the whole table to be sorted we have included the header row. Therefore, we should designate that “My list has” a “Header row.” Once we have done all this, we select “OK” ... and viola, the table will be sorted as desired. The sorted table will look like the following:

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation
1-04:47	1-02:35	Advantage attempt	Gained	Yes	Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black) Knock-on by B. A gained advantage by kicking a drop goal
1-14:11	1-11:55	Advantage attempt	Bring back	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-11:40	1-09:15	Control			TJ2 had a chat with referee regarding punching by B5 and A13. Advised referee that admonishment was sufficient. Referee did so and resumed play with the PK already awarded for hands in the ruck.
1-15:53	1-13:25	Control			Referee has a word with TJ1 regarding 2 offside

					infringements by A13 as they retire for the ensuing kickoff. Why didn't he mention this to the A captain and to A13?
1-04:48	1-02:40	Drop goal attempt by A	Good	Yes	A = 3 B = 0
1-13:01	1-10:30	Dropout by B	Play on	Yes	
1-07:10	1-05:00	Goal attempt by A	Good	Yes	A = 6 B = 0
1-12:44	1-10:15	Goal attempt by A	No good	Yes	
1-21:43	1-19:40	Goal attempt by A	Good	Yes	A = 9 B = 3
1-09:30	1-07:20	Goal attempt by B	No good	Yes	
1-15:34	1-13:20	Goal attempt by B	Good	Yes	A = 6 B = 3
1-02:10	1-00:00	Kickoff by A	Play on	Yes	
1-16:20	1-13:30	Kickoff by A	Play on	Yes	
1-05:21	1-03:15	Kickoff by B	Play on	Yes	
1-07:43	1-05:35	Kickoff by B	Play on	Yes	
1-22:19	1-20:05	Kickoff by B	Play on	Yes	
1-10:22	1-08:15	Knock-on by A	Play on	No	
1-17:47	1-15:40	Knock-on by A	Scrum	Yes	Forward pass by A14
1-19:32	1-17:25	Knock-on by A	scrum	Yes	
1-03:11	1-01:05	Knock-on by B	Scrum	Yes	
1-04:40	1-02:30	Knock-on by B	Advantage	Yes	
1-02:48	1-00:50	Lineout to B	Play on	Yes	
1-13:49	1-11:45	Lineout to B	FK-A	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-17:00	1-14:30	Lineout to B	Play on	No	Throw-in was not straight
1-04:04	1-02:00	Ruck	Scrum	Yes	Unplayable
1-08:10	1-06:00	Ruck	Play on	No	Offside at ruck by A8
1-08:22	1-06:15	Ruck	PK-A	Yes	Offside at ruck by A13
1-10:43	1-08:40	Ruck	PK-B	Yes	Hands in ruck by B.
1-14:45	1-12:40	Ruck	PK-A	Yes	Offside A13
1-17:19	1-15:20	Ruck	Play on	No	Offside at ruck by A non-participants Coaching remark. Referee is ball focused at tackle/ruck transitions, which is causing him to be erratic in observing offside at rucks by non-participants.
1-03:28	1-01:20	Scrum to A	Reset	No	Illegal bind by B3.
1-03:47	1-01:35	Scrum to A	PK-B	Yes	Collapsing the scrum by B3.
1-04:27	1-02:15	Scrum to A	Play on	Yes	
1-18:47	1-16:40	Scrum to A	Reset	No	Early push by A – should be FK, not reset.
1-19:03	1-17:00	Scrum to A	Play on	Yes	
1-18:15	1-16:05	Scrum to B	Wheeled	Yes	A wheeled B's scrum
1-19:54	1-17:45	Scrum to B	Reset	No	Illegal binding by A1. Reset is inappropriate
1-20:15	1-18:10	Scrum to B	Play on	No	Illegal binding by A1.
1-06:03	1-04:00	Tackle	PK-B	Yes	Ball carrier (B15) failed to make ball available
1-10:40	1-08:35	Tackle	Play on	No	Tackled ball carrier (B) did not make ball available
1-16:30	1-13:40	Tackle	PK-A	Yes	Tackler (A6) played the ball while he was lying on the ground.
1-20:27	1-18:20	Tackle	PK-B	Yes	Leaving feet by B6

Notice that the units such as Advantage attempt, Control, Ruck and Tackle are listed chronologically. However, the data for scrum are listed alphabetically with regard to Scrum to A, followed by Scrum to B. The same would hold true for lineouts, but the data we are working with has only Lineout to B entries. Thus the lineout data is listed chronologically. We need to arrange scrum data chronologically.

Within the table select the scrum data. After you have selected the data the table will show that data shaded. Now we perform the sort on this highlighted data by going to TABLE, then to SORT and the sort option box pops up. We want to sort by "Column 2" so select that option. We want to sort by "Text" so select that option (you will notice that the default option was "Date" not "Text"). We are not sorting the whole table so we select "No header row" and then we click on "OK." The newly sorted table will look like the table below (I have shaded the newly sorted area):

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-04:47	1-02:35	Advantage attempt	Gained	Yes	Knock-on by B. A gained advantage by kicking a drop goal
1-14:11	1-11:55	Advantage attempt	Bring back	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-11:40	1-09:15	Control			TJ2 had a chat with referee regarding punching by B5 and A13. Advised referee that admonishment was sufficient. Referee did so and resumed play with the PK already awarded for hands in the ruck.
1-15:53	1-13:25	Control			Referee has a word with TJ1 regarding 2 offside infringements by A13 as they retire for the ensuing kickoff. Why didn't he mention this to the A captain and to A13?
1-04:48	1-02:40	Drop goal attempt by A	Good	Yes	A = 3 B = 0
1-13:01	1-10:30	Dropout by B	Play on	Yes	
1-07:10	1-05:00	Goal attempt by A	Good	Yes	A = 6 B = 0
1-12:44	1-10:15	Goal attempt by A	No good	Yes	
1-21:43	1-19:40	Goal attempt by A	Good	Yes	A = 9 B = 3
1-09:30	1-07:20	Goal attempt by B	No good	Yes	
1-15:34	1-13:20	Goal attempt by B	Good	Yes	A = 6 B = 3
1-02:10	1-00:00	Kickoff by A	Play on	Yes	
1-16:20	1-13:30	Kickoff by A	Play on	Yes	
1-05:21	1-03:15	Kickoff by B	Play on	Yes	
1-07:43	1-05:35	Kickoff by B	Play on	Yes	
1-22:19	1-20:05	Kickoff by B	Play on	Yes	
1-10:22	1-08:15	Knock-on by A	Play on	No	
1-17:47	1-15:40	Knock-on by A	Scrum	Yes	Forward pass by A14
1-19:32	1-17:25	Knock-on by A	scrum	Yes	
1-03:11	1-01:05	Knock-on by B	Scrum	Yes	
1-04:40	1-02:30	Knock-on by B	Advantage	Yes	
1-02:48	1-00:50	Lineout to B	Play on	Yes	
1-13:49	1-11:45	Lineout to B	FK-A	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-17:00	1-14:30	Lineout to B	Play on	No	Throw-in was not straight
1-04:04	1-02:00	Ruck	Scrum	Yes	Unplayable
1-08:10	1-06:00	Ruck	Play on	No	Offside at ruck by A8
1-08:22	1-06:15	Ruck	PK-A	Yes	Offside at ruck by A13
1-10:43	1-08:40	Ruck	PK-B	Yes	Hands in ruck by B.
1-14:45	1-12:40	Ruck	PK-A	Yes	Offside A13
1-17:19	1-15:20	Ruck	Play on	No	Offside at ruck by A non-participants Coaching remark. Referee is ball focused at tackle/ruck transitions, which is causing him to be erratic in observing offside at rucks by non-participants.
1-03:28	1-01:20	Scrum to A	Reset	No	Illegal bind by B3.
1-03:47	1-01:35	Scrum to A	PK-B	Yes	Collapsing the scrum by B3.
1-04:27	1-02:15	Scrum to A	Play on	Yes	
1-18:15	1-16:05	Scrum to B	Wheeled	Yes	A wheeled B's scrum
1-18:47	1-16:40	Scrum to A	Reset	No	Early push by A – should be FK, not reset.
1-19:03	1-17:00	Scrum to A	Play on	Yes	
1-19:54	1-17:45	Scrum to B	Reset	No	Illegal binding by A1. Reset is inappropriate
1-20:15	1-18:10	Scrum to B	Play on	No	Illegal binding by A1.
1-06:03	1-04:00	Tackle	PK-B	Yes	Ball carrier (B15) failed to make ball available
1-10:40	1-08:35	Tackle	Play on	No	Tackled ball carrier (B) did not make ball available
1-16:30	1-13:40	Tackle	PK-A	Yes	Tackler (A6) played the ball while he was lying on the ground.
1-20:27	1-18:20	Tackle	PK-B	Yes	Leaving feet by B6

You should notice that the data for knock-on has the same problem as scrum, but I don't care to sort this data chronologically simply because I merely count the knock-ons whereas I like to see the scrum data chronologically for data analysis reasons.

We can now use the sorted data to generate a report. We do this by copying the pertinent data from the table and pasting it into the table for the appropriate unit. The final report on Jay Abom's performance is found in appendix 2 so that you may see how the sorted data has been used.

CHRONOLOGY OF OBSERVATIONS
11-13-05
NZ Ambassador Selects (16) v. MARFU Selects (12)

Referee = Jay Abom
TJ1 = Kevin Baskim TJ2 = Warren Quenell

DVD Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-02:10	1-00:00	Kickoff by A	Play on	Yes	
1-02:48	1-00:50	Lineout to B	Play on	Yes	
1-03:11	1-01:05	Knock-on by B	Scrum	Yes	
1-03:28	1-01:20	Scrum to A	Reset	No	Illegal bind by B3.
1-03:47	1-01:35	Scrum to A	PK-B	Yes	Collapsing the scrum by B3.
1-04:04	1-02:00	Ruck	Scrum	Yes	Unplayable
1-04:27	1-02:15	Scrum to A	Play on	Yes	
1-04:40	1-02:30	Knock-on by B	Advantage	Yes	
1-04:47	1-02:35	Advantage attempt	Gained	Yes	Knock-on by B. A gained advantage by kicking a drop goal
1-04:48	1-02:40	Drop goal attempt by A	Good	Yes	A = 3 B = 0
1-05:21	1-03:15	Kickoff by B	Play on	Yes	
1-06:03	1-04:00	Tackle	PK-B	Yes	Ball carrier (B15) failed to make ball available
1-07:10	1-05:00	Goal attempt by A	Good	Yes	A = 6 B = 0
1-07:43	1-05:35	Kickoff by B	Play on	Yes	
1-08:10	1-06:00	Ruck	Play on	No	Offside at ruck by A8
1-08:22	1-06:15	Ruck	PK-A	Yes	Offside at ruck by A13
1-09:30	1-07:20	Goal attempt by B	No good	Yes	
1-10:22	1-08:15	Knock-on by A	Play on	No	
1-10:40	1-08:35	Tackle	Play on	No	Tackled ball carrier (B) did not make ball available
1-10:43	1-08:40	Ruck	PK-B	Yes	Hands in ruck by B.
1-11:40	1-09:15	Control			TJ2 had a chat with referee regarding punching by B5 and A13. Advised referee that admonishment was sufficient. Referee did so and resumed play with the PK already awarded for hands in the ruck.
1-12:44	1-10:15	Goal attempt by A	No good	Yes	
1-13:01	1-10:30	Dropout by B	Play on	Yes	
1-13:49	1-11:45	Lineout to B	FK-A	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-14:11	1-11:55	Advantage attempt	Bring back	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-14:45	1-12:40	Ruck	PK-A	Yes	Offside A13
1-15:34	1-13:20	Goal attempt by B	Good	Yes	A = 6 B = 3
1-15:53	1-13:25	Control			Referee has a word with TJ1 regarding 2 offside infringements by A13 as they retire for the ensuing kickoff. Why didn't he mention this to the A captain and to A13?
1-16:20	1-13:30	Kickoff by A	Play on	Yes	
1-16:30	1-13:40	Tackle	PK-A	Yes	Tackler (A6) played the ball while he was lying on the ground.
1-17:00	1-14:30	Lineout to B	Play on	No	Throw-in was not straight
1-17:19	1-15:20	Ruck	Play on	No	Offside at ruck by A non-participants Coaching remark. Referee is ball focused at tackle/ruck transitions, which is causing him to be erratic in observing offside at rucks by non-participants.
1-17:47	1-15:40	Knock-on by A	Scrum	Yes	Forward pass by A14
1-18:15	1-16:05	Scrum to B	Wheeled	Yes	A wheeled B's scrum
1-18:47	1-16:40	Scrum to A	Reset	No	Early push by A – should be FK, not reset.
1-19:03	1-17:00	Scrum to A	Play on	Yes	
1-19:32	1-17:25	Knock-on by A	scrum	Yes	
1-19:54	1-17:45	Scrum to B	Reset	No	Illegal binding by A1. Reset is inappropriate
1-20:15	1-18:10	Scrum to B	Play on	No	Illegal binding by A1.

1-20:27	1-18:20	Tackle	PK-B	Yes	Leaving feet by B6
1-21:43	1-19:40	Goal attempt by A	Good	Yes	A = 9 B = 3
1-22:19	1-20:05	Kickoff by B	Play on	Yes	
1-23:07	1-21:00	Lineout to B	Advantage	Yes	Throw-in at B's lineout was not straight.
1-23:15	1-21:10	Advantage attempt	Gained	Yes	Throw-in at B's lineout was not straight.
1-23:20	1-21:20	Ruck	Play on	No	Collapsing of A's maul by B.
1-23:28	1-21:25	Ruck	PK-B	Yes	Hands in ruck by A (after their maul was collapsed)
1-23:55	1-21:40	Control			Referee admonished the A captain about ruck offenses. Captain advised his players. Coaching point. It appeared that the referee did not tell the captain to talk to his players, and that he (the referee) would delay the restart until that was done. The captain did talk to his players somewhat belatedly and quickly.
1-24:53	1-22:45	Goal attempt by A	Good	Yes	A = 12 B = 3
1-25:26	1-23:15	Kickoff by B	Play on	Yes	
1-25:37	1-23:35	Ruck	Play on	No	Offside B7 (non-participant) at a ruck
1-26:10	1-24:05	Lineout to B	Play on	No	Throw-in was not straight
1-26:17	1-24:15	Ruck	Play on	No	Offside by A's back line at B's maul-at-lineout
1-26:33	1-24:30	Knock-on by A	Scrum	Yes	
1-26:54	1-24:50	Scrum to B	FK-A	Yes	Early engagement by A Comment. Team A had a new loosehead prop who was binding illegally. The original loosehead left the game at 19:00 real time (21:00 video time).
1-27:08	1-25:00	Restart kick	Advantage	Yes	Not back 10m by A on FK restart.
1-27:20	1-25:20	Advantage attempt	Gained		Not back 10m by A on FK restart.
1-28:01	1-25:50	Lineout to A	Play on	Yes	
1-28:41	1-26:40	Ruck	PK-A	Yes	Side joining by A7
1-29:27	1-27:30	Lineout to B	Play on	Yes	B lost their throw-in.
1-29:44	1-27:45	In-goal	Scrum	Yes	Ball held up in in-goal
1-30:10	1-28:00	Scrum to B	Play on	No	Illegal binding by B3
1-30:30	1-28:20	Knock-on by B	Advantage	Yes	Knock-on by B. Referee played advantage and it was gained by A.
1-30:37	1-28:25	Advantage attempt	Gained	Yes	Knock-on by B. Referee played advantage and it was gained by A.
1-30:40	1-28:45	Control			Good preventive communication to keep B onside in general play kick ahead.
1-31:02	1-29:15	Tackle	Play on	No	Illegal zone entry by A15
1-31:32	1-29:25	Knock-on by A	Scrum	Yes	
1-31:55	1-29:45	Stoppage			Injury stoppage for A (29:45 – 30:40)
1-32:00	1-30:00	Control			TJ2 advised referee of problem with B13. Referee had a word with B captain, but the message did not get conveyed to B13. Referee should have ensured message was conveyed.
1-34:26	1-30:40	Scrum to B	Play on	Yes	
1-35:00	1-31:20	Tackle	PK-B	Yes	Ball carrier (B15) did not make ball available.
1-35:52	1-32:15	Lineout to A	Play on	Yes	
1-36:10	1-32:30	Ruck	PK-B	Yes	Offside B13 at ruck.
1-36:20	1-32:35	Control			B13 was admonished earlier (30:00 real time). At least his captain was advised about B13's problem at 30:00. Accordingly, B13 should have been sin binned for this ruck offense.
1-37:19	1-33:40	Goal attempt by A	No good	Yes	
1-37:46	1-34:00	Dropout by B	Play on	Yes	
1-38:04	1-34:20	Ruck	PK-B	Yes	Offside at ruck by B4. Referee played advantage but brought play back. I thought advantage was gained.
1-38:17	1-34:30	Advantage attempt	Bring back	No	Offside at ruck by B4. Referee played advantage but brought play back. I thought advantage was gained.
1-38:40	1-34:40	Control			Referee had another word of admonishment with B captain. He advised the captain that the next offside at ruck would be sin binned. This admonishment is too specific. It should be for all ruck infringements, not just offside at ruck.
1-38:55	1-34:41	Control			B captain whined about hands on the ball meant the

					<p>ruck was over. This type of whining by B captain persisted throughout the game and was allowed by referee.</p> <p>Coaching point. Referee should prompt captain that he may try to understand WHO was penalized for WHAT. The captain is not empowered to whine. Such action is misconduct and should be managed.</p>
1-39:53	1-36:10	Lineout to A	Play on	Yes	Coaching point. Referee was holding his hand up to keep non-participants back, but he never looked at them. This could lead to the backs creeping up, but it did not in this case.
1-40:15	1-36:25	Ruck	Play on	No	Side joining by A3
1-40:17	1-36:30	Ruck	Play on	No	Side joining by A2.
1-40:43	1-37:05	Tackle	PK-A	Yes	Ball carrier (A) failed to make ball available
1-41:36	1-37:25	Lineout to B	Play on	Yes	
1-42:04	1-38:20	Knock-on by B	Advantage	Yes	
1-42:17	1-38:30	Advantage attempt	Gained	Yes	Knock-on by B.
1-42:45	1-39:00	Lineout to A	Play on	No	Offside by B non-participants. <p>Coaching point. Referee was not looking at non-participants.</p>
1-43:33	1-39:40	Ruck	Play on	No	Offside at ruck by an A player (A8?)
1-43:38	1-40:00	Ruck	PK-A	Yes	Leaving feet at ruck by A5
1-43:40	1-40:05	Restart kick	Play on	No	Not back 10m by A on PK 14.
1-43:44	1-40:10	Knock-on by A	Advantage		
1-43:48	1-40:15	Advantage attempt	Gained	Yes	Knock-on by A.
1-44:30	1-41:20	Lineout to A	Play on	Yes	
1-44:40	1-41:00	HALFTIME			
1-45:00	Half	Coaching remark 1			Referee has been too forward focused (eye contact and body orientation) which has caused him problems with regard to non-participants being offside at rucks and lineouts. In this game the tackle/ruck transition happened quicker than the comfort zone for the referee. More games like this will enhance his ability to read the transition and get the whole game back into view. The referee should also practice forgetting about the transition once it is over (even if he has lingering doubts) so that he can manage the whole game before the ball is recycled. If he has seen a problem at the transition, he can quickly decide what his action will be (penalty kick, advantage, no material effect – but have a follow up chat). If he has not seen a problem but has lingering doubts he should abandon those thoughts for that tackle/ruck but he should use the lingering doubts as a prompt to be more alert at future tackle/ruck transitions.
		Coaching remark 2			When advantage is gained be sure to let the infringer and his team know the problem at the next stoppage. Otherwise you will never solve the problem.
1-45:01	Half	Control			Prior to the start of the 2 nd half the referee admonished the Black captain regarding players staying on their feet at rucks. Again the admonishment was too specific.
1-45:02	Half	Communication			The referee is too tolerant of whining by Black captain
2-00:18	2-00:00	Kickoff by B	Play on	Yes	
2-00:50	2-01:00	Ruck	Play on	No	Offside at ruck by B13, who limited A's options.
2-02:00	2-01:50	Lineout to A	Play on	No	Early jump by B, who won the throw-in (which was not straight).
2-02:25	2-02:15	Ruck	Scrum	No	Collapsed maul of A by B player was allowed. Unplayable ball. Scrum was awarded correctly.
2-02:55	2-02:45	Scrum to A	Reset	No	Illegal binding by B1. Scrum collapsed.
2-03:10	2-03:00	Scrum to A	Reset	No	Referee said engage before B was crouched. The scrum had to be reset, but the referee mismanaged the engagement.

2-03:32	2-03:15	Scrum to A	Play on	No	Illegal binding by B1.
2-03:45	2-03:30	In-goal	Scrum	Yes	Ball held up in in-goal
2-04:00	2-03:50	Scrum to B	Play on	Yes	
2-04:15	2-04:00	Foul play	PK-A	Yes	Dangerous tackle by A. Referee played advantage but it was not gained.
2-04:28	2-04:10	Advantage attempt	Bring back	Yes	Dangerous tackle by A.
2-04:31	2-04:20	Control			Referee failed to admonish the A player who tackled high.
2-05:16	2-05:05	Goal attempt by B	Good	Yes	A = 12 B = 6
2-05:44	2-05:45	Kickoff by A	Play on	Yes	
2-07:05	2-06:40	Lineout to A	Play on	No	Throw-in was not straight. Referee was looking into the sun.
2-07:20	2-07:00	Tackle	PK-B	Yes	Tackler (B) not moving away.
2-07:25	2-07:15	Communication			No secondary signal for B tackler not moving away.
2-07:40	2-07:30	Control			After the whistle for PK against B the B captain put a touch of the slipper on an opponent lying on the ground. The referee admonished the B captain.
2-08:25	2-08:15	Lineout to A	Play on	No	Gap was closed early by A7
2-08:50	2-08:35	Knock-on by A	Advantage	Yes	
2-08:58	2-08:45	Advantage attempt	Gained	Yes	Knock-on by A
2-09:26	2-09:15	Lineout to B	Play on	Yes	
2-09:45	2-09:35	Tackle	Play on	No	Tackler (A23) not allowing ball to become available
2-10:20	2-10:00	Control			Referee has been too far away from lineouts and rucks to manage them. He has tended to go into a deep saddle position, and this is not working for him at this level of game.
2-10:42	2-10:30	Lineout to B	Choice = lineout	Yes	Throw-in was not straight.
2-11:24	2-11:10	Lineout to A	Play on	Yes	
2-11:43	2-11:30	Ruck	Scrum	No	Unplayable maul. Referee awarded a scrum correctly.
2-12:10	2-12:00	Scrum to B	Play on	No	Illegal binding (pulling) by A3 in attempt to wheel scrum.
2-12:37	2-12:30	Tackle	PK-A	Yes	Ball carrier (A10) failed to release the ball
2-12:40	2-12:35	Communication			Referee needs to make secondary signals more visible.
2-13:22	2-13:15	Lineout to B	Play on	Yes	
2-13:30	2-13:20	Ruck	PK-A	Yes	Collapsed maul by A. Referee played advantage but it was not gained.
2-13:44	2-13:30	Advantage attempt	Bring back	Yes	Collapsed maul by A.
2-14:20	2-14:10	Lineout to B	Play on	Yes	B lost their throw-in
2-14:59	2-15:00	Lineout to B	Play on	Yes	
2-15:26	2-15:15	Knock-on by B	Scrum	Yes	
2-15:52	2-15:40	Scrum to A	Play on	No	Illegal binding & boring by B1
2-16:38	2-16:30	Try by B			A = 12 B = 11
2-17:45	2-17:30	Conversion attempt by B	No good	Yes	A = 12 B = 11
2-18:32	2-18:15	Kickoff by A	Play on	Yes	
2-19:03	2-19:00	Ruck	Play on	No	Side joining by B and collapsing of maul.
2-20:17	2-20:00	Knock-on by A	Scrum	Yes	
2-20:46	2-20:30	Scrum to B	Play on	Yes	
2-21:35	2-21:25	Knock-on by B	Scrum	Yes	
2-22:03	2-21:50	Scrum to A	Play on	No	Illegal binding by B1.
2-22:20	2-22:15	Ruck	Scrum	Yes	Unplayable ruck. Scrum is awarded correctly.
2-22:47	2-22:40	Scrum to A	Play on	No	Illegal binding by B1, causing A3 to release his grip to brace himself.
2-23:07	2-23:00	Ruck	PK-B + Sin Bin	Yes	Offside by B6 at ruck. Sin binned for repeated team infringements.
2-23:34	2-23:40	Control			Referee is too tolerant of whining by Black captain
2-24:38	2-24:30	Tackle	Scrum	No	Unplayable. Ball carrier (B13) failed to make ball available.
2-25:08	2-25:00	Stoppage			Injury stoppage
2-25:44	2-25:35	Scrum to B	Play on	Yes	
2-26:00	2-25:50	Ruck	PK-A	Yes	Offside by A at ruck just outside their goal line. Referee played advantage but it was not gained.
2-26:10	2-26:00	Advantage attempt	Bring back	Yes	Offside by A at ruck just outside their goal line.
2-26:54	2-26:50	Lineout to B	Play on	Yes	

2-27:21	2-27:15	Try by B			A = 12 B = 16
2-28:13	2-28:10	Conversion attempt by B	No good	Yes	A = 12 B = 16
2-28:52	2-28:40	Kickoff by A	Play on	Yes	
2-29:41	2-29:40	Lineout to B	Play on	Yes	
2-30:23	2-30:20	Lineout to B	Play on	Yes	
2-31:00	2-31:00	Knock-on by B	Advantage	Yes	
2-31:16	2-31:10	Advantage attempt	Gained	Yes	Knock-on by B.
2-31:14	2-31:15	Knock-on by A	Play on	No	Forward pass by A
2-31:22	2-31:20	Foul play	PK-B	Yes	Obstruction by B4
2-31:27	2-31:25	Communication			No secondary signal for obstruction by B4
2-32:13	2-32:10	Lineout to A	Play on	No	Throw-in was not straight
2-32:28	2-32:20	Ruck	PK-B	Yes	Offside at ruck by B
2-32:30	2-32:25	Control			Referee failed to sin bin the B player for repeated team infringements at ruck.
2-32:35	2-32:30	Restart kick	Play on	No	Not back 10m by B on PK 22
2-33:13	2-33:00	Lineout to A	Play on	Yes	
2-33:32	2-33:00	Ruck	Scrum	Yes	Unplayable maul. Scrum is awarded correctly.
2-33:56	2-33:50	Scrum to B	Play on	Yes	
2-34:10	2-34:10	Ruck	PK-A	Yes	Side joining by A
2-34:20	2-34:15	Control			A6 returned from sin bin. Referee failed to advise A6 of potential red card for further foul play.
2-35:22	2-35:20	Lineout to B	Play on	Yes	Throw-in was not straight, but A won B's throw-in.
2-35:47	2-35:45	Ruck	Play on	No	Side joining by B3
2-36:10	2-36:10	Lineout to A	FK-B	Yes	Mismatch in numbers by B at A's lineout. Referee attempted to play advantage but it was not gained.
2-36:15	2-36:15	Advantage attempt	Bring back	Yes	Mismatch in numbers by B at A's lineout.
2-36:23	2-37:20	Ruck	Play on	No	Side joining of A's maul by B3 (while advantage was being played for mismatch in numbers by B at A's lineout)
2-36:32	2-36:35	Restart kick	Play on	No	Not back 10m by B on FK 03
2-37:03	2-37:00	Tackle	PK-B	Yes	Ball carrier (B9) failed to make ball available
2-37:57	2-38:00	Lineout to A	Play on		
2-38:03	2-38:05	Knock-on by B	Advantage	Yes	Knock-on by B at lineout.
2-38:05	2-38:10	Advantage attempt	Gained	Yes	Knock-on by B at lineout 29. Referee played advantage and it was gained.
2-38:10	2-38:15	Ruck	Play on	No	Side joining by B at A's maul (while advantage was being played for knock-on by B at the lineout)
2-38:44	2-38:40	Lineout to B	Play on	Yes	B lost their throw-in
2-39:04	2-39:00	in-goal	Scrum	Yes	Ball held up in in-goal
2-39:23	2-39:25	Stoppage			Injury stoppage for B (79:25 – 80:40)
2-40:08	2-40:40	Scrum to A	Reset	No	Lifting by B1 and then scrum collapsed.
2-40:45	2-41:30	Scrum to A	Reset	No	Unstable prior to put-in
2-41:03	2-41:40	Scrum to A	PK-B	Yes	Lifting by B1.
2-41:20	2-41:45	In-goal	Scrum	Yes	Ball held up in in-goal
2-41:47	2-42:20	Scrum to A	Play on	Yes	
2-42:00	2-42:40	Knock-on by A	Scrum	Yes	
2-42:21	2-43:00	Scrum to B	Reset	No	Unstable prior to put-in
2-42:42	2-43:25	Scrum to B	No side	No	Referee blew whistle after put-in and before scrum was over. Ended game. Law error.
2-42:45	2-43:00	NO SIDE			

United States of America Rugby Football Union
Referee Performance Report

Referee Jay Abom **Society** East Penn **Grade** B2
Match New Zealand Ambassador Selects (16) v. MARFU Selects (11)
Match Level 1 (+1 for a B2 referee) **Venue** Washington D.C. **Date** 11-13-05

Weather & Ground Conditions: Good weather. Good ground.

Description of the Game: The game was played with good skills and a lot of intensity. The wind was a big factor, favoring MARFU in the first half and the Ambassador Selects in the 2nd half. The Ambassador Selects scored the only two tries in the match and were the deserving victors.

Overall Score = 56

Match Grade = B3

Comment: This match was one level over what a B2 is expected to handle. I believe Jay found the game to be a bit faster paced and a bit more subtle than the matches to which he is typically assigned. This required some positional adjustments on his part, which he was trying to do. It also required a stricter (less tolerant) mode of management, which he should have employed. Had he done so I think his concentration would have been better and his overall performance would have improved. Overall his performance for the day was below grade but I think the learning experience was good for Jay. He needs more games like this to develop to his full potential.

Evaluator = Don Morrison

Date = 24 November 2005

The video I reviewed was posted on www.usrugbyvision.com. The video displayed a time for each half. In order to avoid confusion in my data reporting I have recorded all first half times with 1 preceding the video time and all second half times with 2 preceding the video time. For example, 1-10:40 is 10:40 on the video clock display for the first half.

Tackle = (4 x 4) = 16

List of Observations:

Video Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-06:03	1-04:00	Tackle	PK-B	Yes	Ball carrier (B15) failed to make ball available
1-10:40	1-08:35	Tackle	Play on	No	Tackled ball carrier (B) did not make ball available
1-16:30	1-13:40	Tackle	PK-A	Yes	Tackler (A6) played the ball while he was lying on the ground.
1-20:27	1-18:20	Tackle	PK-B	Yes	Leaving feet by B6
1-31:02	1-29:15	Tackle	Play on	No	Illegal zone entry by A15
1-35:00	1-31:20	Tackle	PK-B	Yes	Ball carrier (B15) did not make ball available.
1-40:43	1-37:05	Tackle	PK-A	Yes	Ball carrier (A) failed to make ball available
2-07:20	2-07:00	Tackle	PK-B	Yes	Tackler (B) not moving away.
2-09:45	2-09:35	Tackle	Play on	No	Tackler (A23) not allowing ball to become available
2-12:37	2-12:30	Tackle	PK-A	Yes	Ball carrier (A10) failed to release the ball
2-24:38	2-24:30	Tackle	Scrum	No	Unplayable. Ball carrier (B13) failed to make ball available.
2-37:03	2-37:00	Tackle	PK-B	Yes	Ball carrier (B9) failed to make ball available

REMARKS:

Jay was very good at positioning to manage tackles. He arrived quickly and he got into a position that enabled him to observe the tackle situation. He observed all but 4 infringements. Jay did a very good job in this unit especially when one considers the pace of this game.

Advantage = (5 x 2) = 10

List of Observations:

Video Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-04:47	1-02:35	Advantage attempt	Gained	Yes	Knock-on by B. A gained advantage by kicking a drop goal
1-14:11	1-11:55	Advantage attempt	Bring back	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-23:15	1-21:10	Advantage attempt	Gained	Yes	Throw-in at B's lineout was not straight.
1-27:20	1-25:20	Advantage attempt	Gained		Not back 10m by A on FK restart.
1-30:37	1-28:25	Advantage attempt	Gained	Yes	Knock-on by B. Referee played advantage and it was gained by A.
1-38:17	1-34:30	Advantage attempt	Bring back	No	Offside at ruck by B4. Referee played advantage but brought play back. I thought advantage was gained.
1-42:17	1-38:30	Advantage attempt	Gained	Yes	Knock-on by B.
1-43:48	1-40:15	Advantage attempt	Gained	Yes	Knock-on by A.
2-04:28	2-04:10	Advantage attempt	Bring back	Yes	Dangerous tackle by A.
2-08:58	2-08:45	Advantage attempt	Gained	Yes	Knock-on by A
2-13:44	2-13:30	Advantage attempt	Bring back	Yes	Collapsed maul by A.
2-26:10	2-26:00	Advantage attempt	Bring back	Yes	Offside by A at ruck just outside their goal line.
2-31:16	2-31:10	Advantage attempt	Gained	Yes	Knock-on by B.
2-36:15	2-36:15	Advantage attempt	Bring back	Yes	Mismatch in numbers by B at A's lineout.
2-38:05	2-38:10	Advantage attempt	Gained	Yes	Knock-on by B at lineout 29. Referee played advantage and it was gained.

REMARKS:

Jay clearly extended play in attempt to play advantage on 15 occasions, and advantage was gained on 9 of these attempts. This indicates a good read of the situation for tactical opportunity. There was only one incident in which I disagreed with Jay's advantage decision. Overall, Jay was excellent in his application of advantage.

Ruck & Maul = (1 x 3) = 3

List of Observations:

Video Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-04:04	1-02:00	Ruck	Scrum	Yes	Unplayable
1-08:10	1-06:00	Ruck	Play on	No	Offside at ruck by A8
1-08:22	1-06:15	Ruck	PK-A	Yes	Offside at ruck by A13
1-10:43	1-08:40	Ruck	PK-B	Yes	Hands in ruck by B.
1-14:45	1-12:40	Ruck	PK-A	Yes	Offside A13
1-17:19	1-15:20	Ruck	Play on	No	Offside at ruck by A non-participants Coaching remark. Referee is ball focused at tackle/ruck transitions, which is causing him to be erratic in observing offside at rucks by non-participants.
1-23:20	1-21:20	Ruck	Play on	No	Collapsing of A's maul by B.
1-23:28	1-21:25	Ruck	PK-B	Yes	Hands in ruck by A (after their maul was collapsed)
1-25:37	1-23:35	Ruck	Play on	No	Offside B7 (non-participant) at a ruck
1-26:17	1-24:15	Ruck	Play on	No	Offside by A's back line at B's maul-at-lineout
1-28:41	1-26:40	Ruck	PK-A	Yes	Side joining by A7
1-36:10	1-32:30	Ruck	PK-B	Yes	Offside B13 at ruck.
1-38:04	1-34:20	Ruck	PK-B	Yes	Offside at ruck by B4. Referee played advantage but brought play back. I thought advantage was gained.
1-40:15	1-36:25	Ruck	Play on	No	Side joining by A3
1-40:17	1-36:30	Ruck	Play on	No	Side joining by A2.
1-43:33	1-39:40	Ruck	Play on	No	Offside at ruck by an A player (A8?)
1-43:38	1-40:00	Ruck	PK-A	Yes	Leaving feet at ruck by A5
2-00:50	2-01:00	Ruck	Play on	No	Offside at ruck by B13, who limited A's options.
2-02:25	2-02:15	Ruck	Scrum	No	Collapsed maul of A by B player was allowed. Unplayable ball. Scrum was awarded correctly.
2-11:43	2-11:30	Ruck	Scrum	No	Unplayable maul. Referee awarded a scrum correctly.
2-13:30	2-13:20	Ruck	PK-A	Yes	Collapsed maul by A. Referee played advantage but it was not gained.
2-19:03	2-19:00	Ruck	Play on	No	Side joining by B and collapsing of maul.
2-22:20	2-22:15	Ruck	Scrum	Yes	Unplayable ruck. Scrum is awarded correctly.
2-23:07	2-23:00	Ruck	PK-B + Sin Bin	Yes	Offside by B6 at ruck. Sin binned for repeated team infringements.
2-26:00	2-25:50	Ruck	PK-A	Yes	Offside by A at ruck just outside their goal line. Referee played advantage but it was not gained.
2-32:28	2-32:20	Ruck	PK-B	Yes	Offside at ruck by B
2-33:32	2-33:00	Ruck	Scrum	Yes	Unplayable maul. Scrum is awarded correctly.
2-34:10	2-34:10	Ruck	PK-A	Yes	Side joining by A
2-35:47	2-35:45	Ruck	Play on	No	Side joining by B3
2-36:23	2-37:20	Ruck	Play on	No	Side joining of A's maul by B3 (while advantage was being played for mismatch in numbers by B at A's lineout)
2-38:10	2-38:15	Ruck	Play on	No	Side joining by B at A's maul (while advantage was being played for knock-on by B at the lineout)

REMARKS:

Jay had troubles with the tackle/ruck transition. His preferred ruck position of dropping back into the saddle was not working for him, and I believe he has now experienced first hand why elite referees generally do not assume this position when officiating elite players. I think the tackle/ruck transition occurred at a pace that was quicker than what he was used to seeing and this caused him to become a bit too ball focused. In observing the tackle/ruck transition he needs to instantly (which is quicker than immediately) commit to a decision (**no problem** and

play on; or **problem** and penalize, play advantage, or manage the infringement later even though it had no material effect at the moment). The making of the decision should be rapid which will allow him to refocus his attention to the complete game, not just the competition for the ball. Once he has observed and decided about the competition for the ball he should drift out at an angle from the ruck, not back into the saddle. He should drift out on the ball side of the ruck. This position will offer him a better position to observe side joining of material effect and offside. It is more difficult to manage these issues from the saddle position.

Restart Kicks & Open Play = (3 x 1) = 3

List of Errors:

Video Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-10:22	1-08:15	Knock-on by A	Play on	No	
1-27:08	1-25:00	Restart kick	Advantage	Yes	Not back 10m by A on FK restart.
1-43:40	1-40:05	Restart kick	Play on	No	Not back 10m by A on PK 14.
2-31:14	2-31:15	Knock-on by A	Play on	No	Forward pass by A
2-32:35	2-32:30	Restart kick	Play on	No	Not back 10m by B on PK 22
2-36:32	2-36:35	Restart kick	Play on	No	Not back 10m by B on FK 03

REMARKS:

Most of Jay's problems with restart kicks and offside came well into the game. By this time Jay was clearly reacting to play rather than managing play and his concentration was not 100%. I think the pace of play caught him off guard. With regard to restart kicks, Jay should learn to look at the penalized team as soon as he blows the whistle, thereby ensuring they retire or, if they don't, he knows about the problem even if a quick kick is taken to restart play.

Scrum = (1 x 3) = 3

List of Observations:

Video Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-03:28	1-01:20	Scrum to A	Reset	No	Illegal bind by B3.
1-03:47	1-01:35	Scrum to A	PK-B	Yes	Collapsing the scrum by B3.
1-04:27	1-02:15	Scrum to A	Play on	Yes	
1-18:15	1-16:05	Scrum to B	Wheeled	Yes	A wheeled B's scrum
1-18:47	1-16:40	Scrum to A	Reset	No	Early push by A – should be FK, not reset.
1-19:03	1-17:00	Scrum to A	Play on	Yes	
1-19:54	1-17:45	Scrum to B	Reset	No	Illegal binding by A1. Reset is inappropriate
1-20:15	1-18:10	Scrum to B	Play on	No	Illegal binding by A1.
1-26:54	1-24:50	Scrum to B	FK-A	Yes	Early engagement by A Comment. Team A had a new loosehead prop who was binding illegally. The original loosehead left the game at 19:00 real time (21:00 video time).
1-30:10	1-28:00	Scrum to B	Play on	No	Illegal binding by B3
1-34:26	1-30:40	Scrum to B	Play on	Yes	
2-02:55	2-02:45	Scrum to A	Reset	No	Illegal binding by B1. Scrum collapsed.
2-03:10	2-03:00	Scrum to A	Reset	No	Referee said engage before B was crouched. The scrum had to be reset, but the referee mismanaged the engagement.
2-03:32	2-03:15	Scrum to A	Play on	No	Illegal binding by B1.
2-04:00	2-03:50	Scrum to B	Play on	Yes	
2-12:10	2-12:00	Scrum to B	Play on	No	Illegal binding (pulling) by A3 in attempt to wheel scrum.

2-15:52	2-15:40	Scrum to A	Play on	No	Illegal binding & boring by B1
2-20:46	2-20:30	Scrum to B	Play on	Yes	
2-22:03	2-21:50	Scrum to A	Play on	No	Illegal binding by B1.
2-22:47	2-22:40	Scrum to A	Play on	No	Illegal binding by B1, causing A3 to release his grip to brace himself.
2-25:44	2-25:35	Scrum to B	Play on	Yes	
2-33:56	2-33:50	Scrum to B	Play on	Yes	
2-40:08	2-40:40	Scrum to A	Reset	No	Lifting by B1 and then scrum collapsed.
2-40:45	2-41:30	Scrum to A	Reset	No	Unstable prior to put-in
2-41:03	2-41:40	Scrum to A	PK-B	Yes	Lifting by B1.
2-41:47	2-42:20	Scrum to A	Play on	Yes	
2-42:21	2-43:00	Scrum to B	Reset	No	Unstable prior to put-in
2-42:42	2-43:25	Scrum to B	No side	No	Law error. Referee blew whistle after put-in and before scrum was over. Ended game.

REMARKS:

There were 28 scrums in the match, including 8 resets. There was one wheeled scrum. Neither team lost a put-in.

The primary problem Jay had with scrums was his tolerance for illegal binding. He should be strict on getting the bind up on the side of the body, not just because the Law requires it but also because it is difficult to cheat (e.g., bore or twist down the scrum) when the bind is legal. Another remark is that he should have zero tolerance for early pushing. On one occasion (16:40 into the match) he advised MARFU that they pushed early, but he reset the scrum. If he knew they had pushed early (and they did) then he should free kick them. At this level of play, the players will cheat until the referee penalizes them or until they are somehow convinced the referee will penalize them. Resetting scrums is not a very convincing way to manage infringements.

Lineout = (2x 2) = 4

List of Observations:

Video Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-02:48	1-00:50	Lineout to B	Play on	Yes	
1-13:49	1-11:45	Lineout to B	FK-A	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-17:00	1-14:30	Lineout to B	Play on	No	Throw-in was not straight
1-23:07	1-21:00	Lineout to B	Advantage	Yes	Throw-in at B's lineout was not straight.
1-26:10	1-24:05	Lineout to B	Play on	No	Throw-in was not straight
1-28:01	1-25:50	Lineout to A	Play on	Yes	
1-29:27	1-27:30	Lineout to B	Play on	Yes	B lost their throw-in.
1-35:52	1-32:15	Lineout to A	Play on	Yes	
1-39:53	1-36:10	Lineout to A	Play on	Yes	Coaching point. Referee was holding his hand up to keep non-participants back, but he never looked at them. This could lead to the backs creeping up, but it did not in this case.
1-41:36	1-37:25	Lineout to B	Play on	Yes	
1-42:45	1-39:00	Lineout to A	Play on	No	Offside by B non-participants. Coaching point. Referee was not looking at non-participants.
1-44:30	1-41:20	Lineout to A	Play on	Yes	
2-02:00	2-01:50	Lineout to A	Play on	No	Early jump by B, who won the throw-in (which was not straight).
2-07:05	2-06:40	Lineout to A	Play on	No	Throw-in was not straight. Referee was looking into the sun.
2-08:25	2-08:15	Lineout to A	Play on	No	Gap was closed early by A7

2-09:26	2-09:15	Lineout to B	Play on	Yes	
2-10:42	2-10:30	Lineout to B	Choice = lineout	Yes	Throw-in was not straight.
2-11:24	2-11:10	Lineout to A	Play on	Yes	
2-13:22	2-13:15	Lineout to B	Play on	Yes	
2-14:20	2-14:10	Lineout to B	Play on	Yes	B lost their throw-in
2-14:59	2-15:00	Lineout to B	Play on	Yes	
2-26:54	2-26:50	Lineout to B	Play on	Yes	
2-29:41	2-29:40	Lineout to B	Play on	Yes	
2-30:23	2-30:20	Lineout to B	Play on	Yes	
2-32:13	2-32:10	Lineout to A	Play on	No	Throw-in was not straight
2-33:13	2-33:00	Lineout to A	Play on	Yes	
2-35:22	2-35:20	Lineout to B	Play on	Yes	Throw-in was not straight, but A won B's throw-in.
2-36:10	2-36:10	Lineout to A	FK-B	Yes	Mismatch in numbers by B at A's lineout. Referee attempted to play advantage but it was not gained.
2-37:57	2-38:00	Lineout to A	Play on		
2-38:44	2-38:40	Lineout to B	Play on	Yes	B lost their throw-in

REMARKS:

There were 30 lineouts in the match. The Ambassador Selects lost three of their throw-ins and MARFU lost one of theirs.

The main problem Jay had with lineouts was his being too tolerant of not-straight throw-ins. This may have been the result of his positioning, which often had him looking directly into the sun or in other cases had him positioned way too deep (behind the receiver).

Control = (3 x 3) = 9

List of Observations:

Video Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-11:40	1-09:15	Control			TJ2 had a chat with referee regarding punching by B5 and A13. Advised referee that admonishment was sufficient. Referee did so and resumed play with the PK already awarded for hands in the ruck.
1-15:53	1-13:25	Control			Referee has a word with TJ1 regarding 2 offside infringements by A13 as they retire for the ensuing kickoff. Why didn't he mention this to the A captain and to A13?
1-23:55	1-21:40	Control			Referee admonished the A captain about ruck offenses. Captain advised his players. Coaching point. It appeared that the referee did not tell the captain to talk to his players, and that he (the referee) would delay the restart until that was done. The captain did talk to his players somewhat belatedly and quickly.
1-30:40	1-28:45	Control			Good preventive communication to keep B onside in general play kick ahead.
1-32:00	1-30:00	Control			TJ2 advised referee of problem with B13. Referee had a word with B captain, but the message did not get conveyed to B13. Referee should have ensured message was conveyed.
1-36:20	1-32:35	Control			B13 was admonished earlier (30:00 real time). At least his captain was advised about B13's problem at 30:00. Accordingly, B13 should have been sin binned for this ruck offense.
1-38:40	1-34:40	Control			Referee had another word of admonishment with B captain. He advised the captain that the next offside at ruck would be sin binned. This admonishment is too specific. It should be for all ruck infringements, not just offside at ruck.

1-38:55	1-34:41	Control			B captain whined about hands on the ball meant the ruck was over. This type of whining by B captain persisted throughout the game and was allowed by referee. Coaching point. Referee should prompt captain that he may try to understand WHO was penalized for WHAT. The captain is not empowered to whine. Such action is misconduct and should be managed.
1-45:01	Half	Control			Prior to the start of the 2 nd half the referee admonished the Black captain regarding players staying on their feet at rucks. Again the admonishment was too specific.
2-04:15	2-04:00	Dangerous play	PK-A	Yes	Dangerous tackle by A. Referee played advantage but it was not gained.
2-04:31	2-04:20	Control			Referee failed to admonish the A player who tackled high.
2-07:40	2-07:30	Control			After the whistle for PK against B the B captain put a touch of the slipper on an opponent lying on the ground. The referee admonished the B captain.
2-10:20	2-10:00	Control			Referee has been too far away from lineouts and rucks to manage them. He has tended to go into a deep saddle position, and this is not working for him at this level of game.
2-23:34	2-23:40	Control			Referee is too tolerant of whining by Black captain
2-31:22	2-31:20	Obstruction	PK-B	Yes	Obstruction by B4
2-32:30	2-32:25	Control			Referee failed to sin bin the B player for repeated team infringements at ruck.
2-34:20	2-34:15	Control			A6 returned from sin bin. Referee failed to advise A6 of potential red card for further foul play.

REMARKS: (14 + 11) = 25 penalty kicks. (2 + 1) = 3 free kicks.

The penalty kick tally of 25 is a too high for this level of match. Jay seemed to be too lenient on the players. He appeared eager to remain on friendly terms with the players whereas he should have demanded more respect for him and for the laws.

There were some instances in which his admonishment for repeated offenses was too specific. For example, at 1-34:40 he admonished the Ambassador Selects' captain about repeated offside at rucks. The appropriate admonishment should have included all ruck infringements. When the referee admonishes for only a part of one unit (e.g., offside at rucks) rather than the whole unit he is implying that the offending team may continue to commit ruck infringements against other elements (e.g., hands in the ruck, side joining, leaving feet, collapsing mauls). This impression was further reinforced at half time when Jay advised the Ambassador Selects' captain about having his players stay on their feet at rucks. Again the admonishment was too specific. This is not the way to manage repeated infringements.

There was one error in Law, which occurred on the final scrum. For some reason unknown to me Jay ended the game after the packs had engaged but before the scrum was over.

Finally, Jay was entirely too tolerant of whining by the Ambassador Selects' captain. I'm sure this did not help his concentration.

Communication = (4 x 2) = 8

List of Observations:

				Assessor Comment	Observation

Video Time	Real Time	Unit	Referee Decision	On Decision (yes or no)	Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
2-07:25	2-07:15	Communication			No secondary signal for B tackler not moving away.
2-12:40	2-12:35	Communication			Referee needs to make secondary signals more visible.
2-31:27	2-31:25	Communication			No secondary signal for obstruction by B4

REMARKS:

Jay had good whistle tone variation. His primary signals and explanatory remarks were appropriate. There was only one incident of failure to provide a secondary signal. However, his secondary signals were lacking "TV presence" in that they were somewhat subdued as opposed to being presented for all to see.

PK/FK Tally

Video Time	Real Time	Unit	Referee Decision	Assessor Comment On Decision (yes or no)	Observation Team A = MARFU Selects (Gray) Team B = NZ Ambassador Selects (Black)
1-03:47	1-01:35	Scrum to A	PK-B	Yes	Collapsing the scrum by B3.
1-06:03	1-04:00	Tackle	PK-B	Yes	Ball carrier (B15) failed to make ball available
1-08:22	1-06:15	Ruck	PK-A	Yes	Offside at ruck by A13
1-10:43	1-08:40	Ruck	PK-B	Yes	Hands in ruck by B.
1-13:49	1-11:45	Lineout to B	FK-A	Yes	Mismatch in numbers by A. Referee played advantage but it was not gained.
1-14:45	1-12:40	Ruck	PK-A	Yes	Offside A13
1-16:30	1-13:40	Tackle	PK-A	Yes	Tackler (A6) played the ball while he was lying on the ground.
1-20:27	1-18:20	Tackle	PK-B	Yes	Leaving feet by B6
1-23:28	1-21:25	Ruck	PK-B	Yes	Hands in ruck by A (after their maul was collapsed)
1-26:54	1-24:50	Scrum to B	FK-A	Yes	Early engagement by A Comment. Team A had a new loosehead prop who was binding illegally. The original loosehead left the game at 19:00 real time (21:00 video time).
1-28:41	1-26:40	Ruck	PK-A	Yes	Side joining by A7
1-35:00	1-31:20	Tackle	PK-B	Yes	Ball carrier (B15) did not make ball available.
1-36:10	1-32:30	Ruck	PK-B	Yes	Offside B13 at ruck.
1-38:04	1-34:20	Ruck	PK-B	Yes	Offside at ruck by B4. Referee played advantage but brought play back. I thought advantage was gained.
1-40:43	1-37:05	Tackle	PK-A	Yes	Ball carrier (A) failed to make ball available
1-43:38	1-40:00	Ruck	PK-A	Yes	Leaving feet at ruck by A5
2-04:15	2-04:00	Dangerous play	PK-A	Yes	Dangerous tackle by A. Referee played advantage but it was not gained.
2-07:20	2-07:00	Tackle	PK-B	Yes	Tackler (B) not moving away.
2-12:37	2-12:30	Tackle	PK-A	Yes	Ball carrier (A10) failed to release the ball
2-13:30	2-13:20	Ruck	PK-A	Yes	Collapsed maul by A. Referee played advantage but it was not gained.
2-23:07	2-23:00	Ruck	PK-B + Sin Bin	Yes	Offside by B6 at ruck. Sin binned for repeated team infringements.
2-26:00	2-25:50	Ruck	PK-A	Yes	Offside by A at ruck just outside their goal line. Referee played advantage but it was not gained.
2-31:22	2-31:20	Obstruction	PK-B	Yes	Obstruction by B4
2-32:28	2-32:20	Ruck	PK-B	Yes	Offside at ruck by B
2-34:10	2-34:10	Ruck	PK-A	Yes	Side joining by A
2-36:10	2-36:10	Lineout to A	FK-B	Yes	Mismatch in numbers by B at A's lineout. Referee attempted to play advantage but it was not gained.
2-37:03	2-37:00	Tackle	PK-B	Yes	Ball carrier (B9) failed to make ball available
2-41:03	2-41:40	Scrum to A	PK-B	Yes	Lifting by B1.