Unit 18 — English for Rugby

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Advantage

A rule allowing play to continue after an infringement if beneficial to the non-offending team.

"The referee called advantage after the offense prevailed."

Back

A player in the backline, typically responsible for running and scoring.

"The back dashed past the defense."

Breakdown

The phase immediately following a tackle when the ball is contested on the ground.

"A chaotic breakdown ensued after the tackle."

Conversion

A kick attempted after a try to earn extra points.

"The conversion kick sailed through the posts."

Drop goal

A scoring method where the ball is dropped and kicked as it bounces.

"She scored a drop goal from distance."

Dummy

A deceptive move meant to mislead the defense.

"He performed a dummy to bypass the tackle."

Flanker

A forward known for agility and tackling, supporting both attack and defense.

"The flanker made crucial tackles."

Forward

A player positioned in the pack, involved in physical contests.

"The forwards dominated the scrum."

Hooker

A forward who plays in the middle of the scrum and hooks the ball.

"The hooker ensured possession in the scrum."

Kick

A method of passing or gaining territory by striking the ball with the foot.

"He executed a long kick downfield."

Lineout

A method to restart play when the ball goes out, where players are lifted to catch it.

"They executed a perfect lineout."

Lock

A key forward who provides height and power in lineouts and scrums.

"The lock dominated the lineout."

Maul

A phase where the ball carrier is held up by opponents and teammates bind around him.

"The maul advanced steadily down the field."

Offload

A pass made in the process of being tackled to continue the play.

"A quick offload kept the attack alive."

Penalty

A punishment for rule infringements, often resulting in a kick.

"A penalty was awarded for a foul."

Ruck

A contest for the ball on the ground following a tackle.

"A hard ruck formed after the collision."

Scrum

A formation where forwards pack together to restart play.

"The teams locked in a fierce scrum."

Tackle

The act of stopping an opponent by bringing them to the ground.

"A solid tackle ended the opponent’s run."

Try

A score achieved when a player grounds the ball in the opponent’s in-goal area.

"He scored a try after a strong break."

Wing

A player positioned on the side of the field known for speed.

"The wing sprinted down the sideline."