

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

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

Only after a creative pass outcome or from a free kick

Die + mod > ball => Goal

Die + mod = ball => Corner kick

Die + mod = ball -1 => Rebound

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.

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 number of the actions

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.

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).