



## Key Focus Areas XVs (tap each title for Clarity Video)

### BREAKDOWN

[Tackler & Tackle-Assist](#)

[Jackler](#)

[Cleanout](#)

[Counter Ruck](#)

### SPACE

[Inside Defence \(Pillars\)](#)

[Outside Defence \("13" Channel\)](#)

[In Front of Kicker](#)

[Obstruction](#)

### SET PIECE

[Scrum Setup](#)

[Scrum Dominance](#)

[Lineout Setup & Lineout Contest](#)

[Maul Formation & Dominance](#)

### FOUL PLAY

[Head Contact](#)

[Use of Arms](#)

[Croc Roll](#)

[Unfair Play](#)

### GAME MANAGEMENT

[Movement & Position](#)

[Communication](#)

[Pressure Gauge](#)

[In-Goal](#)



## Clarity Definitions XVs: Getting on the same page

### BREAKDOWN

Tackler NOT IN WAY of ball  
or cleanout. Tackle-Assist  
clear release

Jackler square to goal line  
in position to LIFT ball

Threat Focus:  
MOVING BODIES and chasing feet.  
Ball Focus: feet on ground

Counter Ruck:  
square to goal line,  
MOVING BODIES  
and chasing feet

### SPACE

Pillars hands and feet START clearly  
onside

Outside defence ("13" Channel)  
START clearly onside

Chasers in line with kicker.  
Players in front NOT ADVANCING

Support: player in a REALISTIC  
position to catch a pass.  
Kick Chase: allowing ACCESS  
to the chasing players

### SET PIECE

Brake Foot, alignment to left,  
STABILITY before & after "Set"

Loosehead:  
left foot stepping forward, not out.  
Tighthead: bind on body,  
leg shape 90-120

Clear gap (1m+), receiver 2m, 5m  
defender 2x2

In air: REALISTIC to take ball, not  
landing on opposition. On ground:  
access to ball & entry from behind

### FOUL PLAY

Head Contact?  
Avoidable (bent at knees/hips)?  
Danger (high or not high)?  
Mitigation (sudden change)?

Hands in front of body  
& attempt to grasp

Late or comprised arrival:  
must avoid CLAMP and roll  
or collapse on lower limbs of Jackler

REALISTIC position to compete  
legally under pressure  
(linebreak, 2v1, mismatch)

### GAME MANAGEMENT

General: Ball-in-line  
Job 1: arrive on angle  
Job 2: #9 pocket or flat attack

Primary (WHAT), Secondary (WHY):  
whistle & signal.  
Specific: number, colour, action

Who is under pressure?  
What are they going to do  
(linebreak, 2v1, mismatch)?

Who took ball into in-goal?  
Press or NO SEPARATION.  
Restart?