

Lineout Defence

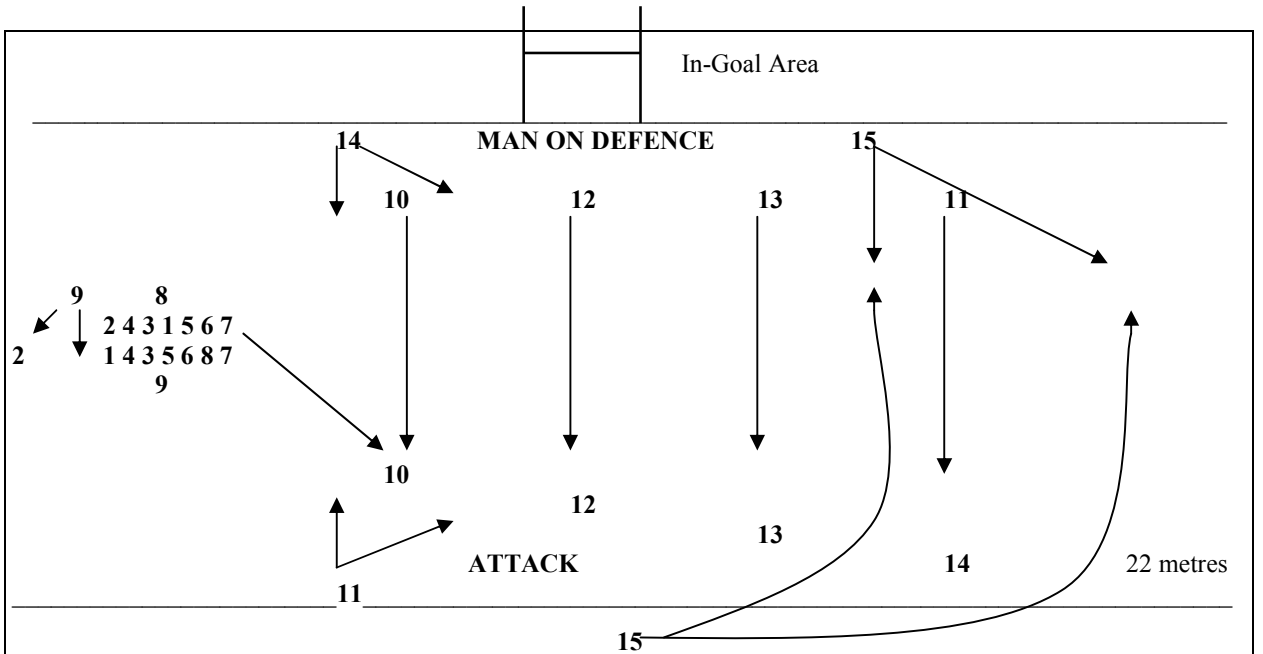
Man on Defence from Lineouts

- Fullback and blindside wing to follow their opposite number and make the tackle when they enter the line.
- Open winger to stay on his man and let the fullback take the outside man.
- Open winger to stay on his man at all times unless the call comes from the inside to push across and take the outside man.
- If not caught up in drive play, open side flanker to move and cover the inside of 10 and also try and make the tackle.
- 9 must stay in the tram tracks and cover the blind at all times.
- 8 to play halfback and put the big hit on the opposition jumper, all forwards face on and set up for a drive.
- Backs to move in a straight line together, take the space quickly but don't get out of line. Stay on the inside shoulder of that attacker, remove the inside option and push to them outside.

Drift Defence from Lineout

- Blindside wing to follow their opposite number and make the tackle when they enter the line.
- 9 must stay in the tram tracks and cover the blind at all times.
- Open flanker to stand at halfback and move up and cover the inside of 10 and make the tackle if possible. The open flanker cannot move off 10 until the ball goes, if 10 tries to run the open flanker should cover him.
- If the open flanker is caught up in a drive play, a loud call of DRIFT CANCEL should be conveyed to all the backline and the backline immediately reverts back to Man on Defence.
- 13 should cover the full back entering the line, 15 should move across to cover any linebreak that occurs. 15 must move up if the DRIFT CANCEL call is made and the opposition fullback is entering the line.
- Openside winger to stay on his man at all times unless the call comes from the inside to push across and take the outside man.
- Biggest mistake teams make is moving sideways initially for the drift, initial steps must be forward to close the space, then drift, try and stay front on when moving sideways.

Lineout Defence



DRIFT DEFENCE FROM LINEOUT

