

Socceristic®

The Realistic Football Game



The Rules



Socceristic is a game for two players. In the rules each player is referred to as a **team** (both players represent a club or national team of their own choosing).

On the Team Sheet there is space for both players to write down the names of the members of the usual squad of the club or national team they are representing. The main purpose of the team sheet is to record goal scorers, substitutions and the giving out of yellow and red cards.

Whilst movement of the ball is generally determined by the result of shaking the dice and the symbol in a square, OUTCOME CARDS and REFEREE'S DECISION CARDS are also used to determine the next move to be made by the team in possession of the ball.

Before play begins, both packs of cards (OUTCOME CARDS and REFEREE'S DECISION CARDS) **should be shuffled really well** and placed the right way up. When a card has been picked up, it should not be returned to the pack until all the cards have been used. The pack should then be shuffled again.

Just like any football match the game should have a first half and a second half of equal duration. It is suggested that 5 minutes per half should be added to the agreed playing duration to compensate for any hold ups. The second half of a game can be played whenever time permits.

Each half of a game begins with a kick-off. A coin is tossed or the dice shaken to see which team kicks off the first half – the other team will kick off the second half and also chooses which end of the pitch (North End or South End) to defend in the first half. The end of the pitch a team is defending is known as that team's half of the pitch. At half-time the teams change ends.

Whenever a team has possession of the ball, or is seeking possession, in its opponent's half of the pitch, it is referred to as the attacking team. On the other hand, whenever a team has possession of the ball, or seeking possession, in its own half of the pitch, it is referred to as the defending team.

STARTING THE GAME (and restarting after a goal)

The team kicking off places the ball on the centre spot in the middle square along the centre line. The dice is then shaken and the ball will be 'passed' to the square along the centre line having the same digit as that produced by the dice throw.

NEXT MOVE

The ball is still in the possession of the team which kicked off. The dice should again be shaken. The arrow in the square points in the direction the ball will now travel (diagonally up or down the pitch, vertically up or down the pitch or horizontally west or eastwards across the pitch). The number of squares the ball will pass through before it comes to a standstill will match the digit produced by the dice (in counting the squares, do not include the square the ball was resting in but do include the square it eventually lands in).

FOLLOWING AND SUBSEQUENT MOVES

The following and subsequent moves all depend on where the ball finishes up after the previous move. If the ball has gone out of play for a throw-in, goal kick or corner, the team making the next move follows the set procedure for the particular out of play situation.

If the ball lands in a square containing an arrow, the team in possession shakes the dice and moves the ball the appropriate number of squares in the direction the arrow is pointing. **Note**, however, that this does not apply if the square containing an arrow is in the **Lighter Green Zone** and if the attacking team throws the dice and produces the digit 1 or 2 as a **Goal Scoring Opportunity** has been created. If the digit produced is 3, 4, 5 or 6, the **attacking team** must move the ball the appropriate number of squares in the direction the arrow is pointing.

GOAL SCORING OPPORTUNITIES

Whenever a team is presented with a **Goal Scoring Opportunity** the team must pick up the top OUTCOME CARD to check whether a goal has been scored and to discover what the next move will be. **Goal Scoring Opportunities** are created:

- Whenever the **attacking team** gains or retains possession of the ball within a square without an arrow in their opponent's **Lighter Green Zone**. In these situations the next move for the **attacking team** will be to pick up the top OUTCOME CARD and to check under '*Goal Scoring Opportunity*' or, in the case of being awarded a penalty, under '*Penalty Kick*'. All other instructions regarding movement of the ball are to be ignored.
- Whenever the **attacking team** lands in a square containing an arrow within their opponent's **Lighter Green Zone** and upon shaking the dice for the next move produces the digit 1 or 2. The next move will not be to move the ball in the direction of the arrow but to pick up the top OUTCOME CARD and to check under '*Goal Scoring Opportunity*'. [Note that if the dice produces a digit between 3 - 6 the ball must be moved the appropriate number of squares].
- Whenever **either team** keeps or gains possession of the ball in a square bordered by bold black lines – *all other instructions regarding the next move are to be ignored as the next move for the team in possession is to pick up the top OUTCOME CARD and to check 'Goal Scoring Opportunity' for the outcome.*

LOSING POSSESSION

Whenever the ball lands in a square containing this symbol, it means that the team which made the previous move has now lost possession of the ball to the opposing team. The team gaining possession shakes the dice and moves the ball the appropriate number of squares in any one direction of its own choice. This does not apply, of course, if the **attacking team** has possession of the ball in the **Lighter Green Zone** as a **Goal Scoring Opportunity** has been created. Nor does it apply if the square the ball has landed in is bordered by bold black lines as a **Goal Scoring Opportunity** has been created for the team in possession of the ball.



TACKLE SITUATIONS

Whenever the ball lands in a square containing this symbol, a tackle takes place. Both teams shake the dice to determine who wins possession of the ball. The team producing the highest digit gains possession. Should both teams produce the same digit, possession of the ball will be gained by the team which did not have possession when the last move was made **BUT** it could also mean one of their players has picked up a bad injury and has to be substituted. The affected team



should shake the dice twice and add up the two digits. If the total is 7 or under it means the player can carry on but if the total is 8 or more, it means a substitution. The dice should be again shaken twice and the total will reveal the shirt number of the injured player to be replaced.

If a double six is produced, the dice should again be shaken twice to determine the shirt number of the injured player.

Whichever team wins possession, the dice should be shaken once and the ball moved the appropriate number of squares in any one direction of their choice. This does not apply, of course, if the **attacking team** has possession of the ball in the **Lighter Green Zone** as a **Goal Scoring Opportunity** has been created. Nor does it apply if the square the ball has landed in is bordered by a bold black lines as a **Goal Scoring Opportunity** has been created for the team in possession of the ball.

REFEREE'S DECISION



Whenever the ball lands in a square containing this symbol, the 'referee' blows his whistle to stop play. The team making the last move picks up the top REFEREE'S DECISION CARD to discover which team has been awarded the free kick.

Note, however, that if the ball lands in the square also containing the centre spot, the 'referee' blows his whistle for a 'bounce up' and there is no need to pick up a Referee's Decision Card. The procedure is the same as that for a tackle. Then if the square the ball has landed in is bordered by bold black lines, a **Goal Scoring Opportunity** free kick has been created for the team awarded the free kick and the top OUTCOME CARD should be picked up.

PASS BACKS



This symbol only appears in squares in the **Lighter Green Zone**.

If the **defending team** is in possession of the ball which lands in a square containing the symbol, the next move is to pass the ball back to its goalkeeper: the **defending team** should pick up the top OUTCOME CARD and check the **Passing Back situations** to see what happens next.

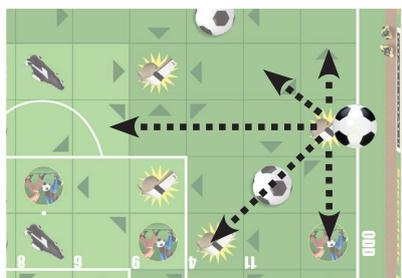
If the **attacking team** is in possession of the ball which has landed in a square containing this symbol, a **Goal Scoring Opportunity** has been created and the team should pick up the top OUTCOME CARD to see what happens next.

THROW-INS

Should the ball go out of play (over the white line) on either the East or West sides of the pitch, a Throw-in is awarded to the team which did not make the last move. The ball should be placed on the white line side of the square adjacent to where the ball went out of play.

The team taking the throw-in shakes the dice and the digit produced will be the number of squares the ball will pass through from where it went out of play. The ball can be moved in any one direction from the square adjacent to where it went out of play but if the digit 1 is produced, the ball will remain in that square - (the count includes that square - see diagram below for suggested directions).

When the attacking team has a throw-in, the maximum number of squares the ball can travel forwards in a diagonal direction is limited to FOUR, even though the dice throw may have produced 5 or 6.



GOAL KICKS

Should a move by the **attacking team** take the ball over the goal line in its opponent's half, a **Goal Kick** is awarded to the **defending team**. The ball is placed in either square 9 or 10 along horizontal line **ODD**.

The **defending team** then shakes the dice twice. The total of the two digits produced from the dice throws reveal which square along the horizontal line **ODD** the ball will be temporarily placed in before being 'kicked' up the field. (**Note** that this outcome does not apply if either a double 1 or double 6 are produced - see below). The **defending team** again shakes the dice twice. The total of the two digits will be the number of squares the ball will travel through along the vertical line starting from the square in front of the square along horizontal line **ODD** the ball was temporarily placed in.

However, if either a double 1 or 6 are thrown when shaking the dice twice, on either occasion, the outcome is a Throw-in for the team which gave away the Goal Kick. In the case of a double 1, the ball is placed on the outside of the square on the **West Stand** side which is divided in half by the centre line. In the case of a double 6, the ball is placed on the outside of the square on the **East Stand** side which is divided in half by the centre line. The Throw-in procedure should then follow (see Throw-ins).

CORNER KICKS

Should a move by the **defending team** take the ball over the goal line in its half, a **Corner Kick** is awarded to the **attacking team**. The ball is placed in either of the squares formed by the vertical lines **2** or **12** and horizontal line **ODD** according to where the ball went out of play. If not certain which side the ball went out of play, the **attacking team** can choose which of the two squares to place the ball in.

The **attacking team** should shake the dice twice for the outcome of the Corner Kick.

CORNER KICK OUTCOMES

- Double 1** The ball lands in square 2 along horizontal line **EVEN**.
- Double 2** The ball comes off an attacking player for a **Goal Kick**.
- Double 3** The ball comes off a defender for another **Corner Kick**.
- Double 4** The ball comes off an attacking player for a **Goal Kick**.
- Double 5** A **Goal** is scored direct from the corner Kick!
- Double 6** The ball lands in square 12 along horizontal line **EVEN**.

No Double If the first digit produced by shaking the dice is an odd number, the ball will land in a square along horizontal line **ODD** whereas if the digit is an even number, the ball will land in a square along horizontal line **EVEN**. Both digits produced by shaking the dice twice should be added up. The ball will be placed in the square along either line **ODD** or **EVEN** that contains the same number as the total obtained from the throws of the dice.

TYPES OF FREE KICKS

PENALTY KICK

Can only be awarded to **attacking team**. The offence must have taken place in a **Penalty Box** square.

GOAL SCORING OPPORTUNITY FREE KICKS

As well as penalty kicks, the **attacking team** has an opportunity to score from free kicks awarded within the **Lighter Green Zone** outside the penalty box area. Both teams have opportunities to score if awarded a free kick within a square bordered by double black lines and containing a referee's whistle.

NON-GOAL SCORING OPPORTUNITY FREE KICKS

These are free kicks awarded to the **attacking team** outside the **Lighter Green Zone** with the exception of ones awarded in squares bordered by bold black lines which are also the only occasions that the **defending team** can score from a free kick.