

Gaffer's Call Soccer



Rules of Play

1) You will need two dice of different colors or sizes, or use the random number cards provided. Pick two teams to go against each other. One team will be the home team, the other, the visitors. Entering the match, one team will be the FAVORED or HEAVILY FAVORED team, while the other will be the UNDERDOG or the HEAVY UNDERDOG, or the teams will be evenly matched. Determine these rankings based on the total number of points achieved by the teams during the regular season, with a win worth 3 points, a draw worth 1. Home teams with an overall season record of .500 or above are given a 5 point bonus.

If a team accumulated between **9 and 19** points more than the other during the regular season, the stronger team is said to be the FAVORED team, while the other is the UNDERDOG.

If a team accumulated **20** more points than the other during the regular season, the stronger team is said to be HEAVILY FAVORED, while the other is the HEAVY UNDERDOG.

If the teams were within **8** points of each other, the teams are said to be EVENLY MATCHED.

Fill out each team's lineups by ranking the starters in this way:

The team's most prolific goal scorer is rated S1, while the starter least likely to score is rated S10. Rank all other starters 2-9 for their scoring ability.

The team's five best passers are rated P1 through P5, with 1 being the very best.

The team's five best defensive players are rated D1 through D5, with 1 being the very best.

The game charts will refer to specific players during key moments in the match. Sometimes a (?) notation will show on the charts. In this case, you can determine which player comes into play by referring to the small chart printed below the Foul Table. In case of a direct free kick, penalty kick, or corner kick, **any player you choose** can take it.

If the charts ever suggest that a player made a pass or a corner kick to himself, the ball should be received instead by whichever player is ranked just below him in terms of scoring ability. (i.e. A corner kick is taken by S1 and the charts show that S1 scores on it. Instead, S2 is said to have taken the shot.)

2) The visiting team kicks off play in the first half, and the home team starts play in the second half. The visitors kick the ball off in the first overtime, and the home team kicks off in the second, if necessary.

3) There are five different Action Tables and five different Shot/Corner Kick Tables. Begin the game by using Action Table #1 and Shot/Corner Kick Table #1. Every time you roll the dice and a **yellow box** is the result of the roll, that's your cue to switch both the Action and Shot/Corner Kick Tables. Move from #1 to #2, from #2 to #3, etc., and then back again to #1 after #5 is used.

4) Each half consists of 40 time units, plus 2 extra which represent stoppage time. Check off one time unit **every time there is a change of possession**, including goals. In overtime, there are 18 time units used, and none for regular stoppage time. If the play charts ever direct you to add more stoppage time, this is marked off on the + *stoppage time* line.

5) Game play begins by rolling the dice and consulting the Action table. A team strives on each possession to accumulate enough advances to take a shot. They begin each possession with 0 advances unless noted otherwise on the charts. Roll the dice as many times as it takes during a possession for the offense to either A) lose the ball to the other team or B) take a shot. They may take a shot as soon as they accumulate their **third** advance. Go directly to the Shot table and roll again for the result of that shot.

Shots are sometimes taken **before** the third advance if a corner kick or rebound is played, or in other special circumstances noted on the charts.

6) Certain play results on the Action table and other tables are followed by the notations +1, +2, or -1. These numbers tell you that the offense has either just accumulated 1 or 2 advances or lost 1 of their accumulated advances. Be sure to use the proper column on the Action table according to how many advances have been accumulated.

In general, having 0 advances usually means the ball is stuck in the backfield; one advance usually brings it to midfield, and the second advance usually takes the ball into the attack zone.

Note that sometimes the defense will take the ball away and head in the other direction, and the team begins their possession by accumulating an advance or two. (Example: #16 on the Action table reads "The ball is stolen +1 for the other team". This means there has been a change of possession and the other team begins by accumulating 1 advance already.)

Certain play results on the tables are followed by a number in parentheses. This number **sets** the total number of accumulated advances for the offense, giving them **exactly this many** to start the new stretch of action with, regardless of how many they had before. Play resumes normally.

7) The Shot table will tell you whether the team has scored or not. In the event of a goal, you may wish to roll again on the Goals table for a fuller description of the goal. Note that there are other descriptions for goals scored off great set-ups noted on the Action and Corner Kick tables.

8) A GK notation on the play charts tells you that there will be a goalie kick. Determine the result of the goalie kick by rolling the dice as normal, but instead of consulting the main three columns of the Action table for the result, look at the **dice roll column to the left** of the Action table and note how some dice numbers are shaded or marked in different ways. Use the following key:

36	>	The ball is kicked to midfield. The offense takes over and is given 1 advance.
36		The ball is kicked past midfield in perfect position. The offense takes over and is given 2 advances.
36		The ball is kicked to midfield, opposing players leap for it, and the offense winds up with it.
36	D	The ball is lost to the defense on a long kick.

If the defense takes over possession during the game and no GK is seen, it means that the offense picks up play by simply consulting the Action table, with 0 advances accumulated.

9) Most of the time when a foul is called against the defense, play resumes normally on an assumed indirect free kick with the offense often gaining 1 advance. No extra dice rolls are necessary to determine the specific result of the kick. But any time a foul is called on the defense when the offense has already accumulated 2 advances, the offense gets a **direct free kick**. Do not go to the Shot table even if the foul has just given the offense their third advance. Instead, the direct free kick will be tried on a single roll of the dice. Look at the **dice roll column to the left** of the Action table and note how some dice numbers are shaded or marked in different ways. Use the following key:

36		The player shoots and scores! <i>GOOOOOAAAAAALLLLLLLLLLLLLLL!</i>
36	>	The offense attempts a shot and it misses, it goes out of play! The ball goes to the goalie, there's a goalie kick. (If doubles were rolled, the goalie has to make an acrobatic save and the offense will get a corner kick!)
36	D	The kick is deflected and the ball is taken by the defense.
36		The kick is deflected but the ball is taken by the offense. They resume play with exactly 2 advances to their credit.

10) Consult the Penalty Kicks table when necessary. If overtime does not decide the game, each team takes five penalty kicks, starting with the visitors, and whichever team scores more wins. In case of a tie after five kicks each, kicks are taken one by one until either team cannot answer the other's goal. You might wish to use different rules for resolving ties according to which competition you are simulating.

11) With 10 or less time units to go in the game, a team can choose to push everyone up the field more aggressively. When playing in this offensive mode, results with (PUSH) notations result in a shot by the player noted; the offense has automatically accumulated their third advance. However, **add 1 number** to the dice roll on the SHOT chart. If one team is playing aggressively and the other team is not, the team which is **not** also gets to take a shot when they have the ball and a (PUSH) notation is noted, having automatically accumulated their third advance---but they **subtract 2 dice numbers** from their shot. Once a team announces an intention to PUSH, they cannot stop until they score a goal or are scored upon.

12) For statistical purposes, a shot counts as being "on goal" if it must be acted upon by the goalie or if it's very close or just misses. Use your best judgment.

13) **SUBSTITUTIONS:** When you've checked off the gray time box in the second half, the whistle blows for a temporary play stoppage, and it's time to see what substitutions need to be made. Roll the dice and consult the chart below, making the replacements.

Dice #	These players come off	Dice #	These players come off	Dice #	These players come off
11	HOME S1 VISITORS S2	31	HOME S3 VISITORS S5	51	HOME S5 VISITORS S2
12	HOME S2 VISITORS S1	32	HOME S4 VISITORS S6	52	HOME S6 VISITORS S1
13	HOME S3 VISITORS S2	33	HOME S5 VISITORS S7	53	HOME S7 VISITORS S2
14	HOME S4 VISITORS S1	34	HOME S6 VISITORS S1	54	HOME S1 VISITORS S3
15	HOME S5 VISITORS S7	35	HOME S7 VISITORS S2	55	HOME S2 VISITORS S4
16	HOME S6 VISITORS S6	36	HOME S3 VISITORS S1	56	HOME S1 VISITORS S5
21	HOME S7 VISITORS S5	41	HOME S1 VISITORS S3	61 *	HOME S1 VISITORS S6
22	HOME S2 VISITORS S4	42	HOME S2 VISITORS S2	62 *	HOME S2 VISITORS S7
23	HOME S1 VISITORS S3	43	HOME S1 VISITORS S6	63 *	HOME S3 VISITORS S2
24	HOME S1 VISITORS S2	44	HOME S2 VISITORS S7	64 *	HOME S4 VISITORS S1
25	HOME S1 VISITORS S1	45	HOME S3 VISITORS S3	65 *	HOME S5 VISITORS S2
26	HOME S2 VISITORS S4	46	HOME S4 VISITORS S1	66 *	HOME S1 VISITORS S3

* Roll the dice again; there will be a **second set** of substitutions as well.
You may make any other substitutions that you like.

When new players come in, they simply assume the ratings of those they replace, unless you wish to re-rate the squad from scratch. If the game goes into overtime, another round of substitutions must be made before overtime kicks off.

OPTIONAL INJURY SYSTEM			Roll the dice after every loss to see if any of your players will miss any upcoming time on the DL. Injuries refer to the players who just finished the previous game.
11	S1 injured		INJURY DURATION 2) Player will miss 10 games 3) Player will miss 4 games 4) Player will miss 3 games 5) Player will miss 2 games 6) Player will miss 1 game 7) Player hurt but won't miss any time. 8) Player will miss 2 games 9) Player will miss 4 games 10) Player will miss 6 games 11) Player will miss 8 games 12) Player will miss 12 games
12	S2 injured		
13	S3 injured		
14	S4 injured		
15	S5 injured		
16	S6 injured		
21	S7 injured		
22	S8 injured		
23	S9 injured		
24	S10 injured	26-66 No notable injuries.	
25	Goalkeeper injured		

Gaffer's Call Soccer

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ACTION TABLE 1

	0 advances	1 advance	2 advances
11	Ball lost on a long kick.	Hard slide tackle, ball lost!	Offside called.
12	Ball lost on an errant short kick.	Long pass downfield is just lost!	Ball handler loses it in the corner.
13	A sharp pass to midfield. +1	The ball handler loses possession in traffic.	
14	Ball lost on a slide tackle.		S1 goes down and loses the ball! No foul!
15	The ball is knocked out of bounds by the defense, the offense retains possession and throws it in.		
16	The ball is stolen! +1 for other team		Weak cross taken by the defense.
21	The ball is lost out of bounds, the defense throws it in.		
22	The ball is taken away on the sideline.		Crossing pass too strong, ball to defense.
23 D	A foul is called against the defense. Play continues normally. +1		Foul on the defense. Direct free kick!
24 D	Favored team: +1 on a pure burst of speed by S1! Underdog: Mid-air battle, the defense gets the ball. Teams evenly matched: A slide tackle jars the ball loose but the offense maintains possession. Heavily Favored team: Long, perfect pass by P1 to S4! +2 Heavy Underdog: Ball stolen, breakaway for other team's S1! +2		
25 D	Ball brought up the pitch very slowly.	Lots of passing, but no advance.	Weak cross is controlled by the offense.
26 D	The ball is kicked back to the goalie.	Ball lost to the defense's goalie on a long pass.	S1 is tied up by D1 and loses the ball beyond the end line. GK
31 D	The offense has to work hard to get the ball out of their own end. +1	The offense loses the ball over the end line on a long pass. GK	D2 brings S1 down hard....but no foul! Ball to the defense!
32 D	Nifty footwork on the sideline, the offense works the ball well.	The ball is headed away and the offense loses possession.	S4 tries his best to save a pass but it just gets over the end line. GK
33 D	The ball is controlled in the backfield.	Ball is lost to defense on long kick.	The ball is lost to the defense's goalie.
34 D	The defense presses but can't quite get at the ball.	The offense must retreat in the face of a strong defensive rush. -1	S5 threads his way with great effort toward the goal but loses the ball at the very end, the defense takes it.
35	The ball is controlled at midfield. +1	Foul called on the defense, play continues normally. +1	(?) waits just a second too long to shoot and loses the ball!
36		Ball booted hard off defender, a quick throw-in for the offense.	The defense clears the ball and takes over possession.
41	S3 has it, brings it up the field, avoids a defensive challenge. +1	A flurry of passing at midfield. (HEAVY UNDERDOG: Defense intercepts a pass.)	Defense's D1 clears the ball just in front of the goal! The offense retains possession.
42	A successful long pass downfield! +1		A clever and dangerous pass forward into the box is kicked away, offense has it.
43			Ball is kicked across the field to S1 +1
44	The ball is headed forward. +1 (PUSH S3)		...headed forward to S1 +1
45	The ball is taken forward through good passing. +1		...passed to S1 +1
46	The ball is taken forward through good passing. +1 (PUSH S1)		...passed to S3 +1
51	The offense takes the ball up the field aggressively. +1		...passed to S2 +1
52	The ball is taken forward through good ball handling. +1 (PUSH S2)		...handled by S1 +1
53	The ball is taken forward through good ball handling. +1		...S1 finds a little gap! +1
54	The offense works the ball up the field slowly. +1		Brilliant touch passing, handled by S1! +1
55 >	The ball is taken forward through good ball handling. +1	The ball is fed just outside the box but the offense must pull back.	Dangerous cross misses, ball to offense! (HEAVY UNDERDOG: use #36)
56 >		The ball is kicked all the way across the field. +1	Crossing pass is cleared by the defense but the offense retains possession.
61 >		The offense starts an attack from the wing. +1	The ball goes beyond the end line off the defense, there'll be a corner kick!
62 >	A foul is called on the defense, play continues normally. +1	A terrific pass downfield by P5 starts a charge. +1	A bold crossing pass is kicked away but the offense retains possession.
63 >	The ball is taken forward through good passing. +1	A successful long pass downfield! +1 (UNDERDOG: The pass sails out of bounds, to the defense.)	1 st half: Great set-up on the ground from P1 to S1! +1 (-3 on Shot Chart) (HEAVY UNDERDOG: use #36) 2 nd half / OT: Great set-up on the ground from P1 to S3! +1 (-3 on Shot Chart) (HEAVY UNDERDOG: use #36)
64 >		Ball goes beyond the end line off the defense---corner kick!	The ball is booted hard off a defender and out of bounds, there'll be a corner kick!
65 >		FOUL! Consult the FOUL table.	FOUL! Consult the FOUL table.
66 >	Breakaway for S1! +2	Breakaway for S1! +2	1 st half: Great set-up on the ground from P2 to S2! +1 (-3 on Shot Chart) 2 nd half / OT: Great set-up on the ground from P2 to S5! +1 (-3 on Shot Chart)

When a shot is taken directly off a great set-up on the Action table, subtract 3 dice numbers from the roll on the shot!

	SHOT TABLE 1	CORNER KICK TABLE 1
11	GOOOOOAAAAALLLLLLLLLLLLLLLLLL!	Headed in by S1, GOOAAALLLLLLLLLL!
12	on #13, the Underdog or Heavy Underdog cannot get a shot off, the defense boots it away and takes over	Broken up with a sliding kick, defense takes it!
13		Headed wide of the net by S1, out of play! GK
14		Headed just wide by S1, out of play! GK
15	Blocked by the goalie, rebounded to S1, shoot again, subtract 4 dice numbers from the shot!	
16	Off the post and out of play! So close! GK	Headed wide of the net by S1, out of play! GK
21	Off the crossbar and out of play! So close! GK	Headed over the net by S1, out of play! GK
22	The goalie leaps and knocks a deadly shot out of play! There'll be a corner kick! (2)	The goalie punches a dangerous kick away, the offense regains control! (2)
23	The goalie dives to his left and knocks a brilliant shot out of play! There'll be a corner kick! (2)	Headed away to the offense (2)
24	The goalie dives to his right and knocks a brilliant shot out of play! There'll be a corner kick! (2)	Headed away to the defense!
25	The goalie leaps and knocks it over the net, corner kick! (2)	Headed away to the defense!
26	On the ground, right at the keeper.	Headed out of bounds, throw-in to the offense (2)
31	Just wide to the left, out of play! GK	Terrific kick is caught by the goalie!
32	Just wide to the right, out of play! GK	Caught by the goalie!
33	High, out of play! GK	The goalie comes out riskily and catches it!
34	Rolled weakly wide, out of play. GK	Headed just over the net by S2, out of play! GK
35	Way high, out of play! GK	Controlled by the offense (1)
41	RARE PLAY. Roll again and consult Rare Play table 1.	Controlled by the offense (1)
42	On the ground, wide of the net, out of play. GK	Kicked short, controlled by the offense (2)
43	Wide left, out of play! GK	Kicked short, controlled by the offense (2)
44	Blocked by D1 out of play! There'll be a corner kick! (2)	Controlled by the offense (2)
45	Wide right, out of play! GK	Cleared to the offense (2)
46	Blocked by D1 out of play! There'll be a corner kick! (2)	Cleared to the defense!
51	Blocked by D1, settled by the defense!	RARE PLAY. Roll again, consult Rare Play table 1.
52	Blocked by D1, settled by the offense! (2)	A poor kick is cleared to the defense.
53	Blocked by the goalie, settled by the defense!	Cleared to the defense!
54	Blocked by the goalie, settled by the offense! (2)	Cleared to the defense! +1
55	Blocked by the goalie, then cleared to the defense! +1	Dangerous loose ball cleared to the defense! +1
56	A slow roller is barely booted away, throw-in for the offense!	Cleared to the offense! (2)
61	Saved on the ground by the goalie!	Cleared to the offense! (2)
62	A diving catch by the goalie!	Cleared, there'll be another corner kick!
63	Caught by the goalie!	Caught by the goalie!
64	Caught by the goalie! He bobbled it but recovered!	Headed out of bounds by the defense, the offense throws it in, maintains possession. (2)
65	Hit weakly wide, out of play! GK	Headed out of bounds by the defense, the offense throws it in, maintains possession. (2)
66	Offside is called!	Headed on top of the net by S2, out of play! GK
	On the ground, right at the keeper.	SHOT by S1 off a great set-up in the air! (Take a shot and subtract 3 dice numbers from the roll!)
	On the ground, right at the keeper.	SHOT by S1 off a great set-up in the air! (Take a shot and subtract 3 dice numbers from the roll!)

PENALTY KICKS	
2	The goalie knocks the ball away with a great leaping save!
3	The goalie gets a piece of the ball but it gets into the net, GOOOOAAALLLLLLLLLLLLLL!
4	Kicked just high!
5	Kicked into the lower left of the net, GOOOOAAALLLLLLLLLLLLLL!
6	The goalie knocks it away!
7	Kicked into the upper left of the net, GOOOOAAALLLLLLLLLLLLLL!
8	Kicked into the upper right of the net, GOOOOAAALLLLLLLLLLLLLL!
9	Kicked into the upper left of the net, GOOOOAAALLLLLLLLLLLLLL!
10	Kicked into the lower right of the net, GOOOOAAALLLLLLLLLLLLLL!
11	The goalie knocks it away with a terrific dive!
12	Kicked right to the goalie on the ground and saved!

ACTION TABLE 2

	0 advances	1 advance	2 advances
11	Ball lost on a long kick.	Race for the ball---to the defense.	Offside called. Very questionable!
12	Ball lost on an errant short kick.		Floating cross headed away, to defense!
13	A sharp pass to midfield. +1	The ball handler loses possession in traffic.	
14	Ball lost on a slide tackle.		Chaos in the area, cleared to the defense!
15	The ball is knocked out of bounds by the defense, the offense retains possession and throws it in.		
16	The ball is stolen! +1 for the other team, they've got a wide open field and here they come, charging hard....		
21	The offense tries to force a run down the field and loses the ball.		Brilliant slide tackle by D1, ball to defense!
22	The ball is taken away on the sideline.		Crossing pass too strong, ball to defense.
23 D	A foul is called against the defense. Play continues normally. +1		Foul on the defense. Direct free kick!
24 D	Favored team: +1 on a pure burst of speed by S1! Underdog: A daring long pass is lost to the defense. Teams evenly matched: Offense keeps possession through a couple of rough, physical challenges! Heavily Favored team: Long, perfect pass by P1 to S3! +2 Heavy Underdog: Ball stolen, breakaway for other team's S2! +2		
25 D	RARE PLAY! Roll again and consult RARE PLAY table 1.		
26 D	The ball is kicked back to the goalie.	Ball lost to the defense's goalie on a daring long pass.	S2 is tied up by D2 and loses the ball over the end line. GK
31 D	The offense has to work hard to get the ball out of their own end. +1	Mad dash for the ball in the corner, offense loses it near the end line.	D1 brings S2 down hard....but no foul! Ball to the defense!
32 D	Nifty footwork on the sideline, the offense works the ball well.	The ball is headed away and the offense loses possession.	S3 tries his best to save a pass but it just gets over the end line. GK
33 D	The ball is controlled in the backfield.	Ball is lost to defense on long kick.	The ball is lost to the defense's goalie.
34 D	The defense presses but can't quite get at the ball.	The offense must retreat in the face of a strong defensive rush. -1	S4 threads his way with great effort toward the goal but loses the ball at the very end, the defense takes it.
35	The offense taps the ball back and forth, looking for an opening.	Hard foul called on the defense, play continues normally. +1	Loose ball in the box! It's desperately cleared and the defense takes over!
36		Ball booted hard off defender, a quick throw-in for the offense.	The defense clears the ball and takes over possession.
41	S4 has it, brings it up the field, avoids a defensive challenge. +1	The ball is controlled at midfield. (HEAVY UNDERDOG: Defense takes the ball away.)	Defense's D2 clears the ball just in front of the goal! The offense retains possession.
42	A successful long pass downfield! +1 (HEAVY UNDERDOG: It's a clumsy pass and is lost to the defense.)		A touch pass into the box to a wide open striker is kicked away, offense has it!
43			Ball is kicked across the field to S2 +1
44	The ball is headed forward. +1 <i>(PUSH S3)</i>		...headed forward to S2 +1
45	The ball is taken forward through good passing. +1		...passed to S2 +1
46	The ball is taken forward through good passing. +1 <i>(PUSH S1)</i>		...passed to S3 +1
51	The ball is taken forward through good passing. +1		...passed to S2 +1
52	The ball is taken forward through good ball handling. +1 <i>(PUSH S2)</i>		...handled by S3 +1
53	The ball is taken forward through good ball handling. +1		...S2 finds a little gap! +1
54	The offense works the ball up the field slowly. +1		Brilliant touch passing, handled by S3! +1
55 >	The ball is taken forward through good ball handling. +1	The ball is fed just outside the box but the offense must pull back.	The ball is controlled in the attack zone. (HEAVY UNDERDOG: use #36)
56 >		The ball is kicked all the way across the field. +1	Crossing pass is cleared by the defense but the offense retains possession.
61 >		The offense starts an attack from the wing. +1	The ball goes beyond the end line off the defense, there'll be a corner kick!
62 >	A foul is called on the defense, play continues normally. +1	A terrific pass downfield by P4 starts a charge. +1	Clumsy defense allows the offense to keep moving the ball around!
63 >	The ball is taken forward through good passing. +1	A successful long pass downfield! +1	<u>1st half:</u> Great set-up on the ground from P1 to S3! +1 <i>(-3 on Shot Chart)</i> (HEAVY UNDERDOG: use #36) <u>2nd half / OT:</u> Great set-up on the ground from P3 to S1! +1 <i>(-3 on Shot Chart)</i> (HEAVY UNDERDOG: use #36)
64 >		The ball is fed into the box... +1	The ball is booted hard off a defender and out of bounds, there'll be a corner kick!
65 >		FOUL! Consult the FOUL table.	FOUL! Consult the FOUL table.
66 >	Breakaway for S1! +2	Breakaway for S1! +2	<u>1st half:</u> Great set-up on the ground from (?) to S1! +1 <i>(-3 on Shot Chart)</i> <u>2nd half / OT:</u> Great set-up on the ground from P4 to S2! +1 <i>(-3 on Shot Chart)</i>

When a shot is taken directly off a great set-up on the Action table, subtract 3 dice numbers from the roll on the shot!

	SHOT TABLE 2	CORNER KICK TABLE 2
11	GOOOOOAAAAALLLLLLLLLLLLLLLLLL!	Headed in by S2, GOOAAALLLLLLLLLL!
12	on #13, the Underdog or Heavy Underdog cannot get a shot off, the defense boots it away and takes over	Broken up with a sliding kick, defense takes it!
13		Headed wide of the net by S2, out of play! GK
14	Blocked by the goalie, rebounded to S2, shoot again, subtract 4 dice numbers from the shot!	Headed just wide by S2, out of play! GK
15	Off the post and out of play! So close! GK	Headed wide of the net by S3, out of play! GK
16	Off the crossbar and out of play! So close! GK	Headed over the net by S3, out of play! GK
21	The goalie leaps and knocks a deadly shot out of play! There'll be a corner kick! (2)	The goalie punches a dangerous kick away, the offense regains control! (2)
22	The goalie dives to his left and knocks a brilliant shot out of play! There'll be a corner kick! (2)	Headed away to the offense (2)
23	The goalie dives to his right and knocks a brilliant shot out of play! There'll be a corner kick! (2)	Headed away to the defense!
24	The goalie leaps and knocks it over the net, corner kick! (2)	Headed away to the defense!
25	Inches high, out of play! Agony! GK	Headed out of bounds, throw-in to the offense (2)
26	Just wide to the left, out of play! GK	Terrific kick is caught by the goalie!
31	Just wide to the right, out of play! GK	Caught by the goalie!
32	High, out of play! GK	The goalie comes out riskily and catches it!
33	Blocked by a diving goalie who dives again to smother it!	Headed just over the net by S3, out of play! GK
34	Curled beautifully...but inches wide! GK	Controlled by the offense (1)
35	RARE PLAY. Roll again and consult Rare Play table 2.	Controlled by the offense (1)
36	On the ground, wide of the net, out of play. GK	Kicked short, controlled by the offense (2)
41	Wide left, out of play! GK	Kicked short, controlled by the offense (2)
42	Blocked by D1 out of play! There'll be a corner kick! (2)	Controlled by the offense (2)
43	Wide right, out of play! GK	Cleared to the offense (2)
44	Blocked by D1 out of play! There'll be a corner kick! (2)	Cleared to the defense!
45	Blocked by D2, settled by the defense!	RARE PLAY. Roll again, consult Rare Play table 2.
46	Blocked by D1, settled by the offense! (2)	Total chaos...finally cleared to the defense!
51	Blocked by the goalie, settled by the defense!	Cleared to the defense!
52	Blocked by the goalie, settled by the offense! (2)	Cleared to the defense! +1
53	Blocked by the goalie, then cleared to the defense!	Dangerous loose ball cleared to the defense! +1
54	The goalie just gets a hand on it as he falls, then covers it!	Cleared to the offense! (2)
55	Saved on the ground by the goalie!	Cleared to the offense! (2)
56	A goal is waved off, offside is called! Ball to the defense!	Cleared, there'll be another corner kick!
61	Caught by the goalie!	Caught by the goalie!
62	Caught by the goalie! He bobbled it but recovered!	Headed out of bounds by the defense, the offense throws it in, maintains possession. (2)
63	Hit weakly wide, out of play! GK	Headed out of bounds by the defense, the offense throws it in, maintains possession. (2)
64	Offside is called! A goal is waved off!	Headed on top of the net by S3, out of play! GK
65	On the ground, right at the keeper.	SHOT by S1 off a great set-up in the air! <i>(Take a shot and subtract 3 dice numbers from the roll!)</i>
66	The shot is taken way too soon and is not even close, out of play. GK	SHOT by S2 off a great set-up in the air! <i>(Take a shot and subtract 3 dice numbers from the roll!)</i>

PENALTY KICKS	
2	The goalie knocks the ball away with a great leaping save!
3	The goalie gets a piece of the ball but it gets into the net, GOOOOAAALLLLLLLLLLLLLL!
4	Kicked just high!
5	Kicked into the lower left of the net, GOOOOAAALLLLLLLLLLLLLL!
6	The goalie knocks it away!
7	Kicked into the upper left of the net, GOOOOAAALLLLLLLLLLLLLL!
8	Kicked into the upper right of the net, GOOOOAAALLLLLLLLLLLLLL!
9	Blocked by the goalie but then booted in easily, GOOOOAAAAALLL! (*overtime shootout: use # 3)
10	Kicked into the lower right of the net, GOOOOAAALLLLLLLLLLLLLL!
11	The goalie knocks it away with a terrific dive!
12	Kicked right to the goalie on the ground and saved!

ACTION TABLE 3

	0 advances	1 advance	2 advances
11	Ball lost on a long kick.	Pass blocked, to the defense.	Offside called.
12	Ball lost on an errant short kick.	Pushing, shoving...the ball is finally lost, and the ball handler is frustrated!	
13	A sharp pass to midfield. +1	The ball handler loses possession in traffic.	
14	Ball lost on a slide tackle, ball handler is very slow getting up.	Botched attack, the ball is lost!	
15	The ball is knocked out of bounds by the defense, the offense retains possession and throws it in.		
16	The ball is stolen! +1 for other team	Clever cross is just off, ball to defense.	
21	The ball is lost out of bounds, the defense throws it in.	Wicked cross can't be held, ball lost!	
22	The ball is taken away on the sideline, looked like a foul!	Crossing pass too strong, ball to defense.	
23 D	A foul is called against the defense. Play continues normally. +1	Foul on the defense. Direct free kick!	
24 D	Favored team: +1 on a pure burst of speed by S2! Underdog: Mid-air battle, the defense gets the ball. Teams evenly matched: Great long pass into the box just barely can't be settled, goes to the opposing goalie! Heavily Favored team: Long, perfect pass by P2 to S2! +2 Heavy Underdog: Ball stolen, breakaway for other team's S3! +2		
25 D	Ball brought up the pitch very slowly.	Lots of passing, but no advance.	Weak cross is controlled by the offense.
26 D	The ball is kicked back to the goalie.	Ball lost to the defense's goalie on a long pass.	S3 is tied up by D3 and loses the ball over the end line. GK
31 D	The offense has to work hard to get the ball out of their own end. +1	The offense loses the ball over the end line on a long pass. GK	D3 brings S1 down hard....but no foul! Ball to the defense!
32 D	Nifty footwork on the sideline, the offense works the ball well.	The ball is headed away and the offense loses possession.	S2 gets trapped near the end line and loses the ball out of bounds. GK
33 D	The ball is controlled in the backfield.	Ball is lost to defense on long kick.	Loose ball is lost to the defense's goalie.
34 D	The defense presses but can't quite get at the ball.	The offense must retreat in the face of a strong defensive rush. -1	S2 threads his way with great effort toward the goal but loses the ball at the very end, the defense takes it.
35	The ball is controlled at midfield. +1	Foul called on the defense, play continues normally. +1	The ball is sent in hard on a cross but booted out swiftly, ball to the defense.
36		Ball booted hard off defender, a quick throw-in for the offense.	The goalie has to charge out to boot the ball away! The defense takes over.
41	S5 has it, brings it up the field, avoids a defensive challenge. +1	The ball is controlled at midfield. (HEAVY UNDERDOG: Defense intercepts a pass.)	Defense's D3 clears the ball just in front of the goal! The offense retains possession.
42	A successful long pass downfield! +1 (HEAVY UNDERDOG: It's a clumsy pass and is lost to the defense.)		A clever and dangerous pass forward into the box is kicked away, offense has it.
43			The ball is kicked across the field to S3 +1
44	The ball is headed forward. +1 <i>(PUSH S3)</i>		...headed forward to S3 +1
45	The ball is taken forward through good passing. +1		...passed to S1 +1
46	The ball is taken forward through good passing. +1 <i>(PUSH S1)</i>		...passed to S4 +1
51	The ball is taken forward through good passing. +1		...passed to S10 +1
52	The ball is taken forward through good ball handling. +1 <i>(PUSH S2)</i>		...handled by S4 +1
53	The ball is taken forward through good ball handling. +1		...S4 finds a little gap! +1
54	The offense works the ball up the field slowly. +1		Brilliant touch passing, handled by S4! +1
55 >	The ball is taken forward through good ball handling. +1	The ball is fed just outside the box but the offense must pull back.	The ball is controlled in the attack zone. (HEAVY UNDERDOG: use #36)
56 >		The ball is kicked all the way across the field. +1	Crossing pass is cleared by the defense but the offense retains possession.
61 >		The offense starts an attack from the wing. +1	The ball goes beyond the end line off the defense, there'll be a corner kick!
62 >	A foul is called on the defense, play continues normally. +1	A terrific pass downfield by P3 starts a charge. +1	A crossing pass is kicked away but the offense retains possession.
63 >	The ball is taken forward through good passing. +1	A successful long pass downfield! +1 (UNDERDOG: The pass sails out of bounds, to the defense.)	<u>1st half:</u> Great set-up on the ground from P3 to S2! +1 <i>(-3 on Shot Chart)</i> (HEAVY UNDERDOG: use #36) <u>2nd half / OT:</u> Great set-up on the ground from P5 to S4! +1 <i>(-3 on Shot Chart)</i> (HEAVY UNDERDOG: use #36)
64 >		Ball goes beyond the end line off the defense---corner kick!	The ball is booted hard off a defender and out of bounds, there'll be a corner kick!
65 >		FOUL! Consult the FOUL table.	FOUL! Consult the FOUL table.
66 >	Breakaway for S2! +2	Breakaway for S2! +2	<u>1st half:</u> Great set-up in the air from P3 to S4! +1 <i>(-3 on Shot Chart)</i> <u>2nd half / OT:</u> Great set-up in the air from P4 to S2! +1 <i>(-3 on Shot Chart)</i>

When a shot is taken directly off a great set-up on the Action table, subtract 3 dice numbers from the roll on the shot!

	SHOT TABLE 3	CORNER KICK TABLE 3
11	GOOOOOAAAAALLLLLLLLLLLLLLLLLL!	Headed in by S5, GOOAAALLLLLLLLLL!
12	on #13, the Underdog or Heavy Underdog cannot get a shot off, the defense boots it away and takes over	Broken up with a sliding kick, defense takes it!
13		Headed wide of the net by S5, out of play! GK
14	Blocked by the goalie, rebounded to S3, shoot again, subtract 4 dice numbers from the shot!	Headed just wide by S5, out of play! GK
15	Off the post and out of play! So close! GK	Headed wide of the net by S4, out of play! GK
16	Off the crossbar and out of play! So close! GK	Headed over the net by S4, out of play! GK
21	The goalie leaps and knocks a deadly shot out of play! There'll be a corner kick! (2)	The goalie punches a dangerous kick away, the offense regains control! (2)
22	The goalie dives to his left and knocks a brilliant shot out of play! There'll be a corner kick! (2)	Headed away to the offense (2)
23	The goalie dives to his right and knocks a brilliant shot out of play! There'll be a corner kick! (2)	The kick sails to (?) who has a good angle on the goal....but whiffs the kick! Ball to the defense!
24	The goalie leaps and knocks it over the net, corner kick! (2)	Headed away to the defense!
25	Just high, out of play! GK	Headed out of bounds, throw-in to the offense (2)
26	Just wide to the left, out of play! GK	Terrific kick is caught by the goalie!
31	Just wide to the right, out of play! GK	Caught by the goalie!
32	High, out of play! GK	The goalie comes out riskily and catches it!
33	Blocked by a diving goalie who dives again to smother it!	Headed just over the net by S4, out of play! GK
34	Way high, out of play! GK	Controlled by the offense (1)
35	RARE PLAY 1. Roll again and consult Rare Play table 1.	Controlled by the offense (1)
36	On the ground, wide of the net, out of play. GK	Kicked short, controlled by the offense (2)
41	Wide left, out of play! GK	Kicked short, controlled by the offense (2)
42	Blocked by D2 out of play! There'll be a corner kick! (2)	Controlled by the offense (2)
43	Wide right, out of play! GK	Cleared to the offense (2)
44	Blocked by D2 out of play! There'll be a corner kick! (2)	Cleared to the defense!
45	Blocked by D2, settled by the defense!	RARE PLAY. Roll again, consult Rare Play table 1.
46	Blocked by D2, settled by the offense! (2)	A poor kick is cleared to the defense.
51	Blocked by the goalie, settled by the defense!	Cleared to the defense!
52	Blocked by the goalie, settled by the offense! (2)	Cleared to the defense! +1
53	Blocked by the goalie, then cleared to the defense! +1	Dangerous loose ball cleared to the defense! +1
54	A slow roller is barely booted away, throw-in for the offense!	Cleared to the offense! (2)
55	Saved on the ground by the goalie!	Cleared to the offense! (2)
56	Caught by the goalie!	Cleared, there'll be another corner kick!
61	Caught by the goalie!	Caught by the goalie!
62	Caught by the goalie! He bobbled it but recovered!	Headed out of bounds by the defense, the offense throws it in, maintains possession. (2)
63	The ball is kicked from the corner across the front of the goal and misses by inches! GK	Headed out of bounds by the defense, the offense throws it in, maintains possession. (2)
64	Offside is called! A goal is waved off!	Headed on top of the net by S4, out of play! GK
65	Kicked into the side of the net and out of play! GK	SHOT by S2 off a great set-up in the air! (Take a shot and subtract 3 dice numbers from the roll!)
66	Floated up and it lands on the top of the net, out of play. GK	SHOT by S3 off a great set-up in the air! (Take a shot and subtract 3 dice numbers from the roll!)

PENALTY KICKS	
2	The goalie knocks the ball away with a great leaping save!
3	The goalie gets a piece of the ball but it gets into the net, GOOOOAAALLLLLLLLLLLLLL!
4	Kicked just high!
5	Kicked into the lower left of the net, GOOOOAAALLLLLLLLLLLLLL!
6	The goalie knocks it away!
7	Kicked into the upper left of the net, GOOOOAAALLLLLLLLLLLLLL!
8	Kicked into the upper right of the net, GOOOOAAALLLLLLLLLLLLLL!
9	Kicked into the upper left of the net, GOOOOAAALLLLLLLLLLLLLL!
10	Kicked into the lower right of the net, GOOOOAAALLLLLLLLLLLLLL!
11	The goalie knocks it away with a terrific dive!
12	Kicked right to the goalie on the ground and saved!

ACTION TABLE 4

	0 advances	1 advance	2 advances
11	Ball lost on a long kick.	Offside called.	Offside called. Very questionable!
12	Ball lost on an errant short kick.		Floating cross headed away, to defense!
13	A sharp pass to midfield. +1	The ball handler loses possession in traffic.	
14	Ball lost on a slide tackle, ball handler is very slow getting up.		Midfielder loses ball, screams for a foul!
15	The ball is knocked out of bounds by the defense, the offense retains possession and throws it in.		
16	The ball is stolen! +1 for the other team, they've got a wide open field and here they come, charging hard....		
21	Big collision at midfield, both players go down hard, offense has it, no foul!		Brilliant slide tackle by D2, ball to defense!
22	The ball is taken away on the sideline.		Crossing pass too strong, ball to defense.
23 D	A foul is called against the defense. Play continues normally. +1		Foul on the defense. Direct free kick!
24 D	Favored team: +1 on a pure burst of speed by S2! Underdog: S1 is swarmed, loses the ball. Teams evenly matched: Offense keeps possession through a couple of rough, physical challenges! Heavily Favored team: Long, perfect pass by P2 to S1! +2 Heavy Underdog: Ball stolen, breakaway for other team's S4! +2		
25 D	RARE PLAY! Roll again and consult RARE PLAY table 2.		
26 D	The ball is kicked back to the goalie.	Ball lost to the defense's goalie on a daring long pass.	S4 is tied up by D4 and loses the ball over the end line. GK
31 D	The offense has to work hard to get the ball out of their own end. +1	Beautiful pass feeds the ball into the area...but it's lost.	D4 brings S2 down hard....but no foul! Ball to the defense!
32 D	Nifty footwork on the sideline, the offense works the ball well.	The ball is headed away and the offense loses possession.	S1 tries his best to save a pass but it just gets over the end line. GK
33 D	The ball is controlled in the backfield.	Ball is lost to defense on long kick.	Goalie boots it out of bounds---throw-in.
34 D	The defense presses but can't quite get at the ball.	The offense must retreat in the face of a strong defensive rush. -1	S3 threads his way with great effort toward the goal but loses the ball at the very end, the defense takes it.
35	The offense taps the ball back and forth, looking for an opening.	Hard foul called on the defense, play continues normally. +1	Loose ball in the box! It's desperately cleared and the defense takes over!
36		Ball booted hard off defender, a quick throw-in for the offense.	The defense clears the ball and takes over possession.
41	S6 has it, brings it up the field, avoids a defensive challenge. +1	The ball is controlled at midfield. (HEAVY UNDERDOG: Defense takes the ball away.)	Defense's D4 clears the ball just in front of the goal! The offense retains possession.
42	A successful long pass downfield! +1 (HEAVY UNDERDOG: It's a clumsy pass and is lost to the defense.)		The offense must retreat in the face of a strong defensive rush.
43			The ball is kicked across the field to S4 +1
44	The ball is headed forward. +1 (PUSH S3)		...headed forward to (?) +1
45	The ball is taken forward through good passing. +1		...passed to S5 +1
46	The ball is taken forward through good passing. +1 (PUSH S1)		...passed to S5 +1
51	The ball is taken forward through good passing. +1		...passed to S3 +1
52	The ball is taken forward through good ball handling. +1 (PUSH S2)		...handled by S5 +1
53	The ball is taken forward through good ball handling. +1		...S6 finds a little gap! +1
54	The offense works the ball up the field slowly. +1		Brilliant touch passing, handled by S6! +1
55 >	The ball is taken forward through good ball handling. +1	The ball is fed just outside the box but the offense must pull back.	The ball is controlled in the attack zone. (HEAVY UNDERDOG: use #36)
56 >		The ball is kicked all the way across the field. +1	Clumsy defense allows the offense to keep moving the ball around!
61 >		The offense starts an attack from the wing. +1	The ball goes beyond the end line off the defense, there'll be a corner kick!
62 >	A foul is called on the defense, play continues normally. +1	A terrific pass downfield by P2 starts a charge. +1	A crossing pass is headed away but the offense retains possession.
63 >	The ball is taken forward through good passing. +1	A successful long pass downfield! +1	1 st half: Great set-up in the air from P3 to P1 to (?) +1 (-3 on Shot Chart) (HEAVY UNDERDOG: use #36) 2 nd half / OT: Great set-up in the air from (?) to S2! +1 (-3 on Shot Chart) (HEAVY UNDERDOG: use #36)
64 >		The offense has several men in the box... +1	The ball is booted hard off a defender and out of bounds, there'll be a corner kick!
65 >		FOUL! Consult the FOUL table.	FOUL! Consult the FOUL table.
66 >	Breakaway for S2! +2	Breakaway for S2! +2	1 st half: Great set-up, P2 gets the ball on a give and go! +1 (-3 on Shot Chart) 2 nd half / OT: Great set-up, S1 gets the ball on a give & go+1 (-3 on Shot Chart)

When a shot is taken directly off a great set-up on the Action table, subtract 3 dice numbers from the roll on the shot!

	SHOT TABLE 4	CORNER KICK TABLE 4
11	GOOOOOAAAAALLLLLLLLLLLLLLLLLL!	Headed in by S6, GOOAAALLLLLLLLLL!
12	on #13, the Underdog or Heavy Underdog cannot get a shot off, the defense boots it away and takes over	Broken up with a sliding kick, defense takes it!
13		Headed wide of the net by S6, out of play! GK
14	Blocked by the goalie, rebounded to S4, shoot again, subtract 4 dice numbers from the shot!	Headed just wide by S6, out of play! GK
15	Off the post and out of play! So close! GK	Headed wide of the net by S7, out of play! GK
16	Off the crossbar and out of play! So close! GK	Headed over the net by S7, out of play! GK
21	The goalie leaps and knocks a deadly shot out of play! There'll be a corner kick! (2)	The goalie punches a dangerous kick away, the offense regains control! (2)
22	The goalie dives to his left and knocks a brilliant shot out of play! There'll be a corner kick! (2)	Headed away to the offense (2)
23	The goalie dives to his right and knocks a brilliant shot out of play! There'll be a corner kick! (2)	Headed away to the defense!
24	The goalie leaps and knocks it over the net, corner kick! (2)	Headed away to the defense!
25	Way, way off, terrible shot. GK	Headed out of bounds, throw-in to the offense (2)
26	Just wide to the left, out of play! GK	Terrific kick is caught by the goalie!
31	Just wide to the right, out of play! GK	Caught by the goalie!
32	High, out of play! GK	The goalie comes out riskily and catches it!
33	Blocked by a diving goalie who dives again to smother it!	Headed just over the net by S8, out of play! GK
34	Curled beautifully...but inches wide! GK	Controlled by the offense (1)
35	RARE PLAY. Roll again and consult Rare Play table 2.	Controlled by the offense (1)
36	On the ground, wide of the net, out of play. GK	Kicked short, controlled by the offense (2)
41	Wide left, out of play! GK	Kicked short, controlled by the offense (2)
42	Blocked by D3 out of play! There'll be a corner kick! (2)	Controlled by the offense (2)
43	Wide right, out of play! GK	Cleared to the offense (2)
44	Blocked by D3 out of play! There'll be a corner kick! (2)	Cleared to the defense!
45	Blocked by D3, settled by the defense!	RARE PLAY. Roll again, consult Rare Play table 2.
46	Blocked by D3, settled by the offense! (2)	Total chaos...finally cleared to the defense!
51	Blocked by the goalie, settled by the defense!	Cleared to the defense!
52	Blocked by the goalie, settled by the offense! (2)	Cleared to the defense! +1
53	Blocked by the goalie, then cleared to the defense!	Dangerous loose ball cleared to the defense! +1
54	The goalie just gets a hand on it as he falls, then covers it!	Cleared to the offense! (2)
55	Saved on the ground by the goalie!	Cleared to the offense! (2)
56	A goal is waved off, offside is called! Ball to the defense!	Cleared, there'll be another corner kick!
61	Caught by the goalie!	Caught by the goalie!
62	Caught by the goalie! He bobbled it but recovered!	Headed out of bounds by the defense, the offense throws it in, maintains possession. (2)
63	Hit weakly wide, out of play! GK	Headed out of bounds by the defense, the offense throws it in, maintains possession. (2)
64	Offside is called! A goal is waved off!	Headed on top of the net by S8, out of play! GK
65	Kicked into the side of the net and out of play! GK	SHOT by S4 off a great set-up in the air! <i>(Take a shot and subtract 3 dice numbers from the roll!)</i>
66	The shot is taken way too soon and is not even close, out of play. GK	SHOT by S5 off a great set-up in the air! <i>(Take a shot and subtract 3 dice numbers from the roll!)</i>

PENALTY KICKS	
2	The goalie knocks the ball away with a great leaping save!
3	The goalie gets a piece of the ball but it gets into the net, GOOOOAAALLLLLLLLLLLLLL!
4	Kicked just high!
5	Kicked into the lower left of the net, GOOOOAAALLLLLLLLLLLLLL!
6	The goalie knocks it away!
7	Kicked into the upper left of the net, GOOOOAAALLLLLLLLLLLLLL!
8	Kicked into the upper right of the net, GOOOOAAALLLLLLLLLLLLLL!
9	Blocked by the goalie but then booted in easily, GOOOOAAAAALLL! (*overtime shootout: use # 3)
10	Kicked into the lower right of the net, GOOOOAAALLLLLLLLLLLLLL!
11	The goalie knocks it away with a terrific dive!
12	Kicked right to the goalie on the ground and saved!

ACTION TABLE 5

	0 advances	1 advance	2 advances
11	Ball lost on a long kick.	Offside called.	Offside called.
12	Ball lost on an errant short kick.		Ball handler loses it in the corner.
13	A sharp pass to midfield. +1	The ball handler loses possession in traffic.	
14	Ball lost on a slide tackle.		S2 goes down and loses the ball!
15	The ball is knocked out of bounds by the defense, the offense retains possession and throws it in.		
16	The ball is stolen! +1 for other team		Weak cross taken by the defense.
21	The ball is lost out of bounds, the defense throws it in.		
22	The ball is taken away on the sideline.		Crossing pass too strong, ball to defense.
23	D	A foul is called against the defense. Play continues normally. +1	Foul on the defense. Direct free kick!
24	D	Favored team: +1 on a pure burst of speed by S3! Underdog: Mid-air battle, the defense gets the ball. Teams evenly matched: A slide tackle jars the ball loose but the offense maintains possession. Heavily Favored team: Long, perfect pass by P3 to S1! +2 Heavy Underdog: Ball stolen, breakaway for other team's S5! +2	
25	D	RARE PLAY! Roll again and consult RARE PLAY table 1.	
26	D	The ball is kicked back to the goalie.	Ball lost to the defense's goalie on a long pass.
31	D	The offense has to work hard to get the ball out of their own end. +1	S5 is tied up by (?) and loses the ball over the end line. GK
32	D	Nifty footwork on the sideline, the offense works the ball well.	D5 brings S3 down hard....but no foul! Ball to the defense!
33	D	The ball is controlled in the backfield.	S1 tries his best to save a pass but it just gets over the end line. GK
34	D	The defense presses but can't quite get at the ball.	The ball is lost to the defense's goalie.
35		The ball is controlled at midfield. +1	S1 threads his way with great effort toward the goal but loses the ball at the very end, the defense takes it.
36			S1 waits just a second too long to shoot and loses the ball!
41		S7 has it, brings it up the field, avoids a defensive challenge. +1	The defense clears the ball and takes over possession.
42			A successful long pass downfield! +1
43			A flurry of passing at midfield. (HEAVY UNDERDOG: Defense takes the ball away.)
44		The ball is headed forward. +1 (PUSH S3)	
45		The ball is taken forward through good passing. +1	
46		The ball is taken forward through good passing. +1 (PUSH S1)	
51		The offense takes the ball up the field aggressively. +1	
52		The ball is taken forward through good ball handling. +1 (PUSH S2)	
53		The ball is taken forward through good ball handling. +1	
54		The offense works the ball up the field slowly. +1	
55	>	The ball is taken forward through good ball handling. +1	Dangerous cross misses, ball to offense! (HEAVY UNDERDOG: use #36)
56	>		The ball is fed just outside the box but the offense must pull back.
61	>		The ball is kicked all the way across the field. +1
62	>	A foul is called on the defense, play continues normally. +1	The offense starts an attack from the wing. +1
63	>	The ball is taken forward through good passing. +1	The ball goes beyond the end line off the defense, there'll be a corner kick!
64	>		A successful long pass downfield! +1 (UNDERDOG: The pass sails out of bounds, to the defense.)
65	>		Ball goes beyond the end line off the defense---corner kick!
66	>	Breakaway for S3! +2	FOUL! Consult the FOUL table.
		Breakaway for S3! +2	FOUL! Consult the FOUL table.
		Breakaway for S3! +2	1 st half: Great set-up, a header from P1 to S1! +1 (-3 on Shot Chart)
		Breakaway for S3! +2	2 nd half / OT: Great set-up in the air from (?) to S3! +1 (-3 on Shot Chart)

When a shot is taken directly off a great set-up on the Action table, subtract 3 dice numbers from the roll on the shot!

	SHOT TABLE 5	CORNER KICK TABLE 5
11	GOOOOOAAAAALLLLLLLLLLLLLLLLLL!	Headed in by (?), GOOAAALLLLLLLLLL!
12	on #13, the Underdog or Heavy Underdog cannot get a shot off, the defense boots it away and takes over	Broken up with a sliding kick, defense takes it!
13		Headed wide of the net by S1, out of play! GK
14	Blocked by the goalie, rebounded to (?), shoot again, subtract 4 dice numbers from the shot!	Headed just wide by S9, out of play! GK
15	Off the post and out of play! So close! GK	Headed wide of the net by S1, out of play! GK
16	Off the crossbar and out of play! So close! GK	Headed over the net by S5, out of play! GK
21	The goalie leaps and knocks a deadly shot out of play! There'll be a corner kick! (2)	The goalie punches a dangerous kick away, the offense regains control! (2)
22	The goalie dives to his left and knocks a brilliant shot out of play! There'll be a corner kick! (2)	Headed away to the offense (2)
23	The goalie dives to his right and knocks a brilliant shot out of play! There'll be a corner kick! (2)	Headed away to the defense!
24	The goalie leaps and knocks it over the net, corner kick! (2)	Headed away to the defense!
25	Inches high, out of play! Agony! GK	Headed out of bounds, throw-in to the offense (2)
26	Just wide to the left, out of play! GK	Terrific kick is caught by the goalie!
31	Just wide to the right, out of play! GK	Caught by the goalie!
32	High, out of play! GK	The goalie comes out riskily and catches it!
33	On the ground, right at the keeper. GK	Headed just over the net by S2, out of play! GK
34	Way high, out of play! GK	Controlled by the offense (1)
35	RARE PLAY. Roll again and consult Rare Play table 1.	Controlled by the offense (1)
36	On the ground, wide of the net, out of play. GK	Kicked short, controlled by the offense (2)
41	Wide left, out of play! GK	Kicked short, controlled by the offense (2)
42	Blocked by (?) out of play! There'll be a corner kick! (2)	Controlled by the offense (2)
43	Wide right, out of play! GK	Cleared to the offense (2)
44	Blocked by D4 out of play! There'll be a corner kick! (2)	A foul in the box – PENALTY KICK! (?)
45	Blocked by (?), settled by the defense!	RARE PLAY. Roll again, consult Rare Play table 1.
46	Blocked by D4, settled by the offense! (2)	A poor kick is cleared to the defense.
51	Blocked by the goalie, settled by the defense!	Cleared to the defense!
52	Blocked by the goalie, settled by the offense! (2)	Cleared to the defense! +1
53	Blocked by the goalie, then cleared to the defense! +1	Dangerous loose ball cleared to the defense! +1
54	A slow roller is barely booted away, throw-in for the offense!	Cleared to the offense! (2)
55	Saved on the ground by the goalie!	Cleared to the offense! (2)
56	A diving catch by the goalie!	Cleared, there'll be another corner kick!
61	Caught by the goalie!	Caught by the goalie!
62	Caught by the goalie! He bobbled it but recovered!	Headed out of bounds by the defense, the offense throws it in, maintains possession. (2)
63	Hit weakly wide, out of play! GK	Headed out of bounds by the defense, the offense throws it in, maintains possession. (2)
64	Offside is called!	Headed on top of the net by S1, out of play! GK
65	On the ground, right at the keeper.	SHOT by S6 off a great set-up in the air! <i>(Take a shot and subtract 3 dice numbers from the roll!)</i>
66	On the ground, right at the keeper.	SHOT by S1 off a great set-up in the air! <i>(Take a shot and subtract 3 dice numbers from the roll!)</i>

PENALTY KICKS	
2	The goalie knocks the ball away with a great leaping save!
3	The goalie gets a piece of the ball but it gets into the net, GOOOOAAALLLLLLLLLLLLLL!
4	Kicked just high!
5	Kicked into the lower left of the net, GOOOOAAALLLLLLLLLLLLLL!
6	The goalie knocks it away!
7	Kicked into the upper left of the net, GOOOOAAALLLLLLLLLLLLLL!
8	Kicked into the upper right of the net, GOOOOAAALLLLLLLLLLLLLL!
9	Kicked into the upper left of the net, GOOOOAAALLLLLLLLLLLLLL!
10	Kicked into the lower right of the net, GOOOOAAALLLLLLLLLLLLLL!
11	The goalie knocks it away with a terrific dive!
12	Kicked right to the goalie on the ground and saved!

	GOALS	off great set-ups in the air	off great set-ups on the ground
11	Over a leaping goalie!	Settled off the chest, kicked in on one bounce!	Great long slide by the attacker, who one-foots it in!
12	Curved into the corner of the net from long distance!	Settled off the chest, kicked in on one bounce!	Great long slide by the attacker, who one-foots it in!
13	A dead-on long-distance shot from the front!	Settled off the chest, kicked in before it hits the ground!	Over a leaping goalie!
14	A long distance shot from the wing!!	Headed over a leaping goalie!	A long distance shot from the wing!
15	Past a diving goalie, into the lower left!	Headed into the lower left of the net!	Past a diving goalie, into the lower left!
16	Past a diving goalie, into the upper left!	Headed into the lower right of the net!	Past a diving goalie, into the lower left!
21	Past a diving goalie, into the upper right!	Headed into the upper left of the net!	Past a diving goalie, into the upper left!
22	Past a diving goalie, into the lower right!	Headed into the upper right of the net!	Past a diving goalie, into the upper left!
23	Player jukes the goalie and blasts it in!	Headed in into the very edge of the net!	Past diving goalie, into the upper right!
24	The goalie is juke and the player taps it in!	Put in off an amazing bicycle kick!	Past diving goalie, into the upper right!
25	The player fakes out his defender and kicks it in low!	The goalie gambles and comes out and the player heads it in over him!	Past diving goalie, into the lower right!
26	Player fakes out defender, kicks it in high!	Headed off the crossbar and in!	Past diving goalie, into the lower right!
31	The goalie gets a piece of the ball but it squeaks into the corner!	Great slide by the attacker, he chips it in on the fly!	Tapped into the very edge of the net, it just barely gets in!
32	The goalie gets most of the ball but it squeaks across the line!	Great slide by the attacker, he heads it in as he goes low to the ground!	The goalie gets a piece of the ball but it squeaks into the corner!
33	The goalie gambles and comes out, but the player gets the shot off just in time!	Settled and then quickly booted into the upper left!	The goalie gets most of the ball but it squeaks across the line!
34	Curled into the net from a difficult angle, what great movement on the ball!	Settled and then quickly booted into the upper right!	Goalie gambles, makes a play on the ball, the player taps it in just in time!
35	Put in off an amazing bicycle kick!	Settled and then quickly booted into the lower left!	Shot beautifully between two defenders!
36	Chipped up into the air and then headed in!	Settled and then quickly booted into the lower right!	Knocked away by the goalie right back to the attacker, who taps it in!
41	Chipped past a defender and then kicked in on the fly!	Kicked off a defender and into the corner of the net for an own goal!	The goalie smothers the ball but it squeaks under him and into the net!
42	Settled with the chest and kicked in before it hits the ground!	A crossing pass results in an own goal off a defender's leg!	Into the upper left, goalie can't even make a move on it!
43	A powerful shot from long distance!	Headed in by a defender for an own goal!	The attacker recovers his own rebound off the goalie's save and kicks it in!
44	First shot knocked away by the goalie right back to the shooter, who taps it in!	The player dives and heads the ball into the lower left of the net!	The attacker merely nudges the ball home from inches away!
45	Great off-balance shot falling away from the goal!	The player dives and heads the ball into the lower right of the net!	Off the post and into the net!
46	Past a diving goalie into the upper left!	Player receives a header and then heads it in!	Defender makes a desperate slide but it's booted in!
51	Past a diving goalie into the upper right!	Player receives a header and then heads it in!	Settled, then the player spins and boots it in!
52	Into the upper left, the goalie can't even make a move on it!	Headed into the upper left of the net!	A defender slides to kick the cross away and the ball sails in, an own goal!
53	Into the upper right, the goalie can't even make a move on it!	Headed into the lower right of the net!	Settled, then the player spins and boots it in!
54	The attacker finds himself in a one on one against the goalie and he gets it past him!	Put in on a live drive off a defender's chest!	Settled and then quickly booted into the lower right!
55	Great turnaround shot surprises everyone!	The attacker sticks his foot out and it ricochets in low!	Settled and then quickly booted into the lower left!
56	The player recovers his own rebound off the goalie's save and kicks it in!	The attacker sticks his foot out and it ricochets in high!	The attacker receives a blind backwards pass and he boots it in!
61	Kicked in hard with the player's weaker foot!	Settled off the chest, then chipped over a charging goalie!	The ball goes all the way through the box and is then booted in!
62	Off the post and into the net!	Settled, then booted hard from close range!	The ball goes all the way through the box and is then booted in!
63	Off the crossbar and into the net!	Settled, then booted hard from long distance!	The pass is missed by two defenders and booted in!
64	Floating chip shot sneaks over a leaping goalie!	Kicked on the fly off the post, it caroms in!	Great off-balance kick into the upper part of the net!
65	Hard line drive from close range, no chance to get it!	A headed ball floats over an agonized goalie and goes in!	An offenseman brilliantly lets a pass through to the attacker, who puts it in!
66	The attacker fakes with a false kick and then knocks it past the goalie!	The ball is headed off the crossbar, and the rebound is headed into the net!!	Player slides, gets it in!

	RARE PLAYS 1: 0 or 1 advances
11	A defender slips and the ball handler roars past him! +1
12-21	A beautiful long pass by P1 down and across the field is settled on the chest by S1! +2
22-23	The defense is caught napping and there's a breakaway off a nice pass to S1! +2
24	A long pass across the field is bicycle-kicked forward beautifully by P1! +1
25-26	The referee misses a clear hand ball and the ball is lost to the defense.
31-46	Ball handler is tackled hard and goes down in pain, but gets no call. Ball to the defense.
51	A throw-in is intercepted by D1, who charges the other way! +1
52-55	S1 jukes his man and charges forward! He jukes another and keeps going! +2
56-64	Oh, an obvious hard foul on a slide tackle is missed by the referees, play continues, ball goes to the defense!
65	The ball handler trips! The defense takes over, +1
66	The ball is cleared back to the goalie.....oh, it's a bad clear and stolen by S1! +3, he takes an immediate shot!
	RARE PLAYS 1: 2 advances
11-12	A great crossing pass is headed away by a diving D1, the defense takes it!
13-21	A great crossing pass rolls slowly all the way through the box, no one can get it! The defense clears it, offense takes it! (2)
22-23	S1 makes a terrific sliding play to save a pass from going out of bounds! (2)
24-26	A beautiful pass by P1 results in a 1-on-1 against the goalie for S1! +1 Shoot and subtract 4 dice numbers from the roll!
31-36	S1 jukes several defenders, drives toward the goal.....and is taken down at the very last second by D1, ball goes to the defense! A tremendous effort comes up just short!
41-46	The goalie charges out, leaving an empty net....and gets back just in time to boot the ball away, to the offense! (2)
51-53	S1 gets a one-on-one against the goalie! He charges in and shoots! Subtract 4 dice numbers from the roll!
54-56	S1 advances the ball beautifully, walking a long tightrope along the sideline, +1!
61	An attempt to knock the ball off a defender to steal a corner kick backfires, the ball goes out of bounds to the defense.
62-65	A great crossing pass is just plain missed by a charging attacker! The defense clears it! Offense takes it! (2)
66	S1 sees the goalie move too far out of the box and sends in a chip shot from long distance, it floats over the goalie's head, he rushes back to the goal, leaps....and knocks it away! A terrific play! Corner kick coming up!
	RARE PLAYS 1: fouls
11	A defensive foul results in a brutal fight! D1 from each side is ejected as the benches clear! Ball to the defense. Add 2 units of stoppage time.
12	Defenseman is ejected for a brutal punch! (?) (2) Add 2 units of stoppage time.
13-15	A blatant hand ball is called in the penalty box! There'll be a penalty kick and a yellow card issued against the defense! (?)
16-22	A yellow card is shown to the ball handler after he goes down with what the referee perceives as a fake injury! (?)
23	The ball is lost to the defense's goalie, but he holds the ball too long! The offense is given possession. (2)
24-46	A hand ball is called against the defense! (2)
51-54	Two players go up for a high ball and the defenseman delivers an elbow to the face, drawing a yellow card! (?) (2)
55-61	A ball handler, frustrated by the defenseman's tactics, gives him a brutal shove and draws a yellow card! (?)
62-63	Defenseman is ejected for a vicious tackle! (?) (2)
64-65	A hand ball in the box will give the offense a penalty kick! (?)
66	The ball handler takes a hand right to the face! (2) Direct free kick!
	RARE PLAYS 1: corner kicks
11-12	The ball is headed low by S2, the goalie dives and saves it....but loses the handle on it and it's tapped in by S1! GOAL!!!
13-16	The kick is a great one but the shot is headed just over the net by S1, all he had to do was go low with it! He blew it! GK
21-22	S1 and the goalie go up for the ball at the same time and collide! Both go down hard, the ball goes to the defense.
23-26	S2 heads the kick toward the net....it's headed away at the last second by D1! Controlled by the offense! (2)
31-32	The corner kick is a good one, S5 waves at it with his foot ...and misses it! Cleared by the defense, they take over!
33-36	The ball is headed away by the defense....S1 gets under it and he takes a shot with the ball still in mid-air!
41-46	The corner kick goes over everyone to S6 all alone out on the wing, he takes a shot!
51-53	The corner kick is cleared in the air by the defense all the way to midfield, where a break begins going the other way! +2
54	The corner kick is booted at the goalie hard, the ball bounces off the goalie's chest, S1 shoots <i>and scores!!!</i>
55-56	S1 makes a miracle bicycle kick and scores!! GOOOOOAAAAALLLLLLL!!
61-66	The kick is headed high up in the air, everyone waits for it to come down....it bounces off the crossbar! When it comes down the goalie punches it away out of play, take another corner kick!
	RARE PLAYS 1: shots
11	The shot goes off one post, across the front of the goal, and then off the other post, then saved by the goalie! GK
12-14	The shot is off the crossbar, shoots downward just over the goal line, but it's ruled out! Ball to the defense!
15-16	A goal is waved off due to a bad offside call! The other team takes over!
21-22	The attacker chips a high floater from thirty yards out....and it sails over a leaping goalie for a score!!! GOOAAALLLLLLL!
23-26	The shot towards an open net is headed away by a diving D2! The defense takes over the ball!
31-33	From the wing, an attacker takes a long, desperate shot, it floats, hooks, hooks.... <i>over the goalie and into the net!!!</i>
34-41	The shot is off the crossbar, rebounds back, and D7 heads it toward an open net....and misses wide, out of play! GK
42-46	The goalie dives and knocks the shot away, then he gets to his feet, dives again and knocks away the kick off S8's rebound shot, then makes a third incredible save off another immediate shot by S7! The defense takes over! Wow!
51-54	The attacker holds his own against four defenders, weaving between them, faking them out, he finally sees a split second of daylight, and takes a shot! Subtract 5 from the shot on the Shot table!
55-62	The player with the ball misses a clear shot at an open net! It's out of play! Agony! GK
63-66	The player with the ball is taken down brutally in the box to save a goal! A yellow card is issued, so is a penalty kick! (?)

	RARE PLAYS 2: 0 or 1 advances
11	The offense kicks the ball back to the goalie...oh, the defense's S3 steps in and steals it! +3, he takes an immediate shot!
12-21	A beautiful long, long pass by P1 down and across the field gets to S1! +3, he takes an immediate shot!
22-23	The defense is caught napping and there's a breakaway off a nice pass to S2! +2
24	A long pass across the field is bicycle-kicked forward beautifully by P2! +1
25-26	(?) sees the goalie napping and takes a wild shot from almost midfield! Go to the Shot table!
31-46	Ball handler is tackled hard and goes down in pain, but gets no call. Ball to the defense. Add 2 units of stoppage time.
51	S4 is absolutely mugged out of nowhere by defense's S4, breakaway! +2
52-55	S1 gets the ball off a trick, no-look pass from P1 and charges forward! He has daylight ahead! +2
56-64	Oh, an obvious hard foul on a slide tackle is missed by the referees, play continues, ball goes to the defense!
65	The ball is booted right into a defender, and the ricochet takes the ball all the way back to the box! Defense's S3 has it! +2
66	The ball is cleared back to the goalie.....oh, it's a bad clear and stolen by S1! +3, he takes an immediate shot!
	RARE PLAYS 2: 2 advances
11-12	S1 rockets one off the crossbar! S2 kicks the rebound off the crossbar too! The defense takes it!
13-21	A great crossing pass rolls slowly all the way through the box, no one can get it! The defense clears it, offense takes it! (2)
22-23	The goalie is nailed coming out to smother the ball! He has to leave the game! GK Add 2 units of stoppage time.
24-26	Offense's (?) gets a yellow card for diving in the box! GK
31-36	S2 jukes several defenders, drives toward the goal.....and is taken down at the very last second by D2, ball goes to the defense! A tremendous effort comes up just short!
41-46	D3 boots a dangerous ball away from the box with a wild kick and it finds his team's S4 halfway downfield! Amazing! +2
51-53	S1 gets a one-on-one against the goalie! He charges in and shoots! Subtract 4 dice numbers from the roll!
54-56	(?) on defense takes a kicked ball right to the face and goes down! Ball to offense, add 2 units to stoppage time.
61	A phenomenal long pass from midfield finds S1 in the box, he blasts it into the net....and is called for offside! No goal! GK
62-65	S1 blasts a screaming shot which hits a wall and shoots back to him. Before the ball can hit the ground, he shoots again!
66	S2 shoots from long distance and curls it beautifully toward the corner of the net...but the goalie dives and knocks it away, where S6 gets it and takes a quick shot at an almost completely open net! -3 from the Shot table!
	RARE PLAYS 2: fouls
11	A defensive foul results in a brutal fight! D2 from each side is ejected as the benches clear! Ball to the defense. Add 2 units of stoppage time.
12	Defenseman is ejected for a brutal punch! (?) (2) Add 2 units of stoppage time.
13-15	A blatant hand ball is called in the penalty box! There'll be a penalty kick and a yellow card issued against the defense! (?)
16-22	A yellow card is shown to the ball handler after he goes down with what the referee perceives as a fake injury! (?)
23	Offense's S1 is given a yellow card for protesting that a defender should have been called for a foul!
24-46	A foul is called on a defenseman who actually made a beautiful, daring, and completely clean tackle! Direct free kick!
51-54	Two players go up for a high ball and the defenseman delivers an elbow to the face, drawing a yellow card! (?) (2)
55-61	A ball handler, frustrated by the defenseman's tactics, gives him a brutal shove and draws a yellow card! (?)
62-63	The offense's manager is ejected from the match for verbal abuse concerning a missed call! Ball to the defense!
64-65	A hand ball in the box will give the offense a penalty kick! (?)
66	The referee misses an offensive player's obvious shove of a defender in the box and play continues! (2)
	RARE PLAYS 2: corner kicks
11-12	The ball is headed low by S3, the goalie dives and saves it....but loses the handle on it and it's tapped in by S5! GOAL!!!
13-16	The kick is a great one but the shot is headed just over the net by S2, all he had to do was go low with it! He blew it! GK
21-22	S3 and the goalie go up for the ball at the same time and collide! Both go down hard, the ball goes to the defense.
23-26	S1 heads the kick toward the net...it's headed away at the last second by D1! Controlled by the offense! (2)
31-32	The corner kick is a good one, S4 waves at it with his foot ...and misses it! Cleared by the defense, they take over!
33-36	The ball is headed away by the defense....S2 gets under it and he takes a shot with the ball still in mid-air!
41-46	The corner kick goes over everyone to S7 all alone out on the wing, he takes a shot!
51-53	The corner kick curls in and hits the post! Ball controlled by the offense! (2)
54	The corner kick is booted at the goalie hard, the ball bounces off the goalie's chest, S2 shoots <i>and scores!!!</i>
55-56	S2 makes a miracle bicycle kick and scores!! GOOOOOAAAAALLLLLLL!!
61-66	A perfect kick is headed toward the net by S3....and D3 heads it away at the last second! Ball to the defense!
	RARE PLAYS 2: shots
11	The ball is bent wickedly by (?) and finds the back of the net behind a baffled goalie! What an amazing shot!! GOOAAALLL!
12-14	The shot is off the crossbar, shoots downward just over the goal line, but it's ruled out! Ball to the defense!
15-16	A goal is waved off due to a completely unnecessary foul on the offense in the box!
21-22	The attacker chips a high floater from thirty yards out....and it sails over a leaping goalie for a score!!! GOOAAALLLLLLL!
23-26	The shot towards an open net is headed away by a diving D1! The defense takes over the ball!
31-33	From the wing, an attacker takes a long, desperate shot, it floats, hooks, hooks.... <i>over the goalie and into the net!!!</i>
34-41	The shot is off the crossbar, rebounds back, and D8 heads it toward an open net....and misses wide, out of play! GK
42-46	The goalie dives and knocks the shot away, then he gets to his feet, dives again and knocks away the kick off S6's rebound shot, then makes a third incredible save off another immediate shot by S4! The defense takes over! Wow!
51-54	The attacker holds his own against four defenders, weaving between them, faking them out, he finally sees a split second of daylight, and takes a shot! Subtract 5 from the shot on the Shot table!
55-62	The player with the ball misses a clear shot at an open net! It's out of play! Agony! GK
63-66	The player with the ball is taken down brutally in the box to save a goal! A yellow card is issued, so is a penalty kick! (?)

FOUL TABLE

Roll the dice again to determine the type of foul called.

	after 0 or 1 advances	after 2 advances
2	RARE PLAY Roll again and consult the Rare Play table. (table #1 in first half, #2 in second half)	
3	against the defense – yellow card! +1 (?)	against the defense – yellow card + a direct free kick! (?)
4	against the defense – yellow card! +1 (?)	against the defense – direct free kick, ball handler injured!
5	against the offense	against the offense
6	against the defense - yellow card! +1 (?)	against the defense – direct free kick! Defense screams for a penalty kick, but none is given!
7	against the defense – the ball handler is injured! +1 (?)	against the defense – yellow card + a direct free kick! (?)
8	against the defense – yellow card! +1 (?)	against the defense – direct free kick!
9	against the defense – yellow card! +1 (?)	against the defense - PENALTY KICK! (?) (The Heavy Underdog only gets a penalty kick if the game is tied; otherwise use #11)
10	against the defense – the ball handler is injured! +1 (?)	against the defense – the ball handler is injured + direct free kick! (?)
11	against the offense	against the offense
12	against the offense - yellow card! (?)	against the offense - yellow card! (?)

If a team is whistled for a yellow card twice in the game, he is issued a red card and the team must play with a man down! Re-rank the teams when one team loses a man due to a red card, and subtract 12 points from the short-handed squad's regular season point total. (Subtract 12 more if a team somehow loses a second man!)

If the ball handler is injured, the injury might be serious, and he leaves the game for good if there have been exactly 5, 15, 25, or 35 time units used in the half or overtime at the moment the whistle blows. Otherwise, he walks it off.

When an injury occurs on the foul table, add 2 units of stoppage time to the duration of the half or overtime.

If a team's S1 or S2 must leave the game due to injury, re-rank the teams, and subtract 5 points from the hurting squad's regular season total.

YELLOW CARD DESCRIPTION

	AGAINST THE DEFENSE	AGAINST THE OFFENSE
2	A yellow card is issued to the coach!	A yellow card is issued to the coach!
3	Card given for wasting time.	Card given for wasting time.
4	Card given for an overly aggressive slide tackle (tie game: red card!)	A player is called for unsportsmanlike diving!
5	Card given for an overly aggressive slide tackle.	
6	Card given for an overly aggressive use of the hands.	Card given for striking a player with the hands.
7	Card given for an overly aggressive slide tackle.	
8	Card given for pulling a player down from behind.	Card given for a blatant hand ball.
9	Card given for delivering an elbow to the opponent's face!	
10	Card given for delay of game.	Card given for delay of game.
11	Card given for a blatant hand ball.	Card given for verbal abuse. (tie game: red card!)
12	Card given for striking a player with the hands. (tie game: red card!)	Card given for spitting!

(?) To find out which player draws a yellow, or which player is injured, check the total number of time boxes that have elapsed so far in the half or overtime at the moment the whistle blows. This chart also gives you the player designations for some plays on the Action, Shot, Corner Kick, and Rare Play tables.

1-3	4-6	5-7	6-8	9-11	12-14	15-17	18-20
S10	S9	S8	S7	S6	S5	S4	S3
21-23	24-26	27-29	30-32	33-35	36-38	39-40	stoppage time
S2	S1	S5	S4	S3	S2	S1	S6

Teams	team ranking	1st half	2nd half	1st overtime	2nd overtime	FINAL

teams	shots	shots on goal	fouls	corner kicks	yellows	ejected

Visitors	Scoring	Passing	Defense	Home	Scoring	Passing	Defense
1				1			
2				2			
3				3			
4				4			
5				5			
6				6			
7				7			
8				8			
9				9			
10				10			
11	(goalkeeper)			11	(goalkeeper)		

Sub1				Sub1			
Sub2				Sub2			
Sub3				Sub3			

TIME UNITS ELAPSED

To denote that a time unit has been used, cross out a V or an H depending on which team just lost the ball or scored.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1st half	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h
	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h
stoppage time	v	h																		
+ stoppage time	v	h	v	h	v	h	(maximum of 6 units of + stoppage time)													
2nd half	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v
	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v
stoppage time	h	v																		
+ stoppage time	h	v	h	v	h	v	(maximum of 6 units of + stoppage time)													

1st overtime	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v		
+ stoppage time	h	v	h	v	(maximum of 4 units of + stoppage time in overtime)															
2nd overtime	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	h	v	
+ stoppage time	h	v	h	v	(maximum of 4 units of + stoppage time in overtime)															

PENALTY KICKS

teams	1	2	3	4	5	x	x	x