



WASHINGTON RUGBY FOOTBALL CLUB

Statler and Waldorf Game Report



Competition:	Friendly 3-team round robin, hosted by Seghill RUFC		
Teams:	SEGhill (S)	Ponteland (P)	WASHINGTON PIRATES (W)
Date:	7 TH FEBRUARY 2026,		
Venue:	Seghill RFC, Seghill, Cramlington, NE23 7EZ.		
Match Official:	Neil Murphy, Northumberland Society.		

No.	NAME & SURNAME	SCORERS				JUDICIARY	
		Tries	Conv	Penal	Drops	Yello	Red
1	JACK ASBERY						
2	RICHARD VARLE						
3	MICHAEL BISHOP						
4	MICHAEL REILLY						
5	KEVIN LAMB						
6	ARCHIE MCDONALD						
7	OLLIE LINES	P					
8	DEAN RYAN						
9	GEORGE ALLEY C						
10	JAY CUNNINGHAM	S	S				
11	JOSHUA HARDY						
12	MAX BROWN						
13	SEAN MONAGHAN						
14	PETER HARDY						
15	OWEN DOBSON						
Penalty Tries							

RESERVES

16	JOSHUA CARTER						
17	MARTY WARNER						
18	LIAM HIGGINS						
19	ANDREW NIMMO						
20	RICHARD BATEY						

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

OPPOSITION	P	S	S	P			
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Scoring Sequence Game 1 Washington V Ponteland:			
Minute	Player [team number or opposition]	[T, C, P, PT, DG.]	Score
17	Ponteland	T & C	0 – 7
27	Ollie Lines	T	5 – 7
Scoring Sequence Game 3 Washington V Seghill			
12	Jay Cunningham	T & C	7 – 0
20	Seghill	T	7 – 5
25	Seghill	T	7 - 10
Timings are approximate.			

A 3-team round-robin game day, hosted by Seghill RUFC.

Teams: Washington Pirates, Ponteland RUFC and Seghill RUFC.

3 games of 30-minute duration:

Game 1: Washington V Ponteland.

Game 2: Ponteland V Seghill.

Game 3: Seghill V Washington

Weather Conditions: Wet underfoot and very muddy in places, no wind and no rain. Temp 4°C

Game 1: Washington V Ponteland;

Ponteland kick off the game, a knock on by the Washington catcher gives Ponteland an early scrum just short of the Washington 22. Ponteland take the ball from the rear of the scrum and drive to the Washington 5-yard line. A good tackle by Sean Monaghan halts the drive. Good work by George Alley results in a turn-over with Washington taking the ball into the tackle and forming ruck. Scrum to Washington inside the Washington 22. Clean ball from the scrum sees a good pass to Jay Cunningham who clears the line for a Ponteland line-out on the Washington 10-yard line.

Ponteland win the ball from the line-out, but the ball is loose. Ponteland gather and deliver the ball to their backs, who take the ball into the Washington defensive line. Penalty to Ponteland for not-releasing in the tackle. A quick Tap & Go by Ponteland sees their forwards drive the ball into the Washington 22. Ponteland #9 takes the ball from the ruck and makes a run on the blind side up the touch-line. A good tackle by Washington sees the ball carrier into touch for a Washington line-out. An untidy line-out sees Ponteland collect the ball, and their backs make good ground beyond the gain-line. Referee blows for a penalty to Ponteland. A quick Tap & Go sees Ponteland gain ground, referee blows again for a Ponteland penalty.

10 min. Ponteland choose to have a scrum. Ponteland take ball from the rear of the scrum and make a blind-side run, but good defensive work by Washington keeps Ponteland from crossing the gain-line. Ponteland #10 makes a cross-field kick (intended for their #14) but the ball bounces and goes into

touch for a Washington line-out. Poor line-out by Washington sees the ball go loose at the tail of the lineout. Washington gathers and takes the ball into the Ponteland defence. First a Knock-On by Washington then a Knock-On by Ponteland sees a scrum for Ponteland.

15 min. Clean ball from the scrum for Ponteland sees the ball driven at the Washington defensive line. Referee blows for a penalty to Ponteland for a high-tackle, on the Washington 22-yard line. A Tap & Go by Ponteland takes the ball into tackle where the ball goes loose. Washington attempt to gather the ball but it is knocked-on for a Ponteland scrum. Clean ball from scrum sees the Ponteland #9 pass to the #10 who kicks the ball towards the Washington in-goal area. Unfortunately, the ball is long and is touched down by a Washington player for a goal-line drop-out. Long kick by Jay Cunningham sees the ball gathered by the Ponteland #15 who runs the ball into the Washington defence. Good passing and backup see Ponteland go over for a try on 17 minutes. Conversion good. Score Washington 0 V Ponteland 7.

Washington restart with a kick into the Ponteland 22. Penalty to Ponteland for tackler not releasing. Ponteland kick into touch for a line-out on the half-way line. Ponteland win the line-out but the ball goes loose. referee blows for a penalty to Ponteland. Ball kicked into touch for a Ponteland line-out. Ponteland win clean ball at the line-out and their forwards run the ball through the Washington defence, a good tackle by Michael Reilly sees the drive halted. Referee blows for a scrum to Ponteland.

22 mins. Referee pulls up Ponteland for an early push, and awards a free-kick to Washington. The referee upgrades the free-kick to a penalty, for back-chat from the Ponteland players. Jay Cunningham clears the defence with a kick to the half-way line, for a Washington line-out. Good clean catch by Dean Ryan allows the forwards to form ruck and drive the ball forward. The ball goes forward from a tackle, giving Ponteland a scrum.

25 mins. Ponteland take ball from the rear of the scrum, and is tackled by the Washington wing-forward. Referee blows for a Ponteland penalty (Washington not-releasing). Ponteland kick into touch in the Washington 22 for a Ponteland line-out. Good tackle and work by Ollie Lines in holding up the Ponteland forward is rewarded with a scrum.

27 mins. Good clean ball from the scrum sees the ball delivered to the backs, who run the ball through the Ponteland defence. Brilliant backup, support and passing, ends with Ollie Lines going over for a try. Conversion missed. Score Washington 5 V Ponteland 7.

Restart by Ponteland sees the ball go deep into the Washington 22. Good catch by Dean Ryan who takes the ball into the tackle to form ruck. Clean ball from George Ally to Jay Cunningham who kicks long towards half-way. Ponteland #15 gathers the ball but is tackled by Max Brown after a good kick chase. Ponteland form ruck and deliver the ball to their backs, who kick into the Washington 22. Gathered by Washington who return the kick. Ponteland gather the ball and run through the Washington defence and are awarded a scrum on the Washington 10 yard-line. Referee awards a penalty to Ponteland for Washington pulling the scrum down. Ponteland kick the ball into touch inside the Washington 22 for a Ponteland line-out.

Good work by the Washington forwards sees the ball tapped back on the Washington side. Unfortunately, the ball bounces into touch in the in-goal area, giving Ponteland a scrum on the Washington 5-yrd line. The ball goes loose from the scrum and ends up in touch. Referee awards the line-out to Ponteland. Washington wins the line-out and Washington #9 kicks the ball out to end the game.

Game 1: Washington 5 V 7 Ponteland.

Game 3: Seghill V Washington:

Washington kick-off with a long kick into the Seghill 22 bounces and is collected by Seghill #15, who takes the ball into the tackle. Referee awards a penalty to Seghill. Ball kicked into touch on half-way for a Seghill line-out. line-out ball won by Seghill who pass the ball to their backs and drive into the Washington defensive line on the Washington 10-yard line. A wild pass by the Seghill backs sees the ball go into touch for a Washington line-out. Washington wins the ball and pass to #10 who kicks the ball into touch on the Seghill 10-yard line for a Seghill line-out.

5 mins. The ball goes loose at the line-out and is gathered by the Seghill forwards and taken into tackle. The ball goes into touch off the hand of a Washington player, and the referee awards a line-out to Seghill. Seghill get clean ball and the ball is passed to the backs. A knock-on by Seghill sees a scrum awarded to Washington. A good steady scrum sees good ball passed to the Washington backs. Washington full back knocks-on and then attempts to play the ball. Referee gives Seghill a penalty. Seghill kick to touch on the half-way line for a Seghill line-out. Seghill wins ball, despite good aerial pressure from the Washington forwards, and send the ball to the backs. Seghill go through a number of phases with some good pod work making ground beyond the gain-line. A series of loose play from both sides sees the ball change hands a number of times.

10 mins. Washington have possession and form a good ruck, from which George Alley releases the ball to the backs. Owen Dobson takes the ball into the tackle, and the referee gives a penalty to Washington for Seghill being off-side. A quick Tap & Go sees Washington backs running through the Seghill defence, this results in Jay Cunningham crossing the line for a good try. Conversion by Jay Cunningham good. Score Seghill 0 V 7 Washington.

Seghill restart the game with a kick into the Washington 22. The ball goes backwards off Michael Reilly's foot and is caught by Dean Ryan who takes the ball into the tackle to form ruck. The ball is passed to Washington #10 who kicks the ball into Seghill territory. Seghill returns the kick and the ball goes out of play. Referee awards the line-out to Seghill. Seghill wins ball and pass to the Seghill #10, who makes a cross-field kick (meant for the Seghill winger), but the kick is long and is gathered well by Owen Dobson. Who clears the lines with a kick into touch for a Seghill line-out.

15 mins. The ball goes loose from the line-out, after good pressure from the Washington forwards, and is knocked-on by Seghill for a Washington scrum on the Washington 10-yard line. Washington secures good ball from the scrum and it's passed to the Washington winger who is tackled into touch for a Seghill line-out. Again, a very scrappy line-out for Seghill sees the ball go loose, but is gathered up by Seghill forwards and is driven over the gain line into tackle to form ruck. Seghill kick charged down by Washington forward, but play called back by referee for a penalty to Seghill on the Washington 10-yard

line.

20 mins. A quick Tap & Go is taken and Seghill take the ball into the Washington 22, where they go through the Washington defence and score a try. Conversion missed. Score Seghill 5 V 7 Washington.

Washington restarts the game with a long kick that bounces into touch in the Seghill 22 for a Seghill line-out. The referee decides that the delivery was not straight and awards a scrum to Washington. Washington wins ball and takes it over the gain line and forms ruck. Washington #9 kicks into Seghill territory for the backs to chase. Unfortunately, the kick is long and crosses the dead-ball line giving Seghill a 22-dropout. Seghill kick long and the ball goes loose, good kick chase sees the ball gathered up by Seghill. Seghill kick the ball into Washington territory, Washington returns the kick. Ball gathered by Seghill #15 who kicks deep into Washington 22. Ball gathered by Owen Dobson who runs the ball back towards the Seghill defence. Referee calls play back and awards a penalty to Seghill for obstruction (crossing offence- preventing defence from making a fair tackle). Seghill choose to take a scrum.

25 min. Seghill score a try off the back of the scrum. Conversion missed. Score Seghill 10 V 7 Washington.

Washington restarts the game with a kick just short of the Seghill 22-yard line. Seghill gather the ball and run back into the Washington defence. Washington penalty for Seghill sealing off the ball and going off their feet in the ruck. Jay Cunningham makes a high kick into the Seghill 22. Seghill gathers the ball and run through a number of phases taking the ball into Washington territory. From a ruck Seghill kick the ball into touch to end the game.

Game 3: Seghill 10 V 7 Washington.

Notes;

Comment from Dave Addison [Director of Rugby].

“Thought it was good to get some valuable game time for our pirates and we certainly gave a good account of ourselves, especially in the second game against Seghill. Thought we didn't really get going in the first game but as we found our feet we improved. Great to see Seghill getting themselves back playing after a tricky season.

Was amazing to have Kev Lamb back on the field after a long injury and Richard Batey back with the group, and we hope some of our injuries are starting to clear a little. Also 2 debuts and welcomes to Marty Warner and Andy Nimmo who are handy additions. Favourite moment was in the bar with man

of the match awarded to the veteran Olly Lines described as the old man by Seghill's skipper ☐ ☐

Our focus now shifts to the next 4 weeks of crunch games where we can really make our season special. We need everyone involved in the club to do their bit and get us over the line starting with Stockton on Saturday”

Comment from Andy Stephenson [Head Coach].

“It was clear that our discipline was below the standard we expect, particularly in the first game. We allowed the referee to stay on our backs due to situations we put ourselves in — not rolling away, not recognising when the tackle was complete, high tackles, offsides, etc. Let’s work hard on our discipline and make sure we fully understand the rules and laws of the game. If you’re unsure, speak to the lads or coaches we’re all here to help each other improve. I’d hate for these types of mistakes to cost us in a knockout game, especially when we know we’re better than that.

On a really positive note, our defensive shape and commitment were strong for the majority of the games. That takes effort, pride, and trust in each other — so well done, that was really pleasing to see and something we can build on.

In terms of set piece and open play attack, if I was marking it as homework, I’d give it 6/10. There were some good parts, but we can, will, and must do better. The exciting part is we have the chance on Thursday and Saturday to put this right and get back to winning ways — starting with intensity, accuracy, and belief from minute one.

Let’s keep our standards high and believe in our ability — individually and collectively — because trust me lads, we have what it takes. Stay hungry, stay connected, and keep pushing each other to be better every session and every game. Let’s get after it, and please make sure you update your availability for training and matches.

Thanks lads keep it going Coach Stevo ☐ ☐ ☐ ☐ ☐



The defensive line, courtesy of Waldorf.