

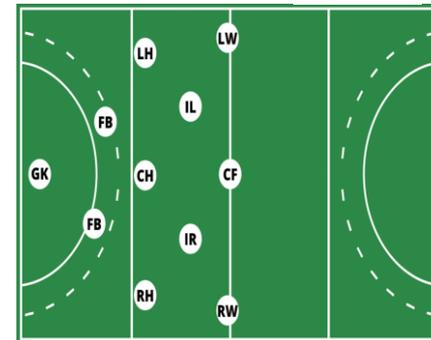


Y8 Hockey Knowledge organiser



Playing positions within the sport:

- 1. Forward:** They are the most active players who consistently try to create opportunities to make goals for their team.
- 2. Midfielders:** Most of the time, 3 players play in this position in Field Hockey which includes the inner right, the inner left, and center half.
The midfielders are the most multi-skilled players on the field. Because they play in both offense and defense formats. They play a crucial role in a team by cooperating with the forwards when the team is trying to attack the opposition. They create scopes for the attackers to make goals. Besides, they assist the defenders when the ball belongs to the opposition.
- 3. Defenders:** Defense is one of the most vital positions in Field Hockey since there is no off-side. The primary responsibility of the defenders is to resist the opposing forwards from making goals and keep the ball far away from their goal post.
- 4. Goalkeeper:** Goalkeeping is indeed the most crucial position in Field Hockey. Because goalkeepers are the ending line for defense against an opponent's goal. They are persons who take the most responsibility to resist a goal and take the most mental pressure. Their main onus is to keep the ball out of the goalpost.
- 5. Stance** - In sports, a stance is a crouching position where the knees are bent and the player is poised to quickly spring into action
- 6. Dribbling** - travelling with the ball, pushing the ball forward with close contact.
- 7. Indian dribble** - stick rolls over ball pulling it right on reverse/ open stick dribble again slightly to the left before pulling right again (Zig Zag)
- 8. Tackling** - Carried out when trying to obtain the ball from the attacking players.



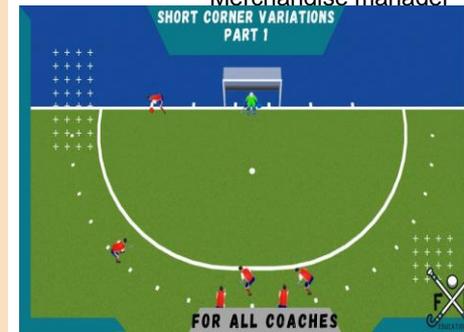
**ENGLAND
HOCKEY**

Careers:

Hockey player
Coach
Umpire
Sports commentator
Sports analysis
Merchandise manager

Key vocabulary:

- 9. Scoring** - A goal within field hockey is classed as one point. A goal is scored when the ball passes over the goal line.
- 10. Penalty shot** - If a foul occurs within the 25-yard circle by a defensive player, a penalty shot is awarded to the attacking team. This shot is taken from the penalty spot - 7-yards from the goal.
- 11. Short corner** - A penalty corner is taken on the backline inside the circle from a mark at least 10 metres from the goal post. The ball can be hit or pushed to the other attackers who must be outside the circle. The defending team can have no more than five players, including the goalkeeper, behind the back line and must have their sticks, hands and feet not touching the ground inside the field. The other defenders must be beyond the centre line until the ball has been played.
- 12. Hitout** - This is awarded to the attacking team when the defense either commits a foul inside the striking circle or intentionally hits the ball out-of-bounds over the end line.





Y8 Netball Knowledge Organiser



Playing positions within the sport:

- 1. Centre (C)** - this position starts the game and is allowed anywhere on the court except their own and the opposing team's goal circles.
- 2. Wing attack (WA)** - this position aims to collect the ball and deliver it safely into the goal circle to the shooters. The wing attack is only allowed in the top 2 thirds of their court.
- 3. Goal attack (GA)** - this position aims to collect the ball safely from the wing attack or centre and either passes to the shooter or has a shot for themselves. The goal attack is only allowed in the top two thirds of their court and the goal circle.
- 4. Goal shooter (GS)** - this position aims to find space in order to receive the ball from their teammates and shoot at the net. The goal shooter is only allowed in the top third of their court and the goal circle.
- 5. Wing defence (WD)** - this position is required to close down opposition players, intercept and protect the goal circle. The wing defence is only allowed in the bottom two thirds of their court.
- 6. Goal defence (GD)** - this position deals with preventing the opposition from passing the ball into the goal circle. The goal defence is only allowed in the bottom two thirds of their court and the goal circle.
- 7. Goalkeeper (GK)** - this position aims to close down opposition shooters in order stop the ball from being shot at the net. The goalkeeper is only allowed in the bottom third of their court and the goal circle.

Rules of The Game:

- 8. Game structure:** According to standard netball rules, matches are split into four quarters. Each quarter lasts 15 minutes (amateur matches may be shorter) with a 5 minute break between the 2nd and 3rd quarter (half time). The teams switch ends after each quarter.
- 9. Penalty pass/shot:** A penalty pass is awarded when an obstruction or contact call is given by the umpire. If the penalty is awarded in the shooting circle for the attacking team, they may take a penalty pass or shot.
- 10. Held ball:** A held ball is when a player holds onto the ball for more than 3 seconds before passing or shooting. The other team is awarded a free pass.
- 11. Offside** - When a player enters part of the court they're not permitted to. Resulting in a free-pass being awarded to the other team.

Key terminology:

- 12. Pivoting:** You may move around on a pivot by keeping foot number 1 on the floor, but not lifting it up, your foot number 2 can help you by moving around in a circle.
- 13. Dodging:** A quick movement that allows a player to change direction and get away from their defending player

Netball Court Positions



Careers in netball:

- | | |
|--------------------|-----------------|
| Netball player | Sports analysis |
| Coach | Merchandise |
| Umpire | manager |
| Sports commentator | Physiotherapist |





Y8 Football Knowledge Organiser



Key terms:

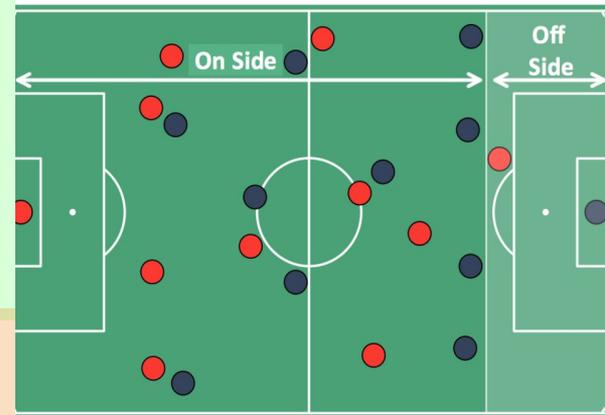
1. **Aerial control:** Controlling a ball that arrives from within the air
2. **Penalty area:** An area on the pitch close to the net
3. **Long pass:** This is a pass that covers a substantial distance either on the ground or within the air.
4. **Dribbling** - Keeping the ball close to your feet while moving with the ball
5. **Angles** - The ability to move into space to give your teammate an option to pass the ball
6. **Defending** - Action of preventing an opponent from scoring
7. **Reverse pass** - A disguised pass designed to change direction of the ball to outwit an opponent.
8. **Tackling:** The ability to take the ball off an opponent legally

Playing positions within the sport:

8. **Striker:** The main position to score a goal within the game
9. **Midfielder:** 'The playmakers' as this position will need a lot of cardiovascular endurance in order to both attack and defend.
10. **Defenders:** Are responsible for stopping the other team attacking and scoring a goal.
11. **Wingers:** Are responsible for providing width and creating space for other attacking players through quick runs down either side of the pitch.
12. **Goal Keepers:** Are the last port of defence. They are responsible for stopping the ball going into the net.
13. **An official:** The referee, assistant referees, fourth official, additional assistant referees and reserve assistant referee are the 'on-field' match officials.

Laws of the Game:

14. **Offside** - The law states that a player is in an offside position if any of their body parts, except the hands and arms, are in the opponent's half of the pitch, and closer to the opponents' goal line than both the ball and the second-last opponent (the last opponent is usually, but not necessarily, the goalkeeper). Being in an offside position is not an offence in itself. However, if they receive the ball or will otherwise become "involved in active play" by being in that position, the ball will be given to the oppositions goalkeeper. Offside is often considered one of the most difficult-to-understand aspects of the sport



Careers / Future Involvement

Coaching
Refereeing
Coaching
Playing
Sports Analysis
Journalism
Media
Sports Advertisement





Y8 Rugby Knowledge Organiser

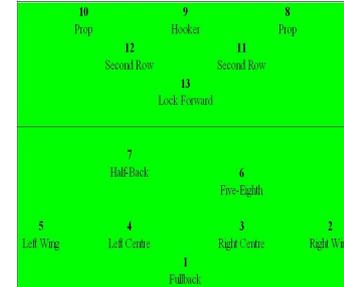


Key terminology:

- 1. Pop pass** - A short pass often used when you want to pass the rugby ball to a teammate who is running in close support.
- 2. Receiving** - Gaining possession of the ball.
- 3. Tackle** -Tackling in rugby is a method used to control and limit your opposition's movement, and to prevent them from scoring
- 4. Line passing** - Passing along a horizontal line of attack.
- 5. Drop off** - 2 players running in the opposite direction. When they meet, the ball is transferred and then the players continue to run in their given directions.
- 6. Play the ball** - A way of restarting the game after a tackle. The ball is to be placed on the floor and rolled backwards with the foot
- 7. Offside** - Players being inline / behind the referee when the player 'plays the ball' after a tackle

Playing positions within the sport:

- 7. Props:** The two props are traditionally the heaviest players on the team. Their role in attack is to make strong direct runs at the defensive line.
- 8. Hooker:** The hooker has a very specific role in rugby league scrums. When the ball is fed into the scrum, the hooker must scoop the ball backward with their foot. There aren't many scrums in a league game, and hookers have another important role. They often act as the dummy half by picking up the ball after a teammate has played it back after a tackle.
- 9. Forward:** The lock forward is also called the loose forward. As the latter name suggests, they are expected to be the most dynamic and mobile forward. They are involved more in open play by taking wide passes and distributing the ball themselves. In other words, they play more "in the loose".
- 10. Halfback:** The halfback is the primary playmaker on a league team. This means that they organize the attacking play. Whether they choose to run, pass, or kick the ball determines how play unfolds.
- 11. Centres:** There are two centres on a league team. They are the link between the playmakers (the halfback and the five-eighth) and the wingers on the edges of the field.
As well as taking the ball hard to the line, they chase kicks both in offense and in defense.
- 12. Wingers:** There are two wingers on a league team. They traditionally hug the wings to receive the last pass of a scoring play. By staying out wide, they stretch the defensive line. This makes gaps for the centres to exploit.
- 13. Fullback:** There is one fullback on a rugby league team. They typically are in the deepest position on the field. Because they see the full picture of play, they are a crucial part of organizing the defense. They also take responsibility for catching long high kicks (known as bombs) that are falling toward their try line.



Careers / Future Involvement

- Coaching
- Refereeing
- Coaching
- Playing
- Sports Analysis
- Journalism
- Media
- Sports Advertisement

Scoring of The Game:

- 14. A try** shall count four points.
- 15. Try and Goal** - A conversion goal or a penalty goal shall count two points.
- 16. A drop goal** during play shall count one point.

