Did we buy those or did they just pop in the house? They were here. I think they were here. We didn't buy any. Okay, so if we, um, if we go back, try to go back into that conversation. Um, and sort of rehash the idea that the intent is for us to not be there to guide one of these sessions and let people just play and have fun. Um, you know, that when we talked to John and the transcending people, there was a lot of discussion on the flow state and that flow channel. And essentially, you know, what, what they were focused on is, look, we understand flow state for an individual person and trying to keep someone in that flow channel is pretty much a balancing act of, you know, not pushing them too far out of their skills, like outside of their capabilities so that they start getting disengaged, um, or keeping the game too easy where the, where it's just like too easy to beat the game and they get disengaged. Pretty much what we were just talking about, right? Um, the challenge that they saw was how do we keep a team in a flow state? And I think the challenge with that is, you know, you have maybe four players on one team, four players on the other team, you know, some people in there are going to be challenged by some of the rules and some are not right. The nice thing about rugby is it's a team sport, so it tends to, you know, if, if it's, if things are too easy for Josh, um, because he's really good at running and passing, um, but he's got other members in his team that are maybe not that good at, at it. He needs to adjust his game for his team to do well, which is a lot of what the initial rugby tribe thinking was about. Like initially what we thought about for rugby tribe was not, Hey, we want to put Angus in the phone so that it wasn't only about this, it wasn't only about putting Angus in the phone so that, um, you know, there could be a great coach there without a great coach being there. A lot of it was about, Hey, there's some really interesting stats to track because Josh maybe ends up on a team where not everyone's great at catching and running. So he needs to adjust and help his team to make sure that they win every time so that he can get the stats associated with his profile. So I feel like in rugby, naturally the flow state thing is forced for the whole team if you do the game design well. So if the, if the two teams are within like one or two scores of each other by the end of their seven or eight minute session, then it seems like that's a good metric for saying like these two teams are well balanced. Um, that was probably my big takeaway from that, from that last one. Cause that's something that I think so, no, but it's definitely an indication of, yeah, no, I totally get what you're saying. You're saying that if, if we're playing a game that is eight minutes long and each team scored 15 times, that doesn't mean that both teams were in flow state. It just means that the two teams are balanced, but both teams may have been utterly bored because the game design was maybe very poor and it was just way too easy to score. So it was not challenging. So there was no flow state, but let's not get too bogged down in like the whole flow state thing. Okay. So you have to create momentum to achieve an outcome. So teams have to, um, teams have to be able to change their state, which is the opposite I believe of inertia. They have to be able to change their state in order to generate new outcomes. So I think most rugby runs on the principles of inertia where everyone's doing the same thing all the time for most of the time and not really generating or changing the outcome. So when it comes to simple gaming for engagement, any one person needs to believe that in any given moment they can change the outcome of the game, which is the trick, which kind of defines all your things. So if you've got a 15 minute game, two teams playing, let's come up at 15 minutes, you get three, two or four, three as the final score. So four, three as the final score, that's seven, seven scores in 15 minutes means that's roughly one score every two minutes. That's if you look at that as a balanced ratio of outcomes is we've got a situation where it's competitive. Everyone feels like they're engaged in the game. Everyone feels like they can probably change the outcome of the game. And when it comes to flow state, flow state exists within that. So the team that scored four might have achieved a state of flow for five of those 15 minutes, at which point they've scored three points. But then that's because flow state, like all performance, is temporary. And then they've just fallen back on innate ability to maintain the status quo and prevent the other team from scoring. But they're not necessarily in a state of flow. Whereas the other side at three points might have been, because again, remember we're dealing with not just inertia and momentum, but we're also dealing with the human condition. So the other team might have scored its three points in minute 8, 9, 10, 11. And so their state of flow has arrived very late and has been for the most short period of time. So it's a very lucrative and shortened period of... Yeah. Which is not necessarily a bad thing in the context of the game of rugby, right? Like it is ideal if your team has peak performance for 80 minutes total. Yeah. It is, you know, if you think about winning or losing the game, we talked about that Argentina-Australia game earlier today. Argentina clearly peaked second half and just smashed 60 points in one half, which is very indicative of that team achieving a flow state. Right. Yeah, absolutely. I was going to say exactly the same thing. So Argentina scoring 60 points in 40 minutes, if you look at that as a point ratio of more than a point a minute. Which is different from a score a minute. Yeah. Right. Yeah. But it's huge. You've kind of got a confluence of issues there. It's unusual if that happens in a game of rugby. Yeah, totally. So you've got this perfect storm of them achieving flow whilst the other team... Has already gone home. Dismantles. Yeah. Yeah. So if I make it a little bit, so I think that's like very philosophical on how rugby could or should work for people to have fun. If I go back to the skill we kind of toyed with earlier, which was passing, and I say, okay, right, we've showed up, we've warmed up with some very basic rule set in terms of field design and I'm only allowed to pass with two hands, touch with two hands, immediate turnovers and so on. We finished our first round, we're having a bit of water, you know, what are the... You like to build on the existing rules, right? My experience is that you typically don't like to take the rules from the first game and totally scrap them and start a totally new game. Correct. You would typically go, okay, well, we're doing, like we've built these first two rules for this first game, we are now going to add in like X, Y, Z for round number two. And sometimes, whether the teams change or not, that doesn't matter, rules get layered in. So maybe, you know, if I think back of some of the rules I experienced for a passing game, you may add some channels, right? So maybe in the first game, you had to pass with two hands, maybe in the second game, you're going to be forced to pass, make longer distance passes, or forced to make shorter distance passes, right? Yeah. Or something like that. So what are the options, not saying one should be picked over another, but sort of what are the options that you, you know, think through proposing, like as we're playing and we're wrapping up game number one and we're debriefing and drinking water, what are the things that you're considering when you pick your additional rule or two rules for the second round? So I think it comes back to, again, so let's say if we've got 60 minutes, and just coming back, so if you've got a 60-minute session, and before I go into that, and going off slightly, the majority of people in the world today might, if they go to a gym for one hour, they might move for 15 minutes or less, okay? So just keep that in mind. So if you're out on a training station or a training field to do some rugby games, and you've got 60 minutes, okay, in 60 minutes, you've got three 20-minute windows, yeah? So if you do three games of 15 minutes, that's 45 minutes of activity achieved in a 60-minute window. Which is a positive thing. Which is hugely positive in the modern world, yeah, with relative to how people move and what they're doing. So you're keeping people moving and engaged for three quarters, more than three quarters of the time, which is excellent. So that's what you want to be doing. So that, coming back to your question, is I'm always thinking, right, we're going to go into the game, we're in our second 15-minute window, what can we do to elevate the status of the game? So you either do nothing, option zero, do nothing. Everyone's having a great time, we're going to stay at this because everyone's really enjoying themselves, we might switch the captain, we might switch one or two players, whatever we decide to do, then get back into the game, set the score again. If you do make those changes, go back to zero-zero, start again, see if you get a different outcome. Because if you get a different outcome, you can ask yourself why, what's the dynamic? Is it the people, the skill set, the profile of the team, whatever it might be. If you're going to increase the challenge, number two is like, how do I increase? I always go rewards first. The reward for your endeavour is X. So we know we've got our standard scoring process, so I'm going to give you another opportunity to earn points. So if you add on a kick, so if you manage to kick the ball beyond the D and someone chases it, catches it and scores, that's a very difficult skill to achieve. So it's an explicit or an exceptional skill, so I'm going to give that two points. So what you're doing by doing that is you're saying, I value this skill and it might be individualistic but it still needs a team dynamic to execute. So I value this skill but I value it such that I'm going to make it an elevated status above the standard operating procedure, at which point it gets people thinking. Now what it doesn't do, it doesn't skew the game because a lot of people can't do it, so they're not going to try. They're going to stay instinctively with what they know. So you might get no outcome, which is okay. A lot of questions come to mind on this one for me because I start thinking about, you know, essentially you mentioned, I can't remember the term you used, but essentially there's a massive payoff if you execute this right, just like there is in real rugby. If I manage a proper kick pass from the fly-off to the wing, cross-field, in many, many cases, maybe more than 50%, it means a clear run-in for a try. Yeah, it's a game-changer. Right. So you've got to reward game-changing opportunities because they'll often occur against the run or against the flow of the game itself. So if we teach this model, who is going to be advising people, adding rules in, how to layer this in and how to quickly make adjustments, I'm there at the break, drinking water after the first round, and I'm asking Angus the app, you know, what can we layer in for the next game? And Angus just recommended, because we're playing passing games, Angus just recommended to this player kick passing. And Angus is telling this player that, you know, this is high-risk-reward stuff and that if someone were to attempt this, the payout would be two or three points as opposed to the typical maybe one point. So let's say that's not enough of an incentive. So we don't know what's going to happen in this game, right? Like if this person is engaging with this app, we don't know what's going to happen, how players are actually going to react in the game. So would it make sense for the app to give this person some information to insert into the game as the game goes on? So the game starts, no one's using the kick pass, because they know that if they don't pull it off, the other team gets the ball immediately. And they're going like, it's just not worth it because we know we don't have the skillset. Maybe the app can say, look, if no one's doing a kick pass in the first couple of minutes, why don't you add this other rule that says, if you do attempt to kick pass and it doesn't work out, your team still gets the ball back. Or if you do a kick pass, you know, like, or maybe like the typical rules of this game are after three touches, the ball gets turned over. And so it's like most teams are just like hanging on to the ball until the third pass and only then kicking. So it's kicking as a last resort, as opposed to attacking option. Like can the app start adjusting the number of touches involved, or how possession is handled if a kick pass were to be unsuccessful? And what could those look like? Because remember, this thing, like aside from knowing about rugby, it doesn't know those detailed things. So what could we arm it with as options for those players to use? And I'm not saying you have to anticipate exactly what's going to happen with a random set of eight players, because we don't know what the player profiles are going to look like, right? Like we just don't know who the players are going to be. But it might be helpful to insert some options. So you can say, here's the thing, so if you're going to elevate the game, you've got to elevate the conditions around that. You can't just bring in a single rule, because there's always going to be some kind of implication. So if you have not achieved a breakout option after three or four passes, so I would say three passes, you'll break the D. Four passes, you'll be beyond the D. So let's say, it's not through the number of touches, but at your third pass, if there's no breakout, no ability to break the defense, then you have to put in a kick pass. And just that one demand alone requires the players to have the right personnel in place to execute that kick. So that's a multi-faceted challenge, who makes the kick, who chases the kick. Anyone can chase a kick. That to me seems like a dice roll, right? I've now played my three passes, I didn't manage to break the defense down, and so now I have to kick. Because it will break the defense. The kick will always break the defense. It always breaks the defense in rugby. But it doesn't necessarily mean you're going to get it back. Right. So I kick the ball, let's say, downfield. If one of my players catches the ball, then we probably score a point. But so there are simple questions in here, which is what happens if the ball touches the ground? Yep, that's fine. Then it touches the ground. Because the ball touches the ground in real rugby, so that's probably fine. So once you kick the ball, let the ball do its thing. The ball is never a problem. The ball is just a fact of life. So you kick the ball, you're either going to get it back or you're now going to be defending. And that's a good way to transition the game, and it's a good way to alter or implement flow states. So the other team, so let's say you kick the ball and your team gets the ball, catches the ball. And that player gets touched. That was your final touch that you had left over. Is it now the other team's ball or? No, you keep playing until you make mistakes. You never turn over on number of touches? Well, you can. But why? Why contrive a rule? Because if you look at sports, if you look at risk and reward, and that's what confuses me about some games, is the regulation is kind of arbitrary. So if you say you've been touched three times and you've not found your opportunity, therefore you no longer have rights to position. That's just a very arbitrary thing to me that is kind of punitive for no rationale. It's like saying you have to have worked out a problem within X time. So maybe you work out the problem in X times one or X times two or X times one and a half. So why penalise people if they've done nothing wrong? But there is a purpose to introducing something like number of touches to turn over. And you don't have to do number of touches. You can do number of touches, which is more finite, or you can say within 30 seconds or 60 seconds, if you look at it in a 15-minute game, you could say, right, I need to see this happen in 15 minutes, I need to see this happen two or three times. So on either side of the ballpark. That's difficult to track without a coach, like without a dedicated person. So you come back to, as the team, basically three touches is very, very tight. And the tighter you make something, the more professional you have to be. If you say it's six touches, then you have to put a tactical kick in. Which means that six touches, there's a lot of movement happening. So the tactical kick is kick to retain or kick to score, right? Kick to score, kick to retain, you want to get a positive outcome, it's a positive action. What it does, it breaks up the field, it changes the dynamic of everything. And it's your kind of Hail Mary opportunity, but there's still a chance of a positive outcome. Because the team that's defending doesn't necessarily know what you're going to do or how you're going to do it. So it's important to change the dynamic of the game in a way that it exercises something new with a purpose, but doesn't detract from the original base on which you're consolidating the skill sets. Because if you think about it, it's if you're consolidating and building on the skill sets, the new thing will enhance the mental and emotional as well as the physical state. So when we started talking and we talked about that warm-up session where maybe the players are just like walking, playing for a little bit. In that scenario, we play one touch, turnover. Because you believe that will incentivize and create movement, which is what you want during the warm-up. So if we're back to the kick-pass thing, I'm just trying to give the model the appropriate levers that it can pull when someone comes back and says, hey, this game is not working because maybe the incentive's not strong enough, no one's kicking. What additional things can we layer in? And then the model can go and see, here are the options that Angus has given me through conversation. I'm going to arbitrarily pick one of them and understand that each of them probably has some pros and cons, and try to arm it with as much of your thinking as possible when it considers each of them, and do that through many, many conversations. I was going to say, that's a bit of a challenge. But I think as a base model, he's trying not to do anything from a punitive state, because there has to be actions and reactions. So if you're going to change the rule, so if people aren't kicking for whatever reason, then it might be something that's functioning well in the defense. So you look at the defense, what are they doing well? And you reward the D. But I'm now trying to think, because if you're the other side of the ball, you want to get the ball back. So if all you're doing is, tagged you, tagged you, tagged you, tagged you, you're trying to force a mistake, that's it, it's very simple. If you can't force a mistake, then the next thing you want to do is force them to give up the ball, which is to force them to kick. So if you're not saying the offense has to kick, then you're rewarding the defense every time they force a kick. But if you reward the defense for forcing a kick, then you end up strangling the desire to kick. Maybe it takes a lot of time and a lot of conversation between us to extract some of the nuances and the ability for the model to reason through the various rule sets. But if you were to design, similar to what you did for us not that long ago, if you were to design a series of games that would take roughly 7-10 minutes to play, 5 minutes of rest for each of them, and so someone said design a series of games in a tree structure, and the basis of the tree is maybe conditioning, passing, defense, or whatever it is, we happen to be focusing on passing.  
  
Maybe a series of games looks like well your base game always looks like this which is one touch turnover for warm-up two hands pass two hands touch yeah just always looks like that and then for your second game you have some options you can introduce kick pass you can introduce long passes only or incentivize long passes incentivize short passes incentivize more passes right like you can only score if you've made 10 passes or yeah whatever it is um there's sort of a branch to select from yeah with the base game being up there um it would i think it might be helpful for the model to understand like the exact rules for each of those games so knowing that the base game always looks the same for the passing branch of that tree the kicking one looks like this you know it says after x number of passes after x number of passes you're gonna you're gonna have to kick but when you kick you know the ball's allowed to touch the ground and roll around and do whatever the ball does if it goes out it goes to the other team if it gets knocked on you know typical rugby stuff happens but if you recover the ball if you kick it and you recover it it's just play on and if there was a passing limit then that passing limit resets yeah so if i if i kick pass to the to the person on my team on the far side they catch it and they get touched that's the first of the number of touches that we get for example yeah i think it's what's really important is to remember that and you said you know previously i'd make a game and the rules are very simple and i think that's the point um it's to make it simple to get into the game and then if you progress something you progress one thing you progress a lot of things it now starts complex and you lose the dynamic of the game and you lose so it's coming back to okay now i need you to kick so um and again remember there's a difference between playing it just for fun in playing it for a learning purpose so in this situation right now i'm kind of assuming that everyone's doing it just rocking up and having some fun which doesn't mean they're not competitive it just right but it does what that changes is the ability to introduce something from a learning point of view because i've been to highly competitive dutch games are fundamentally garbage because after 25 minutes of the same thing everyone's mad because there's individuals exploiting those rules nothing's changed it's broken down into this big argument about well what is the actual standard and what's required right and it's and it's 20 people having a game of touch rugby in their spare time that's supposed to be enjoyable and athletic and yeah and it's a good workout but you know a 60 hour session has broken down and i see that a lot in rugby uh 60 minute sessions broken down inside 20 minutes because three or four people were just abusing the system right and and then all these people get mad i think that's why it's helpful to like maybe you keep the number of rules low yep but you do have to put boundaries around you have you have to explain the gray areas because when we play a game of rugby like a real game of rugby there's a law book that describes what is supposed to happen and how every scenario is handled yep totally and it's it would be insane to introduce that level of complexity to a fun game of touch totally or some totally absolutely absolutely but what i'm saying is is what we can't do here is say i'm trying not to create too many restrictions in what we articulate but equally i do keep coming back to the fact if 10 people have turned up to play something for an hour then they're going to play otherwise they wouldn't have turned up so with i think what i'm coming back to without understanding the mindset and motivations of a specific group all you can do is assume that they're there to learn and progress yeah yep and therefore if you have three 15 minute games in a three 15 minute games in a 60 minute window game one is a standard game two it makes an adjustment in offense and defense because remember defense reacts to offense if you say at this point in the game this is going to happen it's going to intrinsically change the shape of the d they have to counter it right and then session three of the three changes something else so you're going to get a three progressions game one game two game three the game progresses twice each time the game progresses you can reset the score and you can shuffle the people around if you like have a new game with a new outcome and then the third game you reset the game you make a new progression so this is your third go your third chance to win your third rotation of players or captain and at the end of it everyone looks back and sees i've played three different games i've had maximum time in the game to contribute to the outcome of the game and also i've had one or two rotations so i've been interacting with different people across three different game sets i think you know and the point is particularly in rugby coaches over complicate so much that is enough for a lot of people people are going to be happy at that point right i think all of that people at that point have had a mental workout an emotional workout and and a physical workout right i totally agree with you and i think it's really good context for the model to understand yeah um i i also think that you know while i agree with you that too many uh constraints like like make it essentially unpleasant i think it's important to describe not as a constraint but just as a sort of a sort of a matter of fact what what happens under various conditions so if we use the kick pass again yeah people are going to want to know what the risks are associated with kicking that ball right what happens if my player doesn't catch it yeah does the other team get it the team get it do i get it and when i if i do get it is that like a reset of my touch count or like what's going on so that's not necessarily a constraint it's just you know you've introduced a new rule which allows me to kick which is fantastic because i want to test that out um but but what happens if i do kick yeah uh so the the contact all that context that you just gave uh is valuable context um and i i don't know what you know you don't know until the day that you introduce this rule with the set of players that are there if it just works out perfectly or do you need to tweak some other thing right um that's that's something that has to happen in the moment um but i think you know if if you were playing with a you're doing this with a random group of players you know what would your first best stab at it be and like only after then do you start adjusting so it sounds like you're saying at least like if i were to introduce it i'm out there with the boys and it's just you know people prepping for black dragons i'd go okay we're doing this first game because this is how we're warming up and then in the second game i'd introduce the kick boss i'd probably say you know like there's unlimited number of of touches so um yeah like you play until you make a mistake you get to do a kick boss maybe we increase the width of the field a little bit um just to make it interesting and if you catch the ball obviously your team retains the ball if you then catch it and score it then that's a bonus that was an easy score you get maybe double points as you suggested so there's an incentive for it um and if you kick it out then it's the other team's ball if you knock it on it's the other team's ball if it lands on the ground like how do you secure it maybe you have to like catch a dive on it whatever and that's just like the way you do it but there are obviously other ways to do it and at some point in the future it may be helpful defining those do you do you think the this the sort of the the branching of this i think about it like as it as like as a series of trees right we talked about the the passing game and the various games that can branch from that first one yep um there's so many i mean there's so many and i have to this is the first this is the first time i've done this so i'm kind of probably more philosophizing than saying right this game will do this this game will do this this game will do this take it this way right because it's it's um i think what we've done here is discussed the format of a basic game from which all other formats can roll out of so you have a field space allow five meters of lateral width natural space per person roughly up up to 40 meters of vertical space for to enable proper interaction offense defense and then all passing has to be done this way and all defense has to be done that way that's a really good standard just to build out right now if you look at touch rugby a la australia i've spent 30 years doing nothing more than that yeah offense does this defense does that you get six touches and then you have to turn it over to my mind it's the one of the most boring games on the planet touch rugby yeah like proper touch rugby like the rugby league version of touch okay yeah which is essentially the same of uh as like touch rugby tournaments right like yep yeah you get touched the other team drops back five meters yeah all of that stuff yeah it's like it's like a factory conveyor belt game yeah it definitely has ruined the game for them it seems yeah it's because it doesn't there's no it's so this i think for me on the one hand it shows gaming can be fun but it's achieved the extreme end of the continuum end of the continuum which is too much regulation diminishes engagement because it's become something that's so heavily governed by its global governing body that there is no room for anything else is this or nothing so what it is it's become a self-licking ice cream cone that perpetuates that game in that format which is the danger of human nature when you do gamification because there's no it's kind of this or nothing yeah so whilst it's been it's globally attractive and recognized i don't know what the take-up rate is but it's so finite in its restrictions that it to my mind i would never play it for me personally i would never play that game because there's no room to grow as an individual beyond a certain set unless you want to play that game right like just yeah you know basketball squash soccer whatever like the rules are the rules and you that that's like what you commit to yeah but in the case of like this format of touch rugby it's such a niche thing why the hell would you commit to that particular thing yeah you're gonna have a tough time finding even other people to play with yeah yeah no i totally agree with you on that i you know i like i i kind of like to go back to sort of the purity of the of the sport like we watched and rest on your honest in the ocean come up with this stupid little game that i don't even like it doesn't necessarily qualify as a game in the typical sense or in the typical definition of what a game is because um a game would be defined as something that um yeah like there's a way to score points there's a way to win or lose those are usually how games are defined um and for them it was just sort of kind of thinking around but it if i if i go back to sort of the purity of the sport as it relates to soccer i can be anywhere in the world and pick up an empty coke can or you know we played it with a frisbee the other day on the beach which didn't work out that well um uh you know you could take a fucking coconut shell whatever you want and you could start playing this just like you could i think in most games you don't have to win or lose it's you have to feel that you've contributed to the game but yeah i'm talking about in the in the definition of the game yeah there there are rules people have to make a decision to participate if you can't you can't be forced into a game yep um for it to be like truly playful and um according to the definition there's got to be a way to score points and to track the points which naturally results in in competition if i play it does but what i'm saying is it it does so you do something for a period of time and so i coach players do certain things over a period of time you know i say keep your score and when you change role so you're now this side and that person's that side just check in check your score and then go again so you know at the end if you've got a winner or a loser it's not a recorded score right it's just something that helps them focus their energy on an outcome helps you crack yeah yeah i mean i think that aspect of this is very interesting um if i go back if we go back to the cooking analogy which is quite handy you know i've got a piece of fish that i don't know what to do with i've got a bunch of other ingredients that i know i want to make a sauce with yeah all i want to do is be able to ask the phone you know hey i've had other people show up we want to play a game of rugby and this is roughly what we want to do yeah like i know i want a sauce not a salsa and can you can you help me just design some games yeah that will keep us busy for hey guys how much time do you have you have 45 minutes before you have to leave okay can you give us some games that are roughly 45 minutes to like wrap up with break times built in for water or whatever or you know we've we've we've built an hour and a half into this like build us some games that should have progressively ratchet up they'll keep us busy for an hour that's all i want to be i think the easiest thing actually is just to be something like that he's right now that now you've played whatever you want this time round two you've got four aside you have to always play with one person so three forward one back right which is like soccer it's very simple three they play four four two five three one right four two four right just change the shape of it that way and if and if you i mean that's an it's another aspect that and these conversations are all helpful right because all of them get recorded transcribed and the model gets to reference them when it gives advice so when i ask these questions it's just to help it give the details to the person on the other end so the question i was about to ask is when you say one person back you mean that um as as the two teams are playing against each other four on four you may be forced to take one of your four defenders and take that person and put it back behind the line of defense by some distance so both teams have to have their fourth person behind the team attacking and defending teams yeah and when does the so how far does the defending teams play have to be back and how and when does the attacking teams player back when is that person allowed into the attacking line so the attacking player can come into the line anytime they see an opportunity to receive a pass and break the defense so like run into space okay and if they enter the attacking line and there was and and it turns out that there wasn't any opportunity they lose the ball ball goes to the other team okay and how is that measured because when the two teams playing against each other with no angus they're present they're gonna they're gonna dispute this right so how do we give them you can't you can't you you the space is binary it's either there or it isn't so if they run to a space and they're tagged with the ball that's it turn over okay if they run into space and they've broken out okay then they're either going to score a try or that last defender that flight defender is going to tag them so what you're saying is if that additional player on the attacking side inserts themselves into the attacking line it has to be for the purpose of breaking the defense to score okay the purpose doesn't matter how do we measure it you're saying that it gets measured by the tag on the attack whether or not the defense can tax them or not okay so if they then break the line and they score a try then that was a successful entry if they break the line period is successful okay they don't have to score okay so break the line means passing the first three players but not getting in behind the first three players getting in behind the first three players okay so if the first three players on the defense are having to turn around and start running back that means that was a successful entry that team gets to keep the ball and someone because what's successful is the player who's done that is not is not tagged is there's there's might be people nearby but they can't get two hands onto them in the prescribed format which means they've timed it well you know it can't be just be clear there has to be some excitement so if i can reach out and touch with one hand it doesn't count right because it has to be two hands to count so they they can cut it fine or they can run it wide but once they've got got through the point where the the defensive shape is changing or turning to deal with their action then you're away that's clear so uh okay so i'm just giving i'm gonna keep asking questions to educate this thing i need to pee can i go pee we can let me ask one more question we can pause it and then we can wrap it up for tonight okay so how far back is the defensive player and how is that like managed doesn't matter so they always have to maintain a five meter distance from the people in front of them other than that it doesn't matter okay because once they once they start moving bodies move shapes move and change so they but they've got to try and maintain a five meter distance which comes back to the optimum space of five meters okay and if they don't maintain a five meter distance and so let's say like attacking team breaks the line but the defending player was deemed to be too close like blatantly so like clearly less than so you allow the defense to call it out okay because you you you know in fairness what's going to happen and again it comes to human nature is they're going to want to close the gap and then suddenly you've got four playing three instead of three playing three with one extra either side so without any kind of adjudication all games get a bit hard the minute you change the condition yeah but in this case you can say look maintain five meters yeah it's a bit of an honesty box system for sure but if you give them i think yeah the majority of people do things for the right reasons so you go okay you've got to be at this distance you've got to be at five meters behind because that allows you to visualize the opportunities that are upcoming if you're too if you're in built in any closer you can't see it right you can't see what space and shape is evolving one of my favorite games i'm just gonna get this one out there one of my absolute favorite touch games that i've played which you don't need any uh sort of external uh judge or referee for is so the two teams play against each other it's just regular touch rugby um but the defending teams who the whoever touches the attacking player has to run back to their own dry line yeah before they can rejoin the defensive line yeah um i don't know why but that game to me is just massively fun and you can layer in all sorts of rules around it yeah uh but there's no judgment about it right like there's no you are this far back or you have to lay on your belly for so many seconds when you touch someone or whatever it's just you touch someone you run back don't run back then you know we keep the ball for another several phases or whatever it is anyway let's pause i think that was good stuff