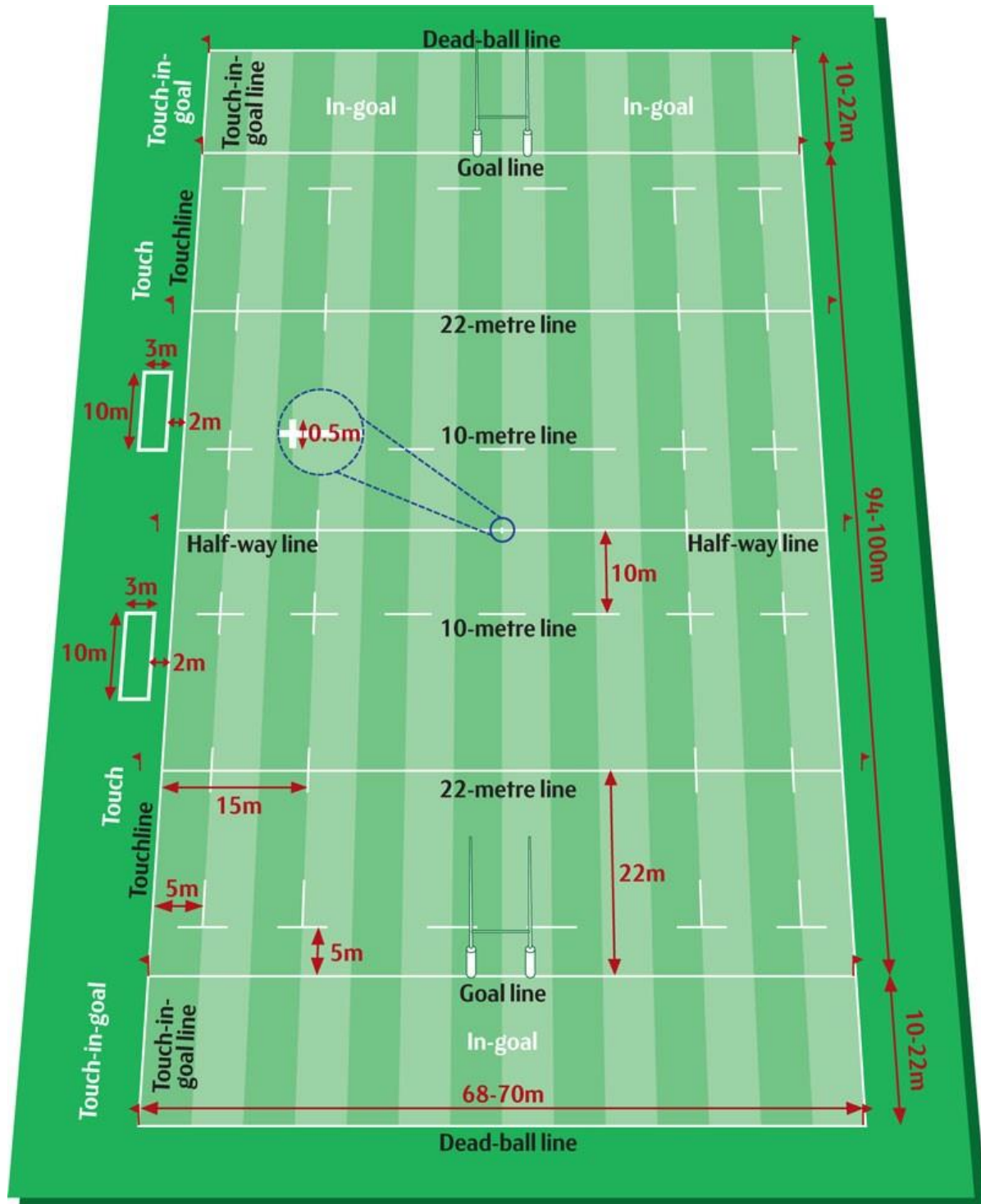


Subbuteo Rugby



SET UP:

Toss a coin, the winner starts the game. Set up is as follows. First the person receiving the kickoff sets up their player-figures between the 10-meter line and their goal line. They must be set in rows parallel to the halfway line and with no more than 7 player-figures in a row. You must keep a gap no smaller than the length of the kicking wedge (5cm) between the player-figures. The person taking the kickoff then sets up their player-figures between the halfway line and their goal line respecting the same set up conditions. It is suggested that at least 2 halves of 15 minutes each be played for a total match time of 30 minutes. TIME OFF is called when setting up Scrums, Line outs etc.

At the end of each half there is no injury time and the game ends when:

- A. one of the players commits an offense punishable only by awarding a scrum (see **INFRINGEMENTS**)
- B. the ball leaves the field following a kick;
- C. one of the players scores a drop goal (see **DROP GOAL**), a free kick (see **FREE KICK**) or a try (see **TRY**): in this case, the player can decide whether to take the related conversion kick, (see **CONVERSION KICK**);
- D. if, after regular time, one of the players commits an offense that results in a penalty, the opponent can decide to continue the game by taking advantage (see **ADVANTAGE**), receiving a scrum (see **SCRUM**), kicking a penalty between the goalposts if the offense was committed in the opponent's half (see **FREE KICK**), or kicking into touch to execute a line out (see **KICK TO TOUCH PENALTY**).

At the end of the first half, the players make a change of sides before starting the second.

SCORING:

- A. TRY: 5 points (see TRY)
- B. CONVERSION: 2 points (see CONVERSION KICK)
- C. FREE KICK: 3 points (see FREE KICK)
- D. DROP GOAL: 3 points (see DROP GOAL)

KICKOFF:

The game is played by flicking the base of a player-figure with your fingernail propelling it forward. This forward motion is referred to as a RUN. The game starts with the Kicking Wedge. Place the ball on the center spot then place the wedge Infront of the ball and select a player-figure to kick the ball over the dotted line (10-meter line) into your opponent's half. Provided the ball has not hit an opposing player-figure and come to rest within 2.5 cm of it or it has not touched two or more opposing players, you may attempt to gain **POSSESSION** of it by using any of your player-figures except the Kicker. If the ball did not cross the dotted line the opposing side have the option for the kick to be re-taken or a scrum on the Centre spot (Their put in).

POSSESSION:

Possession is obtained by Flicking a player-figure to make contact with the ball (if successful you become the attacker). The player-figure that gains possession is called the ball-carrier. The field of play is divided into four quarters, and you may only use a player-figure from the same quarter-field as the ball or the quarter-field immediately behind it. You have UNLIMITED Touches when in Possession.

- A. The player-figure attempting to take possession must be in an Onside position.
- B. If a player-figure is in an offside position and touches the ball, it commits an infringement: **OFFSIDE** (see **OFFSIDE**).
- C. If a player-figure in an onside position but outside the permitted quarter-fields touches the ball, that player commits an infringement: **KNOCK-ON** (see **INFRINGEMENTS**);
- D. Failure to make contact with the ball allows the opposing player to attempt possession. There is a 5 cm circumference around the ball, if your player fails to make contact with the ball and finishes inside that 5 cm circumference it must be moved back to the edge of that circumference on the line where the run started from.
- E. If the ball strikes a defending player-figure at a standstill and comes to rest more than 5cm (long side of the wedge) from a defending player-figure, then play continues for the attacker. If the ball comes to rest less than 5cm from the defending player-figure, then possession changes see **TACKLING**.

OFFSIDE:

Offside occurs when;

- A. A player-figure is offside if it is closer to the opponents' goal line than it is to the ball;
- B. The ball-carrier after making a pass;
- C. A player-figure that is closer to the opponents' goal line than the kicker when a **KICK TO GAIN GROUND** is made (see **PUNT**);
- D. When making a run and the ball finishes behind a defending player-figure that has not been played blocking the attacking player-figures path to the ball it is **Obstruction** and that defending player-figure must be moved before play continues and the defending player cannot then use that player-figure to make a tackle otherwise **OFFSIDE** is called.
- E. Any opposing player-figure in line with the intended directional line of a pass (the attacker may ask for that player to be moved);
- F. Any attacking player-figure in any quarter-field **forward** of the one the ball is in, **strikes** the ball when being flicked into the quarter-field the ball is in;
- G. Any player-figure flicked off the field of play (must be returned to play before being used);
- H. If an OFFSIDE defending player-figure is played back onside and ends its run between the ball-carrier and the ball that is **OBSTRUCTION**.

RUNNING WITH THE BALL:

Running with the ball is achieved by Flicking the Attacking player-figure into the ball and moving the ball towards the defenders' goal line. The ball must stay within 5cm of the ball carrier if not, you may only use the ball-carrier to continue the run. The ball must be less than 5cm to make an **OFFLOAD**. While running with the ball the attacker may make **ONE** Flick in support of the ball-carrier for every 3 successful strikes on the ball, And the Defending player may make one Defensive flick. The supporting player-figure may not be immediately used to offload or attempt to gain possession. If the ball runs forward and strikes a fellow attacking player-figure, provided that player-figure was in an onside position before being struck by the ball and in the same quarter field then no infringement is committed. If that player-figure was in the next quarter-field ahead, then a **KNOCK-ON** is called (see **INFRINGEMENTS**). When running with the ball the attacker can only strike the ball into the next quarter-field, If the ball runs on into a second quarter-field then a **BREACH OF TWO LINES** occurs (see **INFRINGEMENTS**). If the Attacking player cannot play the ball forwards because the way is blocked by defending player-figures or they may want to make use of space, they may attempt a Pass.

PASSING:

The side in possession is eligible to make a Pass and must inform their opponent by declaring a **PASS**. Take the player and place it to the side of the ball to the intended direction of the Pass. The Passing team may make **TWO** support flicks before attempting the pass. Flick the player to make the Pass hitting the Ball sideways or backwards. If the Ball travels towards the opposing side's goal line a **FORWARD PASS** is called, and a Scrum is awarded. If the Pass is successful, then the Attacking player Flicks a player-figure from behind the player making the Pass to hit the Ball and take possession (for a **PASS** you can use **ONE** of your **TWO** support players). If successful play then continues. The player making the pass is now offside and can't play the ball until another player has touched it first and played it forward of its position.

OFFLOAD:

The player in possession of the ball may make an offload after a successful run is achieved (provided the ball stays within 5cm of the ball-carrier) and may use any player from behind the ball-carrier in an onside position. If the ball comes to rest further than 5cm from the ball-carrier, then an offload is forbidden, and the ball-carrier must be used to continue play.

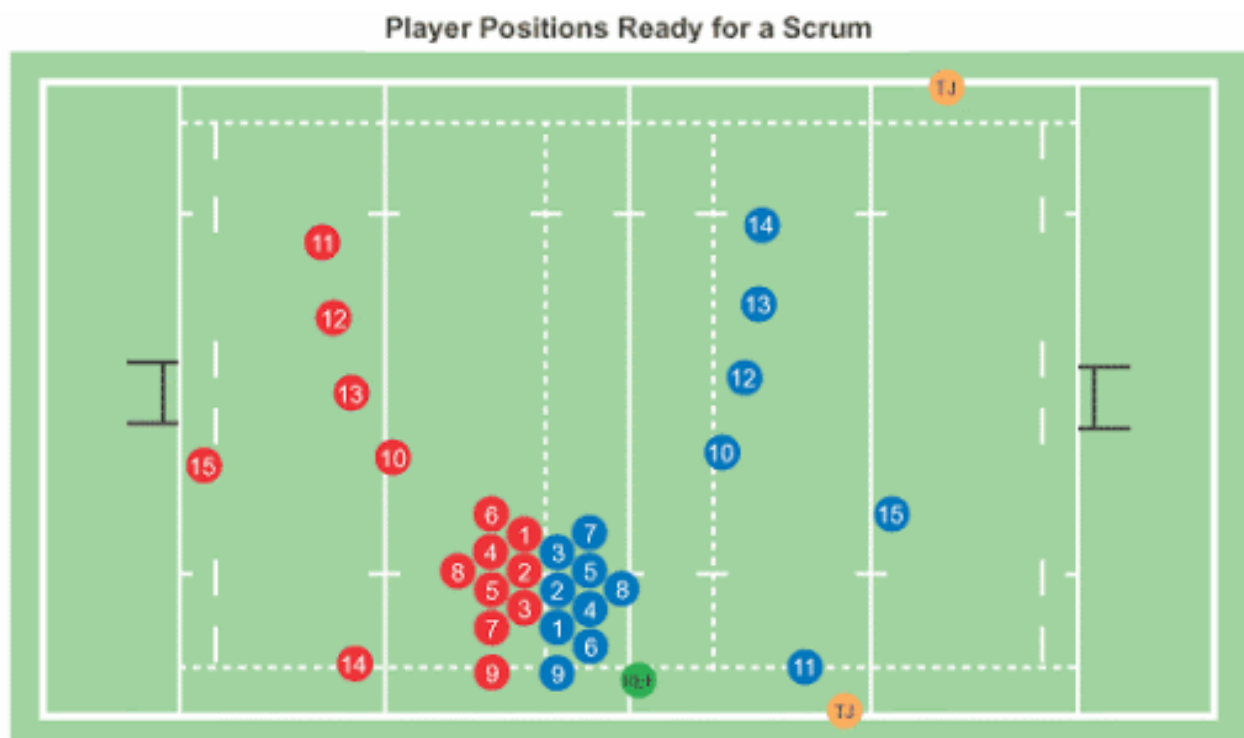
TACKLING:

There are two types of tackle,

- A. If the ball hits or touches a Defending player-figure at a standstill and comes to rest within 2.5cm of it or another opposing player-figure, a successful Tackle is declared and possession changes. The Defender is now the Attacker and may attempt to take possession and start to run with the ball.
- B. When making a run and the ball travels further than 5 cm Infront of the ball-carrier, The Attacking player must use the ball-carrier to continue the run. If that player-figure fails to make contact with the ball, then a tackle is declared and possession changes.

SCRUM:

When a Scrum is awarded, place the Scrummer on the pitch in the spot of the infringement call TIME OFF and Set up as per the Scrum diagram below. If the scrum is close to the touchline measure a distance of 5cm from it or next to the Goal line measure the distance of 10cm from it and place the Scrummer there.



Measure a distance of 10 cm between No.8 and No.10 roughly from the halfway line to 10-meter line to give room to make a pass. (1)



Call TIME ON and Place your finger on the Scrummer and drop the ball in from the first finger joint (2)



Whichever side the ball emerges they gain possession. If the ball comes out at the end the scum is re-taken. Failure to gain Possession after three attempts results in the opposing side "Putting the Ball in"

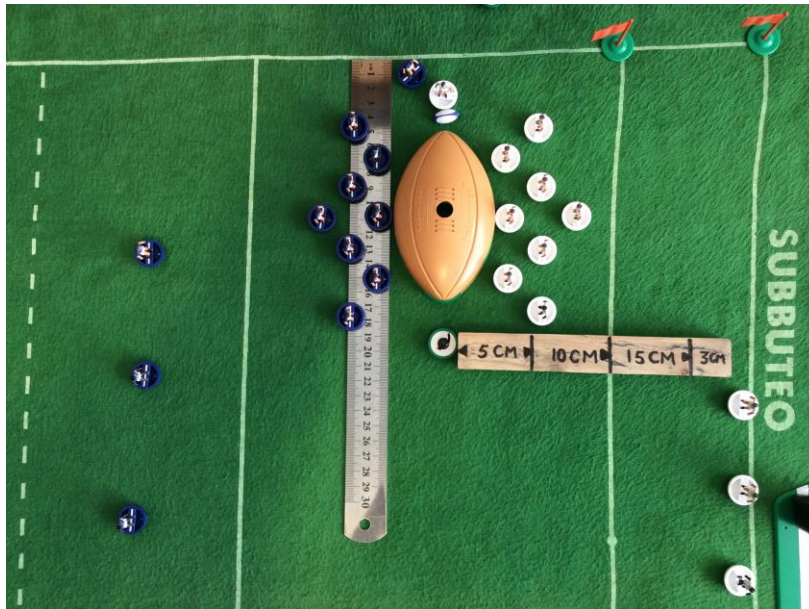
When Possession is achieved (3)



Place the ball behind the No.8 and move the scrum half into position to make a Pass (4)



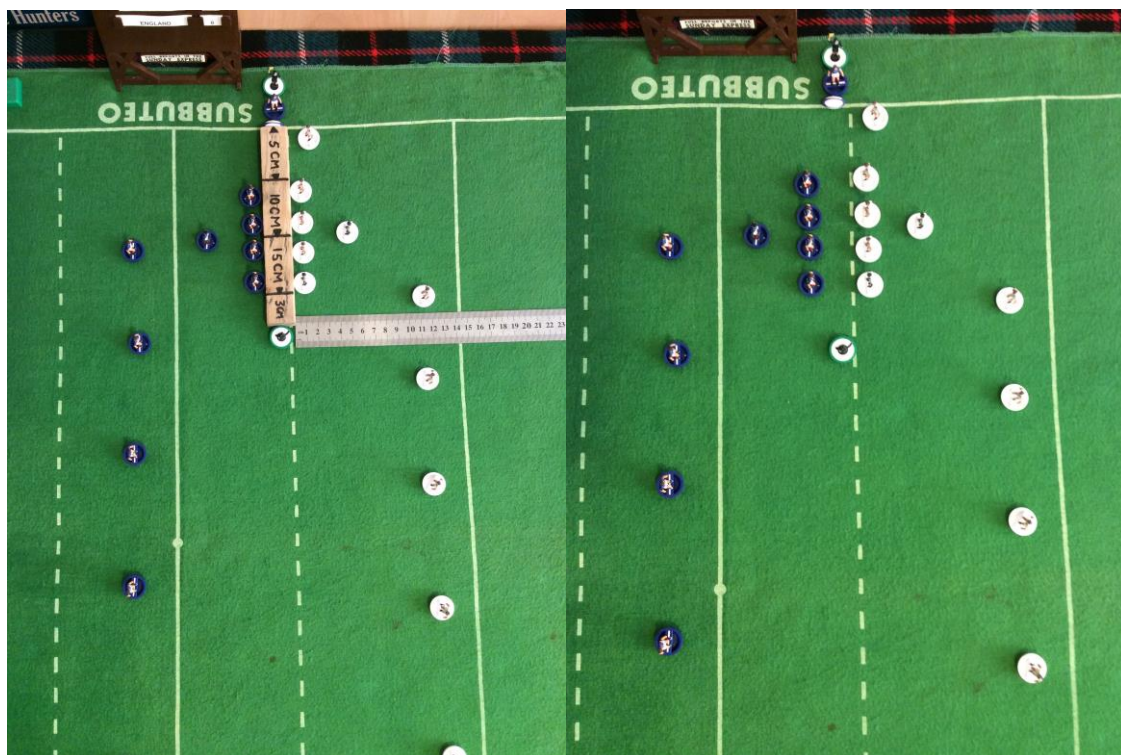
If the ball travels forward of the point at which the scrum took place a forward pass is declared, and another scrum occurs from the point of the pass.



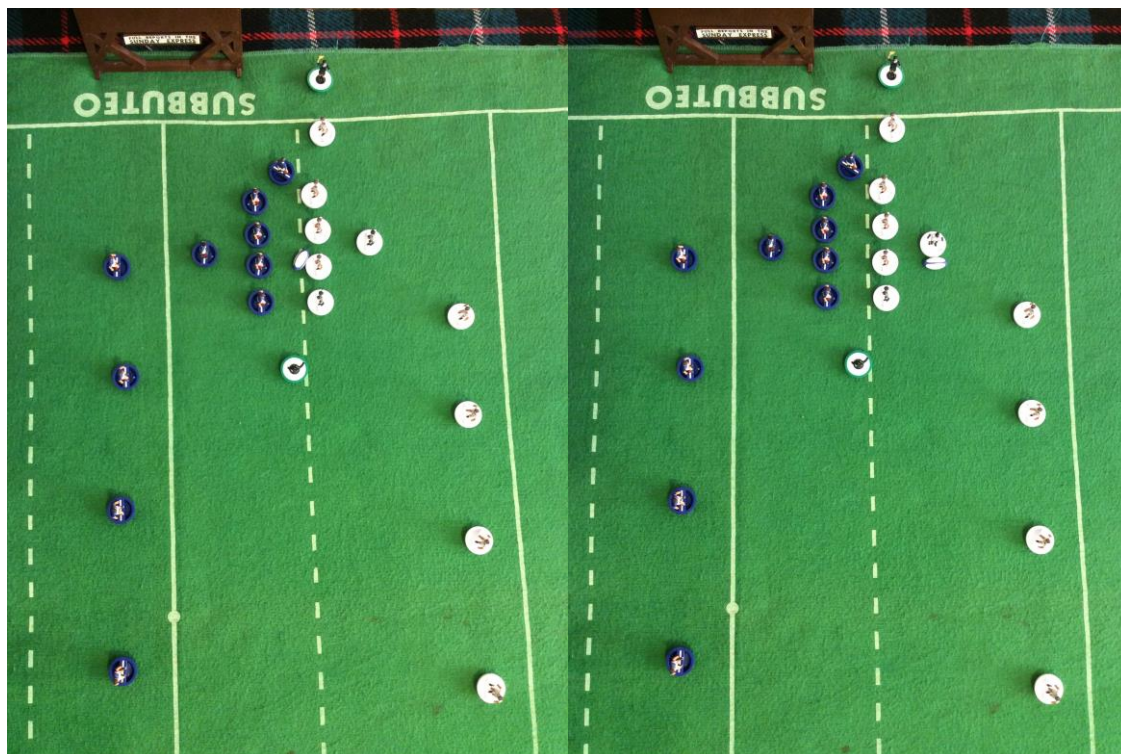
When a scrum is awarded near the goal line, measure a distance of 10cm from it and if near the touch line measure 5cm from it. A maximum of seven playing-figures in a row doesn't apply to a team in their own in-goal area.

LINEOUT:

A lineout occurs when the ball is kicked out of play over the touchline. Call TIME OFF and set up as in the picture below. The line starts 5cm from the touchline. Place FOUR player-figures between 5cm and 15cm keeping an equal distance between the player-figures and a 2cm gap between teams. Place the receiver 2cm behind the line and the rest of the player-figures 10cm from the front-line (maximum of seven in a row). Call TIME ON.

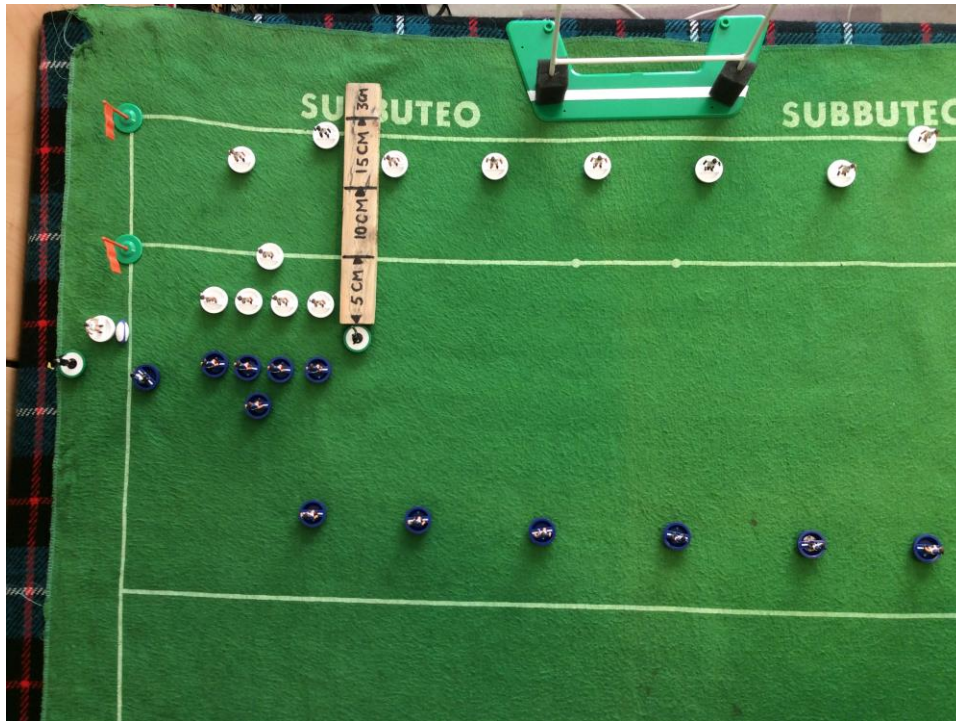


After placing the ball on the touchline Flick the player to play the ball in. You are trying to pass to your team If the ball goes straight through the middle, then the opposing team get to throw-in.



Whichever team wins the lineout, place the ball behind that player (as above photo) and move the receiver into position to make a pass. If the pass goes forward of the point at which the lineout took

place, then a scrum occurs from the position where the pass was played. Always measure the distance of 5cm from the goal line when setting a lineout in those areas.



Remember a maximum of seven player-figures in a row as for kick-offs and lineouts but as you can see in the photo, when the lineout is on the 5cm goal line there is not enough space so you can place all your player-figures along the 10cm line. This only applies to a players in-goal area.

KICKS:

There are three types of kicks in Subbuteo rugby, **Punts**, **Placed kicks** and **Drop-kicks**. When using the kicking wedge If the ball does not go all the way up and off the inclined side of the kicking wedge but comes back down the slope, then a **KNOCK-ON** is called.

KICK-OFF:

Kick-offs are a Drop-kick made with the **Kicking Wedge**. (See **KICK-OFF**)

PUNTS:

Punts are made using the **Kicking Wedge**.

When a team gains possession they may choose a punt kick to touch to relieve the pressure or a punt kick up-field to gain ground. They must declare the action. Without moving any players or the ball, Place the kicking wedge Infront of where the ball is and aim your kick for either the touchline or up-field. Any movement of a player-figure or the ball results in a **PENALTY**. If the touchline is called the ball must bounce in-field before going out for touch. If the ball fails to find touch and goes **TWO** quarter-fields ahead possession changes and the game continues. If the ball travels only **ONE** quarter-field forward and remains in play, then the attacker may attempt to regain possession using an onside player (behind the kicker) from the quarter-field in which the ball was kicked. The opposing player may attempt to

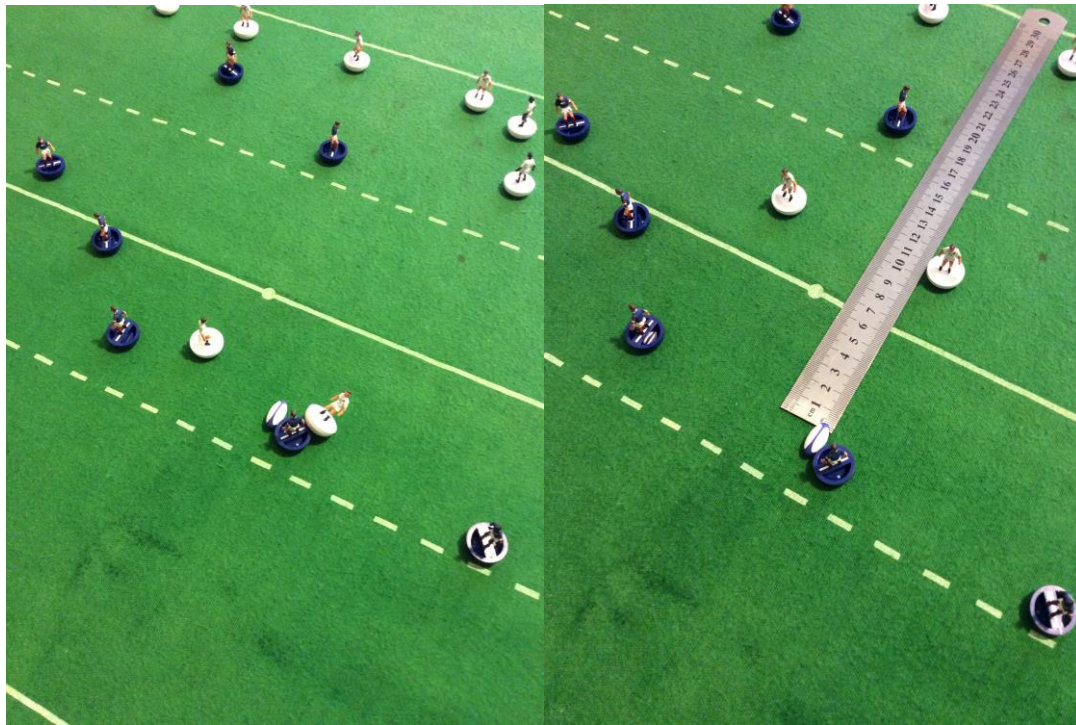
block the kick by flicking his playing-figure so that the kicking wedge can't be placed. If the ball goes out of play on the fly, then an infringement occurs, possession changes and a **LINEOUT** is awarded at the point opposite where the kick was taken.

PLACED KICKS:

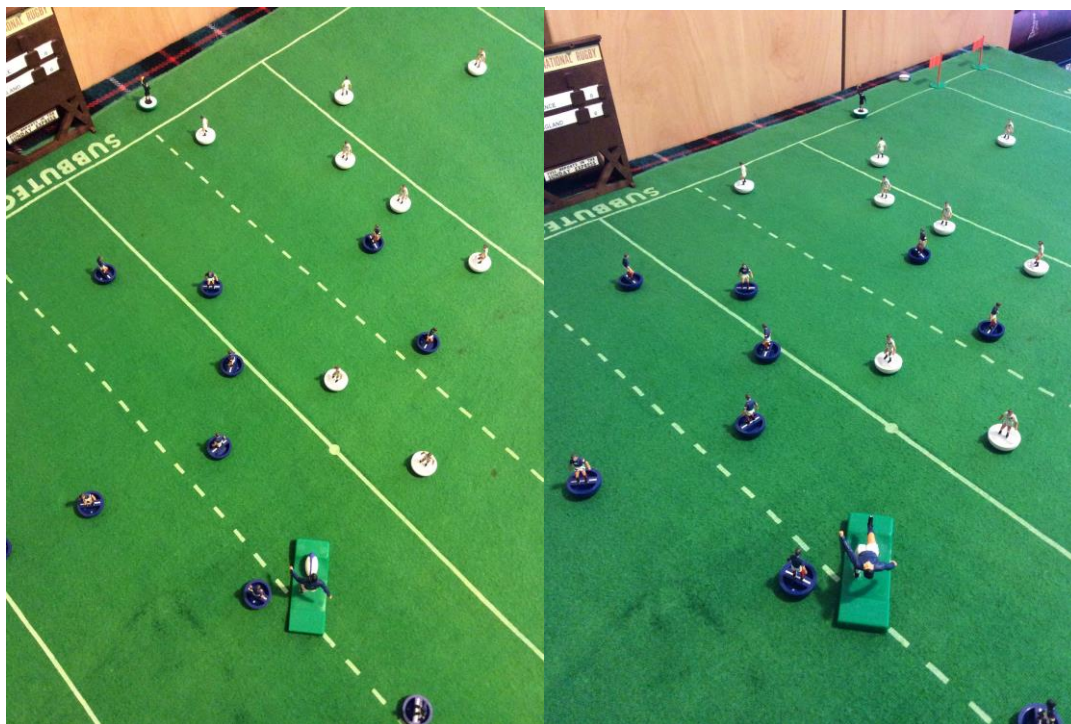
Placed kicks are kicks that the ball is placed on the ground. These are **Penalty kicks to touch**, **Free Kicks** and **Conversion Kicks**. Placed Kicks are made with the **Live Action Kicker**.

KICK DIRECTLY TO TOUCH:

Penalty kicks to touch may go directly into touch without bouncing in-field first. You may only kick **TWO** quarter-fields ahead. If the ball travels any further than **TWO** quarter-fields ahead, then a **LINEOUT** takes place opposite where the kick was taken (Opposition gets the throw-in). To take a penalty kick to touch, move the defending player-figures around the kicker 10cm back.



Replace your player-figure with the **LIVE ACTION KICKER**. Place the ball in the slot on the base of the kicker at the point of the infringement.



You can use **ONE** finger on the back of the kickers base to steady the kicker and use your other finger to flick the kickers head back to make the kick. You can use a linesman to mark the spot where the ball crossed the touchline while you search for the ball 🏈. If the ball stays in play possession changes.

FREE KICK:

A free kick is awarded for an infringement in your opponent's half of the field. The kick is a placed kick aimed to go between your opponent's posts and above the crossbar. To take a free kick, move the opposing playing-figure back 10cm (As with the kick to touch penalty). Remove your player-figure and place the LIVE ACTION KICKER at the spot of the infringement. Place the ball on the base of the kicker at the point of the infringement and aim your kick at the posts. You may place one finger at the back of the kicker to steady it then use your other finger to hit the kickers head back and make your attempt at goal. If successful score three points and your opponent will restart with a kick-off. If the ball misses and goes over the dead-ball line, then the game restarts with a drop-out from the 22. If the ball misses and comes to rest in the in-goal area, then the defending player may make a possession attempt and if successful restarts the game with a drop-out 22 but if the ball runs out of play, then a scrum 5 is awarded (measure 10cm from the goal line) to the opposing team. If the ball comes to rest in-field replace your player-figure in its original position and play continues with the defender attempting to take possession.

TRY:

A **TRY** is scored when the attacking player grounds the ball;

- A. On the line of the opponents' goal area;
- B. Against the base of the opponents' goal posts (When posts are fixed in place);
- C. Inside the opponents' goal area.

The ball must come to rest equal to or less than 5cm of the ball-carrier after grounding has been achieved and remain within the in-goal area and not run out of play. If successful score **FIVE** points. If the ball strikes a defending player-figure at a standstill in the in-goal area, then the ball is deemed to be held up and a scrum 5 is awarded to the attacking team (Measure 10cm from the goal line). If the attacking player fails to make contact grounding the ball, then the defending player may attempt to gain possession. Should the ball strike an opposing player-figure in the in-goal area then a **PENALTY TRY** is awarded but if they successfully gain possession inside the goal area without committing an infringement then the game restarts with a DROP-22, if the ball runs out of play, then a scrum 5 is awarded to the attacker. Any infringement committed in the in-goal area by the defending player results in a **PENALTY TRY**.

CONVERSION KICKS:

After a successful **TRY** it's time to attempt a conversion. Move the ball in a straight line back to the 22-meter line. Ensure the goal posts are on the goal line after being moved for play along the in-goal area. Place the **LIVE ACTION KICKER** on the 22-meter line keeping the ball on said line. Follow all other procedures for using the **LIVE ACTION KICKER** and make your attempt at a conversion kicking the ball over the crossbar and between the posts. If successful score **TWO** points. After a TRY and successful or unsuccessful CONVERSION the game restarts with a **KICK-OFF** by your opponent.

DROP-GOAL:

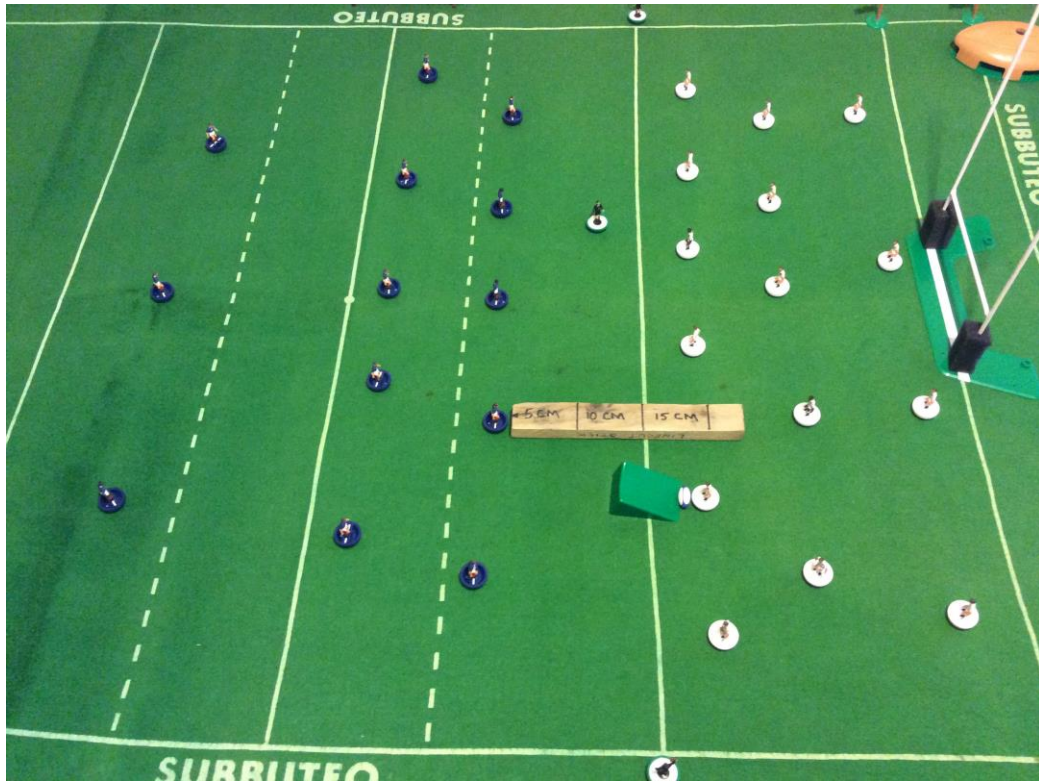
A DROP-GOAL attempt is made with the **kicking wedge**. A DROP-GOAL attempt can be made inside your opponent's half once past the 10-meter line. The same procedures are used for placing the wedge as with PUNTS. Aim your kick to go over the crossbar and between the posts of your opponents' goal post. If successful score **THREE** points. If the ball remains in-play after an unsuccessful attempt, then possession changes. If the ball finishes in the in-goal area, then the defending player may make a possession attempt and if successful restarts with a DROP-22 provided the ball stays within the in-goal area. If the ball runs out of play, then a scrum 5 is awarded (measure 10cm from the goal line) to the opposing team.

DROP-22:

A DROP-22 is made with the **kicking wedge**. A DROP-22 occurs when;

- A. The ball is kicked over the dead-ball line by the attacker;
- B. The ball runs out of play either past the Touch-in-goal line or the Dead-ball line by the attacker;
- C. The defending play makes a successful gain of possession in their in-goal area.

First the receiving team manually sets up their playing-figures keeping to the seven in a row rule (maximum of seven in a row, no closer than 5cm). They must be no closer than 10cm to the opponents' 22-meter line. Next the kicking team sets up their player-figures keeping to the same set up rules. Place the kicking wedge Infront of one of the player-figures and take the kick. The ball must cross the 22-meter line. If the ball travels up and back down the kicking wedge, then a KNOCK-ON is given. If the ball goes out of play without touching an opposing team player-figure, then a Lineout occurs opposite where the kick was taken (Opponents' throw-in).



SCRUM 5:

A scrum 5 is awarded when the ball is deemed held-up when trying to score a try or when the defender runs the ball out of play when making a possession attempt in their in-goal area. Measure a distance of 10cm from the goal line and set the scrummer there (attacking team put-in).

INFRINGEMENTS:

Below is a list of infringements and the sanctions for them.

OFFSIDE AND OBSTRUCTION:

The punishment for **OFFSIDE** is a scrum at the point of the infringement.

The punishment for **OBSTRUCTION** is a penalty.

KNOCK-ON:

- A. A Knock-on occurs when an attacking player-figure **forward** of the quarter-field the ball is in is struck by the ball following a run.
- B. A Knock-on occurs when the defending player strikes the ball when making a defensive flick.
- C. A Knock-on occurs when the ball travels up the **kicking wedge** and back down to the player-figure.
- D. A Knock-on occurs when the attacking player-figure strikes the ball when making a support flick.

Punishment for a Knock-on is a penalty.

ILLEGAL TACKLE:

- A. An Illegal tackle occurs when an attacking player-figure touches an opposing player-figure before touching the ball.
- B. An Illegal tackle occurs when a defending player-figure touches an opposing player-figure when making a defensive flick.
- C. An Illegal tackle occurs when a player-figure touches an opposing player-figure when making a possession attempt.

Punishment for this infringement is a penalty.

BREACH OF TWO LINES:

A breach of two lines occurs when an attacking player-figure runs the ball across two solid quarter-field lines. Punishment for a breach of **TWO** lines is a scrum at the last point of contact.

FORWARD PASS:

A forward pass is called when;

- A. After a pass the ball travels towards the opposing goal line.
- B. After a lineout the pass travels forward of the point at which the lineout was taken from.
- C. After a scrum the ball travels forward of the point at which the ball was placed in the scrum.

Punishment for a forward pass is a scrum.

PENALTIES:

When awarded a penalty you have a different choice depending where the infringement was committed on the field of play.

- A. If the **Penalty** was awarded in **Your** half of the playing field, your choices are **Advantage**, a **Scrum** or a **Kick directly to touch**.
- B. If the **Penalty** was awarded in your **opponents'** half of the playing field, your choices are **Advantage**, **Free Kick**, a **Scrum** or a **Kick directly into touch**.

ADVANTAGE:

When a **Penalty** is awarded you may choose to play **Advantage**. To play Advantage move any opposing player-figures closer than 10cm back to a distance of 10cm from the infringed player-figure and then continue with possession.

