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RUGBY™**

# **HIGH TACKLE & SCRUM UPDATE – 06.02.2017**



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# HIGH TACKLES

NEW

TOUGHER APPROACH

<https://play.buto.tv/fcKnt>



# FOUL PLAY – HIGH TACKLES

**LAW APPLICATION**

<http://laws.worldrugby.org/?domain=9>

## Accidental Tackle

**When making contact with another player during a tackle or attempted tackle or during other phases of the game, if a player makes accidental contact with an opponent's head, either directly or where the tackle starts below the line of the shoulders, the player MAY be sanctioned. This includes situations where the ball carrier slips into the tackle.**

**Minimum sanction: Penalty**



# FOUL PLAY – HIGH TACKLES

**LAW APPLICATION**

<http://laws.worldrugby.org/?domain=9>

## Reckless Tackle

**A player is deemed to have made reckless contact during a tackle or attempted tackle or during other phases of the game if in making contact, the player knew or should have known that there was a risk of making contact with the head of an opponent, but did so anyway. This sanction applies even if the tackle starts below the line of the shoulders.**

**This type of contact also applies to grabbing and rolling/ twisting around the head/ neck area even if the contact starts below the line of the shoulders.**

**Minimum sanction: Yellow card**

**Maximum sanction: Red card**

# FOUL PLAY – HIGH TACKLES

## Guidelines

1. Contact (initial & final location using Hand or Arm or Shoulder)
2. Action (Accidental, Reckless or Deliberate)
3. Force



<https://play.buto.tv/kWTPx>



<https://play.buto.tv/BS2Vy>



<https://play.buto.tv/qtSfp>



<https://play.buto.tv/G8Yri>



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**SCRUM**

# SCRUM GUIDELINES

**GOOD PLATFORM =**

**STABILITY**

**SUPPORTING BODY WEIGHT**

**LEGAL BINDING**

**PUSHING/STAYING STRAIGHT**

**NO PRE ENGAGEMENT**

**LOOSE HEAD**

**NO ANGLE**

**NO HINGING**

**NO SIDE STEPS**



**TIGHT HEAD**

**SUPPORT BODY WEIGHT**

**NO BIND ON ARM**

**NO ANGLE ON HOOKER**



# SCRUM PRIORITIES

## **Setup:**

**No pre engagement – set the standard**

**Control the middle line**

**Pre engagement may happen if it is stable and a fair contest (later in the game)**

## **Contest:**

**Awareness of non hooking teams**

**Deal with negative actions**

**Work well as a team of 3**