



Focus Areas / Spring 2018

BREAKDOWN	<ul style="list-style-type: none"> • Facilitate quick ball availability • Statistically the team in possession should easily retain possession \pm 85% of the time • Identify opportunities early to set standards (don't look for PK's) • Minimize verbal management – only use it when it can facilitate a positive outcome/play (for example close to the goal line, you are playing advantage for an infringement) • Tacklers should roll/move immediately and to the side, not toward the opposition goal line into arriving players/scrumhalf • Tackler assist or arriving players should not be rewarded if the tackler prevents the tackled player from exercising their options • Tackler assist to release immediately – do not allow them to hold on until they are cleaned out as it slows down the recycle • The ball is out when there are no bodies over the ball – when in doubt, the ball is not out
SCRUM	<ul style="list-style-type: none"> • 3 calls, 3 actions • Ensure Looshead does not “tuck” their shoulder under the hooker • Tighthead to bind on the body, nit the arm • Be patient – after the “Bind”, allow the scrum to settle before calling “Set” • Safety is paramount • Reset if you are unsure, don't guess
SPACE	<ul style="list-style-type: none"> • Quick ball allows more space = better attacking rugby • The new breakdown laws make it easy to referee from the “saddle/jockey” position – rather work to be at 45° on the inside to manage space and to have a better view of the breakdown as it unfolds • Kicks in general play – instruct player to stop, “color + number” – if offside players (within 10m of where the ball goes into touch, prevent the opposition from deciding to take a quick throw, they are deemed to be offside
LINEOUT/ MAUL	<ul style="list-style-type: none"> • Manage the set-up – numbers, well established gap, opposition hooker 2m from lineout, if a receiver is used they have to be 2m from the lineout, backs 10m • Sacking the jumper is legal, once they have landed, and must be immediate • Sacking players that support the jumper is not legal • Once a maul is formed, collapsing is illegal • If the defenders do not engage to form a maul the following applies: <ol style="list-style-type: none"> a. Defenders cannot leave the lineout – PK b. If attackers form their own huddle by binding around the ball: <ol style="list-style-type: none"> i. They may move forward if the ball carrier is in the front. ii. If the ball is not in the front, the referee will instruct them to get the ball out. <ol style="list-style-type: none"> 1. If they don't, but remain stationary, it's a scrum to the defenders. 2. If they move forward, it's a PK to the defenders.
FOUL PLAY	<ul style="list-style-type: none"> • Put the onus on players to eliminate foul play – don't debate • You do not have a TMO or Replay – take a moment to gain information from the incident before rushing a decision - use your AR's if they are officially assigned
ADVANTAGE	<ul style="list-style-type: none"> • Set your standards first • There is no need to play Advantage for every infringement – assess the situation and decide if advantage could accrue • PK advantage gained is only 20% - better application can increase this number and facilitate better rugby