



POCKET FOOTBALL

Pocket Football rules

LENGTH OF GAME – 2 HALVES

Before starting, agree on a time for each half- 5/10 mins. 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 Midfield (M) die to start the game.

Any PASS/FLICK/CHIP is a successful pass to the **field position shown by a letter**. Move to either (D)Defense, (M)Midfield, (W)Wing or (F)Forward etc, and continue rolling.

The letter (T) means a turnover, you lose possession, the other player picks up the dice in the position of the field where it was lost. If there is no (T), you continue.

Just think of field position logically. 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.

SHOOT (S) - used when a shot on goal is attempted.

If a FOUL is rolled - the player in possession (the attacker) will roll the FOUL die to see who gains possession.

Yellow Card – If two Yellow cards are received during the match, no *Skills points can be used.

FREE / CORNER KICK (FK)

Set piece - roll to see if the ball has been passed in to (M) or (W) - play then continues as normal with those dice.

If the ball has been lobbed into the goal box (near post/center/far post) - the HIGHLIGHTS die is then rolled....

HIGHLIGHTS

Bicycle Kick/Header/Volley.....are all shots on goal - play moves to the SHOOT die

*PENALTY means a Penalty shot has been awarded - play moves to the SHOOT die. A PENALTY shot allows the player to change one face of the SHOOT die to become a GOAL chance. They must nominate which face changes before the shot. It's only good for one attempt. *If it Rebounds, the nominated side reverts back to its original result before shooting again.*

REBOUND - allows another roll of the SHOOT die.

*SKILLS

Rolling SKILLS give the player in possession a 'reroll' that may be used during the passage of play.

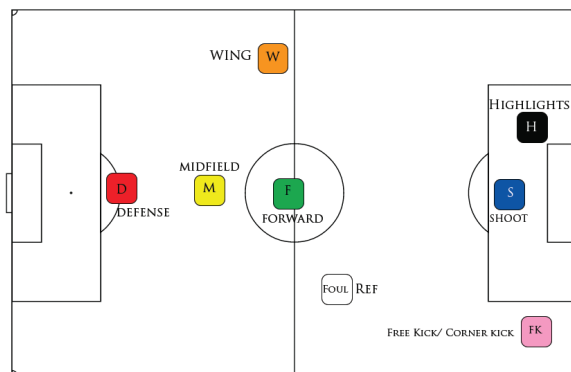
The **only exception is on the SHOOT die** – rerolls cannot be used on this die.

Example - If a player has a corner kick that results in Bad pass (T), he may elect to RE-ROLL by using 1 Skillz point and hope for a better corner kick result.

If a player can collect 3 Skills during one passage of play, he can nominate one side of the SHOOT die to become GOAL. Think of it like your player's confidence has risen and he has a higher % of scoring a goal.

Example – I have 3 Skillz points – I have shot on goal – I nominate that "SAVED" becomes "GOAL" for this shot only. If I roll "SAVED" it is counted as a GOAL

It is only good for one time use only – if a GOAL is scored or any other result, the 3 Skills points have been used and crossed out/deleted from where you may have written them down.



Tips on gameplay - remember field position by thinking of where the ball has been passed to.

'Skills' rerolls cannot be used for shots on Goal if you miss.

3 Skills points will allow you to change 1 face of the SHOOT die to become GOAL - giving you more chance of scoring. If you roll a REBOUND however, that nominated chance is no longer active.

Penalty shoot-outs can be used to decide winners. Each player has 5 attempts with the following changes - REBOUND and CORNER KICK will be changed to GOAL. This gives players a 50% chance of scoring.

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

Watch the 'How to play' video online - www.pocketsports.com.au

Choking Hazard - Keep Away From Small Children