

# Tag Rugby Knowledge Organiser - Year 3

**Prior Learning:** In Year KS1, children were introduced to some fundamental rugby skills. They learned different ways of throwing and catching. They learned to run with the ball in their hands. They also played some adapted invasion games which introduced them to some Tag Rugby skills.

## Physical Me

**Throw**

**Catch**

**Dodge**

**Run**

**Speed**

**Agility**

**Balance**

**Co-ordination**

## Key Skills

### Thinking Me

- To improve my skills
- To make decisions in a game

### Value Me:

- Honesty
- Courage

### Social Me

- Communication
- Encourage
- Collaboration



## Key Knowledge

**Tagging** - Instead of being tackled, a player carrying the ball can be 'tagged' by having a tag removed from their belt by a member of the opposition.  
- A player must call 'tag' and then hands it back to the player

**Holding the ball** - Dirty fingers clean palms- fingers touching the ball not palms  
- Two hands holding the side of the ball  
- W shape with hands

**Passing** - Pass sideways. Draw a **smile** as the ball goes from one side of the body to the other  
- Release the ball at the end of the smile- point fingers in the direction of the pass

## Tag Rugby Rules:

### No of players in a team:

Only 7 on pitch at a time

### Pass:

Never pass forwards!  
Run forwards, pass backwards.

### Tagging:

Remember to stop when a tag has been taken from your belt

The tagger must not throw the tag, it must be handed back

The player that is tagged has 3 seconds to pass the ball sideways or backwards to another teammate.

### Possession:

Can only be gained by interception or catching a loose pass

### Scoring:

- A try is scored by the attacking team when they place the ball on the ground on or over the try line.
- A try is worth one point
- You must place the ball past the try line with two hands and stay on your feet (no diving)

### Out of play

If the ball goes off the pitch, it is a free pass to the appropriate team

## Key Vocabulary

Tagging

Handover

Passing

Try

Acceleration

Horizontal

Smile

Defending

Attacking