



FUBA RULEBOOK

06.05.2020

3.0 VERSION (DRAFT)

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	First actions
6	Second actions

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 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 4.2.2).

4.2 Ball value modification

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

4.2.1 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.

4.2.2 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.

4.2.3 Target area without a passive team's player

The ball value is reduced by two if the passive team has no player in the target area and the controlling team has at least one player in that area.

The reducing is not made if the target area 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.

This simulates the offside risk where the attacking player cannot utilize of the whole empty area.

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 a special event occurs** (see chapter 4.3.4.) and 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 and also a special event occurs.

4.3.2 Additional time adjustments

The time marker is moved one square forward at the beginning of each **kick off**, 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 Special event

Both teams roll a die. The special event is determined according to the sum of the dice result. See the special event table.

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

4.3.5 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 or **equals** to 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.

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.

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	
2	Failed pass. The ball remains in the start area. The control check fails. The passive team becomes the controlling team and vice versa.
3	+2 for ball value after the new value setup
4	One extra PT player may make a free movement at the beginning of the first action
5	+1 for ball value after the new value setup
6	Free kick for PT. CT must roll for a yellow card *. The event occurs immediately (before control check).
7	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.
8	Free kick for CT. PT must roll for a yellow card *. The event occurs immediately (before control check).
9	-1 for ball value after the new value setup
10	One extra CT player may make a free movement at the beginning of the first action
11	-2 for ball value after the new value setup
12	The controlling team can dribble (4.7.5) regardless the position of the passive teams players if it chooses a movement action for its first action.

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

4.4.3 Easy situation

If the control check failed, but the passive team does not have a player in the target area or the adjacent area, the ball control is not change. Instead the passive team can move one player.

4.4.4 New ball value

The ball value is changed after the control check. The new value is the die roll result of the passive team (the team which was passive team at the beginning of the turn).

4.5 Action stages

In the action stage both teams perform one or two actions, in which the team can try score a goal, move players, positioning to 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 one action. If the number of players equals, then the passive team takes the first action. The numbers of players are counted at the beginning of the turn.

After the first team has finished the action, then the second team chooses and plays an action.

After the first actions the team which currently has the ball control can choose either to start to new turn or to play second actions. If the second actions are played those are played in the same order than the first actions. After the second actions are played a new turn starts.

4.5.1 Actions

Actions to choose from are:

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

If the second actions are played a team must choose different type of actions than the first action.

A player substitution cannot be used when a team is performing its first action.

4.5.2 Free movements

At the beginning of **the first action** a team can choose to move players, even the chosen action was not players movement.

- If a team has more players than the opponent in an area, the team can move players from that area to adjacent area(s) until it has no more players than the opponent. The number is counted at the beginning of the action before any free movement are made.
- 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.

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 in the movement action even it was already moved by a free movement at the beginning of the action.

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 sideways or diagonally.

4.7.2 Forward movement

The team can move as many players as it has forwards in its formation. Each of these players can be moved one area straight forward. No sideways or diagonal movement is allowed.

4.7.3 Defence movement

The team can move as many players as it has defenders in its formation. Each of these players can be moved one area straight backwards. No sideways or diagonal movement is allowed.

4.7.4 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.

4.7.5 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.

4.7.6 Ball controlling player

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

4.8 Positioning

A positioning action simulates a situation where players make short moves to make their positions better to receive passes or block the opponent passing routes. Either the controlling team can improve its position (when ball value drops) or its space is reduced for further option (ball value goes higher)

A team playing positioning action can increase or reduce the ball value by one to its favour if it has at least one player in the area where the ball exists. If the team has more players than the opponent team in that area the ball value can be increased/reduced by two instead of one. If the team has no player in the area where the ball exists a positioning action has no effect.

4.9 Pressing

A pressing action simulates a situation where the defending team tries to get ball control off from the opponent.

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 two dice. If either of the dice values is lower than the ball value, the team gets the ball control and becomes a controlling team. If both dice value were lower than the ball value the lower pressing die value becomes then a new ball value. If only one was lower the higher pressing die value becomes then a new ball value.

Otherwise the pressing fails. If both pressing dice values exceeded the ball value, reduce the ball value by two. If either of the dice values equals to the ball value, 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 action stage. The goal attempt is 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).

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

Example: 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.
- **Positioning:** Increase/reduce the ball value one more step.
- **Pressing:** Make an aggressive pressing according the advanced rule A6.

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, **but only a second action can be used for substitutions**. In a same action the team can perform several player substitutions but the number of substitutions must be announced before the first substitution is made.

Instead of an action a player substitution can also be made when a new setup occurs (due a kick-off, a goal kick, a corner kick or a free kick). A controlling team makes the decision first.

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 **at the beginning of the passive team's first action**.

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 can use the lower die value for both to check a success of pressing and the new ball value. The opponent the gets +1 die roll modifier for goal attempts on its actions.

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 an ordinary pressing by using a condition point (defined in chapter 4.9). Unlike the ordinary pressing an aggressive pressing can be used also if the passive team has one player less than the controlling team in the area with the ball.

The aggressive pressing is made according the same rules as an ordinary pressing. In addition, if the pressing team has at least equal number of players in the area then the passive team, then the aggressive pressings will succeed also if the die result equals to the ball value.

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

An offside risk applies when the target area contains the controlling team's players, which 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.

The offside risk rule does not apply if the player is in an area, which is exactly at the same level than, or closer to, team's own goal line than the start area with the ball.

The offside risk rule does not apply when a goal kick or a corner kick is taken. Neither the offside risk apply if the the passive teams second lowest player is in a side area.

If the control check success the passive team will make action first (instead of the original order) if the controlling team's die result was lower or equals to the number of defenders in the area where second lowest player of the passive team exists. The maximum number of the passive team players taken account is the number of defenders in the formation.

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).

Example: Passing through an area

Otto makes a long pass from the left side to the right side of the pitch. He chooses the ball go through the area where he has four players and Heidi has only two. The long pass modifier for the ball value is ignored, because Otto has twice as many players in that area.

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 Weather

This advanced rule gives possibilities for weather effects for the match.

At the beginning of the match when the players roll the dice to determine and the dice equals the following weather effects for the match:

1-1	Heat
2-2 or 3-3	Sunshine
4-4	Wind
5-5	Rain
6-6	Cold

Heat

All aggressive pressing actions costs two condition points.

At the beginning of the second half the controlling team rolls a die. If the result is 1 heat goes off. With a result of 6 heat is changed for **extreme heat**.

Sunshine

The team which starts the match as a controlling team suffers the first half sunshine. The team cannot utilize "passing through one area" and "advanced goalkeeper" rules. The sunshine disappears after the first half and does not have any effect for the second half.

Windy

The long pass modifier is +2 instead of +1.

At the beginning of the second half the controlling team rolls a die. If the result is 1, wind goes off. With a result of 6, the weather is changed for **storm**.

Rain

After each control check the new ball value is increased by 1.

At the beginning of the second half the controlling team rolls a die. If the result is 1, rain goes off. With a result of 6, the weather is changed for **storm**.

Cold

Injury rolls suffer +1 die roll modifier.

Storm

Both heavy rain and windy conditions apply. Injury rolls suffer +1 die roll modifier.

Extreme heat

Each tiredness test suffers -1 die roll modifier for the first die rolled.

All aggressive pressing actions costs two condition points.

A11 Skills

Teams can choose equal number of skills for a match (recommendation 1-5). The chosen skills are kept secret from the opponent until used first time.

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. <i>This skill can be played at the end of the team's action.</i>
Wide player material	0	Each time a team makes a player substitution to change a fresh player to the pitch, reduce two from the dice result which determines the number of condition points. <i>This skill can be played when the team does a player substitution.</i>
High condition	1	Instead of a normal movement action, a team roll a die and can make as many moves as the die result, but minimum the number of players in the formation in the corresponding zone. Each move can be any type (defence - midfield - forward). <i>This skill can be played at the beginning of the team's movement action.</i>
Fanatic fans	1	The team rolls a die. If the die result equals to the ball value the opponent team is awarded a free kick and the own team must roll for a yellow card. Otherwise the ball value is changed to equal to the die result. <i>This skill can be played at the end of a control check when a new ball value is setup.</i>
Trained special event	1	+1 die roll modifier for a goal attempt during a turn which begins with that team's corner kick or free kick. <i>This skill can be played on the team's goal attempt action.</i>
Fiery coach	0	At the beginning of the team's action the team roll a die. If the result is 4, 5 or 6 the team can move one extra player during free movement regardless of the number of opponent players in the area. With result of 1 the referee removes the coach from the match. The team suffer +2 die roll modifier for fresh player substitutions and cannot make formation changes. <i>This skill can be played at the beginning of the teams action.</i>

Goal keepers	CP to use	Effect
Sweeper keeper	1	When using the advanced goal keeper rule the ball value is not reduced even the pressing fails. <i>This skill can be played at the beginning of the team's pressing action in the penalty area.</i>
Creative goal keeper	1	If the team controls the ball at the beginning of the turn in its own penalty area the team can move one player before choosing the target area. <i>This skill can be played at the beginning of the turn.</i>
Shot stopper	2	The opponent must roll two dice instead of one for a goal attempt. The highest result is discarded. In the case of a difficult goal attempt the two dice are used for the first roll. <i>This skill can be played when the opponent announces to make a goal attempt, but before the die roll.</i>
Penalty shot saver	0	The opponent must roll two dice instead of one for a penalty shot. The highest result is discarded. <i>This skill can be played at the beginning of a penalty shot.</i>
Leading goal keeper	1	The opponent team must roll two dice instead of one for a goal attempt during a turn which begins with a corner kick or a free kick. <i>This skill can be played when the opponent announces to make a goal attempt, but before the die roll.</i>
Advancing goal keeper	1	The goal keeper can use the advanced goal keeper rule in the adjacent areas of its penalty area. <i>This skill can be played at the beginning of the team's pressing action in the penalty area.</i>

Defenders	CP to use	Effect
Tackle	1	<p>When the passive team make a pressing action in its defence zone gets the same advantages than aggressive pressing, but a failed pressing uses same rules than the normal pressing action. The tackle can be used even the opponent has two more players than the passive team in the area.</p> <p>If the pressing dice results equals, the opponent is awarded a free kick and the pressing team must roll for a yellow card.</p> <p><i>This skill can be played on the team's pressing action.</i></p>
Stopper	1	<p>If the target area is in the passive team's defence zone the new ball value after a successful control check the new ball value is determined according the highest result of dice rather than the passive team's die result.</p> <p><i>This skill can be played at the end stage four after a new ball value is setup.</i></p>
Skilled full back	1	<p>When determining the offside risk and the number of players in defence line the passive team can calculate one player from each side area partly same level than the defence line to the number of players. The maximum number of defenders taken account is not increased.</p> <p><i>This skill can be played before dice are thrown for the control check.</i></p>
Doubling	1	<p>When a passive team performs a positioning action in its defence zone the ball value is increased two additional steps if the team has at least two players in the area. The value cannot be increased by using additional condition point at the same time.</p> <p><i>This skill can be played at the teams pressing action.</i></p>
Off side trap	1	<p>If the opponent team plays the ball to an offside risk position and the controlling team die result equals to or is lower than the number of defenders in the defence line the passive team is awarded a free kick. No yellow card test occurs.</p> <p><i>This skill can be played after the control check.</i></p>
Skilled wing backs	1	<p>After a successful pressing action in the defence zone the new controlling team can choose to move the ball to an adjacent area where it has a player.</p> <p><i>This skill can be played at the end of teams pressing action.</i></p>
Fast defender	1	<p>During free movements of the first action the team can move one extra player regardless of the number of opponent players in the area. The movement must be straight backwards and end up to the defending zone.</p> <p><i>This skill can be played in the team's first action during free movements.</i></p>
Catenaccio*	1	<p>The passive team can move the second lowest player into the adjacent area at the end of stage four after the new ball value is setup.</p> <p><i>This skill can be played at the end of a control check when a new ball value is setup.</i></p>

* This skill can be used in World Cup tournaments only if the player took part to FUBA World Cup 2019 in Milan, Italy.

Midfielders	CP to use	Effect
Midfield general	1	If the target area is in the midfield zone the order of the actions can be changed. The team must have a player in the target area. <i>This skill can be played at the end of the control check stage.</i>
Creative midfielder	1	If the controlling team has the ball in the area containing the midfield zone it can move the ball to adjacent area at the end of its positioning action. The team must have a player in the chosen adjacent area. <i>This skill can be played on the team's positioning action.</i>
Gegenpressing	1	If the team chooses a pressing action after the opponent's successful pressing action it can use the lower die value for both to check if pressing success and the new value. The will succeed also if the die result equals to the ball value. It cannot be done together with an aggressive pressing. <i>This skill can be played on the team's pressing action before dice are thrown.</i>
Crossing	1	If the start area is in the midfield zone and the target area contains a player of the controlling team player the long pass modifier for the ball value is ignored. <i>This skill can be played at the stage two when ball value modifiers are applied.</i>
Midfield dribbler	1	If the ball is in the midfield zone the controlling team can dribble as part of the movement action even there is a passive team's player in the same area, but only if it has at least equal number of players in that area and the ball is dribbled to an area without opponent players. <i>This skill can be played in the controlling team's movement action.</i>
Short passes	1	If the start area was in the midfield zone and the control check was successful, the ball value can be reduced two additional steps in the positioning action. The value cannot be reduced more by using additional condition point at the same time. The skill cannot be played after a long pass. <i>This skill can be played at the end stage four after a new ball value is setup.</i>
Box to box midfielder	1	During free movements of the first action the team can move one extra player from the centre circle area directly forward or directly backwards regardless of the number of opponent players in the area. <i>This skill can be played in the team's first action.</i>

Forwards	CP to use	Effect
Target man	1	A player of the controlling team is counted as three players in a target area in an attacking zone, except during a goal attempt. <i>This skill can be played at the beginning of the action stage.</i>
Clinical finisher	2	+1 die roll modifier to a goal attempt made from the penalty area. <i>This skill can be played when the team announces the goal attempt, but before the die is rolled.</i>
Aggressive striker	1	+1 die roll modifier to a goal attempt made from the penalty area. Before the goal attempt the team must roll a die. With result of 1 or 2 the team gets a yellow card instead of the goal attempt and the passive team is awarded a free kick. <i>This skill can be played when the team announces the goal attempt, but before the die is rolled.</i>
Goal poacher	1	If the target area is the opponent penalty area, both teams roll a die and add the score to the number of their players in the penalty area. The team with highest result plays action first. If the results equals, the defender plays first. <i>This skill can be played at the end of the control check stage.</i>
Actor	1	If a special event would occur in the team's attack zone roll a die before determining the special event. 1: Instead of a special event the actor will get a yellow card and a free kick is awarded to the opponent team. 2-3: no effect, roll for a special event. 4-6: Instead of a special event the actor's team is awarded a free kick. The opponent must roll for a yellow card with +1 die roll modifier. <i>This skill can be played in the control check stage when a special event occurs.</i>
Fast attacker	1	During free movements of the first action the team can move one extra player regardless of the number of opponent players in the area. The movement must be directly forward and end up to the attacking zone. <i>This skill can be played in the teams first action.</i>

A12 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	Excellent attack move	The new controlling team can move one player after the control check to an adjacent area. The new position is taken account when determining the order of the action stages.
1	3, 4	Excellent defence move	The new passive team can move one player after the control check to an adjacent area. 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 the number of their condition points (in the zone where the ball exists) to the die result. The team with the highest result can make two extra free moves at the beginning of the first action for the players which would not otherwise allowed to make free movements.
2	1, 2	Ball bounces	Both players roll a die and add the number of the condition points (in the zone where ball exists) to the die result. The team with the highest result can modify the ball value +/-2.
2	3, 4	Excellent defence	+1 for ball value
2	5, 6	Excellent attack	-1 for ball value
3	1, 2	Defender's foul	The controlling team (at the beginning of the turn) is awarded a free kick. The passive team must roll for a yellow card.
3	3, 4	Attacker's foul	The passive team (at the beginning of the turn) is awarded a free kick. The controlling must roll for a yellow card
3	5	Defender's rude foul	The controlling team (at the beginning of the turn) is awarded a free kick. The passive team gets a yellow card and must make a red card test with +1 die roll modifier. The controlling team must roll for an injury.
3	6	Attacker's rude foul	The passive team (at the beginning of the turn) is awarded a free kick. The controlling team gets a yellow card and must make a red card test with +1 die roll 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 of the side edge lines. Action stages are skipped. Both players roll a die and add the number of their condition points (in the zone where ball exists) to the die result. The team with the highest result gets the ball control with value of 2.
4	4	Ball over the goal line	Only if the target area touches either of the goal lines. Action stages are skipped. Both players roll a die and add the number of their condition points (in the zone where the ball exists) to the die result. The team with the highest result gets a corner kick/goal kick.
4	5	Momentum	The controlling team can dribble (4.7.5) regardless the position of the passive team's players if it chooses a movement action for its first action.
4	6	Aggressive defence	The team which is a passive team after the control check can choose an aggressive pressing for its pressing action without spending a condition point or risk of yellow card. Regardless of the actual number of players in the area the teams are counted to have equal number of players during that pressing action, but the must still have at least one player on the area to perform the pressing.
5	1	High ball – head collision	Both players roll a die and add the number of their condition points (in the zone where the ball exists) to the die result. The team with the highest result gets the ball control. Both teams 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 check success regardless of the die result. The controlling team may choose to move the ball to an adjacent area where it has a player. 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 die roll modifier for the goal attempts in this turn.

CT dice	PT dice	Event	Effect
6	1	Fans singing loudly (PT)	The passive team (at the beginning of the turn) nominates one player piece. In the current turn that player is counted as two when counting the number of players in the area where it exists.
6	2	Fans singing loudly (CT)	The controlling team (at the beginning of the turn) nominates one player piece. In the current turn that player is counted as two when counting the number of players in the area where it exists.
6	3	Injured star player (PT)	The passive team (at the beginning of the turn) must choose randomly one of its skill cards in the game. That card is removed from the game. In a tournament or a league that skill cannot be chosen for the next match
6	4	Injured star player (CT)	The controlling team (at the beginning of the turn) must choose randomly one of its skill cards in the game. That card is removed from the game. In a tournament or a league that skill cannot be chosen for the next match.
6	5	Old star	Both players roll a die and add the number of their condition points (in the zone where the ball exists) to the die result. The team with the highest result gets a new random skill card immediately for the current match. The team cannot keep the skill card for the further matches.
6	6	A new young talent	Both players roll a die and add the number of their condition points (in the zone where the ball exists) to the die result. The team with the highest result can use the third skill card in the rest of the match.

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.

- The maximum number of skills each team can choose to the tournament.
- The maximum number of skills a team can choose for each match.

The recommend number of skills for a match is 2 to 4. For the tournament it is good to allow teams to choose 1 or 2 skills more than can be used in a match. This allows teams to vary their tactics during the tournament.

SKILLS

The tournament organiser sets two limits for the skills: