

SIMULATOR SOCCER

RULES



SOCCER IS HERE !

RULES

In Simulator Soccer, you will have 3 Regulations at your disposal. The rules will never change between one regulation and another; they will be added, making it increasingly complete depending on how much you play.



BASE REGULATION

Start playing Simulator Soccer with the BASE regulation. This mode will allow you to quickly learn the main dynamics of the game.

It is designed to help you engage less experienced friends and is also recommended for those who play occasional matches.

In the BASE regulation, the squad of 16 players is the same for everyone. You will find all the basic dynamics and it is simplified by four rules that you can discover later after a few matches, thanks to the complete regulation. Despite this, the BASE regulation is designed to provide you with a simulated gaming experience, capable of making you feel all the emotions of a football match!



COMPLETE REGULATION

During the reading of the BASE regulation, you will find 4 black stickers that show you which rules you can integrate to move from the BASE regulation to the COMPLETE regulation.

After a few matches, you will have perfectly understood the dynamics of the turns and will be ready to immerse yourself in the COMPLETE regulation, which will make the game more unpredictable and realistic.

Here are some of the things you can do with the complete regulation:

- Dice duels (dribbling or tackles) • Pressing • Advanced player skills • Create your team within a budget.



TOURNAMENT REGULATION

If you organize or participate in leagues or tournaments, this regulation will allow you to add elements that are not essential in a single match but are crucial in a competition!

The match rules are always those of the complete regulation, and the added variants will make the game more diverse both in the management of your squad and in the match itself.

Here are some of the things you can do with the tournament regulation:

- Home/away advantage • VAR • Referee's strictness • Weather • Injuries • Suspensions • Fatigue

SIMULATOR SOCCER

BASE REGULATIONS



SOCCER IS HERE !

TEAMS AND FIELD

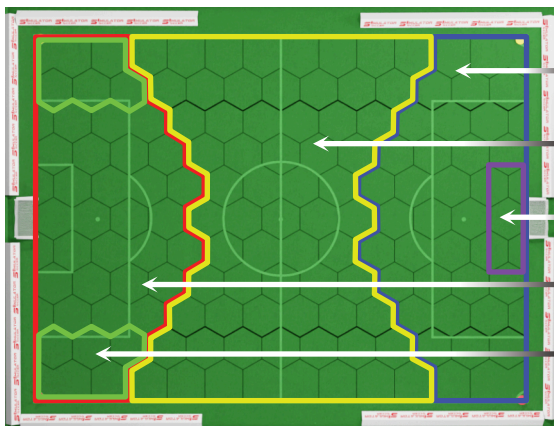
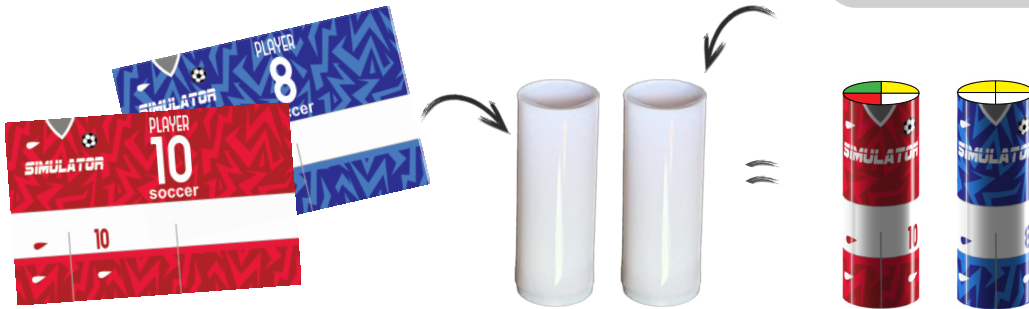
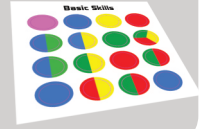
THE TEAMS

The teams are always composed of a squad of 16 players, 11 on the field and 5 on the bench. To assemble a complete team, you need 16 plastic cylindrical tokens to which 2 stickers are applied:

- 16 round stickers on top of the cylinder = **PLAYER TYPE**
- 16 rectangular stickers around the cylinder = **UNIFORM**

APPLY THE BASE STICKERS

- Yellow: PASSING ability
- Red: SHOOTING ability
- Green: CROSSING ability
- Blue: DEFENDING ability
- Purple: GOALKEEPER



DEFENSE ZONE

MIDFIELD ZONE

GOALKEEPING ZONE

SHOOTING ZONE

CROSSING ZONE

FIELD

The Simulator Soccer field is divided by a hexagonal grid. Each hexagon is called a cell. The thicker lines determine the various zones:

THE MATCH

Simulator Soccer is a turn-based game for 2 players. Each turn is divided into 3 PHASES. Within each turn, what happens simultaneously in reality is simulated: the behavior of the ball in PHASE 1, the attackers in PHASE 2, and the defenders in PHASE 3.

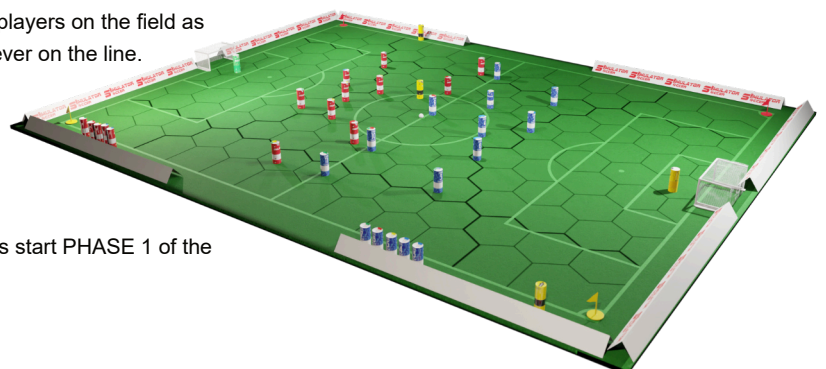
INITIAL FORMATION AND KICK-OFF

Both players place their 11 starting players and 5 bench players on the field as they wish. They must be positioned within the cell and never on the line.

Only one player per team can be in each cell.

Place referee no. 1 near the corner flag, who will be used to keep time. (page 7)

Flip a coin to determine who will take the kick-off and thus start PHASE 1 of the first turn.



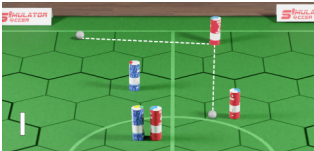
PHASE I - KICK THE BALL

The turn begins with PHASE 1, which simulates what happens to the ball.

Kick the ball by hitting it with the game piece. Each time you kick the ball, you must perform the Distance Calculation (CoD) (see page 5) to determine which player gains possession of it. You can kick the ball only once per turn, but if your teammate receives it and activates one of their abilities, you can kick it again. (see basic abilities on page 5)

Choose one of the 3 attacking actions:

I - PASS OR ADVANCE WITH THE BALL



Kick the ball "along the ground" directing it towards the teammate you want to pass to, or into the space where you want to advance with the ball at your feet.

CoD: The player closest to the ball (count the cells) moves and reaches it. In case of a tie, refer to CoD on page 6.



2 - CROSS AND HEADER



When you are in the crossing zone, you can declare a "cross." (see photo 5)

Kick the ball "along the ground" or "lifting the trajectory," the first player in the penalty area who touches the ball, regardless of where it stops, will head it. To do this, pick up the ball and place it on the game piece.

With the header, you can either pass or declare a shot; in the latter case, before proceeding, you must wait for your opponent's OK, who will first position the goalkeeper without the rod.

Hit the ball with the "header." You can declare the cross once per turn.

CoD: If after the cross, no one touches the ball, the player closest to the ball (count the cells) moves and reaches it. In case of a tie, the ball goes to the opponent. The player who crossed cannot move in the CoD.

3 - SHOT



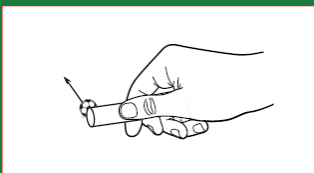
When you are in the shooting zone, you can declare a "shot." (see photo 6)

You can declare a shot only once per turn. You must wait for the opponent's OK before proceeding, as they need to prepare with the goalkeeper, with the rod if the shot comes from outside the penalty area and without if it comes from inside the area (see goalkeeper on page 8). Kick the ball "along the ground" or

"lifting the trajectory." If the opposing goalkeeper is outside the penalty area, you can declare a shot from the midfield zone. CoD: If after the shot the ball remains in play, the player closest to the ball (count the cells) moves and reaches it. In case of a tie, the ball goes to the opponent. The player who took the shot

cannot move in the CoD.

HOW TO KICK THE BALL



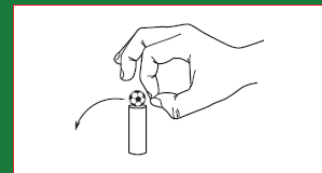
LOW SHOT

Using the piece, hit the ball to make it roll. (ideal for passes, advancing with the ball, and low shots)



LIFT THE TRAJECTORY

Pinch the ball on the field to make it jump. (ideal for shots, lobs, free kicks, and crosses)



HEADER/BALL IN HAND

Place the ball on the head of the piece and hit it with your finger. (header, throw-in, ball in the goalkeeper's hands)

IN ALL CASES

- After kicking, reposition the piece used in the cell; you can place it anywhere within the cell.
- When you play the ball, if it remains in the cell, proceed as if advancing with the ball at your feet. If it's a free kick, corner kick, or kickoff, since you can't play to yourself, a teammate or an opponent (the closest of the two) can enter the cell to take possession of the ball as if the player who touched it is not there.
- When you hit the ball along the ground or lift the trajectory, if you knock over an opponent with your hands or the piece, it is a foul.
- When heading, if an opponent (except the goalkeeper) falls or if the player rolls beyond the adjacent cell, it is a foul.

CALCULATION OF DISTANCE (CoD)

Every time you kick the ball, you must always determine which player takes possession of it before proceeding. Count the cells.

- **IT IS ALWAYS THE PLAYER NEAREST TO THE BALL** (photo 7)
- **IN CASE OF A TIE**

We focus on the players contesting the ball from the same distance. Let's see in order whose ball it is:

- 1) It belongs to the player who touched (not kicked) the ball.
- 2) If no one has touched the ball:
 - It belongs to the attacking team if you made a short touch of a maximum of 4 cells: **short pass** (photo 9) or **advancing with the ball at your feet** (photo 10).
 - In all other situations, it belongs to the defending team: **long pass** (more than 4 cells) (photo 12) **cross** or **shot**.



END OF PHASE 1

Once it is determined which player has taken possession of the ball through the CdD, Phase 1 ends.

Four situations can occur, and you proceed accordingly:

- If you are in possession of the ball and have activated an ability, **REPLAY PHASE 1** (see Abilities below)
- If you are in possession of the ball and have not activated any ability, **GO TO PHASE 2** (see PHASE 2 on page 7)
- If you have lost possession in the CdD, the opponent immediately starts a new turn: **COUNTERATTACK** (see Counterattack below)
- If the kicked ball goes out of bounds, into the goal, or after a foul: **PLAY STOPPED, RESUME PLAY** (see page 8)

LOST BALL - COUNTERATTACK

When you lose the ball, the team that gains possession starts the COUNTERATTACK, meaning they immediately begin PHASE 1 of a new turn.

WARNING!

The first pass of the counterattack is more difficult than usual because, in case of a tie, the ball is lost even if making a short pass.

BASIC SKILLS Replay PHASE 1

In PHASE 1, you can play the ball a second, third, or fourth time before proceeding with PHASES 2 and 3. You can do this by activating one of the 3 basic skills (yellow, green, and red). You can defend yourself using one of the 2 basic skills (blue and purple).

Let's discover them in detail:

FIRST TOUCH PASS

- If a player receives a pass in their own cell, they can replay PHASE 1 with a pass or by advancing with the ball at their feet.

MAX 1 TIME PER TURN per PLAYER

FIRST TOUCH CROSS

- When a player reaches the ball in the crossing zone (with or without movement), they can replay PHASE 1 by declaring the cross.

MAX 1 TIME PER TURN

FIRST TOUCH SHOT

- When a player reaches the ball in the penalty area (with or without movement), they can replay PHASE 1 by declaring the shot.

MAX 1 SHOT PER TURN

MARKING

- When marking an opponent, meaning when positioned in their cell, it cancels the abilities of first touch pass, cross, and shot. (Yellow, Green, Red)

GOALKEEPER

- When an opponent declares a shot, they can only proceed after your OK. First, you can prepare with the goalkeeper (see how to save on page 7).



PHASE 2 ATTACK MOVEMENTS

The turn continues with PHASE 2 which simulates what all attacking players without the ball are doing.

MOVE THE TEAM

Move the players without the ball in any direction, up to a maximum of 3 cells each. You can move all of them.

END OF PHASE 2

- If in PHASE 1 and PHASE 2 you moved even a single player: **MOVE THE TIME BY 1 CELL** (see time on page 8). The opponent will move the team in PHASE 3.

PHASE 3 DEFENSIVE MOVEMENTS

In PHASE 3, we simulate what the players in Defense are doing.




MOVE THE TEAM

If the opponent moved even a single player 1, 2, or 3 cells between PHASE 1 and PHASE 2, you can move the entire team 1, 2, or 3 cells.

If no one moves, you can move the goalkeeper and 1 player 1 cell. If you place the player in a cell with a teammate, the teammate can move to an adjacent empty cell.

ENTERING THE BALL'S CELL (photo 13)

Only with the first player you move can you enter the cell where the opponent with the ball is:

- If they are in one of the 3 adjacent front cells, you **enter normally**.
- If they are in one of the 3 adjacent rear cells, you must roll a die:
1-2-3 = foul and yellow card  4-5-6 = **enter normally**
- If they are in a non-adjacent cell, you must roll a die:
1-2-3 = foul and red card  4-5-6 = foul and yellow card 

Once inside the cell, you must always maintain a distance of 1.2 cm (equal to the diameter of the token) from the ball and you can steal the ball with a tackle if you roll a 5 or 6 on the die.



END OF PHASE 3

- If you have moved at least one player: **MOVE THE TIME BY 1 CELL** (page 8). The opponent starts PHASE 1 of a new turn.
- If you have won a tackle and gained possession of the ball: **DO NOT MOVE THE TIME** and immediately initiate a **COUNTERATTACK**.

HOW TO MOVE THE PLAYERS



Each player can move only once per turn. To move, take the token and place it in the cell you want to go to; you cannot place it on the line. Once you have released the token, you cannot take back your move.

A maximum of two players from different teams can occupy a single cell.

Except for the player in possession of the ball, all players must stay at least 1.2 cm away from the ball (1.2 cm is the diameter of the token).

HOW TO SAVE WITH THE GOALKEEPER

When an opponent declares a shot, they can only proceed after your OK. Before that, you can always prepare with the goalkeeper. You can:

A - **SAVE**: If the shot comes from outside the penalty area and the goalkeeper is in the goal area, he can save using the rod (after the shot, you must remove the rod).

B - **POSITION YOURSELF**: If the shot comes from inside the penalty area or if the goalkeeper is outside the goal area.

You can position yourself standing or lying down and cannot use the rod. Here's how:

- Only lying down if he moves 2 cells or moves back 1 cell.
- Standing or lying down if he repositions in his own cell or moves forward 1 cell.

After the shot, the goalkeeper can always get up and participate in the game.

DURING THE MATCH: During PHASE 2 and PHASE 3, the goalkeeper behaves like all other players.

REFEREE

TIME - DURATION OF THE MATCH

At the beginning of the match, place referee 1 near the corner flag, simulating the passage of time.

Move the referee 1 cell along the sideline each time you finish PHASE 2 and each time you finish PHASE 3, but only if at least one player has moved during that phase. Otherwise, time remains still.

When referee 1 has traversed the entire sideline (11 cells), it will be the 15th minute.

Use referee 2 and move back to reach the 30th minute.

Use referee 3 to do this a third time to reach the 45th minute.

Changing the referee each time we move back will help us remember where we are in the match. The arrow on the referee will remind us which direction we are moving.



Injury Time

At the 45th minute, the half ends only if the ball is outside the attacking zone; otherwise, play continues, taking turns until the ball is out of play or out of the attacking zone. In case of a free kick, penalty, corner kick, or throw-in from the attacking zone, the referee will always allow the play to continue.

GAME STOPPAGE - RESUMPTION OF PLAY

THROW-IN

- 1 - Place the ball at the point where it went out (throw-in spot).
- 2 - The team taking the throw-in moves one player up to 3 cells to reach the throw-in spot. If the ball (throw-in spot) is farther than 3 cells, the game resumes with the setup.
- 3 - Proceed normally with PHASE 2 and PHASE 3, moving the teams.
- 4 - Start PHASE 1 with the throw-in, which is taken with the hands, placing the ball on top of the token's head (see page 7). No other player can be in the cell at the throw-in spot.

SUBSTITUTIONS

During the match, you can substitute up to 5 players. To do this, during the setup, simply remove the player being substituted and place the substitute. If you call for a substitution during a throw-in, the game will resume with the setup.

OFFSIDE

If you pass the ball to a player beyond the opposing defenders' line, it is offside (football rule). The cells are not considered, only the position of the player relative to the last opposing player. Offside is calculated after the pass.

FREE KICKS, PENALTIES, CORNER KICKS, GOAL KICKS, GOALS

In all these cases, the game resumes with the SETUP.

SETUP

- 1 - The team taking the kick (attacking team) places all their players on the field as they wish.
 - 2 - The opposing team (defending team) places all their players on the field as they wish.
 - 3 - Start PHASE 1. You cannot advance with the ball at your feet.
- For corner kicks and free kicks, the distance from the ball is 9.6 cm, which is the height of 3 tokens.

Free Kicks: When there is a free kick from the attacking zone, a wall can be set up (only outside the small area). In this case, up to 3 players from the same team can be placed in the same cell. When teams move, they must return to occupying one cell per player.

Penalties: The goalkeeper can be used with the rod; at the time of the kick, the token must be on the goal line.

RARE CASES TO RESOLVE

BALL ON THE LINE

If the ball ends up on the line of a hexagon, we need to determine which of the 2/3 cells it is in. We consider the 2/3 cells involved as a single large cell and proceed with the CoD. The player who gains possession of the ball will choose which of the 2/3 cells to position themselves in, and then normal play resumes. The ball is considered on the line if, when viewed from above, the line is interrupted by the presence of the ball.

LONG BALL

If the ball ends up in a cell more than 3 cells away from any player, proceed as follows:

- 1 - The player who wins the CoD moves to reach the ball.
- 2 - In PHASE 2 and PHASE 3, all players can move the same number of cells it took for the player to reach the ball.

SIMULATOR SOCCER

FULL REGULATIONS

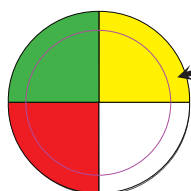


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CUSTOMIZE YOUR TEAM



On top of each token, you can stick the round sticker that contains the player's skills:



value

The value is determined by how many colored sections are present: minimum 1 and maximum 4.

skills

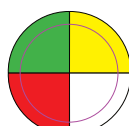
-  Yellow: PASSING skill
Even better if it has 2 or 3 yellows.
-  Red: SHOOTING skill
Even better if it has 2 or 3 reds.
-  Green: CROSSING skill
Even better if it has 2 or 3 greens.
-  Blue: DEFENSIVE skill
Even better if it has 2 or 3 blues.
-  Gray: SPEED
-  Black: HEADING
-  Purple: GOALKEEPER

HOW TO CREATE YOUR LINEUP

Depending on the type of strategy you want to apply, select 16 of the 112 player stickers and stick them onto your tokens. Each single sticker will have a value ranging from 1 to 4, count the colored sections. The total value of the 16 players must be 34.



112 DIFFERENT PLAYERS



VALUE FROM 1 TO 4

CHOOSE 16 PLAYERS



APPLY THE 16 STICKERS

TOTAL BUDGET 34

CREATE PLAYERS

Customized teams are allowed following this table.

No player can be replicated, each player must be unique in the squad of 16. The total credits must be 34.

PLAYER TYPE	PLAYER VALUE	NUMBER OF SKILLS
WEAK	1	1
MEDIUM	2	2
STRONG	3	3
TOP PLAYER	4	4

DICE DUEL




DRIBBLING

If you want to advance with the ball at your feet but there is an opponent in your cell (photo 2) or in the adjacent cell between you and the direction you want to go (photo 3), you must win a dribbling duel to do so. Declare "dribbling" and perform it physically by kicking the ball before starting the DUEL.

DRIBBLING:

Roll a die and add 2 for each skill present between  for a maximum of 6. The total result will be a minimum of 1 and a maximum of 12 (6 die and 6 skills). This is your **dribbling value**.


DEFENSE 1VS1:

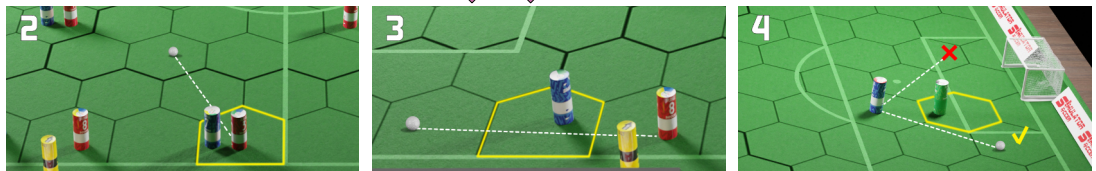
Roll a die and add 2 for each skill present between  for a maximum of 6. The total result will be a minimum of 1 and a maximum of 12 (6 die and 6 skills). This is his **1vs1 defense value**.

If the dribbling value is higher, you win the duel.

- If the defender rolls a 1 with the die, he commits an unintentional foul and is not cautioned. After the dice roll, the defender can commit a voluntary foul and if he does, he is cautioned. (The point where the foul occurs is where the defender who commits it is located).
- The opponent who loses the dribbling is positioned lying down (does not participate in the CoD) and in PHASE 3 can only get up.

DRIBBLING PAST THE GOALKEEPER:


If you declare the first-time shot thanks to the red skill (see skills page 8), after the opponent moves the goalkeeper, you can declare the dribbling past the goalkeeper instead of shooting. The dribbling past the goalkeeper must be performed externally between the goalkeeper and the nearest throw-in line (Photo 4), otherwise you lose the duel before even rolling the die. By winning the dribbling past the goalkeeper, the goalkeeper lies down in the cell where he is and you can shoot immediately after his OK. The goalkeeper has no blue sections, count how many times the color  repeats. The result can be from 1 to 10.




TACKLE

Only with the first player you move in defense, when you are in or enter the cell where the opponent with the ball is, you can declare a tackle and start the DUEL:

TACKLE:

Roll a die, add 2 if you have a blue or yellow skill (4 if you have both),  and 2 if you are in the midfield area. The total result can be a minimum of 1 and a maximum of 12 (6 die, 4 skills, 2 position). This is your **tackle value**.

BALL DEFENSE:

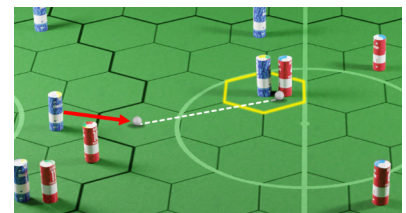
Roll a die and add 2 for each skill present between  for a maximum of 6. The total result can be a minimum of 1 and a maximum of 12 (6 die and 6 skills). This is his **ball defense value**.

If the tackle value is higher, you win the duel.

- If you roll a 1 with the die during the tackle, you commit an unintentional foul and are not cautioned. (The point where the foul occurs is where the defender who commits it is located).
- If you win the tackle, you can immediately start a counterattack.
- If you lose the tackle, you can move the rest of the team (if allowed).

PRESSING

Only in the midfield area, if you are in or enter the cell where the opponent with the ball is, you press. When your opponent makes a short pass (4 cells) using the pressed player, if there is a tie in the CdD, the ball will be lost. You can start a counterattack.



ALL SKILLS

FIRST-TOUCH PASS

- If a player receives a pass in their own cell, they can replay PHASE1 with a pass or advance the ball at their feet.
MAX 1 TIME PER TURN PER PLAYER
- For this player, a short pass is 5 cells.

+ ASSIST

- His pass to a teammate with green or red ability cancels the blue base ability of the player marking him.

+ LONG PASS

- When making a long pass (over 4 cells), it is considered a normal pass.

FIRST-TIME SHOT

- When reaching the ball in the penalty area (with or without movement), they can replay PHASE1 by declaring the shot. MAX 1 TIME PER TURN

+ GOAL SCORER

- When declaring the shot from inside the penalty area, the goalkeeper cannot position himself standing outside the goal area.

+ OFFSIDE EDGE

- When about to be offside, before receiving the pass, they move for free to the cell behind them to get into an onside position.

FIRST-TIME CROSS

- When reaching the ball in the crossing zone (with or without movement), they can replay PHASE1 by declaring a cross.
MAX 1 TIME PER TURN
- If the team moves 3 cells in PHASE2, they move 4 if: they do so along the sideline and only pass through empty cells.

+ ENLARGED CROSSING ZONE

- They can declare "cross" from the cells adjacent to the crossing zone.

+ PRECISE CROSS

- The cross is successful even if the ball does not touch the teammate but lands in their cell. The ball must not touch any opposing player, otherwise, they will head it away.

MARKING

- When marking an opponent, position yourself in their cell, preventing first-time crosses, shots, or passes. (Yellow, Green, Red)
- On an opponent's first-time shot or cross, you can slide tackle: move the same number of cells moved by the opponent to reach the ball and lie down. (In PHASE 3, you can only get up)

+ RECOVERY

- If you enter the cell where the opponent with the ball is by passing through the 3 rear cells, you only commit a foul if you roll a 1 on the die.

+ BLOCK

- When you slide tackle to block a first-time shot or cross, if you only move forward (relative to the opponent's goal), you can stand up.

SAVE

- When an opponent declares a shot, you can always prepare with the goalkeeper.

+ REFLEXES

- When the opponent uses the "bomber" ability, roll a die. If the result is 4-5-6, cancel their ability.

LONG PASS

- When making a long pass (more than 4 cells), it is considered a normal pass. In case of a tie in the duel, if no one touches the ball, it goes to your teammate.

SHOT FROM OUTSIDE THE BOX

- If by moving you reach the ball in the attacking zone, even outside the penalty area, you can re-play PHASE1 by declaring the shot.
MAX 1 TIME PER TURN.

HEADER

- When a cross is declared, all players with this ability (free or marked) can move one cell as long as the movement ends in the penalty area. Those in attack move first, followed by those in defense. Players who do this are not considered offside and do not participate in the duel if the cross is unsuccessful.

SPEED

- Speed allows you to move one cell for free before the duel and activates in case of a loose ball: a ball that ends in an empty cell with adjacent empty cells.
 - All free players with speed can move forward into one of the 3 cells in front of them.
 - If a player also has a blue ability, then they can also move backward, into one of the 3 free cells behind them.

SIMULATOR SOCCER

TOURNAMENT REGULATIONS



SOCCER IS HERE !

INTRODUCTION

This Regulation is intended to govern the official competitions of Simulator Soccer. In the following pages, you will find realistic additions for longer competitions (injuries and disqualifications), variations that could affect the game, weather and referee conditions, and coach strategies. You will also find the necessary information for organizing a tournament and how to manage it.

MATCHES

The rules to be applied are those of the Simulator Soccer regulations. Each match consists of two halves of 17 full turns (with team movements) for a total of 34 turns. Each turn must take place in approximately 60 seconds (40 seconds for PHASE1 and PHASE2, and 20 seconds for PHASE3). The estimated time for a match is about one hour. If a player takes too long to complete their turn, the referee must be called.

TEAMS

PLAYERS

Throughout the tournament, the squad of 16 players must remain the same. There can be no substitutions during play. Customized teams are allowed following this table. With regard to abilities (colored segments), no player can be duplicated; each player must be unique within the squad of 16. The total credits must sum up to 34.

PLAYER TYPE	PLAYER VALUE	NUMBER OF SKILLS
WEAK	1	1
MEDIUM	2	2
STRONG	3	3
TOP PLAYER	4	4

UNIFORM

Each player must have at least 2 visually distinct uniforms (one dark and one light) to always differentiate themselves from the opponent. Both teams must have identical squads.

TOURNAMENT REGULATIONS

HOME ADVANTAGE

In some tournament structures or leagues, there might be a home advantage. The home team chooses their uniform first, and the away team adjusts accordingly. The home team can add 2 to the dice roll in a duel 3 times during the match, provided it is declared before the roll.



TYPE OF REFEREE

At the start of the match, determine the type of referee. Roll a dice:

- If the result is 3-4-5-6 = Normal referee: proceed as per standard rules.
- If the result is 1-2 = Strict referee. There is a variation to the standard rules:

During dice duels, the referee will call a foul if the result is 1-2, not just 1.



VAR

During a dice duel, if a foul results in a penalty kick, VAR is used!

- The defending team rolls a dice, and if the result is 6, the penalty is revoked by VAR.

Play resumes with a goal kick or confirmation of the penalty.



INJURIES

Whenever a foul occurs, the fouled player rolls a dice to check their condition.

- If the result is 1, there is an injury: from that moment, the player can use only 1 ability (the first in clockwise order from the value).
- If a player suffers 2 injuries in the same match, it is a serious injury: from that moment, they can move a maximum of 1 cell and will miss the next match (4 players will go on the bench).



SUSPENSIONS

When a player is sent off, either by a direct red card or accumulation of yellows, they will miss the next match (4 players will go on the bench).



WEATHER

At the start of the match, determine the weather conditions. Roll a dice:

- If the result is 3-4-5-6 = Clear: proceed as per standard rules.
- If the result is 1-2 = Bad weather. There is a variation to the standard rules:

Passing difficulty: Short passes will be within 3 cells, from the 4th onward it is considered a long pass.

Increased injury probability: An injury occurs on a roll of 1-2 after a foul.



TEAM FATIGUE

From the 60th minute, all players on the field start to feel fatigue, and from that moment on, they can only use 1 ability: the first in a clockwise direction after the blank space.

(For the player with a value of 4 and no blank spaces, use the ability above the collar of the jersey)

If you make 1 substitution, you can use the first 2 abilities in clockwise order.

If you make 2 substitutions, you can use the first 3 abilities in clockwise order.

If you make 3 substitutions, you can use all 4 abilities.



SUBSTITUTIONS

During FORMATION, you can make substitutions, a maximum of 5 players. Simply remove the outgoing player and place the substitute. If you call a substitution during a throw-in, play will resume with the formation. There is no obligation to make substitutions.



Goalkeeper substitution: If the goalkeeper is sent off and you want to make a substitution, you can bring on the reserve goalkeeper in place of a player. Since there is no token, use the same one and its abilities are: black-1-1-1-1.



WARNING !

This is not a toy and therefore not recommended for use by persons under the age of 14.
Contains small parts that could be swallowed.

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