

FUBA WORLD CUP 2017 RULE MODIFICATIONS

GAME RULE MODIFICATIONS

The following modifications apply for the rulebook version 2.0. The aim of these modifications is, once again, improve the game, simplify the rules in those parts where it is possible and add more details to those parts which requires.

Order of action stages

The team which have more players in the target area will play first action stage. If equals, then the passive team takes first action stage. The player numbers are counted at the beginning of the turn, except the special event results are taken account.

Sequences of action stages:

Instead playing all sequences in an actions stages, a team chooses to play two of the sequences (move players, adjust ball value, goal attempt, pressing or players substitution). Rest of the sequences are ignores. The order of the sequences is free, but team must play both sequences. The first action (sequence) is played normally, but the second sequence is called secondary action and gets following disadvantages:

- Pressing: +1 for pressing die roll result
- Movement: -1 for number of moves
- Ball value adjustment: -1 for the number of the team's players in the area.
- Goal attempt: -1 die roll modifier for goal attempts

Condition points

Condition points cannot be used to their original purpose, but can be used to give one of the following advantages:

- Movement: +1 for number of moves. The bonus move can be different type than the chosen movement type.
- Ball value adjustment: +1 for the number of the team's players in the area.
- Pressing: -1 for a pressing die roll result

The condition point must be used from the same zone than the target area. The use of condition point must be announced before the action is made.

Aggressive pressing

The team can choose to make aggressive pressing when making a pressing action. To make an aggressive pressing action team must spend one condition point. Instead roll one die, team can roll two dice and discard higher one. If the pressing still fails, the opponent is awarded by a free kick and the pressing team rolls for yellow card.

Pressing

If the area with ball contains more controlling team's players than passive team's, then the pressing action must be aggressive pressing.

Advanced free kick

If a free kick is awarded an area which is at least partly in the new controlling team's side of the pitch, then it is counted as a "quick free kick". The controlling team may make immediately as many moves as wanted and combine all movement types. Then the passive team can make up to as many movements as the controlling team made. After the movements game continues with a free kick.

Advanced Off side

The existing offside rules apply with following additions:

If a target area contains a controlling team and that area is closer to the opponent edge of the pitch and partly in same level than the area where the opponent team's second lowest players is, then a control check fails if the die score is lower or equals the number of the passive team players in area(s) where the second lowest player exists the lowest area (i.e. "half offside position"). The number of players is limited by the number of defenders in the formations (i.e. if the team players with 3-4-3 and have four player such on area, only three players are counted for advanced offside rule). The advanced offside rules applies even the control check would otherwise succeeded automatically.

Goalkeeper effects

Goal keeper is counted as one player always (including the goal attempt modifiers).

Player movements in ball movement sequence

The players moved in the ball movement sequence are not reduced anymore the number of moves available at an action stage.

Free movements

Free movements are done at the end of action stage. Those can be done even the team did not choose movement action. The players moved by free movement does not "block" opponent defence or forward moves in the same turn.

PLAYERS MISSED NEXT MATCH

Reduce one condition point for next match in any following applies. The team can choose where the point is reduced.

- Team got at least one red card last match
- If the team got at least one yellow card, roll two dice. If the result is lower or equals the number of yellow cards team has got before the previous match, then one condition point is reduced for the next match.
- If the team got injury during the match, roll a die. With result 1 or 2, one condition point is reduced for next match.

PRIMARY FORMATION

Each team must choose a primary formation before the tournament. If a team starts a match with another formation, it must reduce one condition point at the beginning of the match. The team can choose where the point is reduced.

SKILLS

Each team can choose two skills to the tournament. At the beginning of a match team choose one of those to use for the game. The chosen skill is kept secret from the opponent until used first time. The first use is free, but after the skill is revealed it cost one condition point use it. The condition point is reduced from the target area zone.

Trained formation change	A team can change position of two players in the formation at the end of its action stage. This can be used only once per game.
Wide player material	Each time a team makes a player substitutions to change fresh player to the pitch, reduce 2 from dice result which determines number of condition points. The use of this card does not require to use condition points.
High condition	Instead a normal movement action, a team roll a die and can make as many moves as the die result. All moves can be any type (defence - midfield - forward).
Off side trap	An opponent team must make offside check if the target contains its players and also a second lowest player of the defending team.
Short passes	If the target area is in the midfield then the controlling team can reduce one from the ball value after its movement action if the chosen movement type was midfield and the opponent has not more players in the target area.
Fanatic fans	At the beginning of the team's actions stage, roll a die: 1: Add one for ball value (only if PT) 2: +1 modifier for pressing roll 3: Team can make three actions 4: Reduce 1 from ball value (only if CT) 5: +2 moves (any type) 6: +1 modifier for goal attempts
Sweeper keeper	If the target area is in the defence zone of the passive team and the controlling team has no players there at the beginning of the turn, then the passive team goal keeper can move that area (or stay in that area) if it is an adjacent area. The move is free and done at the beginning of the action stage. The passive team then gets -2 modifier for pressing roll.
Creative goal keeper	When a controlling team start area is its penalty area and its goal keeper is in that area the number of movements the opponent team can make in the next action stage is reduced by two.
Skilled goal keeper	An opponent must use two dice for a goal attempt. The highest result is ignore. For difficult goal attempts the two dice are used for first roll. The use of this ability costs 3 condition points after first use.
Tackle	A passive team may roll two dice for pressing in its defence zone. If the dice equals the opponent will get a free kick and the passive team must roll for a yellow card.

Stopper	The passive team player is counted as three players in a target area in a defence zone during the opponent actions.
Skilled fullbacks	After successful pressing action in the defence zone, a new controlling team can choose to move the ball up to two areas. Add +1 for ball value is area moved.
Doubling	The passive team can increase ball value by 1 (but not beyond 6) if after movement action it has more players in the target area than the controlling team and the target area is its defence zone.
Dribbling	A controlling team can move the ball one area with a player if the area where the move starts contains more controlling team players than passive team players and the area where to move contains no passive team players.
Midfield pressing	A passive team may roll two dice for pressing in the midfield zone. If the dice equals the opponent will get a free kick and the passive team must roll for a yellow card.
Attacking midfield	A controlling team midfield moves can be also one area directly forward instead of sideways moves.
Creative midfielder	If a controlling team has ball in the area containing the centre circle it can choose to move the ball to an adjacent area as on action.
Midfield general	If the target area is in the midfield zone, then a team can choose to change order of action stages. The use of this ability costs 2 condition points after first use.
Actor	When an opponent must roll for yellow or red card, they must roll two dice instead of one. The actor can choose which one to discard. If the dice equals, the original event will be ignored and the actor will get yellow card instead and the opponent will continue with a free kick.
Goal poacher	If the target area is in the penalty area and the team has a player there, it can choose to change the order of the action stages. The team must make a goal attempt as its first action then. The use of this ability costs 3 condition points after first use. Controlling team only
Clinical finisher	+1 modifier for goal attempts in the box. The use of this ability costs 2 condition points after first use.
Target man	The controlling team player is counted as three players in a target area in an attacking zone during the opponent actions.