

Forcing Back Game

Skill - Defensive & Attacking **Fundamentals**

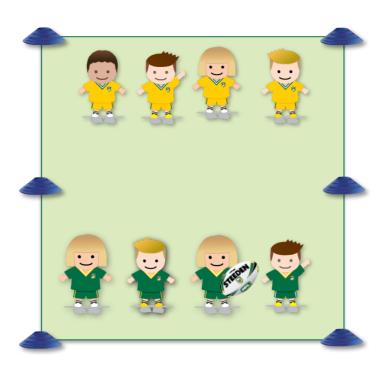
TYPF

Game

AGE

Description

- The aim is to score a try.
- This game should be played on a large field.
- Teams start off by kicking the ball downfield to the opposition, with the aim of gaining distance.
- If the defensive team catch the hall on the full, they accumulate a tackle.
- At any stage, as a team receives a kick, they may turn the game into Rugby League. If they have accumulated 2 tackles from the forcing back game, they receive 2 chances to score. If they accumulate 6 tackles, they receive 6 chances.
- After the attacking set is completed, the game reverts back to forcing back.



Equipment



x (6) Markers





x (1) Footballs

Players



The coach can determine the amount of players per team. Usually you will just split the players into two even teams.

How to Stop Play

You can stop play by a tackle, tag, or touch.

How to Restart Play

You can choose between play the ball, hit the ground and then play the ball, tap, or any other.

Amount of Plays

Coach to choose how many plays each team receives per set.

