



WASHINGTON RUGBY FOOTBALL CLUB



Statler & Waldorf Game report

Competition:	Candy League 3 Central	
Teams:	Sunderland 3 rd [Keelmen]	Washington 1st
Date:	04 th October 2025 KO 2pm	
Venue:	Hill View Junior Rugby Hub , Playing Fields, Stannington Grove, Sunderland, SR2 9JT	
Match Official:	Issaac Wilkinson	
Result:	14	49

No.	NAME & SURNAME	SCORERS				JUDICIARY	
		Tries	Conv.	Penalty	Drops	Yellow	Red
1	Michael Bishop						
2	Andy Young						
3	Jake Ward						
4	Kevin Lamb						
5	David Lowrie						
6	John Cocker						
7	Ben Langley	1					
8	Dean Ryan						
9	George Alley	1					
10	Matthew Clark (Capt.)	1	2	1			
11	Max Brown	3					
12	John Pope	1					
13	Jay Cunningham						
14	Andre Marrah						
15	Peter Hardy						
Penalty Tries		1					

RESERVES

16	Owain Futers						
17	James Grady						
18	John Cocker						
19	Liam Nicholson						
20	Ben Emmerson						
21	Joshua Hardy					1	
23	Joshua Carter						
24	Nathan Hope						

Shirt numbers on the player list may not reflect the number shirt on the field.
Apologies for any names missed off the players list.

Scoring Sequence			
Minute	Player [team number or opposition]:	[T, C, P, DG, PT.]	Score
22	Max Brown	T	0 – 5
22	Matt Clark	C	0 – 7
27	Sunderland	T	5 – 7
27	Sunderland	C	7 – 7
30	Matt Clark	P	7 – 10
35	Matt Clark	T	7 – 15
38	Sunderland	T	12 – 15
38	Sunderland	C	14 – 15
44	Ban Langley	T	14 – 20
54	Max Brown	T	14 – 25
62	Penalty Try, [David Lowerie]	PT	14 – 32
68	George Alley	T	14 – 37
76	John Pope	T	14 – 42
76	Matt Clark	C	14 – 44
78	Max Brown	T	14 - 49
Timings are approximate.			

Weather Conditions:

Very Windy, temperature low, ground firm.

Game Summary:

First Half;

Washington kicked off playing with the wind. Sunderland let the ball bounce before it was collected and ran back to the 22-yard line. In the ensuing ruck Washington where penalised for going off feet. Kick to touch failed, the ball was caught by Max Brown who ran the ball back to the Sunderland 10-yard line, before being brought to ground.

Washington maintained position with some good play from the forwards. Penalty advantage awarded to Washington. Ball kicked into the Sunderland 22 area, where a fair catch was called by the Sunderland full back. The referee called play back to the Sunderland 10-yard line for a Washington penalty.

5 mins. Kick into Sunderland 22 territory for a Washington line-out. Although Washington won the line out the ball was lost in the tackle giving Sunderland a scrum. Some scrappy play by Sunderland from the base of the scrum saw Washington awarded a scrum near the Sunderland 22-yard line.

Penalty awarded to Sunderland for being off feet in the ruck and sealing the ball off. Ball kicked to touch for a Sunderland line-out. Ball loose from line-out collected by Washington and kicked towards Sunderland goal line. Ball collected by Sunderland and kicked out for a Washington line-out on Sunderland 5-yard line.

8 Mins. Line-out won by Sunderland, ball kicked back to Washington. Ball collected and ran into tackle which Sunderland drove back. Washington made use of the ball with backs going beyond the gain line. Sunderland penalised for going off feet, a quick tap-and-go by Washington resulted in ball lost on the Sunderland 5-yard line.

10 min. Penalty awarded to Sunderland which was kicked into touch for a line-out. Sunderland won the line-out and ran the ball into the Washington defensive line. Ball lost by Sunderland in the tackle collected by John Pope who ran the ball into tackle but the ball was lost into touch for a Sunderland line-out. Sunderland won the ball and passed it to the backs who ran the ball well into Washington backs defensive line. Penalty awarded to Sunderland for Washington offside at the ruck. A quick tap-and-go resulted in another penalty for Sunderland for not releasing in the tackle. Another quick tap-and-go. After a couple of phases Washington are penalised for a high tackle.

14 min. Sunderland again used the tap-and-go tactic running the ball at the Washington defensive line, gaining ground into the Washington 22-yard area. After a couple of phase possessions Washington turned over the ball, and drove into the Sunderland defence. Washington awarded a penalty for Sunderland being off feet. Ball Kicked into touch by Matt Clark for a line-out on the half-way line.

16 min. Sunderland win the line-out, but Washington turnover the ball in the ruck. Ball passed to backs where the ball was kicked into the Sunderland 22, good catch by Sunderland full back who made a good run down the touch line and was eventually tackled into touch for a Washington line-out.

18 min. Line-out won by Washington who fed the ball to the backs, who made good ground to the half way line. Penalty awarded to Washington, Kick from penalty found touch on the Sunderland 22-yard line.

20 min. Washington win good ball in the lineout and once again Washington #9, George Alley, released the backs. Ball lost in the tackle for Sunderland to take possession. Washington stood firm in defence and drove the ball carrier backwards. Scrum awarded to Washington. Good clean ball from the scrum allowed the #9 to provide Washington backs with quick ball. Good passing and backing up resulted in a try by Max Brown on 22 mins. Conversion by Matt Clark was good. Score 0 – 7.

22 min. Sunderland restart the game, ball allowed to bounce before Washington collect the ball. Ball carrier held up by Sunderland means they get a scrum. Clean ball for Sunderland forwards who run into tackle, maintaining possession for a couple of phases. Sunderland awarded a penalty for not releasing the ball carrier.

26 Min. Tap-and-go by Sunderland forwards see good ground gained running through the Washington defence. Penalty awarded to Sunderland for off-side at the ruck. A quick tap-and-go saw Sunderland score a try on 27 mins, conversion good. Score 7 – 7.

27 min. Washington restart the game with a good kick into the Sunderland 22 area. Clean catch allowed the ball to be ran back at the Washington defensive line which had made good ground chasing the kick. Good defensive work by Washington saw the awarding of a penalty for lying on the ball and off off his feet.

30 Min. Penalty kick good by Matt Clark. Score 7- 10.

30 Min. Sunderland restart saw the ball go straight into touch, which gave Washington a scrum on the half-way centre spot. Clean ball from scrum saw George Alley give clean ball to Matt Clark who kicked the ball into the Sunderland 22 area. Sunderland full back caught the ball, but was tackled well by the Washington follow up chasing the kick. Penalty awarded to Sunderland for Washington offside at the ruck. Sunderland kick short of touch caught well by Matt Clarke who passed to Dean Ryan who ran the ball back at the Sunderland defence. Penalty to Washington for being off feet at the ruck. Ball kicked into touch for Washington line-out.

35 min. Line-out won by Washington. Ball released to backs who ran the ball well, resulting in a try by Matt Clark, conversion missed. Score 7 – 15.

35 min. Sunderland restart saw the ball collected by Sunderland and driven through Washington defence. Penalty to Sunderland saw a quick tap-and-go with Sunderland again driving into the Washington defensive line. Another penalty to Sunderland, for off side at the ruck, saw another Sunderland quick tap-and-go. This resulted in a try for Sunderland on 38 mins after some poor tacking by Washington, conversion good. Score 14 – 15.

Injury to Peter hardy, resulted in him leaving the field with an injured left arm. Later recovered with no lasting effects. 🤕

35 min. Restart by Washington, with a kick just short of the Sunderland 22-yard line. Ball caught by Sunderland full-back and ran back to Washington defensive line. Penalty awarded to Washington at the ruck, who took a quick tap-and-go. Another penalty for Washington and another tap-and-go saw the

ball passed out wide. Unfortunately, the ball was passed directly into touch for a Sunderland line-out. Knock on by Sunderland, at the line-out, saw a scrum awarded to Washington. Good ball from the scrum saw Washington drive the ball towards the Sunderland try line. Another penalty to Washington for offside. Washington attempted a tap-and-go but failed to kick the ball, so the referee awarded a scrum to Sunderland on the 5-yard line. Scrum free kick awarded to Washington for an early push by the Sunderland scrum. Ball kicked into touch ending the first half.

Score 14 – 15.

The strong wind was a defining factor in the first half. Blowing the ball around resulting in bad passes and difficult kicking. Not a good half from a Washington point of view, despite the score line.

Second Half;

Sunderland kicked off the second half playing with the wind. Ball allowed to bounce before being gathered by Washington, who took the ball into the ruck. Knock on by Washington gave Sunderland a scrum on the middle of the Washington 22-yard line. Ball won by Sunderland and back row took the ball into Washington defensive line. Unfortunately, Sunderland lost the ball in the tackle and Washington gathered the ball for easy possession. Washington makes good ground and takes the ball up to the half way line. Sunderland drives Washington back in the tackle, but Washington manages to release the ball and make good ground up the touchline.

4 min. Try by Ben Langle, a good result from good hands, good support and commitment to gain ground. Conversion missed. Score 14 – 20.

Restart by Sunderland caught well by Jake Ward, and running into tackle with Washington forming good ruck defence. Ball lost by Washington when the wind caught a high pass by Matt Clark. Referee called play back for a penalty to Washington. Kick not finding touch allowed Sunderland to take possession and run the ball back into the Washington defence. Sunderland awarded a penalty for Washington not releasing in the tackle. Ball kicked into touch for a Sunderland line-out.

8 min. Sunderland line-out not straight (another spoil by the strong wind), Washington scrum. Poor ball from scrum gathered by George Alley and passed out to backs who took the ball into the ruck. Another high pass from the backs (a spoil by the strong wind) caused the ball to go loose. Referee called the play back for a scrum penalty to Washington.

10 min. Penalty kick found touch for a Washington line-out. Line-out not straight (again the wind), scrum to Sunderland. Clean ball from scrum gave Sunderland the opportunity to release their backs, who took the ball into the tackle. Some good defence from Washington held the Sunderland ball, this resulted in a good steal to give Washington possession. Unfortunately, Sunderland stole the ball at the very next tackle. A knock on by Sunderland gave Washington a scrum.

14 min. Good clean ball from an excellent scrum allowed the ball to be passed to the backs. Ending up in the hands of Max Brown who crossed the line for another try. Conversion missed. Score 14 – 25.

Restart by Sunderland sent the ball into the Washington 22. Missed catch by Washington saw the ball loose, but was gathered up by Washington who formed a good ruck. A good 'crash ball run' by John Pope saw possession taken beyond the gain line. Sunderland gain possession but knock the ball on for a Washington Scrum.

17 min. Great drive from the Washington forwards saw good clean ball possession, which allowed Dean Ryan make a good blind side run down the touchline. From the ruck Washington deliver the ball to the backs, but a knock on gives Sunderland a scrum. The referee had opportunity to have a chat to the Washington front row, before the scrum. Sunderland takes the ball from the base of the scrum and make ground against the Washington defence. Ball lost forward in the tackle by Sunderland gives Washington the put-in at the resulting scrum.

19 min. Great drive in the scrum by Washington is awarded with a penalty. Penalty quickly taken with a tap-and-go, and possession carried into the Sunderland 22 area. Sunderland turnover the ball and kick

the ball into Washington territory. Washington collects the ball and runs it back at the Sunderland defence. Penalty to Washington for Sunderland off-side. Tap-and-go taken with Washington taking the ball into Sunderland defence. David Lowrie makes a good run and is clear to the try line when he is brought down by a high tackle. Referee awards Washington a penalty try. Score 14 – 32.

22 min. Restart by Sunderland goes straight into touch for a Washington scrum on the half way mark. Clean ball for Washington saw the ball taken into tackle, where Washington is awarded a penalty. Kick failed to reach touch and Sunderland gather the ball. Good chase/follow-up by Washington backs held up the ball carrier for the Washington forwards to turn over the ball. The referee called a scrum advantage, which was very fortunate as Andre Marrah dropped the ball (again down to the strong wind). Referee called play back for a Washington scrum.

27 min. A good solid scrum and a powerful drive saw George Alley collect the ball from the base of the scrum and go over the line for a try. Conversion missed. Score 14 – 37.

Restart by Sunderland saw the ball kicked long and it goes beyond the dead ball line (again the strong wind causing mistakes), giving Washington a scrum on the half way mark.

30 min. Sunderland awarded a scrum penalty for Washington not pushing straight and turning the scrum. Ball kicked deep into the Washington 22-yard area for a Sunderland line-out. Ball won by Sunderland who drive the ball to the Washington try line. Good defence by Washington means the ball is held up on the try line, for which the referee awards Washington a scrum.

33 min. Washington get clean ball from the scrum and pass the ball releasing the backs. A missed pass results in the ball going loose. Washington regather the ball and George Alley and Dean Ryan make good ground up the touch-line to the 22-yard line. Sunderland is awarded a scrum from the ensuing ruck. Sunderland awarded a free kick at the scrum for an early push by Washington. Sunderland takes a tap-and-go but the ball is lost in the tackle. Collected by Washington, and Dean Ryan makes good ground with a break down the blind-side. Ball passed to John Pope who runs in for a try under the posts. Conversion by matt Clark good. Score 14 – 44.

Restart by Sunderland saw the ball caught well just outside the Washington 22-yard line, a quick pass infield was the start of a good series of passes by the team. Good ball carrying and support meant good ground gained and maintained possession. The ball eventually ended up in the hands of Max Brown who ran over for his third try of the game. Conversion missed. Score 14 – 49.

38 min. Restart by Sunderland saw the ball go straight into touch, giving Washington a scrum on the half way mark. Washington win clean ball from the scrum and deliver the ball to the backs. A turnover wins the ball for Sunderland who send their backs running at the Washington defence. A good run by the Sunderland backs produces a 1 to 1 situation with the Washington full back along the touch line. A shoulder charge by the Washington full back sends the Sunderland player into touch. Referee yellow cards the Washington player and Sunderland are given a penalty 10 yards from the Washington try line.

40 min. Sunderland take a tap-and-go and drive at the Washington defence, but Washington turns the ball over. Some scrappy play from both sides eventually sees Sunderland win a penalty for Washington hanging on to the ball in the tackle. Sunderland penalty kick finds touch for a Sunderland line-out on Washington's 22-yard line. Scrappy line out (again due to the strong wind) sees Washington take possession of the ball, at which point it is kicked out to touch to end the game.
Score 14 – 49.

Statler's Comments.

I must say that the second half performance was in great contrast to the first half. Much more cohesion, better formation in the rucks, commitment to tackles, better concentration and altogether better performance all round. It was great to see the support and running for others, not once did I see a dropped head in that second half. I have to mention the scrum, tight and steady with a powerful drive when called on. Well done to all for a great performance to take the win. Congrats to Max Brown for the hat-trick of tries. Despite the adverse wind conditions, it was a joy to watch (well the second half was, not so much the first ☺).

Notes;

Comment from Dave Addison [Director of Rugby].

"I thought we were below our best in opening 40 mins and lacked urgency... was quite grumpy 🤨 but the lads took on some constructive criticism at half time from me and Stevo and were much improved second half, using the ball much more effectively. Really pleased with where we stand from another positive showing from the boys... onward to another hard challenge next week v Houghton"

Comment from Andy Stephenson [Head Coach].

"It was great to see how the 1st Team would react in our first league away fixture, particularly in poor conditions with extreme wind and the added pressure of carrying the tag of league leaders.

In the first half, it was evident that we were second best in key areas — our line speed, go-forward, and tackle dominance were below the standards we've set since the summer. At half-time, the coaching team challenged the players to raise those standards, emphasising the need to shorten and improve tackle height, earn the right to play expansively, and build pressure to create scoring opportunities.

I was absolutely impressed with how the players responded to those challenges, showing real composure, work rate, and adaptability in the second half, which led to a well-deserved and solid win in the end.

As always, there are learnings to take away — particularly around maintaining intensity and consistency — which we'll revisit and improve on in training this week."

Yours Statler and Waldorf:



THE TWO OLD FOGIES

