

7 Players

Pop off the ground touch

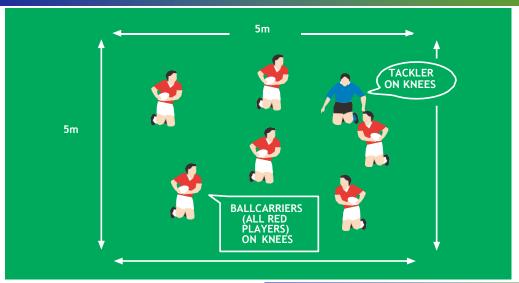
Objective – Develop players' ability to offload the ball during and post tackle / touch. Activity also aids players hand catch technique and evasive skill.

Equipment needed:

• Balls: 1

- Cones: 1 stack
- Bibs: 6

Set-up Diagram:



How to play:

- Attackers aim to score in defenders' scoring zone.
- The defenders have to two-hand touch the ball carrier to stop the attack.
- Once touched, the ball carrier goes to ground then looks to offload to a support player who is moving forward.
- If the player is not able to offload within two seconds, they present the ball.
- Next player goes in and makes clearing pass. If team scores a try the ball is given to the opposition.
- Turnover also occurs for a knock-on or forward pass.

Coaching points/Key factors:

Suggested time allocation:

15 minutes

- 1. Avoid head-on tackles try to dodge the defender first.
- 2. Two hands on the ball.
- 3. If tackled, drive the legs to keep moving before falling to ground.
- 4. Look for support by turning body towards team mates.
- 5. Pass to a support runner coming onto the ball at pace.

Difficulty:

- Introduce minimum / maximum passing distance (either when scoring or after tackle).
- Supporting player cannot catch ball unless on the move - promotes agility / evasion on and off the ball.
- Introduce so that minimum 2 / 3 players must be in the scoring zone before a score can be made.
- Play game with tags player must go down and offload ball once tag is made.

Content adapted with kind permission from Scottish Rugby's Long Term Player Development Coaching resources.