



**WORLD
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