

FAMILY rules



AIM OF THE GAME

The game consists of playing the role of coach of a team which is composed of a goalkeeper, four players and two substitutes. The team which, after 90 minutes, scores the most goals wins. In the event of a draw, one proceeds to a penalty shoot-out.

SETTING UP

Each player (coach) chooses a team (Zion or Basela).

He places in front of him:

- the team's player's cards (FAMILY-side) with the numbers 1, 3, 6, 8, 10,
- the team figurines 1, 3, 6, 8, 10
- one goal and its markers,
- the team tokens,
- the dice D20.

The game board is placed between the two coaches, each coach being located on one side of the pitch. A goal and its markers is placed at each goal line indicated.

The ball is placed on the centre of the pitch, while the time marker is placed on the O of the TOTOMAT. Each coach places a BOOST on the O of the score track and a team token on the TOTOMAT to indicate his team. The BOOST markers are placed according to the number indicated on the players cards.

BEGINNING OF MATCH:

TOSS-UP AND PLACING OF THE PLAYERS

The Chafouin coin is tossed to establish the starting team. The one who wins the toss begins the match as the attacking team.

The team in defence starts by placing his goalkeeper and 4 players in accordance with the rules of football (all players on their side of the pitch and no player in the centre circle). The team in attack proceeds in the same way, not forgetting to put a player with the ball in the centre circle for the kick-off.



DURATION OF A MATCH

The match is composed of 2x 45 minutes. In the event of a draw at the end of the match, a sequence of penalty shoot-outs will define the winner. Each time the team in defence recovers the ball, or following a goal, the clock advances to the next red time notch on the time scale.

ROUNDS

A ROUND is made up of two phases: moves and actions. The move phase allows the attacking team and the team in defence to move. The actions make it possible for the defence to try to recuperate the ball and for the attack to make a pass or to try a shoot.

A round finishes as soon as:

- the team in attack decides not to make any additional offensive action,
- the team in defence recovers the ball, there is in this case change of possession, the team who was in defence passes in attack and vice versa.

A new round then begins starting with a move phase.

Special case: during kick-off at the beginning of each half-time period and after a goal, one goes straight on to the offensive action; there is no move phase.

The attacking team is the one with the ball.

1. MOVE PHASE

The coach of the team in attack can move all his players then it is the turn of the defence.

- A- Move of the team in attack.
- B- Move of the team in defence.

Each player can move one hexagon free, he can then spend BOOST markers in order to move further. Each BOOST used (withdrawn after use from the player's card and put back in the box) makes it possible for the player to move one hexagon.

When the player has used all his BOOST, he then plays using his "exhausted" competence (the smallest figure on the player's card).

There can be only one player of each team on a hexagon. Only the goalkeeper can occupy the goal zone.

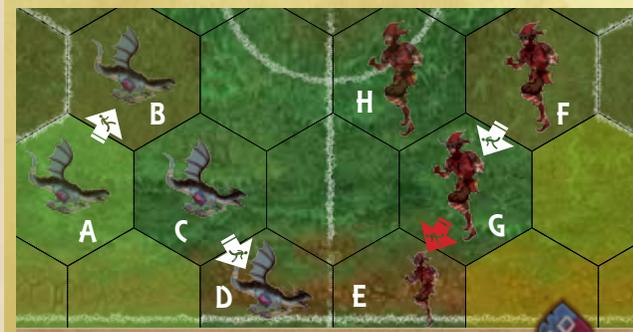
Example :

Berg R (A) goes for free in (B).

Bu S (C) goes for free in (D).

Stok Alp goes for free in (G) and spends a BOOST to go in (E).

Brute Un (H) doesn't move.



2. DEFENSIVE ACTIONS

If a defender is in the same square as the ball carrier, he can try to steal the ball, if he does not do this, one continues with offensive actions. **GoTo3**

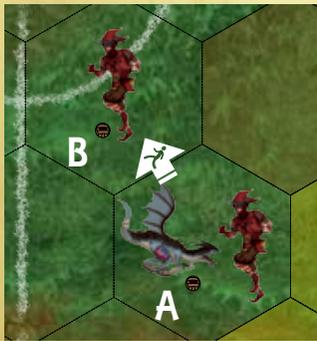
STEALING THE BALL

The coach throws the D20 and compares the result with the defensive competence of the defender concerned. If the result is lower or equal, the action is successful, if not it has failed.

- Successful Action: the defender recovers the ball and **MUST** move one hexagon. There is change of possession. **GoTo4**
- Failed Action: the attacker keeps the ball and **MUST** move one hexagon free. **GoTo3**

Example:

Stock Alp, who has 10 in defensive competence, wants to steal the ball from Berg R who is in the same hexagon as him (A). Stock Alp throws the D20 and obtains 8. The action is successful, he seizes the ball and moves one free hexagon (B). There is change of possession and the clock advances to the next red marker.



3. OFFENSIVE ACTIONS

The team in attack can carry out a pass or a shoot. If they do not wish to do so, the round finishes and a move phase starts again. **GoTo 1**

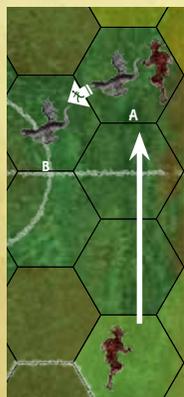
PASS

A player can make a pass to another player of his team no further than 3 hexagons away. Two examples are possible:

- there is only an attacker in the hexagon concerned; he receives the ball and can make another pass using the same rules, carry out a shot as described below or end his round by starting a move phase again. **GoTo1**
- a defender is also in the hexagon concerned, he can try to intercept the ball; if he does not do this the ball comes to the attacker who can then do the same as described above.

Example:

Ré makes a pass to Brute Un who is 3 hexagons away. Stok R is in the same hexagon as Brute Un (A) and tries an interception. He has 6 in defensive competence. He throws 5, the interception is successful, Stok R seizes the ball and moves one free hexagon (B). Time advances to the next red mark. If Stok R had missed his interception Brute Un could have made a pass or a shoot or continued with a move phase.



INTERCEPTION

The coach throws the D20 and compares the result with the defensive competence of the defender concerned.

- The result is lower or equal: the interception is successful. The defender recovers the ball and **MUST** move one hexagon free, there is change of possession. **GoTo4**
- The result is higher, the interception has failed. The attacker receives the ball; he can make a pass or a shoot or end his turn and start a move phase again. **GoTo1**

Reminder:

If the player is exhausted (he does not have any more boost), at each throw of dice his offensive and defensive competences are diminished (one takes the smallest value).

SHOOT

If a player is in the shooting zone, he can try to shoot. The difficulty will depend on the offensive competence of the attacker and on the part of the goal aimed for. The goal is divided into 6 squares, the top corners being the most difficult to aim at (indicated by penalties in bold on the shooting table). The further away the shoot comes from the easier it is for the goalkeeper to stop the ball.

The attacker secretly chooses one of the six squares on his goal and the goalkeeper secretly chooses a number of squares equal to the number of hexagons between the shooter and the goal. These squares must be adjacent (no diagonals).

Both coaches simultaneously reveal their results.

- If the goalkeeper chose the right square, he has stopped the goal. He seizes the ball and there is change of possession. **GoTo4**
- If the goalkeeper did not choose the right square, the attacker must throw his D20 to know if his shoot has succeeded. The result of the dice must be lower or equal to his offensive competence, minus the 'malus' (deduction) of the zone concerned (always indicated by the bold figure in the centre).

Example:

Moné, who has 16 in offensive competences, wants to try a shoot; he is 2 hexagons away from the goal. He secretly chooses the box A (top corner) which gives a malus of -6. The goalkeeper has to choose 2 adjacent squares, he chooses B and C. The 2 coaches reveal their shoot charts. The goalkeeper goes in the wrong direction and cannot stop the shoot. Moné launches his D20, he gets a 7, which is lower than 16-6, the ball reaches the target square and it is GOAAAAAAAAALLL !!



- If he succeeds, there is goal, and change of possession. **GoTo4**
- If he fails, the goalkeeper seizes the ball, there is change of possession. **GoTo4**

4. CHANGE OF BALL POSSESSION

The team in defence goes into attack and vice versa, the time marker is moved on one and a move phase starts again. **GoTo1**

- After a goal, the coaches can carry out changes and must then place their players as at the beginning of the match starting with the team in defence. A player who has previously one out cannot come back onto the pitch. One then follows on with a move phase. **GoTo1**
- The first half-time ends when the time marker reaches 45' for the first time. One begins the second half by placing the players. The team who was in defence at the beginning of the match goes into attack. The time marker is put to 0 then follows a phase of movement. **GoTo1**
- When the time marker reaches 45' for the second time, the match is finished. **GoTo5**

Reminder:

The time marker advances to the next red box if the defender recovers the ball (by stealing, interception, or after a shot).

5. END OF GAME

At the end of the second half-time, the coach with the most goals is declared the winner. In the event of a draw, one proceeds to a sequence of penalty shoot-outs to determine a winner.

PENALTY SHOOT OUT

Only the players present on the pitch at the final whistle can take part. If a player is exhausted, he shoots with his small offensive value. The Chafouin coin is tossed to designate the team who shoots first.

- Each team shoots a series of three shots from the penalty point using three different players who are appointed beforehand.
- If at the end there is still equality, the shoots take place one by one until one team scores and the other doesn't. A player cannot shoot a second penalty before all the players in his team, including the goalkeeper, have had their go.

