

Kick-It (Frank Stark, Clemens Gerhards 2010 edition)

Translated from the original German rules by Víctor M. González, April 23th , 2013.

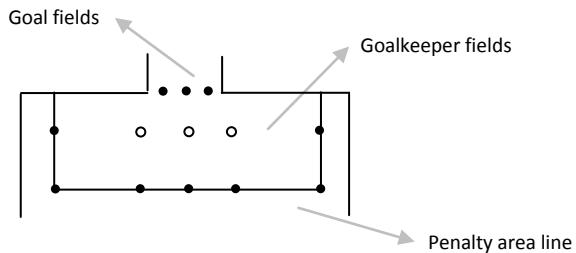
Football in confined spaces.

A tactics football game, not for legs but for minds. Clever passes, long flanks and the most goals decide the outcome of the game.

Who will be the first to score three goals, or the most goals in a predetermined playing time?

Set up: each player places his four pieces on any positions in their own half of the field, and the goalkeeper on one of the three goalkeeper positions. The centerline fields remain free. The starting player is agreed upon.

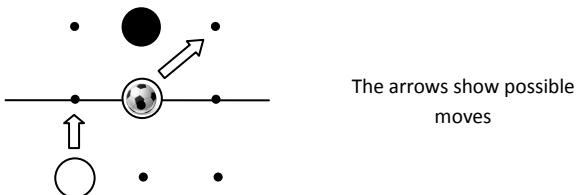
During the entire game, on the penalty area line a maximum of three tokens are allowed, on the goalkeeper fields no more than two pieces of a team, including the goalkeeper, are permitted.

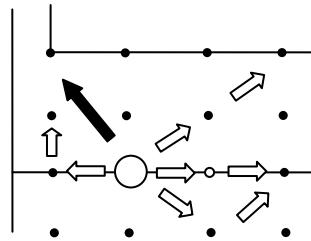


Beginning: the starting team places a piece on the center field and places the ball on it. This piece is now in the possession of the ball and begins the game.

How to move: a turn consists of two parts. First, the player moves his pawn(s). Then, the ball can be played (see 'Pass').

A movement to an adjacent field counts as a 1 movement point. Only horizontally, vertically or 45° diagonal movements are allowed.





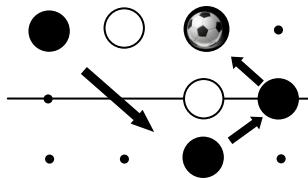
The white arrows show possible moves. The black arrow movement is not legal (diagonal movement, but not 45°)

Allowed movement points:

- 2 for the team in possession of the ball
- 3 for the team not in possession of the ball
- 2 when the ball is on a free field.

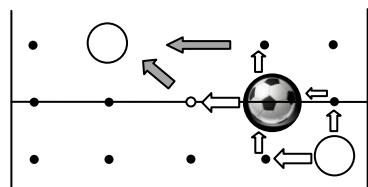
This points may be split and used to move more than one pawn. On his turn, a player doesn't need to use all the points he is entitled to.

Pass: at the end of the turn, after the active player can't/doesn't want to make additional movements, he may move the ball in a straight line (orthogonally or else 45° diagonally) over any number of free fields and owned figures. The destination field must be free or occupied by one of his pawns. His own figures, including the goalkeeper, can forward the ball.



Ball dispossession and shoot: if the ball is jumped over by an opponent's piece, this figure captures the ball (: ball dispossession).

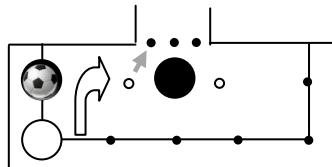
After the jump, no piece can move, only the ball can be passed (see 'Pass'). Jumping costs 2 movement points and can be performed in a horizontal, vertical or 45° diagonal direction, except in the corner fields.



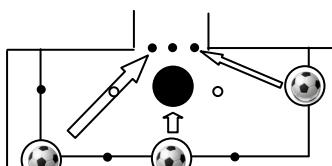
If the ball is on a free field, it can be taken by any figure that reaches that field during his standard movement. Jumping is not required in this situation.

After receiving the ball, a figure can't move, it can only pass the ball.

Goal and goalkeeper rules: only a pawn in the opponent's penalty area can score a goal. For this, the ball must pass one of the three goalkeeper fields in a straight line or else be shot from there:



White takes the ball from black and scores a goal



'A' can score a goal; 'B' can't score a goal; 'C' is not shooting through one of the three goalkeeper fields

- After each goal:

The team who has scored the goal is in the possession of the ball and resumes the game from the center field. Each player distributes their figures in his own half of the field, beginning with the player who has just scored.

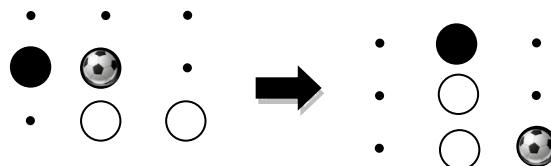
- goalkeeper rules:

The goalkeeper may leave the goal area and participate in the game. He can carry the ball during a maximum of one turn, and play at the end of the turn.

During this turn, he cannot enter the goalkeeper fields.

Game end: the player who scores first three goals is the winner! Alternatively, the game can be played during a predetermined time, e.g. 30 min.

Professional variant with fouls: each team must commit two fouls in a game. For this, the team not in possession of the ball must place one of his pawns into the field occupied by his opponent's carrying ball figure. The fouled piece is placed in any free neighboring field by the fouled player, who must then kick the ball from this new field (i.e. pass the ball to an empty field or to another of his pieces. See 'Pass'). Then, the fouled team's turn ends and it's now its opponent's turn.



One of five positions after the foul