



fütti

Five on Five Fictional Soccer

By Bob Hansen

WHAT IS FÜTTI?

Fütti is fictional game about five-on-five soccer, based off the real-life game of futsal, which is played primarily in South America, but also has a following in Spain. It is used as a development sport for upcoming soccer players to hone their skills, using a smaller ball, less players, and a smaller pitch.

Fütti is very similar to this game but some slightly different rules, especially when it comes to carding players and time limits and such.

The game is played over the course of forty minutes, divided into two halves. The clock stops when the ball leaves the field, when there is a foul committed, when a player is injured and when a goal scores. There is no stoppage time at the end of the game. Stoppages for injuries, fouls, goals and half-time are considered hard timeouts. All other stoppages are considered soft timeouts. This is relevant for returning players to the game who left with a minor injury or from a yellow card.

There are five players on each team, one goaltender, two attackers and two defenders. Non-goaltending players can play as either attackers or defenders and can change positions during the game. Two additional backup players also dress for the game along with a backup goaltender.

At the end of the game, whichever team has the most goals wins the game. Traditionally, if there is a draw, it remains a draw. If there needs to be a winner for the match, either sudden death until someone scores, or an exchange of penalty kicks can be used instead.

Fouls during the game can be of three varieties. A warning will result in the other team gaining possession

of the ball. The next level of foul results in a player being booked for a yellow card. A yellow card will result in the other team gaining possession and the player leaving the game until the next hard timeout occurs. A substitute player can come in to replace that player. If a player receives a second yellow card will suffer the same fate as a player being booked for a red card, the next level of foul. The player booked is removed from the game. Again, the player can be replaced. Additionally, the player who was fouled, if possible, is then given a free penalty kick. If that player was injured, any other player on the opposing team can make that kick.

GAME MATERIALS

The zip file that this game is packaged in has several files, including these instructions. There is a game board and a chart board that will need to be printed out. For these I recommend a stiff cardstock. Glossy cardstock may be a good choice for both of these.

Additionally, the game comes with three pages of players. These players are generic and can be put into whatever teams you want. There are enough for twelve teams with no leftovers. You can randomly deal out the players to create teams or do a draft to select the players. If you do a random draw, make sure that each team has at least one player with a star on their card. I also recommend printing two copies of the players. One in color and the other in black and white. That way, each team will have a home and away kit and it will be easier to tell the two teams apart when playing matches.

The game also comes with a sample scoresheet that can be printed out.

You will also need to source some materials as well. You will need two six-sided dice. They should be different colors, but I recommend a black die and a white die. This will match up with the iconography on the game board.

You will need a twelve-sided die as well. It should be a different color than the other two dice.

You will need two pawns. They should match the colors of the two six-sided dice. Again, black and white are preferred.

Lastly, you will need a marker of some sort to use on the control track at the top of the board. You could use another pawn here. I use a flat disc. You could even use a bingo chip.

Optionally, you can grab four red bingo chips to mark players that are permanently out of the game.

COMPONENT DESCRIPTIONS

Player Cards

BELL



STANDARD PLAYER

OFFENCE **3** ← Player offence rating

3 SP ← Player sportsmanship rating

DEFENCE **3** ← Player defence rating

★ ← Player control star(s)

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MAKAROV



GOALTENDER

Player goaltending rating (base 6 number) → **41**

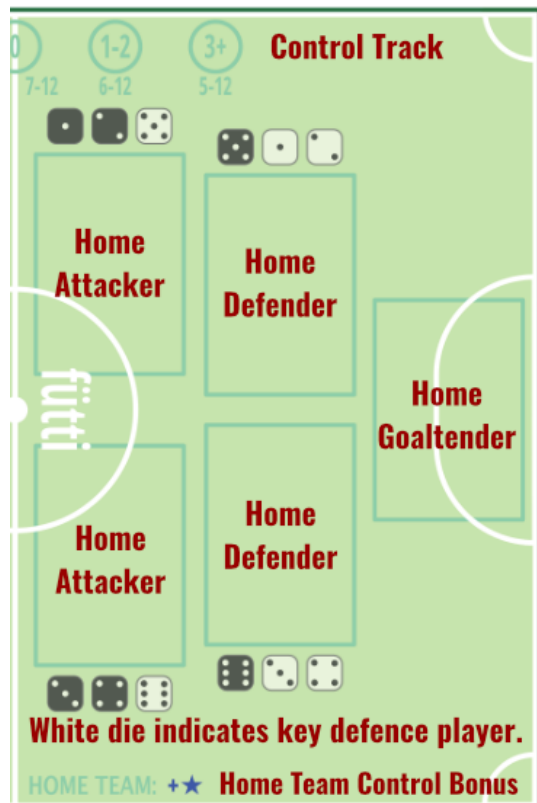
Player sportsmanship rating → SP **3**

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Gameboard (Left Side)



Gameboard (Right Side)



GAME SETUP

1. Place the gameboard on the table.
2. Place the doubles chart above the gameboard for easy reference.
3. Select two teams to play. Each team should have six standard players and two goaltenders. Designate a home team and a visiting team. The home team sets up on the right side of the field and the visiting team sets up on the left.
4. Designate two players to start as attackers for each team. These players go in the two boxes closest to the center line on their side of the field. These should be players with strong offence values.
5. Designate two players to start as defenders for each team. These players go in the two boxes furthest from the center line on their side of the field. These should be players with strong defence values.
6. Choose a goaltender for each team. Goaltender cards are different from player cards as they have a goaltender ability, the higher the better. Once that goaltender has been chosen, roll a six-sided die. If the value is 1-4, that goaltender does, indeed, start the game. Otherwise, the other goaltender for that team will be played. The goaltender not being played is placed in reserve under the bottom edge of the board.
7. The remaining standard players for each team should be placed on the bottom of the field, spread out for easy reference. These players are reserve players and may enter play during the game.
8. Prepare the scoresheet for the game. Enter the team names with the visiting team on top and the home team on the bottom. Enter the starting rosters and goaltenders with the visiting roster on the left and the home roster on the right.
9. Add up the player control stars for each team. Also, add one star to the home team. Compare the star totals for each team. Move the control indicator to the correct difference between the two teams. This indicates the range that the team

gets the ball on contested control situations. For example, if the home team has one more star than the visiting team, move the control indicator to the +1-2 space on the home side of the board.

10. Place the black pawn on the right side (home side) of the pitch and the white pawn on the left side (visitor side) of the pitch.

GAME TERMS AND KEY CONCEPTS

(One quick note about the usage of Offence and Defence. I chose to use the British spellings for offense and defense because, soccer (or football), technically, finds its modern roots in England and its club system. I feel it adds flavor (or flavour) to the game, just like adding the umlaut to fütti, even though, in German, it would cause it to be pronounced incorrectly. It should be pronounced footy, for the record.

OFFENCE CHECK: The current active player on the team with the ball (player with the black pawn) checks their offence rating on their card against the rolled black die. If the die value is less than or equal to the rating the check succeeds, otherwise it fails.

DEFENSE CHECK: The current active player on the team on defence (player with the white pawn) checks their defence rating on their card against the rolled white die. If the die value is less than or equal to the rating the check succeeds, otherwise it fails.

GOALTENDING CHECK: Reroll the black and white dice. The check is made against the goaltender's goaltending rating. This is a base six number, so the first digit is the ten's digit and the second the one's digit. The black die is the ten's digit, and the white die is the one's digit for the check. If the rolled value is less than or equal to the goaltender's rating the goaltender saved a goal from being scored, otherwise a goal is scored.

CONTROL CHECK: This check is made to determine which team has control of the ball in a loose ball situation. The rolled twelve-sided die is used for this check. Check to see the target range for the check. If the visiting team has control advantage, the check range will be on their side, listed under where the control indicator is. For example, if the visiting team has a +1-2 advantage, the control range is 1-7. Likewise, if the home team has control advantage, the

control indicator will mark their range. For example, if the home team has a +1-2 advantage, the control range is 6-12. For a tie, just use the 7-12 for the home team control range. Compare the die roll with the indicated range and if the die roll is in that range that team gets control of the ball for the next minute, otherwise, the opposing team gets the ball for the next minute. So, for our example with a 6-12 range and the die roll is a 5, the 5 is outside of the control range and thus the opposing team, in this case, the visiting team, would get the ball for the next minute.

SPORTSMANSHIP CHECK: This is a check against the player's sportsmanship rating as a result from a possible yellow or red card booking from the DOUBLES CHART. The chart will indicate the consequences for failing the check and the effects from succeeding the check. Roll a single six-sided die and compare it to the player's sportsmanship rating. If the roll is equal to or less than the rating, the player passes the check, otherwise the player will suffer the consequences of failing the check. Note: successful checks against a RED CARD result will always result in a YELLOW CARD instead.

INJURY CHECK: This is a check to prevent a major or minor injury off the DOUBLES CHART. The rating used for the check depends on if the player is the key offensive player or key defensive player. If the player is the key offensive player, use the player's offence rating, and if it is the key defensive player, use the player's defence rating. If the player making the check is a goaltender use a rating of three for the check. Roll a six-sided die. If the rolled value is less than or equal to the rating being used the player is not injured, or, if rolling for a major injury, the player receives a minor injury instead. Otherwise, the player receives the indicated injury from the DOUBLES CHART. Minor injuries will take the player out of the game until the next hard timeout. Major injuries will take the player out of the rest of the game. There are no injuries that last more than the remainder of the game.

HARD TIMEOUT: Any time a player is injured, a player is carded, a goal is scored, or time runs out for the half, it is considered a hard timeout. During this time players can be rotated into and out of the game if the players coming into the game have not received a red card or a major injury. They may also not enter the game if they are leaving the game due to a minor injury or a yellow card.

BREAKAWAY PLAY: Breakaway plays can happen in one of two ways. The first is as a result from the DOUBLES CHART. The other is as a result from a successful steal and then being chosen as the key player in the following minute. The key defensive player (from the DOUBLES CHART roll) or the key offensive player after stealing the ball makes an OFFENCE CHECK adding one to their offence rating. If successful they get a shot on goal and the goaltender must make a GOALTENDING CHECK to avoid the goal being scored. On a missed OFFENSE CHECK or a successful save by the goaltender, the team making the check automatically gets possession of the ball for the next minute.

PENALTY KICK: The player chosen to make a penalty kick makes an OFFENCE CHECK adding one to their offence rating for the roll. If the check is successful, the goaltender must make a GOALTENDING CHECK to avoid a goal being scored. If the shot was made as a result of a red card being issued to the other team, the team that made the shot, regardless of the outcome, gets the possession for the next minute.

BASIC GAMEPLAY

The home team always starts with the first possession. There are forty minutes in the game with two, twenty-minute halves. For each minute of gameplay there will be two or three rolls to resolve the entire minute. After each minute is resolved a box on the timer on the scoresheet is marked off. Play continues until one of the following happens:

- If, at the thirty-minute mark, either team is ahead by three or more goals, the game ends immediately. This is to simulate the winning team killing the clock for the rest of the game and protecting their lead.
- If, at the thirty-five-minute mark, the visiting team is two goals ahead, or the home team is one goal ahead, the game ends immediately. It is easier for a home team to defend a close lead than a visiting team.
- At the forty-minute mark the game ends. If the game is a tie, it ends in a tie. If a winning result must be had, the teams can either play sudden death until someone scores, or they can exchange penalty kicks.

For each minute of play, the first dice roll is to determine the key players for that minute of play. Roll the two six-sided dice. The black die corresponds to the key offensive player and the white die corresponds to the key defensive player. Place the black pawn on the player on offence whose black die indicators on the gameboard match the black die rolled. Do the same for the key defensive player using



the white die and the player on defence whose white die indicators match the white die rolled.

For example, in the example here, Bell would be selected as the key offensive player on a roll of a 1 or 2 on the black die, and as the key defensive player on a white die roll of a 5.

Once the key players have been chosen, roll the six-sided dice again, along with the twelve-sided die. If the roll of the black and white dice are not doubles, this is a normal play and the play is resolved in the next section, RESOLVING NORMAL PLAYS. If the result is doubles, however, the play is a special play, and is resolved using the rules in the section RESOLVING DOUBLES PLAYS.

Resolving Normal Plays

To resolve a normal play, you will make an OFFENCE CHECK with the black die using the key offensive player and a DEFENCE CHECK with the white die using the key defensive player. There are three possible outcomes from this.

OFFENCE CHECK SUCCESSFUL AND DEFENCE CHECK MISSED: In this outcome, the key offensive player has beaten the key defensive player and gets a shot on goal. Mark on the scoresheet that the key offensive player got a shot on goal. Then, have the goaltender of the team on defence make a GOALTENDING check. If the goaltender misses the check, the key offensive player scores a goal. Credit them with a goal on the scoresheet and increase their team's score by one. If the goaltender makes the check, however, do a CONTROL CHECK to determine who has the ball for the next minute using the twelve-sided die that was rolled initially.

BOTH PLAYERS MAKE THEIR CHECKS OR BOTH

PLAYERS MISS THEIR CHECKS: This is considered a loose ball situation in either case. Either both teams played well or both players just failed epically. Either way, the ball is a toss-up for who has control. Make a CONTROL CHECK to determine who has the ball for the next minute using the twelve-sided die result that was rolled.

DEFENCE CHECK SUCCESSFUL AND OFFENCE CHECK

FAILED: In this outcome the key defensive player has made a steal! Credit them with a steal on the scoresheet. Their team gets possession in the following minute. Additionally, if the player that made the steal becomes the key offensive player in the following minute, that player gets a BREAKAWAY PLAY for that minute. If the steal occurs in the final minute of the half or game, roll for key players again, as if there were another minute. If the stealing player gets possession, they get a BREAKAWAY PLAY in the same minute that the steal was made. Otherwise, the half or game is over.

Resolving Doubles Chart Plays

Using the doubles result on the two six-sided dice along with the twelve-sided die result, consult the DOUBLES CHART to determine what the result is for that minute of play. First there are some key concepts to understand before going through what each of the results mean.

KEY CONCEPTS FOR DOUBLES CHART RESULTS

YELLOW CARD: The player receiving the yellow card is sent out of the game and a replacement player will take their place. This is a HARD TIMEOUT, so both teams can make changes to their lineups. The player who got the yellow card can return to the game during the next HARD TIMEOUT in the game. Indicate on the scoresheet that the player received a yellow card. If the player receives a second yellow card, they are removed from the game permanently and another player comes in to replace them. Additionally, the opposing team is awarded a PENALTY KICK.

RED CARD: The player receiving the red card is removed from the game permanently. The player can be replaced with a reserve player. Additionally, the opposing team is awarded a PENALTY KICK.

MINOR INJURY: The player that was injured is removed from the game and a HARD TIMEOUT occurs. A reserve player can replace them. The player may return to the game when another HARD TIMEOUT occurs.

MAJOR INJURY: The player that was injured is out of the game permanently and a HARD TIMEOUT occurs. A reserve player can replace them.

PLAYING SHORT A PLAYER: If at any time a player comes off the field for any reason and there are no reserve players left to replace that player, the team must play short until the next HARD TIMEOUT, where maybe the player that just came out of the game can come back in. If the empty position is chosen as the key player for any play that position's OFFENCE and DEFENCE CHECKs automatically fail. If that position is the target of a DOUBLES CHART result, then treat the minute as a MOMENTUM SHIFT result on the chart instead.

DOUBLES CHART RESULT EXPLANATIONS

ATTACKER/DEFENDER FLATTENED: The flattened player must make an INJURY CHECK. If the check fails, the player receives a MAJOR INJURY. If that player receives a MAJOR INJURY, the opposing key player automatically receives a RED CARD. If the flattened player makes their INJURY CHECK, they instead receive a MINOR INJURY, and the opposing key player makes a SPORTSMANSHIP CHECK with failure indicating that they receive a RED CARD and success meaning they receive a YELLOW CARD instead. Flattened player's team automatically starts with the ball in the next minute regardless of outcome.

ATTACKER/DEFENDER HARD CHECKED: Checked player must make an INJURY CHECK to avoid a MINOR INJURY. If the player is injured, the opposing key player receives an automatic YELLOW CARD, otherwise they must make a SPORTSMANSHIP check to avoid a YELLOW CARD. In any case, the possibly injured player's team starts with the ball in the next minute.

ATTACKER/DEFENDER/GOALTENDER

UNSPORTSMANLIKE: Key player makes a SPORTSMANSHIP CHECK to avoid a YELLOW CARD. Regardless of outcome, the opposing team will start with the ball for the next minute.

ATTACKER/DEFENDER GOES DOWN: Unfortunate possible injury for the key player indicated. They must make an INJURY CHECK to avoid MINOR INJURY. If the check fails and the player is injured, the injured player's team gets the ball for the next minute. Otherwise, reroll the d12 and do a CONTROL CHECK to determine who gets the ball the next minute.

ATTACKER/DEFENDER CARDED: Key player is carded by the referee in what might be a questionable manner. They receive a YELLOW CARD without a check to avoid it. Opposing team gets ball control for the next minute.

ATTACKER/DEFENDER FREAK INJURY: Key player is injured with no injury check and receives a MINOR INJURY. Injured player's team gets control of the ball in the next minute.

ATTACKER GOES DOWN - MAJOR: Like the ATTACKER GOES DOWN, but this time the key player must make an INJURY CHECK to avoid a MAJOR INJURY. Injured player's team gets the ball in the next minute regardless of outcome.

GOALTENDER CRASH: Goaltender must make an INJURY CHECK using 3 as its target number. If the goaltender is injured, it is an automatic YELLOW CARD for the attacking key player. Otherwise, the attacking player must make a SPORTSMANSHIP CHECK to avoid a YELLOW CARD. Regardless of outcome, the goaltender's team gets control of the ball in the next minute.

GOALTENDER SCUFFLE: Goaltender and key offensive player get into a scuffle. Both players make SPORTSMANSHIP CHECKs to avoid YELLOW CARDS. If both or neither team, make the check make a CONTROL check with a new die roll of the twelve-sided die to determine ball control for the next minute. Otherwise, non-penalized team gets control for the next minute.

GOALTENDER INJURY: Offensive player gets automatic shot on goal. Goaltender makes normal GOALTENDING CHECK and then, regardless of outcome, makes an INJURY CHECK with a target number of 3 to avoid MINOR INJURY.

MAJOR SCUFFLE: Key players both make INJURY CHECKs to avoid MINOR INJURY. If either player is injured, the opposing player automatically receives a YELLOW CARD, otherwise they still must make a

SPORTSMANSHIP check to avoid a YELLOW CARD. Determine control based on least penalized, then most injured team, otherwise, make a new die roll with the twelve-sided die and do a CONTROL CHECK.

MINOR SCUFFLE: Both players make a SPORTSMANSHIP CHECK to avoid a YELLOW CARD. If both players or neither player receives a yellow card, then reroll the twelve-sided die to do a CONTROL CHECK. Otherwise, the non-penalized team gets control in the next minute.

ATTACKER BREAKTHROUGH: Key offensive player gets an automatic shot on goal. The opposing goaltender must make a GOALTENDING CHECK.

DEFENDER BREAKAWAY: Key defensive player gets a steal and should be credited for it on the scoresheet. They then, in the same minute, make a BREAKAWAY play.

MOMENTUM SHIFT: No shot or steal this minute. Next minute team not in control is now in control.

LULL TIME: Nothing happens. No shot. No steal. Team in control remains in control.

RESOLVE NORMALLY: Keep the doubles that were rolled and go to RESOLVING NORMAL PLAYS.

OPTIONAL RULES: COACHES

This is currently in private testing and will be in future test versions of this game.

OPTIONAL RULES: PREGAME CHECKS

This is currently in private testing and will be in future test versions of this game.

LEAGUE CREATION RULES

This feature is in development.

ACKNOWLEDGEMENTS

This game has been in development on my tabletop for a few years now. It has gone through several iterations, some which look nothing like the rules you are reading right now. There were a couple of key events that really made the game click into place for me.

The first was the development of the new version of Gridzone by Gary Brown and Stone Mountain Publishing. I was very actively involved with testing the game before he released it. One of the things I loved was the concept of making a game a finite number of plays and the game is over. The second concept was that the game could end early if certain conditions were met. That is what inspired my forty-minute clock and the ability for the game to end early in the thirtieth, and then the thirty-fifth minute. This is just one example of the inspiration I got from Gary and that game. There are many other concepts in the game that took inspiration from Gridzone and other games that Gary has published.

The second inspiration came late in the process, last holiday season to be exact. Keith Avallone over at Plaay Games put out his yearly holiday special, and it was the highly anticipated Dodgeball game. The minute I downloaded the game and played it I was struck by creative inspiration. He used only a few ratings to describe each player. He referred to each player by a last name. The game came with a set of generic players, and it was up to you, as the owner of the game, to create your own teams. I redesigned the core engine of the game based on playing that dodgeball game. It inspired me to make the game simpler than it was. It also made the game a lot more fun as a result.

I also want to thank my tabletop sports gaming crew, the Saturday Morning Zoom Crew. You guys know who you are, but you all inspire me every day in everything you do. We are all such a talented bunch that is bursting with creativity. I have been driven by your successes and owe so much to all of you.