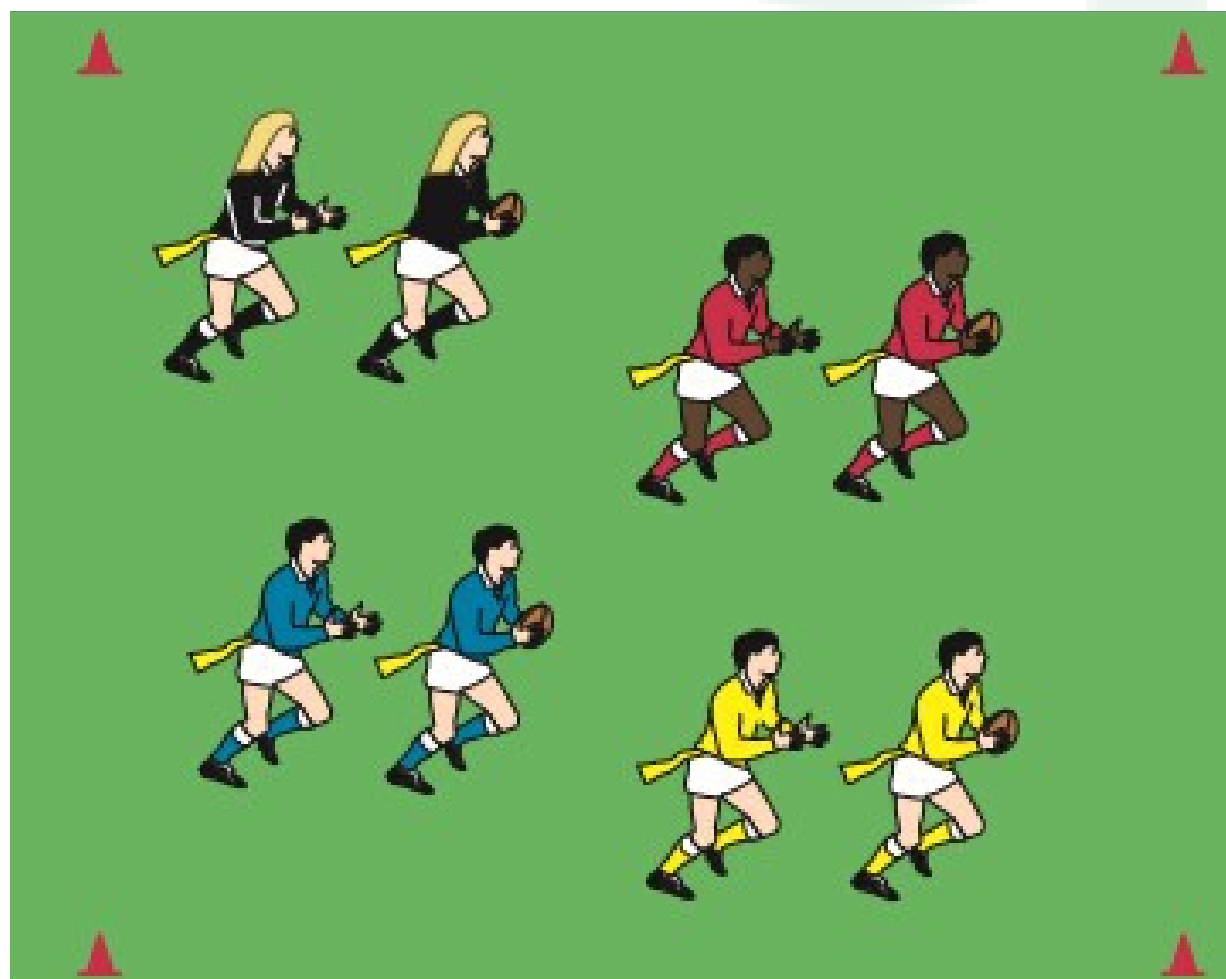


HARES AND HOUNDS

KS2 RUGBY

DESCRIPTION

Arrange the players in pairs with one holding a ball in both hands. The pairs begin by standing side by side within the working area. On "GO" the ball carrier (hare) tries to lose the partner (hound). After a short while, the coach blows the whistle to stop. All the players must stand still (freeze). If the hound can tag the hare, without moving their feet or falling off balance, the hound gains a point. If not, the hare gains the point. The coach can now reverse the roles. This can be repeated a number of times and each individual should keep their own score.



RULES OF THE GAME

- Hares must carry the ball in both hands at all times
 - When all players are stopped, each hound scores a point if they can take a tag; otherwise the point goes to the hare.
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- Neither hares nor hounds are permitted to move their feet when told to stop.
 - Hounds must stay balanced when taking a tag.
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- Tags must be handed back to the hare immediately after it has been taken.
 - No player is to go outside of the marked area
 - Hares must not be pushed out of the marked playing area in order to gain a point
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- If a hare does go outside of the marked area to avoid the hound then the hound gets the point.