



LENGTH OF GAME – 2 HALVES

Before starting, agree on a time for each half - 5 or 10 mins. Keep playing until time is up. 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 certain positions. The (S)Scrum Half will always roll first after each tackle, or when possession is turned over. You then have 4 other players (F)Forwards, (C)Centers, (W)Wings and (B)Backs all who can pass between each other, run forward or kick.

There is also a die for the Defense, 1 die for the Referee and a Scoring die.



To begin, both players roll the BLACK die with the highest roll determining who receives the kick off. That team will then roll the (S)Scrum Half die and follow the resulting action.

The (S)Scrum half will either pass to another team mate **shown by a field position** Wing or Forward etc. The player receiving the PASS then rolls that die to see what action to take, and so on.

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

DROP GOAL - a specialized kicking option for the Centers and Backs. You may choose to pass as normal or attempt a drop goal for 3 points if you can roll a 5/6 on the black die.

HIT UP - if your player rolls a HIT UP he is gaining ground. The 'intensity' of the run forward is shown by a number. The higher this number, the harder he will be to stop. The DEFENSE tacklers have to meet this 'intensity' in order to put the player to the ground. Your opponent will then roll the DEFENSE die.*

On each players die there is one action with extra 'intensity' that will be harder for the DEFENSE to stop
(F) Forward = [Line Break 6](#) (C) Center = [Thru the gap 7](#)
(W) Wing = [Into the corner 8](#) (B) Back = [High Ball 6](#)

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

***DEFENSE** - your TACKLE 'intensity' number must be equal to, or higher than the HIT UP 'intensity'. You have two chances/rolls of the BROWN die to accomplish this by adding the total of both rolls.

If the DEFENSE **meets the HIT UP number**, with the first roll or combined rolls, the tackle is made. Play reverts back to the (S)Scrum Half to play the ball again.

If the total of both rolls are **less than the HIT UP number**, weak defense has let the man through and into a scoring area. He will roll the SCORING die to see if a TRY has been scored.

BIG HIT if you roll this **on the first tackle** against another lower HIT UP intensity level (3 or 4), you may attempt to steal the ball in the ruck. To win the break down and take possession of the ball, you must roll a 5/6 on the Scoring die, or the attack continues. Rolling on a second tackle simply ends the tackle.

TRY TIME - After making the break or your 'intensity' could not be matched by the Defensive tacklers, it's time to roll the SCORING die. Simply roll the BLACK die.

- A TRY - scores your team 5 points with a conversion kick to follow. It will also tell you what is needed to be rolled for the conversion for an extra 2 points. **Play then starts again with the scoring team receiving the kick off**

- NO TRY - will be a change over and your **opponent restarts play** with their (S)Scrum Half

- VIDEO REF - **reroll** the SCORING die to check the result again.

STOPPAGES & PENALTIES

Anytime your attacking players make an error, a SCRUM or LINEOUT will be awarded.

SCRUM - The **defending player** has the Scrum feed and will roll the WHITE die. A green dot indicates you have won the Scrum, a red dot indicates your opponent has won. Play then begins as normal with the team winning the Scrum.

LINE-OUT - The **defending player** has the throw in and will roll the WHITE die. A green dot indicates you have won the throw, a red dot indicates it has been lost. Play then begins as normal with the team winning the Line-Out.

RESET / Not Straight - A collapsed SCRUM is reset and you can reroll until a result is made. HOWEVER, **a throw that is not straight**, is handed over to the opposition for them to throw in on the Line-Out.

PENALTY AGAINST! - At any time, rolling ***PENALTY AGAINST** gives your opponent a chance to kick for 3 points. If they decide to kick, they must roll 4/5/6 to be successful. **A good way to get points on the board early!**

PENALTY WON! - At any time, rolling ***PENALTY WON** gives you a chance to kick for 3 points. You must roll 4/5/6 to be successful.

QUICK TAP - If you or your opponent do not wish to KICK, you may choose a Quick Tap option. This will give an advantage of +1 to all HIT UP & SPECIAL MOVE 'intensity' levels for the next 3 attacking efforts the Defense is required to roll against. The advantage is over when the Defense completes 3 tackles to the ground or an error by the attacking team occurs.

If you roll a HIT 4 - the Defense will have to roll an 'intensity' total of 5 to complete the tackle. If the Defense can complete 3 tackles to the ground, the QUICK TAP advantage is over and play returns to normal. If you win another penalty during the QUICK TAP phase, it resets to 3 more attacking runs.

***Intercept 4** - this appears on the (W) Wing die. When rolled, your opponent has intercepted the ball and is sprinting away. As such, your defense may only roll once to meet the 'intensity' of 4. If you succeed, he will play as normal with his (S)Scrum half, otherwise he may be going in for a TRY!

Once you get started and play through a few rolls, you'll understand the game very easily. Think of the game not so much as play by play, but a **highlight reel of each team's attacking moments**.

You're encouraged to add commentary for tension and excitement to games, so make sure you have your best calling voice primed and ready!

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Choking Hazard - Keep Away From Small Children