






For more details check the full rules. Questions? info@soccertacticsWORLD.com



1. Pawn movement: The pawns can move straight and/or diagonally (in any direction). The pawns can only change direction once in the move. Pawns can move through their own teammates, but can not move past opposition pawns. The defensive pawns (no numbers) can not go past the mid-field line. (Rule 2)
For the Goal Keeper see Rule 6 in the full rules.




2. Ball movement: The ball moves the same as the pawns. The ball can move through (over) all pawns, whether of the same team or the opposite team. The ball can not move back to a row or column that it has already passed (there is no strange movement of the ball). (Rule 3)




3. Offensive Set (Series): The team with the ball (**Offensive team**) rolls the die and moves a pawn that amount (not the pawn with the ball). The same team then rolls the die again and moves the ball that amount:

- If the O-Team passes the ball directly to a teammate (direct pass) it will roll the die and move the ball again. If the O-Team makes a second direct pass, that is the end of its turn. The **Defensive team** will then roll the die and try to get a pawn to the same square for a battle.
- If the O-Team passes the ball to a free square (no pawns on the square) it will then roll the die again and try to get a pawn to the square and "capture the ball". If the O-Team has captured the ball then the D-Team will roll its die and try to get to the same square for a battle. (Rule 4)




4. Battling for the ball: Whenever the D-Team brings a pawn to a square that has a O-Team pawn with the ball, a battle happens immediately. Both teams will roll their dice. The highest roll wins the battle! (If there is a tie roll again). Whoever wins the ball has ball possession and starts a new **Offensive Set**. Defensive pawns (with no number) always count as +1 on top of the die roll in a battle. The Keeper counts as +2 on top of the die roll in a battle. (Rule 4D)




5. Scoring: When a direct pass is made to a teammate in the Penalty Area it is a direct scoring chance! Spin the spinner in the center of the board. The Soccer balls mean a goal! The red flags mean a Corner Kick. The "1" means that it is a Goal Kick. (Rule 5)

If the ball is captured in the Penalty Area (the ball was played into the Penalty Area and then captured by the O-Team), then the D-Team will try to get to the same square for a battle. If the O-Team wins it will shoot for a goal right away! If the D-Team wins then it has possession of the ball and starts a new **Offensive Set**.



6. Kick-Off: If a goal is scored, re-set the teams to the Kick-Off positions. The team that was scored on does a Kick-Off. (Rule 1)

To start the game or a half with a Kick-Off (or after a goal), move the ball across the center (mid-field) line first and then try to capture the ball. A Kick-Off is different than the normal **Offensive Set**.



7. Fouls: When battling for the ball, if one team rolls a "6" and the other team rolls a "1", the team that rolls the "1" has fouled! The pawn that fouled is shown a yellow card, and the other team does a Free Kick. If a pawn receives two yellow cards in the game he is disqualified (removed from the game) and put beside his number on the board. The yellow or red cards are always placed beside the player number in the foul section. (Rule 9)

**ATTENTION! Choking hazard! Small pieces.
Not for children under three years old.**