



THE DOG LEAGUE



Welcome to the Dog League - an elite competition of Rugby League football. This activity follows the **Finals Season** of this fictional Rugby League football championship. This league has 16 teams that after 23 rounds of regular competition are ranked from 1 to 16 on a seasonal ladder. Only the top 8 teams on the ladder make it into the Finals Season. These 8 teams are called the **Final Eight** and will play one another until there is only one team left - the **Championship Winners**.

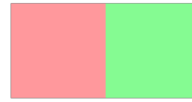
The Final Eight Teams



Schnauzers



Poodles



Terriers



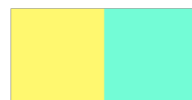
Shepherds



Spitzes



Chihuahuas



Boxers



Hounds





LINE BREAKS



For any game in the season, we can add up all the line breaks made by a team. The total number of line breaks per team and per game is a **Line Breaks Statistic**.

Generally, the higher the number of line breaks the better the team. However, the team with the highest number of line breaks are not always the winners. This is because in each game the true measure of victory is the difference between the abilities of teams. So the difference between the number of line breaks per team is more important the total number of line breaks of any one team.

Difference in Line Breaks per Game	Total Games	
	Won	Lost
Teams with less than 4 Line Breaks over their opposition (but still more than 0)	66	25
Teams with 4 or more Line Breaks over their opposition	40	0

We have found a valuable statistic. In all 40 games, teams that had 4 or more line breaks than their opposition always won the game. We have looked at games over the whole season and this statistic applies to the finals season too. Any team with 4 or more line breaks over their opposition always won that game.

LINE BREAKS RULE

In this season, any Final Eight team that had 4 or more line breaks over their opposition always won that game.



TACKLE BREAKS



Tackle Breaks are when a player manages to break free from being tackled. It is also known as a **Tackle Bust** or simply a **Bust**. Tackle breaks are an important part of the game as they mean a player has broken through the opposition's defence. A high number of tackle breaks for a team means they have a strong offence.

Difference in Tackle Breaks per Game	Total Games	
	Won	Lost
Teams with less than 11 Tackle Breaks over their opposition (but still more than 0)	58	42
Teams with 11 or more Tackle Breaks over their opposition	50	0

TACKLE BREAKS RULE

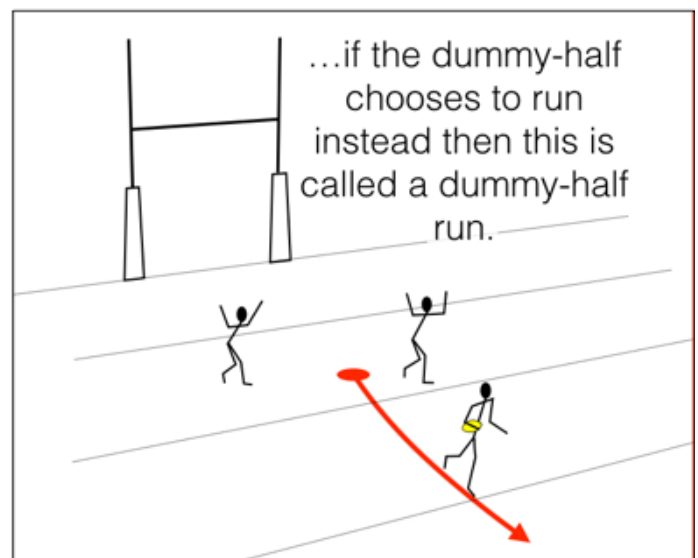
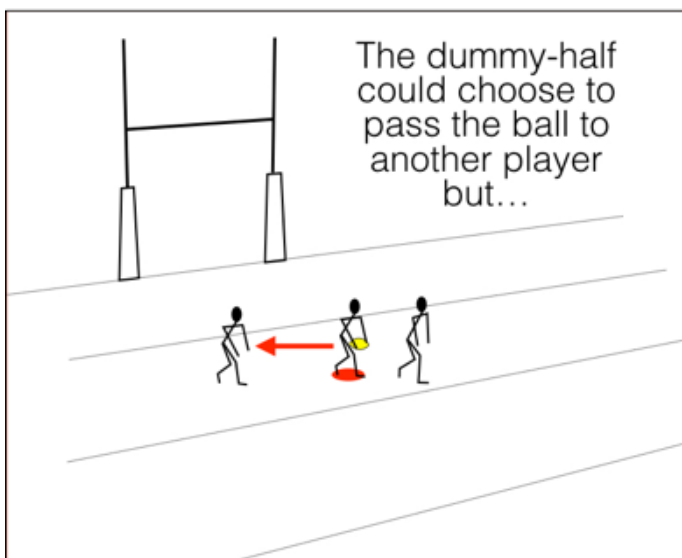
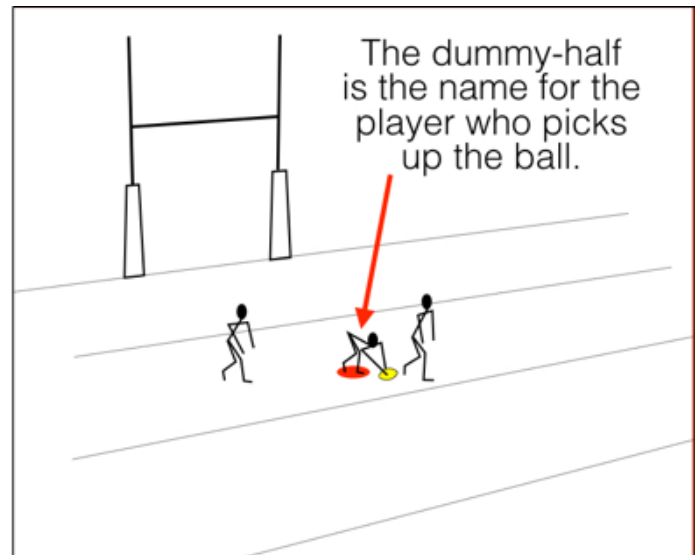
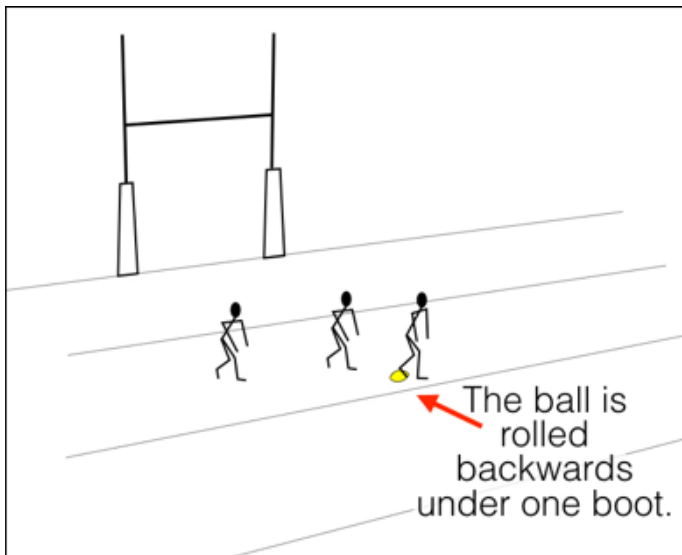
In this season, any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.



DUMMY-HALF RUNS



A regular part of every game involves a tackled player restarting play by rolling the ball backwards under one boot. The **Dummy-Half** refers to the player who picks up the ball after this move. If the dummy-half chooses to run the ball forward instead of passing to another teammate, then that move is called a **Dummy-Half Run**. Teams with a high number of dummy-half runs means they have a strong offence.





DUMMY-HALF RUNS



The more dummy-half runs that one team makes over their opposition, the more often they win their game. In this season, a team needed to have at least 12 more dummy-half runs over their opposition before they were guaranteed to win their game. This happened in a total of 15 games over the entire season.

Difference in Dummy-Half Runs per Game	Total Games	
	Won	Lost
Teams with less than 12 Dummy-Half Runs over their opposition (and greater than 0)	67	66
Teams with 12 or more Dummy-Half Runs over their opposition	15	0

DUMMY-HALF RUNS RULE

In this season, any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.



ALL RUN METRES



All Run Metres is a measure of the total distance travelled by a team during a game. It is calculated by adding together the length of each run attempted by a player during a game. All these individual distances are then summed up into a total for the team. A higher number means a team has a strong offence.

Difference in All Run Metres per Game	Total Games	
	Won	Lost
Teams that travelled less than 450 metres over their opposition in runs during a game	83	43
Teams that travelled 450 metres or more over their opposition in runs during a game	27	0

ALL RUN METRES RULE

In this season, any Final Eight team that travelled 450 metres or more over their opposition in runs always won that game.



FIELD GOALS



Field Goals are when a player drops the ball on the ground in front of them and kicks it after it bounces. If the ball travels cleanly between the goal posts then it is worth 1 point. It is commonly used as a way to break tied scores.

Field Goals per Game	Total Games	
	Won	Lost
Final Eight teams that were 1 or more field goals up over their opposition	23	0

FIELD GOAL RULE

**In this season, any Final Eight team that kicked 1 or more Field Goals over their opposition always won that game, with the exception of the Spitzes.
(See the next rule for more detail!)**



THE SPITZES



Over the entire season, all Final Eight teams lost their game when they were 1 field goal down against their opposition, except for one team. The Spitzes were the only team who managed to win a match when they were 1 field goal down against their opposition. This happened only once over the entire season.

The Spitzes were such a good team that if they made the required number of Line Breaks, Tackle Breaks, Dummy-Half Runs or All Run Metres to fit any those rules then it didn't matter how many Field Goals they were up or down.

All Final Eight teams won their game when they kicked 1 or more Field Goals over their opposition, including the Spitzes. It is just that the Spitzes were the only team to win when they 1 field goal down and it was only one time (because another rule applied!)

Field Goals per Game	Total Games	
	Won	Lost
Final Eight teams that were 1 or more field goals down over their opposition	1	14

THE SPITZES RULE

If another rule applies to a Spitzes match, the Field Goal rule can be broken. If no other rule applies, the Field Goal rule becomes the decider.



RUGBY LEAGUE GLOSSARY



All Run Metres — **All Run** refers to the total number of runs attempted in a game. **All Run Metres** is the total distance travelled by all the runs made in a game. A higher number indicates a strong offence.

Dummy-Half Run — a part of every game involves a tackled player restarting play by rolling the ball backwards under one boot. The **Dummy-Half** is the player who picks up the ball after this move. If the dummy-half chooses to run the ball forward instead of passing to another teammate, it is called a **Dummy-Half Run**. A high number means a strong offence.

Field Goal — when a player drops the ball on the ground in front of them and kicks it after it bounces. They are also called **Drop Goals**. If the ball travels cleanly between the goal posts then it is worth 1 point. It is commonly used as a way to break tied scores.

Line Break — when a player with the ball manages to slip through the defensive line. A low number indicates a strong defense.

Tackle Break — when a player manages to break free from being tackled. A high number indicates a strong offence.

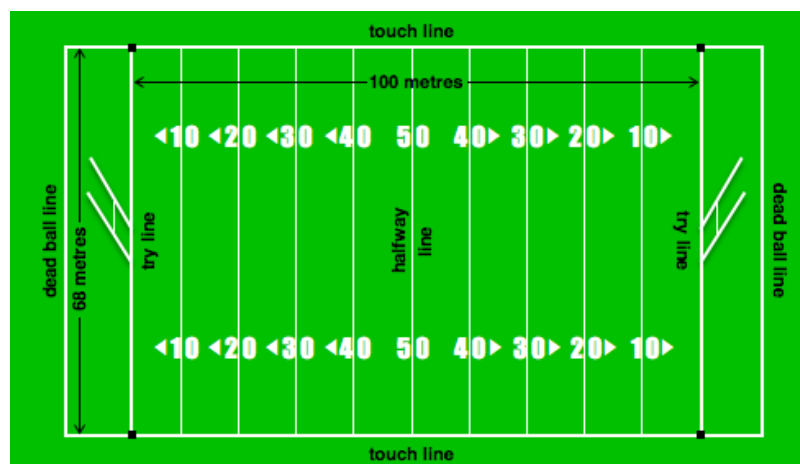


Figure 1: The Rugby League field.