



FUBA RULEBOOK

09.12.2018

2.2 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 17 turns per each half. The player controlling the ball chooses the action his team will go for, and then both players roll the dice to see the outcome. After this both teams perform 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 realistic from the head coach view, which can give general instruction to 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.

1 Game basics

1.1 Playing pieces

Ball

The ball is a round die with numbers from 1 to 6.

Game board

The game board represents a football field.

Two teams

Both teams have 10 outfield players and a goalkeeper.

In advanced rules both teams use also 3 substitute players and 10 condition point markers.

Three referees

One to mark game time, two to keep track of the scores.

Dice

Ordinary six-sided die/dice are used for all dice roll. Two dice are required to play.

Cards

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 as for yellow cards use. The red card is only for fun, and can be shown to the opponent in case a red card occurs.

1.2 Player and team

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

1.3 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. A new team in control of the ball immediately becomes the "controlling team".

1.3.1 Ball control

The value on top of the ball shows how well the controlling team controls the ball. The lower the number, the better the ball control: 1 is excellent, 6 is poor.

1.4 Playing area

The game board 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. The penalty area counts also as one area including the goal area.

1.4.1 Player pieces in the areas

The player pieces are located in the areas. There are no limit how many player pieces can be in any area, but if a team has more than six players in an area, **maximum six players** are taken into account when determining the number of the team's players in the area.

1.4.2 Half way line

The half way line is the line that goes through the centre circle and splits the pitch into two halves. The line does not cut the centre area into two different playing areas.

1.4.3 Goal lines

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 Playing zones

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

Midfield zone

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

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.

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.

2 TEAMS PREPARATION

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 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.

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.

2.2 Formation change 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. Referees and ball are placed on the pitch. The teams roll a die to determine who will start with the ball. After that players are placed.

3.1 Referee setup

One referee is set up on square "1st half" of the time track as a time marker (and on square "2nd half" in the second half). Two other referees are setup on the goal tracks as goal markers, on square 0 of each track.

3.2 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.

3.3 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 has set up its players, the controlling team is allowed to adjust their starting position by moving **up to two** players one area from their initial starting area (i.e. they can be moved to any area adjacent to that they are currently in). The player's new position must still fill the setup rules (see next chapter).

The selected formations (4-4-2 etc.) do not affect the way the teams have to set their players up for kick-off.

3.3.1 Kick-off setup rules

Kick-off takes place at the beginning of each half and after each goal. The ball is placed on the centre circle with 1 as the initial ball value.

The kick-off setup is done according the team setup process (chapter 3.3.) with the following additions.

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 playing field. 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. The goalkeeper is placed in the team's penalty area.

3.4 Substitution players and condition points

Depending the advanced rules used, both teams setup the required markers as substitution players and condition points. See advanced rules A1 and A3.

Example: Match preparations

First 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.

Heidi and Otto begins the game. Both roll a die. Heidi gets 5 and Otto 3. Heidi decides who will start as a controlling team. She chooses 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 puts four players into the middle area, which is more than required minimum of two. Then she puts two players into each of the side areas adjacent the middle area and the rest two players into the area in front of her team's penalty area. A goalkeeper is in penalty area.

After that Heidi announces she is ready and Otto may setup his team. When Otto's setup is ready, Heidi has chance to move two of her players. She chooses to move two players from centre to strengthen the left side, because her plan is start the game by playing the ball to that side area.

4 GAME TURN

Just like a real football match, the game is divided into two halves. Each half contains approximately 17 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 six stages which must be completed in the order shown below:

TURN ORDER TABLE IN 6 STAGES	
1	Controlling team chooses and move the ball into the target area.
2	Ball value modifications
3	Dice rolling + time adjustment
4	Control check + new ball value
5	Team A actions stage *
6	Team B actions stage *

* 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 4.3.3 "Stoppage time".

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

After the controlling team has chosen a legal area to play the ball, the ball is moved into that area.

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

4.1.1 Offside

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. See offside rules in chapter 5.1.

4.1.2 Difficult situation

If the ball value is 6, the target area can be chosen only among the areas where the ball exists and adjacent areas.

4.1.3 Target area too far

The controlling team cannot choose a target area where the ball value would be adjusted over 6 in stage 2 (because of a long pass in chapter 4.2.4).

4.2 Ball value modification

The ball value is modified in the following cases and in the following order:

4.2.1 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 in that area, the ball value is set to 1.

4.2.2 Offside risk

See advanced rule A7.

4.2.3 Start area without a passive team's player

One is reduced from the ball value if the passive team has no players in the start area.

This reduction is not used when a free kick, corner kick or a goal kick is taken.

4.2.4 Long pass

The ball value is increased by one for each area between the start and the target area. If the value would be adjusted over 6, the ball movement is illegal.

Passing through one area, see advanced rule A8.

4.3 Dice rolling and time adjustment

Both teams roll a die. Teams must remember the dice results throughout the entire length of the turn because they are used during other stages of the same turn.

Using extra dice after the initial dice rolling helps to save the initial dice results.

4.3.1 Time adjustment

The time marker is moved as many squares (minutes) forward as the difference of the teams' dice scores.

If the dice difference is zero the time marker is moved equal to the thrown die score (one die, not both).

Example: Time

Heidi rolls 4 and Otto rolls 2. The value difference is 2 so the time marker is moved 2 minutes forward.

Example 2: Time

Both Heidi and Otto rolls 4. The value difference is 0 so the time marker is moved 4 minutes forward.

4.3.2 Additional time adjustments

The time marker is moved one square forward at the beginning of each goal kick, free kick, corner kick and penalty shot. This rule does not affect during a stoppage time.

See advanced rule A9 for slow playing.

4.3.3 Stoppage time

A stoppage time begins when the time marker reaches the first stoppage time square. The marker stops there even if it should continue further according to the dice difference.

During the stoppage time the time marker is moved only one square per turn instead the dice difference, but if the difference is smaller than the current stoppage time (yellow number in the square where

the time marker stands), the half ends immediately. The rest of the turn is not played.

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

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.

4.3.4 End of the half

When the first half is finished, the second half starts. The team that started the first half as the passive team now starts as the controlling team and vice versa. Move the time marker referee to square "2nd half". Repeat the team setup for kick-off (in chapter 3.3.1).

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

4.4 Control check and new ball value

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 (in stage 3) is compared to that of the current ball value.

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

If the die value equals the ball value, a special event occurs and is defined immediately *before* solving the control check.

4.4.1 Special event

Both teams roll a die. The passive team's die value is subtracted from the controlling team's die value and the special event is determined according to the special event table.

Alternatively the advanced special event table in chapter A11 can be used.

The event is recorded immediately and all PT/CT effects affect the team that is **currently** the PT/CT, even if the roles are switched by the event. Unless otherwise noted, the controlling team retains ball control.

4.4.2 Target area without controlling team's player

After the control check, if the team with the ball control does not have a player in the target area, it must move its closest player (one of them) to the target area.

If the goalkeeper is currently the closest player and the control of the ball switched to the team that started the turn as a passive team, the second closest player may be chosen instead.

The player movement at this stage does not affect to the number and types of moves the team is allowed to make at the team's action stage.

SPECIAL EVENT TABLE

-5	Two free movements for the passive team immediately after the ball movement
-4	Failed pass. The ball is moved back into the start area. The control check fails and the passive team becomes the controlling team and vice versa.
-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 PT. CT 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). For corner kick, see chapter 5.3. If the die scores were 1 or 2, add one condition point to both teams (in the zone of the target area). If the die scores were 6, both teams suffer an injury. [Advanced rule A4]
1	Free kick for CT. PT 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	Two free movements for the passive team immediately after the ball movement

* For free kick and yellow card test, see chapters 5.2 and 5.6.

4.4.3 New ball value

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

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

4.5 Teams' action stages

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

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

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

4.5.1 Actions

A team must choose to play **exactly two actions** during its action stage. The two actions must be of different types. Actions to choose from are:

- Goal attempt (only controlling team)
- Players movement
- Ball value adjustment
- Pressing (only passive team)
- Player substitution(s) [advanced rule A3]

4.5.2 First and second action

Team's first action is played normally, but the second action gets following disadvantages:

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

At the end of team's action stage a team can make free movements as described in chapter 4.7.6.

The disadvantages for second action simulate the opponent team's ability to react for the events in the field and thus make the latter action less effective.

4.6 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 a goalkeeper is out of goal the goal attempt areas are extended, see chapter 4.6.3.

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 value, the team scores a goal. A new team setups for kick-off are carried out according to the rules in chapter 3.3.1. The scoring team becomes the passive team.

If the modified die value equals the current ball value, a corner kick occurs. See chapter 5.3.

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 as defined in chapter 4.6.1.

Otherwise, the shot is a miss. The game continues with a goal kick as defined in chapter 5.4. The passive team becomes the controlling team and vice versa.

4.6.1 Rebound

When a rebound occurs both teams roll a die and add the score to the number of their players in the penalty area. The passive team's **goalkeeper is not counted** for the number of players.

If the controlling team's result was higher the team scores a goal. If the results equals a corner kick occurs. If the passive team's result was 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 that the new passive team rolled for its rebound roll.

4.6.2 Difficult goal attempt

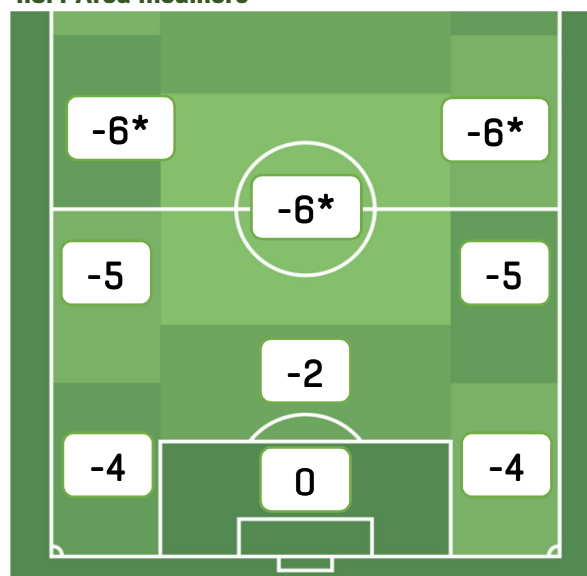
The team can attempt a goal even if the die result required to score is more than six.

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 and a goal kick occurs.

4.6.3 Goalkeeper not in the penalty area

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

4.6.4 Area modifiers



* 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	Area modifier depending on the area where the goal attempt is made from.
-1	Goal attempt from a free kick.

(1) The modifier is not counted if the goal attempt is made from the penalty area or a free kick.

(2) Players in offside positions are not counted.

4.7 Player movements

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

A team has three different options for movement: defence, midfield or forward. A team must choose one (only) option and make all moves according to the chosen option's rules. The position of the players on the pitch does not affect whether or not they can actually be moved with the chosen movement option.

A same player (piece) can be moved **only once** during a game turn. This applies also for players moved during the control check stage and free movements (chapter 4.7.6.)

4.7.1 Midfield movement

The team can move as many players as it has midfielders in its formation. Each of these players can be moved one area, i.e. to an area adjacent to the one they are currently in. Moves can be done:

- Sideways or diagonally
- Straight forward, if a player does not end up to an area, which is closer to the opposition goal line than the area where the ball is located.
- Straight backwards, if a player does not end up to an area, which is closer to the own goal line than the area where the ball is located.

A player using a midfield move cannot go above the ball when moving forward or below the ball when moving backward.

4.7.2 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).

Opposite players "block" moving players until both teams have equal number of players in the area.

4.7.3 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).

4.7.4 Goalkeeper's 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.

4.7.5 Movement restrictions for offside

A player cannot be moved into an offside position as defined in chapter 5.1. This restriction does not apply if the player is moved straight backward.

4.7.6 Free movements

All players that have not yet moved during a turn may make free movements; even the players of the team that did not use a movement action. The moves are carried out after the team has completed both of its actions.

A player, except goalkeeper, that are in an area touching either goal line, can be moved straight forward/backward one area away from the goal line.

A goalkeeper adjacent own penalty area can be moved into that penalty area.

A player using a free movement cannot however move into an area where the ball is currently located.

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

4.7.7 Dribbling

The ball can be moved (dribbled) with a moving player from one area to an adjacent area once in the movement action, but only if this move 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.

4.7.8 Ball controlling player

The controlling team must have at least one player in the same area as the ball.

4.8 Ball value adjustment

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

4.9 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 other 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.

The pressing team rolls a die. If the die value is lower than the ball value, the team gets the ball control and becomes a controlling team. The pressing die value becomes then a new ball value.

Otherwise the pressing fails. If the pressing die value exceeded the ball value, reduce the ball value by two. If the die value equals there are no effect for the ball value).

For aggressive pressing, see advanced rule A6.

5 SPECIAL SITUATIONS

5.1 Offside

A controlling team's player is in an offside position if it is in an area, which is **entirely** in the passive team's half of the field and that area is **closer** to the passive team's goal line than the area in which the passive team's second closest player is located. When defining the passive team's second closest player the goalkeeper is also taken into account.

A controlling team's player is **not** in an offside position if it is in an area, which is **at least partly** at the same level than the area in which the passive team's second closest player (including the goalkeeper) is located.

A player in the centre area with the centre circle is never in an offside position.

Neither a player is an offside position if it is in an area, which is at least partly at the same level than,

or closer to, team's own goal line than the start area with the ball.

The offside does not affect when passing towards the own goal line.

The offside rule does not apply when a goal kick or a corner kick is taken.

5.2 Free kick

A free kick takes place in the **target** area of the current turn. A team awarded a free kick immediately becomes (if not already) the controlling team and the ball value is set to 1. If the target area was the passive team's penalty area a penalty kick follows (See chapter 5.5.)

The teams carry out a new setup procedure taking also into account the specific free kick setup rules defined in next chapter.

5.2.1 Free kick setup

These rules are used in addition to the setup process rules outlined in chapter 3.3.

At least one player of the controlling team must be placed in the area from where the free kick is awarded. All other players can be set up without restriction.

5.2.2 Taking a free kick

The controlling team may choose to make a straight goal attempt in which case the turn continues from the team's action stage. The goal attempt must be the first action.

If the team decides not to attempt a goal a new turn starts from stage 1 (by choosing a target area).

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

5.2.3 Quick free kick

If a free kick is awarded in an area that is at least partly in the controlling team's side of the pitch, then it is counted as a "quick" 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, a new turn starts with a free kick.

A free kick in the centre area with the centre circle is always taken as a "quick free kick".

5.3 Corner kick

When a corner kick is awarded the teams carry out a new setup procedure taking also into account the specific corner kick setup rules in chapter 5.3.1.

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 adjacent the corner area.

For example, there is one area between the penalty area and the corner of the pitch from where the corner kick is taken.

5.3.1 Corner kick setup

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

A controlling team player and the ball are placed in the corner for the corner kick. All other players can be setup without restriction. The ball value is set to 1.

5.3.2 Taking a corner kick

After the setup, a new turn starts from stage 1.

Once the corner kick is taken the player who took the corner is no longer considered to be in the separate corner kick area after the control check stage. The player then continues the game normally.

5.4 Goal kick

When a goal kick occurs the rest of the turn is skipped. A goal kick takes place from the penalty area and the ball value is set to 1.

All players in that penalty area except the new controlling team's goal keeper are moved one area towards to the centre circle.

After the previous moves the controlling team may move as many players as wanted combining all movement types. Then the passive team may move up to minimum of four or as many players as the controlling team did combining all movement types.

After these movements a new turn begins from stage 1 (by choosing a target area for the goal kick).

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 3.3 taking also into account the specific penalty kick setup rules in next chapter.

5.5.1 Penalty kick setup

The team awarded a penalty kick (the controlling team) sets up the ball and a 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 passive team hides a goalkeeper behind their hand and secretly chooses their option for the goalkeeper's reaction:

- Goalkeeper will guess and dive to his left. Turn goalkeeper to lie on its left side.
- No guess. Leave goalkeeper in standing position in the middle of the goal.
- Goalkeeper will guess and dive to his right. Turn goalkeeper to lie on its right side.

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

The passive team then reveals the hidden goalkeeper. The shooting team rolls a die to check whether the kick 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 passive team immediately becomes the controlling team and the game continues with a goal kick (defined in chapter 5.4).

		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: Penalty kick

Heidi's team is awarded a penalty kick. Otto decides that his goalkeeper will dive to the left and secretly turns it to lie on its left side. 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.

5.6 Yellow and red cards

5.6.1 Yellow card test

A 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 and the red card test with +1 yellow card modifier; opponent suffers an injury [advanced rule A4]

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

5.6.2 Red card test

A team rolls a die. If the die roll result is lower than the number of the yellow cards team currently has

(including the latest one), the team receives a red card and must immediately remove one player from the game.

If a team receives a red card, two of the yellow cards will be changed (discarded) into a red card (meaning the 2nd yellow card to the same player), unless the die result was 1, in which case only one yellow card is discarded (meaning a direct red card to a player).

Red cards and player removes have no effect on the formations (selected in chapter 2.1.)

ADVANCED RULES

A1 Team's condition and tiredness

Condition points are used to mark the physical condition 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 act. Also condition points might be lost as your team gets more tired during the course of the game. A team can increase their number of condition points by performing player substitutions.

A1.2 Condition points

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 (in the previous example) three attacking midfielders, three points are moved from midfield to forward condition. Thus, his team has four defence, two midfield and four forward condition points.

A1.2 Using a condition point

In a team action stage a 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 a new ball value).

The condition point must be used from the same zone than the ball exists. 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.

A1.3 Tiredness test

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

If stoppage time starts before the time marker is moved 5 squares, tiredness will not take place.

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

If the tiredness test fails, 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 cumulative result does not still exceed the current game time, then a second condition point is lost and the procedure is repeated third time. A team can lose up to three points in one tiredness test.

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

If a team has no condition points left after a tiredness test then that team starts suffer tiredness, which will affect the rest of the match even the team would recover some condition points later on. For tiredness, see next chapter.

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. The total dice score is now 8, which, after being multiplied by 10 comes to 80. The result is higher than 78 and the first team therefore passes the test, but one point is lost from its condition from the formation area of the team concerned (defence, midfield or forward).

A1.4 Tiredness

Tiredness affects for a team's ability to move. One player is deducted **from each position** of the formation (defender, midfielder and forwards) when team is performing movements. The reduction affects also for the number of defenders in the formation available during advanced offside.

Tiredness does not affect the number of player pieces in the field.

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.

A2 Advanced formations – players' roles

Teams can use formations that are more advanced 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 by using the following player types:

Attacking and defending midfielders

Teams can 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 **one** 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 **one** 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 **up to two** 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 formation, but wants strengthen forwards, so he chooses to use advanced formations and specifies 3 midfielders as attacking midfielders. Otto's points in the midfield condition are decreased and points in the forward condition are increased by three.

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 several player substitutions but the number of substitutions must be announced before the first substitution is made.

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

Formation change

A team can change the position of one player in its formation. These changes take effect at the beginning of the next turn.

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

Substitution of the player with a yellow card

One of the players with a yellow card is substituted in order to avoid a red card. Remove one yellow card.

Fresh player introduced onto the field

A team rolls two dice and multiply the result by 10. If the result is higher than current game time, the team gets one condition point, otherwise the team gets two condition points.

By player substitutions, condition points cannot be increased above six in any zone nor the total number of condition points increased beyond 10.

A4 Injuries

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

- 1-4: The player is off from the match 1-4 min according the die result rolled for the injury. After the time has advanced at least the injury time the player returns to the game at the end of turn in the area containing the centre circle.
- 5-6: The player cannot return to the 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 substitution is made in the second half the team gets one condition point, otherwise the substitution has no other effects.

The injured player must be taken from the area where the ball exists or adjacent area. If there are no players the closest player must be taken. If a goal keeper is injured another player piece is chosen instead of the goal keeper, but the opponent gets +1 die roll modifier for all upcoming goal attempts.

A5 Advanced goalkeeper

When the controlling team has chosen the passive team's penalty area as a target area the defending goalkeeper in that area can choose to sweep. The passive team makes a decision to sweep (or not) after the controlling team's successful control check.

A goalkeeper cannot choose to sweep if the ball is played from the penalty area (i.e. the start area is the same area as the target area).

If decided to sweep, the passive team gets automatically the first action stage and -1 die roll modifier for the possible pressing action. The opponent the gets +2 die roll modifier for goal attempts on its action stage.

A6 Aggressive pressing

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

An aggressive pressing can be used instead of a normal pressing (defined in chapter 4.9). It can be

used even the passive team has less players in the area with the ball than the controlling team.

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

The team rolls two dice for the pressing and discards higher one unless the controlling team has at least twice as many players in the area than the passive team, in which case only one die is used like in a normal pressing action.

If an aggressive pressing fails, the opponent is awarded a free kick and the pressing team must roll for a yellow card. For those, see chapters 5.2 and 5.6.

A7 Advanced offside / offside risk

The existing offside rules in chapter 5.1 apply with following additions:

A controlling team's player is in an **offside risk** position if it is in a target area that is closer to the opponent edge of the pitch but partly in the same level than the area where the opponent team's second lowest player (including goalkeeper) is.

The ball value is increased (if lower) to equal to the number of the passive team's players in an area(s) where the second lowest player is located. The number of defenders in the formation limits the number of the players taken into account.

If the passive team plays with 3-4-3 formation and have four players such on area, only three players are counted for advanced offside rule.

A8 Passing through an area

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

A9 Slowing the game play

This advanced rule gives a team a chance to purposely slow their actions on the field.

When the time marker is moved one square forward at the beginning of a goal kick, free kick, corner kick or a penalty shot [chapter 4.3.2], the controlling team may choose to purposely to slow the game play.

The time marker is moved one square forward. The team rolls two dice and multiply the sum by 10. If the result is lower than current game time the team gets a yellow card for slowing the game on purposely, see chapter 5.6. The team must also make then the red card test.

A10 Skills

Teams 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.

When a team uses a first skill first time in a match it is free, but after that the player must spend conditions points to use a skill. The use of the skill requires one condition point unless otherwise noted. The condition point(s) is reduced from the target area zone.

Team skills	CP to use	Effect
Trained formation change	0	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 skill does not require to use condition points.
Wide player material	0	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 skill does not require to use condition points.
High condition	1	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).
Fanatic fans	1	At the beginning of either actions stage roll a new ball value.
Trained special event	1	+1 die roll modifier for a direct goal attempts from a free kicks or a goal attempts made as a first action after a corner kick.

Goal keepers	CP to use	Effect
Sweeper keeper	1	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	1	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.
Shot stopper	3	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.
Penalty shot saver	0	The opponent must roll two dice for a penalty shot and discard the highest one. No condition points require for the use.
Leading goal keeper	1	The opponent must use two dice for a goal attempt made directly from a free kick or at a corner kick given to the penalty area.

Defenders	CP to use	Effect
Tackle	1	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	1	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 full back	1	After successful pressing action in the defence zone, the 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.
Off side trap	1	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.

Midfielders	CP to use	Effect
Midfield general	2	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.
Creative midfielder	1	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.
Midfield pressing	1	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.
Crossing	1	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 dribbler	1	If the ball is in the midfield zone the controlling team can try to dribble the ball to the adjacent area. The team must roll a die and reduce the ball value from the die value. If the result is higher or equals to the number of opponent players in the area a CT player and the ball is moved to the adjacent area. Otherwise the opponent gets the ball and the new value will be the die value rolled for the dribbling. This skill can be played in the controlling team's actions stage.
Short passes	1	If the target area is in the midfield then the controlling team can reduce one from the ball value after a successful control check.

Forwards	CP to use	Effect
Target man	1	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.
Clinical finisher	2	+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.
Goal poacher	3	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.
Actor	1	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.
Dribbling attacker	1	If the ball is in the attack zone the controlling team can try to dribble the ball to the adjacent area. The team must roll a die and reduce the ball value from the die value. If the result is higher or equals to the number of opponent players in the area a CT player and the ball is moved to the adjacent area. Otherwise the opponent gets the ball and the new value will be the die value rolled for the dribbling. This skill can be played in the controlling teams actions stage.
Skilled attacker	1	If the controlling teams passes a control check and the die value was higher than the number of defenders in the target area the controlling team can reduce one from the new ball value.

A11 Advanced special events

Advanced special events make the game more narrative and gives more rare events for the match.

Instead of normal special events results the event is determined according the following table. The first number is the controlling team's die result and the second number the passive team's die result.

CT dice	PT dice	Event	Effect
1	1, 2	Good attack move	The controlling team can move one player immediately to an adjacent area. That player is not counted to be moved yet this turn and the new position is taken account when determining the order of the action stages.
1	3, 4	Good defence move	The passive team can move one player immediately to an adjacent area. That player is not counted to be moved yet this turn and the new position is taken account when determining the order of the action stages.
1	5, 6	Fast situation	Both players roll a die and add number of their condition points (in the zone where ball exists) to the die result. The team with a higher result can move two players immediately to an adjacent area. This player's new position is taken account when determining the order of the action stages.
2	1, 2	Ball bounces	Both players roll a die and add number of condition points (in the zone where ball exists) to the die result. The team with a higher result can modify the ball value +/-2.
2	3, 4	Good defence	+1 for ball value
2	5, 6	Good attack	-1 for ball value
3	1, 2	Defender's foul	The controlling team is awarded a free kick. The passive team must roll for a yellow card.
3	3, 4	Attacker's foul	The passive team is awarded a free kick. The controlling must roll for a yellow card
3	5	Defender's rude foul	The controlling team is awarded a free kick. The passive team gets a yellow card and must make a red card test with +1 modifier. The controlling team must roll for an injury.
3	6	Attacker's rude foul	The passive team is awarded a free kick. The controlling team gets a yellow card and must make a red card test with +1 modifier. The passive team must roll for an injury.
4	1, 2	Bored play	Both action stages are skipped.
4	3	Ball over the side edge line	Only if the target area touches either side edge line. Action stages are skipped. Both players roll a die and add number of condition points (in the zone where ball exists) to the die result. The team with a higher result gets the ball control with value 2.
4	4	Ball over the goal line	Only if the target area touches either goal line. Action stages are skipped. Both players roll a die and add number of condition points (in the zone where ball exists) to the die result. The team with a higher result gets a corner kick/goal kick.
4	5	Momentum	The controlling team can perform a third action. It can be same action than either of two previous and suffers the second action disadvantages.
4	6	Aggressive defence	The defending team can perform a third action. It can be same action than either of two previous and suffers the second action disadvantages.
5	1	High ball – head collision	Both players roll a die and add number of condition points (in the zone where ball exists) to the die result. The team with a higher result gets the ball control. Both team must roll for an injury. -1 modifier if the target area is not in the penalty box.
5	2	Failed opening	The control check fails. The ball remains in the start area.
5	3	Perfect pass	The controlling team can choose to change the target area to an adjacent area. The action stage order is still determined according the initial target area.
5	4	Behind the referee	The controlling team must roll for an injury
5	5	Streaking	Move the time D6 + 1 minutes forward.
5	6	Mis-positioned goal keeper	+2 for goal attempts this turn.

A12 Tournament rules

The following rules are recommend to use for tournaments, leagues and cups.

GAME TIME

The game time is 2 hours (1 hour per half). A controlling team should not choose target area longer than 30 sec. Also each team should try to play their action stage within 30 sec. These are not strict rules, but guidelines for fair play. The umpire of the tournament has option to give sanctions to a player who try to delay game purposely.

The blitz rules are used for the games which has not finished a first half after 1h 15min. The previous time limits are strict and recorded by a clock. If a controlling team has not yet chosen target area or the chosen target area is illegal, then target area will be the area where the ball is.

All games which are not yet finished are stopped after 2:15 min (+/- 5min random time). The games are finished immediately after "time" is announced. If dice is rolled before the announcement, then the result is resolved.

LATE ARRIVAL

A team which arrives over 10 min late to the game must discard 2 condition points. If a team delays over 20 min the opponent is awarded automatic win with score 3-0.

DICE THROWING

Dice should be rolled in the dice throwing areas. All dice rolled out from the area or which bounce out from the area, must be roll again.

PRIMARY FORMATION

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

PLAYERS MISSED NEXT MATCH

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

- The team got at least one red card in the previous 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.

SKILLS

Each team can choose three skills for the tournament.

At the beginning of the game the team must choose two of the skills for the game secretly. The chosen skills are kept secret from the opponent until used first time.