

# **FC Strategy® - Revised Rules of Play**

**For 2 or 4 Players**

## **FC Strategy® - Revised Rules of Play – June 2009**

**Object:** The object of the game is to position your players on the field in order to attain control of the field of play. By so doing, you increase your ability to obtain and maintain possession of the ball, advance the ball towards your opponent's goal, and give yourself a scoring opportunity. You win the game by being the first team to score three goals. This demonstrates your superiority in strategizing ownership of the field of play (but there is luck involved too).

In the revised rules, there are four levels of play. The first two levels are for 2 participants; the second two levels are for 4 participants. The first and third levels involve only the playing field, while the second and fourth levels involve the playing field and stands.

### **General Outlay of the Playing Field:**

The playing field is divided into rows of square spaces. The spaces are staggered with respect to adjacent rows. The resulting pattern resembles somewhat of a honeycomb. There is a "Target" icon at each end of the field of play that illustrates the honeycomb pattern and numbers six yellow spaces around a central green space from 1 to 6. The Target icon is a reference for you during the game to determine the space on the playing field the ball will go to when you pass to your teammate.

There are six rows of spaces, starting from the row of spaces in front of your defending goal, outlined by a bold enclosure to form a group of spaces slightly off-colour with respect to the other spaces on the field. These spaces represent the "shooting zone." If you have possession of the ball in the shooting zone in front of your opponent's goal, then you have the option to shoot at your opponent's goal. If your opponent has possession of the ball in the shooting zone in front of the goal you are defending, then he has the option to shoot against you.

The playing field in its entirety is divided into three zones. From your defending goal toward your opponent's goal, the first six rows of spaces represent your defending zone. The central seven rows of spaces are the neutral zone. The six rows of spaces in front of your opponent's goal is your attacking zone, and includes your shooting zone.

Of the players on your team, four players are identified as attacking players. They are limited to move to spaces within the neutral zone and your attacking zone. Six players are your defending players and are limited to move to spaces within your defending zone and the neutral zone. Once play starts, the four players closest to the goal you are attacking are considered to be your attacking players, and the remaining six are your defending players (therefore the roles of individual playing pieces may change over the course of the game). If some of the player roles are ambiguous (players in the same row of spaces and the total number of players closest to the goal you are attacking exceeds four), then you may decide which of the ambiguous players represent your attacking players for that play sequence. A defending player may in the course of a play sequence be converted to an attacking player as you move or advance your players. Whatever your player movements, remember you cannot have more than four players within your attacking zone at a time. Your eleventh player is your goalkeeper, and is a different colour playing piece than your other ten players. She starts the game in the "goal" space (the long and narrow space that is two field spaces long, and is behind the first row of field spaces on your side of the field). She can also move to any space within your defending penalty area (the area enclosed by a thick yellow line that is roughly seven spaces wide and four rows of spaces out from the goal you are defending).

### **General Flow of the Game (Play Sequence):**

- 1) Attacking team positions its players
- 2) Defending team positions its players
- 3) Attacking team moves the ball \*
- 4) Ball possession is decided
- 5) Repeat from Step 1

\* Attacking team moves the Footy Fate prior to moving the ball in Game Levels Two and Four.

### **Level One (2 Participants):**

The first level is for two participants. It is limited to the use of the playing field, players, and dice.

Choose your team colour – green or gold. Of your ten outfield players, each team will have four attacking players and six defending players. To start the game, position your players on the field spaces on your side of center, as you would position players to start a soccer game. Four of your players, identified as attacking players, are to be positioned on spaces within the neutral zone. At the start of the game, the neutral zone includes four rows of spaces; the row with the centre line and the next three rows of spaces towards your defending goal. Your remaining six players are to be positioned on spaces within your defending zone, and represent your defending players. Position your goalkeeper (blue or red piece) in your goal space, which is the space behind the goal line on your side of the field, and corresponds to being “in the net” on an actual soccer field.

The team that starts the game with ball possession is determined by the roll of a die – the highest roll wins the right to choose – you may start the game with ball possession at center as the attacking team, or start the game as the defending team. The attacking team places the ball on the space that includes the center dot and places an attacking player on one of the four spaces beside the ball within the center circle and on the defending side of center (including the two spaces on the central row of spaces). This attacking player with the ball at center becomes the player with ball possession. The defending team is not allowed to position a player on a space beside the ball at center (the six spaces generally outlined by the center circle).

From the starting formation of the players on the field, the play proceeds in order as follows:

- 1) The attacking team rolls the two dice. One of the rolled numbers (your choice) represents the total number of spaces you can move your attacking players, and the other rolled number represents the total number of spaces you can move your defending players. Identify who your attacking players are (if there happens to be a discrepancy), and move your attacking players first. You have the option to move any of your attacking players up to a maximum total of the number of spaces represented by your die roll, to an open space on the field in the neutral or attacking zone. For example, if you roll a “four,” then one player could be moved up to four spaces, or four players could be moved one space each, or any combination of player moves totaling four spaces or less. You may decide not to move any players at all. The number on the second die represents the maximum number of spaces you can move your six defending players, with the same options of player movements amongst your defending players as for your attacking players. Your goalkeeper is considered to be a defending player, but is restricted to move to spaces within your penalty area. However, when the goalkeeper is in the goal, she is considered to be in direct contact with all four spaces in the crease. A player at this time cannot

occupy a space that the ball is on, but that space can be counted as a space when you move your players. You can move the player with the ball, but he is restricted to move to spaces that are in contact with the ball, because the ball cannot be moved at this time.

- 2) Next, the defending team rolls the two dice. Move your attacking and defending players as in Step 1.

3)

- a) Next, the attacking team rolls the two dice. The combined total of the roll of dice is the maximum number of spaces the ball can travel for a pass, that is, you can pass the ball as many spaces as the roll of dice shows, or fewer, but you have to move the ball a minimum of one space. The spaces for a pass are to be counted starting from the space the ball is on, not from the space the player with ball possession is on. The attacking team moves the ball to a space occupied by a player that is forwards, backwards, or sideways from the player with the ball, within the maximum number of spaces indicated by the roll of your dice. You may move the ball to the space occupied by the player who currently possesses the ball (a move similar to dribbling the ball). The ball is temporarily placed on the same space as the player you are passing to. You cannot pass the ball to an open space that is not occupied by a player.
- b) Next, refer to the “Target” icon beside your defending goal. The space the player is on that you are passing to represents the central green space in the target icon. The numbered yellow spaces around the central green space represent spaces on the field around the player you are passing to, and have to do with numbers you roll on the dice. Roll the two dice. The two numbers you roll represent the spaces around the player on the field you are passing toward. The ball will go to one of those spaces. You have the option to choose which space on the playing field (represented by one of the numbers you rolled) the ball goes to. Place the ball on the space you have chosen, which will be one of the six spaces surrounding the player you are targeting for your pass.

- 4) Next, the outcome of passing or dribbling the ball is determined as follows:

- a) The attacking team maintains possession of the ball:
  - i. When the ball goes to a space that is occupied by an attacking player. The ball stays in that space and the player must move to an open space beside the ball to continue play.
  - ii. When the ball goes to a space beside an attacking player and there is no defending player on a space touching the space the ball is on.
  - iii. When you maintain possession of the ball in these situations, continue to play the game from step 1.
- b) The defending team contests possession of the ball against the attacking team:
  - i. When the ball goes to a space that is occupied by a player on the defending team, that player wins ball possession uncontested. The ball stays in that space and the player must move to an open space beside the ball to continue play.
  - ii. When there is a defending player on a space touching the space the ball is on after the outcome of the attacking team’s pass is determined. In this situation, both teams roll one die to determine who gets possession of the ball. Highest roll wins. If two or more attacking players are on spaces touching the space the ball is on, then add “one” to the value of the attacking team’s roll of the die when determining who wins ball

possession. As for the defending team, if two or more players are on spaces touching the space the ball is on, add “one” to the value of the defending team’s roll of the die when determining who wins ball possession.

- iii. If the attacking team wins possession, continue to play the game from step 1.
  - iv. If the defending team wins possession of the ball, the roles of the participant’s teams reverse. The defending team becomes the attacking team, and vice-versa. Continue to play the game from step 1.
- 5) Repeat steps 1) to 4) for every new playing sequence.
- 6) Offside rule: After the attacking team and the defending team have made their player moves (steps 1 and 2), any attacking player closer to the goal (calculated by the row of spaces from the goal the player is in) than the last defending player is considered to be offside. This player becomes ineligible to receive a pass for that turn, and is ineligible to be considered as a player contending to win a contested ball to a nearby eligible attacking player. If the attacking player closer to the goal than defending players is the player with current ball possession, then he is not considered offside (the ball passed to him, which is considered dribbling the ball, is a legitimate play for that turn). The offside rule is only in effect from the 1<sup>st</sup> to the 7<sup>th</sup> row of spaces from the goal you are attacking. The offside rule is not in effect if the last defender is closer to the center of the field than the 7<sup>th</sup> row of spaces from his defending goal. It is also not in effect if the last defending players are on the 7<sup>th</sup> row of spaces before the attacking team performs step 1 and a player on the attacking team moves toward the goal from the seventh row of spaces or further to get past the defence (this situation is like a “through ball” to beat the defence).
- 7) Shooting: The shooting zone is the area of shaded spaces which are 1 – 6 rows of spaces from your opponent’s goal. If you have possession of the ball in the shooting zone, you may attempt a shot on goal. The ball has to be in the shooting zone for a shot to be attempted. If the player with ball possession is outside of the shooting zone, but the ball is in the shooting zone, then you may shoot the ball. If the player is in the shooting zone, but the ball is not in the shooting zone, you may not attempt a shot. You can only score a goal by taking a shot (you cannot score by dribbling the ball into the goal). If you have the option to shoot:
- a) Refer to the “Goal Targets” icon on the game board *behind the goal you are shooting at* (the large icon that includes a picture of a soccer player with a ball, spaces labeled 1-6, and spaces labeled as “Goooooal!,” “Goal Kick,” and “Corner Kick”). Also refer to the “Target” icon *on your end of the field beside your defending goal*
  - b) The attacking and defending teams each get one die to roll simultaneously.
  - c) The number rolled by the defending team represents the space on the Goal Targets icon labeled with that number. That numbered space now corresponds to the central green space of the Target icon.
  - d) The number rolled by the attacking team has to do with the numbered yellow spaces on the Target icon around the central green space, and represents spaces toward the goal you are shooting at. Imagine transposing the Target icon, in the orientation that it is beside your defending goal, onto the Goal Targets icon behind the goal your are shooting at, so that the central green space of the Target icon becomes the same space as the labeled number on the Goal Targets icon that the defending team determined by their roll of the die.

- e) By transposing the Target icon onto the Goal Targets icon as previously described, determine the outcome of the shot. The outcome of a shot is a goal, a goal kick, or a corner kick. If it is a goal, congratulations! Reset your players on the field as with the start of the game. The team scored upon gets possession of the ball at the center space as the attacking team. If the result of the shot is a goal kick, then the defending team continues play at step 8. If the result of the shot is a corner kick, then the attacking team continues play at step 9. See “Taking a Shot” and “Example of a Shot” on page 6 of the original Rules of Play for more information.

8) Goal Kicks:

- a) Place the ball on the “Goal Kick” space on the side of the field that the missed shot occurred (this is the only purpose for the field space marked “Goal Kick”; there is no relevance for this space other than another field space during regular play). The target spaces for goal kicks are the spaces marked C, D, E, and F on your side of the field, or the spaces marked C and D on your opponent’s side of the field.
- b) The attacking team moves any three of its attacking or defending players (except the goalkeeper) to any open space on the field (within the restrictions of where they are allowed to move to as previously described).
- c) The defending team moves any three of its attacking or defending players to any open space on the field (within the restrictions of where they are allowed to move to as previously described).
- d) The attacking team rolls the two dice. The combined number rolled is the number of spaces to count, among the spaces marked by letters as described in step 8a. If your goal kick is from the right side of your goal, then start counting from the space marked F on your side of the field and continue counting the lettered spaces in a counter-clockwise fashion among the six marked spaces to determine the space your goal kick goes toward. If your goal kick is from the left side of your goal, then start counting from the space marked E on your side of the field and continue counting marked spaces in a clockwise fashion among the six marked spaces to determine the space your goal kick goes toward. If your goal kick goes to spaces E or F (your own side of the field), then place the ball on either space E or F. You maintain undisputed possession of the ball (it doesn’t matter if there is a player from the defending team on space E or F when the ball goes there). You do not need to roll the dice to determine the space the ball goes to. Move your nearest player to a space beside the space the ball is on. If there is a player from the defending team on the space the ball goes to, that player must move to a space beside the ball. With ball possession, the attacking team continues to play the game from step 1.
- e) If the Goal Kick goes to spaces C, D (own side of the field), or to spaces C, D (opponent’s side of the field), place the ball on that unique space. The ball can temporarily occupy the same space as a player at this time.
- f) Next, refer to the “Target” icon beside your defending goal and continue as in step 3b.
- g) Determine who gets possession of the ball as in step 4. Otherwise, if the ball goes to a space which is not occupied by a player, and there are no players on spaces directly touching the space the ball is on, then both teams roll off for possession. Highest roll wins, and the team who wins possession places their nearest player on a space touching the space the ball is on. The attacking team continues to play the game from step 1.

9) Corner Kicks:

- a) Place the ball on the corner space on the same side of the field that the shot was made. Place an attacking player beside the ball in the quarter circle within that corner space. For the purposes of the field of play, the player at this time occupies the same space as the ball. The targets for Corner Kicks are spaces A, B, and the space with the penalty spot in front of the opponent's goal, or the space marked 'Short' on the side of the field closest to the ball.
- b) The attacking team moves the remaining three attacking players to an open space on the field (to give you position to win the corner kick).
- c) The defending team moves any three defending players to an open space on the field (to give you position to win the corner kick). If the defending goalkeeper is not in the goal, then moving her back into goal counts as one of your three player moves.
- d) The attacking team rolls the two dice. The combined number rolled is the number of spaces to count, among the marked spaces as described in step 9a. If your corner kick is from the right side of the goal you are attacking (as you view the field from your attacking vantage point), then start counting from the space marked "Short" closest to the corner you are kicking from and continue counting among the four unique spaces in a counter-clockwise fashion (not including the space marked "Short" on the opposite side of the field from your corner kick). The space marked "Short" represents numbers 1, 5, 9, as you count according to your roll of the dice. Space "A" represents numbers 2, 6, 10, space "B" numbers 3, 7, 11, and the space with the penalty spot numbers 4, 8, and 12. If your corner kick is from the left side of the goal you are attacking, then start counting from the space marked "Short" closest to the ball and continue counting the four marked spaces in a clockwise fashion (not including the space marked "Short" on the opposite side of the field from your corner kick). In this scenario, space "B" represents numbers 2, 6, 10, and so on, as you count marked spaces based on your roll of the dice. If your corner kick goes to the space marked "Short", then place the ball on that space. You maintain undisputed possession of the ball when you kick to "Short" (it doesn't matter if there is a player from the defending team on that space when the ball goes there). You do not need to roll the dice to determine the space the ball goes to. Move your nearest player to a space beside the space the ball is on (it has to be a different player than the player who kicked the corner kick). If there is a player from the defending team on the space the ball goes to, that player must move to a space beside the ball. With ball possession, the attacking team continues to play the game from step 1.
- e) If the Corner Kick goes to spaces A, B, or the space with the penalty spot, place the ball on that unique space. The ball can temporarily occupy the same space as a player at this time.
- f) Next, refer to the "Target" icon beside your defending goal and continue as in step 3b.
- g) Determine who gets possession of the ball as in step 4. If the ball goes to a space that is occupied by a player, then that player wins outright possession, but the player must move to an open space that is touching the space the ball is on. Depending on the outcome of the battle for possession, there are two possibilities:
  - i. If the attacking team wins possession, the attacking team will be in another shooting situation.
  - ii. If the defending team wins possession, the defending team becomes the attacking team, and continues to play the game from step 1.

10) The first team to score 3 goals wins the game.

## **Level Two (2 Participants):**

The second level of play adds the use of the Footy-fate, the Asset or Liability Cards, the Pass or Shoot Cards, and the Corner or Goal Kick Cards. The use of the cards is revised with respect to the original rules of FC Strategy®.

Set the game up the same as with Level One. As well, each team participant places their Footy-fate game-piece in the Start position on the game board. Shuffle each set of cards and place them on their respective positions at the remaining three corners of the stands. The play proceeds according to the following steps:

1. Same as Step 1 in Level One play.
2. Same as Step 2 in Level One play.

### **\*Footy-Fate Move:**

Attacking team rolls two dice to move their Footy-fate clockwise around the stands (spaces) of the stadium. Move your Footy-fate the number of spaces as rolled on the dice. If you land on:

- a. Asset or Liability – Pick a card from the top of the Asset or Liability card pile. Read the situation, the response, and the conclusion (bold). The conclusion assesses the response as representing either an emotional Asset or an emotional Liability. For an educational comment on these cards, please see page 8 of the original rules. If the conclusion suggests that the player's response is a(n):
  - i. Asset – you have the option to move the ball and the player with ball possession one space any direction, and to move any second player one space any direction, then continue play at step 4. The moves are an option, not a requirement.
  - ii. Liability – you must move the ball and the player with ball possession two spaces toward your own goal. If you have the ball near one of the attacking corners, then you may not move the ball into the shooting zone when you move the ball back. The defending team has the option to move any defending team players a total of up to three spaces any direction (any combination of players in which the total spaces moved is from no moves to three spaces in total). The attacking team continues play at step 4.
- b. Yellow Card – You have been cautioned by the Referee. The defending team has the option to move one defending team player up to two spaces before you continue at step 4. Continue play at step 4.
- c. Red Card – You lose a player. The attacking team removes any player (other than the goalkeeper) from the field, and the defending team is allowed the option to move one defending team player up to two spaces before you continue at step 4. The maximum loss of players per game is three. If you land on Red Card and you have already had three players removed, then play this space as a Yellow Card.
- d. Foul – The defending team is penalized for not playing according to the agreed-upon rules. The attacking team has the option to move one attacking team player up to two spaces before continuing at step 4. Continue play at step 4.
- e. Switch – You have the option to place the ball on a space beside one of your players on the opposite side of the field that is within the same row of spaces the ball is currently on, or forward/back 1 or 2 rows of spaces. If you have the ball at

center field, then you may choose to switch the ball to either side of the field. If the ball goes to a player in the shooting zone, you may pick a Pass or Shoot Card to attempt a shot, otherwise, continue play at step 4.

- f. Long Shot – If you have the ball on any space that is within 8 rows of spaces from your opponent’s goal, then you may attempt a shot. Otherwise, continue play at step 4.
  - g. Long Pass – You may add two spaces to the result of your roll of dice in step 4. For example, if you roll ‘2’, then you may pass up to four spaces; if you roll ‘6’, then you may pass up to eight spaces. Continue play at step 4.
  - h. Give & Go – You have the option to move the ball to a space beside a team-mate that is within three spaces from the ball, and move the player with original ball possession up to three spaces any direction to an open space of your choice. Continue play at step 4.
  - i. Lose Ball – The defending team wins control of the ball and becomes the attacking team, moving the closest defending team player to a space beside the ball and continuing play as the attacking team at step 1.
  - j. Injury – A player of yours is injured. Move the ball with the player four spaces toward your own goal, and restart at step 1. If you originally had ball possession within four rows of spaces from your end of the field, then play on as a Goal Kick.
- 3. Same as Step 3 in Level One play.
  - 4. Same as Step 4 in Level One play.
  - 5. Repeat steps 1) to 4), including the Footy-Fate Move, for every new playing sequence.
  - 6. Offside rule: same as Level One play. If you have the option to move an attacking team player with the ball past the last defender following your Footy Fate move (for example, your Footy Fate lands on “Give and Go,” and your player gets possession of the ball behind the last defender), then this attacking team player is not considered offside.
  - 7. Shooting: same as Level One play, with one difference. If you have possession of the ball within the shooting zone, pick a Pass or Shoot card from the top of the pile. You will see “Shoot” in bold letters in the lower part of the card. The bold number represents how many rows of spaces from your opponent’s goal you may attempt your shot from. If you possess the ball on a space within the shooting zone that is in a row of spaces further away from your opponent’s goal than the number of rows of spaces stated on the Pass or Shoot card, then you are not allowed to shoot. You must continue play from step 1. After your turn, return the card to the bottom of the Pass or Shoot card pile. If you have ball possession within the number of rows of spaces to your opponent’s goal as indicated on the card, then you can attempt a shot. See “Taking a Shot” and “Example of a Shot” on page 6 of the original Rules of Play for more information.
  - 8. Goal Kicks: same as Level One play, with one difference. As opposed to rolling the dice to determine where the Goal Kick goes to, pick a card from the “Corner or Goal Kick” pile. Your goal kick goes to the space as indicated for “Goal Kick” on the card. If your card states spaces E or F, then place the ball on that space and your nearest player on a space beside. Continue play at step 1. If there is an opposition player on that space, the player must move to a space beside. If your card states spaces C or D (either side of center), then the ball temporarily goes to that space. The space represents the green center space on the Target

icon. Roll two dice to determine the space the ball ultimately goes to, and determine ball possession as in Level One play. The team with ball possession continues as the attacking team at step 1.

9. Corner Kicks: same as Level One play, with one difference. As opposed to rolling the dice to determine where the Corner Kick goes to, pick a card from the “Corner or Goal Kick” pile. Your corner kick goes to the space as indicated for “Corner Kick” on the card. Note: there is no card for the space with the penalty spot. If your card states space “Short,” then place the ball on that space and your nearest player (other than the player who kicked the corner kick) on a space beside. Continue play at step 1. If there is an opposition player on that space, the player must move to a space beside. If your card states spaces A or B, then the ball temporarily goes to that space. The space represents the green center space on the Target icon. Roll two dice to determine the space the ball ultimately goes to, and determine ball possession as in Level One play. The team with ball possession continues as the attacking team at step 1. If the attacking team wins possession and has a shooting opportunity, then continue at step 7. If the defending team wins ball possession, then the defending team becomes the attacking team and continues play at step 1.
10. The first team to score 3 goals wins the game.

\* Please refer to the original Rules of Play for situations (eg. “How to Score”) not specifically altered in these Revised Rules of Play.

### **Level Three (4 Participants):**

Level three is for 4 participants. To play this level, you must mark player game pieces so as to identify them in a unique way, or acquire additional player game pieces that are a different colour than the player game pieces included, at a local game store (extra game pieces not provided, and not in the original FC Strategy® game box). You need to mark or acquire two sets of five game pieces to represent players. The idea is to have four sets of five player pieces, two Footy-Fate pieces (for Level four), and two goalkeeper pieces that can be distinguished from the regular player pieces.

Level three is limited to the use of the playing field, players, and dice. Choose your teammate. You and your teammate control the movements of all of the players on your combined team. Five of the players on your combined team share a common colour or unique identification, and are designated as “your players.” Five of the players on your combined team share a different common colour or unique identification than your players, and are designated as “your teammate’s players.” You and your teammate also share control of the movements of your goalkeeper.

Choose your team colours from the four sets of five outfield players. To start the game, position your players on the field spaces on your side of center, as you would position players to start a soccer game. Two of your players, identified as attacking players, are to be positioned on spaces within the neutral zone. At the start of the game, the neutral zone includes four rows of spaces; the row with the centre line and the next three rows of spaces towards your defending goal. Your remaining three players are to be positioned on spaces within your defending zone, and represent your defending players. Position your goalkeeper in your goal space, which is the space behind the goal line on your side of the field, and corresponds to being “in the net” on an actual soccer field. You and your teammate will have a combination of four attacking players and six defending players on your combined team.

The combined team that starts the game with ball possession is determined by the roll of a die between the two combined teams – the highest roll wins the right to choose – your team may start the game with ball possession at center as the attacking team, or start the game as the defending team. The attacking team places the ball on the space that includes the center dot and places an attacking player on one of the four spaces beside the ball within the center circle and on the defending side of center (including the two spaces on the central row of spaces). The defending team is not allowed to position a player on a space beside the ball at center (the six spaces generally outlined by the center circle).

The combined attacking team must decide who will begin the game with ball possession at center. Each teammate is to roll a die – the highest roll wins the right to choose – either you decide to begin the game or you allow your teammate to begin the game. The combined defending team must decide who will begin the game to perform defending team player movements. Each teammate is to roll a die – the highest roll wins the right to choose – either you decide to begin the game controlling defensive player movements or you allow your teammate to begin the game.

The control of the flow of play alternates turns between the team of participants. One attacking team participant begins at step 1 and controls the sequence of play to Step 4. When you control the player movements, you control all the players on your combined team. The next time the attacking team continues at step 1, the second attacking team participant controls the sequence of play. Continue alternating turns controlling the sequence of play. Conversely, one defending team participant controls the defensive player movements for the sequence of play in progress. The

next time the combined attacking team continues at step 1, the second defending teammate controls the defensive movements for that sequence of play. Continue alternating turns controlling the sequence of play with your team participant for each successive sequence of play. When a participant successfully completes a pass to maintain ball possession within the shooting zone with an option to shoot, then that participant performs the shot.

A goal kick represents a next sequence of play; therefore, you alternate turns with your teammate to take the goal kick if the result of a shot is a goal kick. As well, a corner kick represents a next sequence of play; therefore, you alternate turns with your teammate to take the corner kick if the result of a shot is a corner kick.

The rest of the game follows the rules as for Level One. The game is completed when one combined team achieves a total of three goals scored.

Points for each individual participant are awarded as follows:

- the participant who controls play when the goal is scored: 5 pts
- the participant whose teammate has scored: 3 pts
- the participant whose player has scored the goal: 2 pts
- the participant whose player has the assist for the goal: 1 pt

At the end of the game, the participant with the most points wins the game.

#### **Level Four (4 Participants):**

The fourth level of play adds the use of the Footy-fate, the Asset or Liability Cards, the Pass or Shoot Cards, and the Corner or Goal Kick Cards. The game is played in the same manner as level two, but with adjustments for added individuals as in level three. You share the use of your combined team's Footy Fate. When your Footy Fate lands on "Red Card," one of your players must be removed. Your combined team cannot lose more than 3 players in a game ("Red Card" space becomes "Yellow Card" if your Footy Fate lands on this space and your combined team has already lost 3 players).