



Drop Goal Rugby is designed to allow you to quickly recreate scores in a quick play fashion and play a game while recording the scores at key times.

The teams in the game are rated for 3 key abilities – attack, defence and kicking. These three components make the game simple and easy playing. No individual scores are recorded but rather the points and the style in which they are scored.

Setting a Game Up

To set up a game you will take the ratings of the two teams in question .

First obtain the first teams attack rating – home or away as appropriate (no home/away for world cup) – and subtract the oppositions defence rating. Then do this for the other side. For example –

England vs. France

England $8 - 3 = 5$

France $7 - 5 = 2$

From this you take CARD 5 for England and CARD 2 for France.

On the score sheet there is the following representation:

Time

	10	20	30	40	50	60	65	70	80	EC

The Bold numbers represent the minutes that will be played under all circumstances while the other numbers represent the minutes analysed under special circumstances.

Now looking at CARD 5 you roll 2 die 6 for ENGLAND and you read off the chart and this is recorded as the 20 minute score and then you repeat this procedure for France.

Example.

England – Roll 7 - = 0 therefore at 20 minutes England have failed to score.

France - Roll 6 - = 7 points on card 2 and looking on the style chart it was scored via one try. – In WORLD CUPS 4 TRIES EQUAL 1 BONUS POINT.

This procedure would be repeated for the 40, 60, 70 and 80 minute stage.

Example.

Time

	10	20	30	40	50	60	65	70	80	EC
England		0		0		7		14	41	
France		7		7		14		19	24	

So you add points as you go along – so in the last 10 minutes England converted 27 points in the last 10 minutes – including 2 tries meaning 5 penalties! – rolling a 12. Rolling on the style chart would reveal how the points were scored.

EC RULES

The EC chart is points scored after the 80 minute time has elapsed. Only use if:

Teams are within 7 points or If teams will gain group points out of the situation (eg. In the world cup scoring 4 tries gets you a bonus point or losing by less than 7 gains you points) or If a cup tie is decided on aggregate.

OR ANY SITUATION WHERE A TEAM WILL BENEFIT.

First take the teams Card Rating and Subtract the lower from the higher. So in this example $5 - 2 = 3$

SO NOW ADD THE TOTAL TO 6

$$6 + 3 = 9$$

This is the higher team rating in this case England. – This means if you roll a 2 to 9 England have the final chance. If you roll a 10-12 France have possession.

Note that a team has at least a small chance of scoring so each team will have at least the number 12 as their possession number, So in the case of England vs Georgia – England are rated 2-11 while Georgia are rated 12.

If two teams are equal chose, which team is 2-6 and which is 8-12 if you roll a 7 then there, is no chance.

Example - A 7 is rolled and this means that England retain possession in the last seconds of the game

Now roll on the chance chart it will tell you the type of chance available.

CHANCES – PENALTY, DROP GOAL and TRY – CONVERSION.

If you roll no chance – play is finished.

If you roll Penalty - the number next to it will tell you the minimum total required when adding the Penalty and Kick Rating of a team together for the Penalty to be successful. A 12 is always a score – unless specified. (3 points) A 2 is always a miss.

If Drop Goal is rolled - follow the above procedure. A 12 is always successful – unless specified. A 2 is always a miss.

If Try is rolled then look up the number next to the chance on the try chart –Then roll 2 subtract the oppositions defence rating. If the total is equal or higher then the number required a try be scored. A 12 is always successful. A 2 is always a miss.

- For the Conversion roll two die 6 and add the total to the kick rating and if it is equal or above 10 the conversion is scored

NOTE – ALL CHARTS ARE GIVEN IN REFERENCE TO SUCCESS SO A MID RANGE DROP GOAL IS CLOSER THEN A MID RANGE PENALTY.

Example 1

England are in possession and roll a 4 and this translates to no chance

Example 2

England roll a 9 – a drop goal chance.

Drop Goal Chart – roll a 6 – have a long difficult angle chance – they require a 16 to score.

England roll 5 plus their 6 kick rating equals 11 meaning a far miss.

Example 2

England roll a 12 – they have a try chance.

Try Chance Chart – roll a 6 – a 5m scrum – require a 12 to score.

Roll a 5 plus their 8 attack equals 13 and a successful score.

Now for the conversion – England roll a 3 plus their 6 kick rating meaning a missed conversion.

EXTRA TIME

Only roll once for each half in normal game play style – and once on the EC chart at the end of EACH HALF.

THE 10, 30, 50 and 65th MINUTE

THESE MINUTES ARE ON THE CHART FOR EXTREME GAMES FOR EXAMPLE New Zealand vs. Japan.

WHEN TAKING SOME RATINGS YOU MAY REALISE THAT SOME TEAMS WILL NEED A MINUS CARD AND OTHERS CARD 11,12,13 OR EVEN 14.

THE PROCEDURE IS TO ADD THE MINUS POINTS TO THE BETTER SIDE UP TO 10.

EXAMPLE – IRELAND vs GEORGIA

IRELAND $5 - (-4) = \text{CARD } 9$
GEORGIA $1 - (+2) = \text{CARD } -1$

SO HERE ADD MINUS 1 TO 9 = $1+9 = \text{CARD } 10$
AND GEORGIA WILL USE CARD 0

IF A TEAM SURPASSES THE CARD 10 RATING THEN EACH OF THE EXTRA POINTS TRANSLATES TO AN EXTRA MINUTE PLAYED.

TEAM 1 $5 - (-6) = \text{CARD } 11$
TEAM 2 $1 - (+1) = \text{CARD } 0$

CARD 11 DOES NOT EXIST SO YOU WILL ALSO ROLL AN EXTRA CHANCE FOR MINUTE 65 – FOR BOTH TEAMS AS A TEAM WILL ALSO DEFEND LESS WHEN THEY ARE FAR BETTER THEN ANOTHER TEAM.

IF RATED 13 THEN ROLL FOR MINUTE 65,50 and 30.

YOU USE HIGHER NUMBERS FIRST AS IN REALITY WILL FATIGUE LATER ON.

IF A TEAM IS RATED HIGHER THEN 14 NO EXTRA CHANCES ARE TAKEN AS YOU CAN ONLY SCORE SO MUCH IN 80 MINUTES.

PENALTIES

IF IT IS ALL SQUARE AT THE END OF EXTRA TIME THEN ROLL TWO DICE FOR EACH PENALTY AND ADD TO THE KICK RATING THE AMOUNT NEEDED FOR EACH PEN IS LISTED BELOW. A 12 IS ALWAYS A SCORE.

PEN 1 – 8
PEN 2 – 10
PEN 3 – 11
PEN 4 – 13
PEN 5 – 15

THEN IF EQUAL AT PEN 5 WORKYOUR WAY BACKWARD IN A SUDDEN DEATH STYLE.

SCORING

TRY – **5 POINTS**
CONVERSION – **2 POINTS**
PENALTY – **3 POINTS**
DROP GOAL – **3 POINTS**