



# FUBA




TACTICAL  
FOOTBALL  
GAME

RULEBOOK 2.0

Game design by Hannu Uusitalo



[www.fubaboardgame.com](http://www.fubaboardgame.com)

 [fubatacticalfootballgame](https://www.facebook.com/fubatacticalfootballgame)

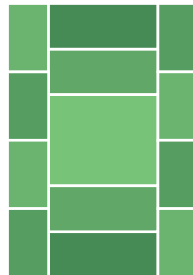


# FUBA

FUBA is a board game, which simulates football games 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.

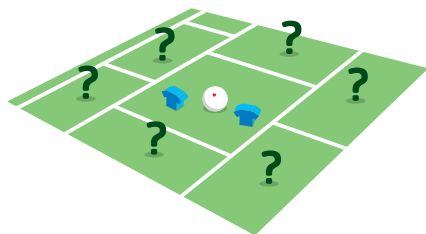
The first version of FUBA was published 2013 which after the rules has been modified according the feedback. The game development will continue also in future if something need to be fixed to improve the game or playing balance. Thanks for all players who has send feedback and comments to help develop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



The game is played on a board (gaming mat) which represents football pitch. It is divided into 13 areas, 4 on each side and 5 in the middle. The centre area with the centre circle counts as one large area, despite the half way line. Also the penalty area counts as one area.

FUBA is played in turns. A turn is divided in several stages which order and rules are explained in *chapter 4*.

1



At the beginning of a turn the team which has the ball control **chooses in which area it want to move the ball**. That area is called as target area.

Then both teams **roll a die**. These dice results are used for several things later on the same turn, like game time advance, to check ball control and to see what kind of situation developed in the target area

2

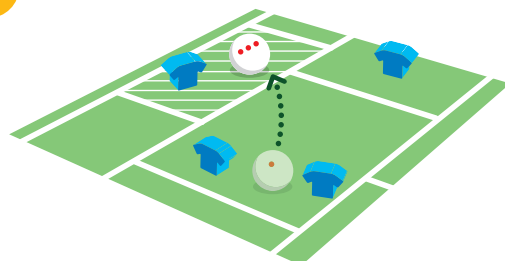


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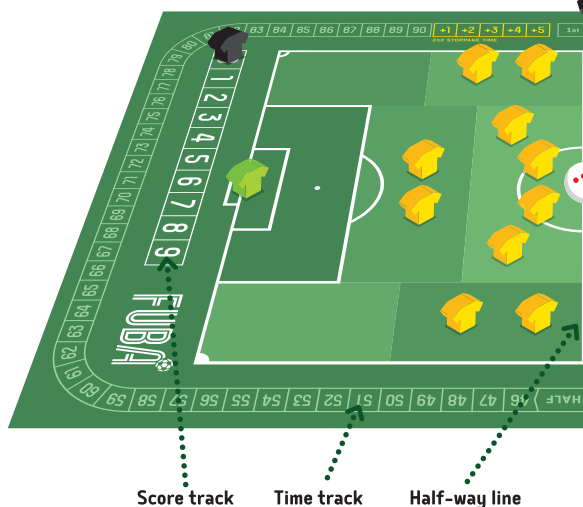
The **time is moved** number of minutes (squares) forward which equals the difference of the thrown dice. See chapter 4.3.



4



The ball is moved to the target area and then new situation in the target area is recorded according the dice thrown. The ball control is checked according the dice result to determine which team got the ball control. Also a new value is setup to the ball, which simulates how good situation a controlling team got. These rules can be found in chapters 4.4 and 4.5.



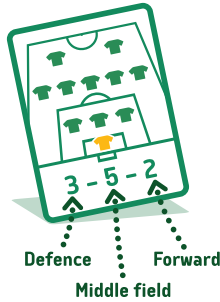
Score track

Time track

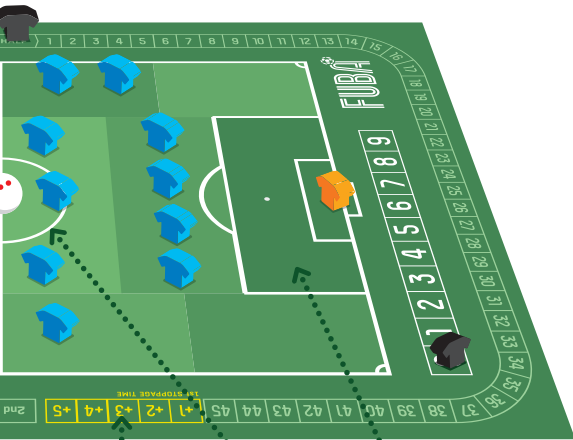
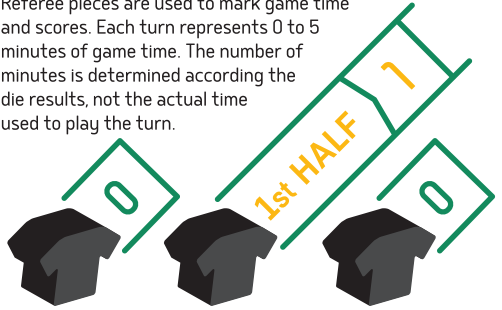
Half-way line

Both team has ten player pieces and one goal keeper on the pitch like in real football. Before the match begins the teams choose formations, which contains the number of defenders, midfielders and forwards. The chosen formations affects for teams ability to move in the game. The formation rules are described in chapter 2.

At the beginning of the match players are setup to the pitch according the rules in chapter 3.



Referee pieces are used to mark game time and scores. Each turn represents 0 to 5 minutes of game time. The number of minutes is determined according the die results, not the actual time used to play the turn.



Stoppage time

Center circle

Penalty area

5

At the end of turn both teams have their own "team action stage". In this stage a team can try score a goal, move players and try to win the ball control off from the opponent. Also player substitutions are possible if advanced rules are used.

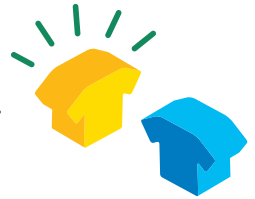
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A goal can be attempt by rolling a die and scoring a certain results shown in chapter 4.7. A goal attempt usually requires several good turns to build a place where it is reasonable probability to try to score.



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

In the game one of the team has ball control and that team is called as a **controlling team**, the opponent is then called as a **passive team**. The roles can change even several times during a turn.



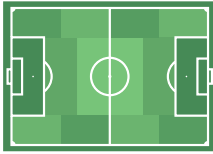
7



Basically there are three types of movements, forward move, defence move and midfield move. **Forward move is directly forward, defence move directly backwards and midfield move sideways.** The chosen formation affects for the number of players a team can move in a turn. The movement rules are shown in *chapter 4.8*.

After a turn is completed a new turn begins unless the game was finished. The game contains approximately 23+23 turns (two halves). Each half has a random stoppage time after 45 min is completed.

# WHAT YOU NEED TO PLAY



## Game board

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



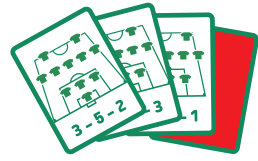
## Teams

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



## Ball die

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



## Cards

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



## Referees

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



## Dice

The game contains two ordinary six-sided dice.

## 1. TERMS

### 1.1 Player and team

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

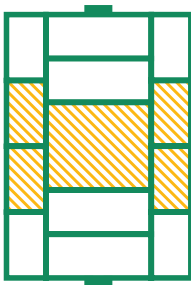
### 1.2 Controlling and passive team

The team controlling the ball is referred to as "controlling

team" (CT) and the opposing team as "passive team" (PT). These roles and terms are reversed immediately a team loses ball control to the opponent. The team in control of the ball immediately becomes the "controlling team".

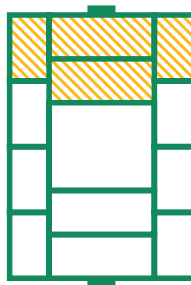
### 1.3 Zones

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



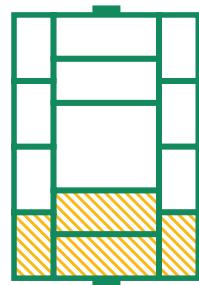
#### 1.3.1 Midfield zone

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



#### 1.3.2 Attack zone

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



#### 1.3.3 Defence zone

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

## 2. TEAM PREPARATIONS

Before the match begins both teams must choose a formation for the game. The formations are basic three line formations (defence – midfield – forwards).

Teams can also choose to use optional rules for advanced formations. Also condition points and playing styles are optional rules which are not required to use in basic game.

### 2.1 Selecting the formations

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

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

Teams can use any formation they want, but the ones defined in formation cards are recommended. If a team wants to use some other formation, secretly write this formation down on a piece of paper. (The total number of outfield players must still be 10.)

#### 2.1.1 Formation changes in the half time

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

## 3. MATCH PREPARATION

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

### 3.1 Deciding who kicks-off

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

### 3.2 Team setup process

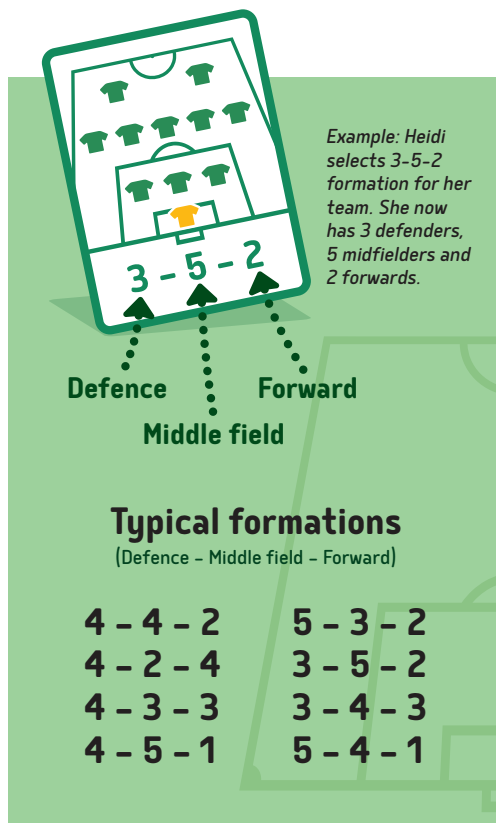
The teams are setup in the following order:

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

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

#### 3.2.1 Kick-off setup rules

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



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

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

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

#### 3.3 Referee (time marker) setup

One referee is set up on square 1 of the time track (and on square 46 in the second half of the game). Two others are setup on the goal tracks, on square 0 of each track.

#### 3.5 Setup required markers

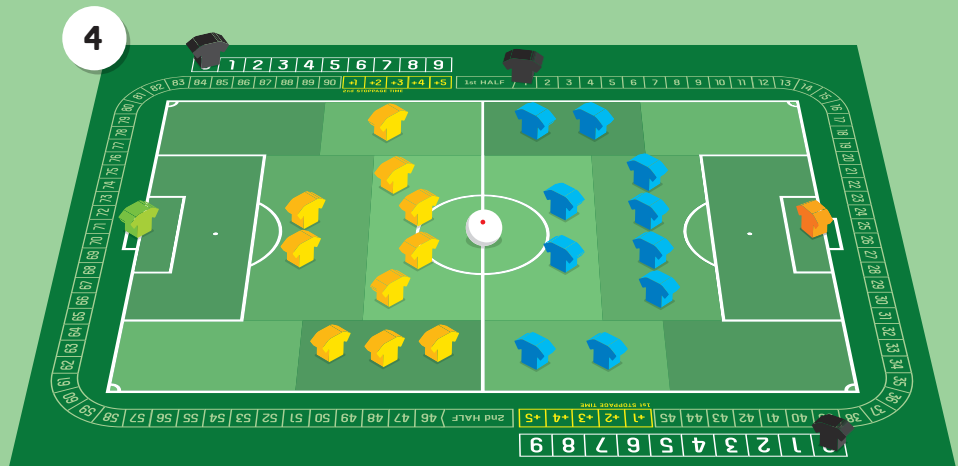
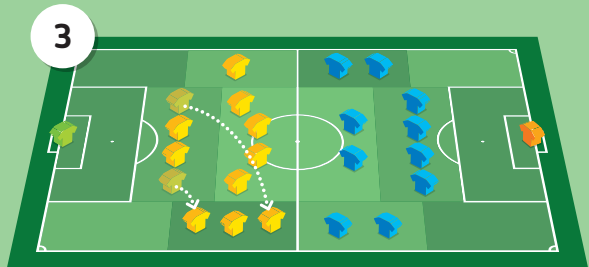
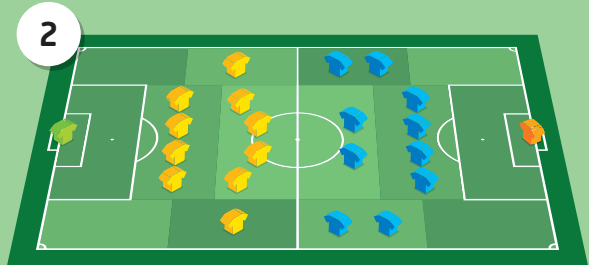
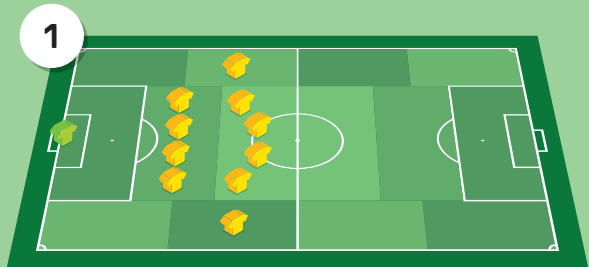
Depending the advanced rules used in the match, both teams setup the required markers as substitution player markers and condition point markers.

### Example: Match preparations

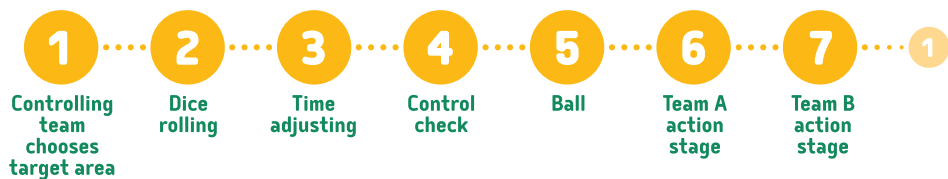
Heidi and Otto begins the game. Both roll a die. Heidi gets 5 and Otto 3. Thus Heidi decides who will start as a controlling team. She chooses to start as a controlling team and thus Otto's team starts as passive team. (In the second half Otto will then start as a controlling team).

- 1 Heidi must setup her team's players first. She setups four players to the middle area, which is more than required minimum of two. Then Heidi announces she has completed the setup.
- 2 Now Otto setups his team.
- 3 After Otto's setup is ready, then Heidi has chance to move two players. She choose to move two players from centre to strengthen the side, because her plan is start the game by playing the ball to that side are.
- 4 After teams are ready, then the referees are setup. One for each goal track to mark the number of goals. The third referee is setup to the time track square.

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



## 4. GAME TURN



Just like a real football match, the game is divided into two halves. Each half contains approximately 23 turns, though the exact number varies. Each turn represents 0 to 5 minutes of game time. Each half lasts for 45 minutes plus a random stoppage time.

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

After the turn is completed a new turn starts unless the half ends as defined in chapter [4.3].

### 4.1 Controlling team chooses target area

The controlling team chooses an area to play the ball into. The chosen area can be any area where the team has a player or an area adjacent to such an area. The team can also play the ball within the same area as it is currently located.

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

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

#### 4.1.1 Offside

A controlling team’s player is in an offside position if it is in the passive player’s half of the field (not including the centre circle) and in an area that is closer to the opposing team’s goal line than the area in which the passive team’s second closest player to that goal line (including the goalkeeper) is located. Members of the controlling player’s team are not offside if they are in an area that is at least partly at the same level as the area in which the passive team’s second closest player is at least partly at the same level as, or closer to, their own goal line than the start area containing the ball.

The offside rule does not apply when:

- a goal kick is taken
- a corner kick is taken
- the target area is fully in the controlling team’s own half of the field

#### Example: Choosing target area

Otto’s blue team is the controlling team. He can choose area A as target area because he has a player there. He can choose area B for target area because area B is adjacent to an area where he has a player. He cannot choose area C because he has no players there or on any area adjacent to it.



#### Example: Offside

Otto’s blue team is the controlling team. He can choose area A as target area because the opponent’s second lowest player is in an area partly at the same level with area A. The player in area B is in an offside position, thus Otto cannot choose area B as target area.

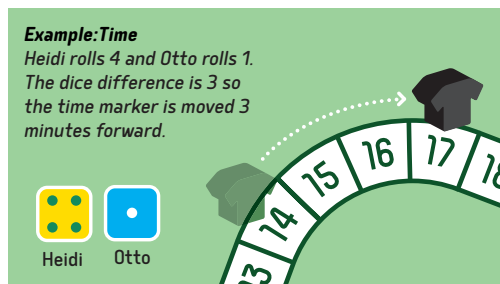


## 4.2 Dice rolling

Both teams roll a die (D6). Players must remember these results throughout the entire length of the turn because they are used during other stages of the same turn.

## 4.3 Time

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



If the dice difference was 0 and time was not moved then in the next turn, when the difference is not 0, time will be moved one extra minute forward in addition to the dice difference. If the dice differences are 0 more than once in a row, then all extra minutes are added in the next turn where the difference is greater than 0.

If the time marker is moved 5 or more squares in a turn, then both teams must make a tiredness check, see chapter [4.11].

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

### 4.3.1 Stoppage time

During stoppage time the time marker is moved only one square per turn. If the dice difference between initial values is smaller than the current stoppage time (yellow number in the square where the time marker begins the turn), the half ends immediately. The rest of the stages are not played.

When the time marker reaches the "+5" square the half is finished at the end of turn.

### 4.3.2 End of the half

When the first half is finished, the second half starts. The team that started the first half as the controlling team now starts as the passive team and vice versa. Move the time marker referee to square 46. Repeat the team setup for kick-off (see chapter [3.3]).

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

## 4.4 Control check

The control check determines whether the controlling team retains ball control or loses it to the passive team. To check for ball control the controlling team's die value (rolled in stage 2) is compared to that of the current ball value.

If the die value is higher than the ball die value, the controlling team remains in control of the ball.

If the die value is lower than the ball die value, possession is turned over and the passive team gains control of the ball. The passive team immediately becomes the controlling team and vice versa.

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



### 4.4.1 Target area without a passive team's player

If the passive team has no player in the target area and the controlling team has at least one player, then the controlling team passes the control check automatically and retains control of the ball. Special events might occur.

### 4.4.2 Target area without the controlling team's players

If after the control check the team with the ball control does not have any players in the target area it must move its closest player to the target area.

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

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



### 4.4.3 Special events

If a special event occurs, both teams roll a die.


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

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

The controlling team retains ball control after a special event, unless otherwise noted.

If a free kick is given to either team, the game continues according to chapter [5.1] with a new setup.

SPECIAL EVENT TABLE	
-5	The passive team can move two players to adjacent area(s) immediately after the ball movement
-4	Failed control check, ball remains in the start area
-3	The passive team can move one player to an adjacent area immediately after the ball movement
-2	+1 for ball value after the new value setup
-1	Free kick for CT. PT must roll for a yellow card*
0	Both team's action stages are skipped
	If the target area was a corner area, then a corner kick occurs (awarded to the team for whom the zone is the attack zone).
	If the die scores were 1 or 2 then add one condition point to both teams (in the zone where the target area is).
1	If the die scores were 6, both teams suffer an injury, see chapter [5.6]
	Free kick for PT. CT must roll for a yellow card*
2	-1 for ball value after the new value setup
3	The controlling team can move one player to an adjacent area immediately after the ball movement
4	-2 for ball value after the new value setup
5	The passive team may not choose defence movement option this turn



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

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

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

### 4.5 Ball movement

The ball is moved to the target area and placed next to a controlling team player.

#### 4.5.1 New ball die value

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

If the control check failed then the new ball value is the die result of the new passive team (rolled in stage 2).

#### 4.5.2 Long pass

The value is increased by one for each area between the area where the ball starts and the target area, unless the control check was failed.

##### Example: Long Pass

Otto's blue team is the controlling team. At the beginning of the turn he has chosen area A as a target area.

He passed the control check. The passive team's die score where 4. There were two areas between the start and the target area. Thus the ball value is adjusted initially to 4, but then increased by 2 to 6.



Otto

Heidi



#### 4.5.3 Start area without a passive team's player

One is reduced from the new ball value after a successful control check if the passive team has no players in the ball starting area. This reduction is not used when a free kick, corner kick or a goal kick is taken.

#### 4.5.4 Ball value adjusted above 6

If the ball value would be adjusted above 6, then the controlling team turns over possession of the ball to the passive team. The passive team then immediately becomes the new controlling team while the previous controlling team becomes the new passive team. Modifiers in [4.4.3], [4.5.2] and [4.5.3] are applied simultaneously.

The new ball value will be adjusted according to the rules in [4.5.1].

If the new controlling team has no players in the target area, a player is moved into that area according to the rules in chapter [4.4.2].

## 4.6 Teams' action stages

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

The team which played a team action stage first in the last turn will take again the first team action stage if it moved fewer number of players (exc. the any free movements) in the last turn than the opponent. Otherwise the opponent will take the first action stage. The following exceptions apply for the order of actions stages:

- If a corner kick, kick off, a penalty kick or a free kick was given at the beginning of the turn, then the passive team plays the first action stage.

- If a target area contains only passive team's players (inc. goal keeper) at the beginning of the turn, then the passive team plays the first action stage.

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

A team's action stage contains the following sequences, which must be played in the given order. Some of the sequences are optional and the team can choose to skip those.

1. Goal attempt (optional, only controlling teams)
2. Player movement
3. Ball value adjustment
4. Pressing (optional, only passive teams)
5. Player substitution (optional)

### Example: Team action stage

Otto's blue team is a passive team. Otto moved fewer number of players last turn, so he will play first team action stage and then Heidi will play her action stage.

#### 1 GOAL ATTEMPT

(only controlling team, OPTIONAL)

At the beginning of the action stage team can choose to try score a goal. Otto's team is a passive team and thus a goal attempt is skipped in his team action stage.

#### 2 PLAYERS MOVEMENT

A team must choose one movement option (defence, midfield or forward). Otto chooses to make a midfield movement to get more players to the side where the ball is.

#### 3 BALL VALUE ADJUSTMENT

After the movements the ball value is adjusted according the numbers of the players in the same area than the ball. Otto has one player more than Heidi in that area. Thus the ball value is adjusted by one to Otto's favour, from 3 to 4. The ball value adjustment is compulsory and must be done even it would be unfavourable for the playing team.



#### 4 PRESSING

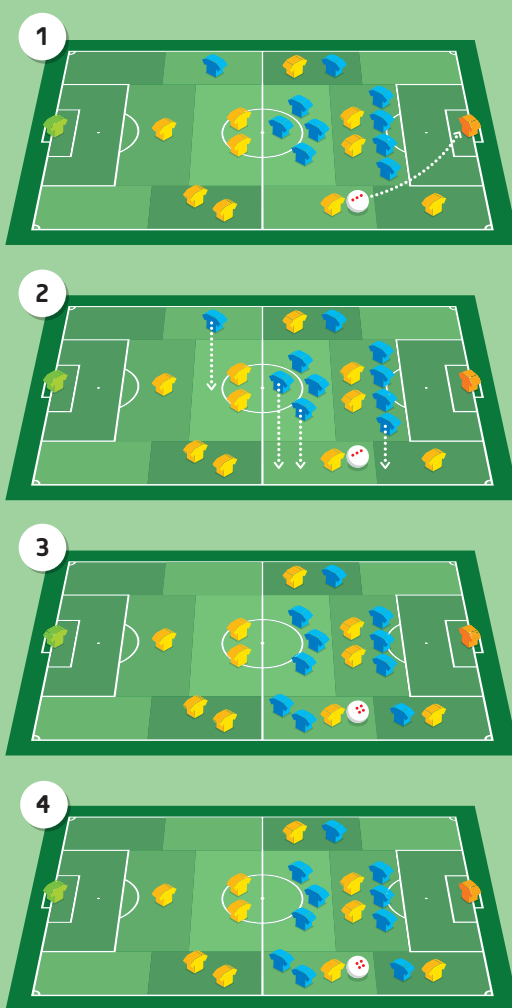
(only passive team, OPTIONAL)

A passive team can choose to try get the ball control by pressing. If the pressing fails it will give advantage for the opponent in the next turn. Otto wants to play careful defence play and thus ignores option for pressing this turn.

#### PLAYER SUBSTITUTIONS

At the end of team's action stage the team can choose to make players substitutions if A3 advanced rules are in use.

After Otto has finished his team action stage, then it is Heidi's turn to play her team action stage.



## 4.7 Goal attempt

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

If the controlling team decides to try to score a goal, the team rolls a die and adds the modifiers defined in the Goal Attempt Modifiers Table.

If the modified die value exceeds the current ball die value, the team scores a goal. The ball is moved to the centre circle and new team setups for kick-off are carried out according to the setup process rules in chapter [3.3]. The scoring team becomes the passive team.

If the modified die value equals the current ball die value, a corner kick occurs. See chapter [5.2].

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

Otherwise the shot is a miss. The game continues with a goal kick. See the rules for goal kicks in chapter [5.3]. The passive team becomes the controlling team and vice versa.

### 4.7.1 Difficult goal attempt

The team can attempt a goal even if the die result required to score is more than six. The team rolls a die according to the goal attempt rules. If the result is 6, the team rolls again. The team scores a goal if the second die roll is higher than the area modifier for the goal attempt. If the second die result equals the area modifier, then a corner kick occurs. Otherwise the shot is a miss.

### 4.7.2 Goalkeeper not in the penalty area

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

### 4.7.3 Rebound

When a rebound occurs both teams roll a die and add the number of their players in the penalty area where the rebound occurs (the passive team's goalkeeper is not counted for the purposes of this calculation). If the controlling team's result was higher the team scores a goal. If the result was equal, a corner

occurs. If the passive team's result is higher, then the passive team regains possession of the ball control and immediately becomes the new controlling team. The new ball value is the die score the new passive player rolled for their rebound roll.

## 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) (2)
-1	if the passive team has more players than the controlling team in the area from where the attempt is made. (1) (2)
+1	if the controlling team has more players than the passive team in the passive team's penalty area. (1) (3)
-1	if the passive team has more players than the controlling team in the passive team's penalty area. (1)
+4	if the passive team's goalkeeper is not in the penalty area.
-1	Goal attempt from a free kick
0/2/4/5/6	depending on the area where the goal attempt is made from (see picture).



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

(1) The passive team's goalkeeper is not counted in this calculation.

(2) The modifier is not counted if the goal attempt is made from the penalty area.

(3) Players in offside positions are not counted in the calculation.

### Example: Goal attempt

Heidi's yellow team has retain the ball control after the control check and now it is her team action stage. At the beginning of the action stage the team can try to score a goal. Heidi chooses to do so.

Heidi must roll a die and the score after modifiers must be higher than the ball value, which is 3, to score a goal. The area gives -2 modifier. Her team has more players in the shooting area, which gives +1 modifier. Otto's team has more players in the penalty area, which gives -1 modifier. Overall -2 modifier is added to the die score.

Thus Heidi must roll 6 to score a goal  $(6 - 2 = 4 > 3)$ . 5 would cause a corner kick and 4 a rebound. 1-3 will be a miss.



#### 4.8 Player movement

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

The team has three different options for movement: defence movement, midfield movement or forward movement. The team must choose one (only one) option and make all moves according to the chosen option's rules.

##### 4.8.1 Midfield movement

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

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

##### 4.8.2 Forward movement

The team can move as many players as it has forwards in its formation.

A player can move only straight forward. No sideways or diagonal movement is allowed. A player using forward movement can move more than one area in the same move, but must stop the move if it enters an area where the opposing team has more players (before the moving player enters that area).

##### 4.8.3 Defence movement

The team can move as many players as it has defenders in its formation.

A player can move only straight backwards. No sideways or diagonal movement is allowed. A player using defence movement can move more than one area in the same move, but must stop the move if it enters an area where the opposing team has more players (before the moving player enters that area).

##### 4.8.4 Goalkeeper movement

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

##### 4.8.5 Movement restrictions for offside

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

##### 4.8.7 Free movements

All players, except goalkeepers, that have not yet moved and are in an area touching either goal line, can be moved straight forward/backward one area away from the goal line. These moves are carried out after the team has completed all of its ordinary moves (defence, midfield or forward movement). A player using this free movement cannot however move to an area where the ball is currently located.

#### 4.8.8 Moving with ball

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

The player must move according to the chosen movement option, i.e. defence, midfield or forward movement.

##### 4.8.9 Controlling team's player with ball

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

When a condition point is used the team can mix the movement types used (i.e. it does not need to choose its movement type).

#### 4.9 Ball value adjustment

After the team has finished it moves the ball value is adjusted in accordance with the number of players in the same area where the ball is located.

If the controlling team has more players than the passive team in the area with the ball, then the ball value is reduced by the difference between the number of players, but only by a maximum of 2 and not below 1.

If the controlling team has fewer players than the passive team in the area with the ball, then the ball value is increased by the difference between the number of players, but only by a maximum of 2 and not above 6.

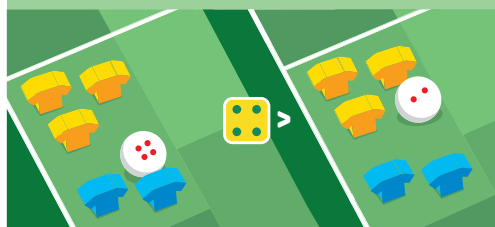
##### 4.9.1 Pressing

The passive team may decide perform pressing immediately after the ball value adjustment in its action stage. The team must have at least one player in the area where the ball exists. If the team decides to do so, then the team roll a die. If the die value is lower than the ball value, then the team gets the ball control and becomes as a controlling team. The die value (rolled for the pressing) becomes then a new ball value.

If the die value equals or is higher than the ball value, then the pressing is failed and the opponent will automatically pass the control check in the next turn if still playing as a controlling team (similar as playing the ball in the area with only friendly players).

##### Example: Pressing

Heidi's yellow passive team has finished movements and made the ball value adjustment. She decides to try a pressing action. She rolls a die and got 2. The result is lower than the ball value. She immediately gets the ball control and new ball value will be 2 (because she rolled 2).



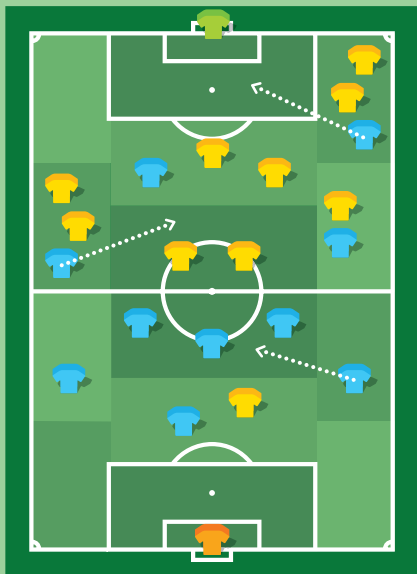


### Example: Player movements

Otto is playing his team action stage. He did not try a goal and now he must move his players. He uses the 4-4-2 formation. He has three options, examples of which are shown here: defence movement, midfield movement and forward movement. He must choose only one of those, the examples are alternative.

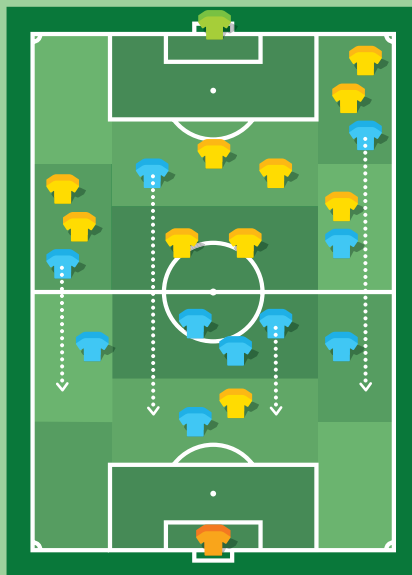
#### Option 1: Defence movement ►

Otto moves four players straight backward. That is maximum number of moves he can make because he has four defenders. In the defence movement players can move more than one area, but must stop if the area contains more opponent players than the moving team has in that area before the move.



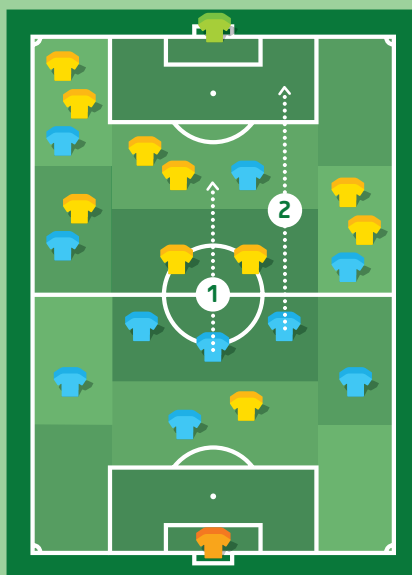
#### Option 3: Forward movement ►

If Otto chooses to make forward move, he is allowed to move two players, because he has two forwards. He decides to attack quickly. Players can move more than one area, but must stop if the area contains more opponent players. When Otto moves the first player it must stop to the first area, because the opponent has more players there before that movement. The second forward move can go through that area, because now the teams has equal number of players in that area.



#### ◀ Option 2: Middle field movement

Otto could move four midfielders, but in tactical reason he moves only 3. Note that players cannot make a straight forward or backwards move in midfield movement.



## 5 SPECIAL SITUATIONS

### 5.1 FREE KICK

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

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

The ball die value is adjusted to 1.

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

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

If the team decides not to attempt this, a new turn starts, and the opponent takes the first action stage.

The controlling team can choose to continue the turn from stage 6 if they decide to make a goal attempt. If the team decides not to attempt this, a new turn starts.

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

#### 5.1.1 Free kick setup rules

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

One player must be placed in the area where the free kick is awarded. All other players can be set up without restriction.

The passive team must set up at least one player in an area that is closer to their own goal line than the area from which the free kick will be taken (if possible).

### 5.2 CORNER KICK

When a corner kick is awarded the teams carry out a new setup procedure in accordance with the setup rules in chapter [3.2] also taking into account the specific corner kick setup rules in chapter [5.2.1].

The ball die value is adjusted to 1.

After the setup a new turn starts and the game continues from stage 1.

The corner kick is taken from the corner of the pitch, which, for the purposes of corner kicks only, is counted as a separate area. I.e. there is one area between the penalty area and the start area (where the corner kick is taken from).

#### 5.2.1 Corner kick setup rules

These corner kick setup rules are used in addition to the setup process rules defined in chapter [3.3].

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

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

### 5.3 GOAL KICK

A goal kick takes place from the penalty area. The ball is placed there and the ball die value is adjusted to 1. The rest of turn is played as normally before the goal kick is taken. The passive team's players are not allowed to disturb or inhibit the goalkeeper and thus those cannot try to press the ball control off before the goal kick is taken. The controlling team cannot move the ball with a player [4.8.8].

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

#### 5.3.1 Slow goal kick

The controlling team may choose to take a 'slow' goal kick. If this option is chosen one extra player movement stage is carried out for both teams at the beginning of the turn. The controlling team moves first. The number of the new moves determines the order of the next team action stages.

### 5.4 YELLOW AND RED CARDS

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

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

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

#### Example: Yellow & Red cards

Otto's team got a yellow card as a result of a special event. His team has already two yellow cards and this card will be third yellow card. He rolls a die for a red card and got 2. The result is less than the number of yellow cards. Thus the team will get a red card (this simulates a situation where the same player gets a second yellow card). Two of the yellow cards are changed for a red card. Otto continues game with one yellow card and one red card.



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] also taking into account the specific penalty kick setup rules in chapter [5.5.1].

5.5.1 Penalty kick setup

The team awarded the penalty kick (the controlling team) sets up the ball and one player on the penalty spot. The passive team sets up the goalkeeper on the goal line. No other players can be placed or moved into the passive team’s penalty area.

5.5.2 Taking a penalty kick

The passive team hides the goal keeper by their hand and secretly chooses one of the following options for the goalkeeper’s dive:

- Goalkeeper will dive to his left (turn the goalkeeper on its left side).
- No guess. Goalkeeper remains in the middle of the goal (keep the goalkeeper straight in the middle).
- Goalkeeper will dive to his right (turn the goalkeeper on its right side).

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

The passive team then reveals the hidden goalkeeper. The shooting player rolls a die to check whether the penalty is successful. A goal is scored if the die result is the same or higher than the value shown in the table.

If the penalty kick fails, a new turn begins and the game continues with a goal kick. The passive team immediately becomes the controlling team after the failed penalty kick.

REQUIRED DIE RESULT FOR A GOAL			
SHOOTING PLAYER	GOALKEEPER		
	 Guess to left	 No Guess	 Guess to right
Kick to left	2+	2+	6
Kick to middle	1+	6	1+
Kick to right	6	2+	2+

ADVANCED RULES

A1 CONDITION POINTS & TIREDNESS

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

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

At the beginning of the match a team has following number of condition points:

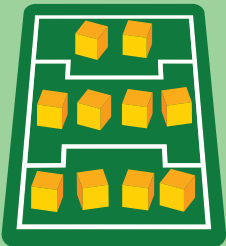
- Defence condition points = number of defenders
- Midfield condition points = number of midfielders
- Forward condition points = number of forwards

The points are marked with condition point markers on a team condition card and removed from the card when used.

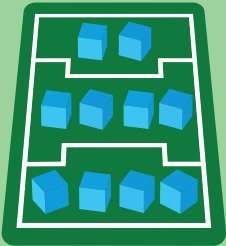
A1.1 Using condition point

In a team’s action stage before the team makes moves, the team can choose to use a condition point. The point must be used from the zone where the ball exists. I.e. if the ball is in the midfield zone, the point must be used from the stock of midfield condition points.

**Example:**  
**Condition points**  
Heidi has the 4-4-2 formation and thus her team has four defence condition points, four midfield condition points and two forward condition points.



Otto’s 4-5-1 would have four defence condition points, five midfield condition points and one forward condition point, but as he specified three attacking mid-fielders, then three points are moved from midfield to forward. Thus his team has four defence condition points, two midfield condition points and four forward condition points.



The team rolls a die before the moves. The number of moves it can make is based on:

- the result of the die rolled
- the number of players in the formation in the zone (defence, midfield or forward) where the condition point was used

### A1.2 Tiredness test

In every turn when time is moved 5 or more minutes forward both teams must check whether their players have become fatigued. Each team makes their own tiredness test.

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

If the tiredness test is failed then the team loses one condition point and must roll another die. The die result is multiplied by 10 and added to the previous result. If the result is again lower than the current in game time, then a second condition point is lost and the procedure is a repeated third time. A team can lose 0-3 points in one tiredness test.

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

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

#### Example: Tiredness test

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

### A1.3 Tiredness

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

#### Example: Tiredness

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



> 3-3-1

## A2 ADVANCED FORMATIONS – PLAYERS ROLES

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

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

### Attacking and defending midfielders

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

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

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



### Attacking centre back

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



### Withdrawn striker

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



### Offensive wing backs

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

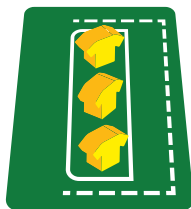




### A3 PLAYER SUBSTITUTIONS

A team can perform a player substitution up to three times during a game. Substitutions are made at the end of the team's action stage.

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



- **Formation change**  
Change the position of one player in its formation. These changes take effect at the beginning of the next turn. \*
- **Remove one yellow card**  
One of the players with a yellow card is substituted in order to avoid a red card. The team discards one yellow card.
- **Fresh player introduced onto the field**  
Roll two dice and multiply the result by 10. If the result is higher than current game time, then add one point to the team's condition point of one part of the formation. Otherwise add two points to one part of the formation. \*\*

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

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

### A4 INJURIES

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

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

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

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

4+: The player cannot return to game. The team can choose immediately to make a player substitution after the injury roll unless the team has already made all three of their allowed substitutions. The substitution type must be a fresh player.

### A5 ADVANCED GOAL KEEPER

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

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

If the goal keeper is outside of the goal keeper's area it will give -1 modifier for pressing die rolls. The goal keeper is then also counted as a player for goal attempts, but the opponent team will get +2 die roll modifier for goal attempts.

### A6 PLAYING STYLES

Playing styles represent the team's way of playing in different positions. An aggressive style presses the game and risks more, while an easy style plays more cautiously in order to avoid yellow cards. Playing styles also have an effect on special event rolls and injury results.

Teams choose their playing style for each area of the formation: defence, midfield and forwards. Each of these areas must use one of following playing styles: easy, normal or aggressive.

Aggressive playing style has following effects:

- **Special event die roll:** If the team's playing style in the target area zone is aggressive, then the team rolls two dice and ignores the result of the lowest die.
- **Injury test die roll:** If the team has an aggressive playing style in the target area zone, one is added to its injury die roll results.
- **Tiredness test:** If the team has adopted an aggressive playing style in the target area zone, then one is added to each die result.

Easy playing style has following effects:

- **Special event die roll:** If the team's playing style in the target area zone is easy, then the team rolls two dice and ignores the result of the highest die.
- **Injury test die roll:** If the team has an easy playing style in the target area zone then one is reduced from its injury die roll result.
- **Tiredness test:** If the team has adopted an easy playing style in the target area zone, then one is reduced from each die the team rolls in the test.



# 2014

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Controlling team chooses target area

Dice rolling

Time adjusting

Control check

Ball movement + new value

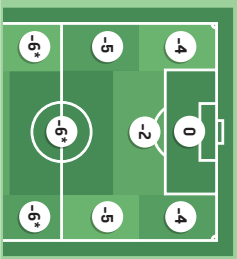
Team A action stage

Team B action stage

1. Goal attempt
2. Players movement
3. Ball value adjustment
4. Pressing

### 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) (2)
-1	if the passive team has more players than the controlling team in the area from where the attempt is made. (1) (2)
+1	if the controlling team has more players than the passive team in the passive team's penalty area. (1) (3)
-1	if the passive team has more players than the controlling team in the passive team's penalty area. (1)
+4	if the passive team's goalkeeper is not in the penalty area.
-1	Goal attempt from a free kick depending on the area where the goal attempt is made from (see picture).
0/2/4/5/6	



\* A goal attempt can only be made from these areas if the goalkeeper is not in the penalty area.  
 (1) The passive team's goalkeeper is not counted in this calculation.  
 (2) The modifier is not counted if the goal attempt is made from the penalty area.  
 (3) Players in offside positions are not counted in the calculation.

### SPECIAL EVENT TABLE

-5	The passive team can move two players to adjacent area(s) immediately after the ball movement
-4	Failed control check, ball remains in the start area
-3	The passive team can move one player to an adjacent area immediately after the ball movement
-2	*1 for ball value after the new value setup
-1	Free Kick for CT, PT must roll for a yellow card*
0	Both team's action stages are skipped if the target area was a corner area, then a corner kick occurs (awarded to the team for whom the zone is the attack zone). if the die scores were 1 or 2 then add one condition point to both teams (in the zone where the target area is). if the die scores were 6, both teams suffer an injury, see chapter [5.6]
1	Free Kick for PT, CT must roll for a yellow card*
2	-1 for ball value after the new value setup
3	The controlling team can move one player to an adjacent area immediately after the ball movement
4	-2 for ball value after the new value setup
5	The passive team may not choose defence movement option this turn

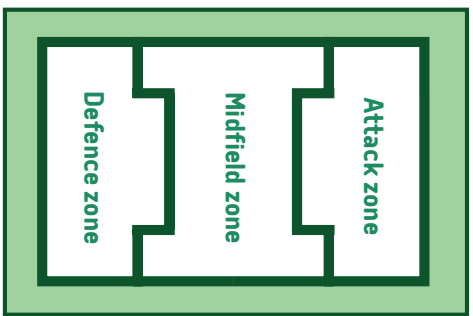


\*The team rolling for a yellow card must roll a die to determine the result:

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

### REQUIRED DIE RESULT FOR A GOAL

	GOALKEEPER		
SHOOTING PLAYER	Guess to left	No Guess	Guess to right
Kick to left	2+	2+	6
Kick to middle	1+	6	1+
Kick to right	6	2+	2+



forward move



Midfield move



Defence move

