

## **SANZAR 2010 COMPETITION:**

To: SANZAR Referees & Team Coaches

From: Lyndon Bray, NZRU HP Referee Manager (Acting SANZAR Referee Manager)

Subject: SANZAR: The "Big 4" Priorities ON-FIELD!

Date: 22 December 2009

### **Clarity:**

*There is total agreement between all 3 countries, that the Super 14 rugby needs to return to its 'roots', of excitement, attack, and engagement with the fans.*

*The review process from 2009 brought out 4 major priorities, for all coaches, players and referees to buy into, in order to help create some fundamental change to the game on the field.*

*It was with real excitement, that I completed attending all 3 work-shops, and gained the real sense of engagement and buy-in, by all of you. I especially thank you, the team coaches, for having such an open and responsible attitude to the changes we have adopted.*

*It will be a real responsibility on our referees, to implement these key priorities, and follow them through, like we have never really done before! This priority document gives the referee selectors and coaches a clear "blueprint", to measure referee performance in 2010.*

*We look forward to your ongoing commitment to these measures.*

*In a simple format, here are the "Big 4 Priorities" clearly articulated, with the actions and outcomes that came out of the work-shops:*

### **Capability:**

#### **PRIORITY ONE:**

***The TACKLER, once hitting the ground in the tackle, MUST RELEASE the ball and the ball carrier.***

- ***This gives the ball carrier a chance to 'play the ball',***
- ***It aims at 'lifting the height of the ruck' by half a metre,***
- ***It tidies up the Ball Carrier / Tackler picture, which has been flawed, and weighted towards the tackler!***

**OUTCOME:** create more opportunity for ball availability and to make it more real for arriving players to “clean out the threat”. Referees to give more penalties against the TACKLER, who is seen as our biggest problem at the tackle.

**PRIORITY TWO:**

- *The scrum engagement must follow a true sequence, starting with:*
  - ALL PROPS MUST TOUCH, ON THE TOUCH CALL!
  - REFEREES MUST ENSURE THIS ALLOWS A SYMMETRY TO THE ENGAGEMENT
- *All props must have their HEAD AND SHOULDERS above their HIPS, and HIT STRAIGHT!*
  - This enhances the chance of the scrum being contestable, and to stay up!

**OUTCOME:** create a cleaner, more compliant phase of the game, better ball, and less time spent on watching scrums reset! This area was a big blight on our feedback, from 2009! Create a more “fair and equitable contest” on the hit, by creating better symmetry on the engagement call.

**PRIORITY THREE:**

- *Players will be forced to comply with “standing still”, or “retiring”, in relation to being in front of the kicker:*
  - Referees will call for a player to stop advancing – if he continues to advance, he will be penalised!
  - Players must retire from within 10m of the receiver of a kick – an immediate penalty will be given where these players look to contest the kick!

**OUTCOME:** improve the time and space for players to counter attack, when receiving kicks in general play...ultimately reduce the aerial ping pong people see today. Create room for players to counter attack, and therefore provide more options.

**PRIORITY FOUR:**

- *The formation of the Maul must eliminate support players of the ball carrier, obstructing the opposition at the time of the formation of the maul:*
  - This is aimed to at least make the maul defensible at the set up stage of the Maul.

**OUTCOME:** improved phase play: more defensible mauls, now that you cannot collapse a maul. This area is directly linked to the lineout, where the phase is more ‘structured’, due to a change to the “old Law”.

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