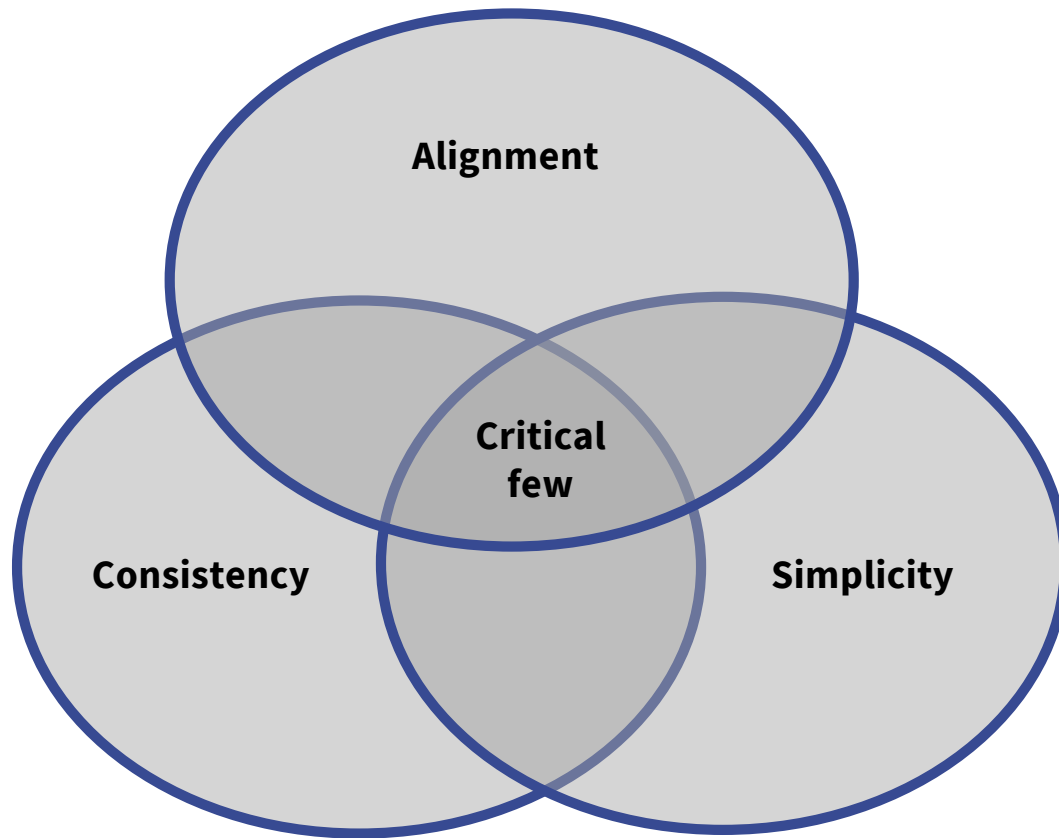


CRRA Coaching Game Focus Areas 2026



- The referee team will look to focus on the critical few in the following key aspects of the game:
 - Breakdown
 - Scrum
 - Lineout
 - Space
- We will be aiming to increase our alignment and consistency in these areas in an effort to make the game simpler to coach, play, and ultimately watch

What Matters – Critical Few

Tackle / Breakdown

Hundreds occur in a game, the most dynamic part of the game

Scrum

Critical platform to restart the game and for teams to attack from

Space

Provide the space for teams to attack, take the emphasis off defensive bias games

Line-out / Maul

A genuine chance to score from

Tackle/Breakdown

Critical few

Tackler(s): Anyone involved in making a tackle must have no impact on ball delivery (release and roll east/west immediately)

Jackler: Arrive through the gate, support body weight, go straight on to the ball and lift (show a positive action)

Space

Critical few

Breakdown/Maul: Players clearly onside - space between last foot of the breakdown/maul area and defensive offside line

Kicks: All players in front of the kicker must retreat until put onside by an onside teammate

Scrum

Critical few

Set up: Square, space on bind and stable (brake foot in place until 'set') throughout

Pushing straight: All players pushing straight with both sides going forward first to be rewarded. Please note going forward DOES NOT automatically mean the team going backwards will be PK'd.

Lineout / Maul

Critical few

Fair contest in the air: no throwing across into the opposition or contact in the air

Legal maul setup: No obstruction by lifters blocking defensive players getting to the ball carrier.

How Its applied

Technical

Knowledge of the Laws

Tactical

How the laws are applied (game awareness)

Management

Ability to manage players and game (Sanctions and escalations)

Physical

Positioning, Running Lines, and fitness

How we Coach

- Understand your Athlete, know what is their WHY, what do they want out of refereeing
- Keep it simple, the critical few are all that matters. Do they know what they want at each
- Have clarity on Technical, Tactical, Management, Physical
- A Tip:
 - Good positioning and running lines provide Time and Space
 - Time and Space = Technical accuracy & Tactical awareness.