

Community Rugby Priorities

2021



Game Focus Areas for NZ Community Rugby 2021

5 Key Areas

1. Referee tackle/ruck/breakdown **to the law** with clear parameters for the whole 80 mins.
2. If you are not clearly **ONSIDE** you are deemed **OFFSIDE**. **Creating** space is a priority across all areas of the game.
3. Keeping the game moving by refereeing to the law and encouraging positive player behaviour.
4. Set piece set up without delay, clear expectations and parameters.
5. Respect of match officials and for the game shown by all.

FOCUS AREA 1 = BREAKDOWN/TACKLE + RUCK

1. Ball Carriers

- Ball carriers are allowed one dynamic movement on the ground before they place/pass.
- If they are clearly held they cannot crawl forward or move forward once hitting the ground

TRIGGERS = Isolated with ball and looking to buy time or move away from the jackler



2. Tacklers

- Tacklers must roll east to west.
- If they fall between the ball and the 9 – they take all responsibility to get out immediately.
- There will be zero tolerance for tacklers who end up on wrong side.
- To reward a Jackler the tackler must not impede the clean out. Dealing with the tackler is 1st priority.

TRIGGERS = Speed of ball compromised



FOCUS AREA 1 = BREAKDOWN/TACKLE + RUCK

3. Assist Tacklers:

- The assist tackler must show clear release and clear separation.

TRIGGERS = clear separation VS teams under pressure



4. Jackler

- To be rewarded, a Jackler must arrive first, be in a position where they are balanced, supporting their own weight and show a clear lift of the ball. They must be 'close to perfect' to be rewarded (see middle video for good examples).
- If they do not win the ball on their first attempt or 'lose' their feet they must leave the ball (see bottom video).
- Bouncing past the ball with hands on the ground and then back onto the ball is NOT allowed (see bottom video).

TRIGGER = jackler wins the race and is strong on the ball and lifting



FOCUS AREA 1 = BREAKDOWN/TACKLE + RUCK

5. Arriving Players

- Must come through the 'gate' – their side of the ball with their backside facing between their own corner flags or goal-line and must clean the body/torso.
- “Drive not dive” and move a body
- They must not go off feet to support their team-mate with the ball. If they are a support player (latcher) they must roll or re-load quickly.
- They must not go off feet to kill the contest by “sealing” when under pressure
- Tackling the Jackler’s legs will be deemed dangerous play.

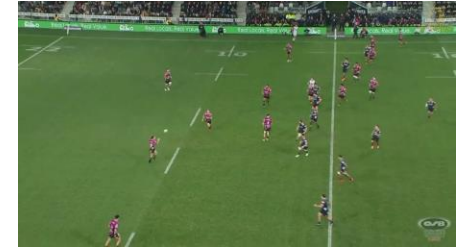
TRIGGER = enter behind the ball and make contact with torso



FOCUS AREA 2 = OFFSIDE/SPACE

1. In Front of Kick

- Players in front of the kicker must not move forward until put onside. Refs must sanction and NOT over manage
- **TRIGGER = team of 3 must identify who is behind kick**



2. Offside tackle/ruck

- Players at a tackle/ruck must be clearly onside.
- ***This is vitally important close to the try line where all feet and hands need to be behind offside line.***
- **TRIGGER = under pressure teams often fail to get clearly onside.**



3. Offside Set Piece

- Players must remain 5m back from scrums and only move forward once ball is won and cleared by the half back.
- Non-participants at a lineout must not move forward until the ball clearly leaves the mark of touch.
- **TRIGGER = clearly define roles of team of 3.**
- **TRIGGER = for a lineout to move off mark of touch it must move 3m+**



Stationary Ruck – 5 sec call

- Law 15.17 When the ball has been clearly won by a team at the ruck, and is available to be played, the referee calls use it, after which the ball must be played within 5 secs.
- SANCTION = scrum. Referees must strictly enforce 5 secs.
- **TRIGGER = "use it" is called early.**

Rationale – stop caterpillar rucks being set up and the number of box kicks



Foul play warnings – no time out for team chat

- When a referee gives a warning to a captain, the captain does not have the opportunity to ask for a break so he can chat to their team. The referee communicates the warning and play proceeds.

Rationale – no time delay and 'offenders' don't control momentum of the match

FOCUS AREA 4 = SET PIECE SET UP WITHOUT UNDUE DELAY and TIDY

1. Scrum:

- Scrums are to be set within 30 seconds of them being awarded. If unsettled the referee can blow time off and not waste playing time.
- Scrum = Clear gap between Front Rows, balanced on calls, push straight, bind legal.

TRIGGER = manage positive player behaviour and insist of tidy scrums

Rationale: We are trying to minimise wasted time in the match.

2. Lineout:

- Lineouts need to form without delay and the gap needs to be maintained prior to the throw in
- Not straight throws will be adjudicated even if opposition team does not jump.
- Lineout mauls must be set up legally so defenders have access to the player in possession.

Rationale: If teams come in late on their throw then the referees will not insist on numbers as the non-throwing team will not have time to adjust

FOCUS AREA 5 = RESPECT OF OFFICIALS

1. Player behaviour towards referees

- Players cannot yell or wave arms at a referee. Swearing or inappropriate language is unacceptable.
- Players cannot ask/demand a referee checks a decision



2. Captains speaking to referees

- At the right time and place and in the right tone. This is encouraged if captain needs clarity or has a concern.

3. Sideline staff and coaches/management have the same obligations as players.

All game focus areas are aligned to World Rugby.