

Get back

What you tell your players the session is about:

- 1 To win the ball back from your own kick off.
- 2 To pressurise the opposition to reduce their options from the kick off.

What you tell your players to do:

- 1 Three players chase the kick whilst three players support the chase.
- 2 Attack the zones around the intended kick.



what to shout

- "Kicker, kick the ball on the up and hit through the ball."
- "Run towards where the ball is going."
- "Jump early to take the space below the ball."
- "Turn shoulders in the air."



what to look for

- Not pressurising the kick off receiver – even if the players cannot meet the catcher man and ball they need to reduce the time and space they have to make the next decision.
- The front three players not working together – a wall of defence to create a barrier – need to communicate to each other (and to the catcher they are coming).



what to think about

Short kick offs or long – which would suit your team – remember a kick is only as good as its chasers. Where on the pitch do you want to deliver your kicks: left, right or middle.

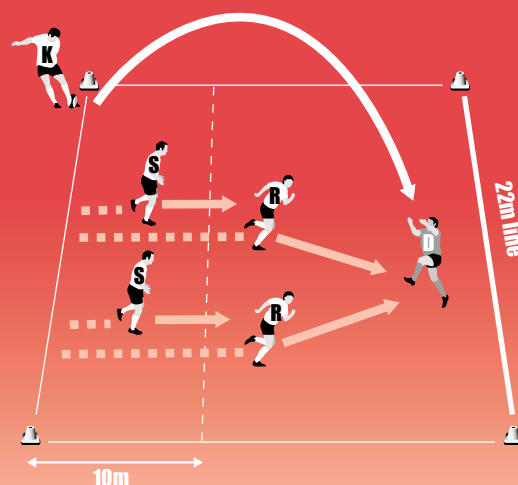
Do you want to use just forwards to chase the kick off – lots of teams use a winger, but only for long kicks – why not for all kicks?

What you get your players to do:

Warm up: Drop kicker is given a couple of target areas to hit and aims to kick to that point. Add two runners who have to chase the kick, so establish timing.

Drill: Put one defender in a position between 10m and 22m line. Have one kicker, two runners and two supporters. The runners chase the kick, pressurising the defender, the supporters arrive 5m behind the runners. Ideally, the runners leap and tap back the kick.

Get back



Kick → ground covered ■■■ direction of run →
K = kicker S = supporter R = runner D = defender

Development

- 1 Add another runner and supporter. Third runner aims to get beyond defender if there is time (so the defender cannot tap back the kick).
- 2 If your kicker is struggling to kick well, then throw the ball in yourself.

How would I put this into a game situation:

Restarts: Set up a six v six quarter pitch game. The side with the ball kick off at least ten metres, with kicker starting at the corner of one end. You grade the success on a number of factors:

Receivers: 1 point for a clean catch, 1 point for running the ball into touch, 3 points for scoring.

Kick off team: 1 point for disrupting the ball in flight, 2 points for gaining possession, 3 points for scoring.



How to use smart sessions

Print off the session and take it to training. It should take you less than five minutes to read the instructions, set up the session, and then you are ready to communicate what happens to your players.

Number of players

You only need six players to complete a session, though it can easily be expanded to meet your needs. With lots more players you could have a number of sessions working at the same time.

Timings

The timings are for a twenty minute session, but it can be expanded or reduced to meet your needs. It's your call.

As a rule of thumb 10 minutes would be enough time for a well executed first drill, development and feedback. Any shorter and you have not explored the full skill range or asked enough questions of the players. Longer is fine as long as you feel the session is developing. The game related element adds another 10 minutes.

Equipment

The equipment used is simple. A set of cones (or trainers or tops) as markers and a couple of balls.

You can add in tackle bags, suits and rucking shields where you feel you need them – we just assume that you don't have them because sometimes the shed is locked or another coach is using them.

Training area

The size of the training area is left for you to decide. Smaller players need a smaller area, but the session will never need more than a 20m x 20m box for initial drills. The smaller the area the more intense the training.

The standard and age groups

Smart sessions are based on the core skills of rugby. They will challenge any standard because a player can always perform the core better.

The "development" ideas can be used to differentiate between the different standards of your players; the "think about" section can challenge the more advanced; the "game related situations" can change the contact situations the teams face.

Elements of the session

What to tell your players the session is about:

This is your introduction and outlines the objectives of the session. Just read this out. The players then have an objective. Return to this at the end of the session to see if you have achieved your objectives.

What you tell your players to do:

This is how you want your players to achieve the objectives. You can tell the players straight away how to achieve the objectives, or you can tease it out of them as the session goes on.

What you get your players to do:

This shows you how the session is going to work. Depending on what is going to be achieved, it sets out what actions the players are going to take. There are no exact measurements, or complicated patterns – the approach is "simple, stupid, successful". Slow motion the first few patterns – get the drill right and the skill right first before speeding up. Use the "What to shout" prompts to keep the players focused. Use the "What to look for" to keep your eye on why the players might be failing.

Development

No session is worth doing unless there is some form of progression. Normally there will be an increase in pressure, say by adding more defenders, or by restricting the time available. Other areas for you to think about are: Where do I stand as coach? Do I throw the ball into the box?

How would I put this into a game situation?

All the elements of the session are geared to the game, but this section puts the session one step away from a full game, with attack, defence and a goal line.

What to shout

Have the words handy, because apart from the usual words of encouragement, it is good to shout the key factors to players. Of course you can hold some of these "shouts" back and ask the players to identify how they can improve.

What to look for

You need to keep your eyes open for "best practice". This section helps you identify quickly where players might go wrong so you can quickly put them right.

Think about

Here you have the chance to challenge the players and situation, either by using feedback or just asking yourself the questions. It is a little more advanced and might not be appropriate for your players.

Where does it fit:

To help you file and order our coaching we have given you the core areas of individual and team skills that the session covers.



50 GREAT BACKS MOVES

Dan Cottrell

Get your hands on a copy of my coaching guide: **50 Great Backs Moves**.

A single backs move can win a match. This **unique coaching tool** contains **50** blistering moves that could transform your team's backs play.

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