FUBA

TACTICAL FOOTBALL GAME

RULEBOOK
1.0

CONTENT

FUBA
TACTICAL FOOTBALL GAME

In this game project our target was to make a game for friends of football, which offers a good simulation of a football match. The game is focused for tactics rather than individual players, but still containing interested details of a match.

We hope our product can offer good gaming experiences for you. If you have any questions about the game you are always welcome to contact us www.upgames.fi

1. COMPONENTS

Ball die
The ball die is a round die with numbers from 1 to 6. The number on the top shows how well the controlling team controls the ball. The lower the number, the better the ball control: 1 is excellent, 6 is poor

Dice
The game contains two ordinary six-sided dice.

Game board
The game board (rubber mat) is divided into 13 areas, 4 on each side and 5 in the middle. Each area has a slightly different colour. *The centre area with the centre circle counts as one large area, despite the half way line. Also the penalty area counts as one area.*

Teams
The game contains two teams. Both teams have 10 players and one goalkeeper.

Referees
The game contains three referees: one to mark game time, two to keep track of the score.

Cards
The game contains 16+1 cards. Both teams have 8 formation cards that are used to choose formation for the team. The backside of these cards is yellow so can also be used as yellow cards. *The red card is only for fun, and can be shown to the opponent in case a red card occurs.*

Centre circle · Stoppage time · Half-way line · Penalty area · Time track · Score track
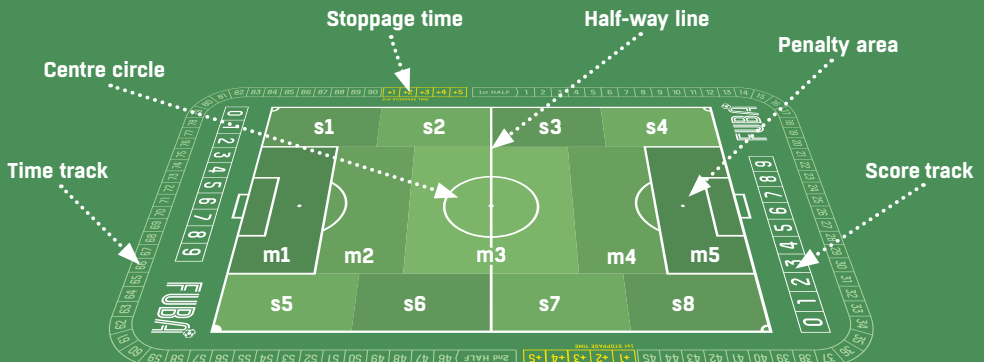
2. TERMS

2.1 PLAYER AND TEAM
In these rules "player" refers to a player piece on the game board. "Team" is used when referring to the person playing the game. The goalkeeper counts as a player unless the rules state otherwise.

2.2 CONTROLLING TEAM AND PASSIVE TEAM
The team controlling the ball is referred to as "controlling team" and the opposing team as "passive team". These roles and terms are changed immediately when a team loses ball control to the opponent.

3. PREPARATIONS

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

The formation consists of three numbers. These indicate how many defenders, midfielders and forwards the team has.

Example: Heidi selects 4-4-2 formation for her team. She now has 4 defenders, 4 midfielders and 2 forwards.

Teams can use any formation they want, but the ones defined in formation cards are recommended. If a team wants to use some other formation, write this formation secretly on a paper. (The total number of players must still be 10.)

TYPICAL FIELD FORMATIONS
(defence – middle field – forward)

4 – 4 – 2	5 – 3 – 2
4 – 2 – 4	3 – 5 – 2
4 – 3 – 3	3 – 4 – 3
4 – 5 – 1	5 – 4 – 1

3.2 DECIDING THE KICK-OFF
Both teams roll a die. The team with the higher result chooses which team kicks off the first half. That team starts as the controlling team.

3.3 TEAM SETUP PROCESS
The teams are setup in the following order:

1. **The controlling team sets up its players.**

2. **The passive team sets up its players.**

3. **After the passive team setup the controlling team is allowed to move 1 or 2 players one area** (i.e. they can be moved to an area adjacent to the one they are currently on).

The selected formation does not affect the way players are setup.

This setup process is used for kick-off, corner kick, free kick and penalty kick. Additional rules apply for each of these situations.

3.3.1 Kick-off setup rules
These rules are used in addition to the setup process defined in chapter *[3.3]*.

Kick-off takes place in the beginning of each half and after each goal. Controlling team must place two players in the middle area (the centre circle). Others can be setup in any area that is at least partly on the team's side of the halfway line. The goalkeeper is placed in the team's penalty area.

The passive team players can be placed in any area that is at least partly on the team's side of the halfway line. The goalkeeper is placed in the team's penalty area.

The ball is placed on the centre circle with 3 as the initial ball die value.

3.4 REFEREE SETUPS
One referee is setup on square 1 of the time track (on square 46 in the second half of the game). Two others are setup on the goal tracks, on square 0 of each track.

4. GAME TURN

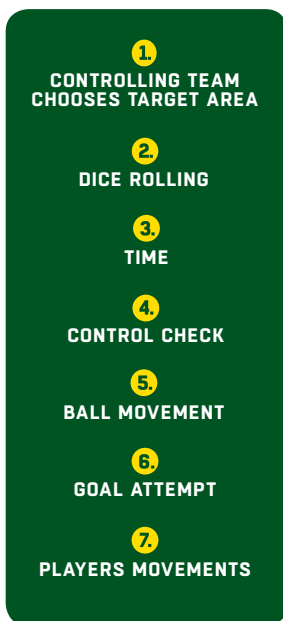*Just like a real football match, the game contains two halves. Each half contains approximately 25 turns, but the exact number varies. Each turn represents 0 to 5 minutes of game time.*

The game is played in turns. One turn includes actions by both teams. A turn contains seven stages that must be completed in the order shown at the right.

After the turn is completed a new turn starts unless the half ends as defined in chapter *[4.3]*.

1.
CONTROLLING TEAM CHOOSES TARGET AREA

2.
DICE ROLLING

3.
TIME

4.
CONTROL CHECK

5.
BALL MOVEMENT

6.
GOAL ATTEMPT

7.
PLAYERS MOVEMENTS

4.1 CONTROLLING TEAM CHOOSES TARGET AREA
The controlling team chooses an area where to play the ball. The chosen area can be any area where the team has a player or an area adjacent to such an area.

*The team can play ball also to the same area where the ball currently is.*

The chosen area is called "target area" and the area where the ball begins the turn is called "start area".

4.1.1 Offside
The controlling team cannot choose a target area where the team's player is in an offside position. The player is in an offside position if it is in an area closer to opposing team's end of the field than the area where the opponent's second lowest player (including the goalkeeper) is, unless the area is at least partly at the same level than the area where the opponent's second lowest player is.

Example: Choosing target area
Otto's Blue Team is the controlling team. He can choose area A as target area because he has a player there. He can choose area B for target area because area B is adjacent to an area where he has a player. He cannot choose area C because he has no players there or on any area adjacent to it.
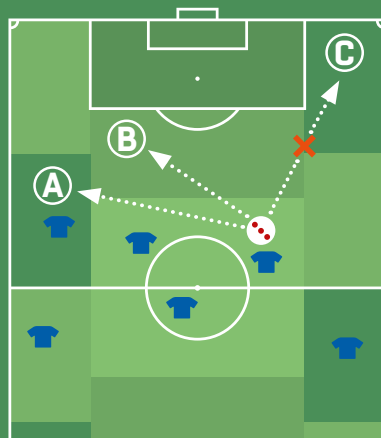
Example: Offside:
Otto's Blue Team is the controlling team. He can choose area A as target area because the opponent's second lowest player is in an area partly at the same level with area A. The player in area B is in an offside position, thus Otto cannot choose area B as target area.

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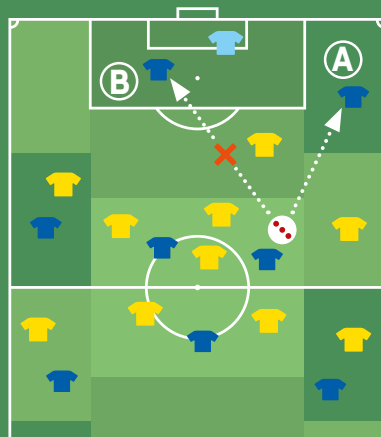
4.2 DICE ROLLING

Both teams roll a die. The result is called "initial value". Later during the turn modifiers are added to this initial die roll. After these the result is referred to as "modified value".

4.3 TIME

The time marker (referee) is moved as many squares (minutes) forward as the difference of the teams' initial values.

Example: Heidi rolls 4 and Otto rolls 2. The initial value difference is 2 so time marker is moved 2 minutes forward.

If the time marker reaches the first stoppage time square, it stops there even if it should continue further according to the result. Stoppage time begins.

4.3.1 Stoppage time

During stoppage time the time marker is moved only one square per turn. If the difference between initial values is smaller than the current stoppage time (yellow number in the square where the time marker begins the turn), the half ends immediately. The rest of the stages are not played.

When the time marker reaches the "+5" square the half is finished at the end of turn, if not finished earlier.

Example: The time marker is on the +2 square. Heidi rolls 3 and Otto rolls 2 at the dice rolling stage so the difference of initial values is 1. This is less than the current stoppage time (+2), and the half ends immediately.

4.3.2 End of half

When the first half is finished, the second half starts. The team that started the first half as controlling team now starts as passive team and the opposing team becomes controlling team. Move the time marker referee to square 46. Repeat the team setup for kick-off (see chapter *[3.3]*).

When the second half is finished, the game is over

4.4 CONTROL CHECK

Control check determines whether the controlling team retains ball control or loses it to the passive team. To check for ball control, add the modifiers in the Control Check Modifier Table to the controlling team's die roll result.

If the modified value is higher than the ball die value, the controlling team remains in control of the ball.

CONTROL CHECK MODIFIERS TABLE

START AREA

+1 if the controlling team has more players in the start area than the passive team (but not twice as many).

+2 if the controlling team has at least twice as many players in the start area than the passive team.

-1 if the passive team has more players in the start area than the controlling team (but not twice as many).

-2 if the passive team has at least twice as many players in the start area than the controlling team.

TARGET AREA

+1 if the controlling team has more players in the target area than the passive team (but not twice as many).

+2 if the controlling team has at least twice as many players in the target area than the passive team.

-1 if the passive team has more players in the target area than the controlling team (but not twice as many).

-2 if the passive team has at least twice as many players in the target area than the controlling team.

DISTANCE

-2 for each area between start and target area.

If the modified value is lower than the ball die value, the passive team gains control of the ball. Passive team immediately becomes controlling team and vice versa.

4.4.1 Playing to an empty area

If controlling team has chosen a target area without any players, target area modifiers are calculated according to an adjacent area where controlling team has players. If several such areas exist, controlling team chooses which one will be used to calculate the modifiers.

If team retains ball control after the control check, one of its players immediately moves from the chosen adjacent area to the target area.

If the opposing team gains ball control, the opposing team moves its closest player to the target area according to rules in chapter *[4.5]*.

In both cases the player is moved at the ball movement stage, but this move is reduced from the number of moves the team is allowed to make at the player movement stage.

4.4.2 Special events

If the modified value of controlling team's die equals the ball die value, a special event occurs. The controlling team rolls a die. See the Special Event Table to find out what happens.

If a free kick is given to either team (results 1, 2, 5 or 6), the game continues according chapther *[5.1]* with a new setup.

SPECIAL EVENT TABLE

1...... Yellow card for the controlling team. Free kick for the passive team. (Roll for red card. See chapter *[5.4]*)

2..... Free kick for the passive team

3..... No moves for the controlling team

4...... No moves for the passive team

5..... Free kick for the controlling team

6..... Yellow card for the passive team. Free kick for the controlling team. (Roll for red card. See chapter *[5.4]*)

Example: Control check (1):
Heidi's Yellow Team is the controlling team. She chose the centre area as target area. She rolled 4 at dice rolling stage. Heidi has twice as many players as Otto (2 vs. 0) in the start area, which gives +2 modifier. In target area Otto has more players than Heidi, but not twice as many (4 vs. 5). Target area gives -1 modifier. All modifiers calculated, Heidi ends up with +1. The final result is 5 (4 for die roll + 1 for modifiers). The control check is a success and Heidi's team retains ball control.
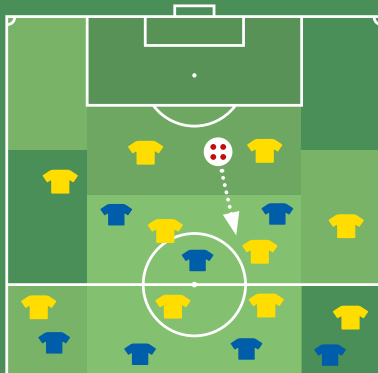
Example: Control check (2):
Heidi's Yellow Team has chosen A as target area. Start and target areas are not adjacent, as there is one area between them. Distance gives -2 modifier for control check. Start area gives +2 modifier because Heidi has at least twice as many players as passive team there (1 vs. 0). Both have one player in target area so no modifiers there. Thus the final modifier for control check is 0. If Heidi chooses B as target area, she gets -4 modifier, because there are two areas between the start and target areas (-2 x 2). Start area gives her +2 so the final modifier for control check is -2.
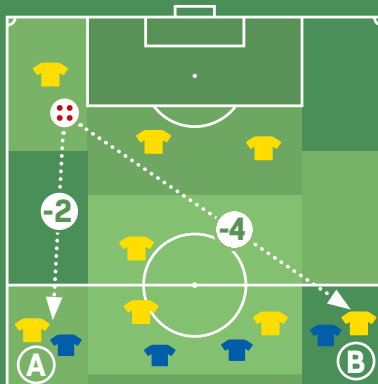
4.4.3 Target area contains only the passive team's players

When the ball is played to an area where only players of the passive team are, then if the team remains the ball control after the control check it can immediately move one player to the target area from the adjacent area.

The move is done in the ball movement sequence, but reduced from the number of moves the team can make in the movement stage.

4.5 BALL MOVEMENT

The ball is moved to the target area and placed next to a controlling team player. If ball control was changed in the previous stage and the target area does not contain any players from the new controlling team, this team now moves the closest player to the target area. If goalkeeper is the closest player, team can move the next closest player instead.

4.5.1 New ball die value

The ball die value is changed. The new value is the initial die roll value of the team that started the turn as controlling team.

4.5.2 Easy situation

If the start area, the target area or both areas contain no passive team players, the ball die value is reduced by one (It cannot be reduced beyond 1.).

Free kicks, corner kicks or goal kicks give this bonus only if the target area contains no passive team players.

4.6 GOAL ATTEMPT

The controlling team can attempt to score if it has the ball in any of the six areas that are fully on the passive team's side of the pitch.

If the controlling team decides to try scoring a goal, the team rolls a die and adds the modifiers defined in the Goal Attempt Modifiers Table.

If the modified die value exceeds the current ball die value, the team scores a goal. The ball is moved to the centre circle and new team setups for kick-off are carried out according to the setup process rules in chapter *[3.3]*. The scoring team becomes the passive team.

If the modified die value equals the current ball die value, a corner kick occurs. See chapter *[5.2]*.

If the modified die value is lower than the current ball die value, the shot is a miss. The game

GOAL ATTEMPT MODIFIERS TABLE

+1 if the controlling team has more players than the passive team in the area where the ball is.*****

-1 if the passive team has more players than the controlling team in the area where the ball is.*****

+1 if the controlling team has more players than the passive team in the passive team's penalty are.*****

-1 if the passive team has more players than the controlling team in the passive team's penalty area.*****

+4 if the passive team's goalkeeper is not in the penalty area.

0/-2/-4/-6

depending on the area where the ball is (see picture).

* Passive team goalkeeper is not counted in.

continues with a goal kick. See the rules for goal kick in chapter *[5.3]*. The passive team becomes the controlling team and vice versa.

4.6.1 Difficult goal attempt

The team can attempt a goal even if the die result required to score is more than six. The team rolls a die according to goal attempt rules. If the result is 6, the team rolls again. The team scores a goal if the second die roll is also 6. Otherwise the shot is a miss.

4.7 PLAYER MOVEMENTS
The movement of players simulates how teams change positions according their tactics, rather than movements of individual players. 4.7.6 is an exception and simulates the quick situations.

In the movement stage both teams moves their players. The team with smaller initial die value moves players first. If both teams roll the same initial values, passive team moves first.

The team has three different options for movement: defence movement, midfield movement or forward movement. The team must choose one (only one) option and make all moves according to the chosen option's rules.

4.7.1 Midfield movement
The team can move as many players as it has midfielders in its formation. The position of the players in the pitch does not affect if they can be moved or not.

Each of these players can be moved one area, i.e. to an area adjacent to the one they are currently on.

A player cannot move straight forward (directly towards opponent's end of the pitch) if the player would end up as the most forward of the team's players (according to the situation at the beginning of the turn). The player is in the most forward position if there are no other players of the same team in an area closer to the opponent's end of the pitch than the area where the player is.

A player cannot move straight backward (directly towards the team's own end of the pitch) if the player would end up as the lowest player of the team, except the goalkeeper (according to the situation at the beginning of the turn).

The player is in the lowest position if there are no other players of the same team (except a goalkeeper) in an area closer to own team's end of the pitch than the area where the player is.

4.7.2 Forward movement
The team can move as many players as it has forwards in its formation.

A player can move only straight forward. No sideways movement is allowed. A player using forward movement can move two areas instead of one.

4.7.3 Defence movement
The team can move as many players as it has defenders in its formation.

A player can move only straight backward. No sideways movement is allowed. A player using defence movement can move two areas instead of one.

4.7.4 Movement restrictions
A player cannot be moved to an offside position. The player can be moved to an area that is at least partly at the same level than the area where the opponent's second lowest player is (including the goalkeeper). This restriction does not apply if the player is moved straight backward.

4.7.5 Free movements
All players, except goalkeepers, that have not yet moved and are in an area touching either end of the pitch, can be moved one area straight away from that edge. These moves are carried out after the team has completed all of its ordinary moves (either defense, midfield or forward movement). A player using free movement cannot move to an area where the ball is.

4.7.6 Quick movements
If the difference between initial dice values was 0, no movement option is chosen. Each team can move as many players as the initial die value. Players can move only to adjacent areas (no two area moves). These moves do not have any restrictions concerning direction.

4.7.7 Moving with ball
The ball can be moved with a moving player in the movement stage if the player starts from and moves only in areas where there are no opposing team's players.

Example: Moving with ball:
Otto's Blue Team is the controlling team. His player can move with the ball because there are no yellow players in the area where the move starts or in the area where the move ends
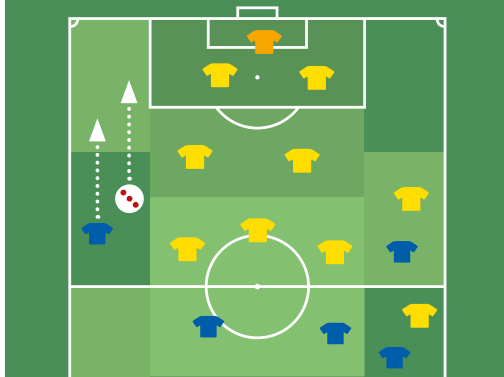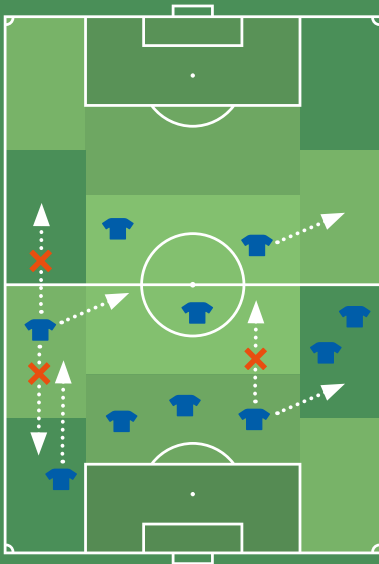
Example: Moving players:
Otto is moving his players. He uses the 4-4-2 formation. He has three options, examples of which are shown here: defence movement (first pic), midfield movement (second pic) and forward movement (third pic).
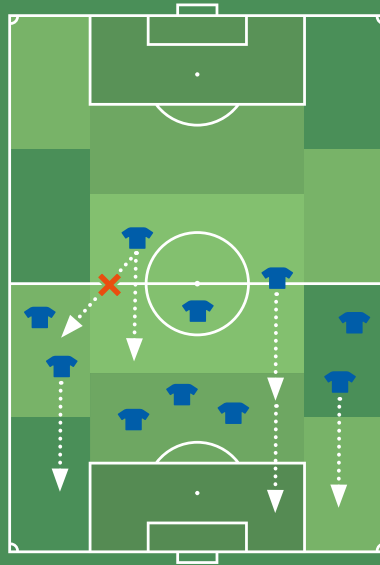
Option 1: Defence movement ▶
Otto moves four players straight backward. In defence movement players can move up to two areas. One player chooses to do so. Note that the players cannot move sideways.

◀ **Option 2: Midfield movement**
Otto moves four players as his formation has four midfielders. Note that players cannot make a straight move ending up in a position where the player would be the lowest or the most forward player of the team.
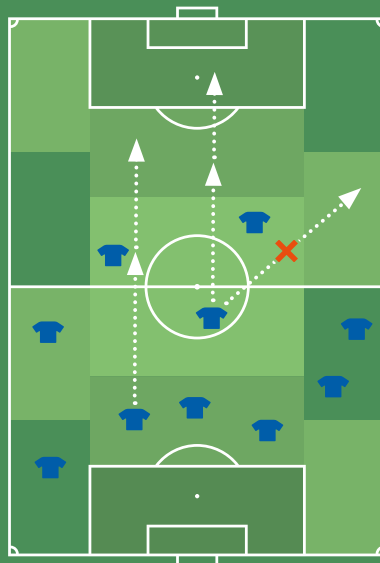

Option 3: Forward movement ▶
Otto has two forwards so he is allowed to move two players. He decides to attack quickly. Players can move two areas in forward movement. Both players decide to do so. Note that players cannot move sideways.

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5. SPECIAL SITUATIONS

5.1 FREE KICK

The team awarded a free kick immediately becomes (or remains) the controlling team.

When a free kick occurs the ball is moved to the target area of the current turn. If the target area was the penalty area of the opposing team, a penalty kick is taken instead of free kick. See chapter *[5.3]*

The ball die value is adjusted to 2.

The teams carry out a new setup according to the setup rules in chapter *[3.3]* taking into account the free kick setup rules in chapter *[5.1.1]*.

The controlling team can choose to continue the turn from stage 6 if the team decides to attempt to score a goal. If the team decides not to attempt this, a new turn starts.

In both options the starting area (where the free kick is given) is not counted in when calculating the modifiers.

5.1.1 Free kick setup rules

These free kick setup rules are used in addition to the setup process rules defined in chapter *[3.3]*.

One player must be placed in the area where the free kick will be given. Others can be setup without restrictions.

The passive team must setup at least one player in an area that is closer to their own goal line than the area from which the free kick will be taken (if possible).

5.2 CORNER KICK

When a corner kick occurs, the teams carry out a new setup according to the setup rules in chapter *[3.3]* taking into account the corner kick setup rules in chapter *[5.2.1]*.

The ball die value is adjusted to 1.

After the setup a new turn starts and the game continues at the stage 1.

The starting area is the area where the corner kick is given. This area is not counted in when calculating the modifiers.

5.2.1 Corner kick setup rules

These corner kick setup rules are used in addition to the setup process rules defined in chapter *[3.3]*.

One player of the controlling team must be placed in corner to give the corner kick. Others can be setup without restrictions.

Once the corner kick is given (ball movement stage) the player who gave the kick is placed inside the pitch, in the area where the kick was given. The player continues the game normally.

5.3 GOAL KICK

Goal kick takes place in penalty area. The ball is placed there and the ball die value is adjusted to 2.

After this the turn continues normally. The starting area (penalty area) is not counted in when calculating the modifiers for the control check.

The opposing team's players are not allowed to disturb the goalkeeper.

The team giving the goal kick may choose to give it fast or slow. If the kick is given slow, one extra player movement stage is carried out at the beginning of the turn. The controlling team moves first

5.4 YELLOW AND RED CARDS

If a team gets a yellow card and already has one or more before, the team must roll a die. If the die roll result is lower than the number of yellow cards team has (including the latest one), one of these will be considered a red card. The team must immediately remove one player from the game.

Red cards have no effect on formations, as selected in chapter 3.1.

5.5 PENALTY KICK

When a penalty kick occurs, the teams carry out a new setup according to the setup rules in chapter *[3.3]* taking into account the penalty kick setup rules in chapter *[5.5.1]*.

5.5.1 Penalty kick setup

The team taking the penalty kick (controlling team) sets up the ball and one player on the penalty spot. The passive team sets up the goalkeeper to the goal line.

No other players can be placed or moved into the passive team penalty area.

5.5.2 Shooting a penalty kick

The goalkeeper hides a die behind the hand and secretly chooses option for the goalkeeper:

- **1:** Goalkeeper will guess to left
- **2-5:** No guess
- **6:** Goalkeeper will guess to right

After the goalkeeper has made the decision, the shooting player chooses and announces the target: left, middle or right.

The goalkeeper reveals the die. The shooting player rolls a die to check if the penalty is successful. A goal is scored if the die result is the same or higher than the value shown in the table.

If the penalty kick fails, the game continues with a goal kick. The passive team becomes the controlling team immediately after the failed penalty kick.

Example: Heidi's team gets a penalty kick. Otto decides his goalkeeper will guess to left and secretly chooses 1 for the die. Then Heidi announces her player will shoot to left. According to the table she

REQUIRED DIE RESULT FOR A GOAL

	Goalkeeper		
	Guess to left	**No Guess**	**Guess to right**
Kick to left	2+	2+	6
Kick to middle	1+	6	1+
Kick to Right	6	2+	2+

needs to roll 2+ (2, 3, 4, 5 or 6) to score. She rolls 1, failing the penalty kick. Otto's team becomes controlling team and the game continues with a goal kick.
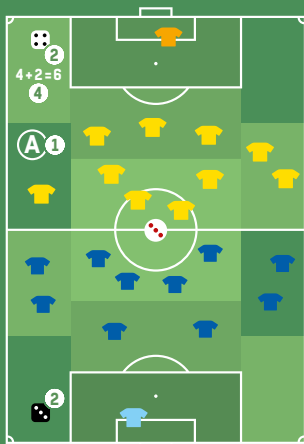
GAME TURN EXAMPLE

Stage 1: Target area
Heidi's Yellow team is the controlling team. Heidi chooses area A as a target area.

Stage 2: Dice rolling
Heidi and Otto roll dice. Heidi got 4 and Otto 3.

Stage 3: Time
The difference of dice was 1 and the time marker is thus moved one square.

Stage 4: Control check
The ball die value is 3. Heidi's gets +2 modifier for the initial value (start area 0, target area +2, distance 0). The modified die value 6 (4+2) is higher than the ball die value. Heidi retains the ball control.
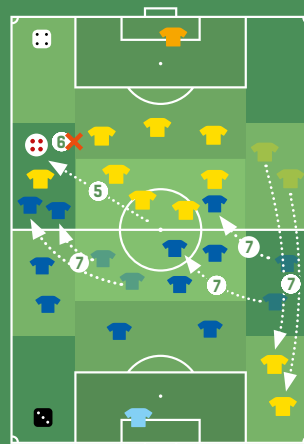
Stage 5: Ball movement
Ball is moved to the target area. The ball die value is adjusted initial to 4 (Heidi's die result at stage 2 was 4), but dropped to 3, because Otto's team has no players in the target area.

Stage 6: Goal attempt
Heidi decides pass the stage 6, because the ball is not in the area where the team can make a goal attempt.

Stage 7: Players movements
Heidi's initial value was higher than Otto's. Thus Otto must make movements first. Otto decides to make a midfield movement and moves 4 players (4-4-2). After Otto has finished his moves Heidi decides make forward movement and moves 2 players (3-5-2).

FUBA
TACTICAL FOOTBALL GAME
QUICK REFERENCE SHEET

1.
CONTROLLING TEAM CHOOSES TARGET AREA

2.
DICE ROLLING
Both players roll D6

3.
TIME
Move the time forward by the difference of the dice.

If difference 0, then the normal movement rules are ignored. Both teams move according the dice values at stage **7.**

STOPPAGE TIME
Move to the next minute if the difference of dice is not less than the current stoppage time minute. Otherwise the half is finished.

4.
CONTROL CHECK

5.
BALL MOVEMENT
Move the ball to the new area.

Change the ball value. (new value = CT die)

BALL VALUES
Kick off. 3
Corner kick 1
Free kick 2
Goal kick 2

6.
GOAL ATTEMPT
(optional)

CT rolls D6

Goal if D6 + modifiers > ball value ▶ **S** ▶ **1.**

Corner kick if D6 + modifiers = ball value ▶ **S** ▶ **1.**

Otherwise goal kick ▶ **7.**

7.
PLAYERS MOVEMENTS
Team with lower initial die value moves first.

If equals, then passive team moves first.

GOAL ATTEMPT MODIFIERS TABLE

+1 if CT has more players than PT in the area where the ball is.

-1 if PT has more players than CT in the area where the ball is.

+1 if CT has more players than PT in the PT's penalty area.

-1 if PT has more players than CT in the PT's penalty area.

+4 if the goalkeeper of PT is not in the penalty area.

0/-2/-4/-6
depending on the area where the ball is (see picture).

MOVEMENT OPTIONS

FORWARD MOVEMENT:
Number of forwards directly forward **(double moves)**

DEFENCE MOVEMENT:
Number of defenders directly backwards **(double moves)**

MIDFIELD MOVEMENT:
Move any direction, but not to highest or lowest position by straight move.

The **controlling team (CT)** maintains the control of the ball if CT die plus modifiers is higher than the ball value.

If the result is less than the ball value, then the control of the ball is changed to the **passive team (PT)**.

If the result equals, then check *SPECIAL EVENT TABLE.*

CONTROL CHECK MODIFIERS TABLE (CT DICE)

Initial & target area (each)

+1 if CT has more players in the area than PT.

+2 if CT has at least twice as many players in the area than PT.

-1 if PP has more players in the area than CT.

-2 if PP has at least twice as many players in the area than CT.

Distance

-2 each area between the initial and the target area.

SPECIAL EVENT TABLE

Roll D6:

1....Yellow card for CT.
Free kick for PT
(Roll for red card) ▶ **S** ▶ **1.** or **6.**

2...Free kick for PT ▶ **S** ▶ **1.** or **6.**

3...No moves for CT ▶ **5.**

4...No moves for PT ▶ **5.**

5...Free kick for CT ▶ **S** ▶ **1.** or **6.**

6...Yellow card for PT
Free kick for CT
(Roll for red card) ▶ **S** ▶ **1.** or **6.**

S TEAM SETUP PROCESS

1. Controlling team sets up

2. Passive team sets up

3. Controlling team has option to move up to 2 players.