

Official RUGGER® Product

## RUGGER® RugBallGame® SOCCER Sports Toy Play Set

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

Figure 1

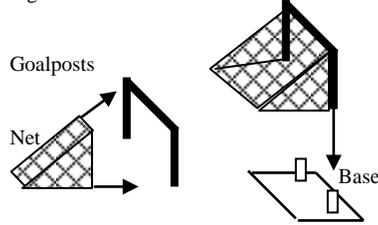


Figure 2

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 SOCCER:
  - a. Agree on who starts or flip a coin—winner of the coin flip starts or chooses ends.
  - b. Players alternate offensive possessions, “passing” and “shooting” by flicking or pushing the ball with their fingers, always contacting the ball as it lies on the playing field, two flicks up field and the third on goal to finish the possession.
  - c. The first player starts from their own half of the center circle with the flickoff. (Continue to start from this location after each score).
  - d. If the ball rolls out of the offensive end by crossing the goal line, the opposing player begins at their own goalkeeper box.
  - 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 half field line) on your first pass, then your opponent gets a direct shot if it’s on their shade, or an indirect (pass first) if it’s on your shade, followed by a shot on the second flick.
  - g. GOAL SCORING:
    - Except as mentioned above, all goals are the result of two successful passes followed by a successful shot into the net – 1 point per goal!
    - If the GameBall rolls to a stop landing on your offensive shade, then a continued “pass” or “shot” may result. If, on the other hand, it lands on the alternate shade, a turnover occurs—and your opponent takes possession.
    - When a direct or indirect attempt is called, the player receiving the call is allowed to re-spot the ball. Then, when successfully “kicked” through the goalposts, 1 point is scored! (Note: If the ball goes out-of-bounds before the half distance line, the ball is played from the spot where it went out for an indirect or direct as appropriate, depending on shade).
  - 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 penalty “kick” attempt from the penalty spot. Technically, this is a “for sure” goal – so shooters, take care!
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, two short periods of “Sudden Victory” are played (i.e., the first score wins). If there is still a tie, alternating penalty shot attempts from the penalty spot are taken until one player is the victor.

Above all, remember the following golden rules:

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