

# FUBA 4

## QUICK PLAY CHART

### Setup (kick-off, corner kick, free kick)

1. The controlling team setups its players
2. The defending team setups its players.

The ball value starts at 2.

### Reaction moves

- One player from each area the team outnumbers the opponent
- Any player touching either of the goal lines
- Goal keeper which returns to the box

### Controlling team's action options

- Pass
- Sprint
- Goal attempt

No goal attempt after sprint action.

### Defending team's action options

- Pressing
- Positioning
- Sprint

### Player substitution

A team can make a player substitutions at the end of its action stage.

### Goal attempt

Die + mod > ball => Goal  
 Die + mod = ball => Corner kick  
 Die + mod = ball -1 => Rebound

## TURN ORDER

Reaction stage  
 Momentum stage  
 Action stage

### Reaction stage

The phasing team can perform reaction moves

### Momentum stage

The phasing team rolls two dice to determine number of actions, game time and possible special event

### Action stage

The phasing team performs actions (1-3 actions).

### Dice roll

Roll two dice

### Number of actions

Determine the number of actions for the action stage.

1 + 1 per each die result  $\leq$  formation in the corresponding zone the ball is located. (i.e. 1-3 actions)

### Game time

Move game time according the difference of the dice results.

### Special event

Special event occurs if the dice results equal.

### Sprint action

Roll two dice. Move players up to the number of the lower die result

**Condition point:** Use the higher die result instead of the lower

### Positioning (defender only)

Roll two dice. Increase ball value one step for each die result higher than the ball.

**Condition point:** Increase one additional step

### Pressing (defender only)

Roll two dice. +1 if outnumber.

Both dice < ball value  
 Get the ball control with the lower die result

One die < ball value  
 Get the ball control with the higher die value  
 Otherwise failed, -1 for ball value.

**Condition point:** Make an aggressive pressing (see advanced rules).



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

### GOAL ATTEMPT MODIFIERS TABLE

DISTANCE	
-0/2/4/5/6	Area modifier depending on the area the goal attempt is made from.
BALL AREA SITUATION	
+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)
PENALTY AREA SITUATION	
+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.

### Pass (controlling team only)

1. Choose a target area, add modifiers to the ball, roll two dice.
2. Both dice < ball => failed outcome  
 One die  $\geq$  ball => supportive outcome (move to target area)  
 Two dice  $\geq$  ball => creative outcome (move any area, free GA)
3. The new ball value (lower ball value if target area adjacent and a player in that area, otherwise higher)

**Condition point:** Make a challenge (see advanced rules).

CT dice	PT dice	Event	Effect
1	1, 2	Excellent attack move	The controlling team can move immediately one player into an adjacent area.
1	3, 4	Excellent defence move	The defending team can move immediately one player into an adjacent area.
1	5	Fast situation (NT)	The non-phasing team can perform one action before the action stage
1	6	Fast situation (PT)	+1 action for the phasing team
2	1, 2	Ball bounces (DT)	+2 ball value
2	3, 4	Ball bounces (CT)	-2 ball value
2	5	Lost momentum	-1 action for the phasing team
2	6	Failed man-marking	The offside risk rule is ignored this turn.
3	1, 2	Defender's foul	The controlling team is awarded a free kick. The defending team must roll for a yellow card.
3	3, 4	Attacker's foul	The defending team is awarded a free kick. The controlling team must roll for a yellow card
3	5	Defender's rude foul	The controlling team is awarded a free kick. The defending team gets a yellow card and must make a red card test with a +1 die roll modifier. CT rolls for an injury.
3	6	Attacker's rude foul	The defending team is awarded a free kick. The controlling team gets a yellow card and must make a red card test with a +1 die roll modifier. DT rolls for an injury.
4	1, 2	Slow play	Time advances one extra minute (does not trigger a tiredness test). Both teams recover one used condition point.
4	3	Ball over the touchline	If the area where the ball is located touches either of the touchlines (side edges), which have more players in that area gets the ball control and the new ball value is 2. If the numbers equals, the defending team gets the ball.
4	4	Ball over the goal-line	If the target area touches either of the goal lines a corner kick occurs.
4	5	Momentum	The controlling team can dribble immediately regardless of the position of the defending team's players.
4	6	Aggressive defence	The defending team must make immediately an aggressive pressing if the team has at least one player in the area ball is located and the team has a condition point for that action. The player number in the area is not taken account.
5	1	High ball – head collision	Both players roll a die. The team with the highest result gets control of the ball and the new ball value is that team's die result. Both teams must roll for an injury.
5	2	Failed pass	The defending team gets immediately the ball control if it has at least one player in the area where the ball is located. Roll a die for new ball value.
5	3	Perfect pass	The controlling team can immediately move the ball to the adjacent area where it has a player.
5	4	Behind the referee's back	The controlling team must roll for an injury.
5	5	Streaker	Move the time D6 + 1 minutes forward (does not trigger a tiredness test).
5	6	Out of position goalkeeper	+2 die roll modifier for goal attempts in this turn.
6	1,2	Terrace chant (PT)	The phasing team can use a free condition point for the first action (not for a skill).
6	3	Injured star player (DT)	The defending team must randomly select one of its skills That skill 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 must randomly select one of its skills. That skill 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 defending team gets a new random skill immediately for use in the current match. In a tournament or a league, that skill can be used in the remaining matches.
6	6	New talent (CT)	The controlling team gets a new random skill immediately for use in the current match. In a tournament or a league, that skill can be used in the remaining matches.