

SCRUM Rules

THE BEST WAY TO PLAY RUGBY WITHOUT THE RISK OF BEING INJURED !

Number of players: 2 - Duration: 5 to 10 minutes - Minimum age: 7 y.o.



OFFICIAL RULES

A JOCLY.COM CREATION

STRATEGY GAME

Scrum includes

- a 12 rows x 5 columns board
- 7 player pieces per side
- 1 special piece: the ball



INITIAL CONFIGURATION (BLUE STARTS)



Special Cases

Goal The winner is the first team that takes the ball to the last row with one (at least) of its player pieces touching the ball.



Blue wins!



Game is not over...

Gameplay In a normal turn, the player moves 2 different player pieces.

A player piece can move to any neighbor position (directly adjacent or in diagonal) that is unoccupied or occupied by the ball. If the player piece moves to the ball position, the ball piece is moved to any of its free neighbors, except to the position the player comes from.



Blue can move to any of the highlighted positions



Blue moves to the ball, the ball must move to any of the highlighted positions

There are 2 exceptions to the "2 moves per turn" rule:

1. The player who starts moves only one player piece at the first turn.
2. The ball has only one free neighbor position. The next player makes only one move. This move must consist at pushing the ball to the free neighbor position. This situation is called Scrum.



Red player must move to the ball and the ball to the highlighted position

If in a scrum situation, the next player does not have any player piece touching the ball (hence there is no way to push the ball to the exit), he/she plays 2 moves as usual, the other player inherits of the scrum situation constraint.



It is Red turn, there is a scrum situation, however Red has no way to move the ball to the exit: Red plays 2 moves as usual then Blue will have a single move to play the scrum.

It is not allowed to completely surround the ball so that there is no free exit position.



It is Blue turn, second move. Blue cannot move the player piece at the right to the left as it would enclose the ball.

If because of a scrum situation, the previous rule cannot be matched, the game ends as a draw.

It is Red turn. Playing the scrum would completely enclose the ball. The game is draw.



Author: Michel Gutierrez
Artist: Jérôme Choain
Publisher: Jocly
www.jocly.com