



Playing rugby dice

The game of rugby dice uses four dice, each a different colour.

The game can be played in pairs or as two teams. The first player begins by throwing the first die. If they roll any of 'kick', 'pass', 'catch & run', 'penalty' or 'try' it means that they have retained the ball and must roll the next die. The first player continues to throw the dice in sequence, keeping possession of the ball until either:

- they roll a 'knock on', 'go into touch' or 'intercepted', in which case, play goes to the opposition
- or
- they roll a 'try' or a 'penalty', in which case the player should move to the final die. Whatever the outcome, play then goes to the opposition.

The opposition should resume play by throwing the first die, and so on.

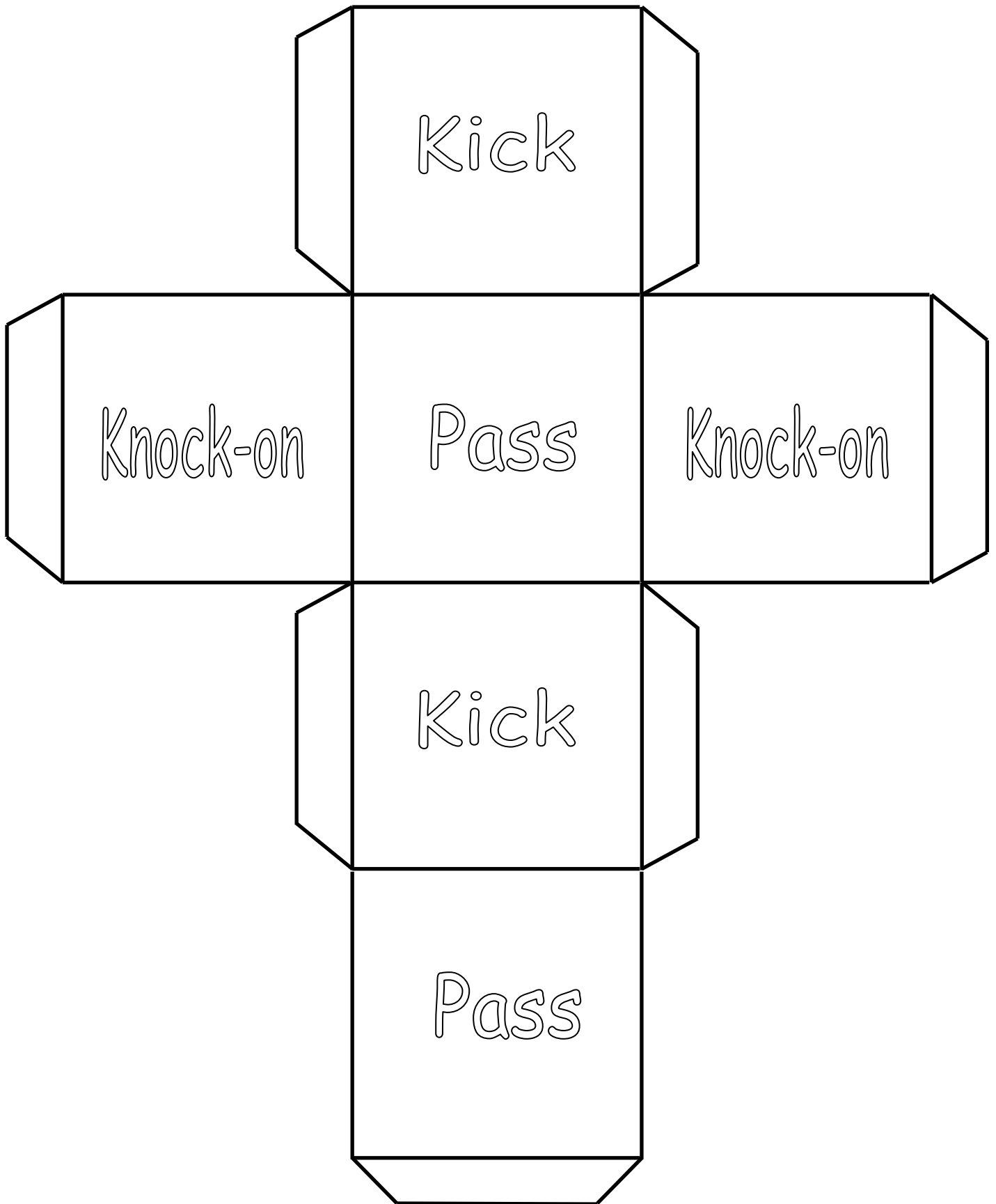
Players should keep a total of the points scored by each team (5 for a try, 2 for a conversion and 3 for a penalty) and find out who wins.

Players can even make up their own rules or organise their own mini world cup rugby dice tournament!

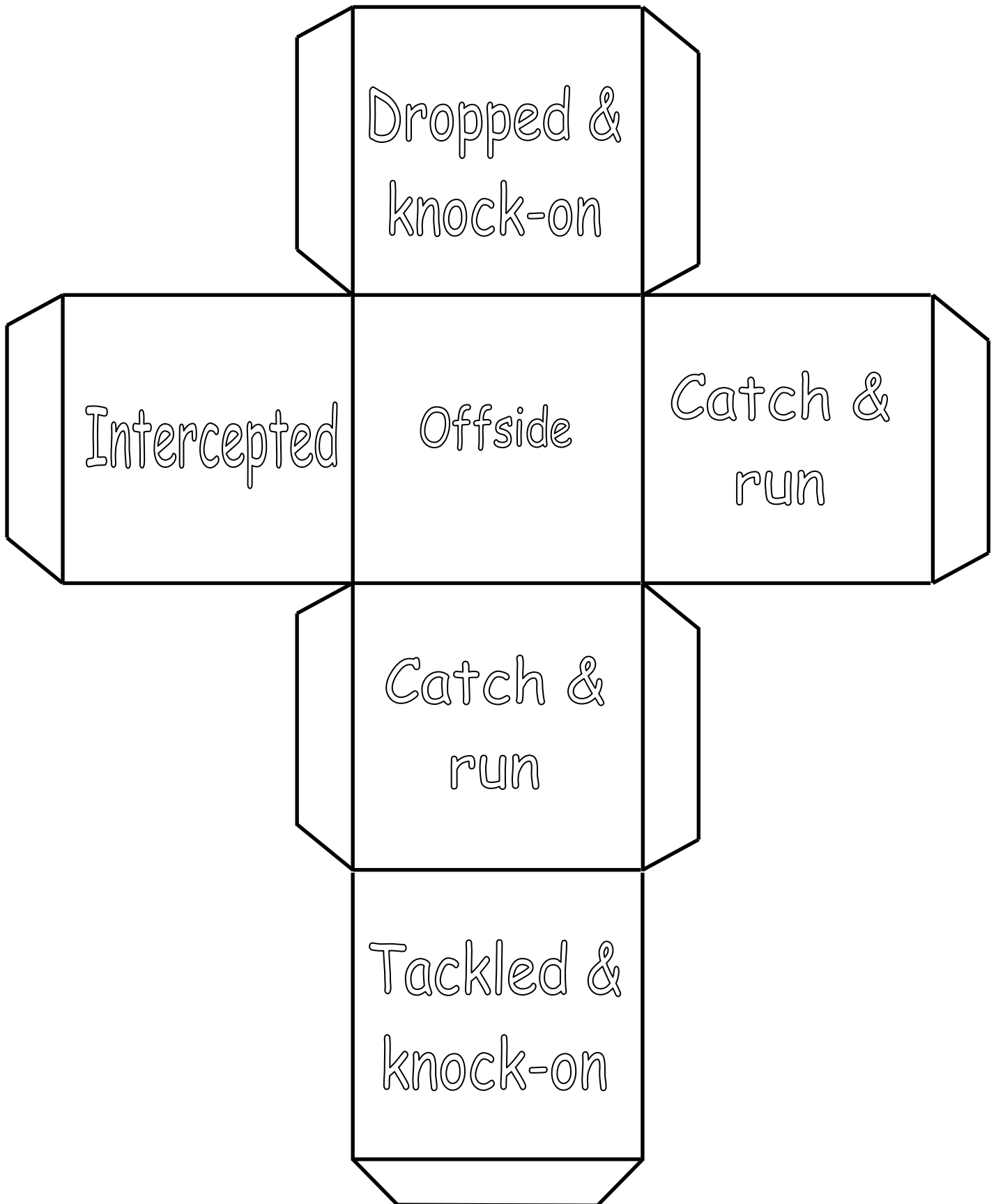
Good luck and enjoy the playing game!

Die No.	Activity					
1	Kick	Kick	Pass	Pass	Knock-on	Knock-on
2	Catch & run	Catch & run	Intercept	Dropped & knock-on	Tackled & knock-on	Caught
3	Try	Try	In touch	Penalty	Tackled & knock-on	Offside
4	Kick	Kick	Kick	Miss	Miss	Miss

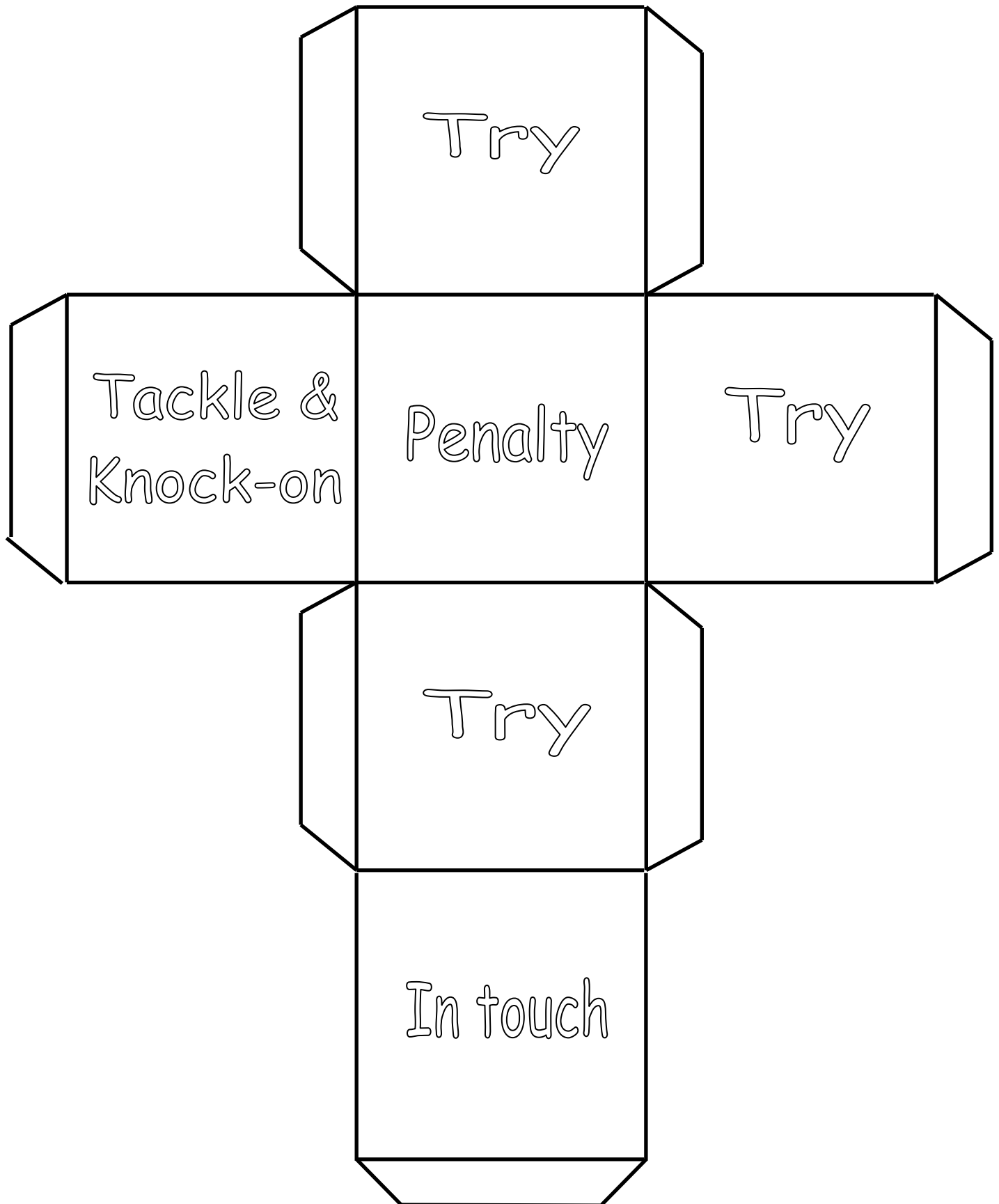
Rugby dice No.1



Rugby dice No.2



Rugby dice No.3



Rugby dice No.4

