

FORMATION CHART

ATTEMPTS

	5-4-1	4-5-1	5-3-2	4-4-2	4-3-3	3-5-2	3-4-3	3-3-4	4-2-4
5-4-1	-6	-6	-6	-4	-4	-3	-4	-5	-5
4-5-1	-6	-5	-4	-4	-4	-3	-2	-5	-5
5-3-2	-5	-4	-3	-3	0	0	+1	+1	+1
4-4-2	-6	-5	-2	0	1	+2	+2	+4	+4
4-3-3	-6	-4	+1	0	+1	+4	+3	+4	+5
3-5-2	-5	-4	+1	+2	+3	+4	+5	+5	+5
3-4-3	-3	-3	+1	+3	+3	+3	+4	+6	+5
3-3-4	-3	-4	0	+3	+4	+4	+5	+5	+6
4-2-4	-3	-3	0	+3	+4	+5	+5	+5	+6

SOG

	5-4-1	4-5-1	5-3-2	4-4-2	4-3-3	3-5-2	3-4-3	3-3-4	4-2-4
5-4-1	-5	-5	-4	-3	-2	-2	-2	0	-3
4-5-1	-4	-4	-4	-3	-1	-1	-2	-3	-3
5-3-2	-4	-5	-2	-2	-1	-1	0	0	-1
4-4-2	-4	-3	-2	0	+1	+2	+2	+2	+2
4-3-3	-3	-2	-2	+1	+1	+2	+2	+3	+3
3-5-2	-1	-2	-2	+3	+2	+2	+2	+3	+4
3-4-3	-1	-1	0	+2	+2	+3	+3	+1	+4
3-3-4	-2	-2	0	+1	+2	+3	+3	+4	+5
4-2-4	-2	-2	0	+1	+2	+3	+5	+4	+5

STRATEGY CHART

Attempts

	Agg	Norm	Cons
Agg	+6	+2	-2
Norm	+4	0	-2
Cons	2	-2	-5

SOG

	Agg	Norm	Cons
Agg	+4	+1	0
Norm	+2	0	-1
Cons	+1	0	-3

Card Chart

	Agg	Norm	Cons
Agg	+3	0	-2
Norm	+1	0	-2
Cons	+2	-1	-2

ORDER OF PLAY

(Advanced Game)

- Record/Select Formation and Strategy**
- Record Total Attempts**
 - A - Base Attempts + Formation Modifier + Strategy Modifier + Opponent Defense Modifier
 - B - Minimum Total Attempts in a Half is 5 and Maximum Total Attempts in a Half is 25
- Record Final Shot on Goal Range (SOG)**
 - A - Starting SOG + Formation Modifier + Strategy Modifier + Opponent Defense Modifier
 - B - Minimum Final SOG is 1-10
- Play a Half**
 - A - For each Attempt, Roll 2d10 and compare to SOG
 - B - If not within the range, then missed Attempt
 - C - If within the range, then Roll 2d10 and compare to Player's Shot Range
 - D - Then Roll 1d10 and compare to that Player's Goal Rating (Goal Roll)
 - E - Add any modifiers (Goalie Rating, One-Timers, Tactics, etc.)
 - F - If within the range, then a Goal is scored
 - G - Half ends after all Attempts have been resolved
- End of Half**
 - A - Roll 2d10 and compare to Player's Card Range
 - B - Roll 1d10 and compare to Card Chart
 - C - Add any modifiers (based on Strategy, Referee Types, Tactics, One-Timers, etc.)
 - D - Apply Effects of Card Chart/Injury Chart
- Start New Half (Repeat 1 - 5)**
 - A - If Tied during Knockout Round, then play 2 more reduced Halves
 - B - Attempts are Total Attempts/2 (rounded down) for an Extra Time Half (a.e.t.)
 - C - If still Tied after Extra Time, then proceed to Penalty Shootout

Card Chart

* = Roll Again, checking for a new Player - Max Rolls:

Aggressive 3
Normal 2
Conservative 1

1d10

-		Penalty Kick + Opponent Red Card
-2		Penalty Kick
-1		Corner Kick
0		Corner Kick
1		Free Kick
2		Free Kick
3		Free Kick
4		Yellow Card
5		Yellow Card
6		Yellow Card
7		Yellow Card
8	*	Yellow Card + Opponent Free Kick
9	*	Yellow Card + Injury + Opponent Free Kick
10	*	Yellow Card + Injury + Opponent Corner Kick
11	*	Yellow Card + Opponent Injury + Opponent Corner Kick
12	*	Yellow Card + Opponent Injury + Opponent Penalty Kick
+	*	Red Card + Opponent Penalty Kick

Referee Type

LP -1
CF +1

Other Modifiers

Team Fair Play -#
One-Timers ±#
Strategy ±#
Home Field -1
Marking +1

Penalty Kick = Choose a Player and roll against his Goal Rating +3

Free Kick = +1 Attempt

Corner Kick = Goal Roll -4

Yellow Card = Player receives a Yellow Card

Red Card = Player receives a Red Card, is removed from the Game, and Opponent gets +2 Attempts

Injury = Roll on Injury Chart

Opponent Injury = Determine Player, then Roll on Injury Chart

Injury Chart

(use Opponent's Modifier from Strategy Chart)

1d10

-	Opponent gets Red Card
1	Minor Injury = Player stays in the Game
2	Minor Injury = Player stays in the Game
3	Minor Injury = Player stays in the Game
4	Minor Injury = Player stays in the Game
5	Minor Injury = Player stays in the Game
6	Injured = ±1 To Goal Rolls for Rest of this Game
7	Injured = ±1 To Goal Rolls for Rest of this Game
8	Injured = ±2 To Goal Rolls for Rest of this Game
9	Injured = Out for Rest of this Game
10	Injured = Out for Rest of this Game and Next Game
+	Injured = Out for Rest of this Game and the Tournament

Modifiers

One-Timers ±#
Opponent Strategy ±#