



**FUBA WORLD CUP 2015 RULEBOOK**

**13.7.2015**

## 2.0 TERMS

### 2.1 Player and team

In these rules “player” refers to a player piece on the game board. “Team” is used when referring to the person playing the game. The goalkeeper counts as a player unless the rules state otherwise.

### 2.2 Controlling and passive team

The team controlling the ball is referred to as “controlling team” (CT) and the opposing team as “passive team” (PT). These roles and terms are changed immediately when a team loses ball control to the opponent.

### 2.3 Zones

*The playing area is divided to three zones: midfield, defence and attack zones. Each zone contains several areas.*

#### 2.3.1 Midfield zone

The midfield zone contains the five areas which touch the half way line.

#### 2.3.2 Attack zone

The attack zone contains the four areas which are in the opponent’s side of the pitch and do not touch the half way line. The attack zone is also the opponent’s defend zone.

#### 2.3.3 Defence zone

The defence zone contains the four areas which are in the team’s own side of the pitch and do not touch the half way line. The defence zone is also the opponent’s attack zone.

## 3. PREPARATIONS

### 3.1 Select the formations

Both teams choose their formation for the game by secretly selecting a formation card. After both teams have selected their formation, cards are revealed simultaneously.

The formation consists of three numbers. These indicate how many defenders, midfielders and forwards the team has.

*Example: Heidi selects 4-4-2 formation for her team. She now has 4 defenders, 4 midfielders and 2 forwards.*

Teams can use any formation they want, but the ones defined in formation cards are recommended. If a team wants to use some other formation, write this

formation secretly on a paper. (The total number of players must still be 10.)

#### 3.1.1 Condition dice

After the formations are selected, both teams setup three condition dice (red, blue and green) to the side of the pitch.

The red die is used to record the condition of the forwards. The value of the die is setup to the number of forwards in the chosen formation.

The blue die is used to record the condition of the midfielders. The value of the die is setup to the number of midfielders in the chosen formation.

The green die is used to record the condition of the defenders. The value of the die is setup to the number of defenders in the chosen formation.

*Example: Heidi selects 4-4-2 formation for her team. Thus the green die value will be 4, blue 4 and red 2.*

*The condition dice values gets lower during the match when teams need to move faster. Also those can be increased when teams make player substitutions.*

#### 3.1.2 Specified formations

Teams can specify their formations by following player types.

##### Attacking and defending midfielders

Teams can specify the midfielders as attacking and/or defending midfielders. These affects for the team’s condition dice values.

For each attacking midfielder one point is removed from the midfield condition die and added to the forward condition die (red).

For each defending midfielder one point is removed from the midfield condition die (blue) and one point is added to the defence condition die (green).

##### Attacking centre back

Teams can specify a defender as an attacking centre back. One point is removed from the defence condition die and added to the midfield condition die.

##### Withdrawn striker

Teams can specify a forward as a withdrawn striker. One point is removed from the forwards condition die and added to the midfield condition die.

##### Offensive wing backs.

Teams can specify up to two defenders as offensive wing back. One point is removed from the defence condition die and added to the forward condition die for each offensive wing backs.

## 3.2 Deciding the kick-off

Both teams roll a die. The team with the higher result chooses which team kicks off the first half. That team starts as the controlling team.

## 3.3 Team setup process

The teams are setup in the following order:

1. The controlling team sets up its players.
2. The passive team sets up its players.
3. After the passive team setup the controlling team is allowed to move 1 or 2 players one area (i.e. they can be moved to an area adjacent to the one they are currently on).

The selected formation does not affect the way players are setup.

All setup restrictions affects also to players moved in 3rd step of the setup procedure.

*This setup process is used for kick-off, corner kick, free kick and penalty kick. Additional rules apply for each of these situations.*

### 3.3.1 Kick-off setup rules

These rules are used in addition to the setup process defined in chapter [3.3].

Kick-off takes place in the beginning of each half and after each goal. Controlling team must place two players in the middle area (the centre circle). Others can be setup in any area that is at least partly on the team's side of the halfway line. The goalkeeper is placed in the team's penalty area.

The passive team players can be placed in any area that is at least partly on the team's side of the halfway line. The goalkeeper is placed in the team's penalty area.

The ball is placed on the centre circle with 1 as the initial ball die value.

## 3.4 Referee setups

One referee is setup on square 1 of the time track (on square 46 in the second half of the game). Two others are setup on the goal tracks, on square 0 of each track.

## 3.5 Setup substitution players

Both teams setup three player pieces at the side of the pitch to indicate three player substitutions teams can make.

## 4. GAME TURN

*Just like a real football match, the game contains two halves. Each half contains approximately 25 turns, but the exact number varies. Each turn represents 0 to 5 minutes of game time.*

The game is played in turns. One turn includes actions by both teams. A turn contains eight stages that must be completed in the order shown below:

TURN ORDER TABLE	
1	Controlling team chooses target area
2	Dice rolling
3	Time
4	Control check
5	Ball movement New ball value
6	Team A stage * - Goal attempt (optional) - Players movement - Ball value adjustment - Player substitution (optional)
7	Team B stage * - Goal attempt (optional) - Players movement - Ball value adjustment - Player substitution (optional)

\* Team A/B are determined later in the turn.

After the turn is completed a new turn starts unless the half ends as defined in chapter [4.3]

### 4.1 Controlling team chooses target area

The controlling team chooses an area where to play the ball. The chosen area can be any area where the team has a player or an area adjacent to such an area.

*The team can play ball also to the same area where the ball currently is.*

The chosen area is called "target area" and the area where the ball begins the turn is called "start area".

The controlling team cannot choose a target area where it has no players and all its players in adjacent areas are offside positions according chapter 4.1.1.

#### 4.1.1 Offside

The controlling team cannot choose a target area where the team's player is in an offside position. The player is in an offside position if it is in an area closer to opposing team's end of the field than the area where the opponent's second lowest player (including the goalkeeper) is, unless the area is at least partly at the same level than the area where the opponent's second lowest player is, or at least partly at same level with or closer to the own end of the field than the start area.

The offside rule does not apply when:

- teams is giving goal kick
- team is giving corner kick
- target area is fully in the controlling team's half.

### 4.2 Dice rolling

Both teams roll a die. Players must remember these results during the whole turn because those are used in other stages of the same turn.

### 4.3 Time

The time marker (referee) is moved as many squares (minutes) forward as the difference of the teams' initial values.

*Example: Heidi rolls 4 and Otto rolls 2. The initial value difference is 2 so time marker is moved 2 minutes forward.*

If the dice difference was 0 and time was not moved, then in the next turn when the difference is not 0 time will be moved one extra minute forward than the dice difference. If the dice differences are 0 more than once in a row, then all extra minutes are added in the following turn when the difference is greater than 0.

If the time marker is moved 5 or more squares in a turn, then both team must make a tiredness check, see chapter [4.11].

If the time marker reaches the first stoppage time square, it stops there even if it should continue further according to the result. Stoppage time begins.

#### 4.3.1 Stoppage time

During stoppage time the time marker is moved only one square per turn. If the difference between initial values is smaller than the current stoppage time (yellow number in the square where the time marker begins the turn), the half ends immediately. The rest of the stages are not played.

When the time marker reaches the "+5" square the half is finished at the end of turn, if not finished earlier.

*Example: The time marker is on the +2 square. Heidi rolls 3 and Otto rolls 2 at the dice rolling stage so the difference of initial values is 1. This is less than the current stoppage time (+2), and the half ends immediately.*

#### 4.3.2 End of half

When the first half is finished, the second half starts. The team that started the first half as controlling team now starts as passive team and the opposing team becomes controlling team. Move the time marker referee to square 46. Repeat the team setup for kick-off (see chapter [3.3]).

When the second half is finished, the game is over.

## 4.4 Control check

Control check determines whether the controlling team retains ball control or loses it to the passive team. To check for ball control the controlling team's die value (rolled in stage 2) is compared for the ball value.

If the die value is higher than the ball die value, the controlling team remains in control of the ball.

If the die value is lower than the ball die value, the passive team gains control of the ball. Passive team immediately becomes controlling team and vice versa.

If the modified value of controlling team's die equals the ball die value, a special event is rolled **immediately before solving the control check.**

### 4.4.1 Target area without passive team's player

If the passive team has no player in the target area and the controlling team has at least one player, then the controlling team passes the control check automatically and remains the ball control.

### 4.4.2 Playing to an empty area

The team which has the ball control after the check must move one player to the area if not yet have a player in that area. The team must choose to move its closest player to the target area. The team which started the turn as a passive team can move the second closest player if the goalkeeper is the closest player.

In both cases the player is moved at the ball movement stage, but this move is reduced from the number of moves the team is allowed to make at the player movement stage. The move does not limit the movement options.

### 4.4.3 Target area without controlling team's players

If the controlling team did not have any players in the target area before control check, but kept the ball control after control check, then the team must choose to move its closest player to the target area.

The player is moved according to the same rules than in the empty area.

### 4.4.4 Special events

If a special event occurred, the controlling team rolls two dice. See the Special Event Table to find out what happens.

**The event is recorded immediately and PT/CT effects affect for the team which is currently PT/CT, even the roles would change later on the turn.**

The controlling team remains the ball control after a special event, unless otherwise noted.

If a free kick is given to either team, the game continues according chapter [5.1] with a new setup.

## 4.5 Ball movement

The ball is moved to the target area and placed next to a controlling team player.

### 4.5.1 New ball die value

The ball die value is changed after the control check. The new value is the die roll value of the passive team.

*If the control check failed then the new ball value is the die result of the new passive team.*

### 4.5.2 Long pass

The value is increased by one for each area between the start and the target area, unless the control check was failed.

### 4.5.3 Start area without the passive team's player

One is reduced from the new ball value after a successful control check if the passive team has no players in the start area. **This reduction is not used in a free kick, a corner kick or a goal kick.**

### 4.5.4 Ball value adjusted over 6

If the ball value would be adjusted over 6, then the passive team gets the ball from the controlling team. The passive team comes immediately as a controlling team and vice versa. **Modifiers in 4.5.2 and 4.5.3 are applied simultaneously.**

The ball value is setup to the number of players of the new passive team in the area where the ball is. The maximum value for the ball is 4 even the passive team would have more than four players in the area.

If the new controlling team has no players in the target area, a player is moved according the same rules than in the empty area.

#### SPECIAL EVENT TABLE

2**	Injury roll for PT [5.6]. Red card test for CT with +2 modifier. If failed, then free kick for PT.
3	No moves for controlling team
4	Failed control check, ball remains in the start area.
5*	Free kick for PT. Yellow card for CT if target area fully in CT's side
6*	Free kick for PT. Yellow card for CT
7	Both team's action stages are skipped
8*	Free kick for CT. Yellow card for PT.
9*	Free kick for CT. Yellow card for PT if target area fully in PT's side
10	-1 for the ball value
11	No moves for passive team
12**	Injury roll for CT [5.6]. Red card test for PT with +2 modifier. If failed, then free kick for CT.

*\* The result is ignored if both teams do not have players in the target area (no new event is rolled)*

*\*\* Red card test and free kick are ignored if the non-injured team has no players in the target area.*

## 4.6 Teams' action stages

Each has its own "team action stage" in which the team can make a goal attempt, move players and make players substitutions.

The team which die result in the stage 2 was smaller plays first its action stage and then the team which die result was higher. If the dice results equals, then the passive team (at the beginning of the teams' action stages) plays first.

Team's action stage contains the following sequences, which must be played in the given order. Some of the sequences are optional and the team can choose to skip those.

1. Goal attempt (optional)
2. Player movements
3. Ball value adjustment
4. Player substitution (optional)

## 4.7 Goal attempt

The controlling team can attempt to score if it has the ball in any of the areas that are fully on the passive team's side of the pitch.

If the controlling team decides to try scoring a goal, the team rolls a die and adds the modifiers defined in the Goal Attempt Modifiers Table.

If the modified die value exceeds the current ball die value, the team scores a goal. The ball is moved to the centre circle and new team setups for kick-off are carried out according to the setup process rules in chapter [3.3]. The scoring team becomes the passive team.

If the modified die value equals the current ball die value, a corner kick occurs. See chapter [5.2].

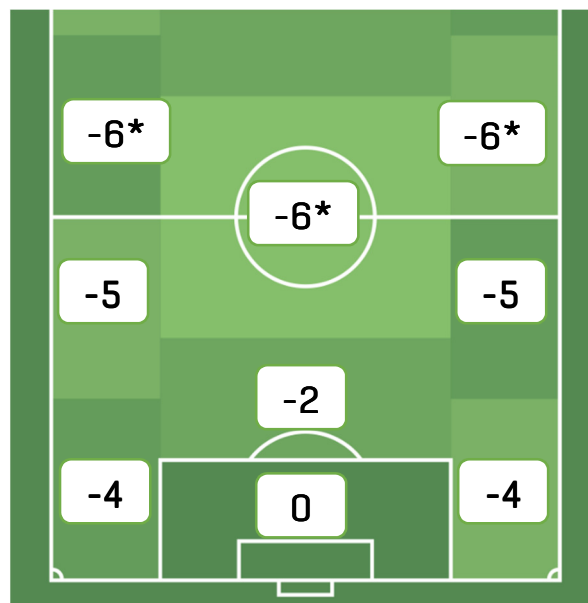
If the modified die value is lower than the current ball die value, the shot is a miss. The game continues with a goal kick. See the rules for goal kick in chapter [5.3]. The passive team becomes the controlling team and vice versa.

### 4.7.1 Difficult goal attempt

The team can attempt a goal even if the die result required to score is more than six. The team rolls a die according to goal attempt rules. If the result is 6, the team rolls again. The team scores a goal if the second die roll is higher than the area modifier for the goal attempt. If the die result equals to the area modifier, then game continues with a corner kick (for the controlling team). **Otherwise the shot is a miss, except if the first die result is 6 in which case a corner kick occurs.**

### 4.7.2 Goal keeper not in the penalty area

If the passive team's goal keeper is not in the penalty area then the goal attempt can be made also from any of the area touching the half away line.



\* Goal attempt can be only made if the goal keeper is not in the penalty area.

GOAL ATTEMPTS MODIFIER TABLE

+1	if the controlling team has more players than the passive team in the area where the ball is. (1) (2)
-1	if the passive team has more players than the controlling team in the area where the ball is. (1) (2)
+1	if the controlling team has more players than the passive team in the passive team's penalty area. (1) (3)
-1	if the passive team has more players than the controlling team in the passive team's penalty area. (1)
+4	if the passive team's goalkeeper is not in the penalty area.
-0/2/4/5/6	depending on the area where the ball is (see picture).
-1	Goal attempt from a free kick

(1) Passive team goalkeeper is not counted in.

(2) The modifier is not counted if the goal attempt is made from the penalty area.

(3) The players in offside positions are not counted

## 4.8 Player movements

The movement of players simulates how teams change positions according to their tactics, rather than movements of individual players.

The team has three different options for movement: defence movement, midfield movement or forward movement. The team must choose one (only one) option and make all moves according to the chosen option's rules.

### 4.8.1 Midfield movement

The team can move as many players as it has midfielders in its formation. The position of the players in the pitch does not affect if they can be moved or not.

Each of these players can be moved one area, i.e. to an area adjacent to the one they are currently on. The players can move only sideways/diagonally, not straight forward or straight backwards.

### 4.8.2 Forward movement

The team can move as many players as it has forwards in its formation.

A player can move only straight forward. No sideways movement is allowed. A player using forward movement can move more than one area in the same move, but must stop the move if it enters to an area where the opposing team has more players (before the moving player enters that area).

**A goalkeeper cannot move more than two areas.**

### 4.8.3 Defence movement

The team can move as many players as it has defenders in its formation.

A player can move only straight backward. No sideways movement is allowed. A player using defence movement can move more than one area in the same move, but must stop the move if it enters to an area where the opposing team has more players (before the moving player enters that area).

**A goalkeeper cannot move more than two areas.**

### 4.8.4 Movement restrictions for offside

A player cannot be moved to an offside position. The player can be moved to an area that is at least partly at the same level than the area where the opponent's second lowest player is (including the goalkeeper). This restriction does not apply if the player is moved straight backward.

### 4.8.5 Movement restrictions for the team moving last

The team which makes moves last cannot move more players than the first team moved. i.e. if the first team moved two players, then the second team cannot move more than two players.

The second team can always move at least one player.

Free movements are not counted.

### 4.8.6 Free movements

All players, except goalkeepers, that have not yet moved and are in an area touching either end of the pitch, can be moved one area straight away from that edge. These moves are carried out after the team has completed all of its ordinary moves (either defense, midfield or forward movement). A player using free movement cannot move to an area where the ball is.

### 4.8.7 Moving with ball

The ball can be moved one area with a moving player **once** in the movement stage if the player starts from an area where there are no opposing team's players.

**The player must move according to the chosen movement option.**

### 4.8.8 Controlling team's player with ball

The controlling team must always have at least one player in the same area with ball after the team has finished its moves.

### 4.8.9 Condition dice

Before the team makes moves, the team can choose to use a point from a condition die. The point must be used from the zone where the ball exists. i.e. if the ball is in the midfield zone, the point must be used from midfield condition die.

After the team has chosen the movement option (def – mid – for) then the team roll a die. The number of players team can move in the current turn is increased if the die result is higher than player number in the formation.

The minimum number of players the team can move is the number in the formation even the die score was lower.

The restrictions in chapter [4.8.5] are ignored if the team playing its stage last and uses a condition die point.

*Example: If the first team makes one move, and the other team uses a condition point and roll a 6, then the team can make up to 6 moves even the first team made only one.*

## 4.9 Ball value adjustment

After the team has finished its moves the ball value is adjusted according to the number of players in the same area with the ball.

*The ball value is adjusted once in each team's action stage (totally twice).*

If the controlling team has more players than the passive team in the same area with the ball, then the ball value is reduced by the difference of the players, but maximum by 2.

If the controlling team has less players than the passive team in the same area with the ball, then the ball value is increased by the difference of the players, but maximum by 2.

#### 4.9.1 Pressing

If the ball value would be adjusted over 6, then the passive team has managed to press the ball from the controlling team. The passive team comes immediately as a controlling team and vice versa. The new value for the ball is the number of the new passive team's players in the area where the ball exists. If the passive team has more than 4 players in that area, then the new ball value is 4.

### 4.10 PLAYER SUBSTITUTIONS

A team can perform a player substitution three times during a game. The substitutions are made at the end of the team's action stage.

When the team makes a substitution it can choose one of the following options:

- **Formation change**  
Change position of one player in its formation. The changes takes effect at the beginning of the next turn. \*
- **Remove one yellow card**  
*One of the player with yellow card is taken off from the pitch to avoid red card.*
- **Fresh player to the field**  
Roll two dice and multiply the result by 10. If the result is higher than current playing minute, then add two points to one of the team's condition dice. Otherwise add one point. \*\*

\* Formation change does not affect for the condition points

\*\* Condition points cannot be increased over 6 in any zone.

### 4.11 TIREDNESS TEST

In every turn when time is moved 5 or more minutes forward both teams must check if their players get tired. Both teams make own test.

The team rolls a die. The die result is multiplied by 10. If the result is higher or equals to the current minute of the game (after current turn stage 3) then team passes the test.

If the result is lower than the current minute, then the team must reduce one point from one of its condition dice. Then another die is rolled and multiplied by 10 and added to the previous result. Procedure is repeated until the sum is enough high to pass the test.

If there are no points left in the condition dice and team should reduce points then the team starts suffer tiredness, which affects to the end of the game.

*Example: The current game minute is 78 and teams must make tiredness test. The team rolls first 5, which would be 50 and not enough to pass the test. Team rolls another die and result is 3. So total dice score is 8 (5+3), which is 80 after multiplied by 10. The result is higher than 78 and team passes the test, but lost one point from its condition die.*

#### 4.11.1 Tiredness

Tiredness affects for movements. One players is reduced from each position in the formation (defender, midfielder, forwards). This reduction affects for maximum number of moves in chapter [4.8] including the minimum value in [4.8.9].

*Example: If team with 4-4-2 start suffer tiredness, then the formation would be 3-3-1.*

#### 4.11.1 Second failed tiredness test

If team fails later another test, then the tiredness effect is doubled. One more player (i.e. totally two) is reduced from each position of the formations. Later failed tests do not have effect anymore.

### 5.1 FREE KICK

The team awarded a free kick immediately becomes (or remains) the controlling team.

When a free kick occurs the ball is moved to the target area of the current turn. If the target area was the penalty area of the opposing team, a penalty kick is taken instead of free kick. See chapter [5.5]

**The ball die value is adjusted to 1.**

The teams carry out a new setup according to the setup rules in chapter [3.3] taking into account the free kick setup rules in chapter [5.1.1].

The controlling team can choose to continue the turn from stage 6 if the team decides to attempt to score a goal. If the team decides not to attempt this, a new turn starts.

In both options the starting area (where the free kick is given) is not counted in when calculating the modifiers.

The controlling team giving free kick can choose start area as a target area only if there are at least two players from the controlling team.

If the start area is chosen as target area the target area modifiers are applied as normally (even the area is not counted when calculating start area modifiers)

#### 5.1.1 Free kick setup rules

These free kick setup rules are used in addition to the setup process rules defined in chapter [3.3].

One player must be placed in the area where the free kick will be given. Others can be setup without restrictions.



The passive team must setup at least one player in an area that is closer to their own goal line than the area from which the free kick will be taken (if possible).

## 5.2 CORNER KICK

When a corner kick occurs, the teams carry out a new setup according to the setup rules in chapter [3.3] taking into account the corner kick setup rules in chapter [5.2.1].

The ball die value is adjusted to 1.

After the setup a new turn starts and the game continues at the stage 1.

The corner kick is given in the corner of the pitch, which is counted as a separate area. I.e. there are one area between the penalty area and the start area (where the corner kick is given).

### 5.2.1 Corner kick setup rules

These corner kick setup rules are used in addition to the setup process rules defined in chapter [3.3].

One player of the controlling team must be placed in corner to give the corner kick. Others can be setup without restrictions.

Once the corner kick is given (ball movement stage) the player who gave the kick is placed inside the pitch, in the area where the kick was given. The player continues the game normally.

## 5.3 GOAL KICK

Goal kick takes place in penalty area. The ball is placed there and the ball die value is adjusted to 1.

After this the turn continues normally. The starting area (penalty area) is not counted in when calculating the modifiers for the control check.

The opposing team's players are not allowed to disturb the goalkeeper.

The team giving the goal kick may choose to give it slow. If the kick is given slowly, one extra player movement stage is carried out for both teams at the beginning of the turn. The controlling team moves first.

## 5.4 YELLOW AND RED CARDS

If a team gets a yellow card and already has one or more before, the team must roll a die. If the die roll result is lower than the number of yellow cards team has (including the latest one), one of these will be considered a red card. The team must immediately remove one player from the game.

Red cards have no effect on formations, as selected in chapter 3.1.

## 5.5 PENALTY KICK

When a penalty kick occurs, the teams carry out a new setup according to the setup rules in chapter

[3.3] taking into account the penalty kick setup rules in chapter [5.5.1].

### 5.5.1 Penalty kick setup

The team taking the penalty kick (controlling team) sets up the ball and one player on the penalty spot. The passive team sets up the goalkeeper to the goal line.

No other players can be placed or moved into the passive team penalty area.

### 5.5.2 Shooting a penalty kick

The goalkeeper hides a die behind the hand and secretly chooses option for the goalkeeper:

- 1: Goalkeeper will guess to left
- 2-5: No guess
- 6: Goalkeeper will guess to right

After the goalkeeper has made the decision, the shooting player chooses and announces the target: left, middle or right.

The goalkeeper reveals the die. The shooting player rolls a die to check if the penalty is successful. A goal is scored if the die result is the same or higher than the value shown in the table.

If the penalty kick fails, the game continues with a goal kick. The passive team becomes the controlling team immediately after the failed penalty kick.

		REQUIRED DIE RESULT FOR A GOAL		
		Goalkeeper		
		Guess to left	No Guess	Guess to right
Shooting player	Kick to left	2+	2+	6
	Kick to middle	1+	6	1+
	Kick to Right	6	2+	2+

Example: Heidi's team gets a penalty kick. Otto decides his goalkeeper will guess to left and secretly choose 1 for the die. Then Heidi announces her player will shoot to left. According to the table she needs to roll 2+ (2, 3, 4, 5 or 6) to score. She rolls 1, failing the penalty kick. Otto's team becomes controlling team and the game continues with a goal kick.

## **5.6. Injuries**

If the team suffers an injury it must remove immediately one player from the game and it must make an injury roll, D6, with following effects:

**1:** The player returns the game at the beginning of the next turn's movement stage. The player is placed to the area with the centre circle.

**2:** The player is off from the game next turn. Then it returns the game at the beginning of the following turn's movement stage. The player is placed to the area with the centre circle.

**3:** The player is off from the game two following turns. Then it returns the game at the beginning of the following turn's movement stage. The player is placed to the area with the centre circle.

**4-6:** The player cannot return to game. The team can choose to make immediately a player substitution after the injury roll unless the team has already spent the three substitutions.