

THEGAMESYSTEM[®] 
GOALS & MEASUREMENTS EVOLUTION
USA TERRITORIAL EVALUATION

RUGBY REFEREE PERFORMANCE REVIEW

Performance
Reviewer
Instructional
Manual



The GAME Systems

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RUGBY REFEREE PERFORMANCE REVIEW

I. DATA TO BE COLLECTED

UNITS:

- | | |
|-------------------------------|--------------------------------|
| TKL : Tackle | RCK : Ruck |
| SCM : Scrum | MAL : Maul |
| LIN : Lineouts | GEN : General Kicks & Offsides |
| CTL : Communication & Control | ADV : Advantage |

Data to be collected	Section or Unit/s	Total Number	Team Penalized	Time	Field Position	Description
1. Penalty Kicks	All units		✓	✓	✓	✓
2. Free Kicks	All units		✓	✓	✓	✓
3. Non-compliances	All units		✓	✓	✓	✓
4. Unplayables	Tackle, Ruck & Maul					
5. Number of original scrums, Resets, ScrumWheel Turnovers, Lift/Pop, Collapses		✓				
6. Advantage Attempts, Gained, Penalty Kick Gained	Advantage	✓				
7. Number of lineouts	Stoppages	✓				
8. Number of injuries	Stoppages	✓				
9. Yellow Cards and Red Cards	Cards	✓				

2.

STARTING A NEW REPORT

1. Log in to the system with the Username and Password provided.
2. Select the **New Report** link or **Calibration** link.
3. A **NEW REPORT / CALIBRATION** is generated.
4. Select the **DATE** from the drop menu.
5. Select the **MATCH LEVEL** from the drop menu.
6. Select the **REFEREE** from the drop menu.
7. Enter the **TEAMS**. The system will use these names in the report.
8. Add the **AR'S**, if applicable.
9. Add the scoring and time of scoring:
 - A - Use running totals, i.e. 3, 10, 15, 18, etc.
 - B - Add "D" after the score for a Drop Goal, i.e. 3D, 10, 13D, etc.
 - C - Add "P" after the score for a Penalty Try, i.e. 7P, 10, 13D, 20P, etc.
 - D - Add the time as running time. For 1st half injury time, add an "i", after the time. 2nd half begins at 40:01. Time after 80:00 is 2nd half injury time - no need to add an "i" for second half injury time. Do not add anything additional to the number for 2nd half injury time. The system automatically adds the colon into the time. Thus, enter 1 to 4 numbers. 1 = 01:00, 12 = 12:00, 123 = 01:23, 3344 = 33:44. 1st half text is BLACK, 2nd half text is automatically in BLUE.

3.

ADDITIONAL MANUAL DATA ENTRIES

1. Add UNPLAYABLES in TACKLE, RUCK and MAUL units.
2. In the SCRUM unit, add Number of Scrums, Resets and Wheel Turnovers.
3. ADVANTAGE, add Number of Advantage Attempts, Advantage Gained and Penalty Kick Advantage Gained.
4. Add YELLOW and RED CARDS under CARDS.
5. Add number of lineouts and Injuries under SUPPORTING DOCUMENTATION.

4. ENTERING DATA : CHRONOLOGY OF OBSERVATIONS

1. Scroll down to the bottom of the report, to the CHRONOLOGY OF EVENTS. Select **ADD NEW ENTRY**.
2. A lightbox will appear.
3. All PENALTY KICKS, FREE KICKS, NON-COMPLIANCES and ISSUES that are material, should be added. Additional data can be added at the Performance Reviewer's discretion, i.e. Penalty Kick Advantage, Unplayables, etc. but are not necessary.
4. When entering each part, one can tab from field to field.
5. Add the time as running time. For 1st half injury time, add an "i", after the time. 2nd half begins at 40:01. Time after 80:00 is 2nd half injury time. Do not add anything additional to the number for 2nd half injury time. The system automatically adds the colon into the time.
Thus, enter 1 to 4 numbers. 1 = 01:00, 12 = 12:00, 123 = 01:23, 3344 = 33:44. 1st half text is BLACK, 2nd half text is automatically in BLUE.
6. Select the unit from the drop menu:

TKL	: Tackle	RCK	: Ruck
SCM	: Scrum	MAL	: Maul
LIN	: Lineouts	GEN	: General Kicks & Offsides
CTL	: Communication & Control	ADV	: Advantage
7. Select PENALTY KICKS or FREE KICKS, if required, by selecting the team (from the drop menu) that was penalized.
8. Enter the field position from the goal line and the team's name whose goal line was nearest, i.e. 45ABC = 45m from ABC's goal line, 10XYZ = 10m from XYZ's goal line, 50 = the half way line.
9. Check the NON-COMPLIANCE box if the entry is a referee non-compliance. The SPACE BAR checks the NON-COMPLIANCE box, or it can be checked manually.
10. Enter a description, i.e. "Side entry by ABC 3, Offside by XYZ 10.
11. Once the entry is completed, select either the **SAVE** button, or **SAVE + ADD NEW ENTRY** button.
12. All entries can then be edited by selecting the **EDIT** button next to each entry, or be deleted by selecting the **X** button.
13. All entries are automatically generated within in each unit, and in Stoppages and Non-Compliances.

5. SCORING

1. The system automatically calculates the score per unit, except in Advantage and Communication & Control.
2. The system will automatically calculate the overall score and whether the performance was above grade, at grade or below grade.
3. If you feel the grade given is not accurate, please select the OUT OF MATRIX GRADE. This selection should be backed with your reasoning under the Referee's Overall Performance information.

6. SAVING, EDITING & PUBLISHING

4. The report is saved every time a data entry is entered and the **SAVE** or **SAVE AND ADD ENTRY** is selected in the Chronology of Observations.
5. When completing other parts of the report, intermittently save the report using the **SAVE** button at the top of the report.
6. If the report is only partially completed, **SAVE** the report. The report can be continued by visiting My Page and selecting **EDIT**.
7. Once the report is completed, select **PUBLISH**, and the report will be PUBLISHED for all members to view, and the data distributed throughout the system.
8. CALIBRATIONS can only be viewed by the PERFORMANCE REVIEWER that did the CALIBRATION and MANAGEMENT. No other members can view them and the data is not included anywhere but the PERFORMANCE REVIEWER'S page.