



POCKET FOOTY Aussie Rules

Pocket Football rules

LENGTH OF GAME – 4 quarters - 5 mins each .Winner is the player with the highest score (goals + behinds).

From the center start position, roll the BLACK (C) Contest die. It doesn't matter who rolls. They will either keep possession or lose it. 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.

Next, whoever has possession will roll the YELLOW (M) Midfield die and play will continue moving between dice. Below are instructions for each die.

YELLOW (M) Midfield

Handball W = You've handballed to the Wing - roll the BLUE die

**Run&Bounce* = Roll again

WHISTLE = Roll the IVORY die

Kick % W / Kick % F / Torpedo % F = you are kicking to Blue (W) Wing or Green (F) Forward - roll the PURPLE die to see if the mark is successful

BLUE (W) Wing

Fumble T = You've lost possession. Your opponent will pick up & roll the Blue die

**Run&Bounce* = Roll again

WHISTLE = Roll the IVORY die

Long Range kick F = roll the GREEN (F) Forward die to see if your long range attempt is good

Kick % M / Kick % F / Torpedo % F = you are kicking to Yellow (M) Mid or Green (F) Forward - roll the PURPLE die to see if the mark is successful

GREEN (F) Forward

GOAL = 6 points added to your score - back to the center - roll the BLACK die to start play again

1 Behind = 1 point is added - your opponent will restart with the RED (D) Defense die

OUT of Bounds T = your opponent will restart with the RED (D) Defense die

Smother C = player in possession rolls the BLACK (C) die to see who gains possession. If he keeps possession, roll the GREEN (F) again. If you lose possession, your opponent will roll the RED (D) die

RED (D) Defense

Handball D = roll the RED (D) again *Handball M* = roll the YELLOW (M) die

**Run&Bounce* = Roll again

Short pass % M / Kick % W = you are kicking to Yellow (M) Mid or Blue (W) Wing - roll the PURPLE die to see if the mark is successful

Tackled C = player in possession rolls the BLACK (C) die to see who gains possession. If he keeps possession, roll the RED (D) again. If you lose possession, your opponent will roll the GREEN (F) die

PURPLE % Pass success

Good Mark/Nice Grab/Screamer - you have taken a mark and continue rolling in the received position. If you kicked to the Wing - roll the Blue die. If you kicked to the Forward - roll the Green die and so on.

Def Mark T / Spoil T = you've lost the ball. Your opponent will pick up and roll the die in the receiving position

Punched Away = roll the BLACK die to see who gains possession, then continue rolling.

IVORY (Whistle) Umpire

Throw T / Dropping the Ball T / Holding the Ball T = you've lost the ball. Your opponent takes control and rolls from that position.

Push in the back = You keep possession and play on in that field position

Player Injured = Keep possession and play on OR see advanced rules*

Coat Hanger 50M = Go straight to the Green (F) die and continue.

ADVANCED RULES

*RUN&BOUNCE ★

Rolling a ★ gives the player in possession a 'reroll' that may be used during the passage of play. The **only exception is on the GREEN (F) die** – rerolls cannot be used on this die.

Example - If a player rolls a ★, and then rolls Def Mark (T), he may elect to RE-ROLL by using 1 star point and hope for a better result.

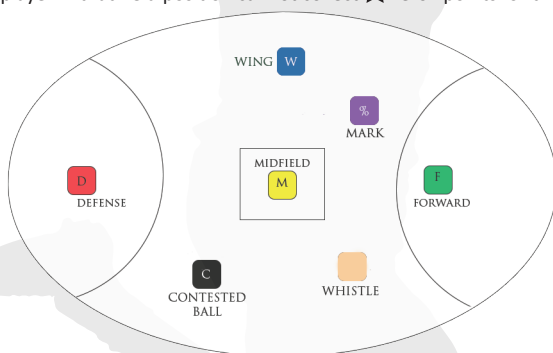
If a player can collect 3 stars **during one passage of play**, he can nominate one side of the FORWARD die to become GOAL. Think of it like your player's confidence has risen and he has a higher % of scoring a goal.

Example – I have rolled 3 stars – I have shot on goal – I nominate that "Out of Bounds" becomes "GOAL" for this shot only. If I roll "Out of Bounds" it is counted as a GOAL

It is 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

*Player Injured

If you roll this, your player in that field position cannot collect ★ reroll points for the remainder of the quarter.



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.

Rerolls cannot be used for shots on Goal if you miss. 3 ★ points will allow you to change 1 face of the FORWARD die to become GOAL - giving you more 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