



ProRulebook.

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Table of contents.

INTRODUCTION	p 32
DRAFT MODE	p 32
SUBSTITUTIONS	p 33
FOULS	p 34
SET PIECES	p 34
SET PIECE SPECIALISTS	
TAKING A FREE KICK / SHOT	
TAKING A PENALTY KICK	
TAKING A FREE KICK / CROSS	
TAKING A FREE KICK / PASS	
CORNER KICKS	p 41
THROW-INS	p 43
GOALKEEPERS	p 44
MARKING	p 45
PLAYBOOK CARDS	p 46

INTRODUCTION

This **UNDICI ProRulebook** is conceived as an enhancement to the UNDICI Rulebook: it includes a number of additional rules aimed at making the game more strategic, more realistic, deeper. The additional rules included in this **ProRulebook** are:

- **DRAFT MODE;**
- **SUBSTITUTIONS;**
- **FOULS;**
- **SET PIECES;**
- **THROW-INS;**
- **ADDITIONAL ACTIONS FOR GOALKEEPERS;**
- **ADDITIONAL RULES FOR MARKING;**
- **PLAYBOOK CARDS.**

While Coaches are encouraged to try out all the additional rules at least once, it is not mandatory to use all of them. Coaches should modulate their gaming experience based on their preferences, expertise and time constraints.

DRAFT MODE

A match played in **DRAFT MODE** works exactly like a normal match, except for the fact that Coaches are allowed to create their own team ("**custom squad**"), by drafting players from different teams. Drafting should take place in turns: Coach A picks a goalie, then Coach B picks a goalie, Coach A picks a defender, then Coach B picks a defender and so on, until each customised squad has 18 player chips.

To distinguish between the two *custom squads* while playing a **DRAFT MODE** match, Coaches use the 22 cupcake-shaped **chip holders** (11 white, 11 black) included in the **UNDICI Core box**. Before the match begins, Coaches choose their 11 starting players, and place each of them in a white (Coach A) or black (Coach B) chip holder. Once they have done so, the match may begin with a **KICK-OFF** (see *UNDICI Rulebook*, page 8).

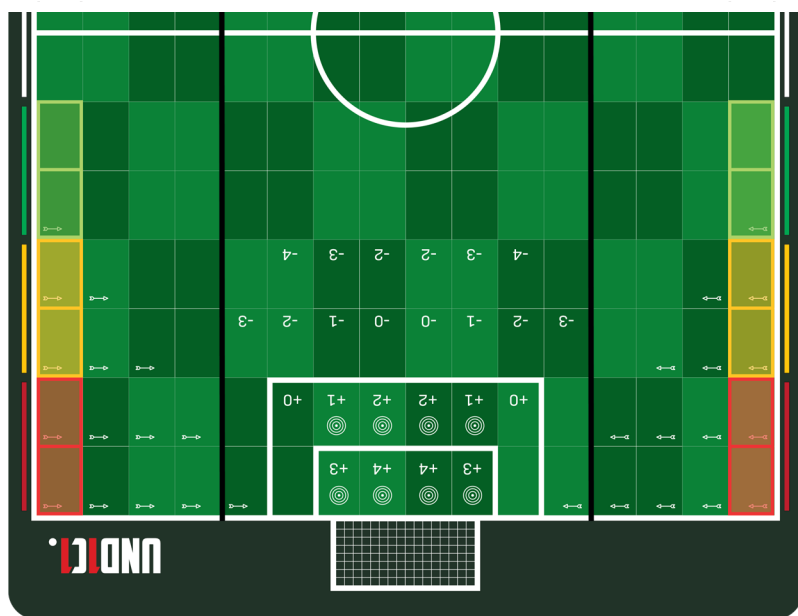
NOTE: To make the **DRAFT MODE** more challenging, Coaches may agree to follow **one or more drafting criteria** (for example, limiting the number of allowed special abilities - e.g. max 3 abilities per player, or max. 40 abilities per team).

SUBSTITUTIONS

A Coach may decide to substitute **up to 5 players**, in the course of a game. Substitutions can be made by a Coach **right after their turn ends, provided that the turn has ended with either a shot/header** (regardless of the outcome of such shot/header), **a foul** (see page 31) **or an out-of-bounds pass** (see page 39).

A Coach may decide to perform 1 substitution at a time, or multiple substitutions (up to 5) contemporarily. After declaring their intention to perform a substitution, a Coach must **(i)** remove from the pitch the designated player(s) and **(ii)** place the new players on the pitch. Players entering the pitch must be placed within their half of the pitch, as follows:

- **goalies** must be placed inside the goal (a goalie can only substitute a goalie);
- **defenders** must be placed on any box along one of the side lines, within the RED LINE;
- **midfielders** must be placed on any box along one of the side lines, within the YELLOW LINE;
- **strikers** must be placed on any box along one of the side lines, within the GREEN LINE.



COACHES ARE FORCED TO PLACE PLAYERS ENTERING THE PITCH ON BOXES ALONGSIDE SIDE LINES, ACCORDING TO THE PLAYER PREFERRED POSITION (BUT REGARDLESS OF THE PLAYER PREFERRED SIDE OF PLAY).

FOULS

If, while performing a dribble or a tackle, a dice duel (considering all bonuses) ends up with a draw, a **foul** is committed - and a **set piece** is awarded.

NOTE: A foul is always committed by the player who did not have possession of the ball before the dice duel.

After a foul, Coaches **roll their dice** to find out: **(i)** whether the player who committed the foul gets sanctioned with a yellow or red card **(ii)** whether the player who suffered the foul gets injured.

SANCTIONS

1 = **RED CARD** (player is permanently removed from the pitch);
2, 3 = **YELLOW CARD** (player stays in the pitch, but if they receive a second yellow card later on in the course of the match, they are permanently removed from the pitch);
4, 5, 6 = **NO SANCTION**

INJURIES

1 = **SEVERE INJURY** (the player must be substituted);
2, 3 = **MINOR INJURY** (the player is flipped for one turn).
4, 5, 6 = **NO INJURY**

SET PIECES

If a foul is committed **as a consequence of a tackle attempt, the turn of the team who committed the foul ends immediately**. The Coach draws a card, and the new turn of the opponent Coach begins with a free kick / penalty kick.

If the foul was committed **as a consequence of a dribble attempt, the turn of the the team that suffered the foul “re-sets”**; that team will start their turn again, beginning with a free kick / penalty kick.

Depending on the box on which a foul is committed (i.e.: the box on which the player with possession of the ball was standing, before suffering a foul), the **new turn begins with (a) a free kick or (b) a penalty kick**.

SET PIECE SPECIALISTS

Underneath the positioning indicator, some players may display one, two or three little squares (■), indicating they are good at taking set pieces. These players benefit from a +2 set piece specialist bonus when shooting penalties and/or free kicks - depending on how many squares they have:

■ = **PENALTY SPECIALISTS** enjoy an extra +2 on dice roll, when shooting penalties.

■■ = **FREE KICK SPECIALISTS** enjoy an extra +2 on dice roll, when shooting free kicks.

■■■ = **PENALTY AND FREE KICK SPECIALISTS** enjoy an extra +2 on dice roll, when shooting penalties and when shooting free kicks.



PENALTY
SPECIALIST



FREE KICK
SPECIALIST



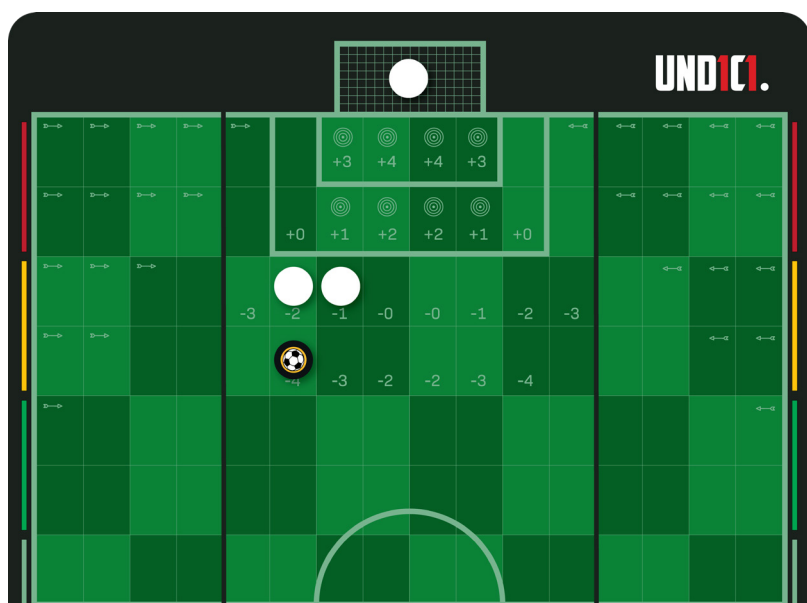
PENALTY & FREE KICK
SPECIALIST

TAKING A FREE KICK / SHOT

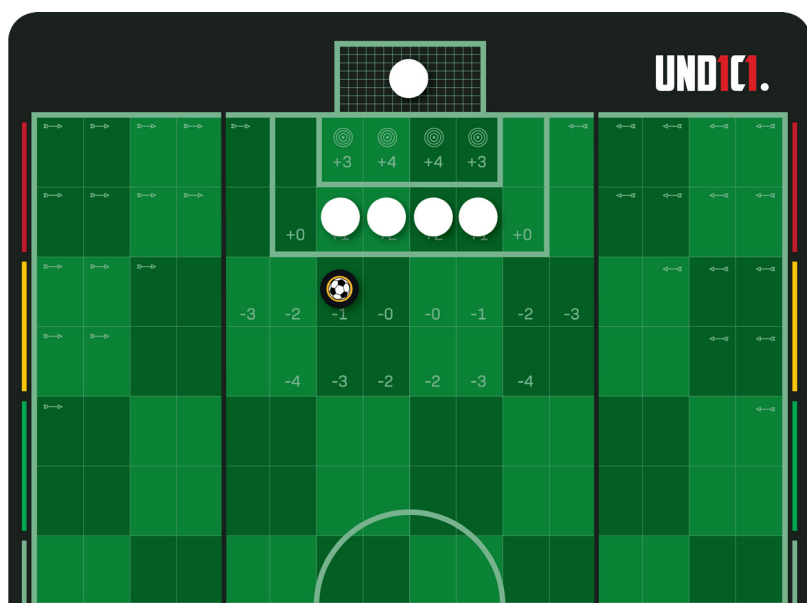
If, at the moment of suffering a foul, the ball carrier is on a **shot box outside the penalty area**:

(i) the Coach of the team who suffered the foul decides who will be the **free kick taker**, and places such player on the box where the foul was committed, switching boxes with the player who suffered the foul;

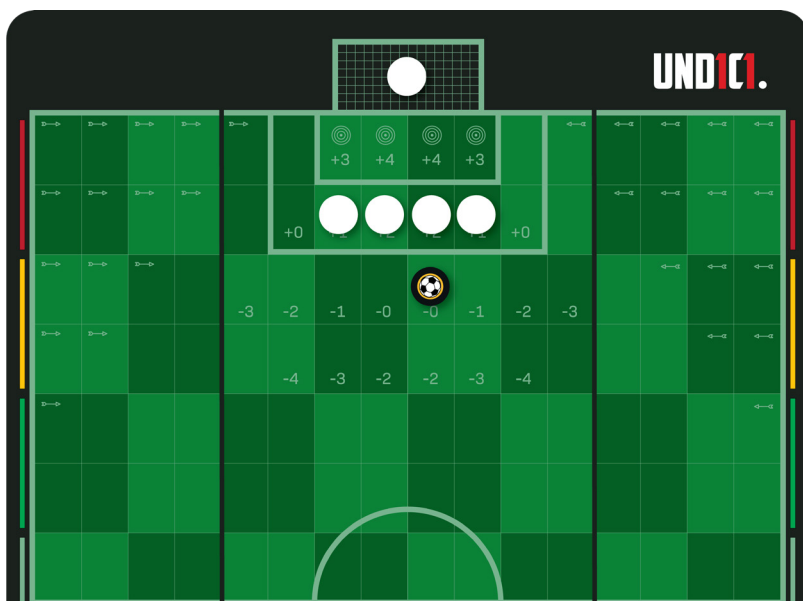
(ii) the opponent coach can create a **barrier, made of up to 4 players**. The shooter suffers from **1 malus point for every second player** standing in the barrier. The barrier is created by placing **one player in front of the free-kick taker + one or three more players** (each one of which is to be placed on boxes standing to the left or to the right of him, depending on which side needs to be covered, to best obstruct the shot).



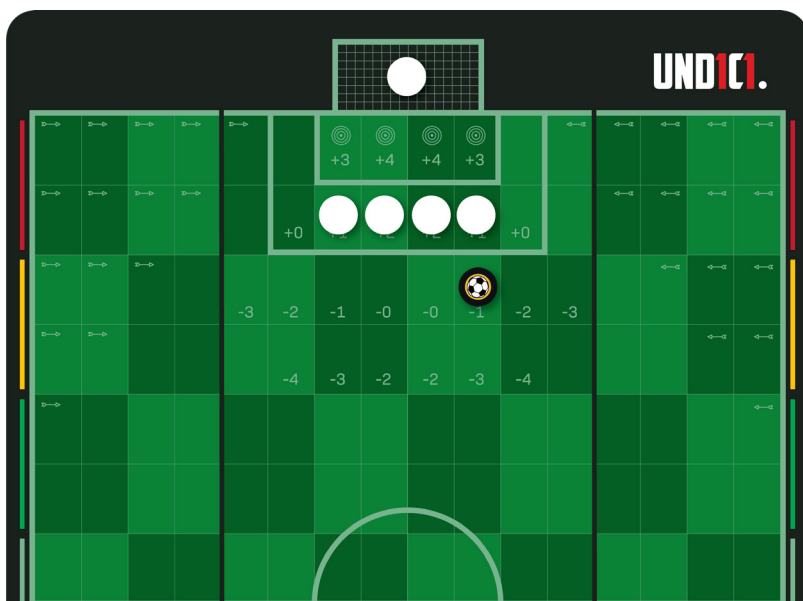
EXAMPLE 1 - FREE KICK FROM THE LEFT: BARRIER MADE OF TWO PLAYERS. AFTER PLACING THE FIRST PLAYER IN FRONT OF THE FREE KICK TAKER, THE SECOND PLAYER MUST BE PLACED TO THEIR RIGHT. **BARRIER MALUS = -1**



EXAMPLE 2 - FREE KICK FROM THE LEFT: BARRIER MADE OF FOUR PLAYERS. AFTER PLACING THE FIRST PLAYER IN FRONT OF THE FREE KICK TAKER, THE SECOND, THIRD AND FOURTH PLAYERS MUST BE PLACED TO THEIR RIGHT. **BARRIER MALUS = -2**



EXAMPLE 3 - FREE KICK FROM THE CENTER-RIGHT: BARRIER MADE OF FOUR PLAYERS. AFTER PLACING THE FIRST PLAYER IN FRONT OF THE FREE KICK TAKER, ONE PLAYER MUST BE PLACED TO THEIR RIGHT, AND TWO PLAYERS MUST BE PLACED TO THEIR LEFT.
BARRIER MALUS = -2



EXAMPLE 4 - FREE KICK FROM THE RIGHT: BARRIER MADE OF FOUR PLAYERS. AFTER PLACING THE FIRST PLAYER IN FRONT OF THE FREE KICK TAKER, THE SECOND, THIRD AND FOURTH PLAYERS MUST BE PLACED TO THEIR LEFT. BARRIER MALUS = -2

(iv) In order to create their barrier, a Coach must prioritarily recur to strikers (green positioning indicator), then to midfielders (yellow positioning indicator) and eventually to defenders (red positioning indicator). Each player that needs to be displaced to allow for another player to join the barrier, **can be re-positioned by their Coach wherever they want in the pitch**. The defending team re-positions any such players first; once the defending team is done re-positioning their players, the attacking team does the same with theirs.

(v) the **free kick taker shoots on goal**. Players with two or three squares under the positioning indicator (■■ or ■■■), benefit from **an extra +2 bonus, on top of their dice roll**. **CANNON** ability is also effective. Free kick score is calculated as follows:

free kick score = dice result + free kick specialist bonus (if any) + **CANNON** bonus (if any) - shot box malus - barrier malus (1 point if barrier is composed of two players, or 2 points if barrier is composed of four players)

The barrier malus substitutes the +1 extra point bonus awarded to goalkeepers on shots when one of their players stands right in front of the player shooting.

TAKING A PENALTY KICK

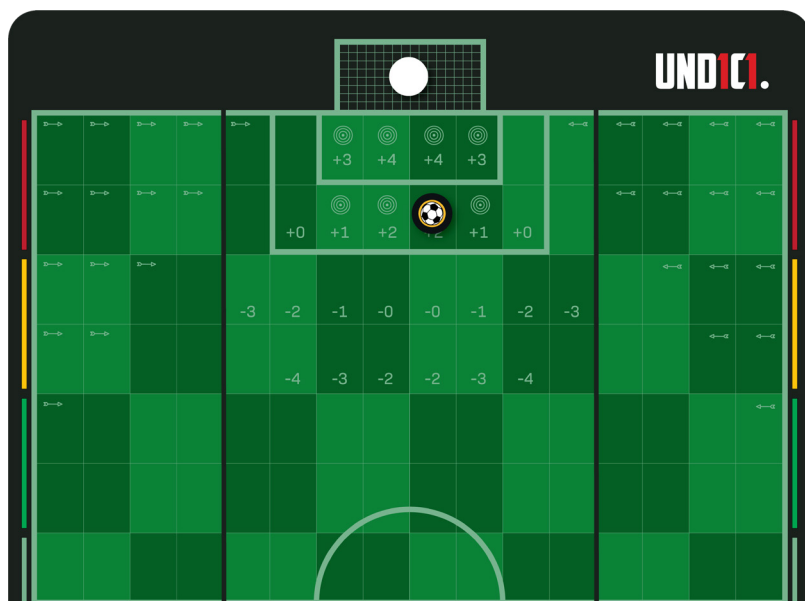
If, at the moment of suffering the foul, the ball carrier is on a **shot box or neutral box inside the penalty area**:

(i) the Coach of the team who suffered the foul decides who will be the **penalty taker**, and places such player on any of the two +2 shot boxes inside the penalty area. Any other player must be removed from the penalty area.

(ii) Each player that needs to be moved out of the box, **can be re-positioned by his Coach, wherever the Coach wants**. It will be the defending team to reposition such players first; then, the attacking team will do the same;

(iii) the **penalty taker shoots on goal**. Penalties work as normal shots on goal, but: (i) the **VIPER** bonus is not effective; and (ii) players with one or three squares under the positioning indicator (■ or ■■■), enjoy **an extra +2 bonus, on top of their dice roll and +2 shot box bonus**.

penalty score = dice result + **penalty kick specialist bonus** (if any) + **shot box bonus** (2 points)



WHEN TAKING A PENALTY KICK, THE PENALTY KICK TAKER MUST BE PLACED ON ANY OF THE +2 SHOT BOXES INSIDE THE PENALTY AREA.

PENALTY SCORE: DICE ROLL + 2 + PENALTY KICK SPECIALIST BONUS (IF ANY).

TAKING A FREE KICK / **CROSS**

If, at the moment of suffering the foul, the ball carrier is on a **cross box**:

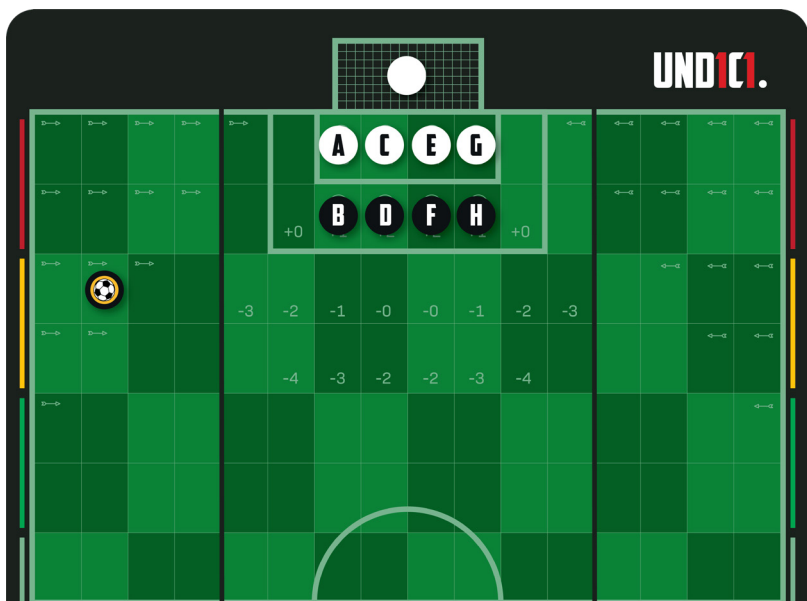
(i) the Coach of the team who suffered the fault decides who will be the **free-kick taker**, and places such player on the box where the foul was committed, switching boxes with the player who suffered the foul;

(ii) then, Coaches can bring **up to 4 players as jumpers on the cross**. The defending team, will place up to 4 jumpers on the 4 header boxes in front of the goal. The attacking team will position its jumpers in the remaining header boxes.

(iii) Each player that needs to be displaced to free up space for a jumper, **can be re-positioned by his Coach, wherever they want in the pitch**. The defending team re-positions any such players first; once the defending team is done re-positioning their players, the attacking team does the same with theirs.

(iv) the free kick taker crosses the ball. Free kick score is calculated as follows:

free kick score = dice result + free kick specialist bonus (if any) + **ARCHER** bonus (if any)



Outcome of the free kick:

1, 2 = the ball is contended between player A and player B (the players standing closest to the free-kick taker);

3, 4 = the Coach chooses whether the ball is contended between A and B, or between C and D;

5, 6 = the Coach chooses whether the ball is contended between A and B, between C and D, or between E and F;

7, 8 = the Coach chooses whether the ball is contended between A and B, between C and D, between E and F, or between G and H.

(v) Once the attacking Coach declares which players will be duelling, both Coaches roll their dice, and sum the result to the **RAM** bonus of their player, if any.

(vi) If the attacking player wins the duel, the dice roll also counts for the sake of his header score, which must be compared to the saving score of the goalie. If the defending player wins the duel, the ball reaches their closest teammate outside the penalty area (if two teammates are equally distant, the Coach decides which one gets the ball).

The attacking Coach draws a card and places padlocks; a new turn begins for his opponent.

TAKING A FREE KICK / PASS

If, at the moment of suffering a foul, the ball carrier is on a **neutral box** (i.e.: a box without symbols nor numbers):

(i) the Coach of the team who suffered the foul decides who will be the **free-kick taker**, and places such player on the box where that neutral box, switching boxes with the player who suffered the foul;

(ii) then, the Coach can **freely move up to 3 players of his team** around the pitch;

(iii) in turn, **the opponent Coach freely moves up to 3 players of his team** around the pitch; after doing so, he places the **padlocks**;

(iv) the free-kick taker takes the free kick **as a normal pass**, (i.e.: counting distance and marking malus, if any);

(v) the team who took the free-kick has **two actions left to play, to complete its turn**.

CORNER KICKS

If a shot/save or header/save dice duel ends up with a draw (considering all bonuses) a corner kick is awarded. At this point:

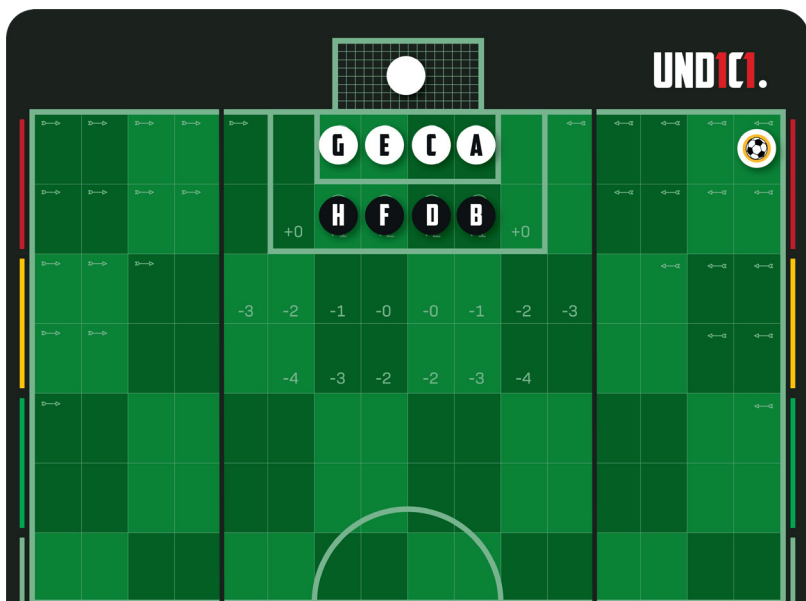
(i) the Coach of the attacking team decides who will be the **corner kick taker**, and places such player on one of the two corner boxes of the pitch.

(ii) then, Coaches can bring **up to 4 players as jumpers on the cross**. The defending team, will place up to 4 jumpers on the 4 header boxes in front of the goal. The attacking team will position its jumpers in the remaining header boxes.

(iii) Each player that had to be moved away from a header box in order to free up space for a jumper, **can be re-positioned by his Coach, wherever the Coach wants**. It will be the defending team to re-position such players first; then, the attacking team will do the same.

(iv) the corner kick taker crosses the ball. Corner kick score is calculated as follows:

free kick score = dice result + free kick specialist bonus (if any) + **ARCHER** bonus (if any)



Outcome of the corner kick:

1, 2 = the ball is contended between player A and player B (the players standing closest to the corner kick taker);

3, 4 = the Coach chooses whether the ball is contended between A and B, or between C and D;

5, 6 = the Coach chooses whether the ball is contended between A and B, between C and D, or between E and F;

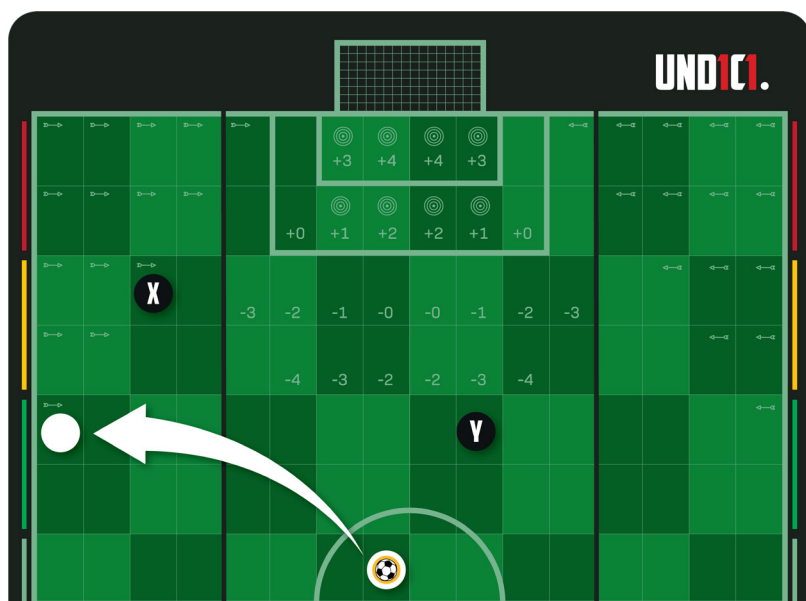
7, 8 = the Coach chooses whether the ball is contended between A and B, between C and D, between E and F, or between G and H.

(v) Once the attacking Coach declares which players will be duelling, both Coaches roll their dice, and sum the result to the **RAM** bonus of their player, if any.

(vi) If the attacking player wins the duel, the dice roll also counts for the sake of their header score, which must be compared to the saving score of the goalie. If the defending player wins the duel, the ball reaches their closest teammate outside the penalty area (if two teammates are equally distant, the Coach decides which one gets the ball).

THROW-INS

When a pass is made to a player positioned on a quadrant alongside a side line, if the pass is missed, **the ball goes out of bounds. The turn of the team that failed the pass ends immediately**: its Coach can only position the padlocks and then he must draw a card. The opponent Coach then starts a new turn with a throw in.



IF THE PASS IS MISSED, THE BALL GOES OUT OF BOUNDS.

To perform a throw in, the Coach:

(i) places one of his players in a box standing next to the one occupied by the opponent who was supposed to receive the pass, **alongside the side line, for a throw-in**;

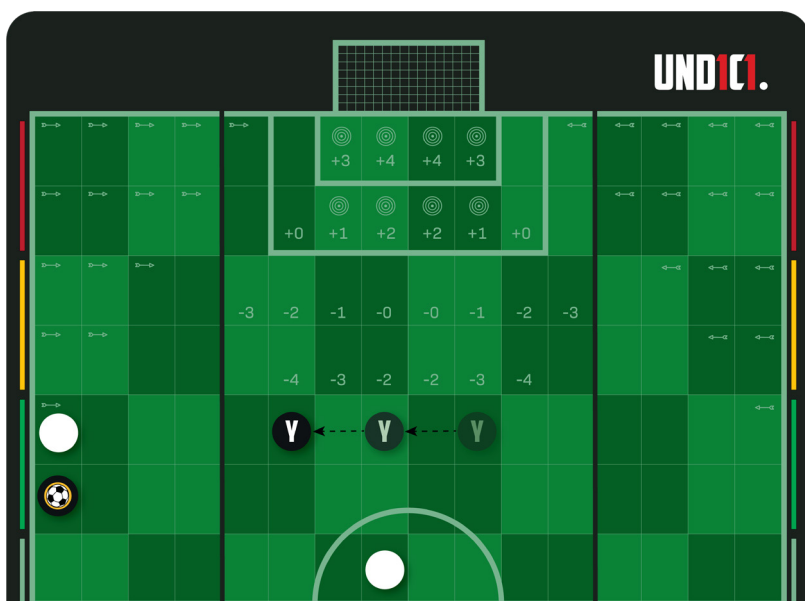
(ii) then, the Coach may carry out **up to two single movements**, which he can only use to bring a teammate closer to the throw-in taker.

(iii) At this point, **the opponent team can carry out up to two single movements**.

(iv) The throw-in works **like a pass**, with two differences:

- the ball cannot be passed more than two quadrants away
- the **PLAYMAKER** bonus is not effective.

A throw-in **counts as one action**. Therefore, after a successful throw-in, a Coach has two additional actions to carry out, to complete its turn.



PLAYER X GOES NEXT TO THE OPPONENT THAT WAS SUPPOSED TO RECEIVE THE PASS. PLAYER Y CAN BE MOVED TWICE TO GET CLOSER TO PLAYER X.

GOALKEEPERS (ADDITIONAL ACTIONS)

During their turn, a Coach may **move the goalkeeper out of their goal**.

Only when out of their goal, a goalkeeper may: (i) **receive passes** (but beware: in case a pass to the goalkeeper is failed, it's an **own goal!**); and (ii) **tackle an opponent** (rules and limitations applying to tackles performed by outfield players apply to goalies, too).

If the opponent team shoots on goal while the goalkeeper is outside of the goal, a **malus** applies to the goalkeeper saving score score, as follows:

- goalkeeper on a +3, +4 shot/header box: **-1 point**
- goalkeeper on a +0, +1, +2 shot/header box: **-2 points**
- goalkeeper on any other box: **-3 points**

After successfully overcoming a tackle attempt from a goalie, in order to score a goal a player may **(i) spend their actions to**

enter the goal with the ball or **(ii) shoot on goal** (in such case, the saving score will be decreased by 1, 2 or 3 points, as explained above).

When a goalkeeper is outside their own goal, the **OFFSIDE LINE** becomes the line of boxes occupied by the defensive player that is second closest to his team's own goal line. Or, if the closest two (or more) defensive players are on the same line of boxes, that line of boxes becomes the offside line.

Note: It is entirely possible that the goal keeper is not one of the two closest players to the goal line!

MARKING (ADDITIONAL RULES)

When marking on a pass, players with a **GLADIATOR** ability count as a -2 malus (instead of the standard -1), while players with a **BLACK GLADIATOR** ability count as a -3 malus.

When marking on a cross, players with an **RAM** ability count as a -2 malus (instead of the standard -1). Players with a black **BLACK RAM** ability count as a -3 malus.

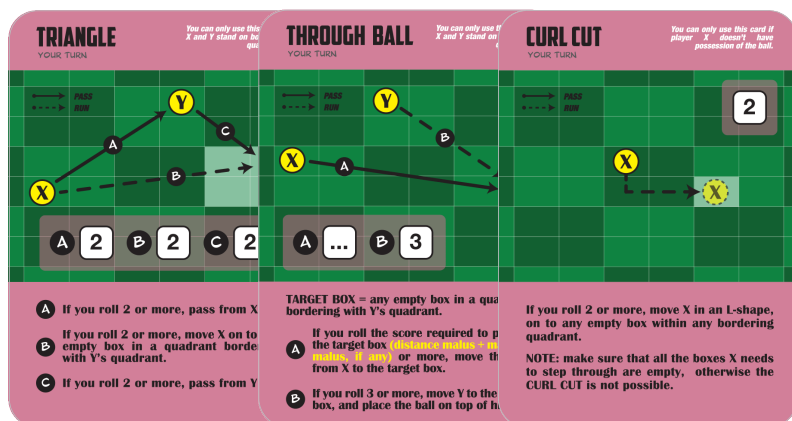
On passes and crosses, **goalkeepers count as marking players** if the opponent pass/cross receiver stands on a +3 or on a +4 shot/header box.

When marking on a cross, goalkeepers with a **PAW** ability count as a -2 malus (instead of the standard -1), while players with a **BLACK PAW** ability count as a -3 malus.



PLAYBOOK CARDS

NOTE: **PLAYBOOK CARDS** are not included in the **UNDICI Core box**. They are included in the **UNDICI Booster decks** available on the **UNDICI online store** (undici.com/shop).



PLAYBOOK CARDS allow a Coach to **perform multiple moves with their players, spending one action only**. Each **UNDICI Booster deck** includes 6 playbook cards:

- 2 passing cards (**TRIANGLE, THROUGH BALL**);
- 2 movement cards (**CURL CUT, SWITCH**);
- 2 defensive cards (**OFF-SIDE TRAP, DOUBLE TEAMING**).

USING PLAYBOOK CARDS

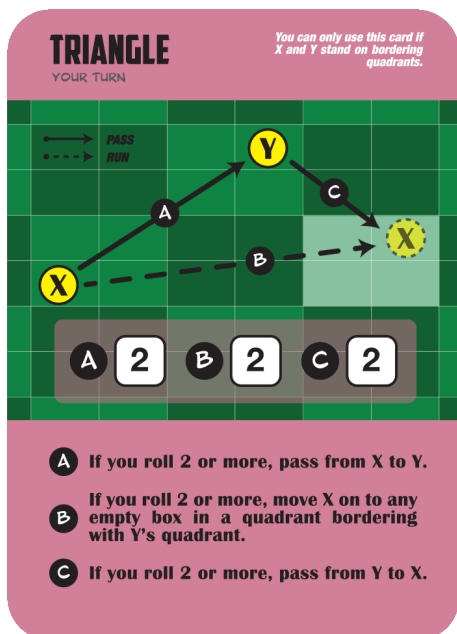
Before a match, each Coach places all their playbook cards face-up in front of them.

PLAYBOOK CARDS can be used by each Coach at any time during their turn. A Coach may use **up to two PLAYBOOK CARDS in the course of a turn** - they may use to different cards, or the same card twice. The only playbook card that must be played during the opponent's turn is the **OFF-SIDE TRAP**.

To successfully use a playbook card, a Coach must complete the dice combination reported on that card. If the coach completes the dice combination, he manages to **carry out all the moves illustrated, spending one action only**. If, at any point in time during the playbook execution, the Coach rolls lower than the required number, **their turn ends immediately** (that means, they are only allowed to place padlocks and draw a strategy card; then, their turn ends and the opponent's turn begins).

EXAMPLE: TRIANGLE

The **TRIANGLE** card allows two players to perform a triangle, spending one action only. In order for this card to be played, player X and player Y must stand in quadrants that are close one to another, and player X must be in possession of the ball.



The Coach rolls their dice three times, and move the ball/players after each dice roll, as follows:

- (A)** If Coach rolls 2 or more, they pass from X to Y;
- (B)** If Coach rolls 2 or more, they moves X to any empty box in a quadrant close to Y's quadrant;
- (C)** If Coach rolls 2 or more, they passes the ball from X to Y, *closing* the triangle.

If the Coach successfully completes the combination (i.e.: rolls 2 or more three consecutive times), they get to perform 3 moves (i.e.: passing to Y, moving X and passing to X) **spending only one out of the three actions available in their turn.**

But if at any point in time they roll a 1, their turn ends immediately, and they can only place padlocks and draw a strategy card, before his opponent's new turn begins.



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