

# **Referee Development**

## The Big 5

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- Focus on tackle contest
- Pillars at ruck
- Control of scrum engagement
- Kick chase space
- Maul set up

# Focus on tackle contest

## ➤ Focus on tackle contest

- **Goal:** - 70% ball available within 3 seconds
- - Turnovers at Tackle: 90% accuracy by player & referee
- - < 5 Unplayables
- Tackler – Maintain tough standards
- Assist Tackler – Emphasise the need for a clear release
- Sealing Off – Arriving players must demonstrate positive intent to stay on their feet

# Sealing Off

- An arriving player must demonstrate **positive intent** to stay on his feet
  1. Leaving your feet without clearing any threat is not acceptable
  2. OK = Cleans out a threat and ends up off feet
  3. NOT OK = Falls on ball carrier, no clean out attempt

# Sealing Off



**X** *Player off his feet and playing the ball at the tackle.*

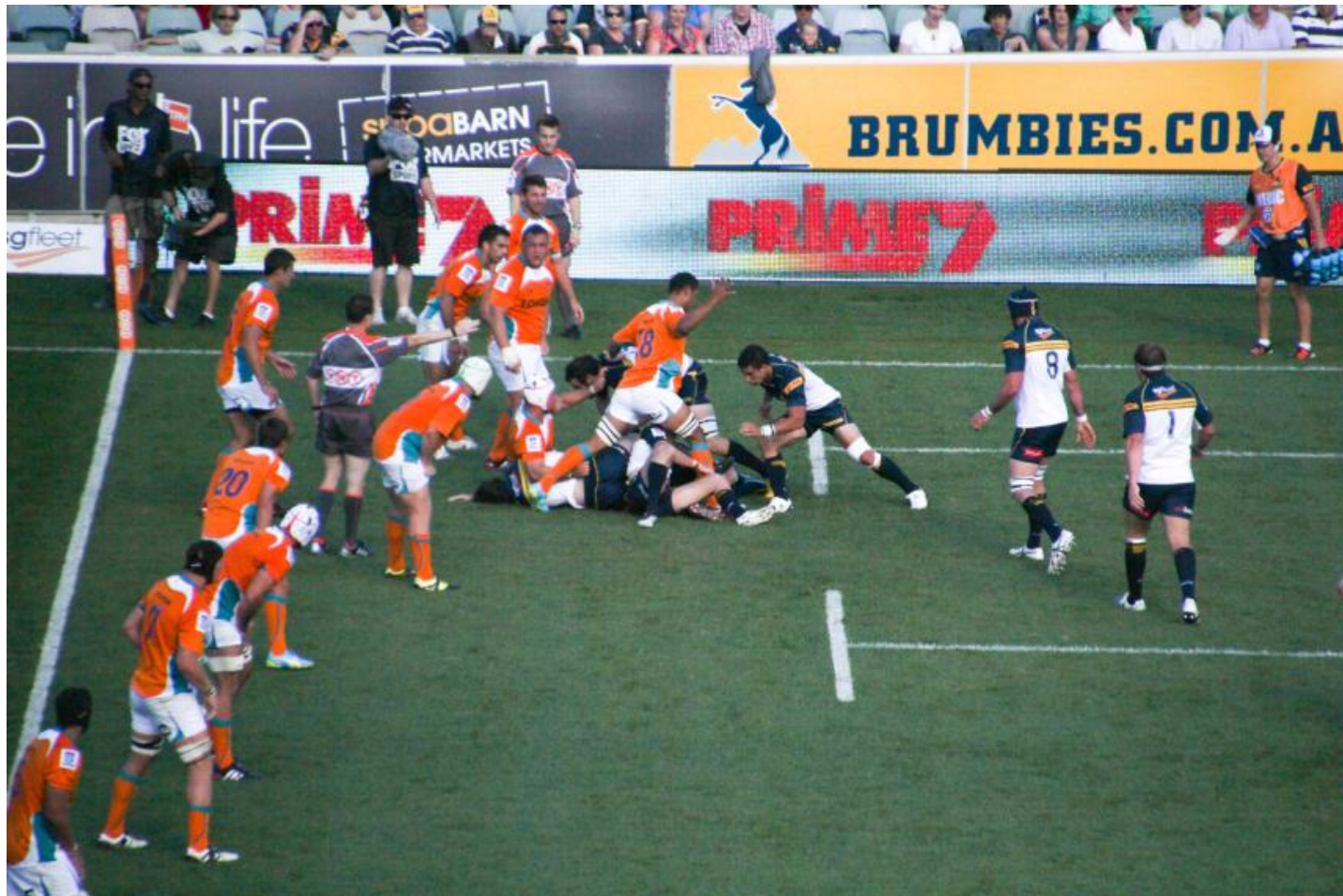
# Pillars at ruck



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# Pillars at ruck





# Scrum

- **Sequence**
- • 3 calls – 3 actions
- • CROUCH – means both teams crouch (don't call early, wait until the teams are ready)
- • BIND - all 4 props must touch and arms must be with drawn after the touch.
- • SET – referee is looking for teams to be stationary
- • Timing controlled by the referee (incl. #8)
- • Scrums to be square and steady before the feed

# Scrum

- **Key focus: Stable and safe scrum.**
- **Height**
  - o Head and shoulders above hips
  - o Zero tolerance of No 1 with hand on ground
  - o At the crouch, if height is wrong, reset the scrum
- **Alignment (includes space)**
  - o No shifting off the mark by throwing in team.
  - o If alignment wrong, reset
- **Angles**
  - o Ensure feet and hips are square
  - o If angles wrong, reset
- Owning your scrum

# Scrum



# Kick chase space

- Key focus: Creating space
- **Box Kick/chip kick**
  - o Immediate PK for players in front of kicker who do not retire – they have taken space
- **Long kicks**
  - o Manage – call “stop” once and once only
  - o Vigilant on players on inside shoulder
- By having simple black and white rules on managing players in front we are creating time and space and opportunity for players to run the ball not enter kicking duels.
- **Why?**

# Maul set up

- Focus is on players who obstruct ahead of the ball carrier at formation.
- o If attacking team „peels off“ the side maul with no defenders the ball carrier MUST be in front otherwise obstruction.
- o If defending team chooses to leave maul the team in possession can carry on driving forward – deemed maul.
- o Defenders caught up in a maul can contest provided they joined it legally and remain bound.
- By eliminating obstruction we are allowing a fair contest for the ball. Ask yourself, „would you allow a player carrying the ball to run up the field with another player in front of him?“

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