

Playing Card Rugby Union

Background: I was inspired by the games that were put out by Kellogg's in the 1970's which included baseball, basketball, football, hockey, soccer, bowling, auto racing, and golf. I created this game in 2005 as a simple means of playing a game of rugby union while allowing for as many situations to develop as possible during a game (including the video referee).

Requirements: The Playing Card Rugby Union board and charts and a standard 52 card deck of playing cards.

The Game: Shuffle the deck and turn over the top card. The play begins by reading the Kick chart for the card. This leads to the Play and Result portions of the chart. The Play determines how the ball moves and the result determines what chart should be read next. Typically, the play is a Ruck or Maul, which is combined on one chart, or a run, which has a separate chart.

Kick/Long Kick: A kick can be played in lieu of a Run in the attacking half, while a Long Kick can be played in lieu of a Run in the defensive half. In these cases, the ball is considered to have been caught by the opposing team, who then follows the result on the Result chart. The exception to this rule is when the Result is Recover / Run, in which case the team has recovered the ball.

Ball Into Touch: If the play results in the ball going out of play (into touch), the team that did not have the ball is considered to have put the ball back into play by a line-in throw at the corresponding 2 or 6 point on the field. Turn over the next card and read the Ruck/Maul chart.

Whistle?: Any card that results in a Whistle? Play requires the next card to be turned over and the Whistle? Chart read for the result. If the result is a Penalty, then the team with the ball turns over the next card and reads the result of the Penalty chart. If the ball goes into touch, then the same teams restarts play on the corresponding 2 or 6 point on the field and turns over the next card on the Run chart.

If the Whistle? Chart result is a turnover, then it is the opposing team that gets the Penalty as above.

Scoring:

Try (5 Points): If the ball is in the attacking T areas of the field, a try is scored and 5 points are scored. If the ball ends up in the attacking T area as the result of a Up 1 Play, then the Video Referee is consulted. Turn over an additional card and read the result on the Video Referee chart.

Conversion (2 Points): Turn over a card and read the result on the Conversion chart. The result is where the conversion can be missed from. Turn over a second card and read the result on the Conversion chart. If the result of the second card does not match the zones listed of the first card, then the conversion is scored. If the result does match, however, then the conversion is missed.

Drop Kick (3 Points): In this case, turn over a card and read the result from the Long Kick chart. The distance must be equal or greater than the required number of spaces to reach the try line. Turn over a second card to determine where the kick will miss from. If the kick does not miss, then it is good for 3 points.

Penalty (3 points): The same rule applies here as for a Drop Kick.

One run of the cards is a half. The highest score after two halves wins the game. If the score is tied, then play extra time by starting a third run through the deck. Be sure to shuffle the cards before each half or at the start of extra time.