

# Rugby

## THE RULES



V2.0 (Printer friendly-No Diagrams/Art)

# RUGBY: THE GAME V2.0

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## **FIELD OF PLAY**

This is the area with the 6 card slots on your side of the field, 5 in a row and a single slot under them for #9 (Half Back). This area represents the general play area on the field where the action is going down. Cards upright in these slots are players close to the ball ready for action, while cards in these slots turned sideways are considered "Grounded" and are effectively out of play!

The writing in these slots is only used to set up kick offs, 22m drop outs, line-outs, scrums and sin bins and during general gameplay this writing is ignored.

Also note that any ready player in any slot may attempt to tackle any player with the ball in any slot, they do not have to be directly opposite.

Only one face up player may occupy a slot at a time (*a player in the sin bin will be face down and if you are playing dirty you may end up with more than one player in here!*).

## **FIELD RULER**

Beside the general play area is a field ruler, which is used to show the current position of the ball on the field and distance from try lines etc. Each segment on the ruler represents 5m on the field.

Choose between the Cameraman and Touch Judge standee, and place it on the Half-way line.

The standee moves along the field ruler to indicate where on the field the ball is currently positioned. At every kick-off it is returned to the 50m line.

## **OBJECTIVE**

### ***So what is the idea?***

To win!

No, really. Stop laughing at us!

Okay, so anyway, the main objective is to have more points than your opponent by the end of the game. You do this by scoring points. You can only ever gain points (*unless you are rubbish*), you can't lose points.

### ***How do I score points?***

#### **Try (5 Points)**

The best way to rack up that scoreboard quick. A Try is scored by a player reaching the Try line with the ball in hand.

#### **Conversion (2 Points)**

Once a Try is scored, a player (usually the #10) can attempt to kick the ball over the cross-bar from a placed kick.

#### **Penalty Kick (3 Points)**

When a Penalty is awarded, the attacking team can choose to attempt a placed kick at goal, from the position the penalty was awarded.

#### **Field Goal / Drop Goal (3 Points)**

While the ball is in play, certain players in the attacking team can attempt to kick a goal by performing a drop-kick.

## GENERAL GAMEPLAY

### **Attacking vs Defending player**

In the rules whenever it refers to either the attacking or defender team/player, the Attacking team/player is always the team/player with the ball. So, it goes without saying (*but we'll say it anyway*), the defending team/player is always the team without ball.

### **Opposite player**

When a card refers to an Opposite player it is generally always the player with same number i.e. #12s opposite is #12. This is not a reference to the physical location of a card on the Field of Play. The exceptions to this for this game are the Wingers where #11's opposite is #14, and vice versa.

### **Ready player**

A player is "Ready" and able to commit to an action when they are in the Field of Play, with the card vertical on the field (*as per the solid lined marked slots on field*).

### **Grounded player**

When a player is "Grounded" (*tackled, committed to a Ruck, in the front row of a scrum, etc*), turn the card horizontal (*as per the dotted lined marked slots on field*) to show player is on the ground and out of the action. They are considered out of play so may take no actions, and may not be passed the ball.

### **#9 special rules**

The #9 (halfback) will always stay in the field of play and will always become Ready at the start of a Scrum, Line-out.

They will also ready at the start of a Ruck unless the #9 was the tackler or tackled player. If the Attacking team's #9 remains Ready during a Ruck, their team adds +1 to their Ruck value.

The #9 has a free pass action which may be used before, after, or during your normal action/s.

### **Dice rolls**

Whenever a dice is rolled, general play cards and player cards will have a number, to succeed the roll must be **equal to the number, or higher**.

### **General Play Cards**

The GP cards have a number of functions in the game. As well as affecting play during game turns from your hand, they are also used from the Power Decks to assist with determining the outcomes of Scrums and Rucks.

If a General Play card has a reaction ability e.g. "Play when tackled" and the tackled player has a set reaction ability e.g. "Fend" You must choose either to play the GP card on your turn or use the player ability.

You cannot use both, i.e. the card cannot be used as "back up" if you don't roll high enough!

There are several different types of general play cards. The cards are colour coded as **Green** (Attacking player only), **Red** (Defending player only), **Yellow** (Attacking or Defending player), and **Blue** (use Immediately).

In the instance of drawing a Blue card, the effect of the card is applied once both players have drawn their respective cards.

During a turn, you can play a general play card marked ACTION as an action. Other cards will have specific times when they are able to be played as stated on the card.

Some cards show a rugby ball in the bottom left corner, which are only used when GP cards are drawn from the Power Deck for Scrums and Rucks.

If a General Play card provides a stat then that stat becomes the required roll, e.g. TACKLE 2 would mean the tackler would now only require a 2 or better to successfully tackle or BIG HIT 2 would allow any player to BIG HIT on a roll of 2 even if the player did not have BIG HIT as an ability.

*Note: You may play as many GP cards during your turn as you wish as long as they meet all stipulations on the card and you still adhere to the one action a turn rule!*

### **Hand Size Limit**

You may hold a maximum of 6 General Play Cards in your hand at any time, or 4 when you have one or more players sin-binned.

If you have more than this number of cards, you hold your cards up with the card backs facing your opponent. Your opponent then chooses random cards to throw on the discard pile until you have the maximum hand size.

## GAME SETUP

### **Set up game decks**

Each player takes one set of team player cards (#1-#15)

Shuffle all GENERAL PLAY cards (GP cards), and draw two even stacks of 20 cards. Face-down. These become the "GAME HALF" decks. One deck will be used for each half.

Place these two decks on the board in the slots marked "GAME HALF DECK".

Split the remaining GP cards into roughly two even piles, these become the "POWER DECKS".

Place one pile face-down on each players' POWER DECK slot.

### **Game Half Deck**

The GAME HALF Deck is used to manage the game length.

Each player will draw a card from this deck to your hand at the start of every RUCK, SCRUM, LINE-OUT, or WHEN A KICKOFF RESTART OCCURS AFTER POINTS ARE SCORED (*Note: A try and successful conversion counts as scoring once for card draw purposes*).

*Note: You start the game with no GP cards in hand.*

When this deck expires the game half will end at the next stoppage of play (see **END OF HALF**).

### **Power Deck**

The POWER DECK cards are used to determine strength in rucks and scrums. If a POWER DECK is ever exhausted during gameplay, shuffle the discard pile and place into the exhausted POWER DECK area.

### **Draw Coach / Weather Cards (Optional)**

Each player draws a Coach card at random which will provide some help/ tactics for the game (See Coach Card section for further info).

Draw one weather card to determine the weather for game.

## LET'S GO!

The game begins with a kick-off at the start of each half and to at restart after points are scored.

**At the start of the game**, flip a coin to decide who kicks off, with one player flipping the coin and the other player calling either heads or tails. Winner chooses to kick-off or receive. Remove the GAME HALF deck from the board from the non-kicker side and put aside (*this will be brought back at the start of the second half*).

**At the beginning of the second half**, the player who received the kick off in the first game half will kick off this half. Move the discard pile to the opposite side and place the second Half GAME HALF deck (*which was put aside at beginning of first half*) back onto the board.

**After points are scored**, reset the board as per Kick Off Set-up (See **Kick off set-up**). The non-scoring team will kick-off.

*Note: A General Play card cannot be used against a Kick-off.*

### **Kick Off Set-up**

Each player places their #9 (half back) and #10 (fly half) on the field, #9 goes in the slot marked with 9, and the #10 in the slot marked 'KICK OFF 10'.

Each player Shuffles their FORWARD deck (position #1 to #8) and BACK deck (position #11 to #15, as #9 and #10 are already in play), and place them on the board face down in their marked slots.

Each player takes the top two cards from their forward deck and puts them into play in the slots marked 'KICKOFF F'.

## KICK OFF

The kicker chooses one of the two opposition forwards to kick to and rolls the 10-sided dice for an attempted kick (*Note: The Distance Dice is not used on a Kick-off*).

A roll of 2 or higher at kick-off is a successful kick (*as opposed to other kicks where the players' kicking stat is used*), with the kicker placing the ball on the chosen forward player, and moving the Field Marker (camera Man/ touch judge) on the Field Ruler to the distance shown on the Field Ruler corresponding to the catcher's number.

A roll of 1 is a failed kick-off (kicked short), and results in a scrum on the 50m line, with the opposing team getting the feed.

If the kick is successful, the receiver must roll a 3 or higher to catch the ball (*all kicks require a 3+ to catch*). If caught, the receiver will begin their turn. If the ball is dropped (*less than a 3 rolled*), it would now be a scrum at the position on the field where the ball was dropped, with the kicking team getting the feed.

### Contesting the kick-off

A kick-off can be contested if you have the Opposite player on the board to the player the ball is kicked to (*see kick and chase*).

## SEQUENCE OF PLAY

### ATTACKING TEAMS TURN

On your turn you may take one action, plus any available free actions (from GP cards or player skills such as #9's free pass). These can be taken in any order, to suit the player's strategy.

The attacking team may select one ACTION from the following list.

- Play an Action card (*GP cards marked ACTION*)
- Support / Support #10
- Pass
- Line Pass
- Run
- Kick

*Note: At the start of your turn on attack, if ALL the opposition team are Grounded (no Ready players) you gain 2 additional actions during this step.*

If the ball carrier remains Ready at the end of their action(s) (*i.e. ball in-field and player upright*), they will also get an additional free RUN action (*YES, it is possible to advance twice in a turn if you choose RUN as your action*)

### DEFENDING TEAMS TURN

The defending team may select one ACTION from the following list.

- Play an Action card (*GP cards marked ACTION*)
- Support / Support #10
- Tackle

If a successful tackle was made, play becomes a Ruck. (*see Ruck.*)

If no tackle was made and no stoppage in play has occurred, play then goes back to the attackers turn.

## ACTIONS

### PLAY AN ACTION CARD

Some GP cards will state "ACTION" under the card title, playing this card will count as your chosen action.

### SUPPORT/SUPPORT #10

You may remove a current player (*grounded or ready*) from the field of play and place at the bottom of their respective deck (forward or back). You then take the top player card from either the Forward or Back deck, and place ready into an empty slot in the field of play. Alternatively, you may choose to search the 'BACK' deck for the #10, and put him into play.

*Note: The #10 card is double-sided so that you may find him without the need to shuffle your deck*

## **PASS**

To pass the ball, the attacking player takes the ball off the current ball carrier and places it on the player he is passing to. Note that each player has limited player numbers he can pass to, as noted in the 'PASS' stat on the player cards with the numbers representing a player number i.e. "PASS 13" would mean the player could pass to the #13 (Centre) where as an "F" would mean the player could pass to any "FORWARD". You may only pass to a Ready player on the field.

**Remember** #9 has a 'free' pass action, meaning you could pass to him, and then to another player in one turn or if ball was on #9 you could use a support action and then potentially pass to that player (*#9 may only pass to any forward, #10 and #15*)

## **LINE PASS**

Line Passing is a core feature of back-line play in RTG. You will quickly find that Line Passing is a powerful option that can open up a game for attackers, and force defenders into damage control!

Any Back holding the ball who has the LINE PASS stat may search the Back deck to find the corresponding player, and place them in Field of Play as a Support Action. That player then receives the ball as a PASS Action. E.g. If the #10 decided to use his "LINE PASS 12" ability, he would search and "SUPPORT" the #12 into play AND pass the ball to him.

If Line passing to a Winger (#11 and #14), do not search the deck. Instead, reveal cards until the first Winger is drawn, and pass to that player.

You cannot Line pass to a Grounded player.

If your deck is searched, you must shuffle it after finding the required player.

## **RUN**

When you choose to RUN, you move the Field Marker the distance according to the RUN stat of the Player with the ball.

**Try saving tackle:** If the field marker would reach or pass the TRY line due to a RUN action (*including the free end of turn RUN action*), stop the field marker at the 5m line. The defending team has a final chance to stop the Try and may attempt to TACKLE (*only if they have a Ready player available*). The Runner will gain EVADE 2 when this happens!

If the Tackle is unsuccessful, a try is scored and 5 points are awarded.

*Remember that the attacking team will also get a free RUN action at the end of their turn if the player is still ready with ball*

## **KICK**

In RTG only the #10 and #15 can kick. Overtime is an exception to this (*see End of Half*).

To kick the ball to touch or infield, choose a distance up to the players KICK range that you wish to kick the ball. (i.e. "KICK 3/45" would mean this player has a Kick distance of 45m and requires a 3 or better to succeed)

To attempt a drop kick, the player must be within range of the Try line (their DROP KICK range plus the possible 10m **Green** gain on the distance dice).

In order to make a kick, the kicker rolls both the Standard (D10) dice and the Distance (D8) dice, requiring their Kicking stat or higher. The Distance dice has values in either **Red** or **Green**. This indicates either an increase (**Green**) or decrease (**Red**) in the kicking distance, with a blank result indicating no change to the Players chosen distance.

For example, if you attempt a kick to touch choosing a distance of 30m, and roll an 8 on the Standard dice and a Green 10 on the Distance dice, your total kicking distance is 40m.

Any kick to an opposition player requires them to roll a 3 or higher to successfully catch. Any dropped kick will result in a turnover scrum at the distance kicked, with the kicking team having the scrum feed.

If the ball is ever kicked onto or beyond the Try line, it will result in an Opposition 22 Drop-out (*see 22 Drop Out*).

## **KICK TO TOUCH**

On a successful kick to touch, move the field marker the distance kicked on the field ruler towards the Try line. A Line-out will be awarded to the Opposition from where the ball went out (distance kicked).

If the kick roll is failed when kicked from outside the 22, the ball is deemed to have been kicked out on the full and will result in a turnover. The Line-out is played at the same distance as the kicking players current position i.e. field marker does not move!

If the kick roll was failed from within the kickers own 22, the kick is to be considered kicked infield. The Opposition gains a free Support action, and may attempt to catch the ball at the distance kicked with the Support player.

## **KICK INFIELD**

When you kick infield, both players SUPPORT their #15 fullback into play if available (i.e. not Grounded and in their "BACK" deck), then roll to kick.

If the receiving #15 is not available or is already Grounded, the kicker must nominate another Ready player to kick to.

If the kick is successful, move the field marker the distance kicked and place ball on the #15, then the opposition will roll to catch.

If the kick roll is failed, the ball is considered to have gone into touch at the distance kicked resulting in a Line-out to the opposition.

*Note: You may "Kick and Chase" (see kick and chase).*

## **DROP KICK**

If the Kicker's DROP KICK range plus or minus the DISTANCE DICE value, reaches the Try line, then the drop kick attempt is long enough.

If kick is successful you gain 3 points (*take a score token*), and a restart will occur from half way with the opposition team kicking back to you.

If the Kick was short (because of the Distance Dice result), the Opposition will get a Support action, and this player will attempt to catch the kick.

On a failed drop kick the Opposition team must take a 22m Drop out.

## **KICK AND CHASE (Contesting the kick)**

A kick is most often received by the opposing team, but turning one over can literally be a game changer!

If the kicking team has an opposite player to whom they choose to kick to (i.e. matching player position), they can choose to kick to that player, and contest with their opposite player. In order to overturn the ball, the kick dice roll must have resulted in an 8 or higher. If successful, place the ball on the challenging player.

The play then turns to the defending team.

## **TACKLE**

Choose a player you want to attempt to make a tackle, and Ground that player. A successful tackle requires a dice roll of the players' tackle stat (or greater) to succeed.

The TACKLE Stat is different depending on whether you are tackling a Forward or Back. The "F" is the required minimum dice roll when this player is tackling a forward, the "B" is the required dice roll when the player is tackling a Back.

A successful tackle will Ground the player with the ball, and begin a Ruck (*see Ruck*).

An unsuccessful tackle will leave the tackler Grounded and the attacking player will remain Ready.

## **BIG HIT TACKLE**

Any player that rolls a 10 when tackling is considered to have made a BIG HIT.

No General Play cards or player abilities (e.g. Fend) can be played to defend against a BIG HIT (except GP cards that state "Play against a BIG HIT").

A BIG HIT ignores any EVADE stats.

A BIG HIT also results in the tackled player's team losing the +1 halfback advantage (*see Ruck and #9 special rules*).

*Note: The attacking player's EVADE, OFFLOAD and SPRINT abilities, and the tackling player's BIG HIT and FLANKER abilities may be activated by the TACKLE action.*



## **PLAYER ABILITIES**

*There are various abilities shown on the player cards depending on their position. These abilities are triggered by certain action.*

### **BIG HIT**

When attempting a TACKLE, if a player has a BIG HIT ability on the player card, a tackle by them is considered a BIG HIT if the tackle dice roll is equal to or higher than this value (*see BIG HIT tackle*).

### **EVADE**

If a player attempts to tackle a player with the EVADE ability, add the ability value to the tacklers minimum required tackle dice roll.

*Note: EVADE is cumulative so, for example a running player attempting to cross the Try line with an "EVADE 1" ability would add the "EVADE 1" from his player card to the "EVADE 2" already applied because of the try saving tackle rule. So the runner in this case would now have "EVADE 3".*

### **FEND**

Roll the dice after a player with the Fend ability is tackled. If the roll is successful, the attacking player is not tackled, and remains Ready.

### **FLANKER**

When a player with the Flanker ability tackles and rolls equal to or higher than the FLANKER ability, they will bounce back to their feet, returning to the Ready position!

### **OFFLOAD**

When a player with the OFFLOAD ability is tackled, roll the dice. If roll is successful, the ball-holder is still tackled (grounded) but can place the ball on any Ready player, thus cancelling the Ruck.

### **SIDESTEP**

At the end of your turn if your player has the ball and the SIDESTEP ability, you may roll the dice when you take your free end of turn RUN action. If the roll is successful, you may Ground any Ready Opposition player.

### **SPRINT**

If a Tackle is unsuccessful against a player that has the SPRINT ability, move the field marker the distance shown on the ability.

*Note: If this reaches or crosses the Try line, a Try is scored, with no chance for a tackle attempt.*

## **TRY!!!**

When you get a player with the ball on or over the Try line without being tackled, you have scored a Try. Take a 5 points score token, and attempt a conversion (*see Conversion Kick*).

*Remember you only get to attempt a try saving tackle from a RUN action.*

### **CONVERSION KICK**

After a TRY is scored you may attempt a conversion.

To take a Conversion, roll the Standard dice (*Note: The Distance Dice is not used on a conversion kick*) and choose aloud whether you are going to re-roll above or below the value on the dice. Once stated, roll again and if successful gain an additional 2 points to your score. (*the 5-point score tokens have 7 points on reverse side so you can just flip the token received for the try over on a successful conversion*)

After a conversion attempt (successful or failed), reset the field (*as per Kick Off*) and restart from halfway, with opposition kicking to the Try scoring team.

## **END OF HALF**

When the last card of the Game Half deck is drawn (in either half), the game will go into overtime and will end at the next stoppage in play (not a Ruck or Penalty).

All PASS and LINE PASS actions now require a dice roll of 3 or better to catch. The Attacking team must roll for every pass.

At the start of any further Rucks you do not draw a card, but still get a SUPPORT action.

**Any** player with the ball may now Kick to Touch as an Action, which will end the Half. No roll is required for this.

### **HALF TIME COACH TALK**

In a game of Rugby, the Coach has an opportunity to inspire and direct his team at Half Time.

To represent this, before the second half starts you may keep up to two unused General Play cards of your choice from your hand. Discard the rest.

### **SECOND HALF SETUP**

To set up the second half, move the Discard Pile to the opposite now empty slot, and return all Player cards to their decks.

Place the unused Play Half Deck on the Play Half Deck slot for the second half Kick Off team.

The setup is as per a kick off, **with** the other team Kicking Off for this half.

## **THE BREAKDOWN AND SET PLAYS**

### **POWER DECK CARDS IN RUCKS AND SCRUMS**

Power Deck cards are used to assist with determining outcomes of Rucks and Scrums.

Some Power Deck cards have a Rugby ball on the lower left corner. There are also instances where there may be an '2x' or '3x' in that location.

In both a Ruck and Scrum, one ball has a value of ONE, '2x' has a value of TWO, and '3x' has a value of THREE.

During a Ruck or Scrum, this is the only relevant information on the card drawn from the power deck.

### **RUCK**

The objective of the Ruck is to get the most Ruck points, and take or retain possession of the ball.

Both teams draw a General Play card from the GAME HALF Deck to their hand.

Both teams Ready their #9 (*unless the #9 was the tackler or tackled player*) and get One SUPPORT Action (*In a ruck this only applies if there is a slot available that does not have a Ready player*).

Both teams, starting with the Attacking team, may commit (by Grounding) up to 2 Ready players to the Ruck. Show this by placing a Headgear token on the committed players.

Both teams now draw 1 Power Deck card for each player committed to the Ruck (*Note: #7 allows you to draw an extra power card when he is committed to a ruck*), and lay them face-up on the table (*these are not to be mixed with your hand of general play cards!*).

The attacking team also adds an additional 1 to his Ruck strength if the halfback is in a ready position (*unless the tackle was a BIG HIT*).

The winner of the Ruck is determined by the combined Ruck strength of all of your committed players, plus the Ruck value of the drawn Power Deck card/s.

If the Ruck is drawn, take turns starting with the attacking team drawing and laying face-up a power deck card until a ball result is drawn (*first ball drawn wins the Ruck*).

At the end of a RUCK, all Power Deck cards drawn in this sequence are discarded to the discard space, and the Headgear tokens are removed from the players.

The winner places the ball on their Halfback and starts a new turn.

*Note: If you win a RUCK and do not have a Ready player to place the ball on, you will concede a PENALTY to the opposition*

### **Uncontested Ruck**

If either team chooses not to commit players to the Ruck, then the opposing team will automatically win if they commit at least one player to the Ruck.

If neither team commit to a Ruck, the Attacking team places the ball on their #9 and starts a new turn.

If a Ruck is not contested on the 5m line, the Attacking team pushes over for a Try.

### **Halfback in Rucks**

If your Halfback is grounded in a ruck, you must use another Ready player available to temporarily act as the Halfback (*This could be the just supported player during the ruck*). This player cannot commit to the Ruck, and if no player is available (*or is a winger or fullback as below*), you lose the Ruck. (*remember if you are on attack you will also lose the +1 bonus ruck strength if the #9 is grounded*)

The player chosen to act as Halfback cannot be an 11, 14, or 15 (Winger or Fullback).

### **SCRUM**

#### **Clear the Field**

Prior to setting a Scrum, all Player cards are removed from the field of play.

#### **Setting up**

Both teams draw a General Play card from the GAME HALF Deck.

Place the #9 and #10 Ready in the player slots indicated on the board.

The Attacking team places the ball on their #9. The Forward and Back decks are then shuffled.

Both players will next draw three Forwards, and place them Ready on the field in the 3 slots marked "SCRUM F".

Ground any of the Tight-five Forwards drawn (#1, #2, #3, #4, or #5), as they are the workhorses in the scrum and always commit to the play.

Any loose Forwards drawn (#6, #7, or #8) will come into play in their Ready positions as these players are on the outside of the scrum, and are ready to pounce once the ball is out!

#### **Set, Engage!**

Add the Scrum strength of your Forwards that were drawn.

*The Attacking team (with ball) gets to add +2 strength to their total Scrum strength.*

#### **The contest**

A Scrum is won by attaining a Scrum strength of 10 (or more).

If the attacking team has a combined strength of 8 or higher from their Scrumming Player stats at the start of Scrum, then no cards need to be drawn (*as with the +2 strength they will already have a scrum strength of 10*) and they will automatically win the scrum!

If neither team has a strength of 10, starting with the attacking team, draw one POWER DECK card and place it face up on the table, adding any balls shown to the total scrum strength. (*remember some POWER CARDS have 2 or 3 balls*).

Players then take alternating turns drawing cards until a player hits a SCRUM total of at least 10.

#### **Resume Play**

All drawn POWER DECK cards are discarded to the Discard Pile.

The winner of the scrum gains 5m on the field ruler (*Note: If this pushes the field marker to the try line a try is scored*), and puts the ball on their choice of either #8 (*only if #8 was one of the 3 drawn forwards*), or #9.

The winner of the scrum chooses either to start a new turn, or play Off the Back (*see Off The Back.*).

#### **Off The Back**

The #8 has an 'Off The Back' ability. This represents the #8 breaking off the back of the Scrum with the ball.

If you win the Scrum with your #8 in play, you may place the ball on the #8.

The Attacking team may then Ground one Ready opposition player, and take the free Run action to end their turn.

### **LINE-OUT**

Prior to setting a Line-out, all playing cards are removed from field of play to be reset.

Both teams draw a General Play card from the Game Half Deck.

Both teams find and Ready their #9, #10, #2 (The "Line-out Thrower"), and #3 (lifter) into the field of play, in positions marked on the field of play for a Line-out.

Place the ball on the attacking teams #2.

The attacking player secretly chooses either of their Locks (#4 or #5) to throw the ball to, while the defending player does the same to try and steal the ball. These cards get placed face down in the player slot marked "LINE-OUT (X)".

Shuffle your Forward and Back Player decks.

Both players now reveal their face-down Lock. If the cards do not match, the attacking team wins the Line-out. If the players do match (same player position i.e. #4 and #4) then the Defending team will contest for the ball in the air! Both players roll the dice, with the highest result winning the ball (If a drawn dice roll, the Attacking team will win).

The winning team places the ball on their 'Jumper'.

The Attacker starts a new turn.

## **22 DROP-OUT**

A 22 Drop-out is used to restart the game after certain situations, such as a failed penalty kick or drop goal attempt, or an in-field kick that reaches the try line.

A 22 Drop-out is played like a kick off but from the Green line closest to the Kickers' 22m line.

Each team place their #9, #10 and two FORWARD players in the slots indicated.

The kicking team roll the D10 (*Note: The Distance Dice is not used on a 22 Drop-out*).

A roll of 2 or higher is a successful kick, with the kicking team placing the ball on any Opposition forward and moving the Field Marker on the Field Ruler to the position that matches the catcher's number (green highlighted position numbers on the ruler).

On a failed kick (roll of 1), there is a turn-over Scrum on the 22m line to the Receiving team.

*You may 'KICK AND CHASE' if opposite number is in play.*

## **PENALTIES**

A Penalty occurs in RTG through a General Play card, or not being able to place the ball on a Ready player (*see Ruck*).

The options available on a Penalty are as follows:

- Kick at goal
- Scrum
- Kick to Touch / Line-out
- Quick tap

### **Kick at goal**

If you are within kicking distance of the goal (based on your #10 KICK stat and possible 10m from Distance dice), an attempt can be made for a Kick at goal. Reset the field of play as per a kick off.

Roll the Standard dice and distance dice.

If the Kicker's KICK distance plus or minus the DISTANCE DICE value reaches the Try line, then the kick is long enough. Choose higher or lower than the D10 result, and roll that dice again.

If correct, the kick sails between the posts. Gain a 3-point score token, and the opposition will restart with a Kick-off from half way (*Field already set*).

If incorrect, the kick misses wide, and the Opposition team will restart with a 22m Drop out (*Field already set*)

If the Kick is short (because of the DISTANCE DICE result), the Opposition will get a SUPPORT action, and this player will attempt to catch the kick at the distance the kick went.

No General Play cards can be played against a Kick at goal, but may be used by the kicking team (e.g. "Great Kick" to add or subtract from the D10 roll).

### **Scrum**

Carry out a Scrum (*see SCRUM*), with the team being awarded a Penalty to feed the Scrum.

### **Kick to Touch / Line-out**

If you choose to Kick to Touch with a Penalty, advance the Field Marker up to 25m (no dice roll required), and go to a Line-out (*see LINE OUT*).

The team that was awarded the Penalty has the throw-in at the Line-out.

No General Play cards can be played against the Kick to Touch.

### **Quick Tap**

Leave all players (Ready and Grounded) as they are on the field.

Ready and place the ball on the Attacking teams #9.

The Attacking team then starts a new turn.

### **SIN-BIN**

If a player is Sin-Binned, place one of your teams Sin-Bin cards 8 cards down from the top of the Game Half Deck, and turn the sin-binned player face down in the slot marked "Sin-Bin".

While Sin-Binned you will have one less player slot available for gameplay. Your hand size is also reduced to FOUR General Play cards, while a player is Sin-Binned (immediately discard down to four cards if necessary, as per hand size rules).

If it is the first half, and less than 8 general play cards remain, count out the remaining cards into the Second-half deck, and place the Sin-Bin card there.

If not enough cards are available in the Second Half when a player is Sin-binned, that player is removed for the rest of the game.

When the Sin-Bin card is drawn from the General Play deck, the player who drew the card immediately discards it and draws another General Play card, take the face-down Sin-Binned player card and return it to the bottom of the Player Deck.

*(in the unlikely event that you have two players in the bin and get a third, the ref has had enough and will award this player a RED card, remove this player for the remainder of the game!)*

#### **Sin-binned Fullback #15**

If you are Attacking and kick in-field, and the Defending team has their #15 in the Sin-Bin, the kicking team can nominate any Ready player to kick to.

If you are Attacking and kick in-field, and your #15 in the Sin-Bin, you cannot contest the kick with the Defending team.

#### **Sin-binned Hooker #2**

If a Line-out occurs with the #2 in the Sin-Bin, use the #1 in place as the Thrower.

#### **Sin-binned Tighthead Prop #3**

If a Line-out occurs with the #3 in the Sin-Bin, use the #1 in place as the Lifter.

#### **Sin-binned Locks #4 or #5**

If a Line-out occurs with one of your Locks in the Sin-Bin, you only have one option for your Jumper (easy guess for your opponent).

If both of your Locks are in the Sin-Bin, you will not be able to contest the Line-Out.

## **COACH CARDS**

The Coach Cards are optional, and are a great addition to the game for players that are confident with gameplay, wanting a little more crafting of their strategy. To use the Coach Cards in a game, shuffle and draw the top card from the deck.

Each player takes one card only, and leaves it face-up for the duration of the game (even if it is a "single use" function on the card).

## **WEATHER CARDS**

The Weather cards are an optional addition to Gameplay. Weather can greatly affect the way Rugby is played, and not all strategies work in different conditions.

To use the Weather Cards, shuffle all of the cards and draw a card for the game. Follow the rulings as per the card.

With the Wind cards, rotate the card 180 degrees at Half Time to indicate teams are now playing in the opposite direction.

## **Contributors**

Artwork was created by David Benjes and Matt White, who have been fantastic under tight deadlines.

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## **Legal Bits**

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### Quick Set-up Guide

- Shuffle and draw a Coach Card each (optional).
- Shuffle and draw a Weather Card (optional).
- Shuffle GP Cards.
- Deal TWO Game Half Decks (20 cards each), and place in game half slots.
- Split balance of GP Cards into two piles, and place into Power Deck slots.
- Place the Field Marker standee on Half Way of Field Ruler.
- Flip Coin and decide who is Kicking off. Remove Game Half Deck from the non-kickers side of the board (to be used in second half).
- Set up #9 and #10 in Ready slots.
- Shuffle Forward and Back decks.
- Support TWO Forwards.
- PLAY!