

FUBA WORLD CUP 2018 - TOURNAMENT RULES

Date: 1st – 2nd of September 2018

Location: Helsinki, Oltermannintie 8

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

RULEBOOK

The rulebook version 2.1. available at www.fubaboardgame.com. The following advanced rules are used:

- A1: Advanced formations – players roles
- A2: Condition points & tiredness
- A3: Player substitutions
- A4: Injuries
- A6: Aggressive pressing
- A7: Advanced offside
- A8: Skills (the skills listed in this documents are available)

TOURNAMENT FORMAT

First day games (Saturday)

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

Second day games (Sunday)

After three games the top three players continues to the qualifiers and play a three rounds cup (4th, 5th and final game) to solve final positions 1-8. Players which lose a game in a cup are not drop off.

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

Other players are combined as one group and can play games affecting to the FUBA ranking.

TIMETABLE

Saturday 26.8.

09:30 – 10:00 Registration

10:00 – 12:00 1st game

12:00 – 13:00 Lunch break

13:00 – 15:00 2nd game

15:30 – 17:30 3rd game

19:00 Social dinner or other activity

Sunday 27.8.

09:30 – 11:30 4th game

12:00 – 14:00 5th game

14:00 – 15:00 Lunch break

15:00 – 17:00 Final

17:00 – 17:30 Prizes

GAME TIME

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

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

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

LATE ARRIVAL

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

DICE THROWING

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

SPECIAL EVENTS

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

PRIMARY FORMATION

Each team can send their primary formation to the organizer before 17th of August. If a team starts a match with another formation than the primary formation, it must reduce one condition point at the beginning of the match. The team can choose where the point is reduced.

PLAYERS MISSED NEXT MATCH

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

- The team got at least one red card in the previous match.
- If the team got at least one yellow card, roll two dice. If the result is lower or equals the number of yellow cards team has got before the previous match, then one condition point is reduced for the next match.
- If the team got injury during the match, roll a die. With result 1 or 2, one condition point is reduced for next match.

SKILLS

Each team can send 6 (different) skills their team will train for the World Cup. The list must be send before 17th of August and the skills must be listed in the numeric order from 1 to 6. The organizer will announce which three skills the team will actually get to the tournament. The same skill is available only for three teams. The team will get three first skills in their list unless there are more than three teams wanting these skills. The teams which did not supplied their list before 17th of August will get random three skills (the limitation of three same skills applies).

At the beginning of the game the team must choose two of the skills for the game secretly. The chosen skills are kept secret from the opponent until used first time. When the team uses first skill first time in a match it is free, but after that the player must spend number of conditions points announced in the card. The condition point(s) is reduced from the target area zone.

The use of the skill requires one condition point unless otherwise noted.

Trained formation change	A team can change position of two players in the formation at the end of its action stage. This can be used only once per game. The use of this card does not require to use condition points.
Wide player material	Each time a team makes a player substitutions to change fresh player to the pitch, reduce 2 from dice result which determines number of condition points. The use of this card does not require to use condition points.
High condition	Instead a normal movement action, a team roll a die and can make as many moves as the die result (minimum the number of players in formation in the corresponding zone). All moves can be any type (defence - midfield - forward).
Off side trap	An opponent team must make offside check if the target contains its players and also a second lowest player of the defending team.
Short passes	If the target area is in the midfield then the controlling team can reduce one from the ball value after its movement action if the chosen movement type was midfield and the opponent has not more players in the target area.
Fanatic fans	At the beginning of the team's actions stage, roll a die: <ul style="list-style-type: none"> 1: Add one for ball value (only if PT) 2: +1 modifier for pressing roll 3: Team can make three actions 4: Reduce 1 from ball value (only if CT) 5: +2 moves (any type) 6: +1 modifier for goal attempts

Sweeper keeper	If the target area is in the defence zone of the passive team and the controlling team has no players there at the beginning of the turn, then the passive team goal keeper can move that area (or stay in that area) if it is an adjacent area. The move is free and done at the beginning of the action stage. The passive team then gets -2 modifier for pressing roll.
Creative goal keeper	When a controlling team start area is its penalty area and its goal keeper is in that area the number of movements the opponent team can make in the next action stage is reduced by two.
Skilled goal keeper	An opponent must use two dice for a goal attempt. The highest result is ignore. For difficult goal attempts the two dice are used for first roll. The use of this skill costs 3 condition points.
Tackle	A passive team may roll two dice for pressing (also aggressive) in its defence zone. If the pressing is aggressive and the dice equals the opponent will get a free kick and the passive team must roll for a yellow card.
Stopper	The passive team player is counted as three players in a target area in a defence zone during the opponent actions.
Skilled fullbacks	After successful pressing action in the defence zone, a new controlling team can choose to move the ball up to two areas. Add +1 for ball value is area moved.
Doubling	The passive team can increase ball value by 2 (but not beyond 6) if after movement action it has more players in the target area than the controlling team and the target area is its defence zone.
Dribbling	A controlling team can move the ball one area with a player if the area where the move starts contains more controlling team players than passive team players and the area where to move contains no passive team players.
Midfield pressing	A passive team may roll two dice for pressing (also aggressive) in the midfield zone. If the pressing is aggressive and the dice equals the opponent will get a free kick and the passive team must roll for a yellow card.
Creative midfielder	If a controlling team has ball in the area containing the centre circle it can choose to move the ball to an adjacent area as on action.
Crossing	If the start area is in the midfield zone and the target area contains a controlling team player the long pass modifier is ignored.
Midfield general	If the target area is in the midfield zone, then a team can choose to change order of action stages. The use of this ability costs 2 condition points after first use.
Actor	When an opponent must roll for yellow or red card, they must roll two dice instead of one. The actor can choose which one to discard. If the dice equals, the original event will be ignored and the actor will get yellow card instead and the opponent will continue with a free kick.
Goal poacher	If the target area is in the penalty area and the team has a player there, it can choose to change the order of the action stages. The team must make a goal

attempt as its first action then. The use of this skill costs 3 condition points.
Controlling team only

Clinical finisher +1 modifier for goal attempts in the box. The use of this skill costs 2 condition points.

Target man The controlling team player is counted as three players in a target area in an attacking zone during the opponent actions.

PRIZES

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

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

CONTACT DETAILS

Hannu Uusitalo

email: hannu.uusitalo@gmail.com

phone: +358 50 3445508