



# Scrum Theory Module

Greg Garner



Funded by



# RFU 'Big 5' - Scrum

- **The referee must provide:**
  - Three clear and precise calls each followed by three clear actions
  - Zero tolerance to early engagement
- **THs must hit square and LHs must hit up**
- **Both TH and LH must bind on body and not arms**
- **Referees can allow LHs to put a hand on the ground to prevent a collapse at engagement and then rebind**
  - Repeated infringement should be penalised

# How can the referee help the players scrummage as safely as possible?

- Understand what the players are trying to achieve
- Crouch, Bind, Set.
- Pre scrum checklist
- Engagement checklist
- Ball won checklist
- Post scrum checklist

# What are the front row players trying to achieve?

## Attacking

LH - Stay strong, offer wide base for ball, keep immediate opponent occupied, protect my hooker

Hooker – Low body position, swivel hips clean strike, long / strong pushing position after hook.

TH – Get up, move forward to give 8 & 9 better options from base, stay straight & don't get lifted / twisted.

## Defensive

LH – Free rein, disrupt, be difficult, try to get left side up and give 7 a head start at the 10, possibly lift or twist immediate opposition

Hooker – Either go for a strike or stay long and strong and drive, pressurise opponent (and talk to him!)

TH – Disrupt strike, attack the hooker, take immediate opposition low, make life difficult.

**Crouch**

**Bind**

**Set**

# Pre Scrum Checklist



# Pre scrum

- **What play is on**
  - **Where to stand**
  - **Front row**
  - **2<sup>nd</sup> row**
  - **Back row**
  - **Scrum half and ball**
  - **Backlines**
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# Engagement Checklist





# Engagement

- **Square**
  - **Heads above hips**
  - **Steady**
  - **Front row binding**
  - **2<sup>nd</sup> row feet**
  - **Back row bind / angle**
  - **Ball feed**
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# Ball Won Checklist



# Ball won

- **Who won**
  - **Your position**
  - **Fair contest**
  - **2<sup>nd</sup> row feet**
  - **Back row bind / angle**
  - **Off side lines**
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# Post Scrum Checklist



# Post Scrum

- Know when scrum is over
  - All players moving on
  - evaluate
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**Any Questions?**

