Suitable for ages 13 and up

Pocket Football rules

LENGTH OF GAME – 2 HALVES
Before starting, agree on a time for each half- 5mins for local club sides/10 mins for state or county teams/15mins for professional teams. Keep playing until time is up. Winner is the player with the highest score (goals). Flip a coin to determine who kicks off. Play starts in midfield - the attacking player rolls the yellow Midfield die to start the game.

The attacking player will control six dice
You have 4 different positions on the field, 1 for shots on goal and 1 for Free Kicks/corners.

Defense Midfield Wing Forward Shoot Free Kick/Cross/Corner

The defending player will control two dice: 1 die for the Goalie, and 1 for Tackle challenges

Goalie Tackle

PASSING THE BALL
Most of the game will see the attacking player rolling his positional dice to move the ball around the pitch. On each die face there is an action (PASS/CROSS/SWITCH/SHOOT) and/or a **field position** Defense, Midfield, Wing or Forward, that indicates where the ball is travelling to.

When one position passes to the next, simply pick up that receiving die, and roll again.

Just think of field position logically. Any *(turnover)* results in possession being lost in that position.
If your Forward loses possession, the opposing team's Defense will gain possession.
If you lose possession on the Wing, your opponent takes possession on the Wing.
If your Goalie makes a Save, your Defense will start play again.

CHALLENGES
On most position dice is a chance for the defending player to 'Challenge' with a tackle. This allows your opponent to roll his WHITE die to try and take possession. **This is your choice however**.Tackling can come with some unwanted results! You can also simply allow the attacker to play on and roll again.

TACKLES
- Pressure (turnover) / Good tackle (turnover) - both result in the defender winning possession. He will take control of the ball in the area of the pitch the tackle was won.
- Wrong footed / Tackle evaded - the attacking player will play on and roll the same position die again.
- Shown a card / FOUL - the tackle has been too aggressive and a FREE KICK is awarded

FREE KICKS / CROSS / CORNER KICKS -There are 3 results from this die:
- PLAYED SHORT >forward. You will then roll the green Forward die.
- The kick will be TAKEN BY the KEEPER. Your opponent will then start play again with his Defense
- Far Post Header / Near Post Volley / Bicycle Kick - all shots on goal. You will then roll the BLUE SHOOT die
- 6 Yard Box Header - the keeper is challenged and must roll the black die.

FREE KICK WITH YOUR FORWARD - *Bend it like what's his name?*
Should your Forward be awarded a FREE KICK, you may either use the brown (Free Kick) die or you may also use the direct SHOOT die, as he is within range. The choice is yours.

SHOOT - The attacking player will roll for shots on goal
- Hit the woodwork - the shot has been deflected but still in play with another roll of SHOOT
- Saved / Wide / Over the Bar - all result in a turnover in possession. Play starts again with Defense
- GOAL! - a cracker of a shot has ploughed into the back of net. Celebrate the best you can!
- On target - you've connected..now it's down to your opponents' Goalie die

- Inside the area! - sublime skill has got you into the best position for a shot. Can the Goalie do his part?

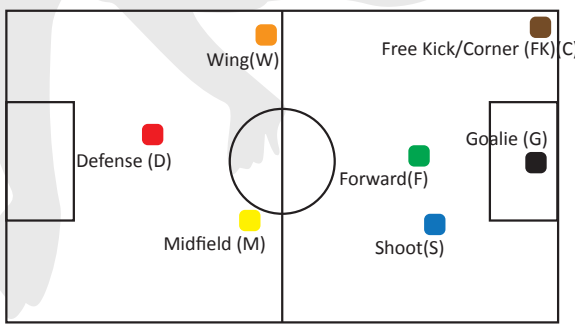
GOALIE - The defending player will roll to try and keep a clean sheet!
- Tipped away - a corner kick has been awarded
- What a SAVE! / Brilliant SAVE! / Easy save (turnover) - the goalie has done his job and the manager is happy. Start play again with your Defense.
- GOAL! - *Have at it son! It's in the back of the net! Shirt off and lap around the room!*

***PENALTY**
An attacking Forward getting ***inside the area*** presents a problem for the defense. Just as with any 'Challenge' you may choose to tackle, or let him have a crack on goal. If a CARD is shown or a FOUL is committed ***inside the area,*** an immediate PENALTY is awarded to the attacking player.

To take a PENALTY shot, there are 4 sides of the BLACK Goalie with a Pocket Sports symbol PS
An increased 4/6 chance to score from the spot. If any of these are rolled, the PENALTY has gone in!

PENALTY SHOOT OUT
A Penalty Shoot Out can be used as above to resolve a tied match after regular time

YELLOW CARDS
If your team has been issued two Yellow cards during the game, it is deemed a Red Card has been shown and ***no further tackles*** can be made for the remainder of the game.



You're encouraged to add commentary for tension and excitement to games, so make sure you have your best calling voice primed and ready!

Choking Hazard - Keep Away From Small Children

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