

PLAN

COACHING BEST PRACTICES (<http://getintorugby.worldrugby.org>)

A Rugby session should always be A.P.E.S.S. to ensure the players improve and continue to enjoy the Game:

ACTIVE Keep the players engaged, playing and practising.

PURPOSEFUL The players need to understand the purpose of the games they are playing: practising skills (such as passing or moving forward) should be put in relation to the Game of Rugby so the players understand why it is important for them to learn and practise them.

ENJOYABLE Ensure that players have fun and enjoy what they do to help them stay focused and engaged.

SAFE It is important to ensure that players are playing safely at all times and that they understand the importance of safety.

SUCCESSFUL Teachers and coaches must ensure that all the players enjoy a sense of achievement during the session to keep rugby enjoyable.

REVIEW AND RECORD

What value did I teach?

Solidarity, discipline, respect, passion, integrity

How did I develop the young athlete?

What did we do for warm-up and cool-down?

How did we develop the player?

E.g. Module 1 skill 1b and Module 2 skill 2b

What game did we play?

5-a-side Touch/Tag

How did we finish the session?

Fijian salute/war cry

Review of the session

What was the focus? What went well? (Stay positive.)

COACHING CARD 4

DO - EXAMPLE 30 MIN SESSION

BEFORE THE SESSION (PLAN)

Decide what will be the key focus(es) (no more than two) for the session and decide which general game and drill(s) will be played during the session. Mark the general game and drill(s) areas and prepare the necessary equipment if relevant.

Add Value (SEL)

Choose from value card 1–4.

0-3
MIN

Warm-up (LTAD)

Remember to regularly run dynamic stretches
approximately every 2–3 minutes.

4-10
MIN

Deliver Two Try Skills (LTPD)

Remember to keep the players active, e.g. by having
multiple small groups playing simultaneously.

11-17
MIN

General Game (LTPD)

Wrap-up general game – progress or repeat the
game, adding or removing rules.

18-24
MIN

Cool down (LTAD)

Cool-down and stretches

25-28
MIN

Adjournment (SEL)

Review of the session. What was the focus?
What went well? (Stay positive.)

29-30
MIN





● WARM-UP (LTAD) (CHOOSE 2 OF THE FOLLOWING)

SMALL SIDED GAME

- Scarecrow Tag
- Pairs tag
- Bulldog

● SKILL DEVELOPMENT (LTPD)

- Effect a touch or a tag: Module 4, Skill 4A
- Defence to align the offside line: Module 4, Skill 4B

● GAME UNDERSTANDING AND RULES

The Try Module 4 general game is a progression of the game presented in Try Module 3, and it is called Touch or Tag rugby.

The new rules are:

- The ball carrier is now allowed an unlimited number of steps either walking or running
- to stop the ball carrier, defenders must pull a tag from his/her belt or touch him/her with two hands between the hips and the chest
- The defending team players will retreat behind the offside line after a tag has been pulled or a touch has been effected.
- The other rules of the Try Module 3 still apply. This game is the traditional non-contact version of the game of Rugby, including the most important principles and Laws of the Game.

● COOL-DOWN (LTAD) (CHOOSE 2 OF THE FOLLOWING)

STRETCHES

- Quad stretch
- Toe touch
- Cat & Cow
- Shoulder blade stretch
- Bridge
- Spiderman
- Airplane
- Skydive

● ADJOURNMENT (SEL)

- Fijian salute
- High five
- War cry
- Handshake
- Song & Dance

