



FUBA RULEBOOK

16.01.2021

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. Thus the game focus is in formations and tactics rather than individual players' detailed actions.

The game board is divided in 13 large areas rather than many little squares to make game fast enough to simulate a full football match including all important events in 2 hours.

FUBA is played in turns, with an average of 15-20 turns per each half. In each turn dice are used to generate a new situation in the area where the team with the ball decided to advance. Both teams can choose different type of actions to react and affect for each new situation. There is always a small chance of random events such as an injuries, cards etc.

This rulebook is divided to basic and advanced rules. It is recommend to use only basic rules in the first games, but after the players get familiar with the turn order the advanced rules increase realism and details to the game play.

The first version of FUBA was published 2013 which after the rules has been modified according feedback received from the players. Thanks for all players who have sent feedback and comments to help develop the game better and 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 defending team

The team controlling the ball is referred to as "controlling team" (CT) and the opposing team as "defending team" (DT). 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.)

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 defending team sets up its players.
3. After the defending 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 defending 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.

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.

Each turn is divided to three stages to simulate activities of a football match. First a team with the ball chooses where the ball is played. Second a new situation in that area is generated and third both teams can choose their tactic to react that situation.

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

TURN ORDER TABLE IN 3 STAGES	
1	Target area and ball value modification
2	Game situation progress <ul style="list-style-type: none">- Time adjustment- Special event- Control check- New ball value- Order of actions
3	Action stage

After the turn is completed, a new turn starts unless the half ends as defined in chapter 4.2.1.2 "Stoppage time".

4.1 Target area and ball value modification stage

In this stage the controlling team makes decision where it wants to play the ball. The ball is moved to the new area and its value is modified in certain situations.

4.1.1 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.

4.1.1.1 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 Ball value modification

The ball value is modified to take account the how easy or difficult it is to keep the ball control at the chosen target area.

After the ball is moved to the new area its value is modified in the following cases. The controlling team cannot choose a target area where the ball value would be modified over 6 after all modifications. If the ball value would drop beyond 1 the value will be 1.

4.1.2.1 Start area without a defending team's player

One is reduced from the ball value if the defending 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.

4.1.2.2 Long pass

The ball value is increased by one for each area between the start and the target area.

4.1.2.3 Target area situation

The ball value is reduced by one if the controlling teams has more players than the defending team in the target area. The ball value is increased by one if the defending teams has more players in the target area.

4.1.2.4 Offside risk

See advanced rule A7.

4.2 Game situation progress stage

In this stage a new situation on the target area is determined by dice rolling and the game time advances.

The controlling team **rolls two dice**. These dice results are used for following issues in the following order:

- Time adjustment
- To check if a special event occurs
- Determine ball control
- Determine new ball value
- Determine the order of the actions for the action stage

4.2.1 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) and a special event occurs.

See advanced rule A12 for special events.

4.2.1.1 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 A8 for slow playing.

4.2.1.2 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. The rest of the turn is not played, unless the ball is in either of the penalty areas in which case the half ends at the end of that turn.

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

4.2.1.3 End of the half

When the first half is finished, the second half starts. The team that started the first half as the defending 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.

4.2.2 Control check

The control check determines whether the controlling team retains ball control or loses it to the defending team. To check for ball control the controlling team's dice values are compared to the current ball value.

If either of the dices is higher or equals to the ball value, the controlling team remains the control of the ball. Otherwise the defending team gains control of the ball and **immediately** becomes the controlling team and vice versa.

4.2.2.1 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 action stage.

4.2.2.2 Easy situation

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

4.2.3 New ball value

The ball value is changed after the control check in spite of the control check result. The new ball value is the value of the lowest result of the dice if the target area is adjacent of the start area AND the controlling team had a player in the target area at the beginning of the turn.

Otherwise the new ball value is determined according the die with the highest value.

4.2.4 Order of actions

If the both dice equal to or are higher than the ball value the controlling team takes the first action in the action stage [4.5]. Otherwise the opponent takes the first action.

4.3 Action stage

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.

A chosen action simulates teams tactic how it reacts different situations. Does the team try to win the ball back quickly, focus more carefully to block opponent passing routes or does the team rely their legs by running more than opponent.

The order of actions is determined in the previous stage according the dice thrown by the controlling team. See chapter 4.2.4

The team which plays first chooses an action and performs it. After the first team has finished the action, then the second team chooses and plays an action.

4.3.1 Second actions

If a team with the ball is not in a dangerous situation it can play more slowly for example to give more time its players to move better positions.

After both teams have played one actions the team which has the ball control after the actions can choose either to start to new turn or to play second actions.

If the defending team has more players in the area where the ball exists no second actions can be chosen.

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.

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

4.3.2 Actions

Actions to choose from are:

- Goal attempt (only controlling team)
- Players movement
- Positioning
- Pressing (only defending team)

4.3.3 Free movements

Free movements simulate unguarded players' better ability to react to game situations.

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 at the beginning of an action, the team can move one player from that area to adjacent area. 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.

4.4 Goal attempt

Goal attempts simulates situations where a team tries to score. Either a direct shot from the area where ball exists or an attempt which starts from that area, but the final touch is done closer at the penalty area.

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

If a goalkeeper is out of goal the goal attempt areas are extended, see chapter 4.4.4.

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 defending 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 4.4.1.

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

4.4.1 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 defending 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 defending team's result was higher, then the defending 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 defending team rolled for its rebound roll.

4.4.2 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.

4.4.3 Goalkeeper not in the penalty area

If the defending 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.

4.4.4 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 defending team in the area from where the attempt is made. (1)
-1	If the defending 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 defending team in the defending team's penalty area. (2)
-1	If the defending team has more players than the controlling team in the defending team's penalty area.
+4	If the defending 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.

See advanced rule A10 for V.A.R.

4.5 Player movements

A movement action simulates a longer moves or runs in the pitch. Short moves inside a single area are covered by a positioning action.

At the beginning of a movement action the team rolls two dice and discards the higher die result. The team can perform equal number of the moves to the die result. Regardless of the die result the team can

always move the minimum number of players which is determined according its formation:

- Number of the midfielders in the formation if the ball is in the midfield zone.
- Number of the forwards in the formation if the ball is in the attack zone.
- Number of the defenders in the formation if the ball is in the defence zone.

In a move a player (piece) can be moved to an adjacent area.

A same player (piece) can be moved twice in the movement action only in case if the first move was a free movement at the beginning of the action.

If a team formation contains 0 players in some position the number of moves if reduced by one always in that zone.

4.5.1 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.

4.5.2 Dribbling

One area in FUBA covers quite large area of a football pitch, so a dribbling in this scale simulates a quite long run with the ball, which is easily blocked by the opponent.

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 defending team players and the dribbling player has not yet moved earlier in the same turn (a free move or after a control check at chapter 4.2.2.1).

4.5.3 Ball controlling player

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

4.6 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).

At the beginning of a position action the team rolls two dice.

If the team is a defending team the ball value is increased by one per each die which result is higher than the ball value.

If the team is a controlling team the ball value is reduced by one per each die which result is lower than the ball value.

If the team has more players in the area it can adjust one more step the ball value unless it was already adjusted two steps.

If the team has no players in area with the ball the ball value is adjusted one step less than the die result shows.

4.7 Pressing

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

The defending 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, and the ball value is reduced by one.

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 defending team's half of the field and that area is **closer** to the defending team's goal line than the area in which the defending team's second closest player is located. When defining the defending 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 defending 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 defending 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 defending 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 game situation progress stage. The player then continues the game normally at the beginning of the action stage.

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 defending 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 defending team sets up the goalkeeper on the goal line.

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

5.5.2 Taking a penalty kick

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

The defending 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 defending 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+

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

A1.2 Using a condition point

A team performing an action can choose to use condition points. A condition point can be used for following purposes to boost an action:

- **Move action:** Choose the higher die result instead of the lower die when determining the number of moves. The decision to use a condition point can be made after the dice are thrown.
- **Positioning:** Ball value is increased/reduced one additional step. The maximum adjustment limit +/- still applies. The decision to use a condition point can be made after the dice are thrown.
- **Pressing:** Make an aggressive pressing according the advanced rule A6.

The condition point must be used from the same zone than the ball exists. If there are no condition points available at the corresponding zone the team can use instead two points from the adjacent zone.

A1.3 Tiredness test

If during a time adjustment the time marker is moved 5 or more squares, 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 two dice and multiply the result by 10. If the result is lower than the current game time, including the time adjustment for the current turn, the team loses one condition point.

The point lost must be reduced from the zone (defence, midfield or forward) in which the ball exists unless there are no points available in that zone, in which case two points are reduced from other zones.

If a team has no condition points left after a tiredness test then that team starts to 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.

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.

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.

A3 Player substitutions

A team can perform a player substitution up to three times during a game. The controlling team may choose to perform substitutions at the end of the turn if the ball is in the midfield zone. The defending team can choose to make substitutions only if the controlling team made. In the same time the team can perform several player substitutions, but the number of substitutions must be announced before any dice are rolled for a substitution.

Instead at the end of turn both players can choose to make player substitutions 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 for each substitution it performs:

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.

If the change is done in the second half of the game, then one condition point is added to any zone.

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 an adjacent area. If there are no players in such on area 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 Goalkeeper rush-out

A rush-out rule allows the goalkeeper to react passes and crossing to the box. It increase the goalkeeper change to win the ball before the opponent gets it, but also increase the opponent's chance to score if the rush-out fails.

When the controlling team has chosen the defending team's penalty area as a target area the defending goalkeeper in that area can choose to rush out. The defending team makes a decision to rush out (or not) at the end of stage 1 after the ball value is modified.

A goalkeeper cannot rush out if the ball was played from the penalty area.

If decided to rush out it has following effects:

- The ball value is increased by one immediately.
- The opponent the gets +1 die roll modifier for its goal attempts in the current turn.

Rush out cannot adjust the ball value above 6 (i.e. it cannot force opponent to change target area).

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 A1.2). Unlike the ordinary pressing an aggressive pressing can be used also if the defending 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 the 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

The offside risks rule makes the defence line role more important in the game. It does not always simulate situations where an offside appears, but also the defenders ability to cut passes or block the advances.

An offside risk applies when the target area contains the controlling team's players, which is in an area, which is **entirely** in the defending team's half of the field and that area is **closer** to the defending team's goal line than the area in which the defending team's second closest player is located.

The ball value is increased in the stage 1 by the number of defenders in the area where second lowest player of the defending team exists. The maximum number of the defending team players taken account is the number of defenders in the formation.

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 defending team's second lowest player is in a side area.

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

A8 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 4.2.1.1], 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.

A9 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 "Goalkeeper rush-out" rule. 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 -2 modifier for dice result.

All aggressive pressing actions costs two condition points.

A10 V.A.R.

If V.A.R is used in the tournament a team must roll two dice after a goal scored. If the result is double 6 the goal is denied due off-side or other foul.

Also after a successful pressing action in the box team must roll two dice. If the result is double 6 the opponent is awarded a free kick / a penalty shot and the team must roll for a yellow card.

A11 Skills

Teams can choose equal number of skills for a match (recommendation 1-5).

Part of the skills requires the team to spend a condition point. The number of required condition points is shown in the skill list. A condition point is spent from the area where the ball exists when the skill is used. If there are no condition points available at the corresponding zone the team can instead use two points from an adjacent 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 the action stage. This can be used only once per game. <i>This skill can be played at the end of the action stage.</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	0	When a team makes a movement action and spends a condition point to choose the highest die result the team can make one additional move. <i>This skill can be played on the team's movement action.</i>
Fanatic fans	1	When a new ball value is setup 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 die result is the new ball value. Can be played after a crossing or a stopper skill. <i>This skill can be played at the end of the game situation progress stage.</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>
Gegenpressing	1	If the opponent made a successful pressing action in an area which is fully in their side of the pitch, the team can immediately make a counter-pressing. It is done according the pressing rules, but it is not counted as an action. It can be also an aggressive pressing if an extra condition point is used. <i>This skill can be played at the end of the opponent's successful pressing action.</i>
Fiery coach	0	Fiery coach can be played when the team spends a condition point to boost an action (not for skills). The team rolls a die. If the result is 4, 5 or 6 the condition point is not discarded. With result of 1 the referee removes the coach from the match. The team suffers +2 die roll modifier for fresh player substitutions and cannot make formation changes. <i>This skill can be played when the team spends a condition point for its action.</i>

Goal keepers	CP to use	Effect
Sweeper keeper	1	When the goal keeper makes a rush out the ball value is increased by two steps instead of one. <i>This skill can be played at end of stage 1 when the ball value is modified.</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 ¹	1	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. Cannot be used if the goal keeper made a rush-out in the same turn. <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 rush-out rule in the adjacent areas of its penalty area. If the goal keeper is out of the penalty area the goal attempt modifier is +4, but +1 modifier due the rush-out is not applied simultaneously. <i>This skill can be played at end of stage 1 when the ball value is modified.</i>

¹ This skill is worth of two skill choice for the maximum number of the skills team can choose.

Defenders	CP to use	Effect
Tackle ²	0	When the defending team fails an aggressive pressing action in its defence zone the opponent is awarded a free kick only if the pressing dice results equals in which case the pressing team must roll also for a yellow card. The ball value is not reduced if the pressing fails. <i>This skill can be played at the beginning of the team's pressing action.</i>
Stopper ²	1	If the target area is in the defending team's defence zone the new ball value after a successful control check is determined according the highest die result instead of the lowest die result. <i>This skill can be played at the game situation progress stage when new ball value will be applied.</i>
Skilled full back	1	When determining the offside risk and the number of players in defence line the defending 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 is still limited by the formation. <i>This skill can be played at the stage 1 when the ball value modifiers are applied.</i>
Doubling ²	0	When a defending team uses a condition point for a positioning action in its defence zone the maximum increase limit +2 does not apply. <i>This skill can be played at the teams positioning action.</i>
Off side trap	1	If the opponent team plays the ball to an offside risk position and only one die success in the control check the defending team is awarded a free kick. No yellow card test occurs. <i>This skill can be played at the game situation progress stage after dice are thrown.</i>
Skilled wing backs	1	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. <i>This skill can be played at the end of teams pressing action.</i>
Fast defender	1	During the 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 end up to the defending zone. <i>This skill can be played in the team's first action during free movements.</i>
Catenaccio ³	1	The defending team can move the second lowest player into the adjacent area after the new ball value is setup. <i>This skill can be played at the end of the game situation progress stage.</i>

² Skill cannot be used if the goal keeper is the only player of the defending team in the ball area.

³ 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. If the opponent has also a midfield general the skill can be used only by the defending team. <i>This skill can be played at the beginning of action stage before any actions are performed.</i>
Creative midfielder	1	If the start area was in the midfield zone the ball value can be reduced by one when a new ball value is setup after a successful control check. The skill cannot be played after a long pass. <i>This skill can be played at the end of the game situation progress stage.</i>
Midfield pressing	1	If the ball is in the midfield zone, the pressing action succeeds also if the die result equals to the ball value. If the pressing fails there are no effect for ball value. <i>This skill can be played at the beginning of the team's pressing action.</i>
Crossing	1	When the controlling team plays the ball from a side area in the opponent side of the pitch (also from a corner kick) into to the opponent's penalty or corner area the new ball value is reduced by one per each successful die of the control check. <i>This skill can be played at the game situation progress stage when new ball value will be applied.</i>
Regista	1	When the controlling team plays successfully (control check succeed) the ball from the midfield into the attacking zone no players can be moved by free moves to the target area. <i>This skill can be played at the beginning of the action stage.</i>
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 defending team's player in the same area, but only if it has at least equal number of players in that area at the beginning of the movement action 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	0	When a controlling team uses a condition point for a positioning action in the midfield zone the maximum reduction limit -2 does not apply. <i>This skill can be played at the teams positioning action.</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 during free movements.</i>
Il mediano	1	If the ball is in the midfield zone, a defending team can choose a position action for a second action even if it has already chosen it in the first action. When this skill is played the ball value can be adjusted one extra step, but total adjustment of the second action cannot still be more than +2. <i>This skill can be played at the beginning of the second action.</i>
Mezzala	1	When the controlling team plays the ball to an empty (neither team has players in the area) area on the attacking zone the new ball value is reduced by one per each successful die of the control check. <i>This skill can be played at the game situation progress stage when new ball value will be applied.</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. A target man does not affect for free movements. <i>This skill can be played at the beginning of the action stage.</i>
Clinical finisher ¹	1	+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 defending 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 and only one die succeed in the control check the team can roll a die. If that die is higher than equals to the ball value the team plays action first. The additional die does not affect anything else. The first action must be a goal attempt. <i>This skill can be played at the beginning of action stage before any actions are performed.</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 stage 2 when a special event occurs.</i>
Runner	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 had to end up into the attacking zone. <i>This skill can be played in the team's first action during free movements.</i>
Seconda punta	1	The controlling team can choose to skip action phase and start a new turn if the team's both dice succeed in the control check and the target area is in its attacking zone. <i>This skill can be played between stage 2 and 3 before any action are played.</i>

¹ This skill is worth of two skill choice for the maximum number of the skills team can choose.

A12 Special events

Special events gives more details for games and increase narrative of the match.

When a special event occurs (the dice throw in stage 3 equals) both players roll a die. The first number is the controlling team's die result and the second number the defending team's die result. The event occurs after immediately after time adjustment unless otherwise noted.

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.
1	3, 4	Excellent defence move	The new defending team can move one player after the control check to an adjacent area.
1	5	Fast situation (DT)	The action stage is skipped. The defencing team can move one player at the end the turn (no dribbling).
1	6	Fast situation (CT)	The action stage is skipped. The controlling team can move one player at the end the turn (no dribbling).
2	1	Ball bounces (DT)	+2 modifier for the new value of the ball
2	2	Ball bounces (CT)	-2 modifier for the new value of the ball
2	3, 4	Excellent defence	+1 modifier for the new value of the ball
2	5, 6	Excellent attack	-1 modifier for the new value of the ball
3	1, 2	Defender's foul	The controlling team (at the beginning of the turn) is awarded a free kick. The defending team must roll for a yellow card.
3	3, 4	Attacker's foul	The defending team (at the beginning of the turn) is awarded a free kick. The controlling team 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 defending 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 defending 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 defending team must roll for an injury.
4	1, 2	Bored play	Time advances additional D6 minutes (does not trigger a tiredness test).
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. 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 new controlling team can dribble (4.5.2) regardless the position of the defending team's players if it chooses a movement action for its first action.
4	6	Aggressive defence	-1 modifier for both pressing die results (for team which is a defending team after the control check)

CT dice	PT dice	Event	Effect
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. No effect for order of actions. 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 ball new ball value is determined according the lowest die result. The controlling team plays first action.
5	4	Behind the referee	The controlling team must roll for an injury.
5	5	Streaking	Move the time D6 + 1 minutes forward (does not trigger a tiredness test).
5	6	Mis-positioned goal keeper	+2 die roll modifier for the goal attempts in this turn.
6	1	Fans singing loudly (DT)	The defending 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 (DT)	The defending 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	New talent (DT)	The defencing team with the highest result gets a new random skill card immediately for the current match. In a tournament or a league that skill card can be used in the upcoming matches.
6	6	New talent (CT)	The controlling team with the highest result gets a new random skill card immediately for the current match. In a tournament or a league that skill card can be used in the upcoming matches.

A14 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: