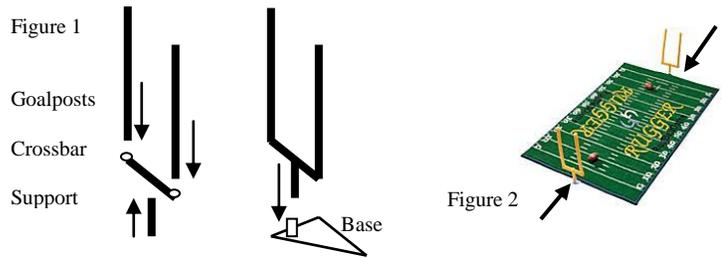


Official RUGGER® Product

# RUGGER® RugBallGame® FOOTBALL Sports Toy Play Set

Objective: To score the most points in the game and be declared the victor!



1. Assemble RUGGER® Goalposts as shown in Figure 1.
2. Place RUGGER® Goal Assemblies as shown in figure 2, sliding base under each end line.
3. Orient yourself by noting the boundaries as shown and taking a position at one end of the RuggerPlayingSurface (RPS™).
4. RUGGER® RULES for FOOTBALL:
  - a. Agree on who starts or flip a coin—winner of the coin flip starts or chooses ends.
  - b. Players alternate offensive possessions, “passing” by flicking or pushing the ball with their fingers, always contacting the ball as it lies on the playing field, one flick toward the end zone per possession
  - c. The first player starts from their own “35” yard line with the flickoff. (Continue to start from this location after each score).
  - d. If the ball rolls through the end zone and crosses the end line, the opposing player begins at their own “20” yard line.
  - e. If the ball crosses the sideline, it is out of bounds, and the opponent gets to restart play from the spot where it went out.
  - f. If you fail to “clear the defensive zone” (i.e., cross the “50” yard line) on your first pass, then your opponent gets a field goal attempt from the closest hash mark.
  - g. SCORING:
    - If the GameBall rolls to a stop on its own in the end zone – it’s a touchdown! You score 6 points and get an attempt for the conversion.
    - Point After is “kicked” up through the uprights from the conversion spot “t” on the “10” yard line – if good, you score 1 point.
    - If you choose to go from the conversion line and attempt to roll the ball onto the end zone – you score 2 points if successful.
    - When a field goal attempt is called, your opponent allowed to re-spot the ball and Tee it up with your fingers. If successfully “kicked” through the uprights, 3 points are scored! (Note: If the ball goes out-of-bounds before the “50,” the ball is moved to the hash mark adjacent to (perpendicular to) the spot where it went out for the field goal attempt.
  - h. Defense is not allowed – a penalty is called when contacting the ball before it leaves the playing surface or comes to a complete stop – resulting in a field goal attempt from the “20” yard line.
5. Regulation Time: Games are 3 minutes running time, and ties stand unless a victor must emerge to advance in tournament play.
6. Extra Time: In the case of a tie result at the end of Regulation Time, one short period of “Sudden Victory” is played (i.e., the first score wins). If there is still a tie, alternating attempts from the “25” yard line are taken until one player is the victor.

Above all, remember the following golden rules:

- ❖ HAVE FUN                      ❖ PLAY SAFE                      ❖ GOD BLESS you & your FAMILY!