



What do you think it takes to win a championship? Teamwork? Aggression? Luck?

In a 100m sprint the answer is simple - the fastest person wins. If you want to know who won the race, the person who had the fastest time over 100m was the winner.

However, because the race is so short, the person who is quickest off the blocks is often also the winner. It's not as definite as the fastest time but the quicker a sprinter's reaction time is, the more likely they are going to win.

The same goes for a game of Rugby League football. The team that scores the most points is always going to be the winner. But what about the team with most number of tackles? The most number of line breaks? The most number of metres run? To find out if these things matter, you need to count them.

Just like counting tries, conversions, penalties and field goals to keep score, if you count tackles, line breaks, and metres runs over a game then you have numbers you can compare with other teams. These numbers are called statistics. They are a way to measure and compare something you are interested in.

To explore statistics, we are going to work out the winners of 9 games of a fictional finals season in a Rugby League football competition. The teams are made up but the numbers are based on results. You will be able to use these numbers to work out WHO WON IT?



# THE DOG LEAGUE & THE FINAL EIGHT

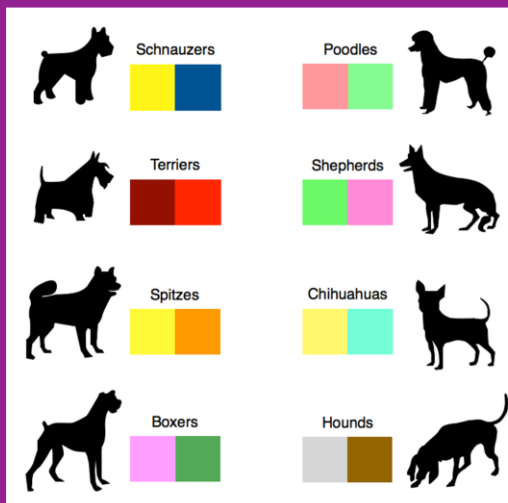


## THE DOG LEAGUE

A fictional competition of  
Rugby League Football.

All games are based on  
real teams in real  
competitions.

We will focus on the Final  
Eight teams that have  
made it into the Finals  
Season.

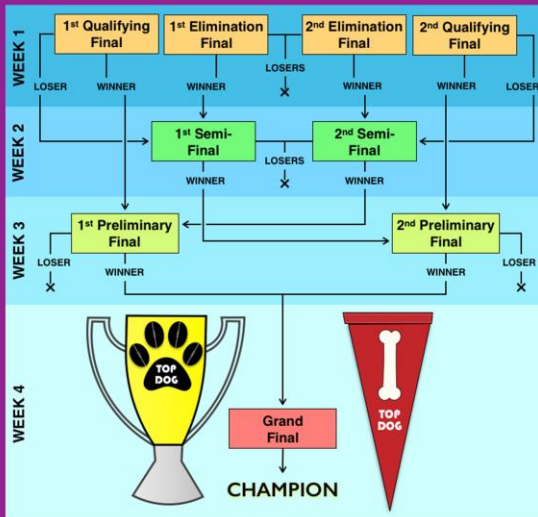


## The Final Eight Teams

Each team is shown with its name, colours and logo

This activity follows the **Finals Season** of a fictional Rugby League football championship. This league has a total of 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**.

# FINALS SEASON



The Finals Season runs over four weeks and there are nine games in total.

Elimination/ Qualifying finals: 8 teams play and 2 teams are eliminated

Semi finals: 4 teams play and 2 teams are eliminated

Preliminary Finals: 4 teams play and 2 teams are eliminated

Grand final: the last 2 teams play for the championship

How can we work out which team won each game without knowing the final score?

We are going to use rules that have been created using statistics to work out the winner a fictitious finals season in Rugby League football.

The **Finals Season** runs over 4 fictitious weeks and there are 9 games in total. All Final Eight teams play in the first week. After the first week, 2 teams are eliminated. In Weeks 2 and 3 there are 4 more teams eliminated. Week 4 is the Grand Final in which the last 2 teams play against one another for the championship.

So how can we tell who will win each game?

We are going to use six rules that have been created using statistics to 'play' a fictitious final season in Rugby League football.

So how do we do it?

We want to find statistics that are so reliable we can apply them over the entire season - both regular matches and finals. Let's look at one of these rules in detail: the line breaks rule.



# WHAT'S THE DIFFERENCE?

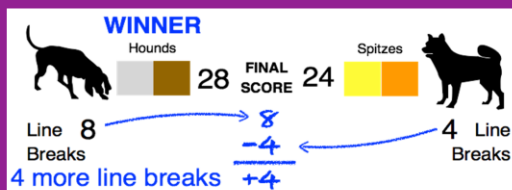
## FINAL EIGHT STATISTICAL RULES



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

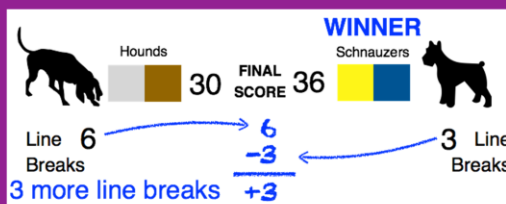
## LINE BREAKS RULE

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



The Line Breaks Rule can be seen in a match between the Hounds and the Spitzes. The Hounds had 4 more line breaks than the Spitzes and won that game.

The rule also comes in to play in a match between the Hounds and the Schnauzers. The Hounds had 3 more line breaks than the Schnauzers but lost that game. Since the Hounds had less than 4 line breaks over the Schnauzers, the rule did not guarantee them a win.



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, across the season the team with the highest number of line breaks was not always the winner. 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 than the total number of line breaks of any one team.

This statistic becomes useful when we look at teams that won where they had more than a certain number of line breaks over their opposition.

We have found a valuable statistic. In all 40 games, teams that had 4 or more line breaks over their opposition always won that game.



# STATISTICAL RULES

## COMPLETE LIST



### TACKLE BREAKS RULE

Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

### LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

### DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

### ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

### FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.


### 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.


Like the Line Breaks rule, there are other rules we can use to find out the winner of our fictitious Finals Season.

Briefly go over each rule. The Spitzes Rule may be tricky for some students to understand.

If required for your class, there are explanations of each rule and an explanation of key terms in the Statistical Rules and Glossary document.




# WORKED EXAMPLE USING STATISTICAL RULES




**TACKLE BREAKS RULE**

Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.



Hounds

VS.



Schnauzers

---

Line Breaks

6		3
<u>-3</u>		
+3		

no for line breaks rule

---

Tackle Breaks

20		15
<u>-15</u>		
+5		

no for tackle breaks rule

---

Dummy Half Runs

10		11
		<u>-10</u>
		+1

no for dummy-half run rule

---

All Run Metres

1248		1146
<u>-1146</u>		
+102		

no for all run metres run rule

---

Field Goals

1		0
+1		

YES!!

The Hounds won it because of the Field Goals Rule.

**LINE BREAKS RULE**

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

**ALL RUN METRES RULE**

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

**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.

So, how do we do it? Here is a worked example demonstrating how you apply the each of the rules to find the winner of the match.

To work out if Line Breaks rule applies, work out 6 minus 3. Because the difference is less than 4 the Line Breaks rule does not apply.

To work out if the Tackle Breaks rule applies, work out 20 minus 15. Because the difference is less than 11, the Tackles Breaks rule does not apply.

To work out if the Dummy Half Runs rule applies, work out 11 minus 10 equals. Because the difference is less than 12, the Dummy Half Runs rule does not apply.

To work out if the All Run Metres rule applies, work out 1248 minus 1146. Because the difference is less than 450, the All Run Metres rule does not apply.

To work out if the Field Goal Rule applies, work out 1 minus 0. Because the difference equals +1, the Field Goal Rule applies.

Because the Spitzes aren't playing, we don't have to work about the Spitzes rule.

This means we can prove using statistics that the Hounds won the match.





There are 4 games in the first week of the finals competition, two qualifying and two elimination finals.

Students can work individually, in pairs or in groups to work out who won the game. Depending on your class you can ask your students to share who won it after each game/slide or following the four games. Slides are provided with results and worked examples.



# 1<sup>st</sup> QUALIFYING FINAL



## TACKLE BREAKS RULE

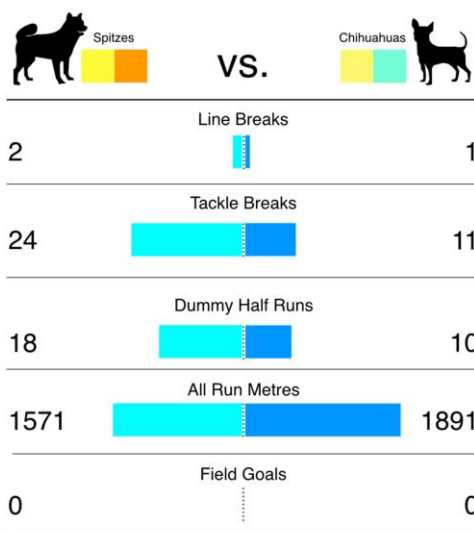
Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

## DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

## FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.



## LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

## ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

## 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.

Here is Game 1. Have students work out Who Won It?





# 1<sup>st</sup> ELIMINATION FINAL



## TACKLE BREAKS RULE

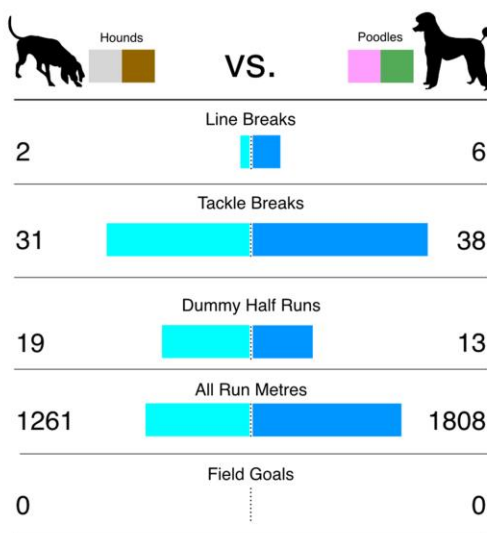
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## FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.



## LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

## ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

## 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.

Here is Game 2. Have students work out Who Won It?



## 2<sup>nd</sup> QUALIFYING FINAL



### TACKLE BREAKS RULE

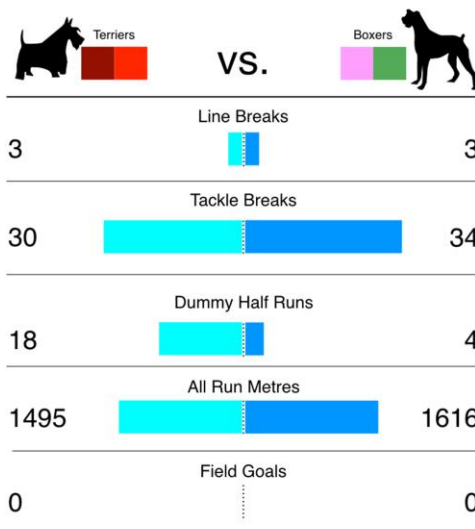
Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

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### FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.



### LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

### ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

### 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.

Here is Game 3. Have students work out Who Won It?



## 2<sup>nd</sup> ELIMINATION FINAL



### TACKLE BREAKS RULE

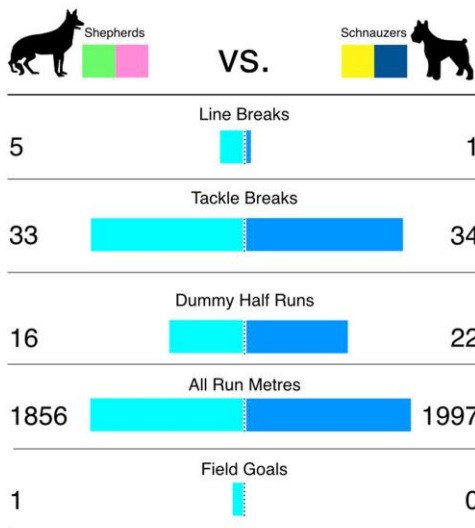
Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

### DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

### FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.



### LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

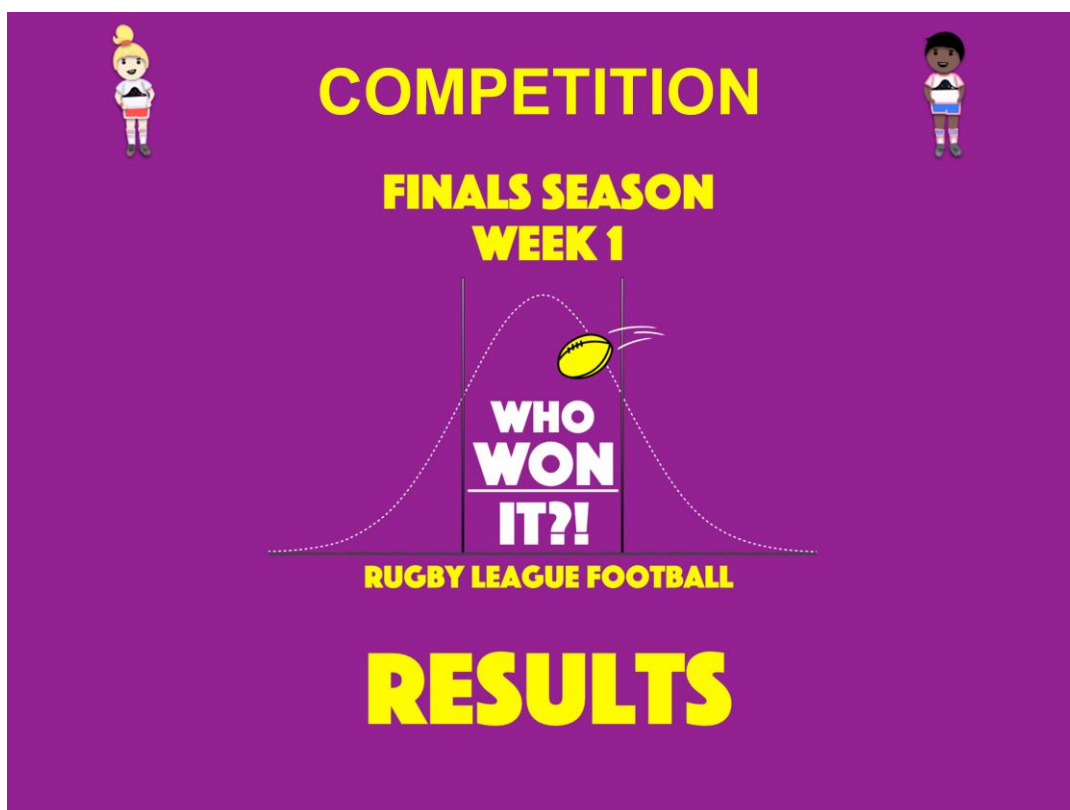
### ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

### 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.

Here is Game 4. Have students work out Who Won It?



The following four slides show worked results to use as appropriate for your class.



# 1<sup>st</sup> QUALIFYING FINAL



## TACKLE BREAKS RULE



Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

## DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

## FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.

 Spitzes		VS.		 Chihuahuas	
Line Breaks <b>RULE</b>					
2	+1	< 4	NO		1
Tackle Breaks <b>RULE</b>					
24	+13 ≥ 11		YES		11
Dummy Half Runs <b>RULE</b>					
18	+8	< 12	NO		10
All Run Metres <b>RULE</b>					
1571			NO 450 > +320		1891
Field Goals <b>RULE</b>					
0	0	< 1	NO	1 >	0
THE SPITZES RULE? NO					

## LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

## ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

## 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.

Here are the results of Game 1. The rule that applies is highlighted in yellow and the winner has been circled in blue.



# 1<sup>st</sup> ELIMINATION FINAL



## TACKLE BREAKS RULE

Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

## DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

## FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.

		Hounds		VS.				Poodles	
2		Line Breaks RULE		YES 4 ≤ +4		6		31	
31		Tackle Breaks RULE		NO 11 > +7		38		19	
19		Dummy Half Runs RULE		+6 < 12 NO		13		1261	
1261		All Run Metres RULE		YES 450 ≤ +547		1808		0	
0		Field Goals RULE		0 < 1 NO 1 > 0		0		THE SPITZES RULE? NO	

## LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

## ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

## 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.

Here are the results of Game 2. The rule that applies is highlighted in yellow and the winner has been circled in blue.





## 2<sup>nd</sup> QUALIFYING FINAL



### TACKLE BREAKS RULE



Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

### DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

### FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.

 Terriers		VS.		 Boxers	
Line Breaks <b>RULE</b>					
3	0	< 4	NO	4 >	0
Tackle Breaks <b>RULE</b>					
30	NO 11 > +4				34
Dummy Half Runs <b>RULE</b>					
18	+14 ≥ 12 YES				4
All Run Metres <b>RULE</b>					
1495	NO 450 > +121				1616
Field Goals <b>RULE</b>					
0	0	< 1	NO	1 >	0
THE SPITZES RULE? NO					

### LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

### ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

### 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.

Here are the results of Game 3. The rule that applies is highlighted in yellow and the winner has been circled in blue.



## 2<sup>nd</sup> ELIMINATION FINAL



### TACKLE BREAKS RULE

Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

### DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

### FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.



WON IT!

Shepherds




VS.

Schnauzers



Line Breaks

RULE

5

+4

≥ 4

YES

1

Tackle Breaks

RULE

33

NO

11 > +1

34

Dummy Half Runs

RULE

16

NO

12 > +6

22

All Run Metres

RULE

1856

NO

450 > +141

1997

Field Goals

RULE

1

+1

≥ 1

YES

0

THE SPITZES RULE?

NO

### LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

### ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

### 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.


Here are the results of Game 4. The rule that applies is highlighted in yellow and the winner has been circled in blue.




Here is the finals system used for the end-of-season playoffs after the first week of play. Two teams have been eliminated, four teams progress to the semi-finals (week 2), and two teams automatically progress to the Preliminary Finals (week 3). Students are one step closer to finding out 'Who Won It?'.



There are two semi-finals in the second week of the finals competition. Students can work individually, in pairs or in groups to work out who won the game. Depending on your class you can ask your students to share who won it after each game/slide or following the four games. Slides are provided with results and worked examples.



# 1st SEMI FINAL



**TACKLE BREAKS RULE**


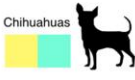



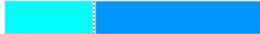

Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

**DUMMY-HALF RUNS RULE**

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

**FIELD GOAL RULE**

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.

	VS.	
Line Breaks		
7		10
Tackle Breaks		
26		35
Dummy Half Runs		
15		14
All Run Metres		
1065		2009
Field Goals		
1		1

**LINE BREAKS RULE**

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

**ALL RUN METRES RULE**

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

**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.

Here is semi-final 1. Have students work out Who Won It?



## 2<sup>nd</sup> SEMI FINAL



### TACKLE BREAKS RULE

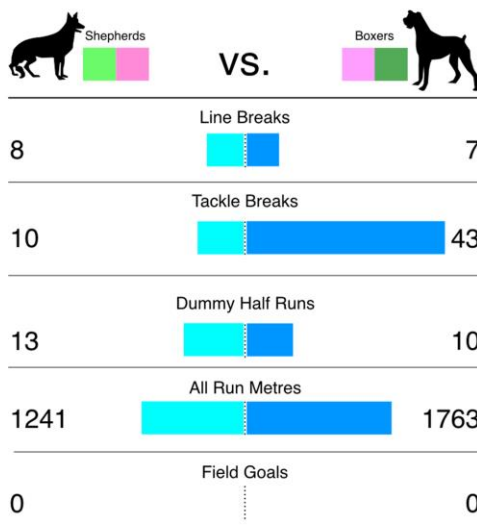
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### FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.



### LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

### ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

### 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.

Here is semi-final 2. Have students work out Who Won It?






The following two slides show worked results to use as appropriate for your class.



# 1st SEMI FINAL



## TACKLE BREAKS RULE

Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

## DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

## FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.

## LINE BREAKS RULE


Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

## ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.


## 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.



Poodles

VS.



Chihuahuas

Line Breaks **RULE**

7 **NO** 4 > +3 10

Tackle Breaks **RULE**

26 **NO** 11 > +9 35

Dummy Half Runs **RULE**

15 +1 < 12 **NO** 14

All Run Metres **RULE**


1065 **YES** 450 ≤ +944 2009

Field Goals **RULE**


1 0 < 1 **NO** 1 > 0 1

THE SPITZES RULE? **NO**

Here are the results of semi-final 1. The rule that applies is highlighted in yellow and the winner has been circled in blue.



# 2<sup>nd</sup> SEMI FINAL



### TACKLE BREAKS RULE


Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

### DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.


### FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.



Shepherds

VS.



Boxers

Line Breaks **RULE**

8    +1 < 4    NO    7

Tackle Breaks **RULE**

10    YES 11 ≤ +33    43

Dummy Half Runs **RULE**

13    +3 < 12    NO    10

All Run Metres **RULE**

1241    YES 450 ≤ +522    1763

Field Goals **RULE**

0    0 < 1    NO    1 > 0    0

THE SPITZES RULE? NO

### LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

### ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

### 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.

Here are the results of semi-final 2. The rule that applies is highlighted in yellow and the winner has been circled in blue.



Here is the finals system used for the end-of-season playoffs after the second week of play. Two teams more have been eliminated, two teams progress to the preliminary finals and play the two teams automatically through to the Preliminary Finals (after week 1).

Students are one step closer to finding out 'Who Won It?'.



There are two preliminary in the third week of the finals competition. Students can work individually, in pairs or in groups to work out who won the game. Depending on your class you can ask your students to share who won it after each game/slide or following the four games. Slides are provided with results and worked examples.



# 1<sup>st</sup> PRELIMINARY FINAL



## TACKLE BREAKS RULE

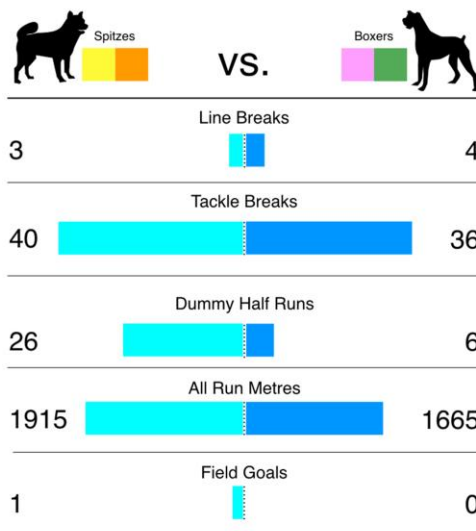
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## DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

## FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.



## LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

## ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

## 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.

Here is preliminary final 1. Have students work out Who Won It?





## 2<sup>nd</sup> PRELIMINARY FINAL



### TACKLE BREAKS RULE

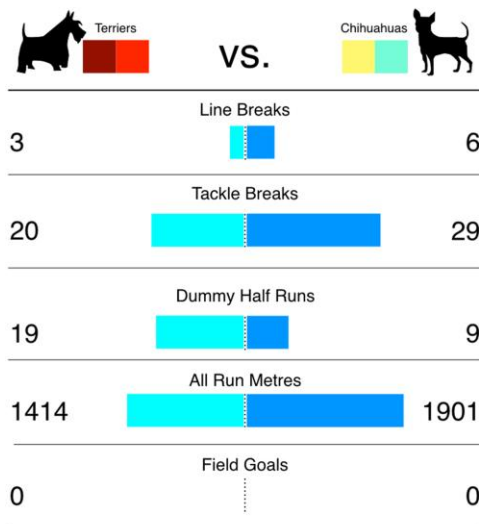
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### DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

### FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.



### LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

### ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

### 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.

Here is preliminary final 2. Have students work out Who Won It?



The following two slides show worked results to use as appropriate for your class.



# 1<sup>st</sup> PRELIMINARY FINAL



## TACKLE BREAKS RULE



Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

## DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

## FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.

 Spitzes		VS.		 Boxers	
3		Line Breaks <b>RULE</b>		4	
		<b>NO 4 &gt; +1</b>			
40		Tackle Breaks <b>RULE</b>		36	
		<b>+4 &lt; 11 NO</b>			
26		Dummy Half Runs <b>RULE</b>		6	
		<b>+20 ≥ 12 YES</b>			
1915		All Run Metres <b>RULE</b>		1665	
		<b>+250 &lt; 450 NO</b>			
1		Field Goals <b>RULE</b>		0	
		<b>+1 ≥ 1 YES</b>			
<b>THE SPITZES RULE? NO</b>					

## LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

## ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

## 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.

Here are the results of preliminary final 1. The rule that applies is highlighted in yellow and the winner has been circled in blue.



## 2<sup>nd</sup> PRELIMINARY FINAL



### TACKLE BREAKS RULE



Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

### DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

### FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.

		VS.			
		Line Breaks RULE			
3		NO	4 > +3		6
		Tackle Breaks RULE			
20		NO	11 > +9		29
		Dummy Half Runs RULE			
19	+10 < 12	NO			9
		All Run Metres RULE			
1414		YES 450 ≤ +487			1901
		Field Goals RULE			
0	0 < 1	NO	1 > 0		0
THE SPITZES RULE? NO					

### LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

### ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

### 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.

Here are the results of preliminary final 2. The rule that applies is highlighted in yellow and the winner has been circled in blue.



Here is the finals system used for the end-of-season playoffs after the first third of play. Two teams have been eliminated, and two teams are in to the Grand Final. Students are one step closer to finding out 'Who Won It?'.



There is one grand final in the fourth week of the finals competition. Students can work individually, in pairs or in groups to work out who won the game. Depending on your class you can ask your students to share who won it after each game/slide or following the four games. Slides are provided with results and worked examples.





# GRAND FINAL



## TACKLE BREAKS RULE

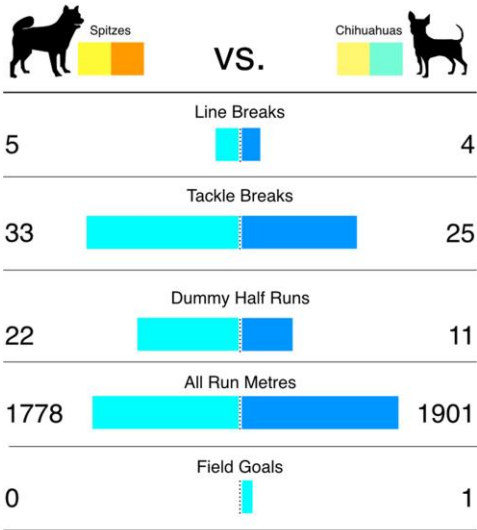
Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

## DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

## FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.



## LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

## ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

## 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.

Here is the Grand Final. Have students work out Who Won It?



The following two slides show worked results to use as appropriate for your class.



# GRAND FINAL



## TACKLE BREAKS RULE



Any Final Eight team that had 11 or more tackle breaks over their opposition always won that game.

## DUMMY-HALF RUNS RULE

Any Final Eight team that had 12 or more dummy-half runs over their opposition always won that game.

## FIELD GOAL RULE

Any Final Eight team that kicked 1 or more field goals over their opposition always won that game, with the exception of the Spitzes.

	Spitzes	VS.			Chihuahuas
Line Breaks RULE					
5	+1	<	4	NO	4
Tackle Breaks RULE					
33	+8	<	11	NO	25
Dummy Half Runs RULE					
22	+11	<	12	NO	11
All Run Metres RULE					
1778	NO 450 > +123				1901
Field Goals RULE					
0	YES 1 ≤ +1				1
THE SPITZES RULE? NO					

## LINE BREAKS RULE

Any Final Eight team that had 4 or more line breaks over their opposition always won that game.

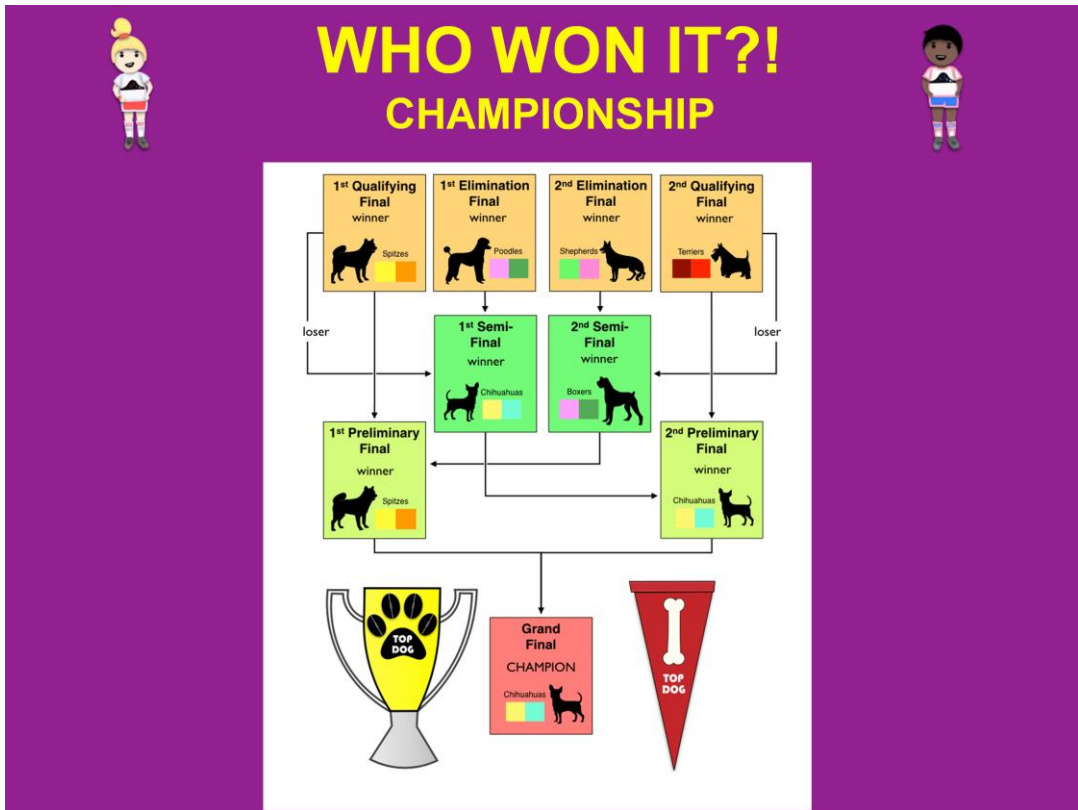
## ALL RUN METRES RULE

Any Final Eight team that travelled 450 metres or more in runs over their opposition always won that game.

## 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.

Here are the results of the Grand Final. The rule that applies is highlighted in yellow and the winner has been circled in blue. The Chihuahuas are the winners!



Here is the finals system ...

Students should now know that the Chihuahuas won it!