

The PE Hub Glossary – Tag Rugby

Attacking team – The team with possession of the ball in a game, who are trying to get past a **defending team** to score a **try**.

Backwards pass – Unlike other invasion games, the ball can only be passed backwards to a teammate. Any pass that travels forward results in a **turnover** of possession and a **free pass** to the other team.

Ball carrier – The player on the **attacking team** holding the ball. They can choose to run with or pass the ball to a teammate.

Centre spot – The spot in the middle of the pitch where a game is (re)started. The game is restarted after a **try** by the team who conceded the try having a **free pass** from the centre spot.

Dead ball line – A horizontal line at either end of the pitch. If a player holding the ball or a ball crosses this line, it is a **turnover** of possession to the other team.

Defending team – The team that does not possess the ball, who are trying to stop an **attacking team** from scoring.

Defensive line – A formation a defending team uses to try and stop an **attacking team** from scoring a try. It involves the defenders being in a straight, horizontal line across the pitch, with even gaps between each defender. A good defensive line stays in a line moving up the pitch to limit space for a **ball carrier** to run into.

Foul – When a player commits an offence of the rules of Tag Rugby/rugby. A foul results in the other team getting a **free pass** at the spot of the foul.

Free pass - Similar to a free kick in football, it is awarded for any offence on the pitch. It must be taken at the spot the **foul** took place, and any opposing players must be 3-5 metres away until it is taken.

Knock-on – When a player loses control of a ball as a **ball carrier** or catching a pass. If the ball drops on the floor in front of the player, this is a ‘knock-on’ and results in a **turnover** of possession to the other team to restart using a **free pass**.

In goal area – The space between the **try and dead ball lines**. It is the area where the attacking team can score a try.

Interception – When a defender is able to catch an attempted pass being thrown from a **ball carrier** to a teammate to affect a **turnover**.

Obstruction – A **foul** that occurs when an attacking player without the ball runs in front of the **ball carrier** to stop an opponent from trying to tag them. It results in a **free pass** being given.

Offside – An offence in rugby that leads to a **free pass** being awarded. When a ball carrier is tagged, an imaginary line is drawn horizontally across the pitch where the **tag** takes place. The attacking team must organise themselves behind the attacker just tagged on their half of the pitch and defending team must move back onto their side.

Referee – The official in charge of a game of Tag Rugby.

Tag/Tagging – The removal of one of the tags from a **ball carrier's** tag belt by a defender. This means the ball carrier has to pass the ball to a teammate after either taking three more steps or after 3 seconds.

Tag belt – A belt worn by each player when playing tag rugby. Each player should have two tags on their belt, one on each hip.

Touchlines – 2 parallel lines that run vertically on either side of the pitch. If the ball goes off the pitch passed these lines, either by being thrown or a **ball carrier** stepping over the line, it is a **turnover** of possession.

Try – The scoring system used in tag rugby. A try is scored by a **ball carrier** placing the ball down with pressure over the **try line** somewhere in the **in-goal area**.

Try line – A horizontal line across the pitch near both ends. A team scores a **try** by crossing this line and placing a ball down.

Turnover – A turnover is when possession changes from the **attacking team** to the **defending team**. This may happen due to an attacking team committing a **foul** or taking the ball out of play. It can also happen if a defending team **intercepts** a pass.