

LENGTH OF GAME: 2 HALVES. Using the scoreboard card to track points, half time is called when either team amasses 20 points, with full time being reached when 40 points are attained. Flip a coin to determine who receives the kick and starts the first attacking phase.

In Pocket Rugby, each player will take turns as their team attempts to get the ball over the try line to score. When in possession of the ball, each team will have opportunities to break the line for a try or attempt a drop goal.

There are 5 dice that represent specific positions. The Scrum Half (S) will always roll first after each tackle, or when possession is turned over. You then have 4 other players: a Forward (F), Center (C), Wing (W) and Back (B), all of whom can pass the ball among themselves, run forward or kick.

There are also 2 dice for the Defence, 1 die for the Referee, and a Scoring die.



After the kick off has been decided, the team receiving the ball will roll the Scrum Half die and execute the resulting action.

The Scrum Half may PASS to another team mate as specified by their field position i.e. Wing, Forward, etc. The player receiving the pass then rolls the corresponding die to see what action to take next and so on.

<PASS> - Any passing between players other than the Scrum Half is your choice. Simply announce who you wish to pass to, roll the die corresponding to that position and continue.

KICKING RANGE: any time you attempt to execute a DROP GOAL, PENALTY GOAL or CONVERSION, you must first check the difficulty of the kick by rolling the BROWN Defence die. This will indicate the 'range' distance in metres the kick must be equal or better with a single roll of the BLACK Scoring die. If your 'kick' distance is lower than the 'range' specified, the attempt has missed and no points are added.

DROP GOAL: a specialized kicking option for the Centre and Back. You may choose to pass as normal or attempt a drop goal for 3 points. First, you need to roll the BROWN die as outlined above. If you believe your kicker can match or better the distance required with a single throw of the BLACK die, you may choose to attempt the DROP GOAL. If you feel your kicker is out of range, then you will opt to PASS and continue your attack.

GAINING GROUND: each positional die indicates actions that are performed by the player in order to gain ground. The 'intensity' of the action is represented by a number. The higher the number, the harder the defence will have to work to tackle the attacking player.

Each player die features one action with extra 'intensity' that will be harder for the DEFENCE to stop:

Forward - Line Break 6; Centre - Thru the gap 7; Wing - Into the corner 8; Back - High ball 6.

This is an excellent time to raise your commentating voice with anticipated delight!

The defending team's tacklers have to equal or better this 'intensity' level with the sum of two rolls of the BROWN die. If they manage to do so, the tackle is made and play reverts back to the Scrum Half, who plays the ball again.

If the total of both rolls is less than the intensity number, weak defence has let the man through and into a scoring position. He will now roll the BLACK die to see if a TRY has been scored!

BIG HIT: rolling this on the first tackle against a lower HIT UP intensity level (3,4 or 5) allows you to attempt to steal the ball in the ruck. To win the break down, you must now roll 'Ruck win' using the BLACK die, otherwise your opponent's attack continues as normal. A BIG HIT on the second roll of the die simply completes the tackle.

INJURIES: Rolling consecutives BIG HITS on one or combined Defensive dice causes an *injury* to the Offensive player being hit. This will incur a minus one (-1) to that player's position run values for the match. Place the corresponding coloured cube on the team card so this is clearly visible for the remainder of the match.

TRY TIME: whenever you make a break or your 'intensity' cannot be matched by the defensive tacklers, it's time to roll the BLACK die.

- TRY scores your team 5 points, with a conversion kick to follow.
- NO TRY will result in a changeover and your opponent restarting play with their Scrum Half.
- VIDEO REF requires you to reroll the BLACK die to check the result again.

CONVERSION KICKS: use a single roll of the **BROWN** die to check the 'range'. This will tell you the kick distance that needs to be rolled (using the **BLACK** die 'kick') for the conversion - and an extra 2 points - to be scored. Play then restarts with the scoring team receiving the kick off.

STOPPAGES & PENALTIES: any time an attacking player makes an error, a **SCRUM** or **LINEOUT** will be awarded.

SCRUM: the defending player has the Scrum feed and will roll the **WHITE** Ref die. A green light indicates you have won the Scrum, a red one means that it has gone to your opponent. The team winning the Scrum then plays on as normal.

LINEOUT: the player who was defending has the throw in and will roll the **WHITE** die. A green light indicates you have won the throw, a red one means that it has been lost. Again, the team winning the Lineout plays on as normal.

RESET/NOT STRAIGHT: a collapsed **SCRUM** is reset, and you can reroll the **WHITE** die until a result is achieved. **HOWEVER**, a **LINEOUT** throw that is not straight sees the ball handed over to the opposition for them to retake.

Whenever you roll **PENALTY AGAINST**, your **OPPONENT** will have the chance to kick for 3 points using the **BLACK** die. If they decide to do so, they must at least equal the 'range' specified by a roll of the **BROWN** die to be successful. A good way to get points on the board early!

Rolling **PENALTY WON** gives **YOU** a chance to kick for 3 points. Again, the 'range' must be met in order for the kick to be good.

YELLOW/RED CARDS: whenever a **PENALTY** is awarded, you may check to see if the infringement receives a **YELLOW** card with a single roll of the **BLACK** die. If the **YELLOW** dot appears, the team who committed the infringement will place a cube on their team card to indicate that a player has gone to the Sin Bin – this incurs -1 on all Defensive dice rolls for the remainder of the **HALF**.

If a second **YELLOW CARD** is received by the same team, -2 will be incurred on all Defensive dice rolls for the remainder of the **MATCH**!

QUICK TAP ADVANTAGE: if you or your opponent do not wish to **KICK** a penalty, you may choose the Quick Tap option instead. Place a cube on the **ADV** track on your team card to indicate that the option is active. This will give an advantage of +1 to all 'intensity' levels rolled for the next 3 attacking efforts that the opponent is required to defend against. The advantage is over when the Defence completes 3 tackles to the ground or an error is made by the attacking team.

If another penalty is won during the **QUICK TAP** phase, the advantage is reset to cover a further 3 attacking runs.

TEAM CARDS AND SPECIAL ABILITIES: the four team cards have different modifiers that add +1 or +2 to specific players and actions. Pay close attention to your own team's special **ATTACK moves** (four per team) and apply the bonus when the specific action/result is rolled by your player. Bonuses are automatically added to the attacking team's 'intensity' value, increasing the total that the Defence must meet.

SKILL CHECKS: the special **DEFENSE moves** allow you to interrupt your opponent's possession. In order to activate these unique moves, a single roll of the **PURPLE** die is required to pass a **SKILL CHECK**. The number next to each of the four special **DEFENSE** moves is the number that you are required to equal or better. If successful, the move is activated, otherwise play continues as normal.

DEFENSE moves require a skill check to be passed in order to activate the special ability.

NZ can run a **Decoy** (only when playing a **Dummy**) - if they can roll a 4 or higher on the **PURPLE** die, they reduce their opponent's Defensive roll from 2 to 1 tackle only.

NZ can attempt an **INTERCEPT** whenever their opponent rolls a **Chip & Chase**. **They must pass a skill check of 5 or 6 to successfully intercept the ball and take possession.**

NZ can attempt to interrupt any **Rolling maul** by forcing a penalty. **They must pass a skill check of 5 or 6 to successfully stop the Rolling maul. Although a penalty will go against NZ, they can diffuse a potential try!**

NZ can attempt to **Charge down** against any **Drop goal** kick from the opposition. **They must pass a skill check of 6 to successfully intercept the ball and take possession.**



WEATHER (optional): before starting a match you may elect to play with weather conditions on or off. Weather is determined by a single roll of the **PURPLE** die, and the playing condition listed below are enforced:

Fine weather - no effect on either team.

Cold weather - Aus/S. Africa: -1 to all attacks after the opposition reaches 30 pts

Hot weather - NZ/England: -1 to all attacks after the opposition reaches 30 pts

Rainy weather - all teams: -1 to all attacks & no kick bonus for the entire match; half time called at 10 pts/full time at 20 pts (i.e. first to 20 pts wins).