FUBA RULEBOOK

15.07.2018

2.1 VERSION

Introduction

FUBA is a board game, which simulates football matches from a tactical view. The game includes its most important details. The players take roles of the head coaches and thus the game focus is in the team formations and their ability to move in the pitch rather than individual player details.

FUBA is played in turns, with an average of 20 turns per each half. The player controlling the ball chooses the action his team will go for, then both players roll the dice to see the outcome. After this, both teams performs actions for example move their team according to the formations they have chosen. There is always a small chance of random events such as an injuries, cards etc.

The game board is divided in 13 large areas rather than many little squares. This makes game faster and also realistic from the head coach view, which can give general instruction players' role and positions in the game, but not control exact movements during the game. For same reason the player pieces are not numbered. The moves does not simulate a move of a certain player, but a team's ability to move and react in the pitch in chosen formation.

The first version of FUBA was published 2013 which after the rules has been modified according the feedback. The game development will continue also in future if something need to be fixed to improve the game or playing balance. Thanks for all players who has send feedback and comments to help develop the game better.

Components

Ball die
The ball die is a round die with numbers from 1 to 6. The number on the top shows how well the controlling team controls the ball. The lower the number, the better the ball control: 1 is excellent, 6 is poor

Game board
The game board (rubber mat) is divided into 13 areas, 4 on each side and 5 in the middle. Each area has a slightly different colour. The centre area with the centre circle counts as one large area, despite the half way line. Also the penalty area counts as one area including the goal area.

Teams
The game contains two teams. Both teams have 10 players and one goalkeeper.

In advanced rules both team have also 3 substitute players and 10 condition point markers.

Referees

The game contains three referees: one to mark game time, two to keep track of the score.

Dice
The game contains two ordinary six-sided dice.

Cards
The game contains 16+1 cards. Both teams have 8 formation cards that are used to choose formation for the team. The backside of these cards is yellow so can also be used as yellow cards. The red card is only for fun, and can be shown to the opponent in case a red card occurs.

1.0 TERMS

1.1 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.

1.2 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 reversed immediately a team loses ball control to the opponent. The team in control of the ball immediately becomes the "controlling team".

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

1.3.1 Midfield zone
The midfield zone contains the five areas touching the halfway line.

1.3.2 Attack zone
The attack zone contains the four areas which are on the opponent's side of the pitch and do not touch the halfway line. The attack zone is also the opponent's defence zone.

1.3.3 Defence zone
The defence zone contains the four areas which are on the team's own side of the pitch and do not touch the halfway line. The defence zone is also the opponent's attack zone.

1.4 Goal line
The goal lines are the edge lines in the shorter edge of the pitch from the corner to the corner (not just inside a goal).

1.5 Half way line
The half way line is the line which goes through the centre circle and splits the pitch into two halves.

2. TEAM PREPARATIONS

Before the match begins both teams must choose a formation for the game. The formations are basic three line formations (defence – midfield – forwards). Teams can also choose to use optional rules for advanced formations.

2.1 Selecting the formations

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

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

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, secretly write this formation down on a piece of paper. (The total number of outfield players must still be 10.)

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

2.1.1 Formation changes in the half time

In the half time teams can change position of one player in their formation.

3. MATCH PREPARATION

Before play begins the gaming mat has to be set up. The teams roll a die to determine who will start with the ball. Then referees, players and ball are placed on the pitch.

3.1 Deciding who kicks-off

Both teams roll a die. The team with the higher result chooses which team will start with the ball. The team starting with the ball is the controlling team.

3.2 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 has set up its players the controlling team is allowed to adjust their starting position by moving 0-2 players up to one area from their initial starting area (i.e. they can be moved to any area adjacent to that which they are currently in). The player's new position must still fill the setup rules.

The selected formation (4-4-2 etc.,) does not affect the way players initially set their team up for kick off.

3.2.1 Kick-off setup rules

These rules are used in addition to the setup process defined in chapter [3.2].

Kick-off takes place at the beginning of each half and after each goal. The controlling team must place two players in the middle area (the centre circle). Other outfield players can be set up in any area that is at least partly in the team's half of the field of play. The goalkeeper is placed in the team's penalty area.

The passive team's players can be placed in any area that is at least partly in that team's half of the field of play. Their goalkeeper is, again, placed in the team's penalty area.

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

3.3 Referee (time marker) setup

One referee is set up on square 1 of the time track (and 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 required markers

Depending the advanced rules used in the match, both teams setup the required markers as substitution player markers and condition point markers. See advanced rules A2 and A3.

Example: Match preparations
Heidi and Otto begins the game. Both roll a die. Heidi gets 5 and Otto 3. Thus Heidi decides who will start as a controlling team. She choose to start as a controlling team and thus Otto's team starts as passive team. (In second half Otto will then start as a controlling team).

Heidi must setup her team's players first. She setups four players to the middle area, which is more than required minimum one. Full setup is shown below. Then Heidi announce she is ready and then Otto must setup his team. After Otto's setup is ready, then Heidi has chance to move two players. She choose to move two players from centre to strengthen the side, because her plan is start the game by playing the ball to that side are.

After teams are ready, then the referees are setup. One for each goal track to mark the number of goals. The third referee is setup to the time track square.

Also condition point markers and player substitution markers are setup to their own tracks in the cards.

4. GAME TURN

Just like a real football match, the game is divided into two halves. Each half contains approximately 20 turns, though the exact number varies. Each turn represents 1 to 6 minutes of game time. Each half lasts for a minimum of 45 minutes.

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

TURN ORDER TABLE	
1	Controlling team chooses and move the ball to the target area.
2	Ball value modifications
3	Dice rolling
4	Time adjusted
5	Control check + new ball value
6	Team A stage * - Goal attempt (optional) - Player movement - Ball value adjustment - Player substitution (optional)
7	Team B stage * - Goal attempt (optional) - Player movement - Ball value adjustment - Player substitution (optional)

* The teams, A and B, are determined separately in each 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 to play the ball into. The chosen area can be any area where the team has a player or an area adjacent to such an area.

The team can also play the ball within the same area as it is currently located.

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

The controlling team cannot choose a target area where it has a player in an offside position or where it has no players and all its players in adjacent areas are in offside positions in accordance with chapter 4.1.1.

4.1.1 Offside
A controlling team's player is in an offside position if it is in the passive player's half of the field (not including the centre circle) and in an area that is closer to the opposing team's goal line than the area in which the passive team's second closest player to that goal line (including the goalkeeper) is located. The controlling team's players are not offside if they are in an area that is at least partly at the same level as the area in which the passive team's second

closest player is. Neither the players are offside if those are in an area at least partly at the same level as, or closer to, their own goal line than the start area containing the ball.

The offside rule does not apply when:

- a goal kick is taken
- a corner kick is taken

4.1.2 Difficult situation
If the ball value is 6 then the target area can be chosen only among the area where the ball exists or adjacent areas.

4.1.3 Ball movement and value modification
After the controlling team has chosen a legal area to play the ball, the ball is moved into that area. The ball value is modified in the following cases and in the following order.

4.1.3.1 Target area without a 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 ball value is adjusted to 1.

4.1.3.2. Advanced off-side
See advanced rule A7.

4.1.3.3. Start area without a passive team's player
One is reduced from the ball value if the passive team has no players in the ball starting area. This reduction is not used when a free kick, corner kick or a goal kick is taken.

4.1.3.4 Long pass
The value is increased by one for each area between the area where the ball starts and the target area. If the value would be adjusted over 6, then the ball movement is illegal and the controlling team must choose another target area.

A long pass modifier is ignored if the ball is moved through one area and that area contains at least twice as many players of the controlling team players than the passive has in that area. The controlling team can choose the path of the ball (the area which the ball is moved through).

4.2 Dice rolling
Both teams roll a die (D6). Players must remember these results throughout the entire length of the turn because they are used during other of 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' dice scores.

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

If the dice difference was 0 the time marker is moved equal to the thrown die score (one die, not both). I.e. if the dice result was 3-3, then time is moved 3 squares forward.

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

4.3.1 Stoppage time
During stoppage time the time marker is moved only one square per turn. If the dice difference in stage 2 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.

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

4.3.2 End of the half
When the first half is finished, the second half starts. The team that started the first half as the controlling team now starts as the passive team and vice versa. 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
The 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 to that of the current 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, possession is turned over and the passive team gains control of the ball. The passive team immediately becomes the controlling team and vice versa.

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

4.4.2 Target area without the controlling team's players
If after the control check the team with the ball control does not have any players in the target area it must move its closest player to the target area.

The team which started the turn as a passive team, but got the ball control, can choose to move their second closest player if the goalkeeper is currently the closest player.

The player is moved at the ball movement stage, but this move is **not** deducted from the number of moves the team is allowed to make at the player movement stage. The move does not otherwise limit movement options.

4.4.43 Special events
If a special event occurs, both teams roll a die.

The passive team's die value is subtracted from the controlling team's die value and the special event occurs according to the special event table.

SPECIAL EVENT TABLE	
-5	Two free movements for the passive team immediately after the ball movement
-4	Failed control check, ball remains in the start area
-3	One free movement for the passive team immediately after the ball movement
-2	+1 for ball value after the new value setup
-1	Free kick for CT. PT must roll for a yellow card
0	Both team's action stages are skipped
	If the target area was a corner area, then a corner kick occurs (awarded to the team for whom the zone is the attack zone).
	If the die scores were 1 or 2 then add one condition point to both teams (in the zone where the target area is).
	If the die scores were 6, both teams suffer an injury, see chapter [A.4]
1	Free kick for PT. CT must roll for a yellow card
2	-1 for ball value after the new value setup
3	One free movement for the controlling team immediately after the ball movement
4	-2 for ball value after the new value setup
5	The passive team may not choose defence movement option this turn

The event is recorded immediately and all PT/CT effects affect the team which is currently the PT/CT, even if these roles change later in the turn.

The controlling team retains 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.

The team rolling for a yellow card must roll a die to determine the result:

1-2:	No card
3:	Yellow card if the target area is at
least	partly on that team's side of the pitch.
4-5:	Yellow card
6:	Yellow card, +1 for the red card test; opponent suffers an injury, see [5.6]

If the team gets a yellow card and already have at least one yellow card or if the yellow card test result was 6, then the team must also roll for red card, see chapter [5.3].

4.5 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 (rolled in stage 2).

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

4.6 Teams' action stages

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

The team which has higher number of players in the target area takes the first action stage. If the player numbers in the target area equals, then the passive team takes the first action stage. The player numbers are counted at the beginning of the turn, expect the special event results are taken account.

After the first team has finished its action stage, then the second team plays its action stage.

A team must choose to play exactly two actions in an action stage. The two actions cannot be same, but must be different type.

- Players movement
- Ball value adjustment
- Pressing (only passive team)
- Goal attempt (only controlling team)
- Players substitution (advanced rule)

The first action is played normally, but the second action is called as a secondary action and gets following disadvantages:

- Pressing: +1 modifier for pressing die roll result (but not for new ball value)
- Movement: -1 for number of moves
- Ball value adjustment: -1 modifier for the number of the team's players in the area.
- Goal attempt: -1 die roll modifier for goal attempts

The disadvantages for second actions simulate the opponent team ability to react for the events and thus make the second action less effective than the first action.

4.7 Goal attempt

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

If the controlling team decides to try to score 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 was one less than the current ball value and the controlling team has at least one player in the penalty area, a rebound occurs. See chapter [4.7.3].

Otherwise the shot is a miss. The game continues with a goal kick. See the rules for goal kicks 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 the 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 second die result equals the area modifier, then a corner kick occurs. Otherwise the shot is a miss.

4.7.2 Goalkeeper not in the penalty area

If the passive team's goalkeeper is not in the penalty area then a goal attempt can also additionally be made from any of the areas touching the halfway line.

* A goal attempt can only be made from these areas if the goalkeeper is not in the penalty area.

GOAL ATTEMPT MODIFIERS TABLE	
+1	if the controlling team has more players than the passive team in the area from where the attempt is made. (1)
-1	if the passive team has more players than the controlling team in the area from where the attempt is made. (1)
+1	if the controlling team has more players than the passive team in the passive team's penalty area. (2)
-1	if the passive team has more players than the controlling team in the passive team's penalty area.
+4	if the passive team's goalkeeper is not in the penalty area.
-0/2/4/5/6	depending on the area where the goal attempt is made from (see picture).

-1	Goal attempt from a free kick

(1) The modifier is not counted if the goal attempt is made from the penalty area.
(2) Players in offside positions are not counted in the calculation.

4.7.3 Rebound

When a rebound occurs both teams roll a die and add the number of their players in the penalty area where the rebound occurs (the passive team's goalkeeper is not counted for the purposes of this calculation). If the controlling team's result was higher the team scores a goal. If the result was equal, a corner occurs. If the passive team's result is higher, then the passive team regains possession of the ball control and immediately becomes the new controlling team. The new ball value is the die score the new passive player rolled for their rebound roll.

4.8 Player movement

The movement of players simulates how teams change positions according to the tactics they operate, rather than the actual 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.

A same player piece cannot be moved twice during the game turn.

4.8.1 Midfield movement

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

Each of these players can be moved one area, i.e. to an area adjacent to the one they are currently in. The players can however only move sideways or diagonally, not straight forward towards the opposition goal line or straight backwards towards their own goal line.

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 or diagonal 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 an area where the opposing team has more players (before the moving player enters that area).

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 backwards. No sideways or diagonal 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 an area where the opposing team has more players (before the moving player enters that area).

4.8.4 Goalkeeper movement

A goalkeeper can be moved like any other player, but it cannot move more than two areas if it is using forward or defence movement.

4.8.5 Movement restrictions for offside

A player cannot be moved into an offside position. A player can be moved into an area that is at least partly at the same level as the area where the opponent's second closest player (including the goalkeeper) to their own goal line is located. This restriction does not apply if the player is moved straight backward.

4.8.7 Free movements

All players, except goalkeepers, that have not yet moved and are in an area touching either goal line, can be moved at the end of the action stage straight forward/backward one area away from the goal line even the team did not choose a movement action. These moves are carried out after the team has completed all of its actions. A player using this free movement cannot however move to an area where the ball is currently located.

A goal keeper adjacent own penalty area can move back to the penalty area.

The players moved by free movement does not "block" opponent defence or forward moves in the same turn.

4.8.8 Moving with ball

The ball can be moved (dribbled) with a moving player from one area to an adjacent area once in the movement stage, but only if this movement starts from an area where there are no passive team players.

The dribbling player can move only one area even it performs forward of defence movement.

4.8.9 Controlling team's player with ball

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

4.9 Ball value adjustment

A ball value adjustment action simulates a situation where the ball is played with short passes when defending team does not try aggressively to take ball off. Either the controlling team can improve its position (when ball value drops) or its space is reduced for further option (ball value goes higher)

The ball value is adjusted in accordance with the number of players in the same area where the ball is located.

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

If the controlling team has fewer players than the passive team in the area with the ball, then the ball value is increased by the difference between the number of players, but only by a maximum of 2.

4.10 Pressing

A pressing action simulates a situation where the defending team tries to get ball control quickly off from the opponent. If the pressing fails the controlling team usually can take advantage from it.

The passive team may perform a pressing action if it has at least equal number of players than the controlling team in the area where the ball exists. In a pressing action the team roll a die. If the die value is lower than the ball value, then the team gets the ball control and becomes as a controlling team. The die value (rolled for the pressing) becomes then a new ball value.

If the die value is higher than the ball value, then the pressing is failed and the ball value is reduced by two.

5 SPECIAL SITUATIONS

5.1 FREE KICK

The team awarded a free kick immediately becomes (if it is not already) the controlling team.

When a free kick occurs the ball is moved to the *target* area of the current turn and the ball value is adjusted to 1. If the target area was the passive team's penalty area a penalty kick is awarded instead of a free kick. See chapter [5.5]

The teams then carry out a new setup procedure in accordance with the setup rules in chapter [3.2] and taking into account the specific free kick setup rules in chapter [5.1.1].

The controlling team can choose to continue the turn from stage 6 if they decide to make a goal attempt, in which case that team takes first action stage and the goal attempt must be the first action.

If the team decides not to attempt a goal a new turn starts.

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

5.1.1 Free kick setup rules

These free kick setup rules are used in addition to the setup process rules outlined in chapter [3.2].

The controlling teams must place at least one player in the area where the free kick is awarded. All other players can be set up without restriction.

5.1.2 Quick 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" and no new setup is made. 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.

5.2 CORNER KICK

When a corner kick is awarded the teams carry out a new setup procedure in accordance with the setup rules in chapter [3.2] also taking into account the specific 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 from stage 1.

The corner kick is taken from the corner of the pitch, which, for the purposes of corner kicks only, is counted as a separate area. I.e. there is one area

between the penalty area and the start area (where the corner kick is taken from).

5.2.1 Corner kick setup rules

These corner kick setup rules are used in addition to the setup process rules defined in chapter [3.2].

One player from the controlling team must be placed in the corner to take the corner kick. All other players can be setup without restriction.

Once the corner kick is taken (at ball movement stage) the player who took the corner is no longer considered to be in the separate corner kick area. The player then continues the game normally.

5.3 GOAL KICK

A goal kick takes place from the penalty area. The ball is placed there and the ball die value is adjusted to 1. The rest of turn is played as normally before the goal kick is taken.

The passive team's players are not allowed to disturb or inhibit the goalkeeper and thus those cannot try to press the ball control off before the goal kick is taken. The controlling team cannot move the ball with a player [4.8.8].

After the turn is finished, the next turn begins normally by choosing a target area (for the goal kick). The order of action stages are determined normally according the previous turn moves.

5.3.1 Slow goal kick

The controlling team may choose to take a 'slow' goal kick. If this option is chosen the controlling team may make 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.

5.4 YELLOW AND RED CARDS

If a team receives a yellow card and has already had one previously in the game that team must roll a die. If the die roll result is lower than the number of yellow cards team currently has (including the latest one), the team receives a red card and must immediately remove one player from the game.

Two of the yellow cards will be changed (removed) into a red card, unless the die result was 1 in which case only one yellow card is discarded (direct red card).

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

5.5 PENALTY KICK

When a penalty kick is awarded, the teams carry out a new setup procedure in accordance with the setup rules in chapter [3.2] also taking into account the specific penalty kick setup rules in chapter [5.5.1].

5.5.1 Penalty kick setup

The team awarded the penalty kick (the controlling team) sets up the ball and one player on the penalty

spot. The passive team sets up the goalkeeper on the goal line.

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

5.5.2 Taking a penalty kick

The goalkeeper hides a die behind their hand and secretly chooses their option for the goalkeeper's dive:

1:            Goalkeeper will dive to his left
2-5:   No guess. Goalkeeper remains in the middle of the goal.
6:            Goalkeeper will dive to his right

After the passive player (goalkeeper) has made his decision, the controlling (shooting) player chooses his shooting spot: left, middle or right.

The goalkeeper then reveals the hidden die. The shooting player rolls a die to check whether 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 immediately becomes the controlling team after the failed penalty kick.

REQUIRED DIE RESULT FOR A GOAL

Shooting player		Goalkeeper		
		Guess to left	No Guess	Guess to right
	Kick to left	2+	2+	6
	Kick to middle	1+	6	1+
	Kick to Right	6	2+	2+

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

ADVANCED RULES

A1 ADVANCED FORMATIONS – PLAYERS ROLES

Teams can use more advanced formations by using the special player roles outlined in this chapter. Using these advanced formations has an effect on the number of condition points available per area (defence, midfield, forward).

Teams can specify their formations are using the following player types.

Attacking and defending midfielders
Teams can additionally specify their midfielders to be either attacking or defending midfielders.

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

For each defending midfielder one point is removed from the midfield condition and one point is added to the defence condition.

Attacking centre back
Teams can specify 0-1 defender as an attacking centre back. One point is removed from the defence condition and added to the midfield condition.

Withdrawn striker
Teams can specify 0-1 forward as a withdrawn striker. One point is removed from the forwards condition and added to the midfield condition.

Offensive wing backs
Teams can specify 0-2 defenders as offensive wing back(s). One point is removed from the defence condition and added to the forward condition for each offensive wing back designated.

> *Example: Selecting advanced formations*
> *Otto selects 4-5-1 formations, but wants strengthen forwards, so he chooses to use advanced formations and specifies 3 midfielders as attacking midfielders.*

A2 CONDITION POINTS & TIREDNESS

Condition points are used to mark the physical condition and tiredness of the team's different parts: defence, midfield and forwards. These points can be used during a match to increase the team's ability to move. Condition points are lost as your team tires during the course of the game, but a team can increase their number store of condition points by performing player substitutions.

Both teams have a set number of condition points allocated to each part of the formation: defence, midfield and forwards.

At the beginning of the match team has following number of condition points, which are marked on the condition point tracks:

- Defence condition points = number of defenders
- Midfield condition points = number of midfielders
- Forward condition points = number of forwards

> • *Example: Condition points*
> *Heidi has the 4-4-2 formation and thus her team has four defence condition points, four midfield condition points and two forward condition points.*
>
> • *Otto's 4-5-1 would have four defence condition points, five midfield condition points and one forward condition point, but as he specified three attacking midfielders, then three points are moved from midfield to forward. Thus his team has four defence condition points, two midfield condition points and four forward condition points.*

A2.1 Using a condition point
In a team action stage the team can choose to use condition points. A condition point can be used for following purposes to boost an action:

- **Move action**: +1 for number of moves. The extra move can be different type than the chosen movement type.
- **Ball value adjustment:** +1 modifier for the number of the team's players in the area.
- **Pressing:** -1 for a pressing die roll result (but not for ball value)

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. Only one condition point per action can be used to improve it.

A2.2 Tiredness test
If the time marker is moved 5 or more squares in a turn, then both teams must make a tiredness check to see if their players become fatigued. Each team makes their own tiredness test.

Each team rolls a die. The die result is multiplied by 10. If the result is higher or equal to the current game time, including the time adjustment for the current turn, then that team passes the tiredness test.

If the tiredness test is failed then the team loses one condition point and must roll another die. The die result is multiplied by 10 and added to the previous result. If the result is again lower than the current in game time, then a second condition point is lost and

the procedure is a repeated third time. A team can lose 0-3 points in one tiredness test.

The first point must be reduced from the zone (defence, midfield or forward) in which the target area is located unless there are already no points any longer available for that zone.

If a team runs out of condition points then that team starts suffer tiredness, which will affect the rest of the match even the team would recover some condition points.

Example: Tiredness test
It is currently the 78th minute of the game and the teams must take a tiredness test. The first team rolls a 5, which results in a result of 50 (5 multiplied by 10). This is not however enough to pass the test (79 is required). Therefore the team rolls another die and this time the result is 3. So the total dice score is now 8 (5 carried over from the first roll plus 3 from the second roll), which, after being multiplied by 10 comes to 80. The result is higher than 78 and team therefore passes the test, but one point is lost from its condition die for the area of the team concerned (defence, midfield or forward).

A2.3 Tiredness
Tiredness affects movement. One players is deducted from each position of the original formation (defender, midfielder, forwards). This reduction affects the maximum number of moves in chapter [4.8] including the minimum value in [4.8.9].

Example: Tiredness
If a team with a 4-4-2 starting formation suffers tiredness, then the effective formation in terms of the maximum number of players that could be moved would be reduced to 3-3-1.

A3 PLAYER SUBSTITUTIONS
A team can perform a player substitution up to three times during a game. Substitutions are made as an action. In a same action team can perform more than one player substitutions (the number of substitutions must be announced before first is made).

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

- **Formation change**
  The team can change the position of one player in its formation. These changes take effect at the beginning of the next turn. *
- **Remove one yellow card**
  One of the players with a yellow card is substituted in order to avoid a red card.
- **Fresh player introduced onto the field**
  The team rolls two dice and multiply the result by 10. If the result is higher than current game time, then the team gets one

condition point.. Otherwise the team gets two condition points. **

* A formation change does not affect the available number of condition points. If the change is done in the second half, then one condition point is added to the area where the formation is strengthened.

** Condition points cannot be increased above 6 in any zone.

A4 INJURIES
If a team suffers an injury it must immediately remove one player from the game and must make an injury roll. It rolls once die with following effects.

1: The player returns to the game at the beginning of the next turn's movement stage. The player is returned to the game in the area containing the centre circle.

2: The player is out of the game for the next turn. It then returns to the game at the beginning of the following turn's movement stage. The player is returned to the game in the area containing the centre circle.

3: The player is out of the game for the following two turns. It returns to the game at the beginning of the movement stage two turns thereafter. The player is returned to the game in the area containing the centre circle.

4+: The player cannot return to game. The team can choose immediately to make a player substitution after the injury roll unless the team has already made all three of their allowed substitutions. If the change is made in the second half the team gets one condition points, otherwise the substitution has no other effects.

A5 ADVANCED GOAL KEEPER
Goal keepers can have two positions in their own penalty area, inside or outside of the goal keeper's area (the inner rectangle in the penalty area). A goal keeper can freely change the position when the team makes movements if the goal keeper is not otherwise moved.

If a goal keeper is positioned in the goal keeper's area (inside the inner rectangle), then the normal rules apply.

If the goal keeper is outside of the goal keeper's area it will give -1 modifier for pressing die roll, but the opponent team will get +1 die roll modifier for goal attempts.

A6 AGGRESSIVE PRESSING
In an aggressive pressing the defending team plays hard, usually close or beyond the boundary of the rulebook, when it tries to get the ball control, for example performing a tackle.

An aggressive pressing can be used instead of a normal pressing and it can be used even the passive team has less players in the area with ball than the controlling team.

To make an aggressive pressing action team must spend one condition point from the zone where the ball exists.

If the controlling team has not at least two more players than the passive team in the area with the ball, then the passive team can roll two dice and discard higher one. Otherwise one die is used like in a normal pressing action.

If an aggressive pressing fails, the opponent is awarded by a free kick and the pressing team must roll for a yellow card.

A7 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 but partly in same level than the area where the opponent team's second lowest players is, then the ball value is increased (if lower) to equal to the number of the passive team players in an area(s) where the second lowest player exists.

The number of the 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).

A8 SKILLS
Team can choose equal number of skills for a match (recommendation 1-3). The chosen skills are 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. The use of this card does not require to use condition points.

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 (minimum the number of players in formation in the corresponding zone). 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.

This skill can be played after the opponent has chosen the target area.

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 had no players in that area 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.

This skill can be played at the beginning of the team's actions stages.

Creative goal keeper
If the controlling team's 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.

This skill can be played at the beginning of the turn.

Skilled goal keeper
The opponent must use two dice for a goal attempt. The highest result is ignored. For difficult goal attempts the two dice are used for first roll. The use of this skill costs 3 condition points.

This skill can be played when the opponent announce a goal attempt, but before the die is rolled for the attempt.

Tackle
The passive team may roll two dice for pressing (also for aggressive pressing) in its defence zone and discard the highest die result. If the pressing is aggressive and 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.

This skill can be played at the beginning of the opponent action stage.

Skilled fullbacks
After successful pressing action in the defence zone, a new controlling team can choose to move the ball up to two areas. The ball value is increased by one for each area moved.

Doubling
The passive team can increase ball value by 2 (but not beyond 6) if after its movement action it has more players in the target area than the controlling team and the target area is its defence zone.

This skill can be played at the end of the passive team's movement actions.

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
The passive team may roll two dice for pressing (also for aggressive pressing) in its midfield zone and discard the highest die result. If the pressing is aggressive and the dice equals the opponent will get a free kick and the passive team must roll for a yellow card.

Creative midfielder
If a controlling team has the ball in the area containing the centre circle it can choose to move the ball to an adjacent area as an action.

Crossing
If the start area is in the midfield zone and the target area contains a controlling team player the long pass modifier is ignored.

This skill can be played after the target area is chosen, but before the dice are thrown.

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.

This skill can be played at the end of the control check stage.

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 skill costs 3 condition points. Controlling team only.

This skill can be played at the end of the control check stage.

Clinical finisher
+1 modifier for goal attempts in the penalty area. The use of this skill costs 2 condition points.

This skill can be played before the goal attempt roll is made.

Target man
The controlling team player is counted as three players in a target area in an attacking zone during the opponent actions.

This skill can be played at the beginning of the opponent action stage.

COMPETITION RULES

C1 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.

C2 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.

C3 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.

C4 GAMING TIME

The gaming time in a competitions are recommend to setup to 2 hours.

If the game starts any reason 15 late from the schedule, then during the first half the time marker is moved one extra square in each time adjustment stage, except in the stoppage time.

If the first half is not finished in 1 hour, then immediately after 1 hour the time marker is moved one extra square in each time adjustment stage, except in the stoppage time.