# **U16 PROGRAMME**

# ACTIVATE

World Rugby<sup>™</sup> Injury Prevention Exercise Programme

# Activate training programmes

Four different exercise programmes for specific age groups:

Adult programmes



2 U15 programme

Youth programmes

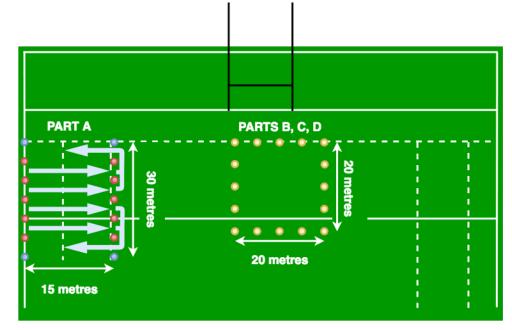


# What is Activate?

Activate is a structured, progressive exercise programme that is designed to be used as part of training sessions and pre-match warm-up routines.

There are four versions of Activate:

- Under-15 (Age 13-15 years)
- Under-16 (Age 15-16 years)
- Under-18 (Age 16-18 years)
- Adult (Age 18+ years)



Suggested pitch layout for Activate

# What are the benefits of using Activate?

Using Activate with players will help to develop and improve their:

- General movement control and skill Many of the exercises in Activate can help to develop the stability and mobility that underpin the safe and effective performance of various movements when playing rugby
- Conditioning and athletic performance The progressive nature of Activate can help to improve parts of players' athletic performance; such as: strength, power, running speed, and ability change of direction efficiently
- Physical robustness Using Activate can help to develop the ability of muscles, tendons, and ligaments to handle the forces they experience when playing rugby, leading to a lower risk of these structures being damaged when playing rugby and other sports.

# The "Key Activate 8" coaching cues

# The "Key Activate 8":

- Head neutral / lifted (Think "Look over your sunglasses")
- Chest up
- Pinch the shoulders together
- Shoulders level with hips
- Brace through the trunk
- Soft knees
- Hip, knee, ankle in line
- Knee over toes



While each individual exercise has some unique points that coaches should use to instruct their players, there are also some generic cues that coaches can also use that are common across many exercises and will help to coach players in performing the exercises with good posture and control. PHASE

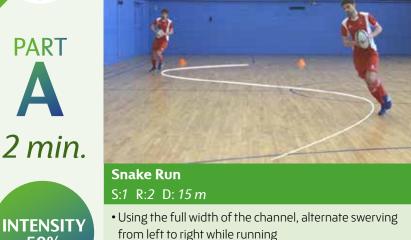
# S = Sets R = Repetitions D = Distance / Duration



PART

50%

Running activities to warm-up and develop control and technique when changing direction.



• Drive the outside leg across the body to swerve

#### Walking Crunch S:1 R:2 D: 1<u>5 m</u>

• Shuffle forward two steps and then raise one leg up straight in front of the body • Bring the opposite elbow to the knee of the raised leg by bending at the waist

Key cues: Chest up. Brace through the trunk. Hip, knee, ankle in line.



• Alternate between cutting left and right

Key cues: Chest up. Brace through the trunk. Hip knee, ankle in line.

# Balance exercises to develop movement control and stability in the lower body and trunk



Key cues: Chest up.

#### Single leg balance with eyes closed S: 1 R: 12 (6 each leg)

- Stand on one leg with a slight bend in the knee
- Close both eyes and try to maintain balance for 10 seconds
- Repeat with the other leg

Key cues: Brace through the trunk. Hip, knee, ankle in line. Knee over toes.

# Forward hop and stick

- Hop forwards by taking off and landing on the same leg
- The hopping distance should be far enough to challenge control and balance

Key cues: Brace through the trunk. Soft knees. Hip, knee, ankle in line.



#### S: 1 R: 12 (6 each leg)





6 min.

PART

3 min.



# **Zombie Squat** S:1 R:8

- Stand with feet a little wider than shoulderwidth apart and arms raised in front at shoulder-height
- Squat down until thighs are parallel with the ground before returning to starting position

Key cues: Head Lift. Chest up. Brace through the trunk.

## Single Leg Glute Bridge S:1 R:8 (4 each leg)

- Lie face-up with the hip and knee of one leg flexed and the other leg lying straight
- Pushing through the planted foot, raise the hips and back from the ground to make a straight line from the shoulder to the knee



Key cues: Brace through the trunk.



Bodyweight or partner resistance activities to develop strength and control through the lower body, upper body, and neck area

#### Front Bridge with Leg Raise S:1 R:1 D: 30 seconds

- Start facing down and resting on the forearms and balls of feet
- Alternate slowly raising one leg to hip-height from the ground

**Key cues:** Head neutral. Shoulder level with hips. Brace through the trunk.



# From a press-up position lower do

- From a press-up position, lower down to a front bridge position one arm at a time by moving from the hands to the forearms
- Once in a bridge position, reverse the movements back up to a press-up position

**Key cues:** Head neutral. Shoulders level with hips. Brace through the trunk.



# **Static Neck Contractions** S:1 R:1 each direction D: 10 s each direction

- Use hands to apply force to the head in a number of directions while keeping the head still
- Direction of forces: (chin to chest, eyes to sky, ear to shoulder, looking over shoulder)

**Key cues:** Head neutral. Chest up. Brace through the trunk

# Landing, change of direction, and plyometric training to develop power and control

#### **Side step & sway** S: 1 R: 6 (<u>3 each side)</u>

- Start with feet shoulder-width apart and in a partial squat stance
- Alternate stepping to the left or right, transferring weight over the left and right legs while reaching out to the side with the hands

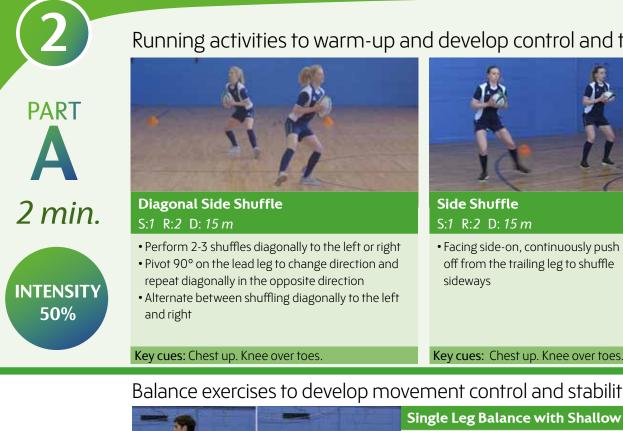


#### Key cues: Chest up. Hip, knee, and ankle in line. Knees over toes.

# Pogo Jumps S: 1 R: 16

- Maintaining a slight bend in the knees, bound up and down on the balls of the feet
- Try to minimise the time that feet spend in contact with the ground

Key cues: Hips, knees, and ankles in line. Soft Knees.



# Running activities to warm-up and develop control and technique when changing direction



Side Shuffle S:1 R:2 D: 15 m

 Facing side-on, continuously push off from the trailing leg to shuffle sideways



- In pairs, first player (defender) runs out diagonally and turns to face second player
- Second player (attacker) runs towards and evades first player
- Repeat, alternating roles between defender and attacker and changing direction between left and right

Key cues: Brace through the trunk. Hip, knee, ankle in line. Knee over toes.

# Balance exercises to develop movement control and stability in the lower body and trunk





#### S: 1 R: 12 (6 each side) Single Leg Balance with Shallow Squat • Stand on one leg with a slight bend in the knee

• Once stable, perform a half squat by flexing at both the knee and hip of the standing leg

Key cues: Brace through the trunk. Hip, knee, ankle in line. Knee over toes.

#### **Sideway Hop and Stick**

<u>S: 1 R: 12 (6 e</u>ach leg)

• Hop sideways to the left or right by taking off and landing on the same leg

- Hopping distance should be far enough to challenge control and balance
- Alternate between hopping left and right on both legs

Key cues: Brace through the trunk. Soft knees. Hip, knee, ankle in line.





PART D 3 min.

PHASE

# **Side Hop and Hold** S: 1 R: 8 (4 each side)

- From standing on one leg, hop sideways to the left or right and land on the other leg in a one leg stance
- For example: when standing on the left leg, hop to the right and land on the right leg.
  Alternate between hopping left and right
- Key cues: Chest up. Hip, knee, and ankle in line. Knees over toes.



Landing, change of direction, and plyometric training to develop power and control



#### Kneeling Drop Catch S: 1 R: 6

- From kneeling position, slowly fall forward with arms reaching forwards
- Use arms to catch the body with elbows slightly bent and return to start

PHASE



50%

# Running activities to warm-up and develop control and technique when changing direction.



# Balance exercises to develop movement control and stability in the lower body and trunk





#### Single Leg Arabesque

#### S: 1 R: 12 (6 each leg)

Stand on one leg, with the standing knee slightly bent

- Slowly lean forward from the hip until trunk is parallel to the ground
- Return to upright while trying to maintain balance

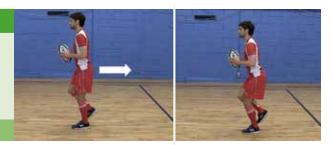
Key cues: Shoulders level with hips. Brace through the trunk. Hip, knee, ankle in line.

## **Backward Hop and Stick**

S: 1 R: 12 (6 each leg)

• Hop backwards by taking off and landing on the same leg • Hopping distance should be far enough to challenge control and balance

Key cues: Brace through the trunk. Soft knees. Hip, knee, ankle in line.





Bodyweight or partner resistance activities to develop strength and control through the lower body, upper body, and neck area





#### **Toe-Toe Squat** <u>S:</u>1 R:8

• In pairs of similar height and weight, stand facing each other

- Interlink hands and walk the feet forward until the toes of each player are touching
- Lean back and extend the elbows to counter-balance
- Flexing at the hips and knees, both players perform a squat



#### **Nordic Hamstring Curl** S:1 R:5

• Both players kneel on the ground, with player two holding player

- one's ankles · Player one slowly lowers their
- torso forwards while resisting falling
- Player one uses their arms to land when the controlled lower cannot be held



#### **Bridge Full Clock** S:1 R:1

- Start in a front bridge position
- Keeping the feet in the same position, slowly walk around in a circular motion with the forearms • One full circle = one repetition
- If players are unable to complete one full circle, regress to a halfcircle and focus on maintaining control

Key cues: Pinch the shoulders to-

Key cues: Chest up. Brace through the trunk.

**Prone Lawnmower** 

S:1 R:8 (2 each side)

• Start in press-up position

• Perform one press-up, then lift

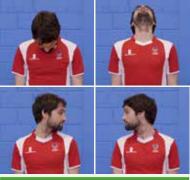
one hand and raise above the

• Return hand to the ground and

raising the left and right hands

repeat, alternating between

head by rotating the trunk



# Standing Neck Lift and Rotation

- S:1 R:1 each direction
- Start by resting the chin on the chest for 10 seconds
- Raise the head to look up as far as possible and hold for 10 seconds
- Return head to neutral position, before looking as far as possible over the left and right shoulders, holding each for 10 seconds

Key cues: Chest up. Brace through the trunk. Knees over toes.

Key cues: Chest up. Brace through the trunk

gether. Shoulders level with hips. Brace through the trunk.

Key cues: Chest up. Brace through the trunk

# Landing, change of direction, and plyometric training to develop power and control



INTENSITY

100%



# Shuttle to Edge of Square S: 1 R: 4 (2 each direction)

- Begin standing with feet shoulder-width apart
- On coach's cue, turn and run to the edge of the square

• When 2-3 strides from the edge, plant the outside foot and cut back to the start position

Key cues: Shoulders level with hips. Brace through the trunk. Hip, knee, ankle in line.



**Forward Bounding** S: 1 R: 2

- Jump forwards as far as possible in three continuous bounds
- Use the arms to drive forwards when jumping
- Time to minimise time feet are in contact with the ground between jumps

Key cues: Brace through the trunk. Soft knees. Hip, knee, ankle in line.





# Running activities to warm-up and develop control and technique when changing direction



INTENSITY

50%



**Retreating Diagonal Side Shuffle** S:1 R:2 D: 15 m

- Shuffle backwards 2-3 steps diagonally to the left or right
- Pivot 90° on the rear leg to change direction and repeat diagonally in the opposite direction
- Alternate between shuffling diagonally to the left and right Key cues: Chest up. Hip, knee, ankle in line.



- Facing side-on, push off and drive the knee of the rear leg up to skip sideways
- Co-ordinate knee and elbow drive when pushing off with the rear leg

Key cues: Chest up. Hip, knee, ankle in line.



- Players start by facing each other 1-metre apart
- Player one runs forwards while cutting from side-to-side
- Player two retreats away while trying to mirror the direction that player one runs toward

Key cues: Chest up. Hip, knee, ankle in line.

# Balance exercises to develop movement control and stability in the lower body and trunk

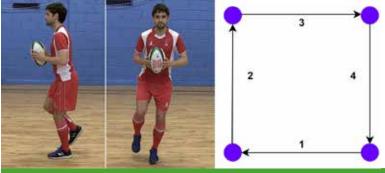




# Single Leg Balance with Push to Unbalance S: 1 R: 2 (1 each leg) D: 30 seconds (15 seconds each leg)

• Player one stands on one leg with standing knee slightly bent. Player two stands beside player one • Using both hands, player two tries to push player one off balance while player one maintains their balance

Key cues: Chest up. Brace through the trunk. Hip, knee, ankle in line



**Single Leg Box Hops** S: 1 R: 12 (6 each leg)

- Beginning by balancing on one leg
- Perform four continuous hops on the same leg to draw a box shape

Key cues: Brace through the trunk. Hip, knee, ankle in line. Soft knees.



Bodyweight or partner resistance activities to develop strength and control through the lower body, upper body, and neck area

PART

PART

3 min.

# 6 min.



# **Reverse Lunge** S:1 R:8 (4 each leg)

- Stride backward, the lead foot should be squarely in contact with the ground and the rear foot on the toes
- Keep the hips level with a 90° bend in the lead leg
- Alternate rear leg with each step

Key cues: Chest up. Brace through the trunk. Knees over toes.



## **Nordic Hamstring Curl**

- Both players kneel on the ground, with player two holding player one's ankles
- Player one slowly lowers their torso forwards while resisting falling
- Player one uses their arms to land when the controlled lower cannot be held

Key cues: Chest up. Brace through the trunk.



# Front–Side–Front Bridge S:1 R:1 D: 25 seconds (5 seconds per hold)

- Begin in a front bridge position
- Perform the following sequence and hold each bridge for 5 seconds: front, side (left), front, side (right), front

Key cues: Head neutral. Shoulders level with hips. Brace through the trunk.

# Landing, change of direction, and plyometric training to develop power and control



#### Run, Step, Stick S: 1 R: 4 (2 each side)

- From standing start, accelerate up to 50% pace
- Take-off from one foot and jump to side to land on the other foot
- Continue to run forward and alternate between jumping from the left and right legs

Key cues: Brace through the trunk. Hip, knee, ankle in line. Soft knees.

# **Standing Plyo Press Up**

#### S: 1 R: 4

- In pairs, stand facing each other. Player two adopts a braced position while player one leans against player two using their arms
- Player one slowly leans forward towards player two, taking the weight through their arms
- Player one explosively pushes away from player two before catching themself through their arms

Key cues: Chest up. Brace through the trunk.





**Resisted Shoulder Tap** S:1 R:2 (1 each side) D: 30 seconds (15 seconds each side)

- In pairs, grasp the wrist of each other's right arm
- The aim is to tap partner's shoulder with the right hand, while stopping the partners from doing the same

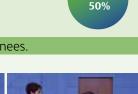
#### Key cues: Head neutral. Chest up. Brace through the trunk.



#### **Partner Resisted Neck Movements** S:1 R:1 each direction D: 60 seconds (10 seconds each direction)

• In pairs, player one tries to move their head in various directions while player two offers some light resistance against this • Direction of forces to be applied: chin-to-chest (flexion), eyes-to-sky (extension), ear to shoulder (left and right lateral flexion), look over the shoulder (left and right rotation)

Key cues: Chest up. Brace through the trunk



INTENSITY



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