

FUBA WORLD CUP 2019 - TOURNAMENT RULES

Date: 18th - 19th of May 2019

Location: Milano, UNA HOTELS Scandinavia

In this section term "team" refers to player who play the games and term "player" refers to a game component as in the rulebook.

RULEBOOK

The rulebook version 2.2. (available at www.fubaboardgame.com) is used including with all advanced rules.

TOURNAMENT FORMAT

In first four rounds players play against other teams in one pool with Swiss Chess system. The first round pairing is random. Round two and three pairing Swiss Chess system is used. Winner of the game is awarded 3 points, loser 0 points. In a draw both players are awarded 1 point. There are no extra times in the games.

After four games the top three players continues to the qualifiers and play a two rounds cup (5th and 6th round) to solve final positions 1-4.

In the qualifiers if a game ends to a draw after the second half, then the winner is solved by a penalty shootout. According the real football both players has 5 shots and if it is still tie after these shots, then penalty shootout is continued with one shots as long as a winner is solved.

TIMETABLE

Friday 17.5.

17:00 -> Training games

Saturday 18.5.

09:00 - 10:00 Registration

10:00 - 12:00 1st game

12:00 - 13:00 Lunch break

13:00 - 15:00 2nd game

15:30 - 17:30 3rd game

Sunday 19.5.

09:30 - 11:30 4th game

12:00 - 14:00 5th game

14:00 - 15:00 Lunch break

15:00 - 17:00 Final

17:00 - 17:30 Prizes

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.

SPECIAL EVENTS

The special event table will be replaced by a card deck. Each time a special event is occurs a card is drawn from the deck.

PRIMARY FORMATION

Each team must choose a primary formation before 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.

SKILLS

Each team can have 3 skills for their team. The skills are chosen at the beginning of the tournament. There are three skills decks (i.e. each skill is available only for three teams). The skills are chosen according the positions in the ranking from the bottom to top.

PRIZES

The winner of the event gets the annual FUBA World Cup Trophy until the next FUBA World Cup. There will be also prizes for top three players and most goals scored.

Top three players also get a unique skill card, which they can use in the further World Cups.

CONTACT DETAILS

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