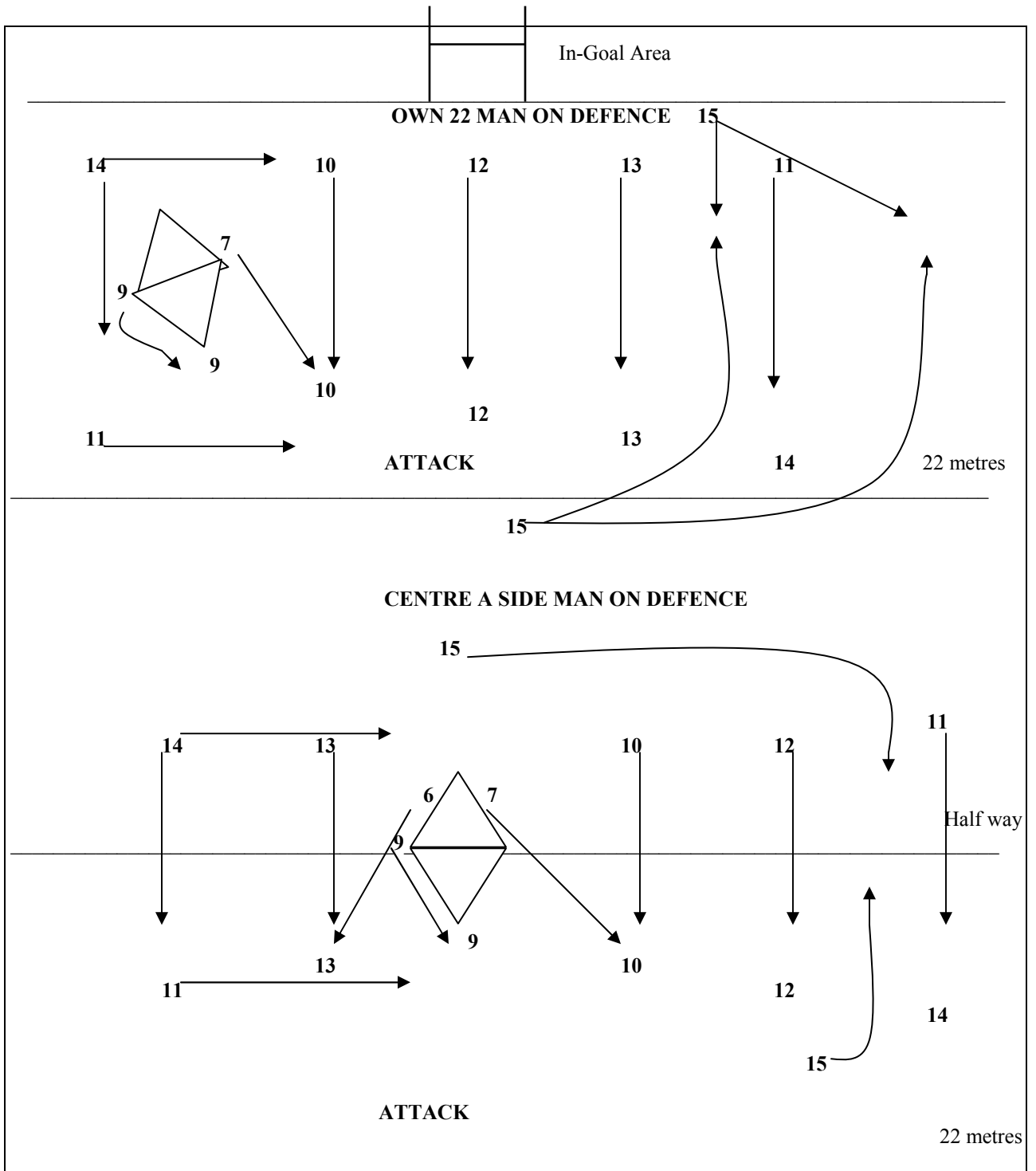
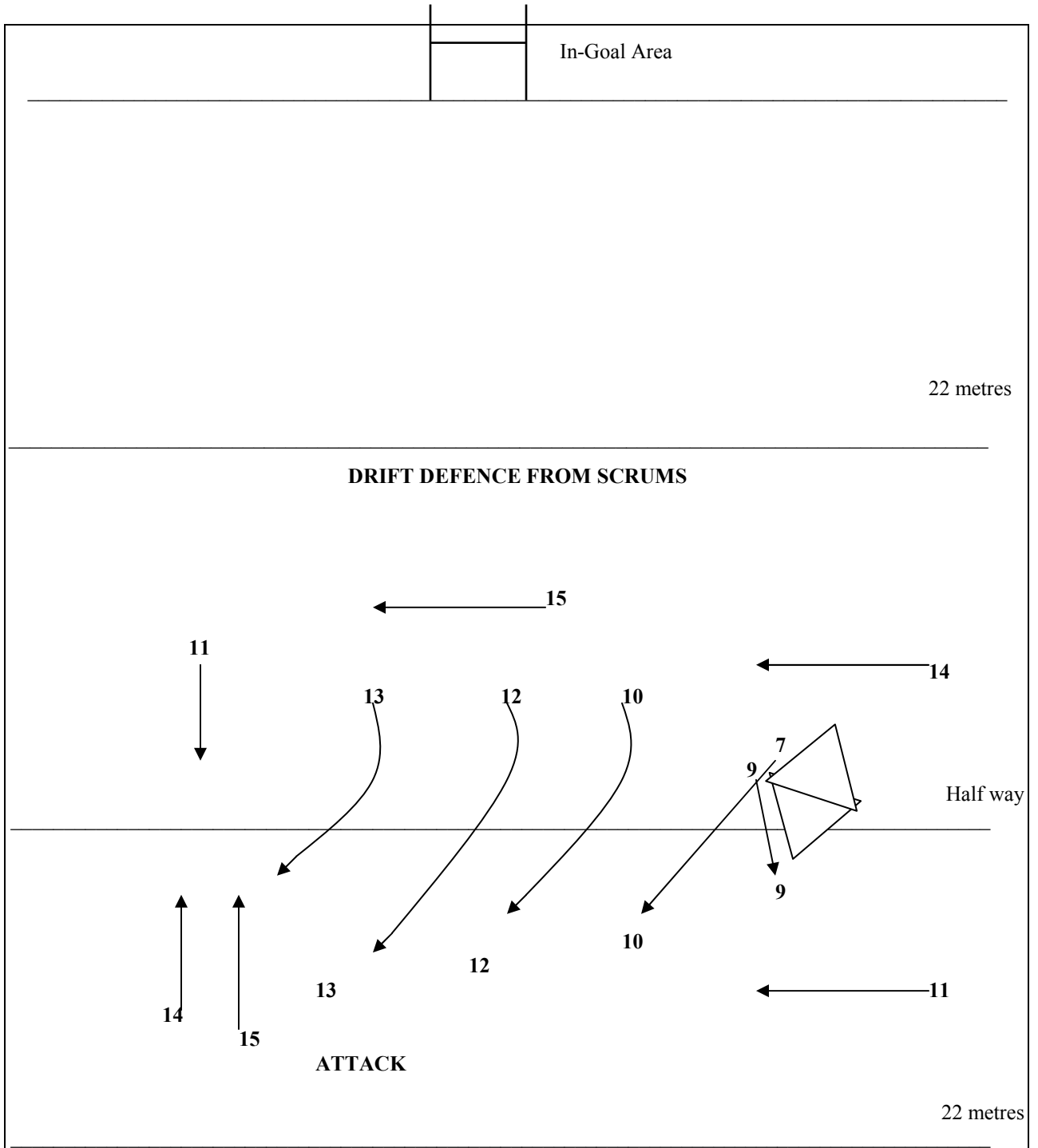


Scrum Defence



Scrum Defence



Scrum Defence

Own 22 Man on Defence from Scrums

- 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 back row defence, open side flanker to move and cover the inside of 10 and also try and make the tackle.
- 9 can follow ball to base and harass opposition 9 or 8, if the blindside is wide 9 can be directed to not follow the ball hold his place in the defensive line.
- 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.

Centre a Side Man on Defence from Scrums

- Fullback and blindside wing to follow their opposite number and make the tackle when they enter the line.
- If not caught up in back row defence, open side flanker and blindside flanker to move up and cover the inside of 10 and 13 and also try and make the tackle depending which way the ball goes.
- 9 can follow ball to base and harass opposition 9 or 8, if the blindside is wide 9 can be directed to not follow the ball hold his place in the defensive line.
- 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.
- 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.

Drift Defence from Scrums

- Blindside wing to follow their opposite number and make the tackle when they enter the line.
- Openside flanker to 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 backrow 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.