

Inside the Net Soccer

What you need to play:

You will need 3d20 dice. Preferably black (OFF), white (DEF) and blue (Goalkeeper/Recovery).

Ball Marker

2 teams

Pitch (Field)

HREC SETUP BEFORE A GAME

After you determine who the home and away teams are you need to figure out the base Recovery rating you will be using for the game.

HREC	AREC	SOS
13	+1	72.0

You take the HREC (home recovery) of the home team and add in the AREC (away recovery) rating of the away team. This gives you a base recovery range you will be working with in the game.

Example: In the above the starting HREC would be 14 (13 +1).

SOS Ratings (only if playing teams from different leagues)

If you are playing teams from different leagues you would add/subtract the difference in the teams' SOS ratings. Divide the difference by 5 and round. So if a home team with a SOS of 72 was playing an away team with a SOS of 68 that would be a difference of 4 (72-68=4, divided by 5 = .8, rounded to 1)

Using the example above with the home team having a 1, the HREC would be 15 (14+1).

Using the above example, if the away team had the higher SOS you would subtract 1 from the base HREC for a 13 (14-1).

Formations:

Setting lineup formations for game requires a person to set up the number of DF (defense fielder), MF (mid fielder) and FW (forwards) to begin a game with 10 starting players. You also need to select a starting goalkeeper.

Of the 10 formation players it is recommended that you use the following guide:

DF: minimum of 3 max of 5

MF: minimum of 3 max of 5

FW: minimum of 1 max of 3

This will give you lineups like 5-3-2, 4-5-1, 4-3-3 etc.

Player cards show what positions the player can play.

The final HREC range:

Once the formations are set, you determine who has more players in a zone to get the final HREC range for the game in each zone. If a team has more players in a zone they get more REC chances.

Example: The starting formations and your base HREC (14 in our example), here is what the HREC would be for each zone for this game:

		Home	Away			Home advantage	Starting HREC
DEF	DF	5	1	FW	OFF	+4	18
MID	MF	3	4	MF	MID	-1	13
OFF	FW	2	5	DF	DEF	-3	11

You can mark these on the pitch as these ranges will be used during the game to determine who gets the ball during recovery and air ball situations in those zones.

No team can have an HREC above 19. 20 would always be a recovery by AWAY team.

LINEUPS

You will place players in order from 1-10 with 1 being the deepest DF and 10 being the most attacking FW. The player cards have a LINE rating on them that could help you set your 1-10 lineup as they have ratings that closely coincide with the lineup spots. You will notice lower LINE numbers going with DF while higher LINE numbers go with FW.

FACs

The 1-10 spots will be referenced by the FACs in game play to show what player has the ball and what player is defending in a sequence. The FACs are broken down by zone, where the lower numbers in the lineup will be referenced more when defending their own goal and offensively when having ball starting in their defensive zone. Vice versa the higher lineup numbers will get more opportunities in the OFF zone while defending more in the opponents DEF zone.

Some FACs have an option on the offense side in the OFF zone of the FACs. It refers to the HIGH between 2 position numbers. When these come up give the ball to the player of the 2 mentioned that has the higher OFF rate on their player card.

Breakdown on FAC opportunities based on the zone.

OFFENSE

	1	2	3	4	5	6	7	8	9	10
DEF	15	14	13	12	11	11	10	9	7	6
MID	10	11	11	11	11	11	11	11	11	10
OFF	6	7	9	11	11	11	12	13	14	15

DEFENSE

	1	2	3	4	5	6	7	8	9	10
OFF	6	7	9	10	11	11	12	13	14	15
MID	10	11	11	11	11	11	11	11	11	10
DEF	15	14	13	12	11	11	10	9	7	6

TIMING

There are 108 FACs for the game. These are also your timer. Each card is approximately 30 seconds so it takes 90 to complete a half. To start each half shuffle the cards and remove 18 cards which should leave you with 90 left. This 18 card deck will be used to track extra time that happens in soccer. Whenever certain events happen in a half you will pull a card from this deck and add it to the EXTRAS pile. Events can be 15 or 30 seconds. If a 15 second event happens, place a card in the EXTRAS pile sideways designating half a card. If there is already a sideways card in the EXTRAS pile, turn it straight up. If adding a 30 second card and there already is a sideways card on the top of the EXTRAS pile, just place a full card under the sideways one. After all the 90 regular timed cards have been played, use the EXTRAS pile to finish the half. Sideways cards count as a full card at this point.

Assigning Extras cards:

GOALS: 30 seconds (full card)

YELLOW AND RED cards: 30 seconds (full card)

SUBS (other than at the half): 30 seconds (full card)

OTHER FOULS: 15 seconds (half card)

GAMEPLAY

To start play roll a 1d20. If the roll is 1-10 the HOME team gets the ball first, 11-20 the AWAY team starts with the ball. The team who has the ball first, begins play from the MID section. At half the other team begins play with the ball at the MID zone.

The easiest way to track the ball is place the ball marker on the team's cards (who has the ball) on the header of the zone the ball is in. The player cards have DEF, MID and OFF headers on their cards. Place the ball marker there. After a recovery you can place the ball marker on the game field section (on the team's side that won the ball).

Each player card is broken down by the zone the ball will be played from. To start an action sequence flip a FAC and read from the section the ball is in. This will give you a number from 1-10 for an offensive player and a defensive player. These refer to the players at those spots in the lineup.

After getting the players involved, you roll the black 1d20 (for offense) and the white 1d20 for the defense. Find where the black 1d20 falls in the offensive players range in the zone the ball is in. There are 6 types of offensive actions denoted by the background colors of the rolled section. Each of these have a defensive action range in the same color that the white 1d20 roll is used for.

	These are carry, switch or corner kicks that have no defensive stop possible
	These are a dribble challenge where the defense can tackle or foul
	These are drawn fouls that could pull a yellow or red card
	These are drawn fouls in the offensive zone that could pull a penalty, yellow or red card
	These are passes that could be blocked or intercepted
	These are shots that could be blocked

Once you roll for the offensive action and if the defense can't make a stop, you proceed with the offensive action. The white actions CANNOT have a defensive stop, you just proceed with the offensive action.

RESULTS FROM THE DEF AND MID ZONES

DEF AND MID ZONES		
OFF	DESCRIPTION	DEF CHECKS
Cry+	Carry ball to next zone	None

Offensive player dribbles up the field into the next zone unchallenged. Proceed with a new FAC flip and the ball in the next advanced zone.

OFF	DESCRIPTION	DEF CHECKS	
Chl+	Challenge attempt to take ball to next zone	Foul	Fouled by player, free kick
		TklR	Tackled by player, loose ball
		Tkl	Tackled by player, turnover

Offensive player attempts to dribble into the next zone. If fouled, proceed with a new FAC in the same zone that the foul was in; free kick with no defensive stop possible. If tackled, the ball remains in the same zone that you started. Loose ball requires a recovery check roll for possession while a turnover gives the ball to the defense.

On a defensive check if the player has a 1* in their Foul section and you roll a 1 it is a foul on the defender but also a possible injury to the defensive player (optional).

OFF	DESCRIPTION	DEF CHECKS	
Fld	Foul drawn, check for red or yellow card otherwise normal foul, free kick	Rcd	Red card on player
		Ycd	Yellow card on player

Player has drawn a foul on the defensive player. No matter the foul type, you will proceed with a new FAC in the same zone the foul was in; free kick with no defensive stop possible.

If you roll a Fld on a free kick from the MID or DEF treat it as a Pss+ with no defense check.

OFF	DESCRIPTION	DEF CHECKS	
Ps+S	Pass attempted setting up an Open shot in the OFF zone	BlkP	Blocked pass, loose ball same zone
		Int	Intercepted pass +1 zone, turnover
		SWEEP	Goalie SWEEP: Team proceeds from their DEF zone FAC flip

Offensive player attempts to pass to the next zone setting up an OPEN shot by a teammate.

If pass is intercepted it is intercepted in the OFF zone. Play resumes with opponents ball in their DEF zone. A blocked pass requires a recovery check roll for possession in the same zone the action started in. Goalie can come out to sweep the ball away to his teammate starting in the goalies' team DEF zone with FAC flip to start action.

OFF	DESCRIPTION	DEF CHECKS	
P++	Long pass attempt to the OFF zone	BlkP	Blocked pass, loose ball same zone
		Int	Intercepted pass +2 zones, turnover
		SWEEP	Goalie SWEEP: Team proceeds from their DEF zone FAC flip

Offensive player attempts LONG pass to their OFF zone. If pass is intercepted the ball is intercepted in the OFF zone. The opponent starts with possession in their DEF zone. A blocked pass requires a recovery check roll for possession in the same zone the action started. Goalie can come out to sweep the ball away to his teammate starting in the goalies' team DEF zone with FAC flip to start action.

OFF	DESCRIPTION	DEF CHECKS	
Pss+	Pass attempt into the next zone	BlkP	Blocked pass, loose ball same zone
		Int	Intercepted pass +1 zone, turnover

Offensive player attempts to pass to the next zone. If pass is intercepted the ball is intercepted up 1 zone where the pass was going. A blocked pass requires a recovery check roll for possession in the same zone the action started.

OFF	DESCRIPTION	DEF CHECKS	
Pto+	Failed pass attempt into the next zone, turnover	BlkP	Blocked pass, loose ball same zone
		Int	Intercepted pass +1 zone, turnover

Offensive player attempts to pass to the next zone which would be a turnover in the next zone. If pass is intercepted the ball is intercepted up 1 zone where the pass was going. A blocked pass requires a recovery check roll for possession in the same zone the action started in.

DEF ZONE ONLY			
OFF	DESCRIPTION	DEF CHECKS	
Own	<i>Not all players have this</i>	If the black 1d20 roll is a 20 and the white 1d20 is in this range the player handling the ball has scored in his own goal.	

RESULTS FROM THE OFF ZONE

OFF ZONE			
OFF	DESCRIPTION	DEF CHECKS	Shot
CryS	Carry for shot	None	Chl

Offensive player dribbles into a position for a shot unchallenged. Go to ON TARGET procedure with the shot type being Chl. No defensive OnT adjustment as the player is the clear.

OFF	DESCRIPTION	DEF CHECKS		Shot
ChIS	Challenge attempt to get a shot off	Foul	Fouled by player, free kick	ChI
		TklR	Tackled by player, loose ball	
		Tkl	Tackled by player, turnover	

Offensive player attempts to dribble for a shot on goal. If fouled proceed with a new FAC in the OFF zone; free kick with no defensive stop possible. If tackled the ball remains in the same zone that you started. Loose ball requires a recovery check roll for possession while a turnover gives the ball to the defense. If no defensive stop the player attempts a shot, use the ON TARGET procedure with the shot type being ChI.

OFF	DESCRIPTION	DEF CHECKS		Shot
Fld	Foul, possible penalty kick if white 1d20 falls in either PKw or PKc range. Same roll check for red or yellow card. Otherwise normal foul.	PKw	Penalty kick won (offense card)	PK
		PKc	Penalty kick called (defense card)	
		Rcd*	Red card on player	? DK
		Ycd*	Yellow card on player	

Player has drawn a foul on the defensive player. First check the white 1d20 for a possible penalty kick. Use the same white 1d20 against the red and yellow card ranges. If penalty kick, proceed with PK procedure. Otherwise proceed with new FAC in the OFF zone; free kick with no defensive stop possible. If the next FAC action gets an Att result use DK as the shot type, otherwise play as normal.

If you roll a Fld on a free kick treat it as a OFF zone Att with no defensive stop.

* If the defender gets a red or yellow card you can check for injury to the offensive player. (optional)

OFF	DESCRIPTION	DEF CHECKS
Swch	Switch field, offense keeps ball in zone	None

Offense pulls ball back out switching field sides. Proceed with new FAC in the same OFF zone.

OFF	DESCRIPTION	DEF CHECKS	
OffP	Offsides, opposing team FREE kick from DEF zone	BlkP	Blocked pass, loose ball same zone
		Int	Intercepted pass, turnover same zone

If pass proceeds with no defensive stop, a player is whistled for offsides. Start action with a FREE kick by the defensive team from their DEF zone. If pass is blocked or intercepted, the ball remains in the same zone. A blocked pass requires a recovery check roll for possession while a turnover gives the ball to the defense.

OFF	DESCRIPTION	DEF CHECKS		Shot
CrsP	Cross pass attempt to setup a shot	BlkP	Blocked pass, loose ball same zone	Shot
		Int	Intercepted pass, turnover same zone	

The offensive player attempts a pass in front of the goal. If pass is blocked or intercepted, the ball remains in the same zone as the attempted pass started. A blocked pass requires a recovery check roll for possession while a turnover gives the ball to defense. If no defensive stop proceed with a new FAC and use the Cross procedure for possible shot, clear or goalkeeper intercept.

CrsP+: some players have a bonus number here that is added to the CrsP receiving players SHOT range. Not all players have this rating.

OFF	DESCRIPTION	DEF CHECKS	
GK	Pass out end line, opposing teams goal kick	BlkP	Blocked pass, loose ball same zone
		Int	Intercepted pass, turnover same zone

If pass proceeds with no defensive stop, pass goes out past the end line. Start action with a goal kick by the defensive teams goalkeeper. If pass is blocked or intercepted, the ball remains in the same zone. A blocked pass requires a recovery check roll for possession while a turnover gives the ball to the defense.

OFF	DESCRIPTION	DEF CHECKS	Shot
CK	Offense player to take corner kick	None	CK

Corner kick attempt by this offensive player, no defensive stop possible. Proceed with a new FAC and use the CORNER procedure for possible shot, clear or goalkeeper intercept.

CK+: some players have a bonus number here that is added to the CK receiving players

SHOT range. *Not all players have this rating.*

OFF	DESCRIPTION	DEF CHECKS	Shot
Att	Shot attempt	Blocked shot: defensive roll is ODD = CK If defensive roll is EVEN = REB	Shot

The offensive player attempts a shot. If shot is blocked, check the WHITE 1d20. If defensive roll that creates a blocked shot is ODD then the ball is deflected out the end line, proceed with a CORNER KICK for the shooting team. If roll is EVEN then proceed with a REBOUND procedure. If no defensive stop the player gets a shot, use the ON TARGET procedure with the shot type being SHOT.

RED AND YELLOW CARDS

RED cards

Whenever a player receives a RED card he is removed from the pitch. Show this by flipping the players card over to show empty spot. Play proceeds with the opposing team with the ball starting in that zone with free kick.

* If lineup spot comes up on offensive FAC turn the ball over to the defense immediately in that zone.

* If it comes up on defense there is no defensive stop possible.

* Adjust the HREC accordingly like you do for the formations to start the game.

YELLOW card

Whenever a player gets their first yellow card in the match, place a marker on the player's card showing he already has a yellow in the game. This player is forced to play with some caution. This teams HREC gets adjusted down 1 while this player is on the pitch playing with caution in the area of the formation he plays.

If a player that already has yellow card rolls up a 2nd yellow during the game check the blue 1d20 against the number in (#). If that roll is less than or equal to this number he gets a 2nd yellow and is removed from the game. Treat this like a RED card for the rest of the game. If the blue 1d20 is above that number or they have a (-) treat this as a regular foul followed by a free kick. Add another marker to the player's card. This teams HREC gets adjusted down another 1 while this player is on the pitch.

If this player is subbed for the HREC gets bumped back up 1 for each marker that was on this player at his formation position.

If a player with 2 markers already on them rolls another YELLOW result he gets the RED and is removed from the game with all RED card rules in play at that point.

CORNER & CROSS PROCEDURE (for corner kicks and cross passes)

OFF	DESCRIPTION	DEF CHECKS
Shot	Corner kick or cross pass in front of goal is being attempted	CLR CLEAR; Shooting team with ball at MID
		CrsP INT Goalkeeper interception, use AFTER INT range on goalkeeper's card

After a corner kick or a cross pass, you will use this procedure to complete play. You flip a new FAC to get the offensive player and the defensive player from the OFF zone section of the FAC. Using the white 1d20 roll check to see if it falls in either the defenders CLR (clear) range or the goalkeeper's CrsP Int range. If no defensive stop then check black 1d20 against the offensive players Shot range. If within the range the player gets a shot. Proceed with ON TARGET procedure. If outside the players Shot range the ball is loose and requires a recovery check roll to determine ball possession.

If the CORNER came from a player with a CK+ bonus add this to his SHOT range.

REBOUND PROCEDURE (after a blocked shot)

OFF	DESCRIPTION	DEF CHECKS
Shot	A rebound is required after a blocked shot by the defender	CLR CLEAR; Shooting team with ball at MID
		REC Goalkeeper recovers, use AFTER REC range on goalkeeper's card

After a blocked shot, you will use this procedure to complete play. Flip a new FAC to get the offensive player and the defensive player from the OFF zone section of the FAC. Using the white 1d20 roll check to see if it falls in either the defenders CLR (clear) range or the goalkeeper's REC range. If no defensive stop, then check black 1d20 against the offensive players Shot range. If within the range, the player gets a SHOT. Proceed with ON TARGET procedure. If outside the players Shot range, the ball is loose and requires a recovery check roll to determine ball possession. Shot type would be REB.

OPEN PROCEDURE (after a successful Ps+S pass from the MID zone)

OFF	DESCRIPTION	DEF CHECKS
Shot	Player setup for an open shot on goal	None

After a successful Ps+S pass, use this procedure to complete play. You flip a new FAC to get the offensive player. Checking the OFF section of FAC use the chart below or on the FIELD for receiving player.

ANY HIGH: highest OFF rated offensive player
 #1 = lineup player 8
 #2-3 = lineup player 9
 #4-6 = lineup player 10
 #7-10 = player in lineup 7 thru 10

Check the black 1d20 against the offensive players Shot range. If within the range, the player gets a shot. Proceed with ON TARGET procedure. If outside the players Shot range, he failed to control the pass and it is a loose ball and requires a recovery check roll to determine ball possession.

All defenders are beat on this play so there are no defensive stops or OnT shot adjustments for shot.

ON TARGET PROCEDURE

OFF	DESCRIPTION	DEF CHECK
OnT	The shot must first be checked to see if it is on target towards the goal	OnT Defenders can adjust players OnT rate

The black 1d20 roll is used to check the modified OnT rate of the shooting player. The defending player from the latest FAC is used as the defending player and can adjust the OnT rate using their OnT rating under their DEFENSE ratings on their card. If the roll is less than or equal to the adjusted rate the shot is on target, proceed to the SAVE procedure. If roll is higher, the ball is shot wide or over the goal bar. Proceed with goal kick by the goalkeeper.

If no defender due to position being blank (red card) then no adjustment.

OFF	DESCRIPTION	GOALKEEPER SAVES
Goal	On target shot now requires a save by the goalkeeper	Chl Used on Chl and Crys shots
		CK Used on corner kick shots
		Shot All others not otherwise specified
		Reb Used on shots after rebounds
		DK Used after a SHOT during a free kick

The shooting players Goal rate is adjusted by the goalkeeper's SAVE rating based on the type of shot being taken.

If the white 1d20 is less than or equal to the adjusted Goal rate, it is a **GOAL**. If the roll is above the adjusted rate it is a save by the goalkeeper, proceed to the goalkeeper's SHOT SAVE OUT area of his card using the same die roll.

SHOT SAVE OUT	DESCRIPTION
SV if no G	Saved, proceed with blue 1d20 roll against AFTER SAVE section of the goalkeeper card
CK	Saved, knocked past goal. Proceed with CORNER KICK procedure by the offense
REB	Saved, ball loose in front of goal. Proceed with REBOUND procedure.

ASSISTS AFTER GOALS

After a goal has been scored you can credit an assist to whoever made the pass just prior to the goal being scored.

This can be a corner, cross, Ps+S, P++ or a regular pass from midfield that ends in a ATT shot.

If a goal is scored on a rebound shot you can credit an assist to the original shooter.

The only goal type there would be no assist on is after a challenge or carry shot.

RECOVERY ROLL

When a loose ball needs recovered you roll the blue 1d20 and check the HREC range. If the roll is less than or equal to the HREC number in the zone the ball is loose in the home team recovers it. If the roll is higher the away team controls the ball in the zone the ball was loose in.

PENALTY KICK PROCEDURE

OFF	DESCRIPTION	GOALKEEPER SAVES
PK	The shot must first be checked to see if it is on target towards the goal	PK Goal keeper's Pen Kick can adjust PK rate

You roll all the dice. The shooting player's PK rate is adjusted by the goalkeeper's Pen Kick rate. If the white 1d20 is less than the adjusted Goal rate, it is a GOAL. If the roll is above the adjusted rate it is a saved by goalkeeper. Proceed with SHOT SAVE OUT procedure like a normal shot on goal with CK and REB possible.

No adjustment can go above 20. A roll of 20 on a PK is always a save.

GOALKEEPER ACTIONS (use blue 1d20 die)

GOAL KICK	DESCRIPTION
Pass	Goalkeeper passes the ball out to teammate starting in the DEF zone
LaunchR	Goalkeeper launches a ball towards MIDfield. The ball requires a recovery check roll to determine possession at MID.

After Save/Int/Rec	DESCRIPTION
Throw	Goalkeeper throws ball to teammate starting in the DEF zone
Pss+	Goalkeeper passes ball to teammate in the MID zone
Pto+	Goalkeeper makes poor pass, turnover to opposing team in the MID zone
LaunchR	Goalkeeper launches a ball towards MIDfield. The ball requires a recovery check roll to determine possession at MID.

SUBS

You can sub as you feel like or use auto subbing for the game or a team. Each player has an endurance (END) rating just below their position in the upper right of their card. These range from 0-20. To use auto subbing whenever there is a stoppage in play in the 2nd half and at halftime itself, roll a 3d20 to perform two substitution checks for a team.

* Black 1d20 (team & first player check): 1-10 represents the HOME team lineup and 11-20 represents the AWAY team lineup (1-10). So a 13 is AWAY player 3. This roll also sets the team where the white 1d20 will check.

* White 1d20 (second player check): 1-10 is player 1-10, 11-20 is player 1-10 from the same subbed team you got from the black die.

* Blue 1d20: checked against both players' endurance rate. If the roll is less than or equal to the END rate for either of the two players, the tired player (or players) needs to be replaced. If the blue 1d20 roll is higher to the END rate for either of the two players, that player (or players) is not tired, resume play.

* Teams only have 3 windows to sub in, not counting halftime, so if a team has already subbed 3 times disregard any sub chances for that team. Players that have subbed in during the game are disregarded for the rest of game.

Stoppages include:

Corner kicks

Before all Goal kicks

Goals

Fouls

Offsides

Whenever a fresh sub comes into the game move the HREC 1 spot in the direction of the fresh players' team in their section of the field. Example: If a fresh FW comes in bump the HREC 1 spot in the direction of the fresh player's team in the FW section.

Optional Rule:

If a sub check happens and either the coach has already used the 3 substitution windows, or the coach elects to not sub the tired player, reduce the HREC by -1.

FAC SOS ADJUSTMENTS

If you play two teams from different leagues against each other you will use their SOS adjustment that you figured for HREC calculations with certain FAC cards. Some middle section of the zones have a SOS adjust number there. If playing a game with SOS adjustments and if the number in the SOS section less than the SOS for the game, it will apply to that action from that FAC card whether the team is on offense or defense. If the game SOS number is less than FAC SOS, disregard. If you get a SOS on a FAC that is in range, this is what changes:

On offense: disregard any defensive stop with the exception of fouls

On defense: play as normal; If normal defense fails in any stop it is instead considered a stop based on the play type

ACTION		
Chl	becomes	Tkl
Pass	becomes	Int
Att	becomes	BlkS
Shot	becomes	CLR
Reb	becomes	CLR

GLOSSARY

OFF	Offense rating used on the FACs in the OFF end when you need to find the HIGH between 2 positions
END	Endurance: used when checking for subbing
INJ	Injury: Injury rating checked on some fouls and yellow/red cards
LINE	Lineup: corresponds close to where on the 1-10 lineup spots. Can be used to sort among positions (DF,MF,FW)
POS	Positions the player plays
G/GS/GF	Games played / Games Started / Games Finished
SG/SUB	Games player listed as sub for game / Games player actually played as a sub
GL/AST	Goals / Assists
W/D/L	Wins / Draw / Loss

INJURIES (optional)

A player can get hurt in two different ways in the game, drawing a hard foul or while fouling a player. Players have an injury rating at the top of their card. Left of the / is the rate being checked for injury chance while the letter is for duration.

1. If a player draws a yellow or red card from a defender you would check the blue 1d20 against the offensive players INJ rate. A roll less than or equal to the INJ rate the player is injured.
2. If during a Chl+ challenge the defender has a 1* on their foul section and roll a 1 he is possibly injured on the play. Check the blue 1d20 against the offensive players INJ rate. A roll less than or equal to the INJ rate the player is injured.

If injured: You would then roll the blue 1d20 again and use the INJURY chart with the players injury duration rating as a cross reference with the roll. A 0 is just injured for this game while other numbers are how many more games the player will miss from injury.

INJURY CHART

	A	B	C	D	E	F	G	H	I	J
1	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	1	1	1	1	1	1
3	0	0	1	1	1	1	1	2	2	2
4	0	1	1	1	2	2	2	2	3	3
5	0	1	1	2	2	2	3	3	4	4
6	1	1	2	2	3	3	4	4	5	5
7	1	1	2	2	3	4	4	5	5	6
8	1	1	2	3	4	4	5	6	6	7
9	1	2	2	3	4	5	6	6	7	8
10	1	2	3	4	5	5	6	7	8	9
11	1	2	3	4	5	6	7	8	9	10
12	1	2	3	4	6	7	8	9	10	11
13	1	2	4	5	6	7	8	10	11	12
14	1	3	4	5	7	8	9	10	12	13
15	1	3	4	6	7	8	10	11	13	14
16	2	3	5	6	8	9	11	12	14	15
17	2	3	5	6	8	10	11	13	14	16
18	2	3	5	7	9	10	12	14	15	17
19	2	4	5	7	9	11	13	14	16	18
20	2	4	6	8	10	12	14	16	18	20

DEF AND MID ZONES					
DESCRIPTION		OFF	DEF CHECKS		
Cry+	Carry ball to next zone	None			
Chl+	Challenge attempt to take ball to next zone	Foul	TkIR	Tkl	
Fld	Foul drawn	Rcd	Ycd		
Ps+S	Pass to player in OFF zone for OPEN shot chance	BlkP	Int	Check sweep by goalie	
P++	Completed pass to the OFF zone				
Pss+	Completed pass to next zone				
Pto+	Lose pass to Opp in next zone				
Own	Scores in own goal	None			
Any red font play is stoppage in play for sub checks. Fouls, OFFP, before all GK, CK and goals					
SHOT CHECKS					
TYPE	CHECK	OUTCOMES			
Corner & Cross (add + from passer to SHOT range)	CLR	Def roll: check defenders CLEAR range; Shooting team with ball at MID			
	CrsP INT	Def roll: check goalies INT range, use blue 1d20 in goalie after INT roll			
	Shot	Off roll: In SHOT range use ON TARGET procedure using goalies SAVE rate for shot type			
		Off roll: Roll higher than SHOT range, RECOVERY			
Rebound	CLR	Def roll: check defenders CLEAR range; Shooting team with ball at MID			
	REC	Def roll: check goalies REC range, use blue 1d20 in goalie after REC roll			
	Shot	Off roll: In SHOT range use ON TARGET procedure using goalie REB save rate			
		Off roll: Roll higher than SHOT range, RECOVERY			
OPEN	Shot	Off roll: In SHOT range use ON TARGET procedure using goalie SHOT save rate			
		Off roll: Roll higher than SHOT range, RECOVERY			
ON TARGET	OnT	If <= OnT then shot on target (GOAL check) otherwise OFF target, GOAL KICK			
	Goal	Save	If <= adjusted Goal rate then GOAL otherwise SHT SAVE OUT check		

OFF ZONE						
DESCRIPTION		OFF	DEF CHECKS			SHOT TYPE
CryS	Carry ball for SHOT attempt	No defense stop check				ChI
ChIS	Challenge attempt to take shot	Foul	TkIR	Tkl		ChI
Fld	Foul drawn	Rcd	Ycd	PKw	PKc	DK
Foul draw during FREE KICK		If foul draw rolled during free kick in MID and DEF becomes Pss+. In OFF becomes Att.				
Swch	Switch: Same team in control in same zone	No defense stop check				No Shot
OffP	Offsides: Opp FREE KICK DEF zone	BlkP	Int			No Shot
CrsP	Crossing pass: Cross outcome	(+): potential bonus to the CrsP receiving players SHOT range		BlkP	Int	Shot
GK	Out end line: GOAL KICK coming	BlkP	Int			No Shot
CK	Corner kick attempt: Corner outcome	(+): potential bonus to the CK receiving players SHOT range		No defense stop check		CK
Att	SHOT attempt	BlkS				Shot
RECOVERY		Loose ball needs recovered. Roll 1d20 and check the HREC range for home team recovery in the zone the ball is loose in. If outside HREC range away team recovers.				
FREE KICK		Flip FAC and use players range to proceed with action. The defense DOES NOT get to check for a stop.				
FREE KICK in OFF zone		Flip FAC and use players range to proceed with action. NO DEF stop chance. If SHOT is rolled use DK from goalie.				
Throw		Goalie throws the ball out to teammate starting in their DEF zone				
Pss+		Goalie passes the ball to teammate starting in the MID zone				
Pto+		Goalie misses pass, the ball to OPP starting in the MID zone				
LaunchR		Goalie launches a kick to midfield for a REC ball check to see who controls				
Pass		Goalie passes the ball to teammate starting in their DEF zone				
DICE USE		ZONE PLAY	CORNER & CROSS		SHOT	
BLACK 1D20		OFF check	SHOT check		OnT check	
WHITE 1D20		DEF check	CLR, REC, GINT check		GOAL check & SAVE outcome	
BLUE 1D20		HREC check	HREC check		Goalie result	

DEFENSIVE OUTCOMES	
Foul	Foul: FREE KICK same zone (1* injury?)
TkIR	Tackled: RECOVERY
Tkl	Tackled: Opp ball in same zone
In OFF zone can be Red/Yellow and PK if in range of all	
Rcd	Red Card: FREE KICK (Injury?)
Ycd	Yellow Card: FREE KICK (Injury?)
PKw	Penalty Kick won: PENALTY KICK
PKc	Penalty Kick committed: PENALTY KICK
BlkP	Blocked Pass: RECOVERY
Int	Intercepted: Opp ball in zone being passed to
OnT	Defender effect on OnT rate of shooting player
BlkS	Blocked Shot: ODD = Corner
	Blocked Shot: EVEN = Rebound
CLR	Clear rate for defender
OFFENSE RATINGS	
Shot	Range for shooter to get off shot
OnT	Shooters on target rate
Goal	If shot on target used with goalies Save rate
PK	If PK used with goalies Pen Kick rate
GOALIE RANGES	
CrsP INT	Goalie grabs ball: Use Save after REC
Goalie REC	Goalie recovers ball: Use Save after REC
SWEEP	Goalie intercepts Ps+S or P++ pass: Team proceeds from their DEF zone FAC flip