

Touch Rugby Sample Training Session 2: Keep Ball

Non-Contact ✓

Suitable For Pod Training ✓

Equipment: Ball Duration: 10mins					10-15	
Activity: War	m Up			Objec	ctive	Time
Keep Ball						
Split gr	oup int	to two teams	. .			
 Attacking team attempts to make 10 consecutive passes. 					A fun & gentle wa to Warm up while	
		1 point for e asses comp	•		working on key skills.	10mins
when the contract of the contr	he ball dless of	ssession occ hits the grou who touche interception	und es it last)			
Coaching Ele	ements	S :				
 Attacking players to move into space. 			Make short passes.			
each a	nd star	mark one pland between to block the	hem at	Communication.		
Key Skills:						
Catch	& Pass	<u> </u>				

- Catch & Pass
- Support Play

Note: Dynamic stretches incorporated during game.





Touch Rugby Sample Training Session 2: 2 Player Drive

Non-Contact ✓

Suitable For Pod Training ✓

Equipment: Ball Duration: 10r	mins		Players:		2	
Reduced Activity: 2 Player Drive		Objec	ctive	Т	ime	
Place 1 cone on the ground to from, then every 10 meters after place 2 cones 1 meter apart from each other. Repeat for 3 sets.						
Then place a single cone 10 m after the last set of cones.	neters	•	Is to work on the technique of	9		
Players must work in pairs. On player will perform a roll ball continuously at each set of conwhile the 2nd player will be the acting half for each roll ball.	nes		correctly rolling the ball.		0mins	
The pair continue down the line until they reach the single cone the end. Turn around and repe with the roles changing.	e at					
Coaching Elements:						
 Make sure the roll ball is not rushed and is performed properly. 	•	Avoid rolling the pull back too far. Just place the ball on the ground between the cones.				
Don't bounce the ball.						
Key Skills:						
HandlingCommunication	•	Agili	ty			





Touch Rugby Sample Training Session 2: Brumbies Touch Modified Rules

Non-Contact ✓

Suitable For Pod Training ✓

Equipment: Ball Duration: 20mins					Players:			
Activity: Game					ctive		Time	
Brumbies Touch Modified Rules					Emphasis on the upof the 7m zone rul			
Split group in 3 teams.								
 One team will attack against both defensive teams for one set of 6 touches each then you rotate the teams around. 					Speed up the roll I to generate momentum for the attack.		20mins	
 Attacking team starts with ball at halfway and attacks team A. After the set of 6 or a try they then start again at halfway to attack the other team. 					The person directly marking the ball carrier should move forward to make the touch.			
Coaching Ele	Coaching Elements:							
Identify the 7m	•	ayers under	stand	 Ensure players work back into position after first attack 				
Key Skills:								
HandlingCommunicationCardio								





Touch Rugby Sample Training Session 2: Attack The Seven

Non-Contact ✓

Suitable For Pod Training ✓

Equipment: Ball Duration: 20mins			Players:			14		
Reduced act	ivity: A	ttack The S	even	Objec	ctive		Time	
Attack The Seven Attacking team starts on the 7-meter line and attacks the try line. Explain to around the zone for								
 Defensive team must defend the try line for a set of 6. 					Utilise the overlap soon as the touch made.		20mins	
		ores then the defend agair	•	Quick roll ball and pick up will make it easier to beat the defence back to the try line.				
Coaching Ele	ements	:						
 Communication: Retreating 7 meters. Law Knowledge: 7-meter zone. 								
Key Skills								
	unicati all Tecl	_						





Touch Rugby Sample Training Session 2: Modified Touch

Non-Contact ✓

Suitable For Pod Training ✓

Equipment:	uipment: Ball Duration: 20mins				Players:		14	
Reduced activity:					ective		Time	
Common halfway Change Change Drop book Forwar Set of the Acting No touch Off the Recount Touche Hard to	halfway and after ever try scored. Change in possession: Drop ball / Ball to ground Forward pass Set of 6 Acting half being touched No touch roll ball Touch and pass Off the mark roll ball Recount: Touched by opposition Hard touch				Putting skills already learned into practice.		20mins	
Coaching Elements: Communication: Constantly explain the rules. Identifying that the skills being learned in the reduced activities & warmup game are being implemented.								
Key Skills & Developments:								
If there are more players try and use them as substitutions or if there is a full set of 4 players, rotate a team on and off.								
Note: Finish with warm down stretches								

