



# WASHINGTON RUGBY FOOTBALL CLUB



## Statler & Waldorf Game report

Competition:	Candy League Division 3 Central	
Teams:	Westoe 2nds	Washington 1sts
Date:	08 <sup>th</sup> November 2025. 14:30 KO	
Venue:	Westoe Rugby Club, Westoe, South Shields, NE33 3GB	
Match Official:	Derek English, County Durham Association.	
Result:	21	39

No.	NAME & SURNAME	SCORERS				JUDICIARY	
		Tries	Conv.	Penalty	Drops	Yellow	Red
1	Ollie O'Conner						
2	John Cocker						
3	Jack Asbery						
4	Andrew Carr						
5	Michael Reilly						
6	Jake Ward						
7	James England	1					
8	Dean Ryan						
9	Scott Oliver	1					
10	Matthew Clark (Capt.)	1	3	1			
11	Joshua Carter	1					
12	John Pope						
13	Max Brown	1					
14	Andre Marrah						
15	Peter Hardy	1					
Penalty Tries							

### RESERVES

16	Michael Bishop						
17	Owain Futers						
18	Archie McDonald						
19	Darren Mason.						
20	Scott Gateshead *						

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]: Brief description:	[T, C, PT, P, DG.]	Score
3	Matt Clark	P	0 - 3
7	Joshua Carter	T	0 - 8
10	James England	T	0 - 13
10	Matt Clark	C	0 - 15
20	Max Brown	T	0 - 20
25	Westoe	T & C	7 - 20
44	Westoe	T & C	14 - 20
50	Scott Oliver	T	14 - 25
57	Matt Clart	T	14 - 30
57	Matt Clark	C	14 - 32
60	Westoe	T & C	21 - 32
65	Peter Hardy	T	21 - 37
65	Matt Clark	C	21 - 39
Timings are approximate.			

**Ahead of today's game a one-minute silence was held for remembrance of those who gave their lives.**

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#### **Weather Conditions:**

14°C, sunny with occasional cloud, firm underfoot, little to no wind.

#### **Noteworthy Information:**

Only 20 players available for this game, meant some headaches for the coaches deciding player positions. Leaving just five playing on the bench.

#### **Game Summary:**

##### **First Half;**

Washington Kicked off with a good kick into the Westoe 22. Kick to touch for a Washington Line-out. Ball cleanly taken and passed to the backs with John pope running beyond gain line. Penalty for Washington. Kick for goal good by Matt Clark. Scor 0 – 3 after 3 minutes.

3 min. Westoe restart and a good catch By Andrew Carr saw ground gained and a good ruck formed. Ball taken forward by Ollie O'Conner over the gain line. Ball eventually lost to Westoe who kick the ball up the sideline into the Washington 22. Washington gain possession and kick to clear defensive lines. Westoe run the ball back up the wing and into the Washington 22. A good steal and kick by Matt Clark saw the ball cross over into the Westoe 22 area. A fast chase by Andre Marrah caught the Westoe full back with the ball. Washington gain possession.

7 min. Good passing and good vision sees the ball into the hands of Josh Carter who goes over in the corner for a try. Conversion missed, score 0 – 8.

7 min. Westoe restart drops just short of the Washington 22 line. Ball in the hands of John Cocker who makes a break through the Westoe defence and carries the ball 50 yards deep into Westoe territory. Penalty to Washington for an offence at the ruck. Good kick to touch for a Washington line-out. Washington win line-out ball and drive towards the Westoe line.

10 min. Good ball retention sees James England score a try, after great forward work. Conversion good by Matt Clark. Score 0 – 15.

10 min. restart by Westoe bounces into touch short of the Washington 22-yard line, for a Washington line-out. Clean catch and good possession allowed the ball to be kicked into touch to clear the Washington line.

12 min. Westoe line-out, ball won by Washington with Andrew Carr making a good run at the Westoe defence. Penalty to Westoe for an offence in the loose. Injury to Dean Ryan meant he had to leave the field. Kick failed to reach touch and was cleanly caught by Peter Hardy, who ran the ball at the Westoe defence. Penalty to Westoe for Washington offside. The kick was too long and crossed the Washington dead ball line, giving a scrum to Washington on the Washington 22-yard line.

16 min. Washington scrum. Referee had cause to speak to both sets of forwards regarding scrum setup. Washington with good ball from the back of the scrum sees the ball taken beyond the gain line and into the Westoe 22. A loose ball from the Washington backs sees Westoe take the ball out of the 22. A kick by Westoe sees the ball into the Washington 22 area. Matt Clark gathers the ball and returns the kick.

19 min. Referee calls play back for a Westoe penalty (Washington off-side from the kick). Kick does not find touch and is caught by Peter Hardy who runs the ball back to the Westoe defence. John Pope makes a break beyond the gain line. Eventually the ball ends up in the hands of Max Brown who scores a lovely try after a blistering run. Conversion missed. Score 0 – 20.

20 min. Westoe restart sees the ball bounce and go into touch for a Washington line-out on the Washington 22-yard line. Ball won and passed to the backs who take the ball into ruck on the 22-yard line. Penalty to Westoe for not releasing the ball. Westoe with a quick Tap & Go sees Westoe going beyond the gain line.

25 min. Westoe go over for a try and the conversion is good. Score 7- 20.

Washington restart cleanly taken by Westoe who drive the ball at the Washington defence, good tackling by Washington sees Westoe driven into touch for a Washington line-out. Washington wins the line-out ball and take it forward. Penalty to Westoe for not releasing the ball. Good kick found touch on the Washington 22-yard line. Westoe with a clean catch pass the ball to the backs. where they are given another penalty, this time for a high tackle.

29 min. A quick Tap & Go produces another penalty for Westoe, who again use a quick Tap & Go. A few minutes of loose play ends with (yes you have got it) a penalty to Westoe. With another quick Tap & Go Westoe take the ball into the Washington defensive line. A good steel by Matt Clark, and a kick down field clears the Washington defences. The kick is returned by Westoe but the ball goes over the try line and is touched down by Andrew Carr for a drop-out from under the posts.

33 min. Drop kick caught by Westoe and ran back into tackle. Referee awards a penalty to Westoe who find touch from the kick in the Washington 22-yard area. The ball goes loose from the line-out, and is collected by Washington who kick the ball into touch.

35 min. referee calls play back for a Westoe scrum. Clean ball from back of the scrum, allows good ball to the Westoe backs. Westoe wing grubber kicks the ball up the touchline. Ball gathered by Peter Hardy who goes into touch for a Westoe line-out. line-out ball won by Washington but a knock on sees Westoe given a scrum. Westoe with possession from the scrum, but the ball goes loose and goes into touch. Referee gives a scrum to Washington.

38 min. Westoe produce a strong push in the scrum that produces a penalty for Westoe. A Tap & Go sees Westoe drive the ball into Washington defence. Referee gives another penalty to Westoe. Ref penalises Washington 10 further yards for back-chat. Another Tap & Go by Westoe sees the ball passed to the backs. Andrew Car suffers a leg injury on 40 mins. And the referee calls half time. Score 7 – 20.

After a Brilliant performance for the first 20 minutes, with good points on the score board, the team looked to have switched off and allowed Westoe to take control of the game. Poor discipline (and the referees whistle) saw too many penalties given away. This meant that the team were deprived of ball possession for long periods. Scoring three tries and keeping Westoe to only one, is the redeeming feature of the first half.

### **Second Half;**

Westoe kick off the second half. Washington allows the ball to bounce and Westoe take possession of the ball, using driving rucks to gain ground. Washington awarded a penalty; kick did not find touch and Westoe run the ball back into Washington defensive line. Penalty to Washington. A quick Tap & Go sees ball taken into tackle. Penalty to Westoe.

4 min. Westoe again use a quick Tap & Go and drive the ball forward, which results in a Westoe try and the conversion is good. Score 14 – 20.

Washington restarts the game with a kick into the Westoe 22. Westoe catch the ball and drive the ball forward into the tackle. They continue the drive over the gain line up to the Washington 22-yard line. Washington gain possession and kick to clear their defensive line, touch found on half-way line for a Westoe line-out.

7 min. Knock on by Westoe gives Washington a scrum. Westoe drives the Washington scrum backwards but Scott Oliver manages to get the ball out to the backs, who take the ball into the tackle. Penalty to Washington for Westoe going in from the side at the ruck. Washington kick fails to find touch and is caught by Westoe and kicked back, ball cleanly caught by Peter Hardy. Referee calls play back for a Washington scrum.

10 min. Washington scrum in Westoe 22. Clean ball from scrum for Washington sees Scot Oliver run through tackle and over the gain line to touch down for a good individual try. Conversion missed. Score 14 – 25.

11 min. Westoe restart sees Washington take good possession of the ball, where the backs make forward ground. A little bit of “hand-bags at dawn, rufty tufty” **[see note at end of report for a description of this statement]** takes place resulting in the referee awarding Washington a penalty.

13 min. Kick by Washington fails to reach touch, kick return by Westoe. Westoe penalised for being off-side. Referee advances penalty 10 yards for back-chat to the referee from Westoe. Washington with a quick Tap & Go and take the ball into the Westoe defence. Penalty to Washington. Another quick Tap & Go takes the ball over and beyond the gain line.

17 min. Good ball retention and support see the ball arrive in the hands of Matt Clark, who goes over the try line to score. Conversion by Matt good. Score 14 – 32.

17 min. Westoe restart the game with a kick into the Washington 22. Good clean catch by Jake Ward allows him to make good ground into the Westoe defensive line. Washington keep possession over a number of phases.

20 min. Westoe turnover the ball at the ruck which gives them good possession that results in a try, and the conversion is good. Score 21 – 32.

Washington restarts the game with a good kick and gain possession of the ball. Washington awarded a scrum. Referee has cause to speak to the Westoe scrum. Good ball from back of the scrum passed to Washington backs. A grubber kick from Matt Clark is gathered by Westoe backs and the ball is kicked into Washington territory. Peter Hardy gathers, after letting the ball bounce, and runs the ball back through the Westoe defence. Penalty to Washington sees another quick Tap & Go taken. A high tackle by Westoe gives Washington another penalty.

24 min. Kick to touch made, giving Washington good attacking position with a line-out. Clean ball from the line-out, with good passing and support gets the ball into the hands of Peter Hardy, and with some unusually straight running goes over to score a good try. Conversion by Matt Clark good. Score 21 – 39.

Westoe restarts the game, a good clean catch by John Cocker in the 22. Ball passed to Matt Clark who kicks the ball into the Westoe half. The ball is cleanly caught and ran back to half-way. Penalty to Westoe for Washington going in from the side at the ruck. Kick to touch good giving a line-out for Westoe.

Westoe win the ball at the line-out, referee penalise Washington for an infringement at the line-out. Westoe take a quick Tap & Go and drive into the Washington defence. John Cocker with a great turnover in the ruck takes the ball out of the Washington 22.

29 min. Penalty to Washington for Westoe being off their feet at the ruck. A Tap & Go takes the ball into the tackle, unfortunately the ball carrier is taken into touch for a Westoe line-out. Westoe win clean ball and drive the ball over and beyond the Washington defensive line. The ball goes loose and Washington dive on the ball to gain possession. The referee calls the game back for a penalty to Westoe. Again, Westoe use a Tap & Go to drive the ball forward. Another penalty for Westoe for a high-tackle. Westoe Tap & Go again. Turnover by Washington in the ruck gives Washington an opportunity to kick the ball downfield, where touch is found giving Westoe a line-out on their 22-yard line.

32. min. Westoe win the ball at the line-out, and pass the ball to the backs, who make ground running at the Washington backs. Poor passing by Westoe sees the ball go loose, and this results in a scrum for Washington.

36 min. Washington scrum disrupted by a good Westoe forward push. Referee stops play for an injured player needing attention. After a few minutes of treatment, the referee blows for no side and ends the game.

Full-time score. Westoe 21 V 39 Washington.

The second half followed along the same lines as the first. Some good play from Westoe saw Washington deprived of the ball for periods. But when Washington did have the ball, they made good use of it to keep adding points to the scoreboard. Letting the ball bounce from Westoe kicks caused some anguish in the Washington defence. Good tackling, defensive formation and ruck work kept Westoe at bay for a lot of the game. Good kick chasing from the backs reaped dividends. Well done lads, it was a game well won. We hope all those that suffered injuries are OK and recover quickly.

#### **Notes;**

##### **Comment from Dave Addison [Director of Rugby].**

Well, we roll on to the next challenge, still undefeated in comps this year and looking to maintain our momentum in the Xmas run in. Westoe were tough today and showed their mettle in bouncing back from 20 -0 down after 20 minutes to give us some things to think about. I'm pleased with our resilience when the tide turned, we found a way to stay on top. The squad rotated a bit and special mention to John Cocker playing his first game in the front row and he had a stormer. A good win for us, delighted to be on top of the league for the Xmas run in. Some work On's at training for sure but loads of positives and another good performance. Hopefully our 2 injured lads, Drew and Deano bounce back in time for next games. No game next week but a massive weekend for 21st and 22nd with hoping to get 2 sides out on the same weekend for the first time since the playing days of our reporting duo!!

Come get involved 👍

##### **Comment from Andy Stephenson [Head Coach].**

What a great feeling to be back in league action after a three-week break, travelling away to Westoe with a smaller squad but plenty of belief and hunger. Saturday's performance was outstanding — the lads showed real character and teamwork throughout. Considering the limited bench and time away from competition, the way we came together and executed was brilliant to see. Scoring six tries away from home is no small feat and really shows the balance, trust, and understanding between our forwards and backs. Every player played their part and put in a proper shift for the team.

As we move forward into the next fixtures, we'll keep working on our structure and reactions from restarts — especially under the high ball and in those crucial next phases. The attitude, commitment, and togetherness in this group continue to shine through — proud of every single one of you!



### Yours Statler and Waldorf:



### THE TWO OLD FOGIES

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#### <sup>i</sup> “hand-bags at dawn, rufy tufty”

A wonderfully old and vivid phrase — “handbags at dawn, rufy tufty” is a cheeky mash-up of British slang and dramatic flair. Here's a breakdown of its flavour:

- “Handbags at dawn”: A humorous British expression implying a petty squabble or mock fight, often between people who aren’t truly threatening each other. It evokes the image of two people dramatically facing off, but instead of weapons, they’re armed with handbags.
- “Rufy tufty”: A playful term suggesting something rough, tough, or rugged — often used to describe hardy people or things with a no-nonsense attitude.

Put together, it paints a picture of a theatrical showdown between tough characters — but with a wink and a nudge. It’s perfect for describing a spirited but ultimately harmless clash.