

THE FULL TIME GOAL CHANGE UNKNOWN ROSTER ADD ON

created by Jjerg with the approval of Mr. Terry Goodchild creator of FULL TIME.

I discovered FULL TIME (and GOAL CHANCE) in 2009 while I was scouring the internet for a Strat-O-Matic type Cricket game. Growing up in the USA, Football (and Cricket even more so) was not something many played on the street, let alone on the table top so I was completely taken back when I found so many options out there. I Chose FULL TIME due to my wonderful experience with the play of International Cricket and the great service Owzat provided. The next great thing I discovered was the incredible community of tabletop players with card sets, and house rules from all over. Playing and modifying replay games since I was a wee one I fully understand the time and effort involved in doing so. I have grabbed many leagues for THE BEAUTIFUL GAME, FULL TIME, and IC I felt it was time I shared my mods. The hardest part was putting every thing into proper tables and making it look nice for everyone understand.

Here are my FULL TIME, GOAL CHANCE mods that I developed to play any domestic league around. I have play tested over 100 games in 20 different leagues from Andorra to Zimbabwe. The results have been much better than I expected with only minor glitches and bugs.

There is a little bit of research to be done for the leagues that you want to play but the result is very rewarding. These can be used with FULL TIME or GOAL CHANCE.

FULL TIME and GOAL CHANCE are some of the best sim football games around. I hope my mods are able to enhance a great game to allow players to play smaller, less popular leagues without having to search for hard to find rosters and individual stats. Trying to locate season stats for 2nd division Scottish clubs has been difficult enough. Finding the same stats for leagues in India or Chile are impossible.

Please enjoy these mods and feel free to ask any questions. You can find me on the various forums that discuss sport sims.

Jjerg

NB: As with all add ons or "home made" leagues, the brilliant creator of Full Time, (along with The Beautiful Game, International Cricket, Cricket World and many other fine games) Terry Goodchild, likes to take a look at them to make sure they maintain the statistical accuracy he demands in all his games. With a touch of his insight, and an adjustment or two, I was able to achieve that accuracy with my creation. If the leagues are researched and rated correctly, and all the rules in Full Time and this addition are followed, one should have no issue accurately replaying any competition from the World Cup to your child's school league.

Thank You Mr. Goodchild for you hints and your approval.

Conditions of Use and distribution

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If you do not legally own FULL TIME or GOAL CHANCE you still may use this add on with your illegal copy of FULL TIME or GOAL CHANCE by sending the current full price of FULL TIME to Terry Goodchild.

FULL TIME/ GOAL CHANCE FOOTBALL

Unknown Roster Rules for Full Time and Goal Chance

This is a rule add on for the excellent Football replay games FULL TIME and GOAL CHANCE from Lambourne Games.
When playing 2 teams in which the roster is unknown apply these rules:

First you need to rate the teams ATT MID and DEF zones if you do not have them:

Get the goals for per game avg and the goals allowed per game avg, HOME and AWAY for **league games only**

Refer to the following tables to obtain team ratings.

(A+ and G- ratings are only used for GOAL CHANCE. Treat them as A and G in FULL TIME. This will be explained later.)

Team Rating Table		
	ATT	DEF
Rate	GPG For	GPG Agst
A+	3.00+	0-0.49
A	2.25-2.99	0.50-0.99
B	2.00-2.24	1.00-1.24
C	1.75-1.99	1.25-1.49
D	1.50-1.74	1.50-1.74
E	1.25-1.49	1.75-1.99
F	1.00-1.24	2.00-2.24
G	0.50-0.99	2.25-2.99
G-	0-0.49	3.00+

		Midfield Ratings						
		DEFENSE						
		A	B	C	D	E	F	G
A	A	A	B	B	C	C	D	D
T	B	B	B	C	C	D	D	E
T	C	B	C	C	D	D	E	E
A	D	C	C	D	D	E	E	F
C	E	C	D	D	E	E	F	F
K	F	D	D	E	E	F	F	G
G	G	D	E	E	F	F	G	G

Second: Rate the individual positions. There are two possible ways, a BASIC and ADVANCED version. Use one or the other.

BASIC INDIVIDUAL PLAYER RATING:

All teams will be rated exactly alike as follows:

POS	RATE
2-7:	-1
8:	0
9:	+1(+2 in A)
10:	+1
11:	0

ADVANCED INDIVIDUAL PLAYER RATING:

These will be determined for both teams **BEFORE EVERY GAME**. This is done to replicate the game to game dynamic of individual play.

Each team will receive:

1	+1(+2 in A)
1	1
2	0s

Roll 1d10 and refer to the **UNKNOWN ROSTER INDIVIDUAL RATINGS TABLE** and rate the generic positions according to the table. **The remaining positions are ALL RATED -1.**

Unknown Roster Individual Ratings			
1d10 Result	Positions to adjust		
	0	+1	+1+2
1	10,2	5	7
2	8,4	10	9
3	7,6	11	9
4	5,9	8	11
5	3,11	7	9
6	2,10	11	9
7	4,8	7	9
8	6,7	10	9
9	9,5	8	10
0	11,3	6	8

Third rate all **starting** goalkeepers 10-12 and all **backup** 10-11.

Roll 2d10 vs starting keeper table to determine who starts today's game.

(This is done for both the BASIC and ADVANCED player rating systems)

Starting GK Table	
ROLL	WHO PLAYS
01-83	Starting Keeper
84-00	Back Up Keeper

EXAMPLE: Universidad Catolica is at home playing Colo Colo in the 07-08 Chilean Primera League:

First obtain the goal for and against for the two teams and refer to the **TEAM** and **MIDFIELD RATING TABLES**

Universidad Catolica is rated as follows:

HOME			AWAY		
ATT	MF	DEF	ATT	MF	DEF
C	B	A	E	D	B

The HOME values will be used for Univ Catolica

Colo Colo is rated as follows:

HOME			AWAY		
ATT	MF	DEF	ATT	MF	DEF
A	B	B	E	C	A

The AWAY values will be used for Colo Colo

Second obtain the **INDIVIDUAL PLAYER RATINGS**

BASIC: Rate both teams according to the **BASIC INDIVIDUAL RATING** table

POS	RATE
2-7:	-1
8:	0
9:	+1(+2 in A)
10:	+1
11:	0

ADVANCED: Roll 1d10 for each team

A result of 6 from the 1d10 is obtained for Univ Catolica

Looking to the **UNKNOWN ROSTER INDIVIDUAL RATINGS TABLE**

Universidad Catolica's 2,10 positions would be rated 0.

11 position would be rated +1

9 position would be rated +1(+2 in A)

A result of 9 from the 1d10 is obtained for Colo Colo

Looking to the **UNKNOWN ROSTER INDIVIDUAL RATINGS TABLE**

Colo Colo's 9,5 positions would be rated 0.

8 position would be rated +1

10 position would be rated +1(+2 in A)

NOTE: Using the **ADVANCED RATING** does not do anything to improve the accuracy. This was done to disrupt the rigidity of the add on without altering the accuracy. This will mimic a player or team having a good or bad day on the pitch. Because we are dealing with unknown rosters and therefore unknown individual stats, I thought it would add to the creativity of the game if a every position had a chance for a career game.

Third obtain the **STARTING GOALKEEPER** for each team

Roll 2d10 for each team

A result of 89 is obtained for Univ Catolica

Looking to the **STARTING GK TABLE**

Univ Catolica's backup keeper would start and is rated 10-11.

A result of 24 is obtained for Colo Colo

Looking to the **STARTING GK TABLE**

Colo Colo's starting keeper would start and is rated 10-12.

Unknown Referee Rating:

When you don't know the referees involved in a domestic league, roll 2D10 and refer to REF RATING Table below.

Ref Rating

1-14	0
15-58	1
59-82	2
83-100	3

These rating have been taken by averaging the foul calling tendency of various leagues across the continental confederations.

Once you have rated the teams you wish to play, it is now time to play the game.

Instead of using the usual team cards, you will now use specific **FORMATION CARDS** to track the teams.

FULL TIME/ GOAL CHANGE FOOTBALL

DIRECTIONS FOR FORMATION CARD USE

The **FORMATION CARDS** are to be used when the teams roster is unknown. They are to be used with the **UNKNOWN ROSTER RATES** table. They are split into 4 sections on the front and a Formation diagram on the back.

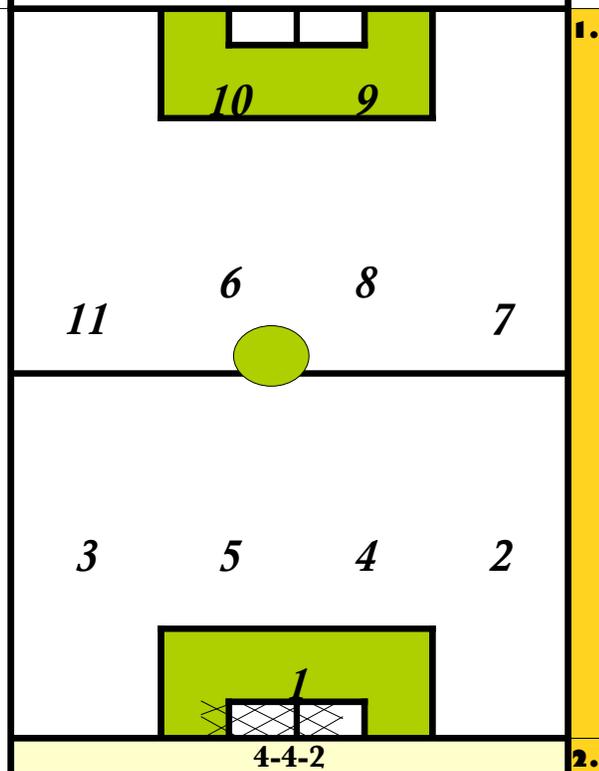
SECTIONS: FRONT

- 1) Formation Name:**
- 2) Formation Change Adjustments:**
When changing from **current formation** to **formation listed**, adjust ratings as listed. These are the same adjustments listed in the FULL TIME instructions.
- 3) Position and Possession indicator:**
The positions within the formation. Use the blank section on the right to keep track of possession.
- 4) Shorthanded Adjustments**
Adjust ratings when shorthanded 1 or 2 players.

1. 4-4-2							
4-3-3	3-4-3	3-5-2	5-3-2	5-4-1	4-5-1	3-3-4	5-2-3
M-1	D-1	D-1	D+1	D+1		D-1	D+1
A+1	A+1			A-1	A-1	A+2	A+1
2.							
1	GOALKEEPER						
2	DEFENSE					R	
3	DEFENSE					L	
4	DEFENSE					C	
5	DEFENSE					C	
6	MIDFIELD					C	
7	MIDFIELD					R	
8	MIDFIELD					C	
9	FORWARD						
10	FORWARD						
3.	11	MIDFIELD					L
ShortHanded	1 MAN			2 MAN			
Defensive	D	M -1	A-1	D-1	M -2	A-2	
Normal	D-1	M-1	A-1	D-2	M-2	A-2	
4. Attacking	D-3	M	A	D-3	M-2	A-1	

SECTIONS: BACK

- 1) Formation Diagram:**
Used for reference
- 2) Formation Name:**



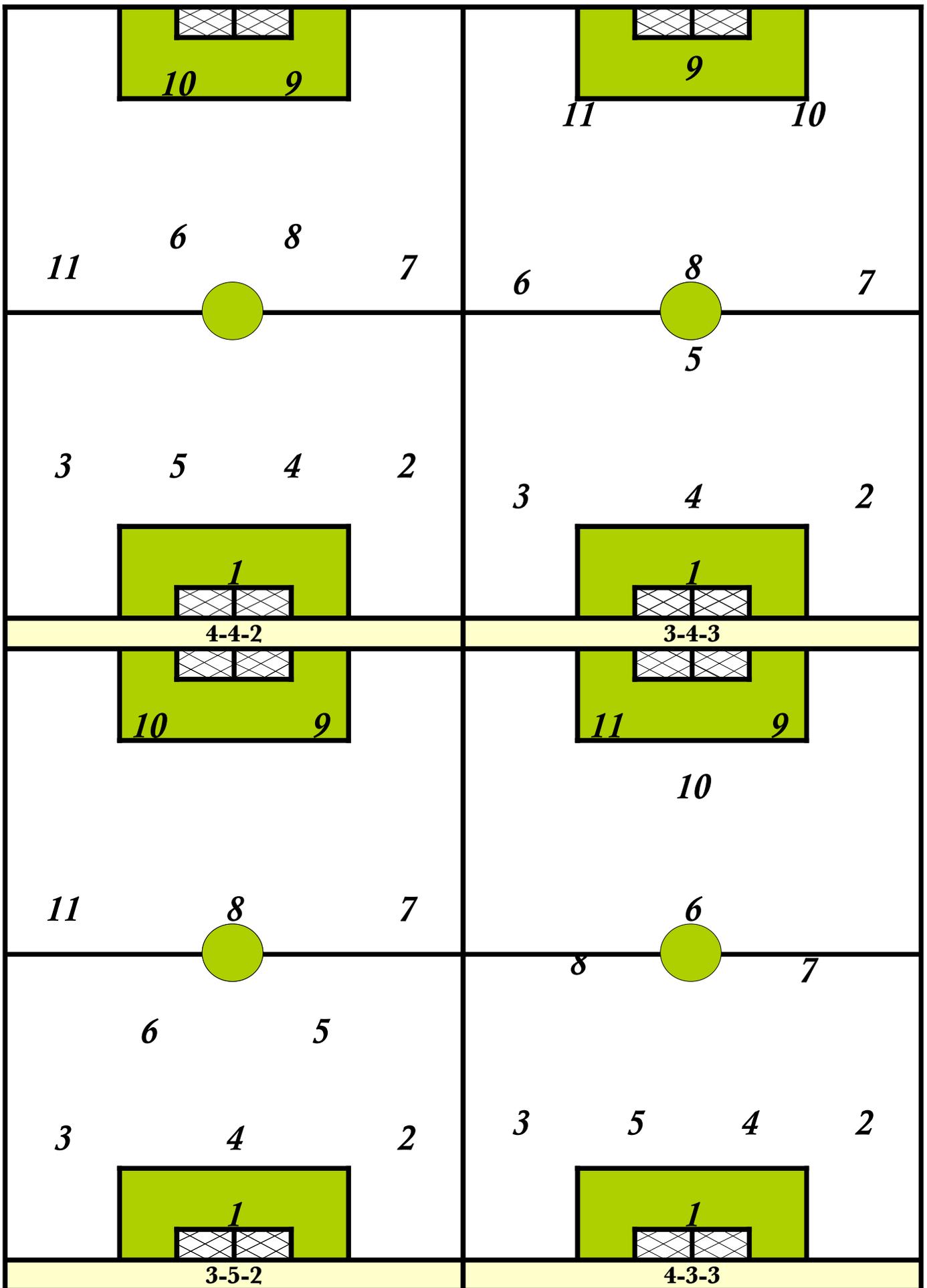
The adjustments underneath the formations are the alterations to be made when changing from the card formation to the formation listed. (eg. If team A is using a 4-4-2 and desires to switch to a 4-3-3, you must decrease the Midfield Rating by 1 and increase the Attack rating by 1. As a general rule, when changing formations, increase or decrease the rating by the change of players within that zone.

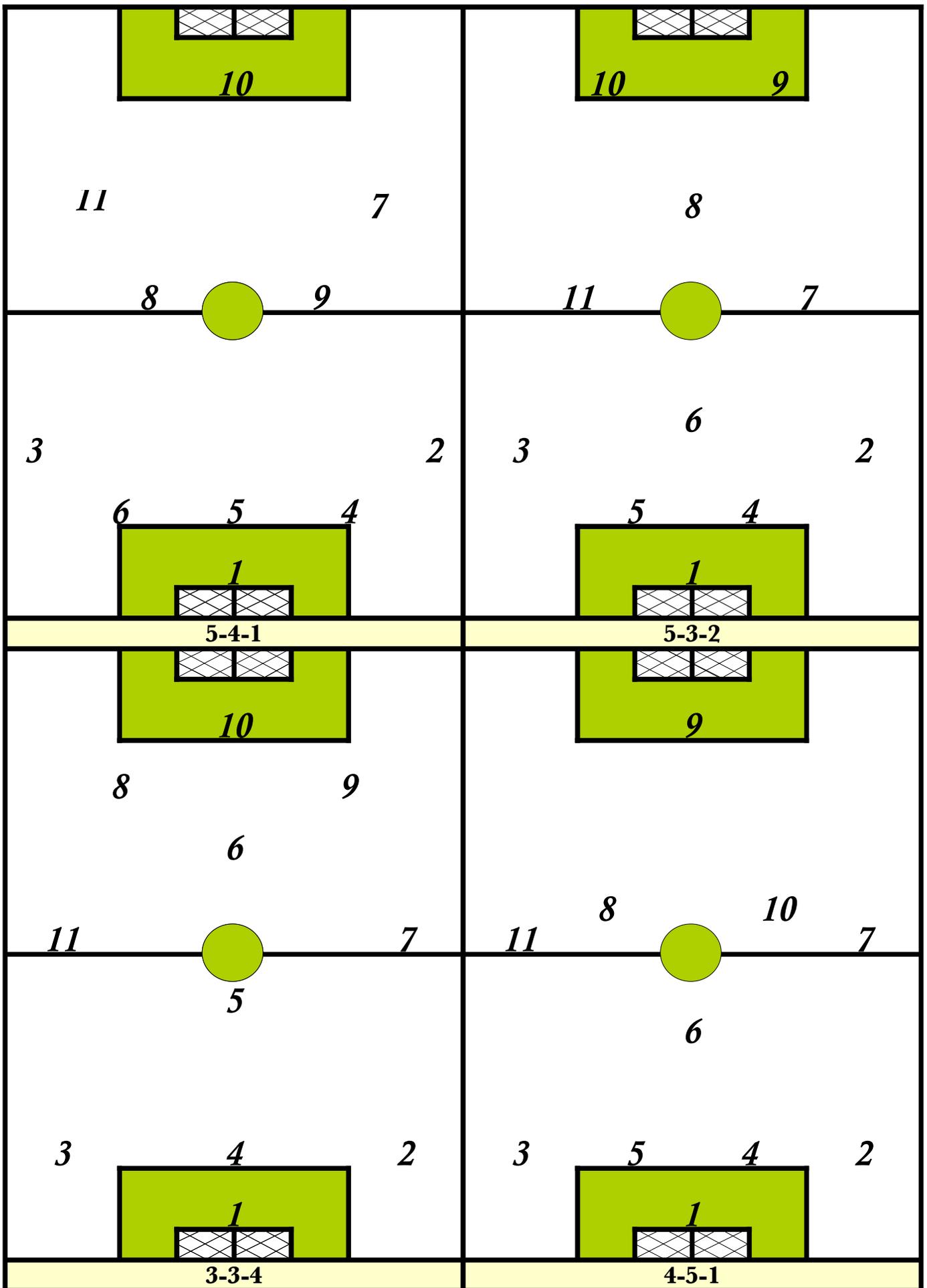
3-4-3								4-4-2								
4-4-2	4-3-3	3-5-2	5-3-2	5-4-1	4-5-1	3-3-4	5-2-3	4-3-3	3-4-3	3-5-2	5-3-2	5-4-1	4-5-1	3-3-4	5-2-3	
D+1	D+1		D+2	D+2	D+1		D+2		D-1	D-1	D+1	D+1		D-1	D+1	
	M-1	M+1	M-1		M+1	M+1	M-2	M-1		M+1	M-1		M+1	M-1	M-2	
A-1		A-1	A-1	A-2		A+1		A+1	A+1			A-1	A-1	A+2	A+1	
1	GOALKEEPER								1	GOALKEEPER						
2	DEFENSE				R			2	DEFENSE				R			
3	DEFENSE				L			3	DEFENSE				L			
4	DEFENSE				C			4	DEFENSE				C			
5	MIDFIELD/D MIDFIELD				C			5	DEFENSE				C			
6	MIDFIELD				L			6	MIDFIELD				C			
7	MIDFIELD				R			7	MIDFIELD				R			
8	MIDFIELD				C			8	MIDFIELD				C			
9	FORWARD							9	FORWARD							
10	ATT MIDFIELD				R			10	FORWARD							
11	ATT MIDFIELD				L			11	MIDFIELD				L			
ShortHanded	1 MAN			2 MAN				ShortHanded	1 MAN			2 MAN				
Defensive	D	M -1	A-1	D-1	M -2	A-2		Defensive	D	M -1	A-1	D-1	M -2	A-2		
Normal	D-1	M-1	A-1	D-2	M-2	A-2		Normal	D-1	M-1	A-1	D-2	M-2	A-2		
Attacking	D-3	M	A	D-3	M-2	A-1		Attacking	D-3	M	A	D-3	M-2	A-1		
3-4-3								3-5-2								
4-4-2	3-4-3	3-5-2	5-3-2	5-4-1	4-5-1	3-3-4	5-2-3	4-4-2	4-3-3	3-4-3	5-3-2	5-4-1	4-5-1	3-3-4	5-2-3	
M+1	D-1	D-1	D+1	D+1		D-1	D+1	D-1	D+1		D+2	D+2	D+1		D+2	
	M+1	M+2		M+1	M+2		M-1	M+1	M-2	M-1	M-2	M-1		M+2	M-3	
A-1		A-1	A-1	A-2	A-2	A+1			A+1	A+1		A-1	A-1	A+2	A+1	
1	GOALKEEPER								1	GOALKEEPER						
2	DEFENSE				R			2	DEFENSE				R			
3	DEFENSE				L			3	DEFENSE				L			
4	DEFENSE				C			4	DEFENSE				C			
5	DEFENSE				C			5	D MIDFIELD							
6	MIDFIELD				C			6	D MIDFIELD							
7	MIDFIELD				R			7	MIDFIELD				R			
8	MIDFIELD				L			8	MIDFIELD				C			
9	FORWARD							9	FORWARD							
10	ATT MIDFIELD				C			10	FORWARD							
11	FORWARD							11	ATT MIDFIELD				L			
ShortHanded	1 MAN			2 MAN				ShortHanded	1 MAN			2 MAN				
Defensive	D	M -1	A-1	D-1	M -2	A-2		Defensive	D	M -1	A-1	D-1	M -2	A-2		
Normal	D-1	M-1	A-1	D-2	M-2	A-2		Normal	D-1	M-1	A-1	D-2	M-2	A-2		
Attacking	D-3	M	A	D-3	M-2	A-1		Attacking	D-3	M	A	D-3	M-2	A-1		

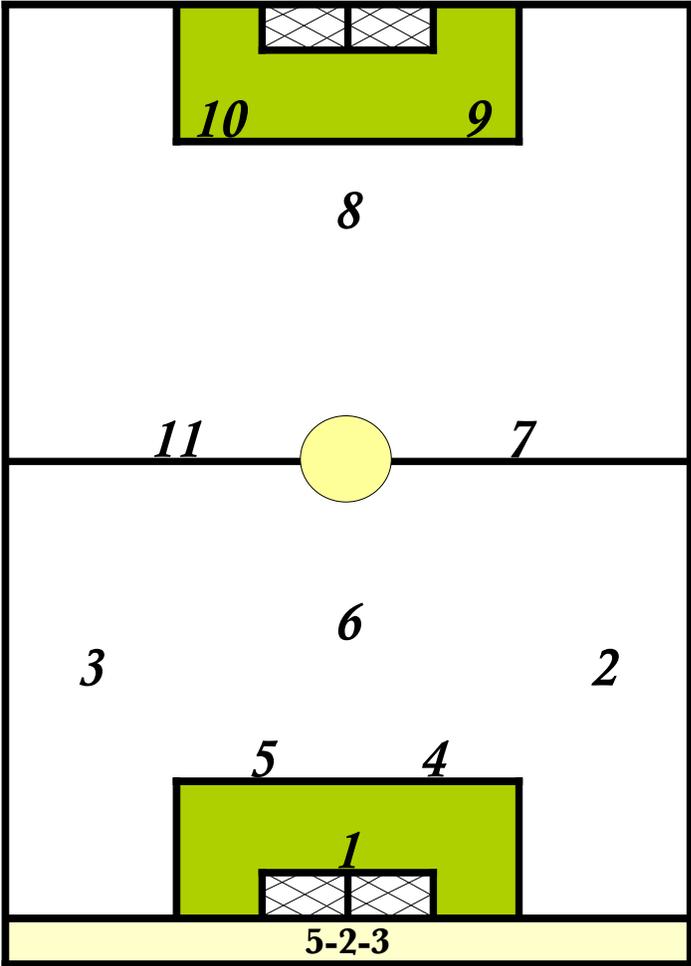
5-3-2								5-4-1									
4-4-2	4-3-3	3-4-3	3-5-2	5-4-1	4-5-1	3-3-4	5-2-3	4-4-2	4-3-3	3-4-3	3-5-2	5-3-2	4-5-1	3-3-4	5-2-3		
D-1	D-1	D-2	D-2		D-1	D-2		D-1	D-1	D-2	D-2		D-1	D-2			
M-1		M+1	M+2	M+1	M+2		M-1		M-1		M+1	M-1	M+1	M-1	M-2		
	A+1	A+1		A-1	A-1	A+2	A+1	A+1	A+2	A+2	A+1	A+1		A+3	A+2		
1	GOALKEEPER								1	GOALKEEPER							
2	DEFENSE					R		2	WING DEFENSE					R			
3	DEFENSE					L		3	WING DEFENSE					L			
4	DEFENSE					C		4	DEFENSE					C			
5	DEFENSE					C		5	DEFENSE					C			
6	D MIDFIELD							6	DEFENSE					C			
7	MIDFIELD					R		7	ATT MIDFIELD					R			
8	ATT MIDFIELD					C		8	MIDFIELD					C			
9	FORWARD							9	MIDFIELD					C			
10	FORWARD							10	FORWARD								
11	MIDFIELD					L		11	ATT MIDFIELD					L			
ShortHanded	1 MAN			2 MAN				ShortHanded	1 MAN			2 MAN					
Defensive	D	M -1	A-1	D-1	M -2	A-2		Defensive	D	M -1	A-1	D-1	M -2	A-2			
Normal	D-1	M-1	A-1	D-2	M-2	A-2		Normal	D-1	M-1	A-1	D-2	M-2	A-2			
Attacking	D-3	M	A	D-3	M-2	A-1		Attacking	D-3	M	A	D-3	M-2	A-1			
4-5-1								3-3-4									
4-4-2	4-3-3	3-4-3	3-5-2	5-3-2	5-4-1	3-3-4	5-2-3	4-4-2	4-3-3	3-4-3	3-5-2	5-3-2	5-4-1	4-5-1	5-2-3		
			D-1	D+1	D+1	D-1	D+1	D+1	D+1			D+2	D+2	D+1	D+2		
M-1	M-2	M+1	M-1	M-2	M-1	M-2	M-3	M+1		M+1	M+2		M+1	M+2	M-1		
A+1	A+2	A-1	A+2	A+1		A+3	A+2	A-2	A-1	A-1	A-2	A-2	A-3	A-3	A-1		
1	GOALKEEPER								1	GOALKEEPER							
2	DEFENSE					R		2	DEFENSE					R			
3	DEFENSE					L		3	DEFENSE					L			
4	DEFENSE					C		4	DEFENSE					C			
5	DEFENSE					C		5	D MIDFIELD					C			
6	D MIDFIELD					C		6	ATT MIDFIELD					C			
7	MIDFIELD					R		7	MIDFIELD					R			
8	MIDFIELD					C		8	ATT MIDFIELD					L			
9	FORWARD							9	ATT MIDFIELD					R			
10	MIDFIELD					C		10	FORWARD								
11	MIDFIELD					L		11	MIDFIELD					L			
ShortHanded	1 MAN			2 MAN				ShortHanded	1 MAN			2 MAN					
Defensive	D	M -1	A-1	D-1	M -2	A-2		Defensive	D	M -1	A-1	D-1	M -2	A-2			
Normal	D-1	M-1	A-1	D-2	M-2	A-2		Normal	D-1	M-1	A-1	D-2	M-2	A-2			
Attacking	D-3	M	A	D-3	M-2	A-1		Attacking	D-3	M	A	D-3	M-2	A-1			

5-2-3							
4-4-2	4-3-3	3-4-3	3-5-2	5-3-2	5-4-1	4-5-1	3-3-4
D-1	D-1	D-2	D-2			D-1	D-2
M+2	M+1	M+2	M+3	M+1	M+2	M+3	M+1
A-1			A-1	A-1	A-2	A-2	A+1
1	GOALKEEPER						
2	WING DEFENSE				R		
3	WING DEFENSE				L		
4	DEFENSE				C		
5	DEFENSE				C		
6	D MIDFIELD				C		
7	MIDFIELD				R		
8	ATT MIDFIELD				C		
9	FORWARD						
10	FORWARD						
11	MIDFIELD				L		
ShortHanded	1 MAN			2 MAN			
Defensive	D	M -1	A-1	D-1	M -2	A-2	
Normal	D-1	M-1	A-1	D-2	M-2	A-2	
Attacking	D-3	M	A	D-3	M-2	A-1	

Print these and use like normal FULL TIME team cards.







FULL TIME/ GOAL CHANCE FOOTBALL

INTER-LEAGUE/DIVISION ADJUSTMENT

Points Diff	1 st Division		2 nd Division		3 rd Division		4 th Division		5 th Division	
	High	Low								
<175.0	-0	+0	-3	+3	-4	+4	-5	+5	-6	+6
175.0-349.9	-1	+0	-4	+3	-5	+4	-6	+5	-7	+6
350.0-524.9	-1	+1	-4	+4	-5	+5	-6	+6	-7	+7
525.0-699.9	-2	+1	-5	+4	-6	+5	-7	+6	-8	+7
700.0-874.9	-2	+2	-5	+5	-6	+6	-7	+7	-8	+8
850.0-1049.9	-3	+2	-6	+5	-7	+6	-8	+7	-9	+8
1050.0-	-3	+3	-6	+6	-7	+7	-8	+8	-9	+9

a minus (-) indicates lowering the alphabet. The letter A is -3 from the letter D.

This table is based off FULL TIMES Divisional Adjustment rule. It is extended for use of all Domestic leagues .

1st Division is used for the TOP division in a Domestic set up. 2nd division for the 2nd level and so on.

Subtract the lower rated team from the higher rated and the difference is what is used for the 1st column.

Change the ratings of the teams according to the chart.

-(eg. Morelia from the Mexican Premier League is playing Chicago from the the US' MLS at Morelia

Mexico: 683.0

USA: 269.0

Diff: 414.0

Take results from row 3. (350.0-524.9)

-Morelia is from the higher rated League so adjust Morelia's home ATT and DEF rates -1. F to E, B to A.

Adjust Chicago's away ATT and DEF rates +1. F to G, C to D.)

When playing teams from different divisions, alter the rates by the difference of the adjustment rates of the two divisions.

-(eg. Scotland's Ross County from the 3rd division Bells League 2 is playing at home vs Germany's Hoffenheim from 2nd division Bundesliga II.

Scotland: 527.5 Div 2: -4;+4

Germany: 922.0 Div 3; -5;+5

Diff: 394.5 Diff -1;+1

Take results from row 3.

-A 2nd Div is playing a 3rd Div. The difference between the 2 divisions are -1;+1.

-The total adjustment is -2 for Hoffenheim and +2 for Ross County. Ross County's Adjustment A to C, C to E.
Hoffenheim's D to B, C to A)

I have included the 2007-08 Domestic Strength ratings. This is the season that I really began to fall in love with the Beautiful Game so this is the season I decided to rate

Domestic league strength obtained from [iffhs](http://www.iffhs.de/) website.

<http://www.iffhs.de/?b6e28fa3002f71504e52d17f7370eff3702bb1c2bb11>

NOTE: You can use any rating system. Just find a relation with it to FINAL SCORE's inter-division rule and adjust accordingly

FULL TIME/ GOAL CHANCE FOOTBALL

2007-2008 FINAL DOMESTIC LEAGUE RATINGS

2008 League Rates			2008 League Rates			2008 League Rates		
POS	Nation	Points	POS	Nation	Points	POS	Nation	Points
1	England	1192.0	41	Austria	342.0	81	El Salvador	257.0
2	Italy	1031.0	42	Belarus	339.5	82	Zambia	248.5
3	Argentina	1020.0	43	Bulgaria	330.0	83	Nicaragua	247.0
4	Spain	952.0	44	Estonia	321.0	84	Malaysia	245.0
5	Brazil	942.0	45	South Africa	314.5	85	South Korea	237.5
6	Germany	922.0	46	Lebanon	310.0	86	Thailand	236.5
7	France	847.0		Zimbabwe	310.0	87	Armenia	230.5
8	Mexico	683.0	48	Cyprus	305.0		Ghana	230.5
9	Portugal	649.5	49	N Ireland	304.0	89	UAE	226.5
10	Ukraine	620.0		Sudan	304.0	90	India	216.5
11	Turkey	599.0	51	Lithuania	302.5	91	Iceland	214.0
12	Greece	597.5	52	Bolivia	302.0	92	Iraq	212.5
13	Netherlands	573.0		Honduras	302.0	93	Vietnam	208.5
14	Chile	564.5	54	Slovenia	301.0	94	Senegal	207.5
15	Peru	553.5	55	Hungary	300.0	95	Kuwait	205.0
16	Columbia	553.0	56	Albania	297.0	96	Honk Kong	200.0
17	Russia	549.5	57	Iran	296.5	97	Oman	195.0
18	Denmark	546.5	58	Bahrain	295.5	98	Bosnia Hereznigovia	184.5
19	Belgium	536.5	59	Morocco	291.0	99	Jordan	183.0
20	Scotland	527.5	60	Australia	290.5	100	Indonesia	178.0
21	Romania	472.0	61	Syria	290.0	101	Kazakhstan	172.0
22	Uruguay	466.5	62	Moldova	287.0	102	Azerbaijan	166.0
23	Paraguay	463.0	63	Georgia	283.0	103	Wales	166.0
24	Ecuador	444.0		Libya	283.0	104	Andorra	151.0
25	Czech Republic	439.0	65	Saudi Arabia	282.0	105	Montenegro	151.0
26	Tunisia	423.0	66	Latvia	280.5	106	Liechtenstein	151.0
27	Japan	418.0	67	Norway	280.0	107	Faroe Islands	132.0
28	Egypt	409.5	68	China	278.5	108	Luxemborg	132.0
29	Cameroon	406.5	69	Costa Rica	278.0	109	San Marino	128.0
30	Switzerland	396.5	70	Venezuela	277.0	110	Malta	113.0
31	Croatia	386.5	71	Yemen	276.0			
32	Sweden	375.0	72	Guatemala	275.0			
33	Slovakia	373.0	73	Angola	274.0			
34	Serbia	369.0	74	Ivory Coast	273.5			
35	Uzbekistan	361.0	75	Finland	273.0			
36	Nigeria	359.5	76	Algeria	271.0			
37	Ireland	353.0	77	USA	269.5			
38	Singapore	352.0	78	Macedonia	268.0			
39	Israel	347.0	79	Qatar	264.5			
40	Poland	343.5	80	Panama	259.0			

FULL TIME/ GOAL CHANCE FOOTBALL

GOAL CHANCE EXTENDED SCORING CHANCE TABLE

Since the variance of team performance is much greater when you include lower leagues and divisions from across the globe I chose to extend the **SCORING CHANCE TABLE**. I just added a top rating of **A+** (3 goals per game or greater or 0.5 goal conceded or less) and a bottom rating of **G-** (0.5 goals per game or less or 3 goals conceded per game or greater).

There are only a few changes within the gameplay.

- 1) Along with the addition of **A+** and **G-**, the table is extended to **A++** and **G--** to account for adjustments when different leagues and divisions play.
- 2) Under certain rolls when a **A++**, **A+**, **G-**, **G--** team is playing, a **^result** appears.
When a result with **^** appears: **An initial roll of 2 (12 for away team) initiates a 1D6 roll.**
If that roll is less than or equal to ^# than shot attempted.

eg. Home **Team A** with an **attack rate** of **G-** is playing **Team B** with a **Defense rate** of **A** resulting in a **goal chance** of **5^**.
When a **2** is rolled a **Goal Chance** may result for **Team A**. Roll 1D6. If the roll is **5 or less**, a **goal chance** results.

I did not develop this BOOKING nor INJURY table. It has been available for a while. I included it within my rules because I use it and it's useful to have everything in one place.

Bookings in Goal Chance: *A multi-step process*

- 1) On any roll of 3 (possible booking to home team), 11 (possible booking to away team), 7 (roll d10: odd = home team, even = away team) or whenever a penalty kick goal chance is determined, a penalty has occurred and the type, penalized player, and severity of penalty have to be determined.
- 2) Roll d3 to determine type: 1 = aerial penalty 2 = attacking penalty 3 = defending penalty
- 3) Roll to determine player:
- 4) Roll on the *Full Time Referee Action* table to determine the severity of the penalty (if a goalkeeper is identified as the penalized player, roll on the goaltender table rather than the defensive table).

GOAL CHANCE Booking Table

Roll	Aerial	Attacking	Defending
11	9 (3/36)	9 (1/36)	GK (2/36)
12	9	6 (2/36)	10 (2/36)
13	2 (4/36)	4 (2/36)	8 (2/36)
14	2	2 (6/36)	6 (4/36)
15	3 (4/36)	2	4 (5/36)
16	3	2	2 (5/36)
22	11 (3/36)	7 (3/36)	2
23	11	7	7 (2/36)
24	4 (4/36)	3 (6/36)	5 (5/36)
25	4	3	3 (5/36)
26	8 (4/36)	3	2
33	10 (3/36)	11 (3/36)	3
34	10	11	4
35	5 (4/36)	5 (5/36)	5
36	5	5	11 (2/36)
44	7 (4/36)	5	4
45	7	8 (4/36)	6
46	8	8	3
55	7	10 (4/36)	5
56	6 (3/36)	10	9 (2/36)
66	6	10	GK

(probabilities by position are in brackets after the first reading of each position number)

Injuries in Goal Chance:

On any roll of 2 or 12 follow the injury procedure from Full Time. This should give an average of 1 check per game, with a probable range of 0-2 checks per game.

