

# Soccer!!

V 1.0

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ENGLISH VERSION



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## **Preface to the First Edition (V 1.0)**

Welcome to the first Edition of my Soccer ruleset!

The following set of rules are to be used for organizing and running football (soccer) games using models of 1/60<sup>th</sup> scale (28mm figure scale) on a flat surface.

Much effort has been made to incorporate as many rules of the “real” soccer as possible and still keep the game manageable and fun. However, it must be noted that this ruleset is not an 100% simulation but it does give both players a good feeling of the action and events which take place during a soccer game.

My thanks to the members of my local wargaming club (“Strategikon” of Athens) for their contribution (playtesting and ideas) during the development of this set.

If during play you come upon a case which is not covered by the present version of the rules, do not let it spoil your day! Just come up with two logical outcomes (one proposed by you, and one by your opponent) and roll a die. Outcome “A” will be accepted on a roll of 1,2,3 and Outcome “B” on a roll of 4,5,6.

For those players wishing a better (and more complex) simulation, I have included a few optional rules. To be used, the agreement of both players is required.

I warmly welcome feedback, comments (all sorts!), and suggestions. Feel free to contact me at the following e-mail address: [skoumousis@hotmail.com](mailto:skoumousis@hotmail.com)

Have fun!

## **General topics**

### **Before the game**

For a successful and enjoyable game you must have the following:

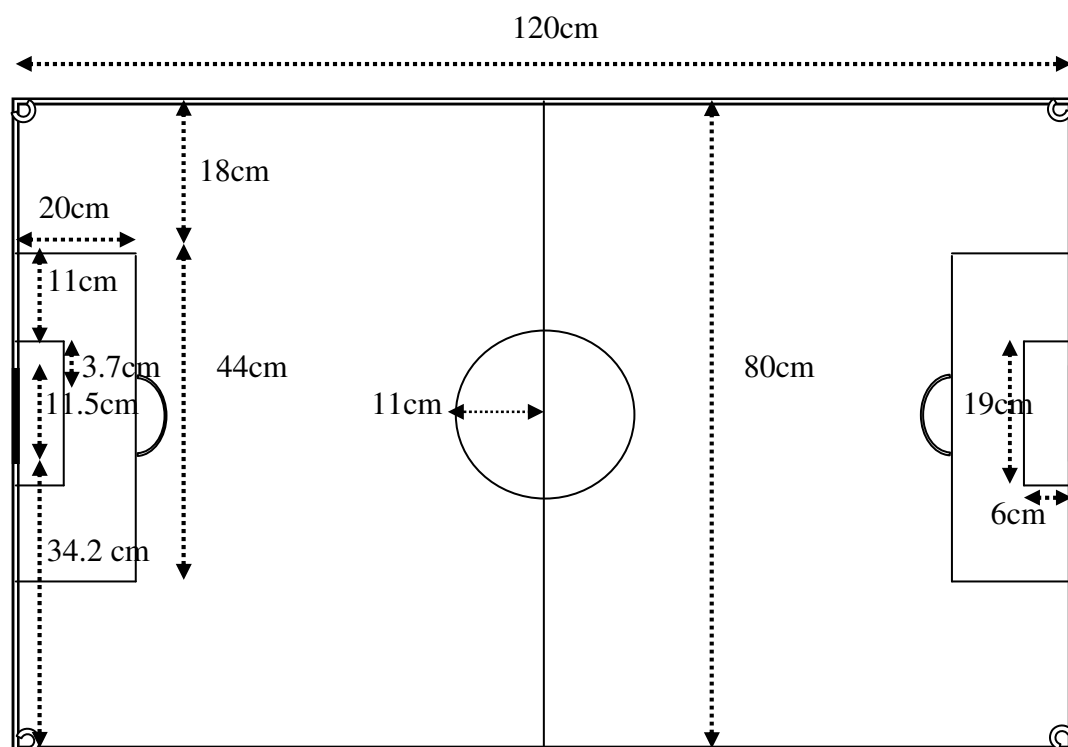
- Two teams, consisting of at least 11 models each. Each team must be painted in a uniform pattern in different colours than its opposing team. Each team must include one goalkeeper model painted in different colours so that it can be easily distinguished from his team-mates. Moreover, each model must have a painted set of numbers (front and back) corresponding to its “Team Roster” reference (see page 10). Also, three extra models are required to be used as the substitutions of each team. Additionally, you will need:

- A flat surface measuring 120cm x 80cm. That's our "playing area".
- A few normal (six-sided) dice to be quotted as D6 from now on.
- Measuring tape (in centimeters). For inches just divide the given numbers by 2.5 and round down.

Tip: An extra set of numbers painted on the model's base makes its identification much easier during the game.

### Playing area

Our playing area represents the scaled down area of a football field. On this, several white lines must be drawn to define certain areas creating enclosed spaces. The dimensions of those lines can be seen at the graphic below.



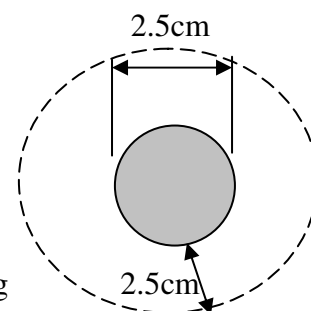
The "shooting area lines" (see page 18 ) must also be drawn on your playing area.

### Models and Bases

Each model must be mounted on a round base of 2.5cm (or 1inch) diameter. The area which extends 2.5cm from the model's base edge is defined as the **control zone** of the model. It is the circular area in which the model can react in circumstances described later.

It is important to remember, however, that the control zone can extend up to 4cm from the base edge depending on the models' *Awareness* characteristic (see page 8 ).

For game purposes we assume that a model always faces / tracks the ball so there is no need to further mark the "front" and "back" of that model.



### Model's Orientation (OPTIONAL)

If so desired, the players can mark the “front” and “back” halves of each model so that they can use the respective factors during the game (eg. as when an interception is attempted).

## **Game Turn**

### **Turn sequence / Game Duration**

Each game is divided into two halves. Each half lasts for 12 turns. During a turn each team moves and/ or reacts with its models in the following sequence.

- Player A kicks-off (at the start of the first half).
- Player A moves the models of his team (except the model possessing the ball).
- Player A moves the model possessing the ball and may attempt a pass or shoot.
- Player B moves his own models, attempting (if able to do so) to intercept the opposing model which possesses the ball.
- End of turn.

Player B kicks-off at the start of the second half.

The turn sequence as described above is only typical and may be interrupted by certain events ie. as when (following an interception) a direct kick is awarded .

Following a goal, to restart the game, a kick-off is awarded to the team which received the goal.

It is not necessary for a team to move all its players if not wishing to do so. However, to easily identify which models have moved or not, a counter must be placed close to the model which has already moved during the current turn. The distance which a model can travel may be extended or reduced for the reasons described later.

The player whose turn is to move may choose the sequence he moves his models. In any case, the model which possesses the ball, must be moved last. During its move the model which possesses the ball can attempt **only one pass or shoot**. The exceptions to that rule are the headers (eg. following a corner kick,) and whether the model which receives the ball is already in the shooting area or not (see page 17 ).

A model may perform the following actions:

#### **-Movement**

During its movement the model may use its full allowance. If during its move the model which possesses the ball enters an opponent's control zone then its movement is stopped, any movement left is lost and the opponent may attempt to intercept the ball.

#### **- Pass or shoot**

The model which possesses the ball, attempts to pass the ball to a teammate or (if in position) to shoot against the opposing team's goal-line.

### **-Interception**

During this action, a model attempts to intercept the opponent which possesses the ball. This action is usually attempted during the model's movement. To make the attempt the opposing model must be in the interceptor's control zone.

The success (or not) of this action is decided at the end of the team's movement phase. The interception can be attempted by a maximum of 2 models against the model possessing the ball.

### **- Header**

It is the attempt of a player to control or direct the ball using his head. It normally occurs whenever the ball is in the air (eg. after a corner kick using a High pass action).

### **Turn Completion**

Each turn is completed when

- Both players have completed their moves .
- A goal (ie. the ball has passed the goal line) has been scored.
- The ball (due to a model's action) has moved outside the playing area ( thrown-in , corner, goal kick)
- A direct/indirect/ penalty kick (following an interception attempt) has been awarded
- The ball has ended safely in Goalkeeper's hands.
- An off-side has been awarded

### Extra time / Injury time

Each game half may last more than 12 turns depending on how many times the game was interrupted. To determine the extra time ,just add 1 turn (up to a maximum of 15 turns) for every 2 of the following events or their combinations:

- For a throw-in.
- For a foul committed.
- For a penalty kick.

If for example during a game's half (12 turns), three throw-ins and one foul were awarded, then that half will last for 14 turns in total (four events will add two extra turns).

### **Initial kick- off**

To start the game, the ball model is positioned at the centre spot of the playing area.

To decide which team should execute the initial kick-off a coin is "tossed"

(Head/Tail). The winning player chooses one half of the playing area to deploy his team. He also has to place two of his players close to the centre spot (at a distance of not more than 2.5cm distance from each other) .

Before the kick-off, the opponent is not permitted to place any of his models within the circular area around the central spot.

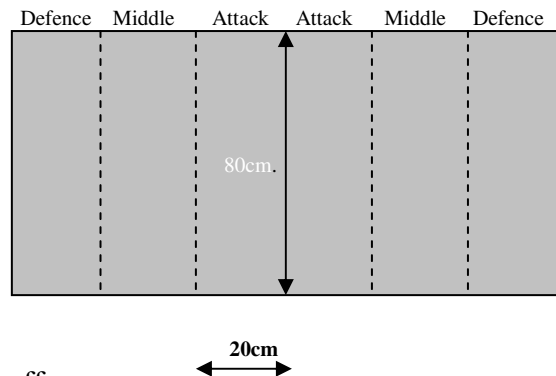
After both teams have been deployed, one of the two models executing the kick-off passes the ball to the other and the game starts with the models of the team performing their movements. That initial pass does not count towards the limit of one pass per turn. A goal cannot be scored immediately after the kick-off .

## **Initial Team Deployment**

The playing area is divided in two halves. Each one of them is further divided into three “zones” of equal dimensions (measuring 20cm x 80cm) named “Defence” “Middle” and “Attack”.

Each of the two opposing teams can deploy its own players within the limits of their deploying half (see “initial kick-off”, previously). However, they must conform to the following restrictions.

- 1) The Goalkeeper model must be placed halfway on its goal-line extending between the goalposts it is defending.
- 2) The deployment of players within the area defined by the central circle is only permitted to the team which kicks-off.
- 3) No more than five players are allowed to be deployed in the “Attack” zone.
- 4) The minimum initial distance between two opposing players should not be less than 5cm.



The number of the deployed players (models) in each zone can change in subsequent kick-offs (eg. at the beginning of the second half or after a goal has been achieved). In any case, however, the above deployment restrictions apply.

At the beginning of the second half, the teams are deployed in the opposite halves of the playing area.

Before the start of the game, each team must decide its deployment plan ( eg. a “4 – 3 – 3”, meaning four players in Defence (plus the Goalkeeper), three in the Middle zone and three in Attack ). That deployment plan must be secretly noted on a paper. As soon as the teams are ready to be deployed the players announce their deployment plans and exchange those papers.

In case, when two opposing models are to be deployed in the same area, then both players throw a D6. The higher score player, places his model first. The other player deploys second at a distance no less than 5cm from his opponent.

## **Player’s Characteristics and Special Skills**

Each model in the game represents a player of our own choice from the real world. That player possesses certain characteristics and skills which define his behaviour (reactions) during the game.

The main characteristics and skills of a player (model) are:

### **Name / Shirt Number**

Each of your players deserves and must have a name! Let him have the name of your favourite soccer player or just give him an imaginary one.

The shirt number, in many cases, reveals the position of the player in the football field

(ie. a “midfielder”). However, it is not necessary to use the normal numbers. Each player (model) can have a shirt number varying between “0” and “99”. In fact you can use this option to confuse your opponent!. For example, a player having the number “2” ( a player usually assigned to the Defence zone) may be given excellent strike skills!

### **Movement (M)**

It is the maximum distance a model can normally move per turn. This is a distance of 20cm. This can increase or decrease depending on the situation (as for example when entering an opponent’s control zone or when a “sprint” reaction is taken).

### **Pass (P)**

It defines how well a player performs when passing the ball to a teammate or when executing a corner kick.

### **Shoot (S)**

When in range, the model which possesses the ball can attempt to score a goal using a strong kick (shoot) of the ball. Average players can be given a level “1” or “2” while star players may attain a level of “4” !

### **Header (H)**

Usually it is the first choice a player has, following a corner or direct / indirect kick.

### **Interception (INT)**

It defines how well the player can react when attempting to intercept / challenge an opponent who possesses the ball.

### **Awareness (A)**

A very important characteristic which reflects the player’s ability to understand the intentions of an opponent in his immediate vicinity.

The higher the Awareness, the larger the player’s zone of control is. For values over 1, the control zone increases by 0.5 centimetres. For example, a level of “3” gives the model a control zone of 3.5 centimetres.

### **Physical Condition (PC)**

This is used when a player wishes to initiate a fast attack for his team (“sprint” action). Also, it is useful when determining how serious a players’ potential injuries can be.

### **Save (SV)**

A save value is required and used only by a Goalkeeper when he defends his goalposts against a shoot/ header/ kick taken by an opponent. It is also important to note that the maximum level the Save (SV) skill can get is “2” . If the goalkeeper is forced , during the game, to be replaced by a non-goalskeeper player then the replacement has a Save (SV) value of “1”.

## **Levels and Cost**

Each skill can take different values or “levels” reflecting that player’s performance. The minimum level is “1” while the maximum is “4”. Different skills can take different values. For example, a player can be not so good in passes (a level of “1”) but quite good (a level of “3”) in shots.



It is reminded that in the case of a Goalkeepers' "Save" (SV) skill, the maximum value is "2" . To be successful, the teams' defense must involve all the defenders and not depend on just the Goalkeeper.!

Each level is associated with a "points cost" system so that two opposing teams can be created up to an agreed points total. The higher the level, the higher the cost.

The various level costs are shown in the following table.

<b>Level</b> <b>Skill</b>	1	2	3	4
Pass(P)	<b>10</b>	<b>20</b>	<b>30</b>	<b>40</b>
Shoot(S)	<b>10</b>	<b>20</b>	<b>40</b>	<b>60</b>
Header (H)	<b>10</b>	<b>20</b>	<b>30</b>	<b>40</b>
Interception (INT)	<b>10</b>	<b>20</b>	<b>30</b>	<b>40</b>
Awareness(A)	<b>10</b>	<b>25</b>	<b>35</b>	<b>45</b>
Save (SV)	<b>20</b>	<b>40</b>	-----	-----
Physical Condition (PC)	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>

### **Special Skills**

In addition to the skills described above, a player can also possesses special skills. Each player may be given a skill from the following list:

- Dribble / Dodge (Used during interceptions by the player possessing the ball)
- Dive Header
- Fists (Goalkeepers only)
- Goal kick (Goalkeepers only)
- Quick exit (Goalkeepers only)
- Tackle-in ( Used during interceptions by the challenging player )
- Curved kick (as when kicking a corner or a direct kick).
- Penalty kick
- Reverse kick ("Reverse Scissors" kick)
- Jumping (as when attempting to get a header )
- Throw-in
- Fast Attack (Sprint)
- Team Captain (One and only one of your team's models, must have that skill)

Only models possessing one of those skills can use it, ie. a model cannot attempt a Curved kick if it does not possess that skill.

Each team can include up to six players with special skills ( maximum of one skill per player). Each of the special skills costs 30 points and it adds +1 to the player’s die roll whenever it is used in the game.

The following table gives an example of the relation between skills and points for two typical soccer players.

A “2 (20)” , denotes “level 2” of that characteristic costing 20 points .

<b>Shirt Number</b>	<b>7</b>	<b>38</b>
<b>Player’s Name</b>	<b>J. Brown</b>	<b>Renaldo</b>
<b>Pass (P)</b>	1 (10)	1 (10)
<b>Shoot (S)</b>	2 (20)	1 (10)
<b>Header (H)</b>	1 (10)	3 (30)
<b>Interception (Int)</b>	1 (10)	2 (20)
<b>Awareness (A)</b>	1 (10)	3 (35)
<b>Save (SV)</b>	-----	-----
<b>Phys.Cond.(PC)</b>	1 (10)	1 (10)
<b>Special Skills</b>	Corner kick (30)	-----
<b>Total Points cost</b>	<b>100</b>	<b>115</b>

A players’ characteristics and skills are considered “top secret data” and therefore cannot be disclosed to an opponent unless it is necessary to do so. In other words, your players must challenge their opponents so that they can be able to reveal their skills!

A note on skills: Some of the special skills listed above (like the “tackle-in” skill) can be used straightaway without much explanation. However, the use of other special skills (like that of “Team Captain” or “Sprint”) will be fully explained in later versions of the rules.

## **Substitutions**

In addition to the 11 players currently deployed in the playing area, the team manager must have available three more players kept off the playing area .These are named “substitutions” “reserves” or “bench players” and can be used to substitute another player for different reasons ( for example, “poor performance” or “injury”).

To do that, the team manager (that’s YOU!) declares he intends to substitute player A for player B . He must declare that immediatelly whenever the ball exits the playing area (Goal kick, Corner kick , Throw-in) or an offence is awarded (direct/ indirect kick , penalty kick). The new player is placed wherever he wishes to, within the playing area limits and the game restarts.

Each team is allowed up to three substitutions per game. All three substitutions can be made at once if the team manager wishes to do so.

# Actions

## Movement and actions

During its movement phase, each model can move up to **20cm** within the playing area. A model may be moved in a straight ,diagonal way or a combination of these. The point where the model intends to finish its movement, must be vacant of any other model. During its movement, the model must maintain at least half of its base in the playing area.

The model which possesses the ball, can move up to half of his allowance ( up to 10cm) and still pass the ball without any restriction. If it decides to move further (up to 20cm) then there is a chance that it may be intercepted by an opposing model within 10cm of its moving path.

When such an opposing model exists , both players throw a D6 and add their **Awareness (A)** levels. If the player who possesses the ball achieves a higher score, he can freely move further. In any other case, the presence of his opponent prevents him from moving further this turn and may also attempt to intercept him.

Distances in the game are measured **between** the closest base points of two models (as for example during a pass action) or between the model's closest base edge and a point in the playing area (as for example when moving a model from point A to point B).

The model of the ball is used to mark its position in the field (as when it ends up in a place where there is no other model). However, when it is possessed by a model player it can be placed wherever the owning player wishes but always remaining in contact with the player's base.

The miniature player which possesses the ball moves and acts **last** after its teammates have completed their own movement.

Before, during, or after completing its movement, the model which possesses the ball may attempt to pass the ball to a teammate or shoot against the opposing goal line. In the case of a shoot, certain conditions must be satisfied before such an action is taken (see page 17 ). However, there are exceptions to that rule as described later.

A model cannot be moved further after it acts (pass or shoot) even if it still has a remaining movement allowance to spend.

A model which does not possess the ball can move through any gap between two other models (teammates or not) regardless of its width.

A model (either the attacker or the defender) which has “lost” an interception attempt is considered **neutralized** and cannot be moved during its next movement phase , except if the ball exits the playing area , an offence is committed or offside is awarded. Place a counter next to a neutralized model , to mark its status.

A model which has won an interception (either as a defender or as an attacker), is allowed a follow-up move of 5cm to any direction even across its “neutralized” opponent's base.

## Passing the Ball (Pass)

The model currently in possession of the ball, may elect to attempt to pass it to another teammate or kick it to a specific vacant point of the playing area. In both cases, the destination point (or the teammate) should not be more than 60cm away from the player attempting the pass. Prior to the action, the attempting player must also declare whether he will use a **High** or **Low** Pass depending on the tactical situation. If an opponent's control zone interferes with the path of the ball, then the only option is a High Pass. Note that a Pass can be made to distances over 60cm but in that case the deviation template is used straightway (ie. the pass is too long to be accurate).

## Short Pass

If the destination point of the pass (or the teammate) is not further than 20cm and also a Low Pass is used, then the Pass is termed as a **short pass** and is always successful provided that not an opponent's control zone interferes with.

In any other case, to establish the success (or not) of a Pass, we use the following method.

## Defining the success of a Pass

The attempting player rolls a D6 and adds his Pass level. He also adds or subtracts any of the following modifiers:

Distance of the Pass: 10cm-20cm **+0** 20cm-40cm **-1** 40cm-60cm **-2**  
60cm – 80 cm (Goalkeepers only) **-3**

Low Pass **+0** High Pass **-1**

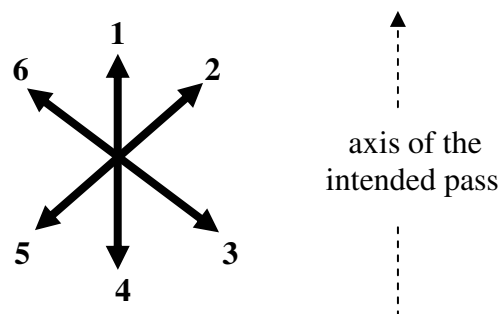
If the resulting score is **equal or larger than 3** then the pass is successful. If not, then the deviation template is used (see next heading).

Example: Let us assume that model A (Pass level "2") attempts to pass the ball to model B at a distance of 28cm, using a High Pass. To be successful, model A must score 3 (or higher) on its D6 throw (Pass level "2" – distance "-1" – High Pass "-1" = 0 + D6 "3" = 3).

## Deviation template

If a pass is not successful, then the deviation template (see drawing), is used to define the new location of the ball. The arrows of the template extend outwards in a circular arrangement in 60 degrees intervals. They are also numbered 1 to 6. Each number corresponds to a side of a D6.

The template is placed along its "1-4" axis in a parallel position to the axis of the intended pass. (Number "4" must look towards the model which attempted the pass).



First, a D6 is thrown and its score reveals the direction which the ball has moved to. For example, a “5” indicates that the ball has moved left and shorter than the intended pass. Secondly, two more D6s are rolled to determine the distance. Continuing on the previous example, the second roll of two D6s (let us assume a “3” and a “5” are rolled) give us a distance of  $3+5=8\text{cm}$ . To re-cap, the ball has been moved to the left and is 8cm short of the point of the intended pass.

For passes up to 40cm 2D6 are used to determine the distance.

For passes between 40cm – 80cm 3D6 are used.

For passes over 80cm 4D6 are used.

The Low Pass is used whenever the axis of the intended pass, is not passing through an opponents’ control zone. In any other case, the High Pass must be used. To use a High Pass, there should not be an opponent at a distance of at least 8cm from the player attempting the pass.

The player attempting a pass may choose a specific point of the playing area to do so instead of a teammate. To determine the success (or not) of this action, the normal method is followed as that for all other passes, as described above.

### Claiming the ball

In case the ball ends outside the playing area, the required action is taken (throw-in, goal kick etc.) to restart the game. If the ball ends up in a vacant point of the playing area then the closest model is moved and takes the ball. However, it is possible that other models may be able to follow-up this move. To determine that, measure the distance the model moved and multiply it by  $\times 1.5$ . Any other model found in that distance from the ball can also freely move as far as the model which possessed the ball, did.

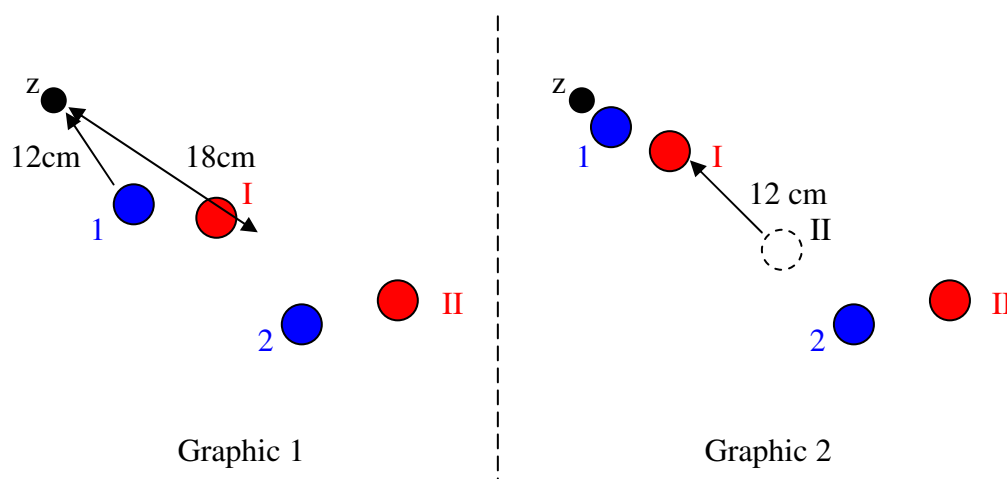
Example:

Player A controls models 1 and 2 while Player B controls models I and II.

After a pass, the ball ends up in point z and comes into the possession of model 1 as it is the closest. Let us also assume that Model 1 moved 12cm. (Graphic 1).

At a radius of  $12\text{cm} \times 1.5 = 18\text{cm}$  around the ball, there is only model I. It can now be moved as much as 12cm, the same distance as that of model 1. (Graphic 2).

Models 2 and II will not be moved as they are outside the 18cm radius.



**Note:** Sometimes it may be difficult to measure which player is closer to the ball . Whenever the distance between the ball and any two opponents is up to 1cm, then an “Awareness test” is resolved between those two opponents. Each rolls a D6 and adds its “Awareness”(A) Level. The player with the higher modified score (D6 + Awareness Level) gains the ball. Roll again if the modified scores are equal.

### Headers

Whenever a High Pass is used and provided it is succesfull then the receiving model can use its header characteristic to direct the ball to a teammate or to a specific location up to 25cm away.

To determine the success or not of a header, the same method as that of a pass is followed. In this case, the “Header” characteristic is used instead that of the “Pass”. If following a header, the ball does not reach the desired point, then the deviation template is used to determine the ball’s new location.

The exception to the above, is when a header is used as an attempt to score a goal and described below.

### Headers to score a goal

Each of the two opponents (the Goalkeeper and the player attempting the header) throw a D6, add the appropriate modifiers and compare the difference of their score (The attacker’s score minus the Goalkeeper’s score, not vice versa).

If the difference is **-1** or larger (-2, -3 etc.) then the header is considered unsuccesfull and the ball ends up outside the playing area. A Goal kick is awarded.

If the difference is **0** then the Goalkeeper throws a D6 and applies the appropriate result :

1,2 The ball ends outside the playing area. A Goal kick is awarded.

3,4 The ball ends up safely at the Goalkeeper’s hands.

5,6 The ball hits the closest vertical goalpost and returns in the playing area. Use the deviation template to determine the new position of the ball. If it appears that the ball passes the goal line throw a second D6 – 1,2,3 a goal is scored 4,5,6 a goalkeeper save

If the difference is **+1** or larger then a goal is scored!

Modifier to the headers:

-If the attacker is not more than 10cm away from the goal-line he adds +1

### General points on headers

Remember that, headers do not count against the limit of one pass or shoot per movement phase. A team can use as many headers as it can during its movement phase in addition to its pass/shoot limit.

It is also of importance to note that when the receiving model is not in the control zone of an opponent it can choose to control the ball using either his head or foot, provided that the ball reaches the model . In any other case, the ball can be claimed by an opponent. We assume that both models jump and attempt to reach the ball.

### Kicking the ball away from the playing area

This is not permitted to any player.! A ball cannot be intentionally kicked (at least,not under these rules!) so that it ends up outside the playing area. This can only happen as a result of an action such as an interception or an unsuccessful pass. See also the “Gaining a Throw-in or Corner kick” heading in page 20.

### Interception

During this action, a player attempts to challenge the opponent who possesses the ball and either gain the ball or kick it away.

This action can take place whenever the base edge of the player possessing the ball enters the control zone of the player attempting the interception.

The player who wins the interception is free to move, immediately, up to 5cm to any direction. The losing player is temporally considered **neutralized** and cannot move during his next movement phase (except if the current turn ends before that). Place a counter next to his base, to mark that.

Up to two teammates may attempt the interception against one opponent. One of them will (must be declared who) attempt the interception itself while the other will provide a “helping foot” and will add +1 to his teammate’s score as described below.

In case those two players are in the losing side, only the attempting player is considered **neutralized**, the other can move normally in his next movement phase.

There is a chance that at the end of this action , neither of the engaged players will possess the ball. Simply the ball has been kicked away. If such a result comes up,use the deviation template to determine the new location of the ball.

It is also possible that either of the players has committed a foul against his opponent.

The action of the Interception (as that of a Pass) forbids the engaged players to move further in the current turn (except the immediate 5cm move allowance of the winner or in case the ball ends up in a vacant point of the playing area).

### Determining the result of an Interception attempt

Each of the participating players throws a D6 ,adds his Interception level as well as any appropriate modifier and compare their score differences ( The Attempting / Attacking players’ score minus the Defending players’ score, not vice versa).

-If the difference is **-2** or larger (-3,-4) then the Interception is unsuccessful and the defending player retains the ball.

-If the difference is **-1** then the ball is kicked away. The Defending player uses the deviation template.

-If the difference is **0** then a Foul has been committed.The Attacking player throws 2D6 and consults the “Foul Table”.

-If the difference is **+1** then the ball is kicked away. The Attacking player uses the deviation template.

-If the difference is **+2** or larger then the Attacking player gains control of the ball.

Modifiers to Interception:

- For the second teammate **+1**
- For a special skill possessed by either player (tackle-in for the attacker / dribble for the defender) **+1**
- If Intercepting “from the back” **-1** (if the optional rule of page 5 is used).
- If Intercepting “from the front” **+1** (if the optional rule of 5 is used).

**Foul Table**

2D6 Roll	Result
2	The Defending player is awarded an indirect kick.
3	The Attacking player is awarded an indirect kick.
4	The Defending player is awarded a direct kick.
5	The Attacking player is awarded a direct kick.
6	The Defending player is awarded a direct kick.
7	The Attacking player is awarded a direct kick. Yellow card to the Defending player. .
8	The Defending player is awarded a direct kick. Yellow card to the Attacking player.
9	The Attacking player is awarded a direct kick. Yellow card to the Defending player.
10	The Defending player is awarded a direct kick. Yellow card to the Attacking player.
11	The Attacking player is awarded a direct kick. Red card to the Defending player.
12	The Defending player is awarded a direct kick. Red card to the Attacking player.

The “*Attacking*” player is the one who attempts the Interception. The “*Defending*” player is the one who possesses the ball at the start of the Interception attempt.

A “Direct kick” means that the ball can be kicked directly against the opposing team’s goalposts to score a goal ,provided that the foul was committed within the **shooting area** (see page 18 )limits. If the foul was committed outside the shooting area then a pass must be made to a model already in the shooting area before a goal attempt can be made.

An “Indirect” kick means that the ball must first be passed to another model before a goal attempt can be made, regardless the location of the offense (in or out of the shooting area).

The player who receives the red card is removed from the game (sent away) and not being replaced by another player. Similarly, the player who receives a second yellow card is sent away.



If the foul took place in the penalty area of the offending player's team, then a penalty kick is awarded instead. An indirect kick cannot be replaced by a penalty kick.

In case the ball, following an interception attempt, ends up outside the playing area then a D6 is thrown and the appropriate action is taken.

If the ball passed through the side line

The Attacking player throws a D6

1,2,3 – The Attacking player is awarded a throw-in action

4,5,6 - The Defending player is awarded a throw-in action

If the ball passed through the goal-line (but not through the section between the goalposts)

The Defending player throws a D6

1,2,3 – A Goal kick is awarded

4,5,6 – The Attacking player is awarded a corner kick

In case when, following an Interception both a Penalty and Corner kick **OR** a Penalty and Goal kick is awarded then only the Penalty kick is executed.

**Intercepting “in midair”**

The Interception may be attempted as the ball is coming down following a High Pass (as for example, after a corner kick).

To do that the Defending player must be in the Attacking players' control zone.

To decide the success or not of such an attempt, the same method as that of the normal Interception is followed as described previously. However, the players' Header (H) level is used instead of their Interception (INT) level.

The player who wins the header must direct it immediately to another location up to 25cm away. If not successful, then he uses the deviation template. The losing player is “neutralized” for his next movement phase.

**Shooting**

The model player which currently possesses the ball may attempt to score a goal using a strong kick (shoot) against the opposing teams' goal-line (the section between the two goalposts).

To execute such an action, the player must be in agreement with **one** of the following three conditions:

i) He must be within the shooting area limits before receiving the ball

**OR**

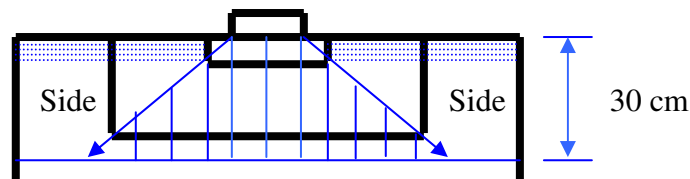
ii) He has not moved more than 2.5cm ,while in the shooting area, to acquire the ball.

**OR**

iii) He has not moved more than 5cm, while in possession of the ball, to enter the shooting area.

### The shooting area

The shooting area is a “box” like area (not to be confused with the penalty area) which extends 30cm from a teams’ goal-line (the short side of the playing area) inwards, towards the middle of the field as shown in the following graphic.



The area outside the lined portion is termed as the **side shooting area** . While there, the player can attempt a shoot as normal but with a -2 modifier.

The dotted area is the **no shooting area**. While there, the player cannot attempt a shoot or header to score a goal but still can attempt a pass or a normal header.

The player attempting the shoot can do that even if he is in the control zone of an opponent. However, the opponent will affect the shooting attempt as described later.

### Determining the success of a shoot

Shooting, usually involves the shooter and the Goalkeeper.

Each of those players rolls a D6 and add their appropriate ,for the case, levels. The shooter adds his Shoot (S) level while the Goalkeeper adds his Save (SV) level. Any of the following modifiers is also added.

-Shooters’ distance from the nearest goalpost or goal-line (whichever is closest).

Up to 10 cm **+1** If between 10-20cm **+0** Over 20cm **-1**

- If the shooter is in an opponents’ (or two) control zone **-1** for each opponent (up to two).

- If the Goalkeeper is “out of position” **+1** (added to the shooter’s roll)

-If the shooter is in a “side shooting area” **-2**

- If the shooter is executing a “penalty kick” (see page 23 ) **+1**

-----  
Next, the difference between the shooter’s and the Goalkeeper’s modified score is determined (The shooter’s score minus The Goalkeeper’s score , not vice versa).

-If the difference is **zero (0) or negative** then the shoot is considered a failure. The Goalkeeper rolls 2D6 and consults the “Failed Shoot” table.

- If the difference is **1** then the Goalkeeper throws 2D6 and consults the “Saved Shoot” table.

-If the difference is **2** or larger then a goal is awarded to the shooter’s team!

### **Failed Shoot**

<b>2 D6 Roll</b>	<b>Result</b>
2,3	The ball hits at the closest interfering player and changes course. Use the deviation template. If there is no interfering player, then the ball exits the playing area and a goal kick is awarded.
4,5,6,7	The ball ends outside the playing area.
8,9	The ball ends up safely at the Goalkeeper's hands.
10,11	The Goalkeeper is forced to deflect the ball outside the playing area. A corner kick is awarded.
12	A goalpost hit! The shooter rolls a D6 to determine which (1,2 –left 3,4 – horizontal 5,6-right). Use the deviation template to determine the new location of the ball.

### **Saved Shoot**

<b>2 D6 Roll</b>	<b>Result</b>
2	Bad luck! The ball slips from the goalkeeper's hands and passes through the goal-line. A goal is awarded to the opposing team.
3,4,5,6	Using all his skills, the goalkeeper deflects the shoot and sends the ball outside the playing area. A corner kick is awarded.
7,8,9,10	The ball ends up safely at the goalkeeper's hands.
11,12	A goalpost hit! The shooter rolls a D6 to determine which (1,2 –left 3,4 – horizontal 5,6-right). Use the deviation template to determine the new location of the ball.

#### The Goalkeeper is “out of position”

Whenever the Goalkeeper is more than 8cm from his goal-line (measured from his closest base point) he is regarded as being “out of position”. An opponent who currently possesses the ball and is moving outside the shooting area can attempt to score a goal against a goalkeeper who is “out of position”. However, after he declares his intentions, he uses his Pass (P) level instead that of his Shoot(ST) level. If a goal is not score (an unsuccessfull pass result), then the deviation template is used to determine the location of the ball.

#### Changing the ball's course, following a Shoot or Header

In this case, the deviation template is used. If it appears that the ball is passing through the goal- line then the Goalkeeper may attempt to block it. He rolls a D6 and adds his Awareness (A) level. If the modified score is at least 6 then the attempt is succesfull. If not then a goal is awarded to the opposing team. The Goalkeeper may not attempt this if he is “out of position” or “neutralized”.

### **Throw-in**

Whenever the ball ends up outside the playing area through the side lines (the longer lines of the playing area), then a throw-in is awarded to the opposing team.

The throw-in action is used as a means to re-start the game and does not count as a pass to a teammate. To execute a throw-in:

1- A player is chosen (any) and is placed halfway on the side line at the point where the ball exited the playing area .

2-Each team can now reposition four (4), not counting the executing player, of its closest players, up to a distance of 10cm. The attacking team (the one which executes the throw-in) moves first, followed by the defending.

In any case, the attacking players must be “covered” by the defenders. In other words, an offside cannot be awarded, immediately following a throw-in action. Also, an attacking player cannot be positioned closer than 2.5cm from the player executing the throw-in.

3- The executing player, declares where he wishes to throw the ball (either to a teammate or to a vacant point not more than 20cm away (30cm if he has a “throw-in” skill). He rolls a D6 and adds any of the following modifiers:

-Target up to 10cm away **+2** , up to 20cm **+1** 20cm-30cm **+0**

-The executing player has a throw-in skill **+1**

-For an opponent standing and interfering within 2.5cm **-1**

If the modified score is **3 or higher** then the throw-in is successful. In any other case the deviation template is used to determine the location of the ball.

4-The player who executed the throw-in (and currently is positioned on the side line) may now move up to 15cm.

The turn continues as normal with the attacking player moving his models (including those repositioned prior to the execution of the throw-in.).

Remember that if the “target” teammate is in the control zone of an opponent ,then an interception may be attempted by that opponent. If the opponent stands in front, then the Header(H) levels are used ( a high throw-in action has been used). If the opponent stands behind the teammate then the Interception (INT) levels are used instead (a low throw-in action has been used).

### **“Gaining” a Throw-in (or a Corner kick)**

During the course of the game, the ball cannot be kicked and sent intentionally outside the playing area. However, a player can attempt to kick the ball in a way that it may be deflected by an opponent and consequently end up outside the playing area.

Both the attempting player and his opponent must not be further than 5cm from the side line . After declaring his intentions, the attempting player uses the deviation template to determine the new location of the ball. If the ball passes the side line then a throw-in is awarded to his team. If it passes through the goal-line (but not through the section between the goalposts) then a corner kick is awarded instead.

### **Direct / Indirect kick**

Whenever a player commits a foul, a direct/ indirect kick is awarded to the opposing team.

#### **The offense has taken place outside the shooting area**

Before the execution of the kick, both teams may reposition up to six (6) of their players as described below.

- 1- A model is chosen (any) by the attacking player to execute the kick and placed to the point where the offense took place. That model counts towards the limit of 6 models which can be repositioned.
- 2- The attacking team can now reposition 5 of its players in a way that there are no more than 3 of those players in the penalty area and none in the area between the goal-line (the section between the goalposts) and the penalty spot.  
The defending team may now reposition its own players in any way it wishes. However, all the attackers must be “covered” by the defenders ie. an off-side cannot be awarded immediately after the execution of a direct/indirect kick. Also, there should not be a defender positioned at a distance of less than 8cm from the attacker executing the direct/indirect kick.
- 3- The executing attacking player declares what he intends to do with the ball ,( a Low or High Pass) and can now move up to 10cm to whichever direction he wishes to (before deciding on the success of its action).
- 4- The success of the kick is determined following the same method as that of a pass ( $D6 + \text{Pass level} + \text{modifiers} = \text{score equal or higher than } 3$ ). If unsuccessful, the deviation template is used.
- 5- If following the execution, there is not another event happening such as a goal , corner etc. the current turn continues normally with the attacking team moving its players.

#### **The offense (foul) has taken place within the shooting area**

As above, a similar sequence is followed but with the following differences.

Both teams can reposition up to eight (8) of their players.

- 1- The executing (attacking) player is placed at the point where the offense took place. This player counts towards the limit of the 8 players.
- 2- The defender repositions (if so wishes) 2 to 4 of his players one next to other (their bases touching) in a way they form a “wall” in front (no less than 8cm) of the executing player. The wall must be placed vertically to the path of a possible direct kick against the defending team’s goalposts.
- 3- The attacker can now position up to 7 of his players with the following restrictions. There should not be more than 4 of them in the penalty area and none in the area between the goal-line (the section between the goalposts) and the penalty spot.

4- The defender repositions the rest of his players (6-8 depending on how many were used to form the “wall” as described above). In any case the attackers must be “covered” ie. an offside cannot be awarded immediately after the execution of a direct/indirect kick.

Also there should not be any defender at a distance less than 8cm from the attacking player who executes the direct/indirect kick.

5- The attacking executing player declares what he intends to do with the ball ( either a pass or shoot) and next he can move up to 10cm (before deciding on the success of its action).

6-To determine the success or not of such a kick, the appropriate method (depending on whether a pass or shoot has been chosen) is used.

7- If following the execution, there is not another event happening such as a goal , corner etc., the current turn continues as normal with the attacking team moving its players.

If a wall has been used prior to a direct kick, then the following modifiers must be used against a possible shoot action chosen by the attacker.

“Wall” modifiers against a shoot (direct kick)

Minimum number of defenders in the wall : 2

Maximum number of defenders in the wall : 4

The attacking player who executes the shoot subtracts from his D6 score

- For two players in the wall : **-1**

-For three players in the wall **-2**

-For four players in the wall **-3**

**Corner kick**

Whenever the ball exits the playing area through the goal-line and the last player who touched it belonged to the defending team then a corner kick is awarded. Prior to a corner kick, both teams may reposition **up to 8** of their players according to the following steps:

1-The player who intends to execute the corner kick is placed at the corner spot. This move counts towards the limit of the 8 players.

2- The attacking team repositions up to 7 of its players wherever it wishes with the following restrictions. No more than 6 players must be in the penalty area . Also, no more than 2 of its players must be in the small (goalkeeper’s area) area at a distance of no less than 5cm from the goal-line (the section between the two goalposts).

3- The defending team repositions its own players. The goalkeeper should not be at a distance of more than 4cm from his goal-line. One defender can be placed on the axis running between the executing player and the nearest goalpost , blocking the direct view of that attacker towards the goalpost area. However, that defender should not be positioned at a distance of less than 8cm from the attacker.

At the end of the repositioning , the attackers must be “covered” by at least one defender ie. an offside cannot be awarded immediately after the execution of a corner kick.

4- The attacking player who executes the corner kick declares what he intends to do with the ball (either a Low or High Pass) and he may move immediately up to 15cm to which ever direction he wishes but not entering in the penalty area.

5- To determine the success or not of a corner kick , the same method as that of a Pass is used. The only additional modifier the executing player must subtract from his D6 score is **-1**, in case a defender “blocks” his sight ,as described above.

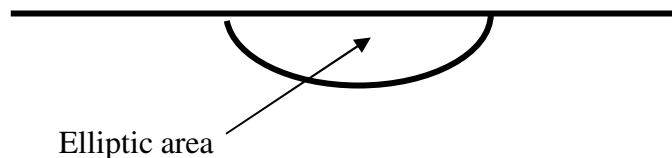
6- If following the execution of the corner kick, there is not another event happening such as a goal , corner, etc., the current turn continues as normal with the attacking team moving its players.

### **Penalty kick**

A Penalty kick is the consequence of a player committing a foul within his own team’s penalty area. As in the previous cases, a repositioning of the models take place prior to the penalty kick. All the models in a team may be repositioned according to the following restrictions.

- The player executing the penalty must be placed on the penalty spot facing the goalposts. The Goalkeeper must be placed on his goal-line, halfway between the goalposts facing the penalty spot. No other player (defender or attacker) must be placed in the penalty area.

In addition, no player (defender or attacker) is permitted within the elliptic area (see graphic below) in front of the penalty area.



-Each team (the attacker first) repositions the rest of its players as wishes. However, it must always keep at least two of its players within 5cm from its own penalty area line.

-The penalty kick is executed and its success is determined using the same method as when a shoot takes place ( see page 18). If unsuccessful, then the appropriate action is taken (Goal kick , Corner kick etc.). If successful, then a goal is awarded to the team which executed the penalty kick.

### General rule when repositioning players

The following rule applies whenever a repositioning of the players take place (direct/indirect kick, throw-in , corner kick, penalty kick) .

The team which currently repositions its players may elect to place them on a spot already occupied by another player. The player may do so by moving (“pushing”) the interfering player as far as it is necessary to position himself.

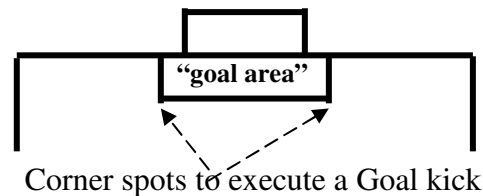
Also, substitute players (see page 10 ) do not count towards the limit of the players who can be repositioned.

### Goalkeeper’s actions

Due to its special role in the game, the Goalkeeper can (and in some cases, must !) undertake the following special actions.

#### Goal kick

It is the required action to restart the game after the ball ends up outside the playing area through the goal-line (and the last player who touched it was an attacker). Before any other action both teams are allowed to move their players (any or all) up to 40cm to whichever direction they wish to do so (always remaining in the playing area). The attackers move first and the defenders second. Next, the goalkeeper positions the ball on the corner spot of his “goal area” (see graphic below) and declares where he intends to send the ball. A teammate or a vacant point in the playing area must be chosen up to 80cm away.



If the Goal kick is not succesfull (ie. the ball does not arrive at the chosen target / spot) then the deviation template is used to determine the new location of the ball. The Goal kick does not count towards the one pass or shoot per turn. It is just a necessary action to restart the game.

After executing the kick, the goalkeeper may be returned to his normal position inside his “goal area” otherwise may be caught as “out of position”.

#### When the ball ends up safely at the goalkeeper’s hands

In this case, the goalkeeper can choose to pass the ball using either his hands or feet. Before that action, the players of both teams are allowed a free move (20cm). The attackers move first, followed by the defenders. Then, the goalkeeper declares where he intends to send the ball (up to 80cm when using his feet or up to 40cm when using his hands). He can also move up to 10cm before doing so. When he uses his feet, the same method as in the goal kick case above, is followed.

In case he uses his hands, he needs 3,4,5,6 ( on a D6) to be succesfull. If he fails then the deviation template is used but rolls a D6+3 to determine the distance the ball has actually moved.

As above (Goal kick), this kind of action does not constitute a pass. After the kick, the goalkeeper may freely return within his “goal area” limits.



### Goalkeeper's exit

It is the case during which the goalkeeper may attempt a fast move (exit) against an attacking player who possesses the ball within the shooting area.

To be allowed to declare an exit action, the goalkeeper should not be more than 20 from the attacker. This action takes place just before the attacker executes the shoot (if able to do so.)

The Goalkeeper's model is moved in base to base contact with the attacker rolls a D6 and applies the appropriate modifiers:

### Modifiers to a goalkeeper's exit

- For each player (teammate and / or opponent) currently positioned along the axis of the exit **-1**

To be successful, the modified score must be:

- If the distance to the attacker is up to 10cm, then a modified score of 3 is needed.
- If the distance to the attacker is up to 15cm then a modified score of 4 is needed.
- If the distance to the attacker is up to 20cm, then a modified score of 5 is needed.

If the exit is unsuccessful, then the goalkeeper is "neutralized" and the attacker may attempt to score a goal immediately. He needs a 4,5,6 to do so. He also adds a +1 for each level of his Shoot (ST) characteristic above 2. (ie. a player with a level "3" may add +1 to his score). A result of 2,3 always misses and a goal kick is awarded.

In case the modified score is 1 then the goalkeeper has committed an offense and a second D6 roll is required.

- 1,2 The attacker is awarded a direct kick (or penalty if within the penalty area).
- 3,4 The attacker is awarded a direct kick (or penalty if within the penalty area) and the goalkeeper receives a yellow card.
- 5,6 The attacker is awarded a direct kick (or penalty if within the penalty area) and the goalkeeper receives a red card.

The "modified score of 1" case always overrides other unsuccessful exit results (ie. the attacker cannot attempt a shoot if the goalkeeper has just committed a foul against him).

### Goalkeeper's exit following a corner kick

Prior to the corner kick, the goalkeeper can reposition himself within the "goal area". After the execution of the corner kick, he may declare an exit, intending to block the ball and thus preventing an opponent from using a shoot or header. This declaration must be announced immediately after the ball has been kicked from the corner spot and before reaches any other player.

As previously described the "target spot" of the exit should not be more than 20cm from the Goalkeeper's base.

To determine the success of such an action the Goalkeeper rolls a D6 and adds the same modifier (if any) as before (-1 for each other player on the axis of the exit path).

Depending on the distance he has to cover to reach the “target spot”, the Goalkeeper’s required modified score must be:

- If the distance to the target spot is up to 10cm, then a modified score of 3 is needed.
- If the distance to the target spot is up to 15cm, then a modified score of 4 is needed.
- If the distance to the target spot is up to 20cm, then a modified score of 5 is needed.

If unsuccessful, the goalkeeper is “neutralized” and does not move during the next movement phase. Additionally, if he rolled a “1” and there was an opponent on the “target spot” he has committed a foul against that opponent. A second D6 is required.

1,2 The attacker is awarded a direct kick (or penalty if within the penalty area).

3,4 The attacker is awarded a direct kick (or penalty if within the penalty area) and the goalkeeper receives a yellow card.

5,6 The attacker is awarded a direct kick (or penalty if within the penalty area) and the goalkeeper receives a red card.

Note that this rule (ie. with a roll of “1” the goalkeeper commits a foul against an opponent) is not valid when the exit attempt takes place within the “goal area” limits following a corner kick.

To re-cap, the sequence of moves and actions during a corner kick is:

- Repositioning of the players (see “corner-kick”, page 22 ).
- The executing player declares where he intends to send the ball (the “target spot”).
- Execution of the corner kick
- The Goalkeeper may declare an exit at the “target spot”.
  - i) If successful, he blocks the ball
  - ii) If unsuccessful, he is “neutralized” . A header or a shoot (or an interception) may now take place, depending on the players present on the “target spot”.

#### Passing the ball to the Goalkeeper (OPTIONAL)

In the real soccer, if the ball is passed to a Goalkeeper by a teammate using his feet and the goalkeeper touches it with his hands then an indirect kick is awarded to the opposing team. To simulate that action, the following optional rule is used. If the ball is passed to the Goalkeeper, then he can only control it with his feet as any other player would normally do. If the ball however is passed to the goalkeeper using a header, then he can choose to use either his feet or head to control the ball.

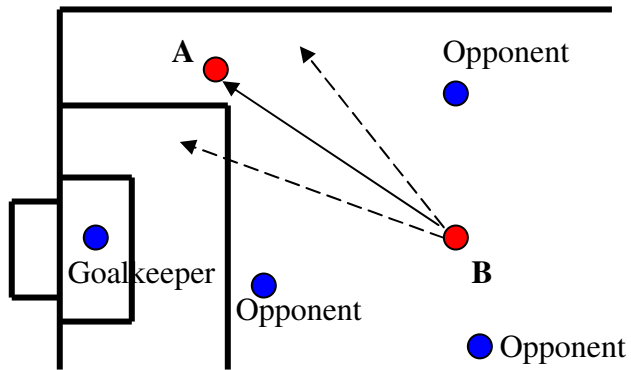
#### Offside

The case of a player “caught” in an offside position or not, can be a complicated one and may give rise to heated discussions! For game purposes, the offside rule is simplified and explained below.

A player is in an offside position whenever there is no other opponent between him and the opposing goal-line (or the opposing Goalkeeper) **and** the ball is passed to him.

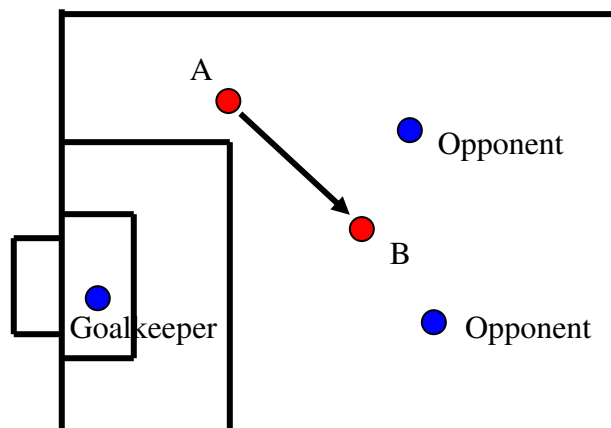
Example 1:

Player A will be caught in an offside position, should his teammate Player B passes the ball either to him or to any other point within 45 degrees (22.5 degrees left or 22.5 degrees right) from that axis.



Example 2:

Player B will not be in an offside position if Player A passes the ball back to him.



The case of a “technical offside” requires a finer mechanism and will be dealt with in later versions.

## **Forming up a team (Team Roster)**

For a friendly game, a minimum of 11 models (10+1 Goalkeeper) is required. You will also need 3 additional models to act as the “substitutions” regardless of using them or not.

Prior to a game, both players agree upon a points total which then they can spend to create their own teams as they like but always with the following restrictions:

	Team limit	Player limit
- Level 4 :	0-7	0-1
- Level 3 :	No limit	0-2
- Level 2 :	No limit	No limit
- Level 1 :	No limit	No limit
- Special skills :	0-6	0-1

See also the “Player’s Characteristics” and “Special skills” headings (pages 7 and 9 respectively).

The points total a team can spend is 1700 points.

In later versions there will be more refinements according to the level of the Championship or Tournament a team is participating in. For example, a World Cup game series will have a higher total point allowance than other soccer Championships or Tournaments.

The team roster sheet , which you can print and use, is available as a separate download . At least 2 sheets are required for each team.

Also, as separate downloads are available The Goalpost template as well as the rest of the Game templates (deviation template, current turn template).

## **Useful Links**

Visit my “Soccer” website for the latest additions:

<http://www.nonags.org/members/hoplite/>

Both ,the playing area as well as the goal-line (the section between the two goalposts) dimensions given in page 4 are very close to those used in the “Subbuteo” game. That, was not intentional although I used to play Subbuteo games twenty years ago! For all those gamers wishing to use Subbuteo items (pitch cloth , goalposts) in their games, check the “Accessories” at the following link:

<http://www.worldtablesoccer.com/>