

Basic rules

Setup

Place 1 goalie and up to 10 fielders on each half of the field with the feet of each team member (marker) facing toward the opponents side of the field. Fielders not kicking off must be outside the center circle.

Optional number of fielders

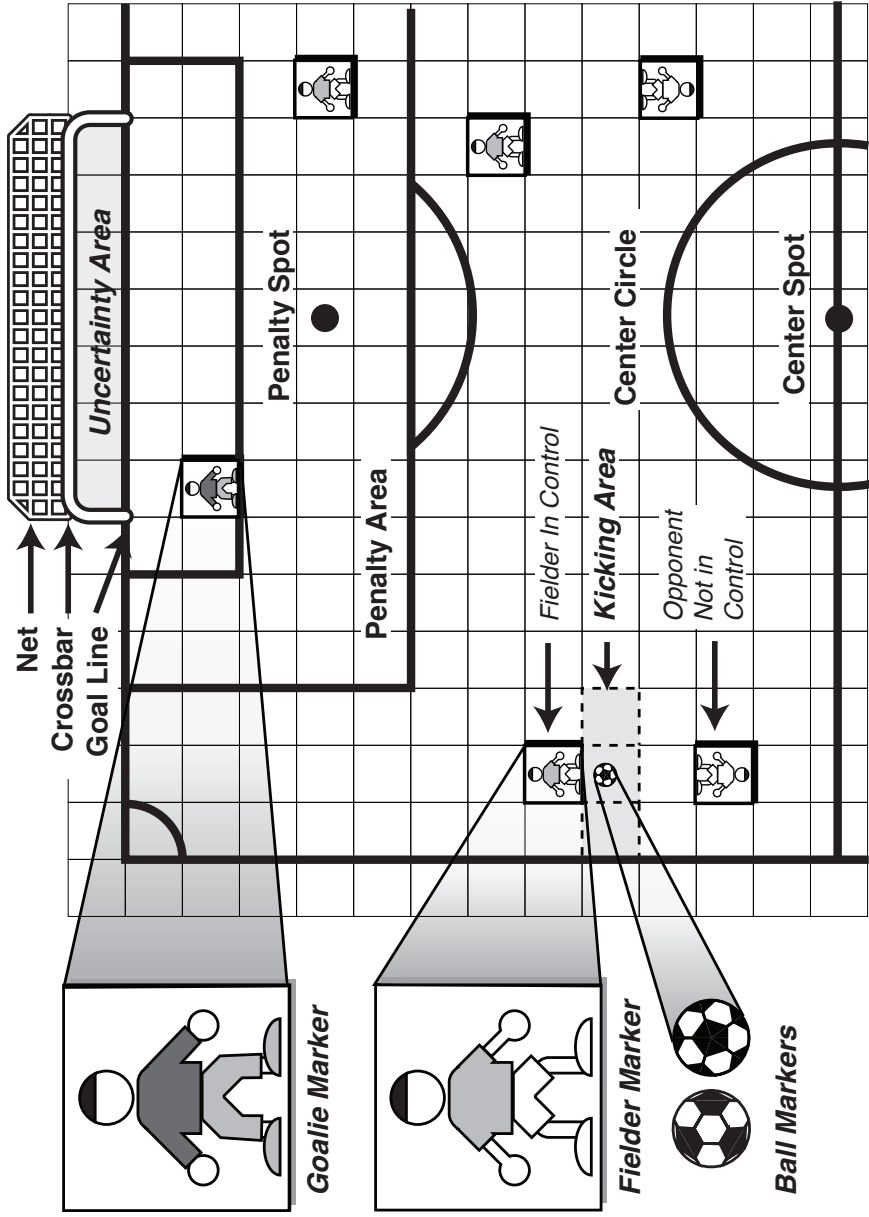
There is a maximum of 10 fielders and 1 goalie. However, if you want to spread the field a bit more, you and your opponent can agree to have less than 10 fielders. No more than 7 fielders are recommended for the smallest board.

Tip:

Spread the fielders out as much as possible to cover more of the field.

Starting the game

Before the kickoff, each team can arrange their member's markers wherever they want on their side of the field as long as it's outside the center circle. Highest roller goes first. The ball is placed on the center spot with 1 of the first team's fielders next to it. Roll 2 dice to get the movement points for that turn. This is the kickoff.



Fielder moves

Movement points can be used for member movements or ball movement in any combination amongst the same member or multiple members of the same team. A team can take back moves at any time during their own turn, but not after the next team has rolled the dice for their next turn. The kicked ball doesn't have to move in a straight line. The ball can also move through but not stop on an opponent's marker.

Ball control

The ball can only be kicked from 1 of the 3 spaces in front of the feet end of the member's marker. If the ball is touching the feet end of the member's marker at the beginning of the turn, the team can roll 2 dice for movement points. The member is considered to have control of the ball. Otherwise, the team can only roll 1 die.

Tip:

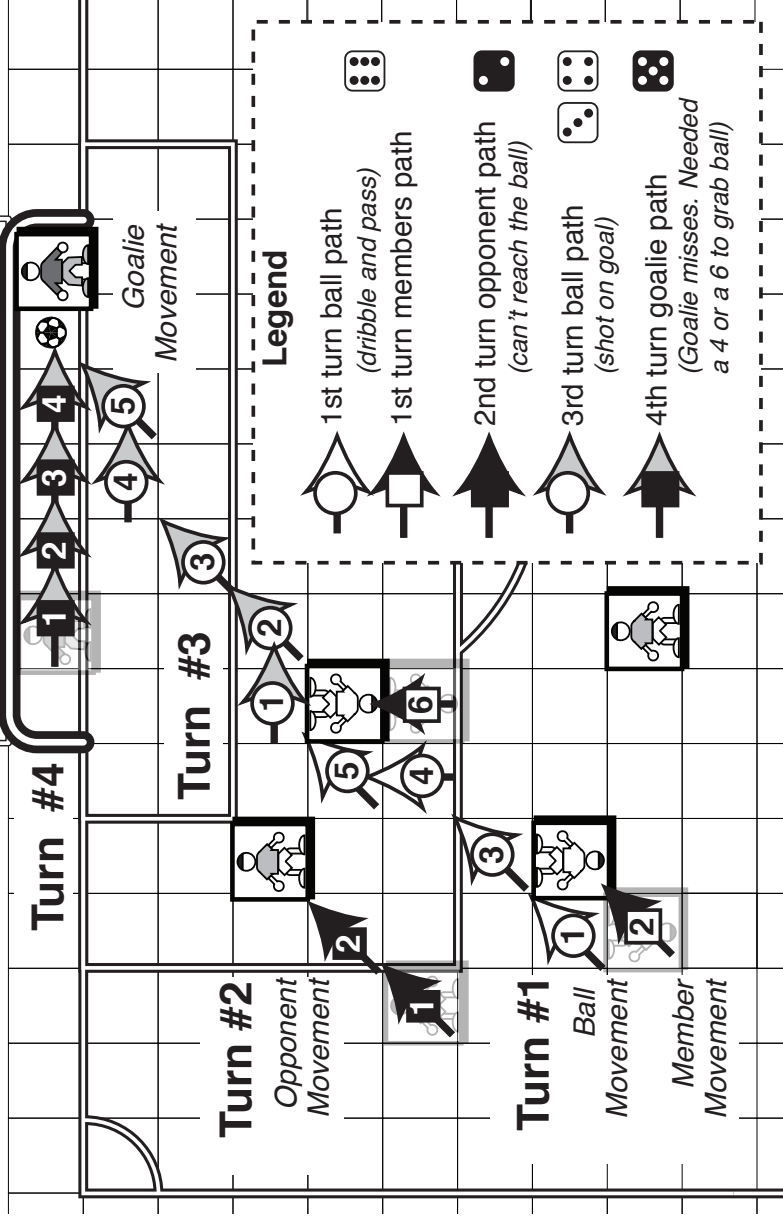
You can move the ball around the field faster by passing to open players instead of dribbling around with the same player. Use the whole team.

Goalie movement

The goalie can kick the ball from a diagonal direction as long as the ball is in 1 of the 3 squares in front of the goalie's feet. However, the goalie cannot move in a diagonal direction at any time during their turn when attempting to grab the ball. If the goalie lands on the exact square when attempting, the ball is grabbed. For example, if the ball is 1 space away diagonally, the goalie must move 2 spaces to grab the ball.

The goalie can kick the ball from anywhere on the field, but can only grab the ball from within the penalty area. If the ball is grabbed, the goalie then rolls 3 dice to either toss or kick the ball. The movement points of all 3 dice can be distributed in any combination amongst the team members.

Example Moves



Shot on goal

The 7 squares between the goal line and the cross bar represents an area of uncertainty. Unlike the rest of the field that is viewed from top down, this area represents an eye-level view where the cross bar and the goal line are at the same vertical point. When the ball is about to cross the goal line from a kick, the goalie has a chance to grab it at the line. Using 1 of the kicker's movement points, the ball is placed in the area of uncertainty. The ball cannot be kicked from the uncertainty area except in overtime penalty kick or advanced rule deflections.

The goalie rolls 1 die to try to grab the ball. These movement points are only used by the goalie. If the ball is an even number of spaces away and the goalie rolls an odd number, the goalie cannot reach the ball with any movement combinations because of the restriction on diagonal movement. The same goes for an even roll on a ball an odd number of spaces away. The further away the ball is, the less likely the goalie will grab it. For example, a ball 3 spaces away can only be grabbed with a 3 or a 5. A ball 5 spaces away can only be grabbed with a 5, not a 6.

If the goalie is able to grab the ball at that spot, it's effectively a save with the goalie standing at the goal line. If the goalie is unable to grab the ball (or deflect it in the advanced rules,) a goal is scored. The ball passes through the area of uncertainty and into the top-down view of the net. After the goal, the team that didn't score will kick off from the center spot using the same rules for starting the game.

Tip:

Keep the goalie centered between the vertical bars in the uncertainty area for the most coverage of the goal area. That gives the goalie at least a 1 in 3 chance of getting the ball anywhere it's kicked in the uncertainty area. You can use movement points to reposition the goalie after the goalie has made a save. The best time to do it is when you have an extra movement point or two that you don't know what to do with.

Game time and ending

Choose one of 3 versions for game time and ending.

Set score version

The easiest way to have a winner without having to keep track of time or turns is to play to a particular score. The quickest game would be playing to the first to score 2 points.

Timed version

30 seconds per turn is recommended. But maybe more time is necessary for novice players. The player must start the timer for the opposing player as a signal that their turn has ended. If the timer runs out before a player has used all their movement points, then their turn ends on the spot and the opposing player can start their turn by restarting the timer. A sand timer is not recommended if quicker players don't want to wait for the sand to run out before restarting.

A normal soccer game is 90 minutes with two 45-minute halves. If you use 90 minutes, there will be much less ball movement than what would happen in a real time soccer game. However, there will probably be more scoring per possession; so it evens out. Feel free to make the game shorter or longer as long as the game time is declared before the game starts.

Turn count version

This mode is recommended for playing online using the Vassal Engine. In this version, count the number of turns. A rough estimate of 1 turn per 30 seconds will yield a similar feel of a timed game mentioned above. That means a 90-minute game would be 180 turns, or 90 turns per half. However, it will obviously take longer to play if more than 30 seconds average is used taking each turn.

Optional half time

To play half times, cut the time of the number of turns in half. Reset the field when the half ends. The opposing team of the team that kicked off in the first half kicks off in the second half.

Optional penalties

There are no penalties in the game. However, if you know the rules of soccer regarding positions and penalties, you can include them in the game as much as the game will allow.

Overtime shootout.

If the game ends in a tie (only when not playing to a set score) there will be a shoot out session. Place the ball at the penalty spot to have 5 different members kick a penalty shot on goal. Instead of rolling the die, the goalie will try to guess which part of the goal box the person will kick towards.

The goalie will choose 1 of the 7 spots in the uncertainty area to stand in. The penalty kicker rolls 1 die and then counts the number of empty spaces from the left to the right of the uncertainty area. The goalie's space is skipped when counting. The ball is placed in the empty space. For example, a roll of 6 would put the ball in the 7th space (right edge) of the uncertainty area unless the goalie was standing in that space. In that case, the ball would be placed in the 6th space.

If the ball is 1 space away from the goalie, the goalie grabs the ball if an odd number is rolled, or deflects the ball if a 6 is rolled on 1 die. If the ball is 2 spaces away, the goalie has no chance to grab the ball, but will deflect the ball only if a 6 is rolled on 1 die. If the ball is 3 spaces away, the goalie will deflect the ball only if 12 (double 6 is rolled) on 2 dice. If the ball is 3 spaces away, there's no chance of a save, and the penalty kick is an instant score.

Each team gets 5 penalty kicks in overtime. If there is still a tie after the 5 penalty kicks, each team will have an additional kick until the tie is broken after the 2nd team has kicked. The 2nd team will always get an equal number of attempts as the 1st team.

Whether the ball is deflected with the feet, hands, or any other part of the body makes no difference in the game. But the player can choose or randomize which part was used to add gratuitous descriptive detail to the game.

Tip

If the goalie stands in the extreme middle of the uncertainty area, there will always be a chance of saving with a role. The only reason to not stand in the extreme middle is to try to make a lucky guess about when and to which side the ball will be kicked near the edge.

Keeping score

If you don't want to use paper or memory to keep score, you can turn the ball counters over to the blank side and use them as digits on each side of the board.

Advanced rules

Ball direction

The ball can be moved in any direction. However, the ball cannot travel in the opposite direction in the same movement sequence, unless it is touched by the feet of another member on the same team. For example, once the ball is moved towards the left side of the field, it cannot be moved towards the right in the same turn. Once the ball is moved in a forward direction, it cannot be moved in the reverse direction.

The ball can travel in a zigzag with no more than a 45° variance from its initial direction. For example, the ball can be moved in a northeast (NE) direction followed by a due east (E) direction, and then NE again. But once the ball is moved N, it cannot be moved northwest (NW) or southwest (SW) in any time during the movement sequence because that would be a 90° variance in direction.

Once the ball is moved in 2 different directions in a turn, it can only be moved 1 of the same 2 directions. Moving it in a 3rd direction would cause a 90° variance in direction. The movement doesn't have to be a symmetrical or repetitive movement pattern. For example, the ball can be moved NE once, then E 3x, then NE twice, then E twice, or any combination of the sort as long as it doesn't move in a 3rd direction.

Inertia move

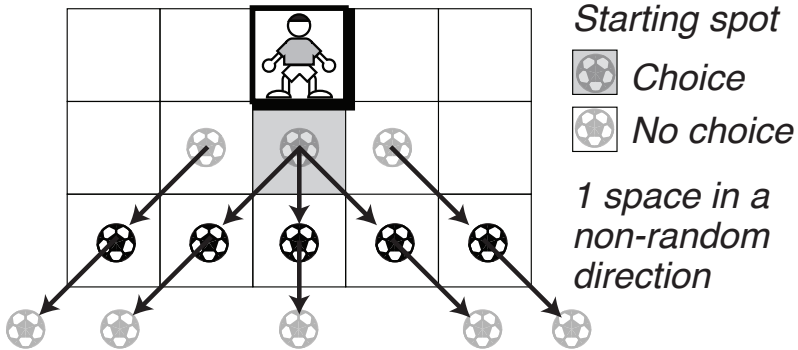
If the ball has not been touched by an opponent at the beginning of a turn, the ball can be moved in the same general direction that it was traveling (without being kicked) up to 6 spaces. The ball inertia movement is subtracted from the allotted movement points in that turn. However, there cannot be more than 1 sequential turn of inertia movement. Inertia movement is optional from the player team that last kicked the ball. But it must conform to the same 45° variance the kick was started with.

Poor aim and out of bounds

In the basic rules, ball control is nearly perfect. There's no chance of the ball accidentally going out of bounds. In the advanced rules, ball control for distance and direction is less perfect. There's a chance of losing control of the ball in either an attacking or defending kick.

When the ball is in possession, if 1 is rolled on either or both the 2 dice, the ball is kicked with poor aim. The ball must move directly away from the member in a straight line the distance of the total on both dice with no zigzagging. If the ball is kicked from the corner of the member, the ball moves in a straight diagonal line directly away from the member. If the ball is kicked from the center spot in front of the member's feet, it's their choice as to whether to move the ball in a straight non-diagonal direction, or either diagonal direction from the member's facing. In all cases, the team's turn ends.

• ? 1 on either die determines **Poor Aim**



? *The other die adds distance in straight line*

When not in possession, if a ball is kicked out of both team's possession with a roll of 2 on 1 die, the ball will keep traveling in the same direction. The kicker rolls an additional die and moves the ball the same number of additional spaces. It's the member's choice whether or not to kick the ball out of possession after rolling the 2. But the member cannot take back the choice once the additional die is rolled.

If the ball lands on a marker, the ball bounces off the marker and stops 1 space in the opposite direction it traveled. If there is another marker in that space, the ball stops in the nearest open space opposite from the direction which the ball was kicked from. If the nearest open space is the same space the ball was kicked from, then the ball goes to the nearest open space beyond where the ball would have landed from the original poor aim kick.

If the ball travels out of bounds, the opponent gets to throw the ball in with 3 dice at the point where it went out of bounds. Poor aim rules do not apply whenever 3 dice are rolled. If the ball goes out at the end of the field, the opponent gets 3 dice corner kick if the ball was kicked by a defender, or a goal area kick (anywhere from the box in front of the goal line) if the ball was kicked out by an attacker. All attackers must be outside the penalty area when making a goal kick.

It is possible to kick the ball across the goal line directly from the corner with a curved kick. However, the ease of curving the ball with precision in this game is not realistic. For this reason, there's a special rule when attempting to kick the ball in directly from the corner. The kicker must predict and call the exact total of the 3 dice that will be rolled. If the kicker is correct, the ball must cross the goal line at the exact point matching the total of the 3 dice. If the kicker's prediction is incorrect, the ball will land 1 square inside the field a distance away from the corner matching the 3 dice total. And the goalie still would have a chance to make a save when the ball entered the uncertainty area.

In a real soccer game, all teams would have plenty of time to reposition their players before the ball is tossed or kicked back into play. In this game, it's the player's mutual option as to whether or not repositioning is allowed before a toss in or kick in. If repositioning is not allowed, at least one player must be selected from the field to automatically toss in or kick in the ball.

The poor aim rules in this section are non-random. The poor aim rules for interceptions are random. Headers and bicycle kicks vary in randomness.

Goalie deflection in regular play

If the goalie cannot grab the ball, but can at least come within 1 space of the ball that's kicked into the uncertainty area, the goalie still has a chance to deflect it in regular play. The goalie must roll 1 die and add the number of movement points left to the die. If the total is 6 or more, the goalie has deflected the ball.

The deflected ball travels 1 space 45° or 90° (goalie choice) from the direction the goalie has touched it equal to the number on the die rolled to make the deflection. The deflection must be in a straight (non-zigzagged) line. If the goalie is not in the uncertainty area when deflecting the ball, the goalie can only deflect it when touching it from a diagonal position and only deflect it 90° (diagonally) out towards the field.

If the modified roll to the die is less than 8, the goalie will be down for the current turn after deflecting the ball. Flip the goalies marker over to mark the downed position. On the next turn, it will cost 1 movement point to get back up and will end the goalie's movement for that turn. That means the goalie cannot perform a catch on the next turn but can deflect the ball if it's 1 space away.

Fielder down

Fancier kicks can be made but may cost the fielder mobility. If a fielder goes down, flip the marker over to mark that the fielder is down. That ends the fielder's movement for the current turn, but not the team's movement. Any unused movement points left can be used by other members still standing. It will cost the fielder one movement point to get back up on the next turn, and the fielder cannot move its position the same turn of getting up. The fielder can face any direction of choice when standing up.

Facing

The direction of member markers can be changed 90° using 1 movement point. Facing changes the rules as to how the ball can be kicked.

If the ball is touched diagonally, the ball cannot be easily kicked in more than a 45° direction from the angle it was touched. If a member wants to kick a ball at a wider angle, the member must slide and kick, causing the member to be down for the next turn.

If the ball is directly in front of the member, the ball can be kicked in any direction, but must end movement on an open square.

However, if the ball is heel-kicked (kicked backwards) from the direction the member is facing, it will cost 1 movement point for every 45° the ball travels in the reverse direction. For example, a member facing east that kicks the ball 2 spaces SW would cost 4 movement points. It would cost 8 movement points for the same east-facing member to kick the ball 2 spaces north.

Facing restrictions do not apply to goalie attempts to grab or deflect the ball, but do apply to the goalie kicking the ball. However, the goalie cannot change facing when grabbing the ball to spend a movement point.

Tackle

If a ball is touching any of the 3 squares in front of an opponent's feet at the beginning of your turn when kicking, there's a chance of performing a tackle. To perform a tackle, a member must be touching, or no more than 1 space away from touching the ball with the feet end of the marker. Before rolling the die or dice for your turn, move the player the 1 space necessary to touch the ball with the feet if not touching it already. The player must predict and call odd or even for their turn. If after rolling, the player is incorrect, the player's member attempting to tackle goes down and stays down this turn without moving the ball. If there are enough movement points left, another member on the same team in reach of the ball can move it.

If the player is correct, the opponent's member touching the ball is tackled down for a turn on the opposite side from where they were touching the ball. If that space is occupied, the tackled player will go down in the first open square either clockwise or counterclockwise from the occupied square that's touching the ball. If both alternative squares are empty, start with clockwise if the roll was even and then counterclockwise if the roll was odd. It's highly unlikely that all squares in front of the ball will be occupied. But use the clockwise or counterclockwise side squares in the rare case.

If the tackle was successfully performed from directly in front of the ball, it was effectively a block tackle. The tackling member stays on his or her feet. If it was successfully performed diagonally touching the ball, it was a slide tackle. The tackling member goes down too, but gets back up quickly with the cost of an additional movement point and can move the ball or self in the same turn as normal. In any case, 1 movement point is spent for the move before the tackle attempt, successful or not. In a slide tackle attempt, the slider goes down for a moment, successful or not. If a slide tackle attempt is made rolling a 1 on the die, the sliding tackler stays down this turn and spends a movement point getting back up the next turn.

Intercept

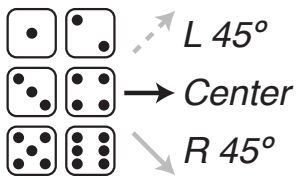
To intercept with the legs or feet, the kick must have originated from any row in front of the opponent's feet.. The intercept point is the first point which the ball touches an opponent's marker. Keep track of the number of movement points remaining. At that point, the player who kicked the ball must give the opponent the option to intercept. If the opponent declines, resume the movement. An opponent may only make one attempt to intercept the ball per marker it touches in a turn.

If the opponent accepts, the opponent rolls 1 die, preferably a different die that was rolled to keep track of the movement points left on the first roll. An odd number will intercept the ball. If the initial intercept roll is a 5, the opponent has the option to trap (stop) the ball at the point it touched. If the initial intercept roll is a 3, roll another die to determine the distance the ball will move after intercepting. The interceptor can direct the ball in a zigzag any direction of choice, but the ball movement must end that number of spaces away from the interceptor. If the initial intercept roll was a 5 and the interceptor opts to kick instead of trapping the ball, the same rule applies as if a 3 were rolled.

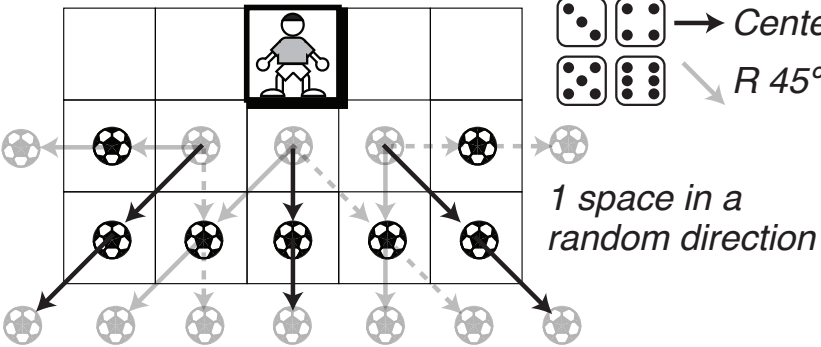
If the intercept roll is a 1, the ball is deflected with poor aim. The angle of the deflection line depends on the square it touches in front of the interceptor. This is similar to the poor aim rules from kicking, but with more random movement. Roll another die to determine the direction within a 90° arc. Picture a straight line pointing between the interceptor and the ball. That's the centerline direction the ball will travel if a 3-4 is rolled on the die for direction. A direction roll of 1-2 will be 45° to the left (counterclockwise) of the centerline, and a roll of 5-6 will be 45° to the right (clockwise) of the centerline. Move the ball directly away from the opponent 1 space at the random angle, and then roll another die to add to the distance.

☐ *Initial roll of 1 determines* **Poor Aim**
(Random direction when it's from interceptions)

❓ *2nd roll to determine direction*



☐ ☐ ↖ L 45°
 ☐ ☐ → Center
 ☐ ☐ ↘ R 45°



❓ *3rd roll to add distance in straight line*

If the ball is intercepted, the team who originally kicked it can still use the rest of their movement points to try to recover it. The ball cannot be intercepted again in the same turn, but can bounce off a member if it lands on their marker using the same rules mentioned earlier.

Chest intercept

If the ball passes directly on the square of an opponent's marker traveling from the sides of the marker facing, an odd intercept roll will trap the ball with the chest in the diagonal feet area next to the side it entered. If the ball enters the opponent's marker from the feet area, the opponent can only chest intercept if the opponent declined to feet intercept as it passed through the feet area. A successful trap would trap the ball back in the square it entered from. If it enters from a square behind the opponent's marker, it can't be chest intercepted unless it exits the feet square of the opponent. Then, it can only be intercepted with a bicycle kick.

Header

If a ball touches the 1 square directly behind the head of an opponent's marker, the opponent gets a chance to intercept with the head as long as the ball didn't originate movement from any square behind that row. The opponent attempts this by rolling a die. An odd number will intercept the ball.

There's no option to trap the ball with the head. If the initial intercept roll is a 3 or 5, roll another die to determine the distance the ball will move. If the odd roll is a 3, the interceptor can direct the ball in a zigzag any direction of choice, but the ball movement must end that number of spaces away from the interceptor.

If the intercept roll is a 1, the ball is deflected with poor aim with random movement, this time in any direction. Roll once to narrow down the general direction, odd is (intermediate) diagonal direction, even is (cardinal) non-diagonal. Determine which flat end of the board is north based on a real compass if need be, or just say the member's head is north. If the general direction was non-diagonal, determine which axis (latitude or longitude) will be used. Odd is latitude, and even is longitude. Roll a 3rd time for direction on the specific axis. If the general direction was diagonal, the 2nd roll is for latitude, and the 3rd roll is for the longitude of the intermediate direction. For latitude in either case, odd is north, and even is south. For the longitude in either case, odd is east, and even is west.

Then move the ball directly away from the opponent 1 space at the random angle, and then roll another die to add to the distance. That's 4 rolls total to determine where the ball ends up. For example, a roll sequence of 3,4,2,5 would leave the ball 6 spaces away in the southeastern (SE) direction from the square behind the head of the member. A roll sequence of 2,3,5,4 would leave the ball 5 spaces away from the same square due (N) north. This seems like a lot to remember, but it's not difficult to understand. There's only a 1 in 6 chance it will be used any time a header is attempted.

□ Initial roll of 1 determines **Poor Aim**
(Random direction when it's from a header)

❓ 1st direction roll to determine general direction

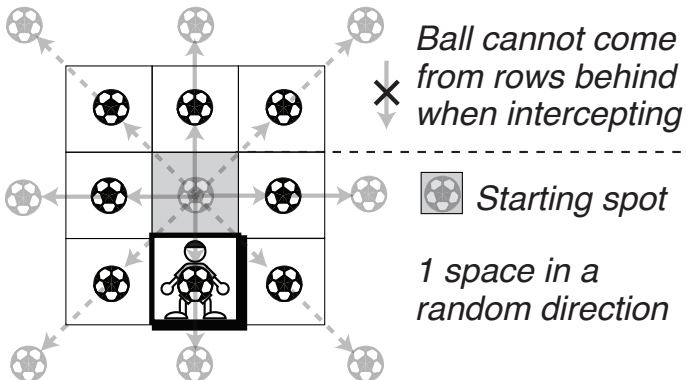
□ □ □ Intermediate or □ □ □ Cardinal

❓ 2nd direction roll to determine in case of:

Cardinal: □ □ □ Latitude □ □ □ Longitude

or Intermediate: □ □ □ North □ □ □ East
 □ □ □ South □ □ □ West

❓ 3rd direction roll to determine in case of:
 ↑ or ↗ & ↑
 Cardinal, or Intermediate



❓ 4th roll to add distance in straight line

The ball can be headed from a pass to a member on the same team using the same intercept roll method. This gives the coordinating team an extra 1 die roll and the opportunity to change the direction of the ball. Unlike the interception headers where the ball is less predictable, the pass can come from any direction with coordinated headers. But there's a risk that the ball will be poorly aimed if a 1 is rolled. And if it's missed, the ball will keep traveling in the same direction it entered the square from the additional distance of 1 die. This means it could go out of bounds.

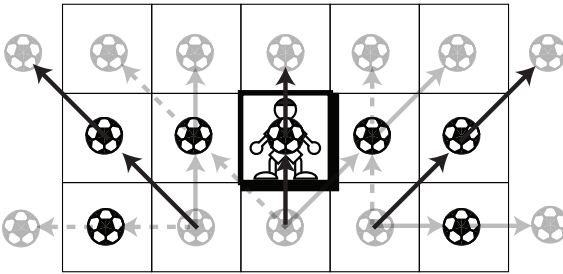
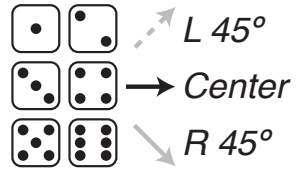
Bicycle kick

A ball that enters the 3 squares in front of an opponents feet traveling from any direction in that same row of squares or behind can be intercepted with a bicycle kick. But the member will be down after the kick. Here again the intercept method must be used. The bicycle kicked ball can only move in the same row or the rows behind the kickers feet area. The bicycle kick can also be used in a coordinate pass to kick the ball in a backward direction without the movement cost of kicking with the heel and giving the team an extra 1 die roll for distance.

Bicycle kicks are difficult to aim. An extra distance roll of 3 or 5 will be a poorly aimed roll using the first mentioned (not in a random direction) rules. If a 1 is rolled in the attempt, use the same rules for random direction from the feet intercept, but in the reverse direction. Just picture an invisible kicker kicking in the opposite direction from the square in front of the center square in the feet area when determining the centerline of the 90° arc. An extra roll of 1 attempted from a pass will be treated as weak contact (a nick,) the same effect as a clean miss. The member attempting the bicycle kick will still be down, and the ball will keep traveling in the same direction it entered the square from the additional distance of 1 die.

Initial roll of 1 determines **Poor Aim**
 (Random direction for bicycle kicks contact rolls)

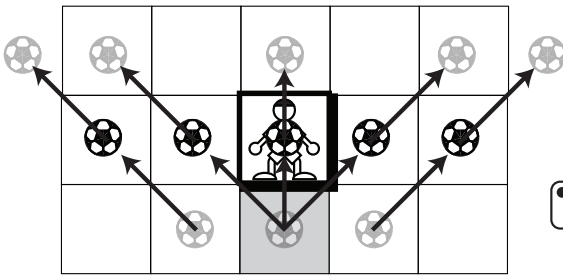
2nd roll to determine direction



1 space in a random direction & add distance

All bicycle kick rolls for distance when not in a random direction:

Nick (same as clean miss)



Poor aim (straight line, diagram applies)

Precise (ignore diagram)

To recap, the roll to make contact and the distance rolls are separate. The roll to make contact will miss if it's an even number in any case. Even numbers are favorable when rolling for distance. For making contact, a roll of 1 results in random poor aim. For distance, a roll of 1 results in a nick, which is treated as a clean miss. For making contact, a roll of 3 or 5 is favorable. Rolling a 3 or a 5 is less favorable than even numbers when rolling for distance. This is only the case with bicycle kicks, not headers.

Juggling moves

A member may attempt a header or a bicycle kick without a coordinated pass by lifting the ball directly upward and then using the knee to push it higher. This can only be attempted if the ball is in the square directly in front of the marker's feet, not the diagonal squares. It cost 2 movement points to make the attempt. Then the player must roll an odd roll on 1 die 2 times in a row in order to be successful. That's a 1 in 4 chance of succeeding. Do not roll 2 dice at the same time and add it up.

If the 1st roll is odd, it represents a successful lift up with the foot. If the 2nd roll is odd, it represents using the knee to push the ball high enough to perform a header or bicycle kick.

An even roll on either die will result in a failed attempt. Instead, the ball will be out of control, moving in a straight line in a random direction. A roll of 2 will result in the ball moving 45° toward the left of the marker facing. A roll of 4 will move the ball directly (0°) out from the marker facing. A roll of 6 will move the ball 45° toward the right of the marker facing. Roll another single die to determine the distance plus 1 space. The distance rolls in failed juggling attempts are cut in half and rounded up.

Once the juggle is successfully complete, place the ball on the marker of the member who made the attempt. This move takes time, 2 turns total, 1 to juggle and 1 to follow up with what is effectively a pass to self. The ball cannot be touch by the opposing team on their next turn, but they can roll for movement to reposition themselves during the juggle. On the next turn of the juggler, they must decide how to follow up the juggle, whether to head the ball, bicycle kick the ball, or regular kick.

If the juggler chooses to follow up with a regular kick, they are forfeiting the extra distance roll they would have gained from a coordinated bicycle or header. This spares them the additional risk of missed contact or (specifically with bicycle kicks) additional poor aim on distance. Place the ball in the feet area and then roll 2 dice for movement. In this case, the only advantages they will gain from juggling are full possession, and maybe forcing the opponents to over-commit their movement. If they choose to follow up with a header, place the ball in back of the head and follow the rules for heading a coordinated pass. If they choose a bicycle kick, place the ball in the feet area and follow the rules for bicycle kicking a coordinated pass. Then roll 2 additional dice for movement points to be used in the same turn.

Fake out moves

When dribbling the ball, there's a chance you can fake out a defender that is directly in front of the ball. Unlike the tackle, the ball does not have to be touching the opponent's feet at the beginning of the turn. The ball can be moved towards a defender followed by a fake attempt when the ball reaches the defenders feet on the same turn.

There are dozens of fake out moves varying in difficulty. There are too many names in too many synonyms for each name to list them all. A mildly difficult move might be a step over, a scoop turn might be moderate, while an extremely difficult move might be the rainbow. To attempt a fake out, you must call out "mild," "moderate," or "extreme" fake attempt and roll 1 die. A mild attempt will be successful only with an odd number. A moderate attempt will be successful only with a 3 or a 5. An extremely difficult attempt will only be successful with a 5.

If the attempt fails, the fielder goes down and the turn ends. Any unused movement points are wasted. If the attempt succeeds, the team gets 4 extra movement points for a mild attempt, 8 extra movement points for a moderate attempt, and 12 extra movement points for an extreme attempt. The extra movement points can only be used by the fielder that made the fake. This means the same member can dribble staying with the ball further down field, or the member can use some or all of the extra movement points to do a far kick.

If a fake out move is used to make a shot on goal and the goalie was the member that was faked out, the goalie does not have the chance to save the ball with an extra roll

Stunned goalie

If a header or a bicycle kick is used to make a shot on goal, there's a chance that the goalie will be stunned by the move. It can only be attempted with a successful lift or coordinated pass. An intercept roll is made. If the attempt is successful, the goalie will be stunned unless the goalie rolls 1d6 with the exact number of spaces it takes to reach the ball and no more. That means it's a 1 in 6 chance to get the ball no matter how close.

Advanced overtime shootout.

The same rules apply as the basic shootout, except the penalty kicker does not roll the die. Instead the penalty kicker chooses a face on the die and then hides the die with that face up. The player announces ready. Then the goalie selects a position in the uncertainty area. Then the kicker reveals the hidden die without changing the face. This allows the kicking player to feel more involved while adding an element of strategy for both players.

Optional fouls

As mentioned in the basic rules, penalties are optional in the game for those who know the rules regarding field positions and when a member is off sides. In addition to field positions, if you want to include fouls from making contact in the game, there will be an additional roll for a foul anytime there's dribbling or blocking too close to an opponent, a failed attempt at a tackle, or a failed attempt at a header near an opponent.

When dribbling or blocking, anytime a marker moves to a non-diagonal touching position of an opponents marker, roll 1 die. If a 1 is rolled, a foul occurs. A failed tackle attempt will result in a contact foul if a subsequent 1 or 2 is rolled. A failed header attempt will result in a contact foul if the attempter's marker is touching an opponent's marker from any direction and a subsequent 1 or 2 is rolled.

When a foul occurs, the teams turn ends. Any unused movement points are wasted. The opposing team starts their turn with a 3 dice free kick at the spot of the foul. If the foul occurred against an attacker in the penalty box, use the overtime penalty kick rules instead of the 3 dice free kick. There can be yellow card warnings and red card ejections from the game for multiple fouls from the same marker, but this only matters if the optional fielder skill variance rules are used.

Optional fielder skill variance

Using these rules, a team gets 3 skill points to distribute among specific fielders at the beginning of the game. They can be spread out to 3 fielders with 1 point each, 2 fielders with 1 getting 2 points, or 1 fielder getting all 3 points. The points can't be redistributed to different fielders once play has started. The skill points are additional movement points that get used anytime the skilled fielder has possession of the ball.

A fielder that has 2 or 3 skill points can also do a re-roll instead of using their skill points that turn. It cost 2 skill points to make the attempt, which means a 3rd skill point can be used before or after a re-roll. The re-roll can be used to correct a failed attempt or to get more favorable results on any other roll made except opponent rolls. But the result of the re-roll must be taken, even if it's less favorable than the original roll.

