

RULES OF THE GAME



YOU ARE THE CHAMPION!!!

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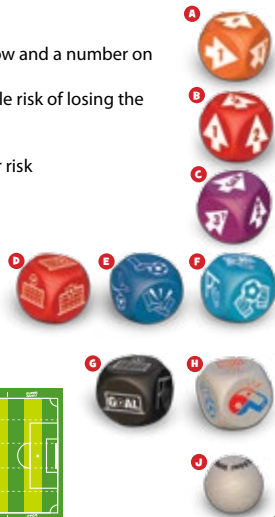
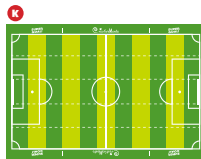
8 dice made of FSC® wood

- 3 arrow dice in shades of red for attacking, with a directional arrow and a number on each side, and the possibility of one of 2 symbols “?” or “X”
 - 1 **orange die** for **control** (A) of the ball: short advances and little risk of losing the ball
 - 1 **red die** for **passing** (B): longer advances and medium risk
 - 1 **purple die** for **throwing** (C): significant advances but greater risk
- 1 **red die** to **shoot** (D)
- 1 **blue die** to **defend** (E)
- 1 **light blue die** for the **save** (F)
- 1 **black die** for the **penalty** (G)
- 1 **white die** for the **“champion”** move (H)

1 ball made of FSC® wood (J)

- 1 **“chessboard”** playing field (K) divided into 5 vertical columns, called bands, and 11 horizontal strips, called rows

1 instruction booklet



HOW TO PLAY (QUICK GUIDE)

The game lasts **15 minutes**, divided into **2 halves** of 7:30 each.

The two players alternate between being the attacker (3 dice with arrows on) and the defender (1 blue die). **The attacker continues to throw the arrow dice until they lose the ball.** One is thrown at a time, choosing between the 3 different colours (even 5 reds in a row). The only constraint is that the orange die cannot be used twice in a row.

The attacker **loses the ball** when a **cross (X) is shown on the arrow**, or when a **question mark (?) is shown** and the attacker, having the opportunity to intervene, **steals the ball with the blue die.** When the ball changes possession the attacker becomes the defender, taking the blue die and giving up the 3 arrow dice.

Attackers can shoot at the goal when the ball is in the last 3 rows of the field, using the red die to shoot. To get goal the shot must be on target and the defender must be unable to block it. Defenders can block a goal by throwing the light blue die if the shot was made from inside the box. If the shot was made from outside the box the defender can throw both the blue die and, if necessary, also the light blue die.

When a **foul is made in the box** a penalty is shot with the black die.

The white die is the **“champion”** move and gives whoever possesses it a special skill (e.g. unstoppable shot, assist, unbelievable save), which can be used at any time. But beware: if you use the white die you then have to give it to your opponent!

PREPARATION AND START OF THE GAME

At the start of the game, the "champion" die is assigned by drawing lots (coin toss, or odds and evens); the winner throws the die straight away, ready to be played (1).

The player who does not have the champion die starts the game in attack with the three arrow dice (2), and the opponent starts in defence with just the blue die (3).

The other three dice (shoot, save and penalty) are placed at the edge of the pitch (4), and the ball is placed at the centre spot (5).

Decide whether or not to use the Boskov rule as described on page 14.

Finally, the timer is started for the first 7:30 minutes of play.

PLAYING THE GAME

Just like in the real game, there is continuous alternation between attack and defence. **The attacker continues until he loses the ball or makes a goal kick**, having advanced the ball to within the last three rows on the field, past



the shooting area indicators (6).

When possession of the ball changes, **the two players exchange** attack (7) and defence (8) dice, and the one now on the attack starts with the orange control die as always. This die cannot be used twice in a row.

END OF THE GAME

The game lasts 15 minutes, divided into 2 halves of 7:30 each.

The player who won the initial toss starts the second half.

When time is up, the game continues until the defence gets control of the ball, with a change of possession or just a kick back.

For **tournaments, games of 10 minutes** (5+5) are recommended, with a penalty shootout in the event of a tie.



ATTACK

The attacking player continues to throw his choice of the 3 arrow dice:



control: short advances and little risk of losing the ball



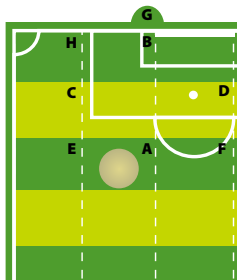
passing: longer advances and medium risk



throwing: significant advances but greater risk

The attack advances the ball up the field in the direction indicated by the arrow (forward, diagonally, sideways or backward) for as many squares as indicated by the number inside the arrow. For example, with the die shown here the ball advances 2 squares, from A to B.

It is suggested that the number is set straight in order to interpret the direction of the arrow correctly.



When the arrow indicates a diagonal advance, you can choose to move the ball towards the left (C) or the right (D).



Similarly, when the arrow indicates a side pass, you can choose whether to move the ball left (E) or right (F).



When the die lands with the cross (X) inside the arrow, the attacking player loses the ball and there is a change of possession.



When the question mark (?) comes up inside the arrow, the defending player can intervene to try to steal the ball by throwing the blue die.



If the ball goes over the goal line when advancing (for example 3 squares forward from A to G), it changes possession and a goal kick is awarded.

When the ball is in the last three rows, in the outer band of the field (E, C or H), the attacker can decide to advance towards the centre of the field instead of towards the goal line, by rotating the direction of the arrow shown on the die by 90°, and declaring his intention in advance.





The **first throw** of the attacking phase after a change of possession is always with the control die. **The control die cannot be used twice in a row under any circumstances.**

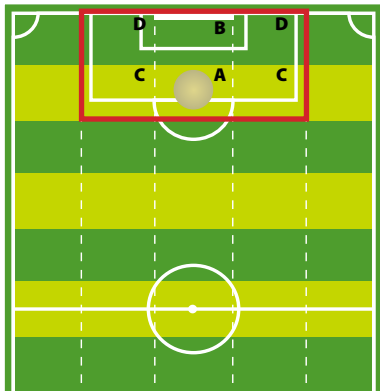
The first throw of the attacking phase can also be with the "pass" die or the "throw" die in any of the following cases: kickoff, corner kick, throw-in, goal kick, goalkeeper kick, or free kick.

After a miss by the defender or a clear (by the defender or goalkeeper) there is no change of possession, and the attacking player can continue with the die of his choice, including the control die (even if it was played just before the miss or clear).

SHOOTING FROM INSIDE THE BOX




When the ball is in one of the six squares in the penalty box (outlined in red) - square A for example - a shot can be taken with the red "shooting" die, that can indicate different outcomes:

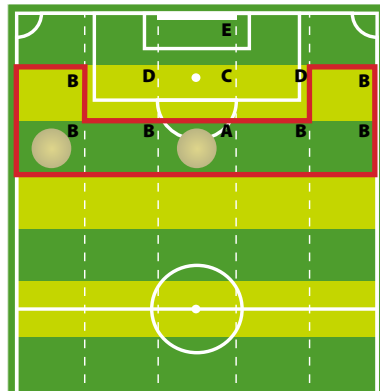
-  **in the target:** the ball advances into B, and the opponent throws the light blue "goalkeeper" die to save the goal
-  **unstoppable:** this is a goal, unless the defence has the "extraordinary save" champion die and decides to play it
-  **hit the post:** the ball bounces into C and the opponent plays the blue die to intervene with the defender
-  **hit the crossbar:** the ball lands in B and the defence chooses whether to use the defender (blue) or the goalkeeper (light blue) die
-  **out:** a goal kick is taken from position D



SHOOTING FROM OUTSIDE THE BOX




When the ball is within the last three rows, but outside the box (the 7 squares outlined in red), a shot can be taken with the red "shooting" die. Note that you cannot take a direct shot from the corner. The throw of the die can indicate different outcomes:

-  **in the target:** the ball advances towards the goal depending on where it is:
 - from square A it goes to C;
 - from any B square it goes to D.
-  When the ball is in C or D, the defence throws the blue die to try to intercept it. If the defender does not intercept it (**a miss**), the ball goes into E, and the opponent throws the goalkeeper die to save the goal
-  **unstoppable:** this is not a goal yet, because it is too far away; the ball goes straight into E and the defence throws the light blue "goalkeeper" die to save the goal
- In the other three cases (**post**, **crossbar** and **out**) actions are as described on page 8 for shooting from inside the box.








DEFENCE

The defending player can intervene with the blue die in any of the following three cases:

-  when the attacking player's die lands on the question mark (?) inside the arrow, allowing intervention by the defender
-  when the attacking player makes a shot from outside the box, and it comes within the goalmouth and can be intercepted
-  when the attacking player makes a shot that hits the post or crossbar (if it hits the crossbar the defence can intervene with the defender or the goalkeeper)



Intervention by the defender can take the form of:

-  **stealing** the ball from the attack, causing a change of possession (or the shot is intercepted)
-  **missing** the ball, which remains with the attack (or the shot continues towards the goal)
-  **missing** the ball or scoring an **own goal**: as above, except that the ball is in the box, right in front of the goal (in one of the two squares outlined in red): in this case it is an own goal
-  **clearing** the ball, which goes back 3 squares down the same band, but remains with the attacking player
-  committing a **foul**: the ball remains with the attacker, who takes a free kick. If the ball is in the penalty box it's a penalty. If it's in the third or fourth row from the goal line it's a direct free kick. In all other cases the attack resumes with one of the 3 arrow dice



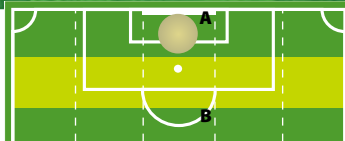
SAVES BY THE GOALKEEPER

The goalkeeper must intervene when the ball enters the goalmouth (A) following a shot. The goalkeeper can also intervene instead of the defender when the shot hits the crossbar. The ball can be:

-  **saved**: possession changes and the goalkeeper kicks the ball back into play
-  **not saved**: the goalkeeper misses the ball and a goal is scored (an own goal in the case of the crossbar)





- punched**: the ball goes back from A to B and remains with the attacking player
- deflected for a corner**: the ball remains with the attacker, who takes a corner kick

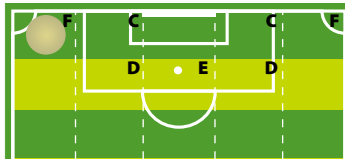


GOAL KICK AND GOALKEEPER KICK

Goal kicks are taken from position C, whereas the goalkeeper kicks the ball back into play from position D or E. In both cases the attacker can decide to go for a long return shot by doubling the number in the arrow, and declaring his intention before throwing the die.

CORNER KICK

-   This can be taken with one of the 3 arrow dice, and the ball moves along the goal line towards the goal. For example, with the orange die it advances from F to C, and with the red die it makes a cross to go back from F to D.



EXCEPTIONAL MOVE

The "champion" die is thrown at the beginning of the game by the player who won the toss: both players know what move the player with the die will play, at his discretion. Once the die has been played it is transferred to the opponent, who throws it immediately to reveal his own champion move before the game resumes. The champion die has **3 red sides** which can be played when in attack, **2 blue sides** when in defence, and 1 **red** and **blue** side that can be played both in attack and in defence:



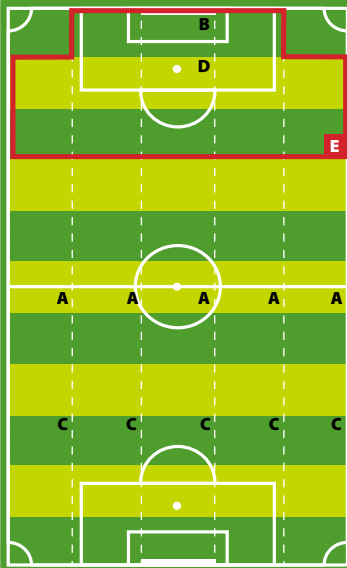
long distance shot: the attacker can take a shot at goal from the half-way line (A). The shot is on target and the ball goes into B, and the defender responds with the light blue goalkeeper die



assist: the attacker can play this move from outside his box, from the C position forward. The ball lands in position D ready for a shot at goal



unstoppable shot: when the ball is in the shooting position - in one of the squares of area E - the attacker scores a goal when playing this champion die. NOTE: since the die is transferred to the opponent after it is played, who throws it immediately, the goal can be avoided if the strike by the opponent is an "extraordinary save." If the shot is taken from outside the box, the goal can also be avoided with a "miraculous recovery"



extraordinary save: the defence blocks a shot that would have scored in B. This move can be played in two circumstances: in the event of an "unstoppable shot" (with either the "shooting" die or the "champion" die) or in place of the light blue die, to be sure of blocking the goal.

NOTE: if the light blue die is played and the goal is not saved, then the extraordinary save cannot be played anymore.

miraculous recovery: the defence can steal the ball at any point in the game, even after an assist, except after a shot from inside the box. With this move the defence can also intercept a champion die "unstoppable shot" in case it is taken from outside the box

Foul: can be used both in **attack** and in **defence**.
If used in the attack phase it should be used in the last four rows on the field, as it allows a direct free kick. It is better still use it when the ball is inside the box, which allows a penalty kick.

If used when in defence, the whistle is blown for an attacking foul (e.g., offside), resulting in a change of possession at any point in the game. It must be used before the attack throws the die.



PENALTY KICK

The black die is thrown to take a penalty kick, which has a number of outcomes:



score: the ball is returned to the centre spot



deflected for a corner: the ball remains with the attacker, who takes a corner kick



out: a goal kick is taken from position C



punched: the ball returns from A to B and remains with the attacker, who can immediately take another shot

Boskov rule. As Boskov said, "a penalty is when the referee blows the whistle." In order to apply this rule following a foul in the box, throw the orange die to confirm that the referee has blown the whistle. It's a penalty 5 times out of 6, unless there is the question mark (?): it is not a penalty, but the ball remains with the attacker.

SPECIAL CASES



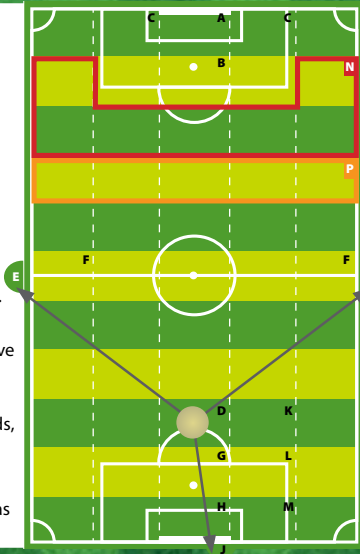
sending off: if the defender commits two fouls in a row (with two consecutive throws of the blue die), he is sent off. If the player had the champion die he gives it to his opponent who, as always, throws it immediately



if the goal kick is done with the "passing" die and the ball is passed backwards, the ball comes out and a **corner kick** is awarded



if the goalkeeper kicks the ball back into play from position B with the "passing" die and the ball is passed backwards, and the value of the arrow has been doubled, the ball enters the goal and scores an **own goal**



if the ball is in the central band of the field - for instance in square D - and the throw die indicates diagonal 3, the ball **goes out for a throw-in**; possession of the ball changes and it is thrown in from square F, where it went out



if the defender's intervention is to clear the ball and the ball is in square D, G or H, it could go in the goal. The ball lands in H and **the attack can throw the goalkeeper die** to stop it rebounding into the net. If the ball is in K, L or M though, it comes out and a goal kick is awarded



direct free kick. If the shot is taken from area N and it is in the target, the ball goes over the wall directly into A and requires a save by the goalkeeper. If the shot is taken from area P, however, and the shot is in the target, the ball goes into B and the defender intervenes



when the defence blows the referee's whistle for an **attacking foul** by playing the champion die, and the ball is **in the opponent's box** (for instance when the goalkeeper catches the ball in his hands after it is passed back by one of his team), this is not a penalty but a direct free kick

...never forget this is the REAL game of football, where all possible plays can happen. All the rules reflect the situation in actual play, so if in doubt just use your common sense.



SUPER GOAL!

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