

INCIDENT REPORT
SOUTHERN CALIFORNIA RUGBY REFEREES SOCIETY

For use by referees and/or coaches, players, spectators, etc.

Please use for any incident before, during, or after a match regarding: a) player sent off under Law 10; b) unsafe playing conditions (i.e., no rope barriers, padding on posts, on-site medical attention, improper field markers, unsafe playing surfaces, etc.); c) abusive behavior – coach, player, spectator; or d) any other complaint.

Match: _____ vs _____
 1st Side 2nd Side 3rd Side
 Club Men D1 Club Men DII Club Men DIII Club Women Collegiate Men I Collegiate Men II
 Collegiate Women Youth Boys HS Youth Girls U-19 Youth Boys U-16 Youth Boys U-14 OB

Location: _____ Date: _____

Individuals involved (include name, position, jersey number, club affiliation, CIPP #, and SCRFU ID # [if appropriate])
(Match Referee: Must submit separate report for each category of "Match Referee Actions."):

Details of the incident and your actions, if any, in response:

MATCH REFEREE ACTIONS

- Yellow Card: Player
- Red Card: Player – Class I Sendoff – 8 Days.
- Red Card: Player – Class II Sendoff – 15 Days (Referee may recommend more.)
- Red Card: Non-Player Sendoff
- Other: Advisory report of non-play incident.

RECOMMENDATIONS

- The Disciplinary Committee to take no further action.
- Suspension for the following individuals (If match referee: In addition to Class II mandated number of days.):

In addition to any suspension, the Disciplinary Committee should consider the following action:

Name (Print): _____ Signature: _____
Date: _____ Phone: _____ Match Referee? Yes No

Mail (or e-mail) copies within 48 hours of the incident to:

Adult & Youth
Bruce Worman
SCRFU Disciplinary Committee Chair
5544 Noah Way
San Diego, CA 92117-1334
or
bworman8@yahoo.com

Youth Only
Chris Lakey
SCYR Disciplinary Committee Chair
481 Medford Ct Unit 102
Long Beach, CA 90803-6358
or
lakeybrit@hotmail.com

Adult & Youth
Dave Peters
SCRRS Vice President
PO Box 2326
Rancho Santa Fe, CA 92067-2326
or
vicepresident@scrrs.org