



RULEBOOK

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FINAL DRAFT

UP Games Ltd

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Introduction

FUBA is a board game that simulates football matches from a tactical point of view. The game includes football's most important details. The players take the roles of the head coaches. Thus, the game focus is on formations and tactics rather than individual players' detailed actions.

The game board is divided into 13 large areas rather than many little squares, to make the game fast enough to simulate a full football match, including all the important events. A match takes around two hours.

FUBA is played in turns. Teams can choose different types of actions to affect and react to each new situation. There is always a small chance of random events, such as an injuries, cards etc.

This rulebook is divided into basic and advanced rules. It is recommended to use only the basic rules in your first few games. After the players get familiar with the turn order, the advanced rules bring increased realism and more details to the game play.

The first version of FUBA was published in 2013 and it has since been modified according to feedback received from players. Thanks to all the players who have given comments to help develop and improve the game.

1 GAME BASICS

1.1 Playing pieces

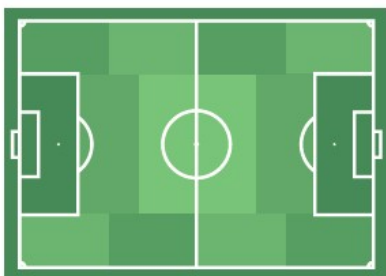
Ball

The ball is a round die with numbers from 1 to 6.



Game board

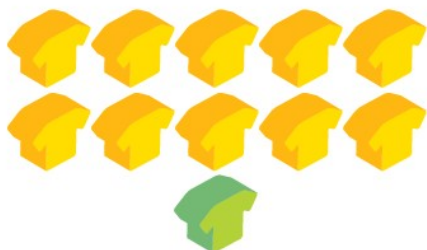
The game board represents a football field.



Two teams

Both teams have 10 outfield players and a goalkeeper.

In the advanced rules both teams also use 3 substitute players and 10 condition point markers.



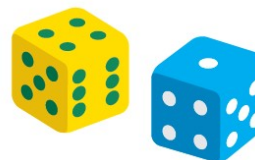
Three referees

One to mark game time and two to keep track of the scores.



Dice

Ordinary six-sided dice are used for all dice roll. Each team requires two dice to play.



Cards

16+1 cards: Both teams have 8 formation cards that are used to choose a formation for the team. The backside of these cards is yellow for use as yellow cards. The red card is only for fun, and can be shown to the opponent if 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

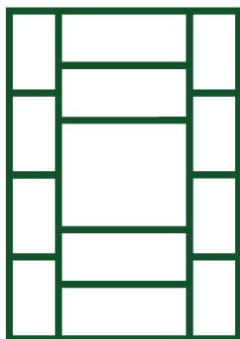
The team controlling the ball is referred to as the “controlling team” (CT) and the opposing team as the “defending team” (DT). These roles and terms are reversed immediately when a team loses ball control to the opponent. The new team in control of the ball immediately becomes the “controlling team”.

1.3.1 Ball control

The value on top of the ball shows how well the controlling team has the control of 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 also counts as one area including the goal area.



1.4.1 Player pieces in the areas

The player pieces are positioned in the areas. There is no limit to how many player pieces can be in any area, but if a team has more than six players in an area, a **maximum of six players** are taken into account when determining the number of the team’s players in that 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

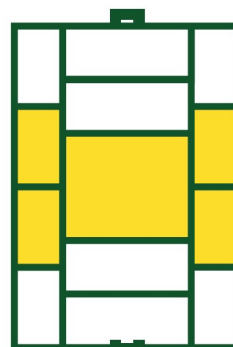
The goal lines are the edge lines at the shorter edges of the pitch from corner to corner (not just the line inside the goal).

1.5 Playing zones

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

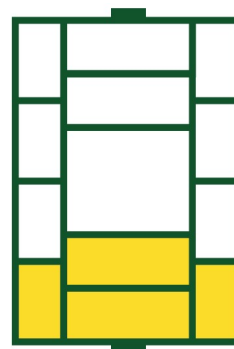
Midfield zone

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



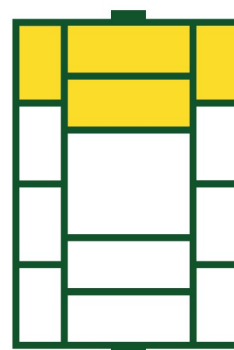
Defence zone

The defence zone contains the four areas that 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 that 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 TEAM 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

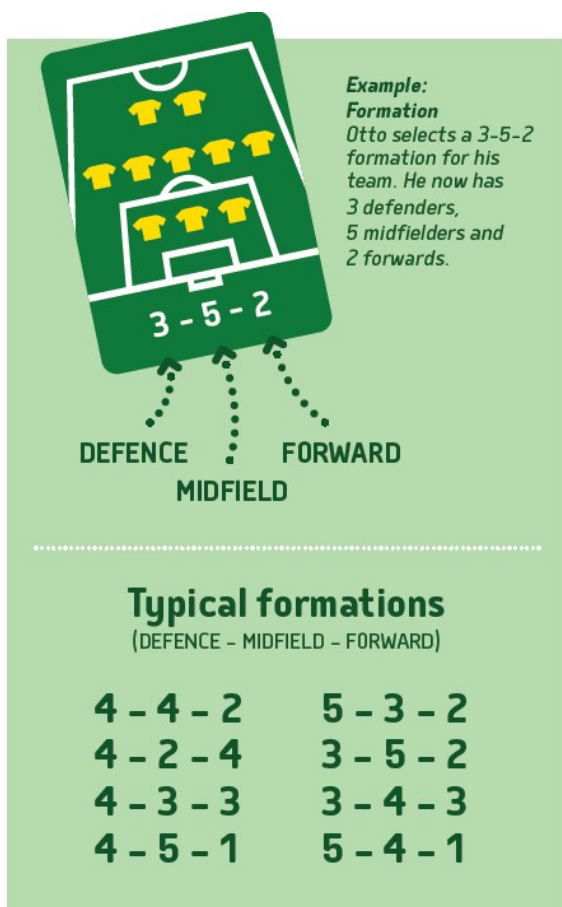
Both teams choose their formation for the game by secretly selecting a formation card. After both teams have selected their formation, the cards are revealed.

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, you should secretly write this formation down on a piece of paper. (The total number of outfield players must still be 10.)

2.2 Formation change during half time

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



3 MATCH PREPARATION

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

3.1 Referee placement

One referee is placed on the "1st min" square of the time track as a time marker (and on the "46th min" square in the second half). The two other referees are placed on the goal tracks as goal markers, on square "0" of each track.

3.2 Determining 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 order

The teams are set up in the following order:

1. The controlling team sets up its players.
2. The defending team sets up its players.

The teams' selected formations (4-4-2 etc.) do not affect the way the teams have to set up their players for a kick-off.

3.3.1 Kick-off setup rules

A kick-off takes place at the beginning of each half and after each goal. The ball is placed at the centre of the centre circle with 2 as the initial ball value.

The kick-off setup is done according to 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 Substitute players and condition points

Depending on whether advanced rules are used, both teams setup the required markers as substitute players and condition points.

See advanced rules A1 and A3.

Example: Match preparations

First the referees are placed in their positions: one for each goal track to mark the number of goals. The third referee is placed on the time track.

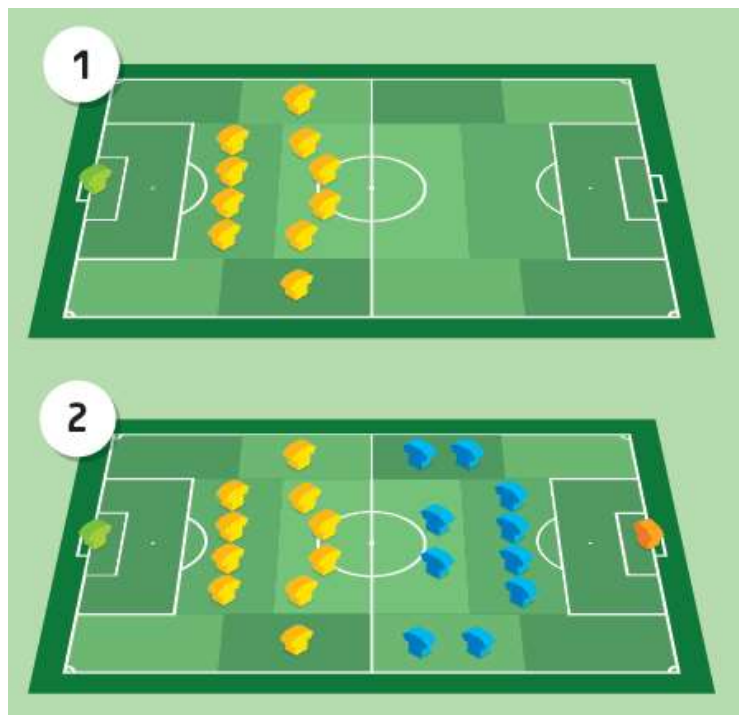
Santeri and Otto begin the game. Both roll a die. Santeri gets a 5 and Otto 3. Santeri won the dice roll and chooses which team will start with the ball as the controlling team. He chooses to start as a controlling team and thus Otto's team start as the defending team. In the second half Otto will start as the controlling team.

If an advanced rules are used, the weather is checked from this dice rolls. The dice did not equal, so there are no weather effect for the match.

See advanced rule A10 for weather effects

Santeri must set up his team's players first. He places four players into the middle area, which is more than the required minimum of two. Then he places two players into each of the side areas adjacent to the middle area and the last two players into the area in front of his team's penalty area. A goalkeeper is placed in the penalty area.

Santeri announces he is ready and Otto can start to set up his team. After Otto's setup is ready, the match can start.



4 GAME TURN

The game is played in turns. After a team has completed its turn the opponent takes a turn.

The team which is currently playing the turn is called as "phasing team" and the opponent "non-phasing team".

In the set piece (a kick off, a free kick, a corner kick etc.) the controlling team takes the first turn.

A turn is divided in three stages, which must be completed in the order shown below

TURN ORDER TABLE IN 3 STAGES	
1	Reaction stage
2	Momentum stage <ul style="list-style-type: none"> • Dice rolling • Number of actions • Time adjustment • Special event (if occurs)
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 Reaction stage

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

At the reaction stage the phasing team can choose to move players in the following situations:

- If a team has more players than the opponent in an area at the beginning of the turn, the team can move one player from that area to an adjacent area.
- A player, except a goalkeeper, that is in an area touching either goal line, can be moved straight forwards/backwards one area away from the goal line.
- A goalkeeper adjacent to their own penalty area can be moved into their penalty area.

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 backwards.

Example: Reaction stage

Otto's blue team is performing its reaction stage. Four of its players can make a reaction movements into adjacent areas. The blue team outnumbers the opponent in three areas and can thus move one player from each of these areas.

Player A in the corner area can make a reaction move even though the numbers of players equal in that area (because it is in an area touching the goal line). But that move must be directly away from the goal line.

4.2 Momentum stage

The phasing team **rolls two dice**. These dice results are used to resolve the following issues in the following order:

- Number of actions
- Time adjustment
- Check if a special event occurs

4.1.1 Number of actions

The team can perform always at least one action in the action stage. A team gets one extra action for each die result which value equals to or is lower than the number of players in the formation in corresponding zone where the ball currently is located. I.e. the team can get totally 1-3 actions to perform in the action stage.

4.2.2 Time adjustment

The time marker is moved equal number of minutes forward as the team got actions (i.e. 1-3 minutes).

4.2.2.1 Additional time adjustments

The time marker is moved one square forward at the beginning of each goal kick, free kick, corner kick, and after each goal scored. This rule has no effect during stoppage time.

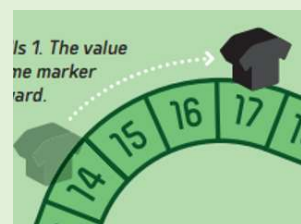
See advanced rule A8 for slow playing

Example: Momentum stage

As a phasing player Otto rolls one and four. As the ball is in the midfield zone, he gets three action. One as a base level plus two due to both dice equals or is lower than the number of midfielders in the formation.



As Otto gets three actions, the time marker is moved three minutes forward.



4.2.2.2 Stoppage time

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 stoppage time the time marker is moved only one square (minute). However, if the difference is smaller than the current stoppage time minute (the yellow number in the square where the time marker stands), the half ends at the end of the turn. When the time marker reaches the “+5” square it is not moved forward anymore until the stoppage time ends.

Example: Stoppage time

The time marker is on the +2 square. Santeri rolls 3 and 2 at the momentum stage so the difference of dice scores is 1. This is less than the current stoppage time (+2), so the half ends at the end of the turn.

4.2.2.3 End of the half

When the first half has 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 the 46th min square. Repeat the team setup for kick-off (in chapter 3.3.1).

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

4.2.3 Special event

If the dice difference is zero a special event occurs. The event takes place immediately and after the event is finished the turn is continued according to the turn order unless otherwise noted.

See advanced rule A12 for special events.

4.3 Action stage

The phasing team performs 1-3 actions in the action stage. The number of actions is determined in the momentum stage. See chapter 4.1.1. Each action type can be chosen after a previous action is completed.

In some cases a team can perform more than 3 actions (for example skills, special events or after a creative pass). Also there can be situation the team will have zero action.

4.3.1 Actions

Actions to choose from are:

- Sprint
- Positioning (the defending team only)
- Pressing (the defending team only)
- Passing (the controlling team only)

A same action type can be chosen multiple times during the same action stage.

In addition the controlling team can try to attempt a goal in some situations at the end of a passing action. See chapter 4.8.

4.4 Sprint

A sprint action simulates longer moves or runs on the pitch. Short moves inside a single area are covered by positioning actions.

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

In a player movement a player (piece) is moved to an adjacent area.

The same player (piece) can be moved only once in the same sprint action.

4.4.1 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 backwards.

4.4.2 Dribbling

A single area in FUBA covers a large area of a football pitch, so dribbling on this scale simulates quite a long run with the ball, which can be easily blocked by an opponent.

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



4.4.3 Ball controlling player

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

4.5 Positioning

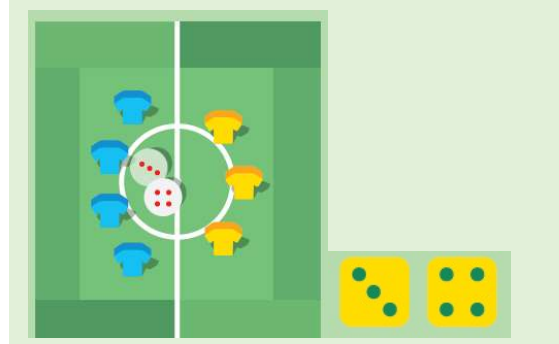
A positioning action simulates a situation where players make short moves to make their positions better to block the opponent's passing routes and further advance options (the ball value goes higher).

At the beginning of a positioning action the team rolls two dice. The ball value is increased by one for each die value that is higher than the ball value.

If defending the team has no players in the area where the ball is located, the ball value is adjusted one step less than the result of the dice.

Example: Positioning

Santeri's yellow defending team chooses to perform a positioning action after Otto's positioning action. He rolls 3 and 4. One die result is higher than the ball value, so the ball value is increased by one (from 3 to 4).



4.6 Pressing

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

The defending team may perform a pressing action if it has **at least an equal number** of players to the controlling team in the area where the ball is located.

The pressing team rolls two dice. If either of the dice values are lower than the ball value, the team gets control of the ball and becomes the controlling team. If both dice values are lower than the ball value, the lower pressing die value becomes the new ball value. If only one die was lower, the higher pressing die value becomes the new ball value.

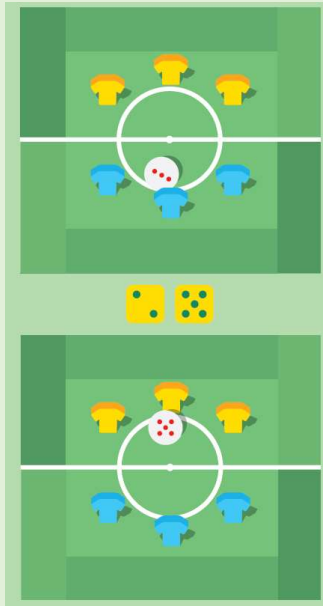
If the pressing team has more players than the opponent in the area where the ball is located the ball value is increased by one before the dice roll.

Otherwise, the pressing action fails, and the ball value is reduced by one.

See advanced rule A6 for aggressive pressing.

Example: Positioning

Santeri's yellow passive team makes a pressing action. A pressing action is possible because the team has at least an equal number of players as the opponent in the area where the ball is located. He rolls two dice and gets 2 and 5. The pressing is successful, because one of the dice results is lower than the ball value (2). But because only one die result was lower than the ball value, Santeri gets the ball with the value of the higher die result, 5.

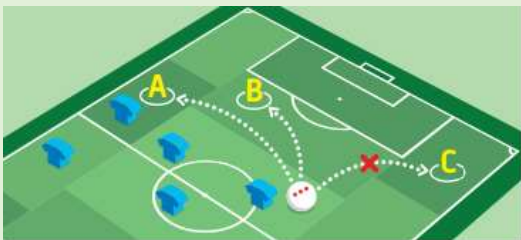


Passing procedure

1. Choose a target area
2. Add ball value modifiers
3. Roll two dice
4. Check the outcome
Failed – Supportive – Creative
5. Pass reaction move
6. Change a new ball value
7. Possible goal attempt

Example: Choosing target area

Otto's blue team is the controlling team. He can choose area A as a target area, because he has a player there. He can also choose area B for the 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.



4.7 Passing

In passing action the moves the ball by passing it from a player to another. The action simulates either a single pass or a longer pass chain. The ball value is modified to take account how difficult pass the team tries to make. The dice roll results determine if the pass is either failed or succeeded and the situation after the pass.

At the beginning of the pass action the controlling team chooses an area to pass 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 the ball is currently located.

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.

4.7.1. Pass restrictions (offside)

A pass cannot be targeted into an area where the controlling team 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.

4.7.2 Ball value modification

After the ball has been moved into the new area its value is modified in the following cases.

If the ball value drops below 1 the value will be 1.

The controlling team cannot choose a target area where the ball value would be modified to over 6 after all modifications.

A pass action is cancelled if the ball value would be increased above 6 in all options.

Start area situation

The ball value is reduced by one if the controlling team has at least twice as many players than the defending team in the start area.

The ball value is increased by one if the defending team has more players in the start area.

Start area situation is ignored if a kick off, a goal kick, a free kick or a corner kick occurs. Also it is ignored if the start area is the same area than the target area.

Long pass

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

Target area situation

The ball value is reduced by one if the controlling team has at least twice as many players than the defending team in the target area.

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

Offside risk

See advanced rule A7 for offside risk

Example: Long pass

Otto's blue team is the controlling team. At the beginning of the turn he has chosen to play the ball into the opponent's penalty area. There are two areas between the start and the target area. Thus the ball value is adjusted from 4 to 6.



4.7.3 Pass action outcome

The team rolls two dice to determine the outcome of the pass action.

Failed outcome

If both dice are lower than the ball value the pass is failed. The defending team gains control of the ball and **immediately** becomes the controlling team and vice versa.

If the defending team has no players in the target area it must move a player from an adjacent area into the target area. If that is not possible, see the chapter 4.7.3.1.

Supportive outcome

The team manages to keep the ball control, but must bring a supporting player to help.

If one of the dice is higher or equal to the ball value, the controlling team retains the control of the ball.

The team must move a player from an adjacent area into the target area. If the team cannot move a player, the turn is finished and it cannot make more actions or a goal attempt.

Creative outcome

The team manages to pass the ball to an unguarded position or with enough pass to turn, try a goal etc.

If both of the dice are higher or equal to the ball value, the controlling team retains the control of the ball.

If the team has no players in target area, it must move a player from an adjacent area into the target area. Otherwise it may move a player from any area into an adjacent area. That 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 backwards.

A team may choose to make a goal attempt after a creative outcome at the end of the action.

4.7.3.1 Easy situation

If the pass action outcome is failed, but the defending team does not have a player in the target area or any adjacent area,

the failed outcome is changed to supportive outcome. The defending team can move one player to an adjacent area (after the controlling team's move). The new ball value (instead of chapter 4.7.4) will be 6 and the controlling team can make a move into the target area.

4.7.4 New ball value

The ball value is changed after the outcome is solved irrespective of the outcome result. The new ball value is the value of the lowest dice value if the target area is same or adjacent to the start area AND the current controlling team had a player in the target area at the beginning of the action.

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

Example: Passing procedure

Otto passes the ball into the adjacent area (A).

The start area the numbers of players equals, so there are no modifiers. The opponent outnumbered in the target area, which gives +1 ball value modifier. Thus the ball value is increased by one (3 -> 4).

Otto rolls dice and gets 2 and 6. Because one die equals to or is higher than the ball value, the pass is successful and Otto retains the ball control. Because only one die succeed the outcome is supportive and thus Otto must move a player from the adjacent area into to target area.

The new ball value is the value of lower die result, because the pass was given to an adjacent area where Otto had a player at the beginning of the pass action.

A goal attempt cannot be done due to the pass action was not a creative.

4.8 Goal attempt

A goal attempt simulates situations where a team tries to score, either by a direct shot from the area where the ball is located or by an attempt starting from that area, but with a final touch by a player closer to the goal.

A goal attempt is not an action, but the controlling team can choose to make it in the following situations:

- After a creative outcome of a passing action
- A direct shot from a free kick

The controlling team can make a goal attempt if it has control of the ball in any area located entirely in the defending team's half of the pitch.

If the controlling team decides to make a goal attempt, 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. Then, new team setups for a kick-off are carried out according to the rules in chapter 3.3.1. The scoring team becomes the defending team.

See advanced rule A10 for V.A.R.

If the modified die value equals the current ball value, a corner kick occurs. See chapter 5.3.

If the modified die value is 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 4.8.1.

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.

4.8.1 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** towards the number of players.

If the controlling team's result is higher the team scores a goal. If the result is equal, a corner kick occurs. If the defending team's result is higher, then the defending team regains control of the ball 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.

Example: Goal Attempt

Santeri's yellow team has got a creative outcome from a passing action and decides to make a goal attempt. Santeri 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 a -2 modifier. His team has more players in the shooting area, which gives a +1 modifier. Otto's team has more players in the penalty area, which gives a -1 modifier. Overall a -2 modifier is added to the die score. Thus Santeri must roll a 6 to score a goal ($6 - 2 = 4 > 3$). A 5 would cause a corner kick and 4 a rebound. 1-3 will be a miss.

GOAL ATTEMPT MODIFIERS TABLE

DISTANCE Area modifier depending on the area the goal attempt is made from.

0
-2
-4
-5
-6



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

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.

(1) The modifier is not counted if the goal attempt is made from the penalty area or a free kick.

(2) Players in offside positions are not counted.

4.8.2 Difficult goal attempt

A team can make a goal attempt 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 (ignore the minus sign) 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.

4.8.3 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.



5 SPECIAL SITUATIONS

5.1 Offside

A controlling team's player is in an offside position if it is in an area that 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 that is **at least partly** at the same level as 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.

A player is also not in an offside position if it is in an area that is at least partly at the same level as, or closer to, their team's own goal line than the area where the ball is located.

Offside has not effect when passing backwards towards your 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 area where the ball is located. A team awarded a free kick immediately becomes the controlling team (if not already) and the ball value is set to 2. If the target area was the defending team's penalty area a penalty kick is taken instead (See chapter 5.5.)

5.2.1 Free kick setup

The teams carry out a new setup procedure according to chapter 3.3. In addition, at least one player from 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

After the setup the controlling team starts a new turn. The momentum stage is skipped and the controlling team chooses one of the following options for the action stage:

- To play one action. That must be a pass and cannot be given into to the start area unless the controlling team has at least two players in that area.
- To make a goal attempt.

5.2.3 Quick free kick

If a free kick is awarded in an area that is at least partly on the controlling team's side of the pitch, then it is counted as a "quick free kick" and no new setup is made.

The controlling team may immediately move as many players as wanted into areas adjacent to them. Then, the defending team can move up to as many players as the controlling team. After the player 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 (chapter 3.3.) taking 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 to the corner area.

For example, there is one area between the penalty area and the corner of the pitch where the corner kick is taken.

5.3.1 Corner kick setup

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 2.

5.3.2 Taking a corner kick

After the setup the controlling team starts a new turn. The momentum stage is skipped and the controlling team plays only one action, which must be a passing.

Once the first action is done 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.

5.4 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 2.

All players in that penalty area, except the new controlling team's goalkeeper, are moved one area towards the centre circle.

After the previous moves, the controlling team may move as many players as wanted into areas adjacent to them. Then, the defending team may move up to as many players as the controlling team moved with a minimum of four players.

After these movements, the controlling team begins a new turn. The momentum stage is skipped and the controlling team plays only one action, which must be a pass. A pass cannot be given into to the start area unless the controlling team has at least two players in that area.

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 the 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 the left. Turn the goalkeeper to lie on its left side.
- No guess. Leave goalkeeper in a standing position in the middle of the goal.
- Goalkeeper will guess and dive to the right. Turn the goalkeeper to lie on its right side.

After the defending team (goalkeeper) has made its decision, the controlling (shooting) team chooses the 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 following 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).

REQUIRES 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+

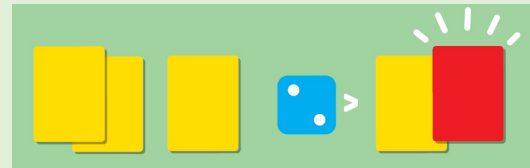
latest one), the team receives a red card and must immediately remove one player from the game.

If a team receives a red card, two of the yellow cards will be changed (discarded) into a red card (meaning a 2nd yellow card to the same player), unless the die result was a 1, in which case only one yellow card is discarded (meaning a direct red card to a player).

Red cards and player removals have no effect on formations (as selected in chapter 2.1.).

Example: Yellow & Red cards

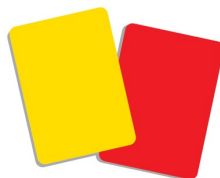
Otto's team got a yellow card as the result of a special event. His team already has two yellow cards and this card will be the third yellow card. He rolls a die for a red card and gets a 2. The result is less than the number of yellow cards. Thus the team will get a red card (this simulates a situation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



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 a red card test with +1 yellow card modifier. Opponent suffers an injury [advanced rule A4]

If a team gets a yellow card and already has at least one yellow card or if the yellow card test result was a 6, the team must also roll for a red card.

5.6.2 Red card test

The team rolls a die. If the die roll result is lower than the number of yellow cards the team currently has (including the

ADVANCED RULES

A1 Team 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. Condition points can also be lost as a 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, each team has the following number of condition points, which should be 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 the following purposes to boost an action:

- **Sprint action:** Choose the higher die result instead of the lower die result when determining the number of moves. The decision to use a condition point can be made after the dice are rolled.
- **Positioning:** Ball value is increased one additional step. The maximum adjustment limit still applies. The decision to use a condition point can be made after the dice are rolled. If the controlling team has more players in the area, a condition point cannot be used.
- **Pressing:** Make an aggressive pressing action according to advanced rule A6.
- **Pass action:** Make a challenge according to advanced rule A9.

The condition point must be used from the same zone that the ball is located in. If there are no condition points available in the corresponding zone, the team can instead use two points from an adjacent zone.

A2 Advanced formations – player 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 and forwards).

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's condition and added to the forwards' condition.



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

Attacking centre-back

Teams can specify **one** defender as an attacking centre-back. One point is removed from the defence's condition and added to the midfield's 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's condition.

Offensive wing backs

Teams can specify **up to two** defenders as offensive wing backs. One point is removed from the defence's condition and added to the forwards' condition for each designated offensive wing back.



Example: Condition points

Santeri has the 4-4-2 formation and thus his team has four defence condition points, four midfield condition points and two forward condition points.

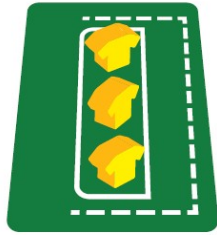
Otto's 4-5-1 would have four defence condition points, five midfield condition points and one forward condition point, but as he specified (see chapter A2) three attacking midfielders, three points are moved from midfield to forward condition. Thus, his team has four defence, two midfield and four forward condition points.



A3 Player substitutions

A team can perform a player substitution up to three times during a game.

The phasing team may choose to perform substitutions at the end of its turn. At the same time a team can perform several player substitutions, but the number of substitutions must be announced before any dice are rolled for a substitution.



Both teams 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) at the beginning of the turn. The controlling team makes the decision first.

For each substitution the team rolls two dice and multiplies the result by 10. If the result is higher than the current game time, the team gets one condition point, otherwise the team gets two condition points.

Player substitutions cannot increase condition points above six in any zone or increase the team's total number of condition points above 10.

In addition the can choose one of the following options for each substitution:

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.

Substitution of a 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.*

Game plan change

Substitute a skill on the match from the reserve.

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 the following effects:

- 1-4: The player is removed temporary from the field for 1-4 minutes according to the die result rolled for the injury. After the time has advanced for at least the injury time the player returns to the game at the end of the 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 removed from the area where the ball is located. If there are no players in this area, the closest player must be removed.

If a goalkeeper would be removed, another player piece is removed instead of the goalkeeper, but the opponent gets a +1 die roll modifier for all upcoming goal attempts.

A5 Goalkeeper charge

A charge out from the goal allows the goalkeeper to react to passes and crosses into the box. It increases the goalkeeper's chances of winning the ball before the opponent can take control, but it also increases the opponent's chances of scoring if the charge fails.

When the controlling team has chosen the defending team's penalty area as a target area for the pass action, the defending goalkeeper in that area can choose to charge out from the goal. The defending team makes the decision to rush out (or not) before the dice are rolled.

A goalkeeper cannot charge if the ball was played from the same penalty area.

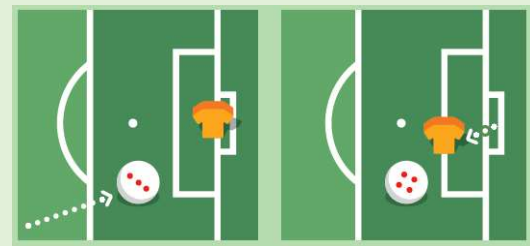
The decision to use a charge has the following effects:

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

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

Example: Goalkeeper Charge

Santeri plays the ball to Otto's penalty area. At the end of the first stage Otto chooses to make a goalkeeper's charge. The ball value is increased one step.



A6 Aggressive pressing

In aggressive pressing, the defending team plays hard, usually close or beyond the boundaries of the rules, when it tries to get the ball under control, for example by harrying opponents, and attempting hard or early tackles

An aggressive pressing action can be used instead of ordinary pressing by using a condition point (defined in A1.2). Unlike ordinary pressing, aggressive pressing can also be used if the defending team has one player less than the controlling team in the area with the ball.

Aggressive pressing is made according to the same rules as ordinary pressing, except the ball value is increased by one before the dice roll.

If aggressive pressing fails, the opponent is awarded a free kick and the pressing team must roll for a yellow card. See chapters 5.2 and 5.6.

DICE RESULT	WEATHER EFFECT
1-1	Heat
2-2 or 3-3	Sunshine
4-4	Wind
5-5	Rain
6-6	Cold

A7 Offside risk

The offside risk rule makes the defence line's role more important in the game. It does not always simulate situations where an offside offence occurs, but it also simulates defenders' ability to cut out passes or block advances.

Offside risk applies in a pass action when the target area contains the controlling team's player, and that area is **entirely** in the defending team's half of the field and is **closer** to the defending team's goal line than the both areas in which the defending team's second lowest player and the ball are located.

In such a situation the ball value is increased by one and the target area modifier is ignored.

The offside risk rule does not apply when a goal kick or a corner kick is taken.

A8 Challenge

Challenges represent situation where a player with the ball challenges a defender either by dribbling or with short wall passes.

A controlling team performing a passing action might declare a challenge at the beginning of the action. The action is performed according to the passing action rules with following exceptions:

- The target area must be the area where the ball exists (i.e. the ball is not moved).
- For supportive and creative outcomes the dice results must be higher than the ball value (equal is not enough).
- If the team gets a creative outcome the team can move the ball with a player from the area into an adjacent area instead of the normal creative outcome move.

A9 Slowing down game play

This advanced rule gives a team the 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 kick

[chapter 4.2.1.1], the controlling team may choose to purposely slow down game play.

The time marker is moved one square forward. The team rolls two dice and multiplies the sum by 10. If the result is lower than current game time the team gets a yellow card for deliberately delaying the restart, see chapter 5.6. The team must also then make a red card test.

A10 Weather

This advanced rule simulates the weather's effects on the match.

At the beginning of the match, if the dice rolled to determine who will kick off the match (chapter 3.2) are equal then the following weather affects the match.

Heat

Every time a team spends a condition point it must roll a die. With result of 1 it loses another condition point.

Sunshine

The team that starts the match as the controlling team suffers first half sunshine. The team cannot utilise the "goalkeeper charge" rule. Sunshine effects end after the first half and do not have any effects in 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 a 1 or 2, wind effects end. If the result is a 6, the windy weather becomes a **storm**.

Rain

In each pass action 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 a 1 or 2, rain effects end. If the result is a 6, the rain becomes a **storm**.

Cold

Injury rolls suffer a +1 die roll modifier.

Storm

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

A11 V.A.R.

If V.A.R is used in the tournament a team must roll two dice after a goal is scored. If the result is a double 6, the goal is denied due to offside or another offence by the attacking team. The game continues with a free kick.

In addition, the same test is done after a successful pressing action in the penalty area. If the result is a double 6, the opponent is awarded a free kick or a penalty kick and the team must roll for a yellow card.

A12 Skills

Skills enables to customize teams and design more advanced tactics.

Teams can choose skills for a match up to the allowed number (recommendation 3-6). Half of the skills (rounded up) are chosen for the match and rest are on reserve representing the tactical options the coach have available on the bench. The skills can be change by a player substitution.

Use of the skills

The use of skills requires that teams spend condition points. The number of required condition points is shown in the skill list. Condition points are spent in the area where the ball is located when the skill is used. If there are no condition points available in the corresponding zone, the team can instead use two points from an adjacent zone.

Order of the skills

If both teams have skills which can be played exactly same time, the controlling team makes the decisions first.

TEAM SKILLS	CP to use	Effect	
Trained formation change	0	A team can change the position of two players in the formation at the end of the action stage. This can be used only once per game.	This skill can be played at the end of the action stage.
Strength in depth	0	Each time a team makes a player substitution to bring a fresh player onto the pitch, reduce two from the dice result that determines the number of condition points.	This skill can be played when the team makes a player substitution.
Great condition	0	When a team makes a sprint action and spends a condition point to choose the highest die result the team can make one additional move.	This skill can be played on the team's sprint action.
Fanatical fans	1	The team can reroll both dice for its pressing, sprint, positioning or passing action. If the rerolled dice results equal the team gets yellow cards and a free kick is awarded to the opponent. Rerolled result cannot be rerolled.	This skill can be played after the team has rolled the dice for its action. This skill is played before any other skill which can played after the dice roll.
Trained special event	1	A team taking a free kick or a corner kick can make two actions instead of one.	This skill can be played at the beginning of the turn when a free kick or a corner kick occurs.
Gegenpressing	1	If the opponent has made a successful pressing action in an area that is fully on their side of the pitch, the team can immediately make a counter-press. This is done according to the pressing rule. It can be also be aggressive pressing if an extra condition point is used.	This skill can be played at the end of the opponent's successful pressing action.
Angry coach	0	The angry coach skill 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 a 4, 5 or 6 the condition point is not discarded. With the result of a 1 the referee removes the coach from the match. The team suffers a +2 die roll modifier at substitutions and choose make formation changes.	This skill can be played when the team spends a condition point for an action.

GOALKEEPERS	CP to use	Effect	
Sweeper keeper	1	When the goalkeeper makes a charge the ball value is increased by two steps instead of one.	This skill can be played when the goalkeeper makes a charge.
Creative goalkeeper	1	The team can make two actions instead of one when taking a goal kick. The target area cannot be in the attack zone.	This skill can be played at the beginning of a goal kick.
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. This skill cannot be used if the goalkeeper made a charge in the same turn.	This skill can be played when the opponent announces a goal attempt, but before the die roll.
Penalty saver	0	The opponent must roll two dice instead of one for a penalty shot. The highest result is discarded.	This skill can be played at the beginning of a penalty shot.
Leading goalkeeper	1	The opponent's team must roll two dice instead of one for a goal attempt during a turn that begins with a corner kick or a free kick.	This skill can be played when the opponent announces a goal attempt, but before the die roll.
Advancing goalkeeper	1	The goalkeeper can use the charge rule in the adjacent areas to their penalty area. The goalkeeper is moved into that area and taken account to the number of players. If the goalkeeper is out of the penalty area +1 modifier due the charge is not taken account (does not affect simultaneously).	This skill can be played at the opponent pass action before the pass modifiers are applied to the ball value.

¹ This skill counts as two skill choices towards the maximum number of skills agreed by the teams.

DEFENDERS	CP to use	Effect	
Tackler ²	0	When the defending team fails in an aggressive pressing action in its defence zone the opponent is awarded a free kick only if the pressing dice results are equal, in which case the pressing team must also roll for a yellow card. The ball value is not reduced if the pressing fails.	This skill can be played at the beginning of the team's pressing action.
Stopper ²	1	If the target area is in the defending team's defence zone the new ball value after a successful passing action is determined according the highest die result instead of the lowest die result. The team must have at least one player in the target area.	This skill can be played at the opponent passing action when a new ball value is applied.
Skilled full back	1	If the ball is in the defending team's defence zone at the beginning of its action stage, it gets one additional action.	This skill can be played at the beginning of the team's action stage.
Doubling up ²	1	The defending team can increase the ball value by two in its defence zone if it has more players in the ball area at the end of its reaction stage.	This skill can be played at the end of the team's reaction stage.
Offside trap	1	If the opponent's team passes the ball into an offside risk position with a supportive outcome the defending team is awarded a free kick. No yellow card test occurs.	This skill can be played after the opponent pass action.
Skilled wing back	1	If the ball is in a side area (touch to either of the touchlines), the controlling team can dribble directly forward as a part of the sprint action, unless the opponent has more players in that area at the beginning of the sprint action. The ball value is increased by the number of the opponent's player in that area.	This skill can be played during the controlling team's sprint action.
Fast defender	1	When the opponent chooses a target area which is in the defending team's defence zone, the defending team can move one player (not a goal keeper) into that target area form an adjacent area before the ball value adjustments.	This skill can be played during the opponent's passing action.
Catenaccio ³	1	The defending team can move its second lowest player into an adjacent area after the new ball value is setup.	This skill can be played at the end of the opponent's pass action.

² This skill cannot be used if the goalkeeper 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 in the FIBA World Cup 2019 in Milan, Italy.

MIDFIELDERS	CP to use	Effect	
Midfield general	1	If the ball is in the midfield zone, the number of available action for the opponent is reduced by one.	This skill can be played at the opponent's momentum stage after it has rolled the dice.
Creative midfielder	1	If the start area of a pass action was in the midfield zone, a supportive outcome is can be changed to a creative outcome. The skill cannot be played after a long pass.	This skill can be played during the team's pass action when the outcome is checked.
Midfield pressing	1	The defending team can move one player from an adjacent area into the area in which the ball is located at the beginning of a pressing action.	This skill can be played at the beginning of the team's pressing action.
Crossing	1	When the controlling team makes a long pass from a side area (including from a corner kick) -1 ball value modifier is applied.	This skill can be played when a pass modifiers are applied.
Regista	1	When the controlling team makes a long pass from the midfield zone with a creative outcome the new ball value is determined according the lowest die result.	This skill can be played at the team's passing action when a new ball value is applied.
Dribbler	0	A player of the controlling team is counted as two players when the team makes a challenge in the area which is at least partly on the opponent side of pitch.	This skill can be played during the controlling team's challenge.
Short passes	1	The team can make an additional passing action after a successful passing action. That action is not counted to the number of actions. The passing action must start from the midfield zone and the target area must be one of the adjacent areas.	This skill can be played at the passing action after the new ball value is applied.
Box to box midfielder	1	During the reaction stage, the team can move one extra player from the centre circle area directly forwards or directly backwards regardless of the number of opposing players in the area.	This skill can be played during the team's reaction stage.
Il mediano	1	The defending team can make a positioning action in its midfield zone, which is not counted to the number of actions.	This skill can be played during the team's action stage
Mezzala	1	When the controlling team plays the ball into the attacking zone area where neither team has players, reduce the ball value one step if supportive outcome, two steps if creative outcome.	This skill can be played at the passing action after the new ball value is applied.

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.	This skill can be played at the beginning of the opponent's turn and affects till the end of that turn.
Clinical finisher	1	+1 die roll modifier to a goal attempt made from the penalty area.	This skill can be played when the team announces the goal attempt, but before the die is rolled.
Aggressive striker	1	If the team fails a pass action into its attack zone, the team can still move a player to the target area as a pass reaction move.	This skill can be played after a failed pass action.
Goal poacher	1	The team may make a difficult goal attempt after its pass action with failed or supportive outcome. The goal attempt is not counted to the number of actions and can be made even the team has no player in the area.	This skill can be played after the team has made a pass action.
Actor	1	If a special event occurs in the team's attacking 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: no effect, roll for a special event. 3-6: Instead of a special event the actor's team is awarded a free kick. The opponent must roll for a yellow card with a +1 die roll modifier.	This skill can be played when a special event occurs.
Runner	1	During the reaction stage the team can move one extra player regardless of the number of opponent players in the area. The movement has to end up in the attacking zone.	This skill can be played during the team's reaction stage.
Seconda punta	1	The team can make an additional pass reaction move into any area of the attack zone after its passing action with creative outcome.	This skill can be played during a pass action when an outcome move is done.
Long range shooter	1	+1 die roll modifier to a goal attempt made outside of the penalty area.	This skill can be played when the team announces the goal attempt, but before the die is rolled.
Loose cannon	1!	The team must immediately make a goal attempt after a successful passing action into its attack zone if that action's dice results equal. The team gets +2 modifier for the goal attempt.	! = This is automatically triggered skill. The skill is not triggered if the team has no attacking zone condition points left or if a goal attempt is not allowed.

A13 Special events

Special events create more detail in the game and add more narrative to the match.

When a special event occurs, due to the dice rolls in stage 3 being equal, 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 special event occurs immediately after time adjustment unless otherwise noted.

The Easy situation rule 4.2.2.2 does not block a special event. If the event requires, a closest player can be moved to the target area further than from an adjacent area.

CT dice	PT dice	Event	Effect
1	1, 2	Excellent attack move	The controlling team can move (also dribble if no opponent in the area, see rule 4.2.2.) 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. The controlling team must roll 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. The defending team must roll for an injury.
4	1, 2, 3	Fatigue	Both teams lose one condition point. The point lost must be reduced from the zone in which the ball is located, unless there are no points available in that zone, in which case two points are reduced from other zones.
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 (reroll ties). 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 a 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	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.