

**Description:** Soccer The Board Game is a fast-paced 2-player sports board game that captures the thrill and excitement of soccer. You, the Coach, can lead your team to victory by using real soccer tactics and strategies that give your team more chances to score.

This board game is pure competitive soccer fun. Challenge someone to a friendly match or start a tournament and take your team to the top!

**Ages:** 8 to adult **Players:** 2 Players \*Great for 3 or more player tournaments

**Included:** 12 pawns, 2 dice, 1 soccer ball disc, 22 cards, 1 timer, 1 storage pouch, 1 rules sheet, 1 box/game board

**Objective:** To win the soccer match by scoring more goals than your opponent in a timed 30 minute game (2 fifteen minute periods).

### Terminology:

**Star cards** = Green cards **Attacking Team** = Team in possession of ball  
**Referee cards** = Black cards **Defending Team** = Team not in possession of ball  
**Soccer field** = Game board **Goalie** = Pawn inside goal area  
**Players** = Pawns **Coach** = You

### Set up:

1. Remove contents from the box. (Box doubles as the game board)
2. Each Coach takes 6 pawns of same color and 1 die.
3. Shuffle and place the star cards face down and have each Coach choose 6 cards.
4. Shuffle the referee cards and place them face down to the side of the game board.
5. Both coaches roll their dice – The Coach with highest roll gets to Kick-off the first period of the game.
6. The Coach taking the Kick-off places their 6 pawns on their chosen side of the soccer field. The ball and two players go on the two squares in the middle of the soccer field (**See Fig. A**). 1 pawn goes inside the goal area (Goalie), 3 pawns go anywhere on their half of the soccer field excluding the goal area and spaces inside or touching the center circle.
7. Next the Defending Coach places their 6 pawns on the other side of the soccer field. One pawn goes inside its goal area (Goalie), 5 pawns go anywhere on their half of the soccer field excluding the goal area and spaces inside or touching the center circle.
8. Set countdown timer to 15 minutes and start the timer to begin play.
9. The Coach taking the Kick-off rolls the dice.

### IMPORTANT:

- You are not allowed to have two or more of your own players in the same space at anytime during the game.
- On kick-off, your first move must always be to pass the ball to the teammate right next to you (**See Fig. A**).

**Moving:** Players and the ball move by rolling the die. The number rolled equals the amount of spaces you can move. In one turn, you can move one or as many of your players as you want including the ball (if in your possession) by distributing the number rolled to your various pieces.

### IMPORTANT:

- You must use up the entire number rolled for your turn to be over (exception: goal kick).
- Players and ball cannot move outside game board limits.
- Each turn has a time limit of 30 seconds to prevent coaches from purposely delaying the game.
- While a player is in possession of the ball they cannot move to a space already occupied by a player of the opposite team.

**Moving the players:** Players can move straight and diagonally and can change direction as many times as desired.

### Gaining possession of the ball:

- Reach the space containing the ball to gain ball possession.
- Reach the space containing both the ball and attacking team player and battle for ball possession. Both coaches roll dice at same time and the highest roll gets possession and can then roll again to move. If the same number is rolled it is considered a fault. See back for Fault instructions.

**Moving player in possession of ball:** Players in possession of ball can move straight and diagonally and can change direction as many times as desired.

**Kicking the ball using a player:** Your player must be on, or have reached the same space containing the ball to kick it. The ball can move straight and diagonally in any direction and must follow the chosen direction.

**IMPORTANT:** The ball cannot pass over a space that is occupied by an opponent team player, but can pass over your own players.

**Moving the goalie:** The goalie can be placed anywhere inside its goal area, as it is considered one space. If the goalie leaves its goal area, it will be considered a player and the same rules for moving and kicking the ball listed above will apply.

### IMPORTANT:

- The goalie cannot return to its goal area while in possession of the ball.
- Any player inside the goal area is considered the goalie.

**Kicking the ball using the goalie (goal kick):** If the goalie is in possession of the ball in the goal area, the number rolled on the die should be increased by 3.

The goalie can kick the ball from anywhere inside its goal area and the entire roll must be used for moving the ball only. The ball can move straight and diagonally in any direction and must follow the chosen direction. The ball will stop moving only when: the amount of roll is reached, the ball reaches a player of either team, or the ball arrives at a touch line. Any remaining moves will be lost.

**IMPORTANT:** When the goalie has possession of the ball while inside its goal area, the die roll must be used to kick the ball.

THE BOARD



**Scoring:** You get a chance to score a goal every time you get the soccer ball into your opponent's goal area. A scoring chance is played by both coaches rolling the dice.

- Highest roll by attacking coach= Goal
- Highest roll by defending coach= Save
- Same roll= Corner Kick

**NOTE:** After a goal, both coaches reposition their player for kick-off (follow Set up steps 6 and 7). The team that was scored upon takes the kick-off.

**IMPORTANT:**

- If no pawn is inside the goal area at the time the ball enters this space, it automatically counts as a goal.
- If timer goes off right when the ball enters the goal area, the scoring chance must be completed.

**Corner kick:** Before a corner kick both coaches get a chance to reposition their players. The attacking coach positions its players first by placing the ball and 1 of its players in the corner square and the rest of the players anywhere on the field. Then the defending coach repositions its players. Defending team players must be placed at least 2 spaces away from the ball (**See Fig. B**). Corner kick is played by attacking coach rolling the dice and then kicking the ball in their chosen direction. The number rolled on the die can be divided between kicking the ball and moving pawns.

**IMPORTANT:**

- Corner kicks will be taken from the same side of the field that the ball entered into the goal area.
- The player that takes the corner kick cannot move with the ball. The ball must be kicked and this player cannot touch the ball again until another player of either team has touched it.

**Faults:** When both coaches roll the same number while battling for ball possession, the defending player has committed a fault and will result in either a free kick or penalty kick awarded to the attacking team. The defending team player should draw a referee card from the pile.

**Referee cards:** Every time a fault is committed, the defending team must take a Referee Card from the top of the stack.

- **Red card**= Expulsion – The player that committed the fault gets sent off the soccer field for the remaining time of the match. The card should be mixed back in the stack.
- **Yellow card**= Warning – The player that committed the fault places the card face up to the side of the game board. If you get a second yellow card during the game, the player gets sent off the soccer field for the remaining time of the match. The two cards should then be mixed back in the stack.
- **Blank card**= Verbal Warning – The player that committed the fault receives a verbal warning. The card should be mixed back in the stack.

**IMPORTANT:** To avoid being sent-off with 2 yellow cards, players have the option of discarding a yellow card by skipping their next turn. Say "Substitution" when putting the yellow card back into the stack, to let the other coach know they roll again. There are a maximum of 3 substitutions per team per game.

**Free kick:** If one of your players commits a foul **anywhere on the field excluding your penalty area**, a free kick is given to the opposite team. The player that committed the fault must be moved 1 space away from the ball in any direction (**See Fig. C**). If the player that committed the fault gets sent-off the field, the team has the option of putting one of their other players 1 space away from the ball before the free kick is taken. Free kick is played by the attacking coach rolling the dice and then kicking the ball in their chosen direction. The number rolled on the die can be divided between kicking the ball and moving pawns.

**IMPORTANT:** The player that takes the free kick cannot move with the ball. The ball must be kicked and this player cannot touch the ball again until another player of either team has touched it.

**Penalty kick:** If one of your players commits a fault **inside your penalty area**, a penalty kick is given to the opposite team. Place the ball and attacking team player in one of the two squares touched by the penalty spot. Place one defending player in goal area if not in it already (Goalie). Move any other players currently inside this penalty area to the closest space outside this penalty area (**See Fig. D**). Penalty kick is played by both coaches rolling the dice.

- Highest roll by attacking coach= Goal
- Highest roll by defending coach= Save
- Same roll= Corner Kick

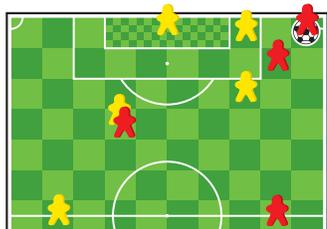


Fig. B

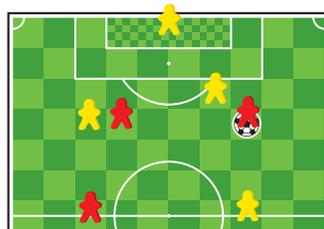


Fig. C



Fig. D

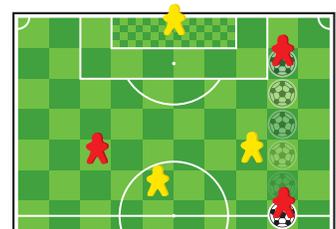


Fig. E

**Star cards:**

- **Pass** - Use this card instead of rolling the die to pass the ball to a teammate player. It doesn't matter how many spaces away your teammate player is as long as it is on a straight or diagonal path with no players of either side blocking the way.
- **Shoot** - Use this card instead of rolling the die to put the ball in your opponent's goal area. It doesn't matter how many spaces away the goal area is as long as it is on a straight or diagonal path with no players of either side blocking the way.
- **Steal** - Use this card instead of rolling the die to move the player closest to the ball to the space where the ball is and automatically gain possession of it. Once you put your player on the space containing the ball, roll again to move the ball away even if it's in possession of an opposite team player.

**IMPORTANT:**

- You are not allowed to use Star Cards on kick-off, goal kicks, free-kicks, corner kicks, penalty kicks or while battling for ball possession.
- You can use only one Star Card per turn.
- Each Star Card can only be used once during the entire game.
- Used Star Cards must be placed somewhere outside the game board.

**Offside rule:** You are not allowed to pass the ball to a player that is between the last opponent's defense player and their goal line (**See Fig. E**).

**Abandoned match rule:** There must be at least 3 players on the field (per team) for a match to continue. 4 player send offs would result in 2 players left and play would stop. Abandoned match is replayed unless the competition rules state otherwise.

**End of first period:** The first period is over when the timer goes off after 15 minutes of play. Follow Set up steps 6, 7, 8 and 9 to start the second period.

**End of game:** The game is over when the timer goes off after 15 minutes of play on the second period.