

INITIAL POSSESSION SEQUENCE: D6

A Roll of 1 Indicates that the HOME Side has Initial Possession - REFEREE'S DECISION
A Roll of 2 Indicates that the HOME Side has Initial Possession - SHOT OPPORTUNITY
A Roll of 3 Indicates that the HOME Side has Initial Possession - SHOT OPPORTUNITY
A Roll of 4 Indicates that the AWAY Side has Initial Possession - REFEREE'S DECISION
A Roll of 5 Indicates that the AWAY Side has Initial Possession - SHOT OPPORTUNITY
A Roll of 6 Indicates that the AWAY Side has Initial Possession - SHOT OPPORTUNITY

PLAYING A MAN DOWN POSSESSION SEQUENCE: D6

A Roll of 1 Indicates that the HOME Side has Initial Possession - REFEREE'S DECISION
A Roll of 2 Indicates that the TEAM Up A Man has a SHOT OPPORTUNITY -
Go Straight to the SHOT WITHOUT the Possession Roll
A Roll of 3 Indicates that the HOME Side has Initial Possession - SHOT OPPORTUNITY
A Roll of 4 Indicates that the AWAY Side has Initial Possession - REFEREE'S DECISION
A Roll of 5 Indicates that the TEAM UP A MAN has a SHOT OPPORTUNITY -
Go Straight to the SHOT WITHOUT the Possession Roll
A Roll of 6 Indicates that the AWAY Side has Initial Possession - SHOT OPPORTUNITY

CONSTRUCTING THE SHOT CHART: 2D6

DICE ROLL	RANKED PLAYER
2 (1 - 4)	Rank # 9
2 (5 - 6)	Rank # 10
3	Rank # 7
4	Rank # 5
5	Rank # 3
6	Rank # 2
7	Rank # 1
8	Rank # 1
9	Rank # 2
10	Rank # 4
11	Rank # 6
12	Rank # 8

CONSTRUCTING THE ASSIST CHART: 2D6

DICE ROLL	RANKED PLAYER
2 (1 - 4)	Rank # 10
2 (5 - 6)	GOALKEEPER
3	Rank # 8
4	Rank # 6
5	Rank # 4
6	Rank # 2
7	Rank # 1
8	Rank # 3
9	Rank # 5
10	Rank # 7
11	Rank # 9
12	Rank # 1

REFEREE'S DECISIONS:

INJ	INJURY - Player in Possession Must Be Substituted - Advance Clock 1 Minute
GK	The GOALKEEPER of the Side in Possession - H REF or A REF - 2D6
Y (1 - 19)	The Player in Possession has been Booked - YELLOW Card - D20
R (20)	The Player in Possession has been Booked - RED Card - D20
PK	The Player in Possession May Have Won a PENALTY KICK Consult the CP Rating for the DEFENDING PLAYER - 2D6 Consult the CONCEDED / NOT CONCEDED Chart
BLANK	ALL BLANK Readings Under the H REF or A REF Columns Indicate there was NO BROOKING, INJURY, or PENALTY APPEAL

SHOT OPPORTUNITY:

DEFENSE COLUMN

SHOOTER	Consult the OFFENSE Column on the SHOOTER'S Card
GK	Consult the GOALKEEPING Column on the GOALKEEPER'S Card
MISSED	Rushed Shot which has been Missed
BLOCKED	The Shot has been Blocked
BLK + REB	Blocked Shot + Follow-Up Shot - D20 + D6 D20 (1 - 6) Original Shooter has Follow-Up Shot D20 (7 - 20) Find the Shooter Using the Shot Chart - 2D6 D6 (1 - 5) Roll to Select Defender - D20 and Consult the DEFENSE Column D6 (6) Rebound Shot is Completely Unmarked - D20 D20 (1 - 15) The Rebound Shot is a GOAL D20 (16 - 17) Consult the Goalkeeper's GOALKEEPING Column D20 (18 - 20) Consult the Shooter's OFFENSE Column
BLK + OG	Blocked + OWN GOAL
CLEARED	Shot Cleared Off the Line
CLR + REB	Shot Cleared Off the Line + Follow-Up Shot - D20 + D6
	SEE BLK + REB ABOVE

OFFENSE COLUMN

GOAL	Goal for Shooter - ADVANCE CLOCK 1 MINUTE
MISSED	Shooter has Missed Shot
NEAR MISS	Narrowly Missed Shot
BAD MISS	Badly Missed Shot
SAVED	Shot Comfortably Saved
SAVED + REB	Shot Parried By Goalkeeper + Follow-Up Shot - D20 + D6 See BLK + REB ABOVE
HWK	Shot Hit the Woodwork
HWK + REB	Shot Hit the Woodwork + Follow-Up Shot - D20 + D6 See BLK + REB ABOVE

DEFENDING GOALKEEPER COLUMN UNDER THE DEFENSE COLUMN

SAVE	The Shot is Saved by the Goalkeeper
FANTASTIC SAVE	The Shot is Saved by the Goalkeeper in Fantastic Style
GOAL	The Shot has Resulted in a GOAL for the Shooter
SAVE + REBOUND	The Shot is Parried by the Goalkeeper + Follow-Up Shot - D20 + D6 D20 (1 - 6) Original Shooter has Follow-Up Shot D20 (7 - 20) Find the Shooter Using the Shot Chart - 2D6 D6 (1 - 5) Roll to Select Defender - D20 and Consult the DEFENSE Column D6 (6) Rebound Shot is Completely Unmarked - D20 D20 (1 - 15) The Rebound Shot is a GOAL D20 (16 - 17) Consult the Goalkeeper's GOALKEEPING Column D20 (18 - 20) Consult the Shooter's OFFENSE Column
POOR GK GOAL	GOALKEEPING ERROR - GOAL
SAVE + OG	The Shot is Saved by the Goalkeeper - HOWEVER - OWN GOAL
X	CONCEDE PENALTY (CP) - GOALKEEPER HAS CONCEDED PENALTY

TYPE OF SHOT COLUMN OF THE SHOOTER (FAR RIGHT COLUMN)

PASS	The Shot was a Result of a Pass
PASS (***)	The Shot Took Place Within the 18 Yard Box No Asterisks - The Shot Took Place Outside of the 18 Yard Box Consult the ASSIST Chart for the Shooting Team
CROSS	The Shot was a Result of a Cross Into the 18 Yard Box Consult the ASSIST Chart for the Shooting Team
CRN	The Shot was a Result of a Corner Kick
CRN (***)	The Shot Took Place Within the 18 Yard Box No Asterisks - The Shot Took Place Outside of the 18 Yard Box Only Players with an ASSIST Rating GREATER THAN 1 Goalkeepers May NOT ASSIST On Corners
FK	The Shot was a Result of an INDIRECT FREE KICK
FK (***)	The Shot Took Place Within the 18 Yard Box No Asterisks - The Shot Took Place Outside of the 18 Yard Box Consult the ASSIST Chart for the Shooting Team Only Players with an ASSIST Rating GREATER THAN 1
DFK	The Shot was a Result of a DIRECT FREE KICK ALL Direct Free Kicks Occur Outside the 18 Yard Box No ASSIST Chart
***	UNASSISTED Shot Took Place Within the 18 Yard Box
BLANK	RESULT Occurred In Some Other Fashion - No ASSIST Chart

PENALTY KICK TAKER IS PLAYING AT HOME: D20

1 - 13	GOAL
14 - 18	Consult the GOALKEEPING Column on the Opposing Goalkeeper's Card 2D6 for Result
19 - 20	Consult the OFFENSE Column on the Designated Penalty Taker's Card 2D6 for Result

PENALTY KICK TAKER IS PLAYING AWAY: D20

1 - 11	GOAL
12 - 16	Consult the GOALKEEPING Column on the Opposing Goalkeeper's Card 2D6 for Result
17 - 20	Consult the OFFENSE Column on the Designated Penalty Taker's Card 2D6 for Result

FIRST / SECOND HALF STOPPAGE TIME: 2D6

2 - 5 / 4	NO FIRST / SECOND HALF STOPPAGE TIME SEQUENCES
6 / 5 - 12	There IS a First / Second Half Stoppage Sequence to be Played AFTER Sequence has been Completed - 2D6
2 - 6	FIRST HALF / MATCH IS OVER
7 - 12	There IS Another First / Second Half Stoppage Sequence to be Played AFTER Sequence has been Completed - 2D6
2 - 8	FIRST HALF / MATCH IS OVER
9 - 12	There IS Another First / Second Half Stoppage Sequence to be Played AFTER Sequence has been Completed - 2D6
2 - 11 / 10	FIRST HALF / MATCH IS OVER
12 / 11 - 12	There IS Another First / Second Half Stoppage Sequence to be Played FIRST HALF IS OVER

CONTINUING SECOND HALF STOPPAGE TIME: 2D6

2 - 10	MATCH IS OVER
11 - 12	There IS Another Second Half Stoppage Sequence to be Played AFTER Sequence has been Completed - 2D6 REPEAT Continuing Second Half: 2 - 10 & 11 - 12 Until Match is Over

GAME PLAY EACH SEQUENCE:

Roll 3 Dice - 1D6 + 2D20

D6	Indicates which of the Two Teams has INITIAL POSSESSION of the Ball
D20	Identifies the Players on Each Team Involved in the POSSESSION BATTLE
FH CLOCK	FIRST HALF TIME ELAPSED off of the DEFENDER'S Card - Upper Left Column
SH CLOCK	SECOND HALF TIME ELAPSED off of the DEFENDER'S Card - Upper Left Column

SPLIT POSSESSION RATING DETERMINES WHICH TEAM WILL TAKE THE SHOT - D20

HOME / AWAY	LESS THAN OR EQUAL TO RATING: PLAYER WINS POSSESSION The SHOT is Taken by the OFFENSIVE TEAM CURRENTLY in POSSESSION FOR SHOOTER'S IDENDTITY - SHOT CHART - 2D6 INITIALLY USE DEFENSIVE COLUMN - DEFENSIVE TEAM PLAYER - D20
HOME / AWAY	GREATER THAN RATING: PLAYER LOSES POSSESSION The OPPONENT - DEFENSIVE TEAM BECOMES OFFENSE - Takes the SHOT FOR SHOOTER'S IDENDTITY - SHOT CHART - 2D6 INITIALLY USE DEFENSIVE COLUMN - DEFENSIVE TEAM PLAYER - D20

