



## Focus Areas / Spring 2018

<b>BREAKDOWN</b>	<ul style="list-style-type: none"> <li>• Facilitate quick ball availability</li> <li>• Statistically the team in possession should easily retain possession <math>\pm</math> 85% of the time</li> <li>• Identify opportunities early to set standards (don't look for PK's)</li> <li>• 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)</li> <li>• Tacklers should roll/move immediately and to the side, not toward the opposition goal line into arriving players/scrumhalf</li> <li>• Tackler assist or arriving players should not be rewarded if the tackler prevents the tackled player from exercising their options</li> <li>• Tackler assist to release immediately – do not allow them to hold on until they are cleaned out as it slows down the recycle</li> <li>• The ball is out when there are no bodies over the ball – when in doubt, the ball is not out</li> </ul>
<b>SCRUM</b>	<ul style="list-style-type: none"> <li>• 3 calls, 3 actions</li> <li>• Ensure Looshead does not “tuck” their shoulder under the hooker</li> <li>• Tighthead to bind on the body, nit the arm</li> <li>• Be patient – after the “Bind”, allow the scrum to settle before calling “Set”</li> <li>• Safety is paramount</li> <li>• Reset if you are unsure, don't guess</li> </ul>
<b>SPACE</b>	<ul style="list-style-type: none"> <li>• Quick ball allows more space = better attacking rugby</li> <li>• 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</li> <li>• 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</li> </ul>
<b>LINEOUT/ MAUL</b>	<ul style="list-style-type: none"> <li>• 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</li> <li>• Sacking the jumper is legal, once they have landed, and must be immediate</li> <li>• Sacking players that support the jumper is not legal</li> <li>• Once a maul is formed, collapsing is illegal</li> <li>• If the defenders do not engage to form a maul the following applies:             <ol style="list-style-type: none"> <li>a. Defenders cannot leave the lineout – PK</li> <li>b. If attackers form their own huddle by binding around the ball:                 <ol style="list-style-type: none"> <li>i. They may move forward if the ball carrier is in the front.</li> <li>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"> <li>1. If they don't, but remain stationary, it's a scrum to the defenders.</li> <li>2. If they move forward, it's a PK to the defenders.</li> </ol> </li> </ol> </li> </ol> </li> </ul>
<b>FOUL PLAY</b>	<ul style="list-style-type: none"> <li>• Put the onus on players to eliminate foul play – don't debate</li> <li>• 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</li> </ul>
<b>ADVANTAGE</b>	<ul style="list-style-type: none"> <li>• Set your standards first</li> <li>• There is no need to play Advantage for every infringement – assess the situation and decide if advantage could accrue</li> <li>• PK advantage gained is only 20% - better application can increase this number and facilitate better rugby</li> </ul>