

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 8teams 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

The Final Eight teams of this championship with their names, colours and logos. The teams are named after dog breeds: Schnauzers, Poodles, Terriers, Shepherds, Spitzes, Chihuahuas, Boxers and Hounds. The colours are two-tone and the logos are silhouettes of the dog breed in profile.


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.

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| **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** 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 though the opposition’s defence. A high number of tackle breaks for a team means they have a strong offence.

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| **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.**



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.

A 2x2 grid containing 4 panels with illustrations that demonstrate the tactic of a dummy-half run. The panels contain very simple black & white illustrations of a the quarter of a rugby league field from a high angle. There are outlines of a goal post that are sitting on the try line with a few distance marker lines in front. The only other things represented on the field are 3 players from the same team, represented as identical stick-figures.

We now explain grid panel by panel.

Starting in the top-left panel there are 2 figures standing behind a third figure who has a yellow rugby ball under his or her foot. There is a red arrow pointing to the ball attached to following text:

The ball is rolled backwards under one boot.

In the top-right panel the ball can be seen to have been rolled backwards and is now behind that player’s foot. There is another player behind that is shown bent over about to pick up the ball. To emphasis that importance of this player in this explanation of the Dummy-Half Run, a red circle has appeared underneath him or her (as if flat on the ground) and a red arrow pointing above, attached to the following text:

The dummy-half is the name for the player who picks up the ball.

The bottom left panel shows the player with ball - the dummy-half - remaining the focus with the red circle still underneath. There is also a red arrow linking the yellow ball in the dummy-half's hands to the third player in the panel who is back and to the right with respect to the dummy-half’s position. The text accompanying this scene is in top quarter of the panel:

The dummy-half could choose to pass the ball to another player but…

The final panel at the bottom right completes the text from the previous panel:

…if the dummy-half chooses to run instead then this is called a dummy-half run.

The player with the ball can be seen running forward and there is an arrow on the ground indicating his or her path and direction. This arrow is coming out from the red circle he or she was standing over in previous panels. This player’s teammates can be seen celebrating the successful manoeuvre of a dummy-half run with arms stretched over their heads.




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.

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| **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** 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.

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| **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.**

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**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.

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| **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!)**



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!)

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| **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.**

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**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.

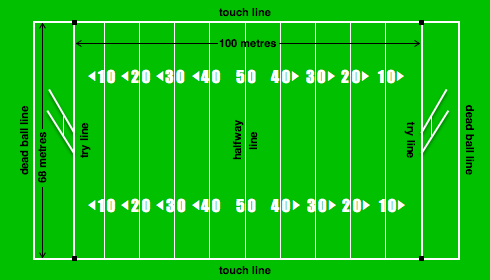


Figure 1: The Rugby League field.