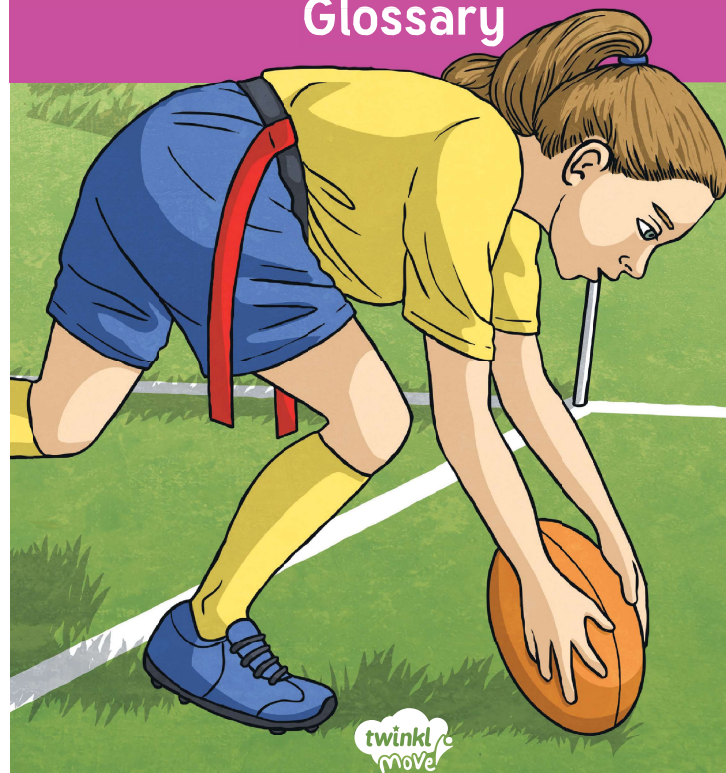
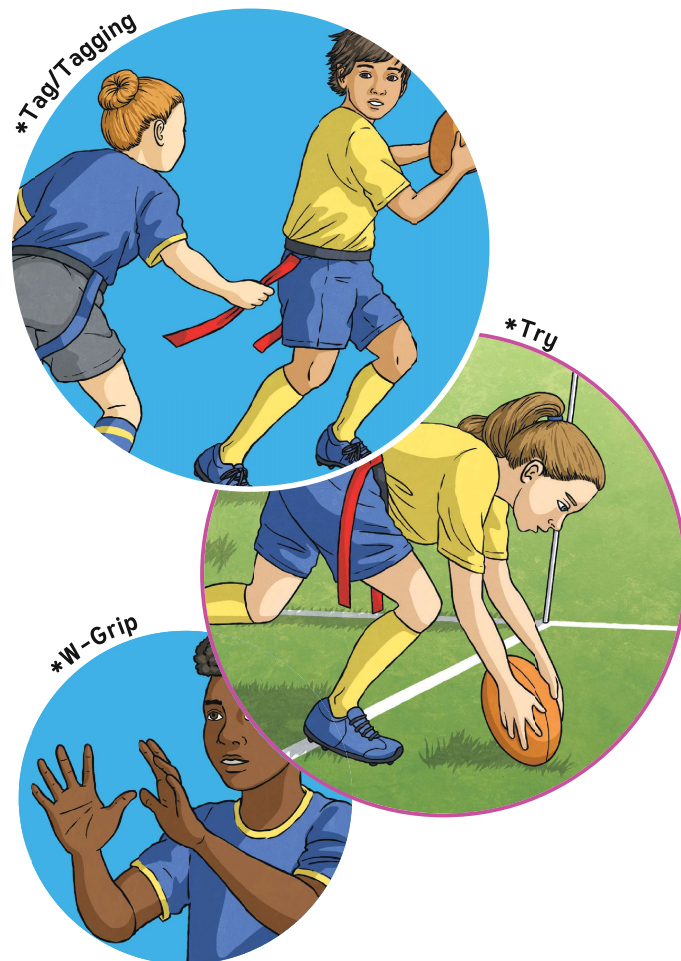
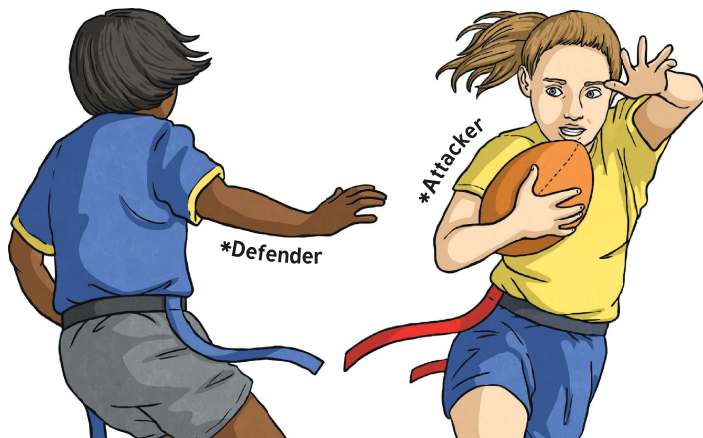




## Tag Rugby Glossary



Aa	
<b>Attacker*</b>	The players involved in invasion games, such as rugby, are usually given a <b>position</b> on the field. This position will require them to do a specific job for their team throughout the game. An <b>attacker's</b> role is to maintain <b>possession</b> and <b>score</b> .
Bb	
<b>Backward Pass</b>	Unlike most other invasion games, in tag rugby, the ball is not allowed to be passed forwards. Only sideways or backwards passes are allowed.
Dd	
<b>Defender*</b>	The players involved in invasion games, such as tag rugby, are usually given a <b>position</b> on the field. This position will require them to do a specific job for their team throughout the game. A defender's main jobs are <b>marking</b> and <b>tagging</b> .



Tt	
<b>Tag/Tagging*</b>	<ul style="list-style-type: none"> <li>• Players must always have two tags on their belt while taking part in the game.</li> <li>• A 'tag' is the removal of one of the tags from the belt of the ball carrier.</li> <li>• Only the person with the ball can be tagged.</li> <li>• The ball carrier can run and dodge potential taggers but is not allowed to fend them off using their hands or the ball.</li> <li>• The ball carrier cannot guard or shield their tags in any way.</li> <li>• When a tag is made, the ball carrier must pass to a teammate within three seconds or three strides.</li> <li>• Once the ball has been passed, the player retrieves their tag from the tagger and fastens it back on their belt before rejoining the game.</li> </ul>
<b>Try*</b>	A try is scored by placing the ball with downward pressure on or behind the opponent's line (the try line) while the ball carrier is on their feet.
Ww	
<b>W-Grip*</b>	This is the position the hands should be in when catching the ball at chest height.

<b>Dodge/Dodging</b>	<p>Dodging is an essential skill for attacking in tag rugby. It involves a quick change of direction to try and send the defender the wrong way to enable a player to:</p> <ul style="list-style-type: none"> <li>• get free to receive a pass;</li> <li>• get around an opponent;</li> <li>• avoid being tagged and losing the ball.</li> </ul> <p>The technique for dodging:</p> <ul style="list-style-type: none"> <li>• keep your head up;</li> <li>• keep a low body position (knees bent);</li> <li>• plant one foot and quickly change direction (plant and go).</li> </ul>
Ii	
<b>Intercept/Interception</b>	The act of anticipating the pass made by an opposing player and regaining possession of the ball to set up an attack.
<b>Invasion Game</b>	<p>An invasion game involves attacking an opponent's territory (zone) with the aim of scoring a goal or point. Examples of invasion games include netball, hockey, football, basketball, rugby, handball and lacrosse.</p> <p>They usually consist of teams of equal players.</p> <p>These fast-paced games focus on teamwork, keeping possession, attacking and defending.</p>

Nn	
<b>Non-Contact</b>	Tag Rugby is a non-contact sport, which means that defenders cannot physically touch the player with the ball. The only contact allowed is during the act of 'tagging' – the removal of a tag from the belt of the ball carrier.
Oo	
<b>Offside*</b>	Offside only occurs when a player has been tagged. The offside line is through the centre of the ball.
	After a tag is made, players from the tagger's team must move back behind the ball. Players from the opposition must move one metre from the ball towards their own goal line.
	A free pass is given to the non-offending team if a player in an offside position interferes with a pass from a tagged player to a teammate.
	A player can, however, run from an onside position to intercept a pass between two players from the opposition.
Ss	
<b>Sidestep*</b>	The sidestep in rugby involves a quick change of direction and can be used to get around an opponent or avoid being tackled.

