

The wonderful world of LINEOUTS

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AREAS COVERED

- The Law! (inc ELV's)
- What is a lineout
- Phases of the lineout
- Referee process
- Positioning
- Clips

THE LAW

- “The purpose of a lineout is to restart play quickly, safely and fairly....”
 - At least 2 people from each team
 - No Maximum
 - Player throwing in and his direct opponent
 - May have but don't have to have a receiver
 - 1 meter gap
 - Formed between 5 and 15m lines
 - Backlines back 10m

THE LAW cont

- When does the lineout begin?
 - When the ball leaves the hands of the player throwing in
 - Referee triggers
 - NO jump or lift before lineout begins
 - A player is not allowed to “peal off” before lineout begins
 - Backlines must stay 10m back before lineout begins
 - Players CAN change their position in the lineout before hand

THE LAW cont

- When does the lineout end?
 - When the ball or player carrying it leaves the lineout including:
 - When the ball or player carrying the ball moves into the area between touch and the 5m line
 - When a player passes the ball to a peeling off player
 - When the ball is thrown or taken beyond the 15m line
 - It **doesn't** end if a ruck or maul develops until all the players feet involved in the ruck or maul move beyond the line of touch

THE LAW cont

- Offside lines – participating players
 - Through the LOT until ball thrown in
 - Then through the ball until lineout ends
- Offside lines – non participating players
 - 10m back from the LOT
 - Exception on a long throw in

THE LAW cont

■ Quick throw in

- Can do so before a lineout has formed
- Must be between where ball went out and players goal line
- Must use the ball that went into touch and cannot be touched by another person

■ Question

- Can you have a quick lineout?
 - Yes but must adhere to the lineout law, i.e. 2 players from each team, must be straight.....etc

ELV's implications on the lineout

- No numbers count (*likely to change*)
 - Tactical opportunities for teams to exploit
 - Referee awareness needs to be heightened
- The receiver must stand 2m back from the lineout
 - Non throwing receiver can only enter if opponent does so
- There must be a non throwing hooker 2m from the lineout
 - Can be the winger
- A quick thrown doesn't have to be straight
 - Watch teams failing to form a lineout to allow quick throw in
- Able to collapse a maul
 - Sacking or not irrelevant now

WHAT IS A LINEOUT?

1. A way to restart play
2. A contest for possession

Who wants what?

- Throwing in team
 - “Ball on own terms” – Ian Foster
 - Attacking opportunity

- Non throwing team
 - Disruption/Messy ball
 - Chance to win possession

- Referee
 - Facilitate a fair contest

PHASES OF THE LINEOUT

- Pre-throw
- Throw made
- Ball taken
- Post lineout

Pre-throw - setup is KEY

- The 1st lineout is the key for the entire match
- Make the mark.....consider a mark for the defensive team $\frac{1}{2}$ meter off the line of touch
- Gap – a large metre (1.5m)
- Identify:
 - Non throwing hooker
 - Receivers present?

Pre-throw – eyes up and looking

- Listen for calls as players arrive (but be aware that a lot of player chat is nothing more than signals to their team)
- View set up/no's.....have teams matched up? What does that mean for likely direction of play?
- Predict where ball will be thrown and where ball will go next.....take your position NOW

Throw Made/Ball Taken – Issues

- What is our role?
 - Who do we need to protect?
 - Fair contest!
- Protect the jumpers and their support pods
 - Arms, nudges, taking space, dangerous play....
- Straight?
- View the receivers...judge any impact (play adv)

Post-lineout

- Offside lines
- Keep backs onside (10m from LOT)
 - Communicating with backs?
- Keeping lineout participants onside
- Other issues?

REFEREE PROCESS

- Pre throw

- Set up – make mark, gap, non throwing hooker and receivers identified

- Throw

- Fair contest

- Post throw

- Offside lines
 - Next phase?

POSITIONING

- Things to consider?
 - Trends/where have they been throwing?
 - Off the top v take in and drive
 - Position in lineout throwing to
 - Time in game (early front)
 - Position on field
 - goal line
 - To compete or not
 - Weather/sun
 - Issues to manage?

Not straight



Not straight



Crossing line of touch



Playing jumper in the air



Early lift



Leaving before the lineouts over

