

# 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 1

## 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

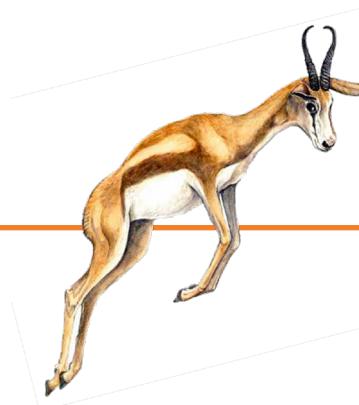
25-28  
MIN

#### 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 AND ASSOCIATION EXERCISES

- Bounce like a bunny
- Crawl like a leopard
- Walk like a giraffe
- Leap like a frog

## ● SKILL DEVELOPMENT (LTPD)

- Identify and find space: Module 1, skill 1B (Scarecrow Tag)
- Go forward and score a try: Module 2, skill 2B (Relay Race)

## ● GAME UNDERSTANDING AND RULES

- Play general game – rugby netball/netball rugby Module 1
- Field size: 20m in width; 10m in length
- No contact, no referee, no forward pass
- Ball carrier not allowed to move
- Attacking players can move anywhere in the marked playing area
- Defending team can only block (1 metre away from ball carrier) or intercept
- Aim: catch the ball in scoring area
- Turnover after 5 dropped balls

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

### STRETCHES

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

## ● ADJOURNMENT (SEL) (CHOOSE 1 OF THE FOLLOWING)

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