PLAYER INSTRUCTIONS

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VERMAAKLIK · OPVOEDKUNDIG · TOEGANKLIK
ENTERTAINING · EDUCATIONAL · ACCESSIBLE
KOM ONS SPEEL →

RUGBY Bokx

DIE BORDSPELETJIE   RUGBY   THE BOARD GAME

INDEX

A. INTRODUCTION

MISSION

"A Rugby-based board game which is the key to Entertainment, Education and Accessibility."

VISION

"Present *RUGBY_Bokx*© as a proudly South-African product to every Board Game Fanatic and Rugby Lover right across the planet on the most accessible manner for participation that varies from quality family time to tournament level as to promote the game 'rugby'. Expansion possibilities ensure sustainability and never-ending fun."

WELCOME TO THE GAME!!!

RUGBY_Bokx © board game is based on the game\sport of Rugby.

Although the board game's normal flow and application of certain rules have been adopted to a minor extent, the game is still 99% played according to the 2022 IRB Rugby Rules.

The participants therefore must have some extend of knowledge of the basic rules of Rugby and the application thereof during a game.

In *RUGBY_Bokx* ©, it is the position of the ball that determines where the play on the field is taking place, with the ultimate goal to score more points than your opponent.

Many different factors determine the outcome of the play being called, with the following being the most prominent:
- Throw of the dice;
- The type of play which has been called;
- Outcome of referee's call as per the Referee Cards.

In order to make the complex game of Rugby as playable as possible with the genre of a board game and to simplify the game rules, the following methodology was applied:

- **Generic interpretation of the dice values**

- **Colour coded cards**

- **Images for quick reference**

LINEOUT   SCRUM   CATCH BALL

- **Call-the-Play Area printed on board**

- **Quick Reminders included in Call-the-Play Area**

- **Designated Kick off positions**
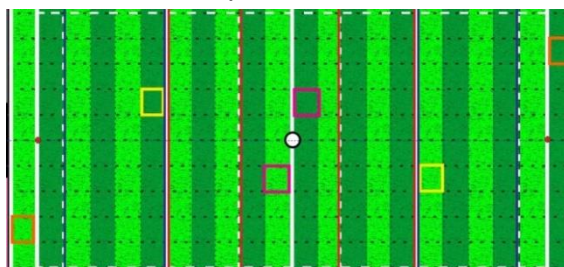
HALFWAY   22m   GOAL
(Purple)   (Yellow)   (Orange)

- **Zones for kicking to poles**
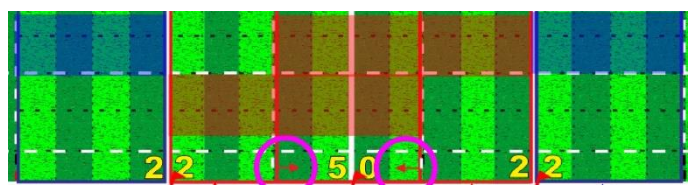
RED ZONES

BLUE ZONES   BLUE ZONES

- **Score Board**

Score Board (one for each team)   Score Cards

- **Team Cards**

Team (one for each player)   Team Cards (RWC '19 Group on back)

B. GLOSSARY

No

5m/10m/15m Dotted Line	The dotted lines placed on the rugby field to indicate the distance (in meters) from the Middle, Side and Goal Line.
22m Line	2 x Lines placed on the rugby field which runs parallel with the Middle Line (22m from Middle Line).
22m Area	2 x Areas on both sides of the rugby field that runs from the 22m Line to the Goal Line and from one Side Line to the other.

A

Attack(ing)	The play being executed where the team in possession of the ball tries to score points by advancing towards the opponents Goal Line, either by **Kicking** or **Running** with the ball. Feeding the ball into a Scrum or Lineout is also forms part of this play.
Attacker	The player executing an Attack (the player in possession of the ball).

B

Backline	The group of players taking position behind the Forwards (other group) – player numbers range from No.9 to No. 15. Players considered faster than stronger.
Ball	The rugby ball, in **RUGBY_Bokx** © represented by the small, plastic play piece looking like a rugby ball on a "T".
Board Layout	All the different rugby-field and game-play elements printed on the board (e.g., lines, blocks, Referee Cards, Call-the-Play Area, etc.).
Block	Small squares printed on the playing board representing 5m x 5m on a real-life rugby field. The ball is moved from one block to another equal to the total indicated by the dice thrown.
Blue Team	Player sitting in front of the Blue "Team Card" block printed on the board and players towards the Goal Line on which the Blue Poles were placed.
Blue Zone	Area on the board encircled by a Blue line (own half) that indicates the position from where a kick for poles is

allowed and dice throw totals that determine the success rate.

C

Call-the-Play	The process in which the player that has taken possession of the ball makes a decision on which play he\she wants to execute next (running with or kicking the ball).
Call-the-Play Area	Areas printed on the board that indicates all the different plays that call take place in **RUGBY_Bokx**©, as well as a quick reference for dice throw outcomes.
Call-the-Play Indicator	A "human shape" plastic play piece (one per player, representing the Team's colour of Blue or Yellow) that is placed on the play to be executed in the Call-the-Play Area.
Catch	The attempt launched by the Defender to try to get possession of the ball by catching it after the ball was kicked by the Attacker (Kick off and Kick Downfield).
Contest(ing)	An attempt launched by the Defender to take ball possession away from the Attacker or in case of tight play (e.g., Ruck\Maul), to gain possession of the ball.
Channel	A "line" of blocks that runs from one Side Line to the other down which a player passes the ball (determine the Direction the ball was moved in).

D

Dead-ball Line	The lines at the furthest end of each half, running in parallel with the Goal Line (ball is "dead" when kicked over this line).
Defend(ing)	The play being executed where the team try to prevent the Attacker from scoring points by trying to - **Catch** the ball after it was Kicked, - **Tackle** the player Running with the ball or - prevent a try being scored when the ball was carried inside the **In-Goal Area**.
Defender	The player Defending his\her Goal Line (not in possession of the ball).
Dice	Each player has one dice which is used to determine the toss, success rate of play called and distance (number of blocks) the ball is moved.
Dice Total	The number of dots which faces upwards after the dice is thrown (1-6). Dice values are indicated in square.

	brackets, e.g. [2], [1] + [2] means 1 or 2, [4] – [6] means any value between 4 and 6.
Direct into touch	Term used to describe the result of a Kick Off or Kick Downfield where the ball did not touch the ground inside the normal field of play but crossed the Side Line directly from the kicker's boot.
Distance	The amount of blocks the ball is moved towards the opponent's Goal Line (as per dice throw total).
Double the distance	An option the player taking a kick from a Penalty, Free Kick or Kick Downfield (from within his\her own 22m Area) may execute whereby the distance (dice total) is doubled.
Down the (line\channel)	Movement of the ball – "down the line" if passed from one player to another (towards one of the Side Lines), "down the channel" if ball is carried forward towards the opponent's Goal Line
Drop Goal	An attempt launched by the Attacker to "drop" (action of letting the ball bounce before kicking it) the ball over the opponent's poles for 3 points (can only be executed in Blue Zone).

F

Feeding the ball	The process of putting the ball back into play by either throwing the ball in at a Lineout or feeding the ball into a Scrum.
Forward	The group of players taking part in the tight phases (e.g., Scrum and Lineout), usually in front of the Backline (other group) – player numbers range from No.1 to No. 8. Players considered stronger than faster.
Free Kick	A Referee call whereby the ball is awarded to a team after some sort of transgression took place by the opponent. Player has option to kick the ball downfield, take a scrum or run with the ball.

G

Game play\flow	The different processes that takes place during the normal flow of a rugby match, e.g., player running with ball gets tackled, ball kicked gets caught, lineout formed after ball crossed a Side Line, etc.
Goal Line	The lines on which the poles are placed which the Attacker tries to cross with ball in hand (running with ball) and thus score a Try worth 5 points.

Goal Kick	After scoring a Try, the same player tries to add another 2 points by taking a placed kicked to kick the ball over the poles (over cross bar between two uprights).

H

Halfway Line	The line running through the middle of the field (also called *Middle Line*), parallel with the 22m, Goal and Dead-ball lines.
Half Time	A rugby match is devised into two equal playing periods, half time being the time after the first period has elapsed.

I

In-goal Area	The area on the rugby field that is enclosed between the Goal Line and Dead-ball Line on the one side and the two Side Lines on the other side. This is the area in which a Try can be scored.
In-goal play	The play being executed inside the In-goal Area. In *RUGBY_Bokx©* this play commences one the Attacker run with the ball over the opponent's Goal Line.
Into touch	Ball is either run or kicked over one of the Side Lines.

K

Keeping time	In *RUGBY_Bokx©* the players can decide what the duration of the match is going to be, thus they need to keep track of the time from the moment the Kick Off to start the game is taken, when halftime is reached and the time the game is over.
Kick(ing)	A play that can be called by the Attacker whereby the ball is kicked instead of being run. Different kick options exist e.g., Kick Off, Drop Kick, Goal Kick and Kick Downfield.
Kick off	The proses of the Attacker starting play by kicking the ball towards the opponent's half. Three places where Kick Offs are taken from are the Halfway Line (Purple Block), 22m Line (Yellow Block) and Goal Line (Orange Block).
Kick successful	See "Over".

L

Line	Lines place on a rugby field (usually white lines) that indicates the area in which the game must be played

(rectangle enclosed by the Side Lines and Dead-ball Lines) and distances (Halfway, 22m and Goal Line).

Line (move ball down …)	A "line" of blocks that runs from one Goal Line to the other down which a player runs with the ball (determine the Distance the ball was moved).
Lineout	Play that takes place after the ball crossed a Side Line. Forward players form a line at the point where the ball crossed the Side Line (or where it was kicked) and the ball is then thrown into the Lineout by the Attacker.

M

Maul	In **RUGBY_Bokx©**, a Maul (group of players from both teams either trying to gain extra distance or competing for possession of the ball that was held in the air) is automatically formed after a successful tackle.
Missed (kick at poles)	If a Goal Kick or Drop Goal attempt was launched by the Attacker and the ball did not travel over the pole's cross bar (horizontal bar) between the two uprights (vertical poles), the kick is missed and no score is added.
Move(ing) the ball	The process whereby the play piece representing the ball is moved from one block to another (either down the line or channel).

N

Normal play	The normal flow of play when a player ran with or kicked the ball, thus not play from fixed phases like the a Scrum, Lineout, Penalty, etc.

O

Opponent	The person(s) representing the team which a player contest against (in most cases the Defender).
Orange Block	Orange coloured blocks in the In-goal Area from where a Goal Line Kick Off must take place.
Over (kick at poles)	If a Goal Kick or Drop Goal attempt was launched by the Attacker and the ball travelled over the pole's cross bar (horizontal bar) between the two uprights (vertical poles), the kick is over and points (Goal Kick = 2, Drop Goal or Penalty Kick = 3) added to the score.

P

Pass	Play where the ball is thrown from one player to another while running with it (move ball "down the line").
Penalty	After making a call that a transgression of the rules took place, the Referee may award a Penalty to the team who were impaired by the transgression. This player becomes the Attacker and have the option of taking a Penally Kick to poles, Kick Downfield, take a Scrum or Run with the ball.
Penalty Kick	Player to who a Penalty was awarded exercise the option of kicking at poles (only allowed in Red or Blue Zone). If successful, 3 points is added to the score.
Phase(s)	A phrase used to describe all the different "stop-play" processes a normal rugby match goes through, e.g., when running with the ball, every Tackle and Ruck\Maul that follows, whereafter the same process might be repeated if the ball is retained by the Attacker.
Placed kick	Player taking a Penalty of Goal Kick will place the ball on a tee (in old days on a small heap of sand) before kicking for the poles.
Play On	A called made by the Referee (when a Referee Card is picked up) that the play that was busy being executed must continue to commence (e.g., player running with ball continue running).
Play Strings	The "flow charts" explaining the processes to follow one the Play-the-Call has been completed, including what player must throw the dice, the number of times the dice must be thrown, how to interpret the dice totals and how the ball must be moved.
Player's half	The area between the Halfway Line and the player's own Goal Line. The player always plays **towards** the colour of the poles which represent his\her team.
Points	The number of points added to the score of the player who scored a Try (7), Goal Kick (2) or Drop\Penalty Kick (3).
Poles	Structure existing of two upright poles and a cross bar placed on the Goal Line in the middle of the field (in *RUGBY_Bokx* © the poles are Blue and Yellow, representing the Team colour).
Possession (of ball)	Both players want to "keep" (Attacker) or "take" (Defender) the ball in his\her possession, because you can only score points if you are in possession of the ball.

Purple Block	Purple coloured blocks on both side of the Halfway Line from where a Kick Off must take place to start (beginning of each half) or restart (after points were scored) the game. Ball is placed on the Attacker's side of the Halfway Line.

R

Red Zone	Area on the board encircled by a Red line (between opponent's 10m Dotted Line and own Goal Line) that indicates the position from where a kick for poles is allowed and dice throw totals that determine the success rate.
Referee	The official in charge of the rugby match, assisted by 2 x Assistant Referees and a Television Match Official (TMO). In **RUGBY_Bokx**© the Referee is represented by the Referee Cards.
Referee Cards	Set of 8 x Referee Card groups representing the Referee's call during the different play phases. A Referee Card is picked up after throwing a [2] or [3] during the process to determine the called play's success rate.
Referee Signal	The hand\arm\body movement signal which the Referee uses to either indicate the type of transgression that was picked up (e.g., knock on, high tackle, etc.) or the outcome of the call made (e.g., Penalty, Scrum, Free Kick, etc.).
Ruck	Same as "Maul", with only difference that the ball went to ground.
Rugby World Cup (RWC)	A fourth yearly tournament facilitated by the International Rugby Board (IRB) where the top 20 rugby playing nations participate to become the Rugby World Champions.
Run(ning)	A play that can be called by the Attacker whereby the ball is carried in had while running towards the opponent's Goal Line (instead of being kicked). Different run options exist e.g., Running with Forward or Running with Backline.

S

Score	The number of points accumulated by each team (see **Points**) determines the score with the player with the highest score winning the match. If the scores are the same at the end of the game, it's called a "Draw".

Score Board	The 2 x spaces in the board where each team indicates their score using the Score Cards (see **Keeping Score** for alternative).
Score Cards	2 x Sets of cards with numbers 0 – 9, used to keep score (see **Score Board**) with a maximum score of 99-99.
Scrum	Play that takes place as called by a Referee Card. 8 x Forward players per team, blinded together, push against each to try to "hook" the ball that was fed into the scrum. Play take place at the current ball position and the ball is then thrown into the Scrum as rewarded by the Referee (this player now the Attacker).
Set up the board	Placing of all the play pieces and cards on the board at the start of the game.
Side Line	The lines running along the two 50m sides of the field which form part of the boundaries for the rugby field. When the ball crosses one of the side-lines while determining the Direction the ball is moved in, the ball is In-touch and a Lineout must be formed.
Success (Rate)	Usually the first throw of the dice after the Call-the-Play action has been completed as to determine if the play to be executed will be "successful" or not. The dice total will determine if not successful and ball will be turned over by the Defender [1], whether the Referee blew his\her whistle and Referee Card must be picked up [2] or [3], or if the ball can be moved [4]. [5] or [6].

T

Tackle (ing)	At the end of the play where the Attacker ran with the ball, the Defender has the opportunity to stop the advancement towards his\her Goal Line by tackling the ball carrier. In *RUGBY_Bokx©*, if the tackle was executed successfully, the tackled player will always be brough to the ground and a Ruck\Maul will automatically be formed.
Tight Play	Phase of the play where players compete for the ball at its current position, i.e., Scrum, Line-out and Ruck\Mall.
Throw in	Process where the Attacker feeds the ball into a Scrum or throwing the ball into a Line Out.
Toss	In *RUGBY_Bokx©*, the dice-throwing action that takes place before the game start as to determine which player will Kick-off (same as flipping a coin in real rugby)
Turn (no.)	Referring to the sequence of dice throws as contained in the Play Strings e.g., Throw 1, Throw 2 or Throw 3.

Turnover	Phrase used when the ball is "turned over" by the Defender, thus the ball is lost by the Attacker and since the Defender now has possession of the ball, he\she automatically becomes the Attacker.

W

Win(ning) the ball	Same as **Turnover**.
Win(ning) the match	The player with the highest Score at the end of the game (when time has expired) is declared the winner of the match. It is thus clear that the whole purpose of a rugby match is to accumulate as much Points as possible, thus scoring a Try (5 points), with the opportunity to take a Goal Kick to add another 2 points (7 points in total), will always be the highest priority of every rugby team. Nevertheless, scoring a Drop Goal or Penally Kick for 3 points might give you that 1 extra point that will win you the match.

Y

Yellow Block	Yellow coloured blocks on the 22m Lines from where a Kick Off must take place to re-start the game (e.g., after a missed Penalty or Drop Goal Kick, when the ball is made dead in the In-goal Area, etc.).
Yellow Team	Player sitting in front of the Yellow "Team Card" block printed on the board and plays towards the Goal Line on which the Yellow Poles were placed.

Z

Zone	See **Blue Zone** and **Red Zone**.

C. FIVE EASY STEPS TO PLAY THE GAME

STEP 1:   KNOW AND SET UP THE BOARD GAME ELEMENTS

STEP 2:   UNDERSTAND THE GAME PLAY FACTORS

STEP 3:   MASTER THE PLAY STRINGS

STEP 4:   HOW TO READ THE REFEREE CARDS

STEP 5:   LET'S START PLAYING!!!

STEP 1:
KNOW AND SET UP THE BOARD GAME ELEMENTS
1.1 BOARD LAYOUT
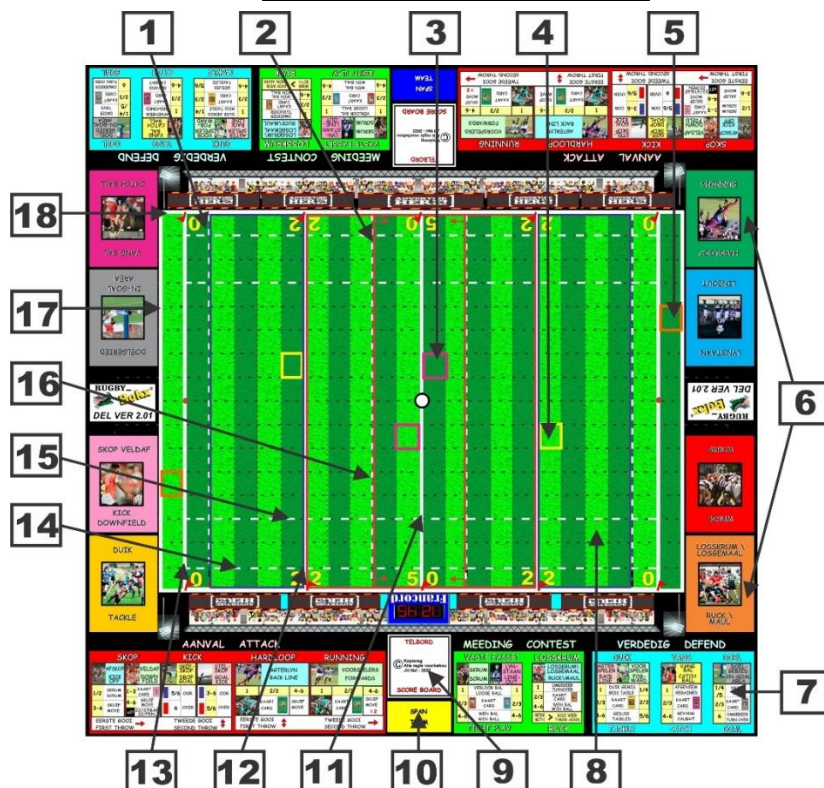
NR	DESCRIPTION	NR	DESCRIPTION
1.	Blue Zone	10.	Team Card
2.	Red Zone	11.	Halfway Line
3.	Halfway Line Kick off	12.	22m Line
4.	22 Kick off	13.	Goal (Try) Line
5.	Goal Line Kick off	14.	Lineout 5m Dotted Line
6.	Referee Cards	15.	Lineout 15m Dotted Line
7.	Call-the-Play Area	16.	10m Dotted line
8.	1 x Block (5mx5m)	17.	Dead-ball Line.
9.	Score Board	18.	Side Line.

1. Blue Zone:

- The two blue blocks that run vertical from Side Line to Side Line and horizontal from the relative opponent's 22m lines up to 1 x block away from the Goal Line indicates the area from where the player has the **option of kick to the poles -**
  - ➢ when a penalty was awarded,
  - ➢ a Goal Kick after a Try or
  - ➢ a Drop Goal attempt during normal play.

- **DICE TOTALS:**
  - ➢ Penalty\Goal Kick: [1] + [2] = Missed   [3] – [6] = Over
  - ➢ Drop Goal: [1] – [4] = Missed   [5] + [6] = Over

2. Red Zone:

- The two red blocks that run vertical from Side Line to Side Line and horizontal from the relative teams 10m Dotted Line up to the opponent's 22-m line indicates the area from where the player has the **option of kick to the poles -**
  - ➢ when a penalty was awarded,
  - ➢ a Goal Kick after a Try or
  - ➢ a Drop Goal attempt during normal play.

- **DICE TOTALS:**
  - ➢ Penalty\Goal Kick:
    [1] – [4] = Missed
    [5] + [6] = Over

  - ➢ Drop Goal:
    [1] – [5] = Missed
    [6] = Over

3. Halfway Line Kick off:

- The two **Purple Blocks** indicate the position from where the game must be started by kicking off from the Halfway Line.
- The ball is placed **behind the line** in the player's half who is going to take the Kick off.

- **DICE TOTALS:**
  - ➤ [1]+[2]: Ball not over 10m Dotted Line -> Scrum for opponent
  - ➤ [3] - [6]: Kick successful -> Move ball (Scrum for opponent if ball kicked directly into touch or over the Dead-ball Line).
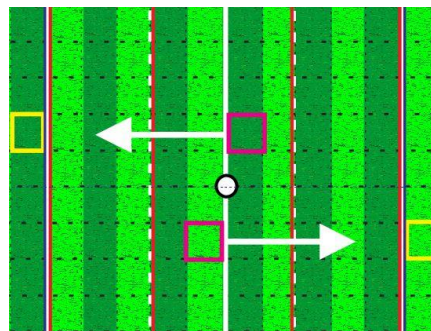
4. 22m Kick off:

- The two **Yellow Blocks** indicate the position from where the game must be started by a 22m Kick off.
- The ball is placed **behind the line** in the player's 22m area who is going to take the Kick off.

- **DICE TOTALS:**
  - ➤ [1] – [6]: Kick successful -> Move ball (Scrum for opponent if ball kicked directly into touch or over the Dead-ball Line).
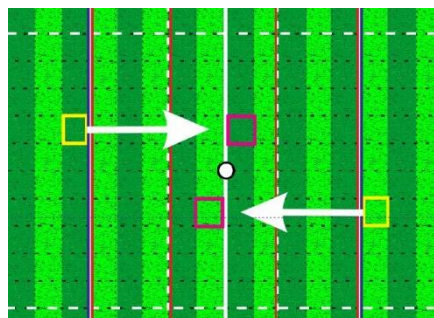
5. Kick off from behind the Goal Line:

- The two **Yellow Blocks** indicate the position from where the game must be started behind the Goal Line.
- The ball is placed **behind the Goal Line** of the player who is going to take the Kick off.

- **DICE TOTALS:**
  - ➤ [1] – [6]: Kick successful -> Move ball (Scrum for opponent if ball kicked directly into touch or over the Dead-ball Line).
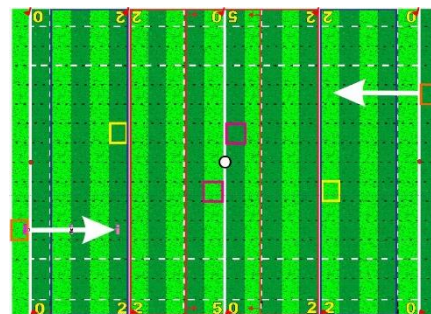
6. <u>Referee Cards:</u>

- There are eight different Referee Cards, each with a unique colour, image that gives a description of the play and the card's name.
- The player must execute the action described on the card.
- The cards must be shuffled before the game starts and at Half Time.
- The top card must be picked up and after it was read, placed at the bottom of the stack.

- **DICE TOTALS:**
  - ➤ **[2] + [3]:** When determining the success rate of the play called, throwing a [2] or [3] <u>will always result</u> in the pick-up of a Referee Card (relating to the play that was executed).

7. <u>Call-the-Play Area:</u>

- There are three main Call-the-Play areas:
  - ➤ ATTACK (**Kicking** or **Running** with the ball)
  - ➤ CONTEST (tight phase – **Scrum, Lineout & Ruck\Maul**)
  - ➤ DEFEND (i.e., **Tackle, Catch**ing the ball & **In-Goal Area** play)
- In order to prevent confusion, ensure cohesion and possible conflict, it is strongly recommended that the Call-the-Play Indicators are used.
- As soon as a player announce the play option, he\she is going to execute (e.g., kicking the ball down field, running with the back line, tackling, etc.) or a tight phase (e.g., Scrum, Lineout, etc.) is formed, the player must place the Call-the-Play Indicator on the relevant Call-the-Play Area before throwing the dice.

- The player can change his\her mind, but as soon as the dice is thrown the player must execute his\her decision as indicated by the Call-the-Play Indicator.

8. 1 x Block (5mx5m):

- The playing area is divided in 22 x Horizontal (referred to as the "Channel" - and 16 x Vertical (referred to as the "Line") blocks and represent +- 5m x 5m on a standard rugby field.

9. Score Board:

- The provided Score Board Cards are placed on the relevant Score Board area to indicate the score.
- Each team indicate its own score in the space in from of him\her.

10. Team Cards:

- The Team Cards is placed in the relevant area to indicate which teams are playing against each other.
- The Pool Number in which the team played in the Rugby World Cup 2023 in France is printed on the back if a RWC Tournament wants to be played.

11. Halfway Line:

- The Halfway Line divides the two playing sides and is the position from where the match is started and restarted after points were scored.
- Teams will play in the direction of the Poles with the same colour as the Team (Blue or Yellow).
- Sides can be changed at halftime by either switching the Poles or by turning the board (Score Cards to be relocated).

12. 22m Line:

- The 22m Line indicates the area between the Goal Line and the mid-field area and is the position from where the game is restarted after the ball was dotted down or a Penalty Kick to the poles or Drop Goal attempt was unsuccessful.
- The ball can also be kicked directly in touch from the 22m area (player's own Blue Zone).

13. Goal Line:

- The player tries to carry the ball over the Goal Line (running with ball) in order to score a Try.
- As soon as the ball is carried over the goal line, the player has the opportunity to score a Try, regardless of what the dice total was (player can't run over the Dead-ball Line).

14. Lineout 5m Dotted Line:

- When the ball is thrown in at the Lineout, it must travel over the 5m Dotted Line running parallel with the Side Line.
- In the Beginner Level of *RUGBY_Bokx*©, this line is having no influence on the game.

15. Lineout 15m Dotted Line:

- When the ball is thrown in at the Lineout and it travel over the 15m Dotted Line, the lineout is considered over.
- In the Beginner Level of *RUGBY_Bokx*©, this line is used to indicate the position of the ball when a Scrum needs to be formed after a Lineout (see more detail at LINEOUTS).

16. 10m Dotted line:

- The purpose of this dotted line (10m away from the Halfway Line) is to ensure the ball travels at least 10m during a Halfway Line kick off.

- **If the ball did not travel 10m ([1] or [2] on dice), the opposition gets the opportunity to put in the ball in a Scrum on the Halfway Line.**

17. Dead-ball Line:

- **As soon as the ball is kicked over the Dead-ball Line, the ball is out of play and restarted at different places depending on the type of play that was being executed:**
    - **kicked in from the 22m Line after an unsuccessful Drop - or Penalty kick;**

    - **kicked off from Halfway Line after a Goal Kick (when a Try was scored);**
    - **a scrum will be awarded to the Defender from the position the ball was kicked after a Kick Downfield or Kick off.**

18. Side Line:

- **The Call-the-Play Indicator moving piece can be placed on the relevant Penalty \ Free kick block as soon as a penalty or free-kick is awarded, and the player is in the process of deciding what to do next.**

1.2 SET UP THE GAME

a) Referee Cards:

- Shuffle the Referee Cards before the game starts and during Half Time.
- Place cards with the Play Image facing upwards on the relating colour and space printed on the board.

b. Team Cards:

- If the players want to use the provided Team Cards (all the countries that participated in the RWC 2023), he\she decide which team they want and place the selected Team Card on the space provided on the board.
- DIY team cards or those purchased as an add-on can also be used in order to provide the players with their team of choice.
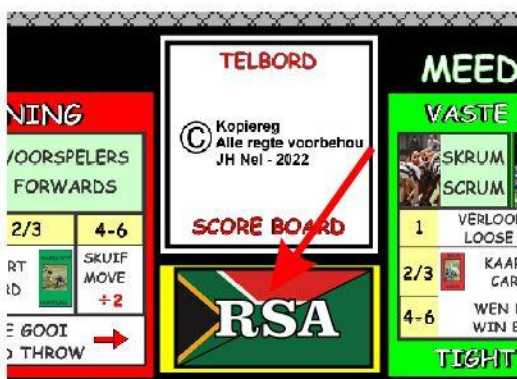
c) Score Cards:

- Place the "0" Score Card inside both the Score Board areas.
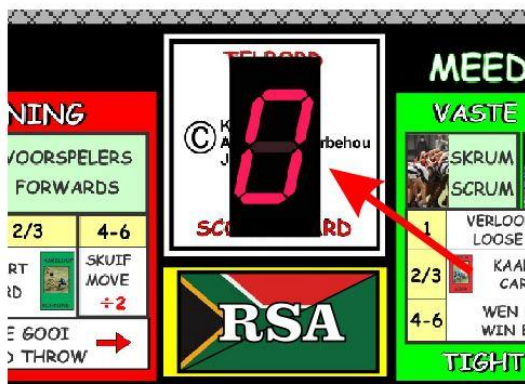
Call-the-Place Indicator:
- Place the Call-the-Play Indicator on the board inside the selected Call-The-Play Area.
- This piece must be moved into the applicable space for the play called (and preferably called aloud) before the dice is thrown.

d) Rugby Poles:

- Place the two Rugby Poles on the Goal Line in the middle of the field (Red Dot printed on board) as indicated.
- The colour of the Poles indicates the direction towards which the Blue and Yellow Team are playing.
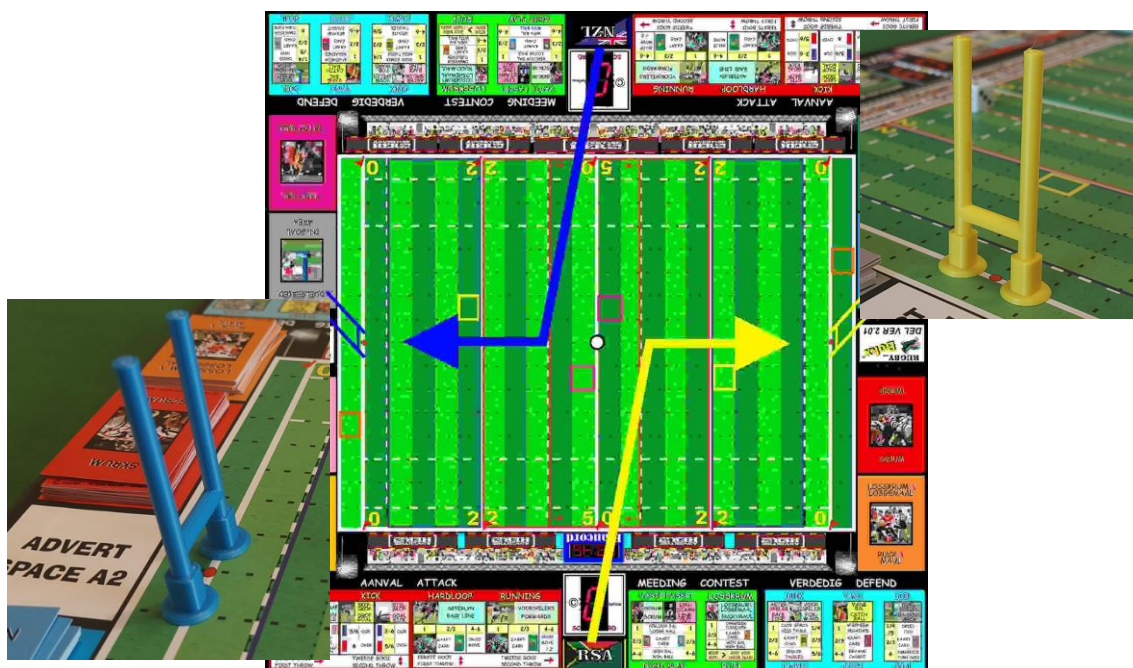
e) Rugby Ball:

- After determining which team is going to take the Kick off to start the game, place the Rugby Ball on the applicable Purple square on the Halfway Line.

f) Keeping time\score:

- Ensure that a watch or other device is available to keep time.
- The following Android Play Store App can be downloaded for free (data rate apply) to keep both score and time (highly recommended).

"SCOREBOARD SIMPLE"
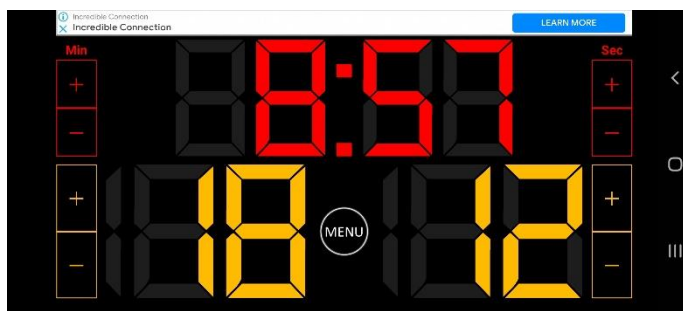
STEP 2:
UNDERSTAND THE GAME PLAY FACTORS

2.1 ATTACK vs DEFEND vs CONTEST

2.1.1   Who is busy doing what?

- As in the sport of Rugby, in *RUGBY_Bokx*© most of the time one team is **ATTACKING** the opponent's Goal Line (team in possession of the ball) in order to score a Try and the other team is **DEFENDING** their Goal Line in order to prevent a Try from being scored.

- In other plays, both teams are **CONTESTING** for the ball at the same time, mostly from "tighter" phases like the Scrum, Lineout or Ruck\Maul.

2.1.2   The ATTACKING Team:

- In Rugby, the **ATTACKING** team basically have two options to "move" the ball forward in the direction of the opponent's Goal Line in order to score points –
  - o **KICK** the ball (type of kick depends on play being called);
  - o **RUNNING** with the ball (which include passing the ball from one player to another).
- The following diagram summarizes the different actions that can be launched by the Attacking Team (with the relevant Referee Cards also indicated).
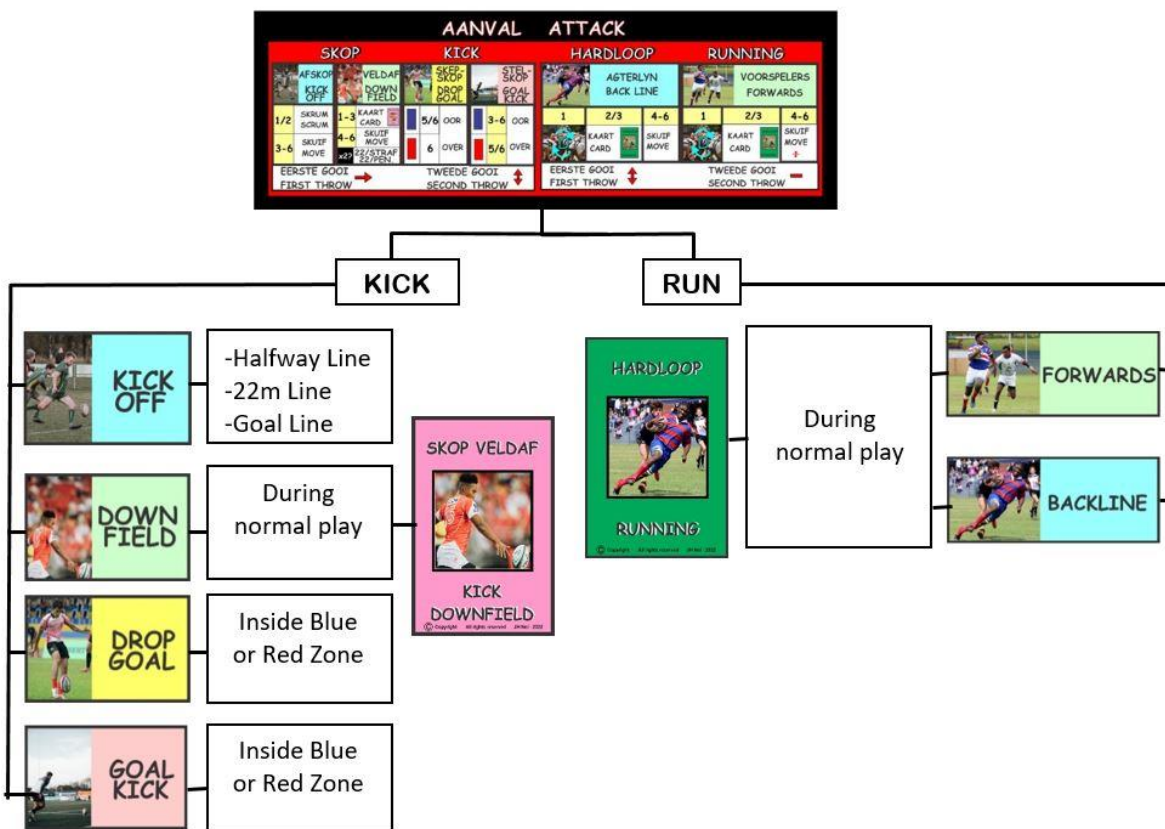
- During normal game play, the ATTACKER will **call** either one of the following **plays** to execute once he\she is in possession of the ball:
  - o **Kicking -   "Attempting a Drop Goal"**
                    "Kick Downfield"
  - o **Running -   "Run with Forwards"**
                    "Run with Backline"

- A player will be the **considered** the ATTACKER under the following circumstances:

  - running with the ball
  - kicking the ball
  - when the ball is put into a Scrum or Lineout
  - successfully regaining the ball after a kick
  - intercepting a ball "passed" by the opponent
  - after an unsuccessful tackle by the opponent
  - carrying the ball over the Goal Line
  - as per the call on a Referee Card

- A summary of the flow of play where the player is the ATTACKER and **only he\she has to throw the dice**, as follow:

  - **KICK THE BALL**
    - Kick off (from halfway, on 22m or from behind Goal Line)
    - Drop goal (only from allowed Blue or Red zone)
    - Goal Kick for converting a Try
    - Goal Kick for poles after a penalty was awarded
    - Kick downfield (during play or after a penalty \ free kick – option of moving the ball double the distance if inside own 22m area).

  - **RUNNING WITH THE BALL**
    - Run with Forwards
    - Run with Backline

  - **TIGHT PHASES**
    - Put in at Scrum
    - Throw in at Lineout

  - **TRANSGRESSIONS (as per Referee Card):**
    - Penalty (option of kicking for poles if inside allowed Blue\Red zone, kicking for touch with the option of moving the ball double the distance, call a Scrum or taking a quick tap and run with the ball)
    - Free kick (option of kicking for touch\downfield with the option of moving the ball double the distance, call a Scrum or taking a quick tap and run with the ball).

- o **WON THE BALL AND CONTINUE PLAYING**:
  - ➤ Attacker regain the ball after a Ruck\Maul was formed (See "Ruck\Maul")
  - ➤ Defender missed the tackle (Defender throw [1] when determining Tackle's success rate - option of continue running or change the play)
  - ➤ Regaining the ball after a kick downfield (Defender throw [1] when determining Catch's success rate - option of continue running or change the play)
  - ➤ As called by a Referee Card

2.1.3   The DEFENDING Team:

- In **RUGBY_Bokx**©, the following three actions are executed by the **DEFENDING** team in order to prevent the attacking team from advancing towards his\her Goal Line and thus to score points –
  - o **TACKLE** the ball carrier busy running with the ball (Forward or Backline);
  - o **CATCH** the ball that was either kicked to start play or kicked downfield;
  - o Launch an attempt to prevent a Try from being scored after the opponent carried the ball into the **IN-GOAL AREA**.
- The following diagram summarizes the different actions that can be launched by the Defending Team (with the relevant Referee Cards also indicated):
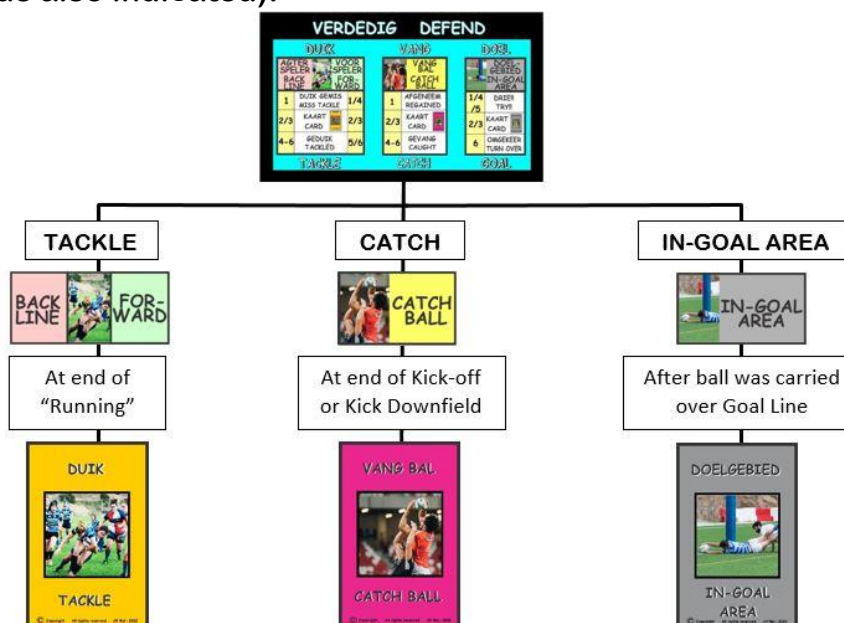
- During normal game play, the DEFENDER don't have to Call-the-Play in the following circumstances (the play he\she executes <u>automatically follows</u> at the completion of the Attacker's play):
  - **Tackle -** at the end of a "Run with Forward" or "Run with Backline" movement, if
    - ➤ the ball is still in play (otherwise a Lineout must be formed) and
    - ➤ the ball has not crossed the Defender's Goal Line (otherwise an In-Goal Area play must be executed).
  - **Catch -** at the end of a "Kick off" or "Kick Downfield" play, if
    - ➤ the ball is still in play (otherwise a Lineout or Scrum must be formed – see Rugby Rules for more info)
  - **In-goal - Area** the Attacker crossed the Defender's Goal Line while running with the ball.

- A player will be the <u>considered</u> the DEFENDER under the following circumstances:

  - trying to **tackle** the Defender running with the ball
  - trying to **catch** the ball after a kick was launched by the Defender
  - trying to **prevent a Try** from being scored after the Defender carried the ball into his\her In-goal Area
  - as per the call on a **Referee Card**

- A summary of the flow of play where the **DEFENDER** immediately **becomes the ATTACKER** (turnover ball) as follow:

  - **CATCH THE BALL**
    - ➤ Successfully catching the ball by throwing a [4], [5] or [6] on the dice.
    - ➤ "Play on" called by Referee Card.

  - **BALL TURNED OVER INSIDE IN-GOAL AREA**
    - ➤ Prevent a Try from being scored by tacking off the ball from the Attacker (throw [6] on dice).

➢ "Turnover ball" called by a Referee Card.

○ **INTERCEPTING THE BALL BEING PASSED**
  ➢ When a [1] is thrown by the Attacker while determining the "Running with Forward" or "Running with Backline" play's <u>success rate</u> (he\she now have option of continue running with ball or change the play which require the success to be determined first).
  ➢ As called by a Referee Card.

○ **CHARGE DOWN THE BALL BEING KICKED DOWNFIELD**
  ➢ When a [1] is thrown by the Attacker while determining the "Kick Downfield" play's <u>success rate</u> (he\she now have option of continue running with ball or change the play which require the success to be determined first).
  ➢ As called by a Referee Card.

○ **HEAL AGAINST THE HEAD IN SCRUM**
  ➢ When a [1] is thrown by the Attacker while feeding the Scrum (must Call-the-Play next).
  ➢ As called by a Referee Card.

○ **WON LINEOUT ON OPPONENT'S THROW-IN**
  ➢ When a [1] is thrown by the Attacker while throwing the ball at a Lineout (must Call-the-Play next).
  ➢ As called by a Referee Card.

○ **TRANSGRESSIONS**:
  ➢ Penalty (option of kicking for poles if inside allowed area, kicking for touch with the option of moving the ball double the distance, call a Scrum or taking a quick tap and run with the ball).
  ➢ Free kick (option of kicking for touch\downfield with the option of moving the ball double the distance, call a Scrum or taking a quick tap and run with the ball). `

  "TURNOVER BALL" indicated by arrows on top and bottom.

2.1.4   CONTESTING for the ball:

- In *RUGBY_Bokx*©, the following two actions are considered the teams **CONTESTING** for ball possession:
  - o **TIGHT PLAY:**
    - ➢ The two tight phases are **SCRUMS** and **LINEOUTS**.
    - ➢ Although both teams are contesting for the ball in these tight plays, the team throwing in the ball still have an edge, thus **only the Attacker** (team to which Scrum or Lineout was awarded) **throw the dice** to determine the outcome.
  - o **RUCK\MAUL:**
    - ➢ In *RUGBY_Bokx*©, the **RUCK** (ball ending up on ground after contact made) and **MAUL** (ball kept in air while team tries to gain ground) are handled as the same play.
    - ➢ A Ruck\Maul is always formed **after a successful Tackle was executed** by the Defender.
    - ➢ In order to determine the outcome of the Ruck\Maul, **both players throw their dice** (see Ruck\Maul in the *PLAY STRINGS* on Pg. 65).

SCRUM	LINEOUT	RUCK\MAUL
As rewarded by Referee	After ball crossed Side Line	After a successful Tackle (both throw dice)

- The outcome of a **SCRUM** or **LINEOUT** are in line with most of the standard game play:

  - **DICE THROW OUTCOMES**
    - See Scrum and Lineout outcomes in the *PLAY STRINGS* on Pg. 63 and 64.
    - In principal, the team that won the ball through normal play (excluding **Referee** call like a Penalty or Free Kick), have to Call-the-Play before executing the new move.
  - **BALL POSITION AT COMPLETION**
    - At the **SCRUM**, the ball is played from the position the ball was fed into the Scrum.
    - At the **LINEOUT**, the ball is placed inside the 15m Lineout Dotted Line (see {15} on Pg.7), across the position the ball as thrown it. Play then commences from this position.
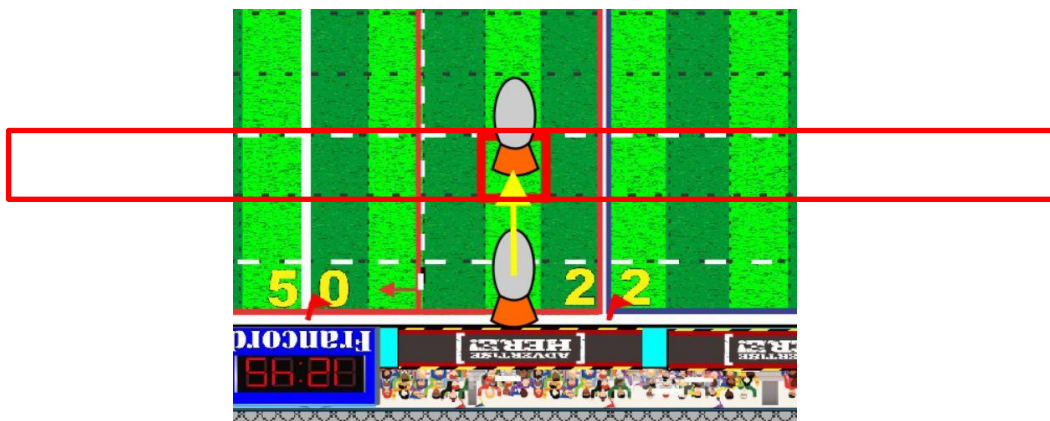

- The outcome of a RUCK\MAUL is a little more complex and as indicate earlier, the only play where <u>both players throw the dice at the same time</u> as to determine the ultimate outcome:

  - **DETERMINE AT WHICH SIDE THE <u>BALL ENDS UP</u>**
    - Both players throw their dice – if the same dice value has been thrown, continue throwing the dice until one player obtain a higher value than the other.

      - ❖ *This play is considered both teams intensely contesting to gain possession of the ball!*

> ➢ The player who has thrown the higher dice value is the one having the ball on his\her <u>side on the Ruck\Maul</u>, but **HAS NOT YET WON THE BALL!**
> ➢ He\she now has the opportunity to determine the success rate of actually winning the ball or not.
> ➢ As with all other plays, the success rate of the play being called is determined by the first dice throw turn (see *PLAY STRINGS* section on Pg. 65).

2.1.5   <u>Normal flow of play:</u>

- During the normal flow of play, the exchange of possession of the ball can be summarized as follow:

  - ○ **KICK**
    - ➢ After the ATTACKER has Kicked-off or kicked the ball Downfield, the DEFENDER has the opportunity to **CATCH** the ball.

  - ○ **RUN**
    - ➢ After the ATTACKER has Run the ball with either the Forwards or Backline, the DEFENDER has the opportunity to execute a **TACKLE** attempt.

  - ○ **IN-GOAL AREA**
    - ➢ After the ATTACKER has run the ball over the Goal Line (inside In-Goal Area), the DEFENDER has the opportunity to **PREVENT A TRY** from being scored.
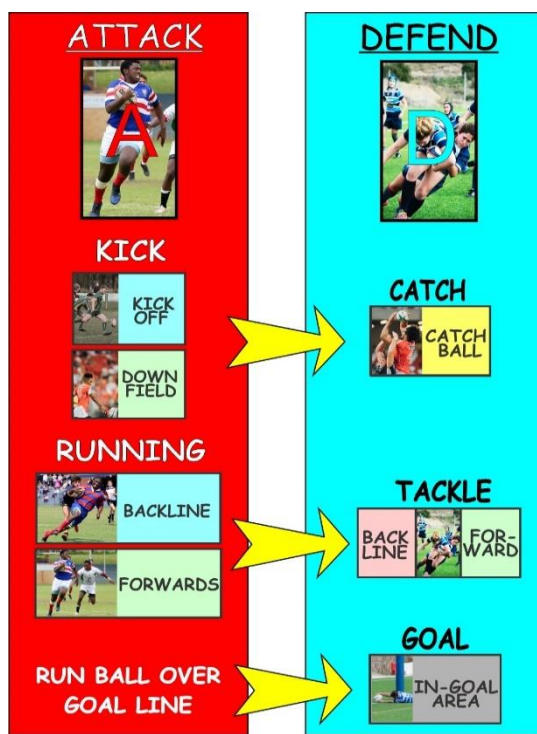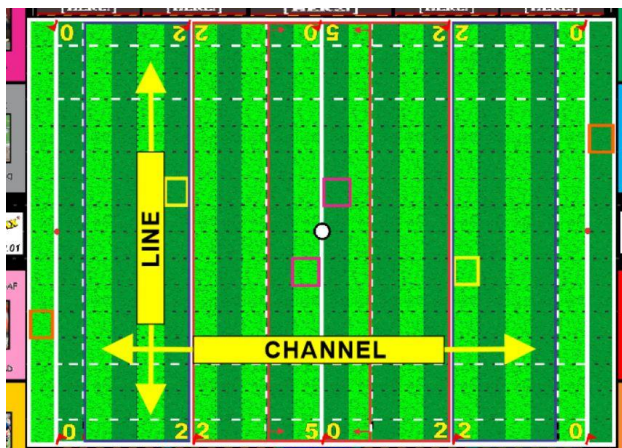
2.2 MOVE THE BALL

2.2.1   Moving the ball

In Rugby, the ball mostly moves when it is either KICKED or RUN with (which includes passing the ball from one player to another).

The same principals apply in *RUGBY_Bokx©,* but the direction (referred to as the LINE) and distance (referred to as CHANNEL) the ball moves are the invert of from each other.
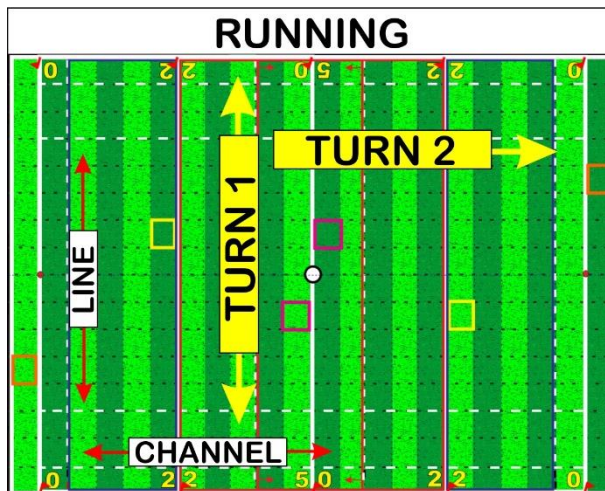

2.2.2   Kicking the ball

- THROW 1:   Move ball downfield (Channel)
- THROW 2:   Move ball to Side Line (choose left or right)
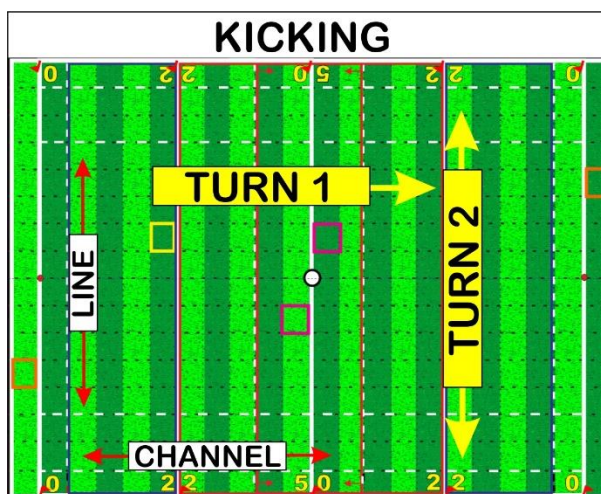
2.2.3   Running with the ball

- THROW 1:   Move ball down line (Line - choose left or right)
- THROW 2:   Move ball downfield (Channel)

RUNNING

2.2.4   Distance the ball moves

- **KICKING (Kick off and Kick Downfield)**

  - **Normal play**
    - The distance the ball is moved is determined by the value of the dice thrown.
    - Each dot on the dice equals one block on the field.
    - Thus, throwing e.g., a [4] with result in the ball being moved 4 x Blocks (4 x Blocks @ 5m each = 20m).
    - When the ball is moved down the CHANNEL (to determine the <u>distance</u> the ball is kicked), it always moves in the direction of the opponent Goal Line.
    - When the ball is moved down the LINE (to determine the <u>direction</u> into which the ball was kicked), the Attacker can decide to which Side Line the ball must be moved.

  - **Option to "DOUBLE THE DISTANCE"**
    - The Attacker has the option to double the distance the ball is kicked when –

*   the ball is **Kicked-off** from either the 22m or Goal Line.
*   the ball is kicked **Downfield** from inside his\her own 22m area.
*   the ball is kicked **Downfield** from a Penalty or Free Kick awarded.

➢ Both the distance the ball is moved down the **Channel and Line** is doubled, thus the player must be careful not to kick the line directly into touch (from outside his\her 22m area) or over the Dead-ball Line.

o **Throw again when a [6] was thrown**
     ➢ Whenever a [6] on the dice was thrown, the player must throw again and the two amounts are added.
     ➢ If another [6] is thrown, 6 x Blocks must be added and the player must throw the dice again.
     ➢ This rule applies when determining the distance the ball is moved down the Channel or Line.
     ➢ When throwing consecutive [6]'s, especially when taking the option of doubling the distance, the ball will most probable either travel over the Side Line or the Dead-ball Line.

     ❖ *Consider the position on the field and option of double the distance carefully when kicking the ball.*

* **RUNNING WITH BACKLINE**

o **Normal play**
     ➢ The distance the ball is moved is determined by the value of the dice thrown.
     ➢ Each dot on the dice equals one block on the field.
     ➢ Thus, throwing e.g., a [4] with result in the ball being moved 4 x Blocks (4 x Blocks @ 5m each = 20m).
     ➢ When the ball is moved down the LINE (to determine how far down the backline the ball is passed), the Attacker can decide towards which Side Line the ball must be moved.
     ➢ When the ball is moved down the CHANNEL (to determine the distance the ball is carried), it always moves in the direction of the opponent Goal Line.

- o **Turnover ball**
  - ➢ When the Defender has turned over the ball by an interception and now became the Attacker, decided to run with the Backline, the ball is only moved down the Channel (not throwing the dice to determine success rate or movement down the Line).

- o **Throw again when a [6] was thrown**
  - ➢ Whenever a [6] on the dice was thrown, the player must throw again and the two amounts are added.
  - ➢ If another [6] is thrown, 6 x Blocks must be added and the player must throw the dice again.
  - ➢ This rule applies when determining the distance the ball is moved down the Channel or Line.
  - ➢ When throwing consecutive [6]'s, especially when taking the option of doubling the distance, the ball will most probable either travel over the Side Line or the Goal Line (Try is scored).

  - ❖ *Remember that in RUGBY_Bokx© the ball can't be RUN over the Dead-ball Line. The moment the ball is carried over the Goal Line, a Try can be scored depending on the outcome of the In-goal Area play.*

- • **RUNNING WITH FORWARDS**

  - o **Normal play**
    - ➢ The distance the ball is moved is determined by the value of the dice thrown.
    - ➢ Other than running with the Backline does each dot on the dice equals only **halve the number** of blocks on the field (can't run as fast as Backline).
    - ➢ The following dice values vs. blocks moved apply:
      [1] + [2] = 1 x Block
      [3] + [4] = 2 x Blocks
      [5] + [6] = 3 x Blocks
    - ➢ This rule applies to both the Channel and Line distances.

- ➢ When the ball is moved down the LINE (to determine how far down the backline the ball is passed), the Attacker can decide which Side Line the ball must be moved towards.
- ➢ When the ball is moved down the CHANNEL (to determine the distance the ball is carried), it always moves in the direction of the opponent Goal Line.

RUNNING WITH BACKLINE vs FORWARDS

The methodology behind deciding which option to exercise can be summarised as follow:

BACKLINE	FORWARDS
Move twice as fast and distance (dice value = actual distance ball is moved)	*Move half the speed and distance (dice value divided by two = actual distance)*
Easier to be tackled by Defender (only [1] = tackle missed)	*More difficult to be tackled by Defender ([1] + [4] = tackle missed)*

- o **Turnover ball**
  - ➢ When the Defender has turned over the ball by an interception (and now became the Attacker) decided to run with the Forwards, the ball is only moved down the Channel (not throwing the dice to determine movement down the Line).

- o **Throw again when a [6] was thrown**
  - ➢ Whenever a [6] on the dice was thrown, the player must throw again and the two amounts are added.
  - ➢ The "**half the distance**" rule still applies.
  - ➢ If another [6] is thrown, 6 x Blocks must be added and the player must throw the dice again.
  - ➢ This rule applies when determining the distance and the ball is moved down the Channel or Line.
  - ➢ When throwing consecutive [6]'s, especially when taking the option of doubling the distance, the ball will most probable either travel over the Side Line or the Goal Line (Try is scored).

STEP 3:
MASTER THE PLAY STRINGS

3.1 UNDERSTAND THE SYMBOLS
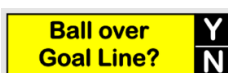
RUCK\MAUL   Indicate the MAIN PLAYS that can be executed and\or called.
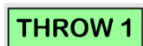
    Indicate the relevant Referee Card to be picked up after throwing a [2] or [3] on the dice.
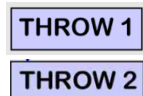
    Dice throw values, usually:
[1] = Loose ball   [2] or [3] = Referee Card
[4], [5] or [6] = Successful in play called

Ball over Goal Line?   Y / N   Question asked in flowchart (Y = Yes and N = No). Follow arrow depending on answer given.

THROW 1   GREEN blocks indicate the throw to determine the **SUCCESS RATE** of the play called.

THROW 1 / **THROW 2**   LILAC blocks indicate the throws to determine the **DISTANCE** and **DIRECTION** the ball may be moved.

A   A   A   Indicates the player who is in or is placed in possession of the ball (e.g., outcome of a Referee Card):
D   D   D→A   **(A)**ttacker   **(D)**efender   **D>A** = Turnover

    Images to indicate the play being executed as printed on the Call-the-Play Area on the board.

→   Follow line in direction of arrow to see next play.

3.2 BASIC GAME FLOW

3.2.1 Normal sequence of events:

| TAKE POSSESSION OF BALL | E.g., catching the ball, turn-over ball, winning a scrum, winning a lineout, penalty awarded, etc. |

⬇

| Call-the-Play | Decide what to do with ball, e.g., kick or run with the ball, going for poles after a penalty, etc. |

⬇

| DETERMINE "SUCCESS" | Throw the dice [THROW 1] to determine outcome, e.g.
1 = Loose ball
2+3 = Referee Card
4+5+6 = Successful, play on |

⬇

| "MOVE" THE BALL | Throw the dice [THROW 2] to determine the distance the ball is moved, e.g., distance the ball was kicked or distance the player ran with the ball. |

⬇

| CONTEST FOR BALL | The defending player have the opportunity to stop the movement and\or take possession of the ball, e.g. |

KICKING → CATCH

RUNNING → TACKLE

TACKLE → RUCK\MAUL
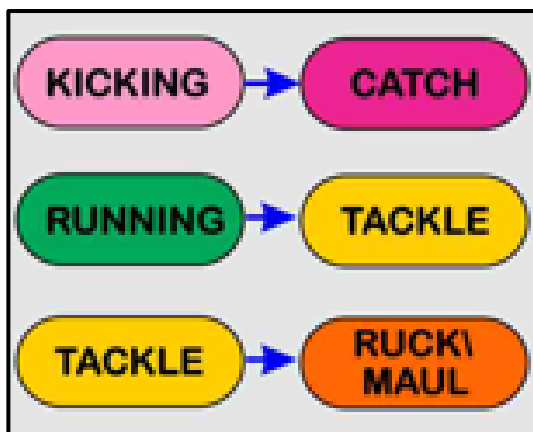
3.2.2 Call-the-Play:

As previously indicated, the player in possession of the ball starts a **PLAY STRING** by Call-the-Play, as per the diagram above for Normal Play.

BASICS TO REMEMBER:
- It will always be the ATTACKER that needs to Call-the-Play after gaining possession of the ball.
- The plays the ATTACKER execute "automatically" without requiring the play to be called, are:
  - ➢ Starting play with a Kick off from the Halfway, 22m or Goal Line
  - ➢ Kicking for poles after a Try has been scored
  - ➢ Feeding a Scrum or Line-out
  - ➢ Contesting for the ball in a Ruck or Mall
  - ➢ Continue to move the ball after a [6] has been thrown, either while running with the ball or after the ball has been kicked
- Plays to be executed by the DEFENDER always start "atomically".
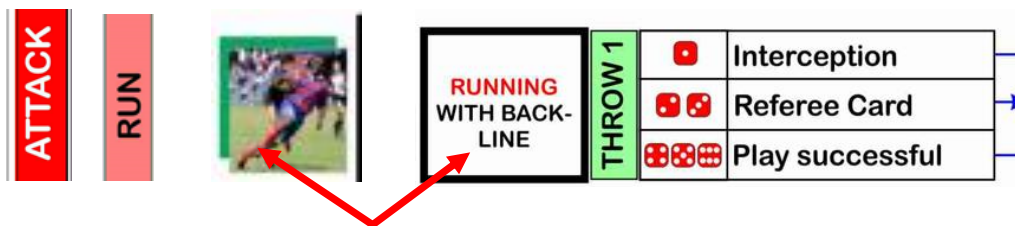
The Call-the-Play options are indicated at the start of each PLAY STRING and is categorised by the different ATTACK and DEFEND options.
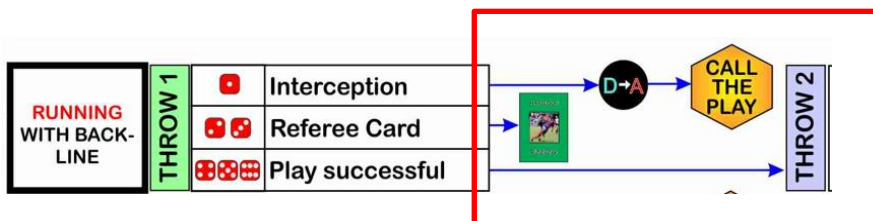
3.2.3   Determine "SUCCESS":

- One of the main aims of *RUGBY_Bokx* © is to make the different "plays" and "outcomes" as generic possible as to simplify the game play and enhance the fun-factor.
- In most plays, determining the success of the play called will be the next element in the PLAY STRING.
- The idea behind this matches the normal flow of play in a rugby game, e.g., the player wants to kick of run with the ball, but is not always as "successful" as he\she wants to be – or do even better that originally anticipated!
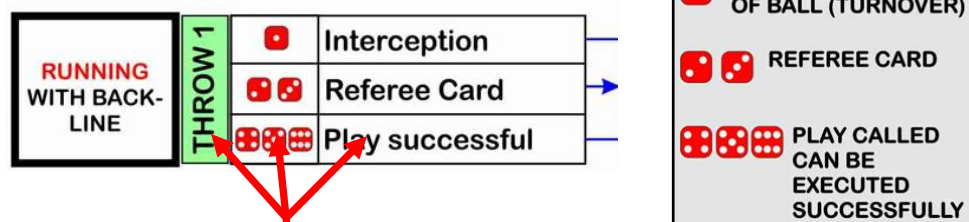
- Dice **THROW 1** in the PLAY STRINGS usually determines the "success", with the generic outcome being:
  - ➤ **[1]**   =   Loose the ball ("bad")
  - ➤ **[2]+[3]**   =   Referee Card (50% "good" or "bad")
  - ➤ **[4]+[5]+[6]** =   Play called can be successfully executed

- As can be seen, the "success" rate of any play called is in line with the real-life ratio experienced during a rugby match:
  - ➤ 16.6% change of total failure
  - ➤ 33.2% change of success or failure as determined by the Referee's call
  - ➤ 50% change of a successful movement
- Both the ATTACKER and DEFENDER need to determine the success of the play they are executing:

ATTACKER   DEFENDER
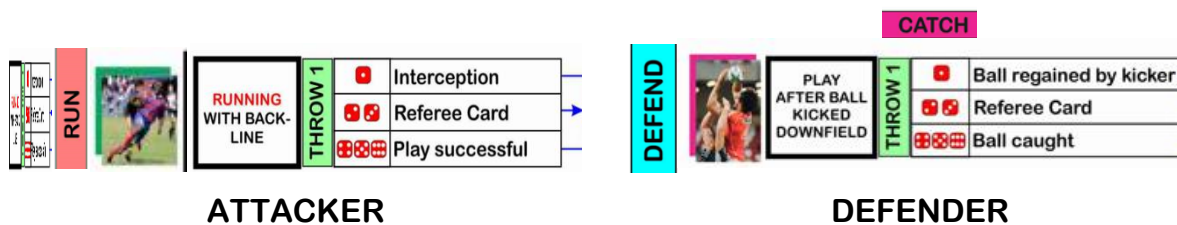
- As indicated earlier, the dice throw total determines the next phase of the PLAY STRING.
- In the example above, where the "**RUNNING WITH THE BACK-LINE**" play was called by the ATTACKER, the outcomes for process to "determine the success" are as follow:

  ➢ **[1]**   =   During the ATTACKER's (**A**) attempt to run the ball with his\her back-line players, the ball was intercepted by the DEFENDER (**D**), thus the ball was "turned over".
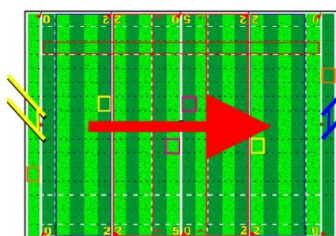 The DEFENDER now become the ATTACKER and must Call-the-Play.

  ➢ **[2]+[3]**   =   A "RUNNING" Referee Card must be picked up and the referee's call executed.
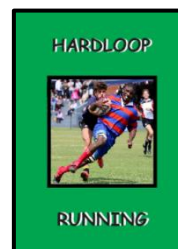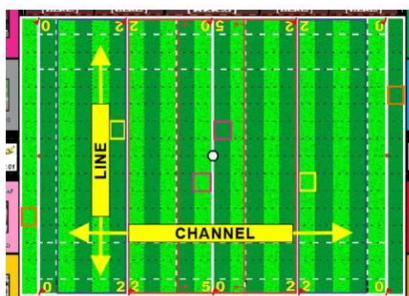

  ➢ **[4]+[5]+[6]** =   Play called can be successfully executed, in this case the ATTACKER will proceed to **THROW 2** in order to determine the distance the ball is going to be moved towards the opponent's Goal Line.
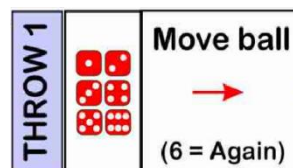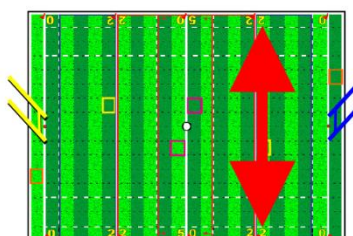
3.2.4 "MOVE" the ball:

TOWARDS OPPONENT'S POLES
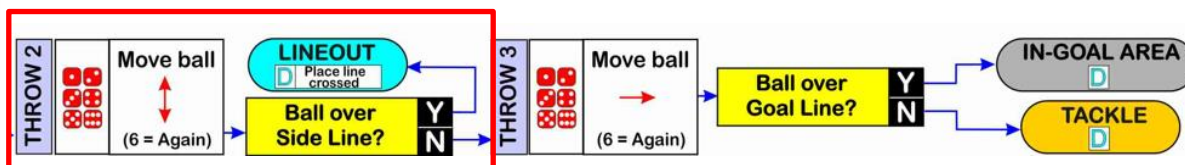
CHOOSE DIRECTION

- See **STEP 2: UNDERSTAND THE GAME PLAY FACTORS** Section 2.2 – MOVE THE BALL on Pg. 39 for more info on how the ball is moved.

- In the example above, the **THROW 2** section of the PLAY STRING contained in the Red block describe the outcome for moving the ball "**down the line**" (Running with the ball), thus if the ball is over the Side Line at the end of the move, a LINEOUT must be formed at the place the line was crossed – the DEFENDER will now become the ATTACKER and throw the ball into the Lineout.
- If the ball is still in play (did not cross the Side Line), the ATTACKER will proceed in throwing the dice again – THROW 3.
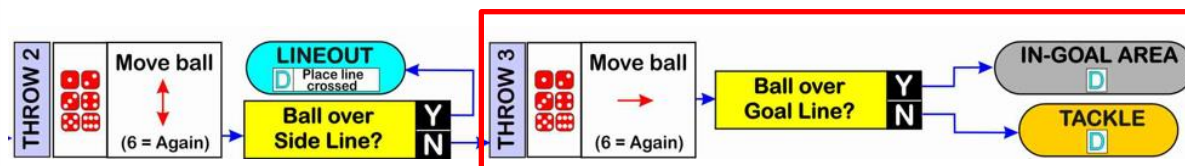

- In the example above, the **THROW 3** section of the PLAY STRING contained in the Red block describe the outcome for moving the ball "**down the channel**" (Running with the ball), thus if the ball is over the Goal Line at the end of the move, the "**IN-GOAL AREA**" PLAY STRING must be executed with the DEFENDER throwing the dice in an attempt to prevent a Try from being scored.
- If the ball did not cross the Goal Line, the DEFENDER will now launch an attempt to TACKLE (execute "**TACKLE**" PLAY STRING).

3.2.5   <u>Contest for ball:</u>

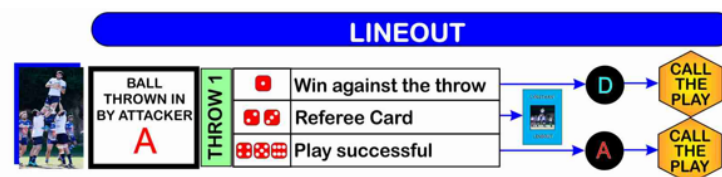- The four main plays where the players "contest" for the ball are:

  ➢ **RUCK\MALL**
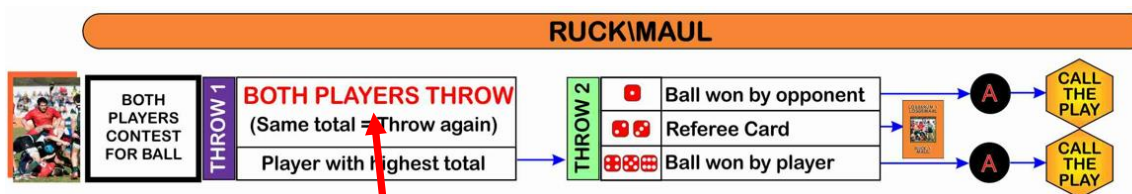
> This is actually the only play where both players have a 50/50 change of getting possession of the ball, thus the ONLY time both players will throw the dice.

  ➢ **SCRUM**

> In *RUGBY_Bokx©,* the ATTACKER has the advantage of feeding the Scrum, thus only he\she throws the dice.

  ➢ **LINEOUT**

> In *RUGBY_Bokx©,* the ATTACKER has the advantage of throwing the ball into the Lineout, thus only he\she throws the dice.
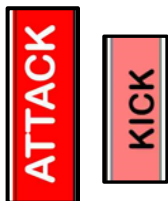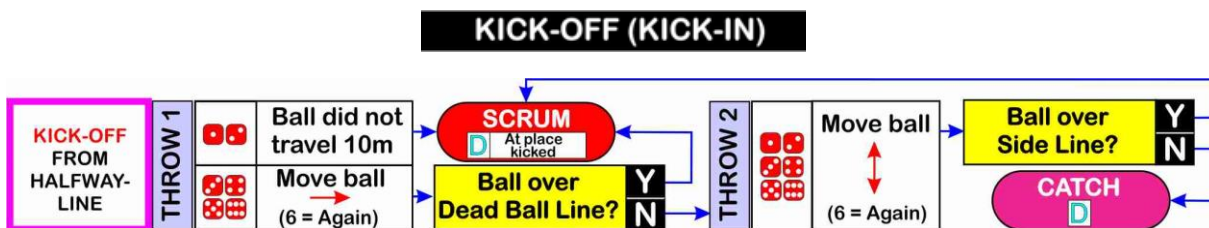
3.3 ATTACK

3.3.1　KICKING THE BALL

3.3.1.1　　KICK OFFS

a)　Kick off from Halfway Line

- The game is started by the Attacker kicking off from the Halfway line in the direction of the Defender's Goal-line (First and Second Half).
- Every time points were scored the game is restarted by kicking off from the Halfway Line.
- Player taking the kick off places the ball in his\her side of the field in the Purple block on the Halfway Line.
- This player throws the dice to determine the distance the ball has been kicked and the direction.
- The ball is required to travel over the opponent's 10m line - if not, a Scrum is rewarded to the Defender from the same spot the ball was kicked from.
- If the ball is kicked directly over the opponent's Dead-ball Line or one of the Side Lines, a Scrum is rewarded to the Defender from the same spot the ball was kicked from.

b)   Kick off from 22m Line / Goal Line

KICK-OFF (KICK-IN)
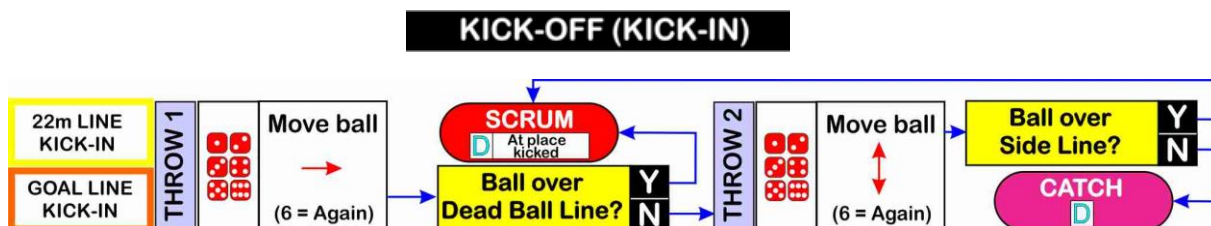
- o In **RUGBY_Bokx**© a kick off (actually referred to as "Kick off") from the 22m line only occurs if
  - ➢ a Drop Goal attempt failed (ball not kicked over the poles);
  - ➢ a player attempts a Goal Kick from a penalty awarded and also fail in the attempt.
- o A kick off from behind a player's Goal occurs when
  - ➢ the ball was held up in the In-goal Area;
  - ➢ the ball was made dead by the Defender inside the In-goal area.
- o Player taking the kick off places the ball
  - ➢ 22m Line – Yellow block inside his\her 22 area;
  - ➢ Goal Line – Orange block behind his\her Goal Line.
- o This player throws the dice to determine the distance the ball has been kicked and the direction.
- o If the ball is kicked directly over the opponent's Dead-ball Line or one of the Side Lines, a Scrum is rewarded to the Defender from the same spot the ball was kicked from.
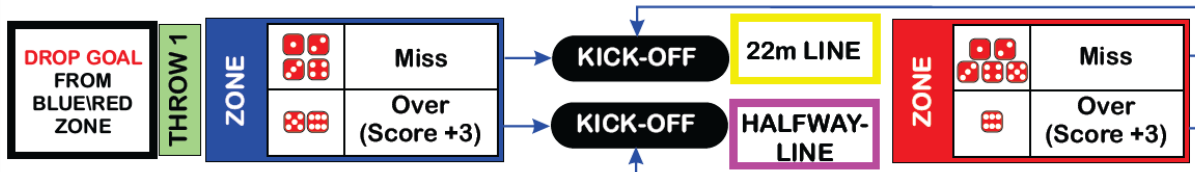
# 3.3.1.2   KICK TO POLES

a)   Drop Goal attempt

- A Drop Goal attempt can be launched during normal play and is initiated when the Attacker Call-the-Play.
- Since *RUGBY_Bokx*© try to create a real-life rugby match experience, a player can't just take a Drop Goal from any place on the field.
- Two designated Zones are marked on the board that indicates the areas from where a Drop Goal attempt can be launched by the Attacker.
- The location of these two Zone (Blue and Red) can be viewed on Pg. 20.
- The methodology behind the Zone locations is –
  - ➤ BLUE Zone – Since this zone is located inside the opponent's 22m area, it is easier to kick the ball over, thus your change of success is 2 out of 6.
  - ➤ RED Zone – The zone runs from the opponent's 22m Line to the player's 10m Dotted Line, thus further from the poles with a 1 out of 6 change for success.
- If successful, 3 points are added to the score of the Attacker and the play returns to a kick off from the Halfway Line.
- If unsuccessful, play is started from a Kick off from the Defender's 22m Line.

b)   Goal Kick attempt

KICK TO POLES
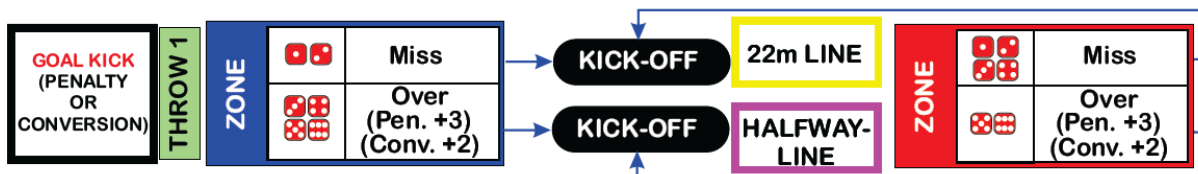
- All the same principles as described above as far as the Zone locations are concerned, apply.
- Goal Kick attempts can be launched from
  - ➤ penalty being awarded inside either the Blue or Red Zone;
  - ➤ Conversion after a Try was scored.
- It is in theory easier to kick the ball over the poles from a "placed" kick than a Drop Goal, thus
  - ➤ BLUE Zone - change of success is 4 out of 6.
  - ➤ RED Zone – change of success is 2 out of 6.
- If successful,
  - ➤ Penalty – 3 points are added to the score of the Attacker and the play returns to a kick off from the Halfway-line. If unsuccessful, play is restarted by a Kick off from the Defender's 22m Line.
  - ➤ Conversion – 2 points are added to the score of the Attacker and the play returns to a kick off from the Halfway-line. If unsuccessful, play is restarted by a Kick off from the Halfway Line.
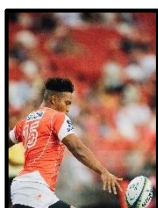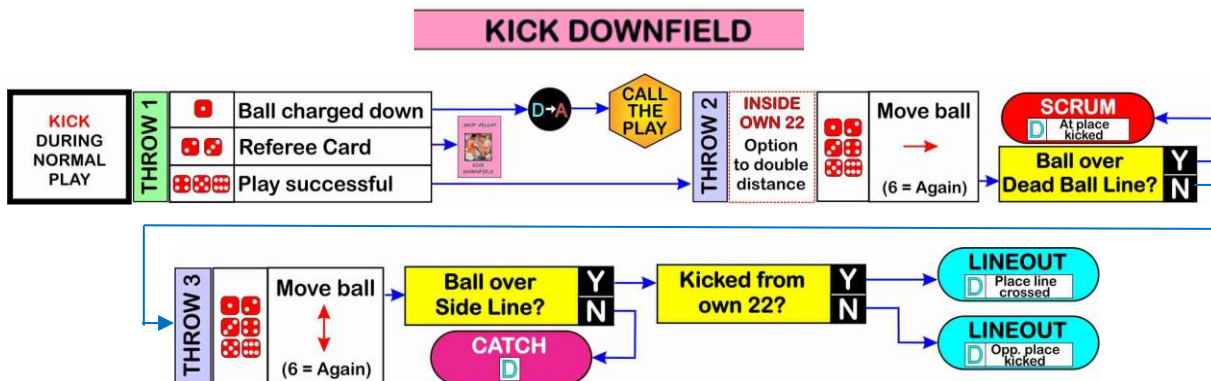

BLUE ZONE

RED ZONE

3.3.1.3   KICK DOWNFIELD

a)   During normal play

- A player can decide to kick downfield when in possession of the ball and is required to Call-the-Play.
- If a player is kicking downfield from inside his\her own 22m area, he\she has the opportunity to call (**must say it load for the opponent to hear**) for "**DOUBLE THE DISTANCE**".
- If play can be executed successful, the ball must be moving twice the amount thrown on the dice, e.g., if a [4] was thrown, ball must be moved 8 x blocks.
- This rule applies for determining the DISTANCE (Throw 1), as well as the DIRECTION (Throw 2).
- If a [6] was thrown, the ball must be moved 12 x blocks and the player must throw the dice again – this total will also be doubled.
- As can be seen, this option must be exercised with the required care as the ball can easily be kicked over the Dead-ball Line.
- The normal rules apply for kicking the ball over the Side Line (e.g. direct into touch if kicked from outside the

KICK DOWNFIELD

players own 22m area) or over the Dead-ball Line (Scrum from the position originally kicked from).
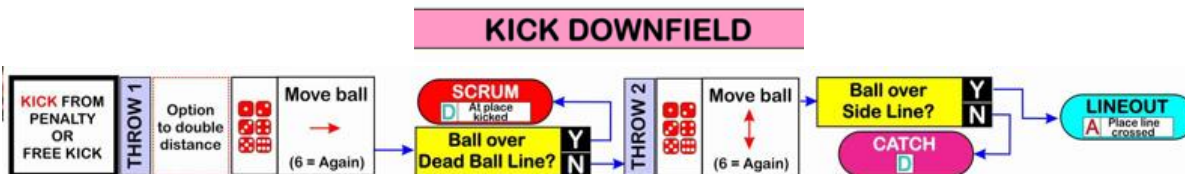
b)   From a Penalty or Free Kick:

- The player kicking the ball from a Penalty or Free Kick <u>don't have to determine the success rate</u> for the kick (as for kicking the ball downfield during normal play where the ball e.g., can be charged down – something that very rarely happens if a Penalty or Free Kick is taken).
- The same rules apply for kicking the ball from inside a player's 22m area (e.g. can be kicked out directly, kick double the distance, etc.), with the only difference being the opportunity for the player to exercise the right anywhere on the field at the spot where the Penalty or Free Kick was awarded.
- The difference of course is the fact that, if the ball was kicked over the Side Line, the player that kicked from a Penalty can throw in the ball into the Lineout that follows, while the opponent will throw in the ball if the kick was taken after a Free Kick was awarded.
- In case the ball travelled over the Dead-ball Line in both the scenarios, the opponent will feed the ball into a Scrum at the spot from where the kick took place.
- <u>REMEMBER:</u> The player that kicks the ball will always determine the **DISTANCE** towards the opponents Goal Line first with **THROW 1** and then the **DIRECTION** towards one of the Side Lines, which is the choice he\she can make after determining the dice value thrown, with **THROW 2**.
- Exercising this "choice of direction", combined with the distance the ball is moved toward the Side Line, give the player the opportunity to decided if he\she wants to
  - ➢ **kick the ball directly into touch, OR**
  - ➢ **keep the ball in play and see what the success rate of the opponent in CATCHING the ball is (e.g. Defender may throw a [1] which place the Attacker in possession of the ball again or a Referee Call may also place the ball in the Attacker's hands).**
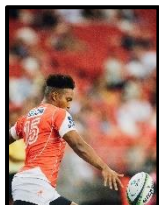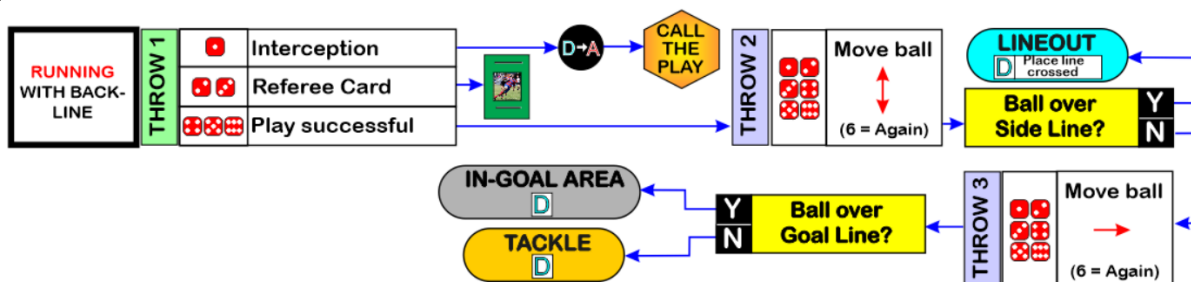
3.3.2 <u>RUNNING WITH THE BALL</u>

3.3.2.1   BACKLINE

- As with most other plays, THROW 1 will determine the success rate of the play called, in this case the player has decided to RUN the ball with the BACKLINE.
- Once the player can successfully run with the ball, THROW 2 will determine the distance the ball is MOVED DOWN THE LINE (see Sect. D, Par. 5 on Pg. 73) and THROW 3 will determine the distance the player carring the ball will advance TOWARDS THE OPPONENT'S GOAL LINE.
- As with kicking the ball downfield as described above, if a [6] was thrown the ball will be moved 6 x blocks and the player will throw the dice again, adding the amount(s) thrown.
- If the ball is moved over the Side Line (player has the option to decide towards which Side Line the ball must be moved), a LINEOUT will follow with the Defender now becoming the Attacker.
- If the ball crosses the opponent's Goal Line (ball can't be run over Dead-ball Line) the Defender have a change to prevent a TRY from being scored – the "IN-GOAL AREA" play follows.

3.3.2.2   FORWARDS

RUNNING

- o All the same principles for running with the Backline applies when running with the **FORWARDS**.
- o The main difference is the distance the ball is moved (**FORWARDS** progress "slower" that the **BACKLINE**) and the fact that it is more difficult to tackle a Forward player than a Backline player (1 out of 6 changes for a Backline player not to be tackled, while the Forward player have a 2 out of 6 change).
- o As in the real-life game of RUGBY, the position on the field, play called and off course, luck, plays a big role in ultimately winning matches.
- o The dynamics of **RUGBY_Bokx**© has proven over and over again that making the right decision when calling a play will make all the difference between winning and losing.
- o Thus, running with the **BACKLINE** when attacking from your own half and attacking with the **FORWARDS** when closer to the opponent's Goal Line might not be a bad idea….

3.4 DEFEND

3.4.1 CATCHING THE BALL
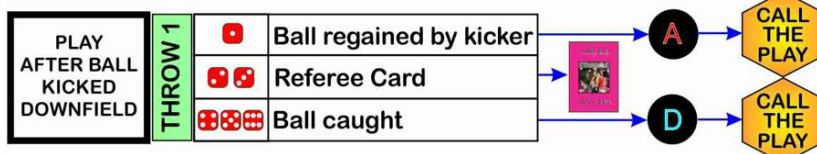
DEFEND

- After the ball was **KICKED DOWNFIELD** by the ATTACKER and the ball moved according to the dice-throw amounts (Distance + Direction), the DEFENDER now have the opportunity to **CATCH** the ball.
- Again, THROW 1 will determine whether the catching attempt was executed successfully or not.
- If the player throw a [1], the ball was regained by the player who kicked the ball and he\she must Call-the-Play – the player that kicked the ball is thus still the ATTACKER.
- If the ball was caught successfully, the DEFENDER (player who caught the ball) now become the ATTACKER.
- This player must now Call-the-Play.

3.4.2   TACKLE THE BALL CARRIER

3.4.2.1   Tackle a Backline player

DEFEND

o   After the ball was **RUN** with the **BACKLINE** by the ATTACKER and the ball moved according to the dice-throw amounts (Direction + Distance), the DEFENDER now have the opportunity to **TACKLE** the opponent.

o   Again, THROW 1 will determine whether the tackle attempt was executed successfully or not.

o   If the player throw a [1], the **tackle was missed** and the player who ran now have two options:

➢   Continue running – Player can continue running forward (can't change the direction, i.e., pass the ball). The play that follow is the same as when this player started advancing towards the opponent's Goal Line (don't need to determine success again, just keep on running).

➢   Call-the-Play – Player can decide to either pass the ball or kick it downfield (can't attempt a Drop Goal) by calling the play he\she want to execute and go through the whole process as applicable for the play called (must determine success rate first).

o   If the DEFENDER executed the tackle successfully, a **RUCK** is **automatically formed** and the RUCK play must be executed.

3.4.2.2 Tackle a Forward player
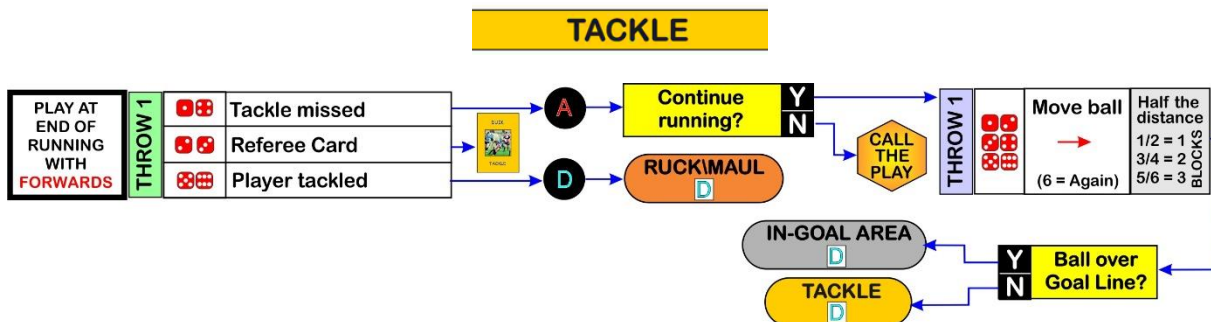
- The exact same process for tackling a **BACKLINE** player is applicable when launching an attempt to tackle a **FORWARD** player.
- As indicated earlier, the only difference between tackling a **BACKLINE** player vs a **FORWARD** player is the dice throw amounts (as thrown by the **DEFENDER** to determine the tackle's success rate):

	BACKLINE	**FORWARD**
➢ **MISSED =**	**[1]**	**[1] or [4]**

3.4.3   "IN-GOAL AREA" PLAY

IN-GOAL AREA

- The IN-GOAL AREA play **automatically** commence the **moment the ball is moved over the GOAL LINE** (remember that it does not matter which amount was thrown on the dice, the moment the ball crosses the Goal Line, the ball is placed in the In-Goal Area, thus **the ball cannot be run over the Dead-ball Line**).
- The DEFENDER now has a last change to prevent the ATTACKER from scoring a Try.
- The DEFENDER throws the dice to determine the success rate of the attempt launch.
- If a [6] was thrown, the ball was turned over by the DEFENDER and he\she now becomes the ATTACKER.
- A normal Call-the-Play process follows.
- If a TRY was scored, the ATTACKER, the Goal Kick play will follow.

3.5 <u>CONTEST</u>

3.5.1   <u>SCRUM</u>
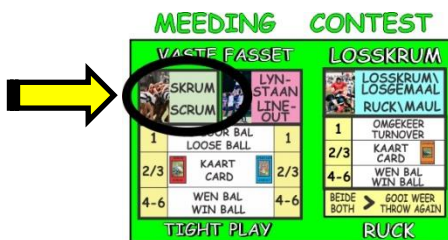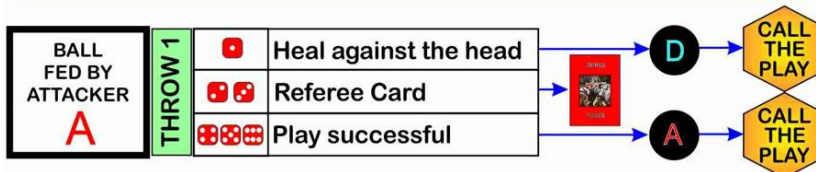
- ○ **Whenever a SCRUM was called by the Referee, it will always be the player to who the Scrum was awarded that will feed the ball into the Scrum (throw the dice).**
- ○ **The player feeding the ball will be the ATTACKER until the success rate has been determined.**
- ○ **If a [1] was thrown, the DEFENDER obtain a "Heal against the head", thus winning the SCRUM.**
- ○ **The DEFENDER now become the ATTACKER and must Call-the-Play.**
- ○ **If the Scrum was successfully won by the ATTACKER (player throwing the dice), he\she gain possession of the ball and must Call-the-Play.**
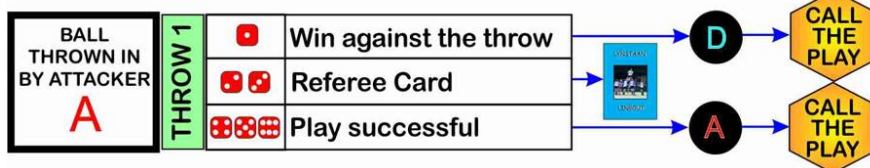
3.5.2 LINEOUT

○ Whenever a **LINEOUT** was called by the Referee (Lineout will automatically commence if the ball crossed a Side Line inside the normal field of play, i.e., not behind a Goal Line), it will always be the player to who the **LINEOUT** was awarded that will feed the ball into the **LINEOUT** (throw the dice).

○ The player throwing in the ball will be the **ATTACKER** until the success rate has been determined.

○ If a [1] was thrown, the **DEFENDER** "Win the ball against the throw", thus winning the **LINEOUT**.

○ The **DEFENDER** now become the **ATTACKER** and must Call-the-Play.

○ If the **LINEOUT** was successfully won by the **ATTACKER** (player throwing the dice), he\she gain possession of the ball and must Call-the-Play.

3.5.3   RUCK \ MAUL

RUCK\MAUL

- Although the RUCK and MAUL is two different plays in a normal Rugby match, this version of **RUGBY_Bokx©** treat it as one play.
- A RUCK\MALL is **automatically formed** once a successful TACKLE was executed by DEFENDER.
- This play is the only time **both players will throw the dice** as to "contest" for possession of the ball (THROW 1).
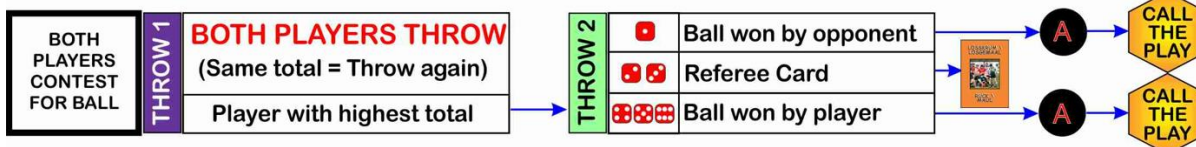- The player throwing the highest total on the dice, **HAVE THE BALL IN HIS\HER SIDE, BUT HAVE NOT TAKEN POSSESSION OF THE BALL YET**.
- If the same amount is thrown on the dice, both the players continue to throw their dice unit one of them throw a higher total than the other (fierce contesting for ball).
- Once a player has the ball on his\her side if the RUCK\MALL, this player will launch an attempt to successfully take possession of the ball.
- He\she will throw the dice to determine the success rate (THROW 2).
- If a [1] was thrown, the other player has re-gain possession of the ball and becomes the ATTACKER that must Call-the-Play.
- If the player that determined the success rate successfully gain possession of the ball, he\she becomes the ATTACKER that must Call-the-Play.

STEP 4:
HOW TO READ THE REFEREE CARDS

4.1 DIFFERENT CARD GROUPS

DEFEND

VANG BAL

CATCH BALL

DUIK

TACKLE

DOELGEBIED

IN-GOAL AREA

DEFENDER will pick up one of these Referee Cards if a **[2]** or **[3]** was thrown during the process of determining the Success Rate of the play to execute.

ATTACK

SKOP VELDAF

KICK DOWNFIELD

ATTACKER will pick up one of these Referee Cards if a **[2]** or **[3]** was thrown during the process of determining the Success Rate.

HARDLOOP

RUNNING

CONTEST

SKRUM

SCRUM

LYNSTAAN

LINEOUT

LOSSKRUM \ LOSGEMAAL

RUCK \ MAUL

ATTACKER will pick up one of these Referee Cards if a **[2]** or **[3]** was thrown during the process of determining the Success Rate of the Tight Phase play to execute.

4.2 **CARD LAYOUT**

All cards are colour coded.

Bal vorentoe laat val

Ball lost forward

Referee's call.

Indicate hand motion.

Referee Card No. for specific group (see Rule Reference).

Referee's hand signal.

1

Skrum
Scrum   D

Image of play to follow next.

Turnover ball to Defender.

Referee signal and call play to follow.

BAL GEWEN SPEEL AAN!!!   A
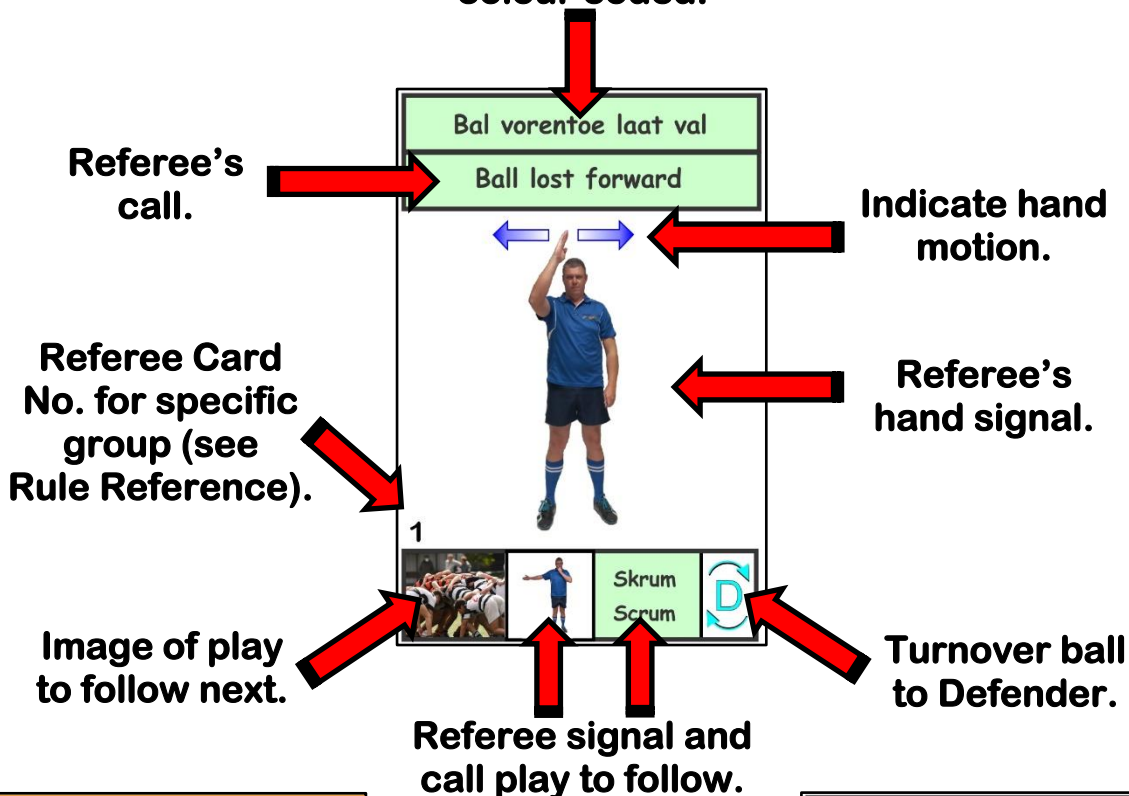
Attacker continue with current play being executed.

BALL WON PLAY ON!!!   A

Referee's call to "Play On".

Vang bal uit lug

Catches ball in air

BINNE KWARTGEBIED
INSIDE 22 AREA

?   Vryskop
Free Kick   D

Special cards with options to be executed.

BUITE KWARTGEBIED
OUTSIDE 22 AREA

6

?   Speel aan
Play on   D

Player must decide on an option to execute.

4.3   BASIC REFEREE CALLS

Referee's "Play On" calls
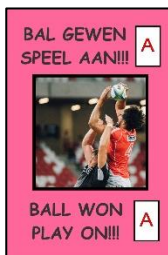
BAL GEWEN SPEEL AAN!!! A	BAL GEVANG SPEEL AAN !!! D	BAL GEWEN SPEEL AAN!!! A	BAL GEWEN SPEEL AAN!!! D	SPEEL AAN !!! A	BAL GEWEN SPEEL AAN!!! A
BALL WON PLAY ON!!! A	BALL CAUGHT PLAY ON !!!	BALL WON PLAY ON!!! A	BALL WON PLAY ON!!! D	PLAY ON !!! A	BALL WON PLAY ON!!! A
Ball was successfully caught by **Attacker >** Call-the-Play	Ball was successfully caught by **Defender >** Call-the-Play	Ball was successfully caught by **Attacker >** Call-the-Play	Ball was successfully rucked by **Defender >** Call-the-Play	Ball was successfully passed by **Attacker >** Move the ball.	Ball was successfully hooked by **Attacker >** Call-the-Play.
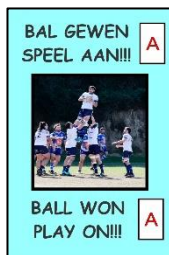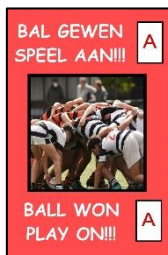
"Play On" during play

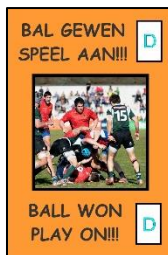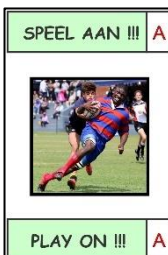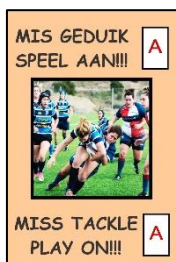| MIS GEDUIK SPEEL AAN!!! A	Onderskepping / Interception
MISS TACKLE PLAY ON!!! A	SPEEL AAN !!! PLAY ON !!! D
Attacker > Keep running or Call-the-Play (to kick)	**Defender >** Get ball – Call-the-Play (run or kick)
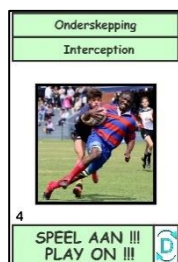
"Outcome" during play

GEDUIK!!! / TACKLED!!!	DRIE !!! / TRY !!!
Defender successfully made tackle > Call-the-Play	**Attacker** successfully scored a Try > Goal Kick

"Stop of play" Referee calls

Stamp speler in die lug / Pushes player in the air	Geen beslissing deur TSR / Inconclusive by TMO	Speler nie 10m weg / Player not 10m away	Speler rol nie weg / Player not rolling away	Meer as 90° gedraai / Turned more than 90°	Hoogvat / High tackle
? Strafskop Penalty D	Skrum Scrum D	? Strafskop Penalty A	? Strafskop Penalty A	Skrum Scrum D	? Strafskop Penalty A
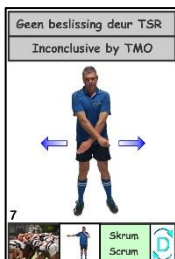
General Referee calls that will result in stop of play and followed by a
Penalty, Free Kick, Scrum or **Kick Off.**

"Conditional" Referee calls

Vang bal uit lug
Catches ball in air

BINNE KWARTGEBIED
INSIDE 22 AREA

? | Vryskop Free Kick

BUITE KWARTGEBIED
OUTSIDE 22 AREA

6 | ? | Speel aan Play on

Position on field
Outcome depends on
where the ball was caught
on the field

Storm bal af
Block kicked ball

SKUIF 1 BLOK TERUG
MOVE 1 BLOCK BACK

D

BAL OPGETEL!!!
1   BALL PICKED UP!!!

? | Speel aan Play on

Move ball > Play on
Move ball forward\backwards
> Attacker\Defender
Call-the-Play

"Stop of play" Referee Signals

Penalty
- Kick for Goal (Red\Blue Zone)
- Kick for touch ("Double" or not)
- Scrum
- Run with ball

Free Kick
- Kick for touch ("Double" or not)
- Scrum
- Run with ball

Scrum
- Attacker feed ball

Kick-off
- Halfway line
- 22m Line
- Goal Line

STEP 5:
LET'S START PLAYING!!!

5.1 Set-up the board:
- Place all play pieces on the board, i.e., poles, ball, Call-the-Play indicator, 1 x dice per player and "0" Score Cards (see Pg. 26).
- Shuffle the Referee Cards and place on board at designated area (see Pg. 26).
- Players take their place next to board.

5.2 Choose a Team and Players:
- Choose two teams to play against each other and place Team Cards on board (see Pg. 26).
- Choose number of players to participate in match (see Sect. D, Par.1 on Pg. 71).
- Choose the format in which the games will be contested (see Sect. D, Par.2 on Pg. 71).

•

5.3 Determine game time and half-time changes:
- Decide on the duration of each half to be played ((see Sect. D, Par.4 on Pg. 72).
- Take note of the time or set the clock (see Pg. 29).
- Decide whether sides will be changed at half-time or not.

5.4 "Toss the coin":
- Both players throw their dice – highest total on dice won the toss (throw again if same value).
- Player who won the toss can decide to either take the kick off or to receive the ball first (other player take kick off).
- Player losing the toss can decide towards which Goal Line he\she wants to play (always play towards the colour of your own poles).

5.5 Start playing:
- Player that must Kick off from Halfway Line throw the dice first to start the play.
- The player who received the ball at the start of the game must take the Kick off when the second half commence.

D. ADD TO THE FUN

1.   NUMBER OF PLAYERS

1.1   The normal number of players that will participate in a *RUGBY_Bokx*© match are two, each player representing one of the two teams.

1.2   Other combinations that will add to the fun if more than two players want to play simultaneously are as follow:

- 3 x Players   Two players participate against each other with the third player being the Referee (can place the Referee Cards in front of him\her and read out all the Referee Calls).

- 4 x Players   Two players per team, with the option of each player taking turn to
  * throw the dice and call the play or
  * one throwing the dice and the other calling the play (making turns or change sequence at Half Time).

- Multiple players   Nothing prevents several players being part of one team with either
  * different roles being assigned to each player (e.g., Forwards vs Backline vs Kicker vs Ruck, etc.) or
  * a collective team effort where the mayoralty vote determines the play.

1.3   Due to the multi-dimensional facets of *RUGBY_Bokx*©, it is strongly recommended that players consider "**practising**" on their own (enjoy the game even if you have nobody to play against!!!) to get use to the gameplay dynamics linked to dice throw outcomes, positional play and Referee calls.

2.   TOURNAMENTS

2.1   Since *RUGBY_Bokx*©'s **MISSION** is to make the game ACCESSIBLE to all ages, gender, nationality and social-economic background, one of the features of the game is the ability to play arrange and play tournaments.

2.2   The Team Cards included in the game represents all 20 x countries that will participate in the 2023 Rugby World Cup, hosted in France.

2.3   Thus 20 x players can play the same format of Pool Games, Quarter Finals, Semi-finals and Finals, each representing a country which was assigned by a variety of options, e.g., player's choice, random selection, dice throws, etc.

2.4   Schools, Rugby Clubs, Board Game Clubs or just a group of friends can easily arrange such tournaments, with the aim being to just have fun, team building or even as a very profitable fundraiser event.

3.   TEAMS

3.1   As indicated earlier, the 20 x Team Cards in *RUGBY_Bokx ©* game represents all 20 x countries that will participate in the 2023 Rugby World Cup.

3.2   Nevertheless, nothing prevents anyone from creating their own Team Cards and thus participating in matches where you represent your favourite team or school\club.

4.   TIME KEEPING

4.1   They say, "Time flies when you're having fun!!", something you will quickly realise once starting to play *RUGBY_Bokx ©*.

4.2   It is therefore strongly recommended that enough time be given to play a match, especially when you are still getting familiar with the rules and game flow.

4.3   To get a realistic score rate and enjoy the game the way it was designed for, the actual 40 minutes per half as in a real-life rugby match are strongly recommended.

4.4   There is no official time limit, but the number of players and tournament format will play a big role in allowing as much as possible players to enjoy the game in the available time period.

4.5   Making use of the Score\Time Keeping App (as mentioned in Pg. 29) will enable you to not only keep score and enjoy the professional look, but also allow you to call "time outs" (pause time), thus preventing play time being wasted by unnecessary breaks (e.g. figuring out a rule, picking up a dropped dice, etc.).

5.   COMMENTARY

5.1   The *RUGBY_Bokx* © experience can be enhanced by players, or a "designated commentator", vocally describing the play currently taking place on the board.

5.2   Adding names to positions and plays being executed, as described in the Sect.6 underneath, as part of the on-going commentary makes the fun so much more.

5.3   This option is not recommended when playing in more "formal" tournaments, where a quieter environment is preferred.

6.   WHO IS RUNNING WITH THE BALL?

6.1   When running with the ball, the movement of the ball DOWN THE LINE (THROW 2 to determine Direction) can be linked with the actual DICE TOTAL thrown, again making the *RUGBY_Bokx* © experience more realistic and enjoyable.

6.2   Running with **BACKLINE**:

[1]   =   Ball is picked up by Scrumhalf (No. 9) and breaks close to the tight play or run straight at opponents.

[2]   =   Ball is passed to the Flyhalf (No. 10) and he\she tries to cut inside the defenders.

[3]   =   Ball is passed to the Inside Centre (No. 12) and he\she tries to crush through the defenders.

[4]   =   Ball is passed to the Outside Centre (No. 13) and he\she tries to take the gap.

[5]   =   Ball is passed to the Fullback (No. 15) who cuts into the Backline and takes the gap.

[6]   =   Ball is passed to the Left Wing (No. 11) or Right Wing (No. 14), depending in which direction the ball is moved down the Line - he\she tries to run around the opponent.

6.2   Running with **FORWARDS**:

[1] + [2] =   Ball is carried by one of the Front Row players (Loosehead Prop No.1, Hooker No.2 or Tighthead Prop No.3).

[3] + [4] =   Ball carried by one of the Locks (No. 4 and 5).

[5] + [6] =   Ball driven by Loose Forward (Openside Flanker No.6, Blindside Flanker No.7 or Eight Man No.8).

7.   COACHING

7.1   Another element of *RUGBY_Bokx*©'s **MISSION** is the EDUCATIONAL aim it has.

7.2   A full explanation of the game's organ and development, which had a strong "coaching" methodology, can be read on our Webpage:
   https://www.rugbybokx.com/services-9

7.3   The "teaching\learning-while-playing" opportunities *RUGBY_Bokx* renders make it an ideal coaching tool, especially for young and\or novice players either participating in real-life rugby matches, or just getting familiar with the rugby itself (e.g., your "uneducated" wife, daughter or son-in-law☺).

7.4   The fun continues when the knowledge gain by playing *RUGBY_Bokx*© is carried over when your young one exhibits his\her skills and knowledge in that important school league match or your partner enjoy the match on TV just as much as you do!

8.   RUGBY RULES

8.1   As indicated throughout this document, some knowledge of how to play the game of rugby is required, since not to all the hundreds of different rules and\or game play facets are covered by the documentation supplied.

8.2   If you are frustrated or don't experience the fun part of *RUGBY_Bokx*© completely due to a lack of knowledge, perhaps it's time to make a change and learn more of the game:

   https://www.world.rugby/the-game/laws/home