



KEY FOCUS AREAS: CLICK EACH TITLE FOR VIDEO GUIDE

BREAKDOWN

[Tackler & Tackle-Assist](#)

[Jackler](#)

[Cleanout](#)

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SPACE

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PLAYERS AND COACHES: KEY LANGUAGE TO GET ON THE SAME PAGE

BREAKDOWN

Tackler not in the way of ball Tackle-Assist (part of tackle) release ball & body

Jackler in a position to LIFT the ball (arriving square to goal-line)

Cleaners in a position to drive jackler or protect ball with feet on ground (not falling on players)

Counter-ruck threat? Both sides arrive square to goal line & in position to move opponent

SPACE

Pillar defenders' hands & feet clearly behind the hindmost foot

Mid-Field defensive line starting clearly onside (daylight)

Linespeed timing of shooters (start onside + ball is lifted)

Players In-Front not in way & actively moving to get back in the game (behind ball)

SET PIECE

Scrum Setup aligned to the left & maintain a strong, comfortable position throughout

Scrum Dominance means strong setup & go-forward on both sides of scrum

Lineout Setup front lifter arrives early to maintain gap + all players in without delay

Maul Dominance means catcher in front, ball transfer, ball carrier bound + go-forward

MANAGEMENT

Head Contact: tackler bent at knees & hips (hit below the ball)

Under Pressure: high accuracy needed from team going backwards

Officials MOVE & Position: out of the way of ball, defender and support players

Communication: Primary signal (the WHAT) PK, FK or Scrum; Secondary signal (the WHY) infringement

CONTEXT

Pressure Gauge: Accuracy after Linebreaks, Mismatches and near Goal-Line

Microscope: Player under pressure is clearly legal (contact & decision to compete)

Expected Outcomes: understanding 'Big Picture'

Law Application: Head Contact, In-Goal, Touch law



CORE OFFICIATING SKILLS: OBSERVE, DECIDE, MANAGE, LEAD

BREAKDOWN

OBSERVE: Tackler "wrong side" or Tackle-Assist on ball? DECIDE: In the way (PK) Not in the way (Play)	OBSERVE: Jackler threat? DECIDE: Lifts ball (Play or PK holding) can't lift ball (Play or PK off feet)	OBSERVE: turnover vs cleanout? DECIDE: jackler driven facing goal line (Play) jackler not moved (turnover or PK holding)	Counter-ruck threat? OBSERVE: moving bodies or landing on bodies? DECIDE: Turnover, PK (a: offside or d: off feet) or play on (ball out)
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SPACE

OBSERVE: Pillar clearly onside? Manage: proximity & point to feet DECIDE: In the way (PK) not in the way (Play)	OBSERVE: '#13' clearly onside? Manage: scan & point to feet DECIDE: In the way (PK) not in the way (Play)	OBSERVE (linespeed): Slow ball or D-Line Set? DECIDE: Ball lifted (Play) ball clearly on ground (PK)	OBSERVE: Players In-Front of ball or kicker? Manage: ID # and "stop" DECIDE: In the way (PK) not in the way (Play)
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SET PIECE

Manage: Scrum Setup with alignment (to left), binding (strong & on body), and stability (no movement after bind & before set)	OBSERVE: Scrum dominance after ball-in? DECIDE: Attack go-forward (solid platform or PK) Defence go-forward (turnover, pressure or PK)	Manage: Lineout Setup with setting up front lifters 1m+ apart, getting 5m defender 2x2 and ensuring receivers at 2m	OBSERVE: Contest in air, catcher start in front or beside lifter, maul dominance? DECIDE: Attack dominant (platform or PK) Defence dominant (pressure or turnover)
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MANAGEMENT

OBSERVE: *Upright Tackle*+ Head Contact? DECIDE: 1.Avoidable? 2. Danger? 3.Mitigation? (change in dynamic)	OBSERVE: Under Pressure (linebreak)? Who is the impact player? DECIDE: highly accurate (play on) not completely legal (PK+)	MOVE: ball-in-line running, arrive on angle Position: 9's hip pocket (infield) flat attack (edges of field)	LEAD: Strong primary whistle/signal Scrum/FK/PK (the WHAT) + clear, concise secondary (the WHY)
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CONTEXT

Pressure Gauge: Read potential Linebreaks, Mismatches and Goal-Line awareness	Microscope: ID Player under pressure and what they must do negate pressure legally	Expected Outcomes: delivery of easy-to-follow decisions	Law Application: Understanding of Head Contact, In-Goal, Touch law
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SEVENS KEY FOCUS AREAS

BREAKDOWN

Tackler: Not in the way of ball or cleanout

Jackler: Square to goal line & able to LIFT the ball

Cleanout: Square to goal line & driving jackler OR feet on ground (bind on ball carrier)

Counter Ruck: Square to goal line & able to move opponent

SPACE

Inside Defence: Start CLEARLY inside (not near opposition halfback)

Outside Defence: Starting CLEARLY inside (daylight)

Linespeed: Start Outside wait for ball off ground

In front: Not in the way of opposition access to ball

SET PIECE

Scrum & Lineout Setup: In position within 15 sec + in own space

Penalty and Free Kicks: Clearly behind mark + actively moving out of the way (within 10m)

Quick Throw: Leave the ball on ground and clear the 5m space

Kickoff & Restart: Max 30 sec after conversion + clearly behind kicker

MANAGEMENT

Head Contact: Head Contact? Avoidable (bent at knees/hips)? Danger? Mitigation?

Under Pressure: Defence realistic competition (intercept or in air)

Movement & Position: Referee run ball-in-line, give players the inside lane

Communication: Primary signal (the WHAT) PK, FK or Scrum; Secondary signal (the WHY) infringement

CONTEXT

Pressure Gauge: Accuracy after Linebreaks, Mismatches and near Goal-Line

Microscope: Player under pressure is clearly legal (contact & decision to compete)

Expected Outcomes: understanding 'Big Picture'

Law Application: Sevens Law, In-Goal, Touch law, Time Management