

Match Day Soccer Rules

Match Day Soccer is a game that recreates the feel of a top class soccer match. It divides the game into six separate 15 minute periods, with dice rolls determining the action in each of these periods. You'll need to use a number of six sided dice as well as one ten sided die (you can always use a spreadsheet or a dice roller found online to help you).

The Basic Game

To set up a game, you'll choose the two teams and give each an overall rating. To do this, you'll multiply the attacking rating of one team by the defensive rating of the other.

For example, if Chelsea were playing Manchester United, each team would be rated as follows:

Chelsea 15 (their attacking rating) x 8 (Manchester United defensive rating) = 120

Manchester United 13 (their attacking rating) x 7 (Chelsea defensive rating) = 91

You'll now refer to the **team chance chart** to see how many initial chances each team will have per each 15 minute period.

There are three columns on the chart, one for the home team, one for the away team and one if the game is played at a neutral venue.

Here, if Chelsea were at home, the chart shows they have 5 initial chances and Manchester United have 3 initial chances as they are away.

Each initial chance sees you roll that number of six sided dice and each 5 or 6 rolled gives the team a shooting chance.

You'll then roll again for each shooting chance and rolling a six means a goal!

You'll repeat this 6 times, the first three times representing the first half, the second three times representing the second half.

The Game Events

Before each of the six 15 minute periods roll a 10 sided die.

If you roll a 1, there is a penalty chance added into the mix.

Every time a team has a scoring chance in the next period (after rolling the initial 5 or 6), a roll of 1 will see the penalty chance chart referred to (this is addition to rolling a 6 for a goal).

A team can only refer to this chart once in any 15 minute segment – it is possible that both teams will refer to the chart however.

On this chart, a penalty being awarded will see you move onto the penalty shot chart. On some of the results you'll need an extra roll to help the ref make his decision.

If you roll a 2, there is a potentially an injury. Firstly roll one six sided die – a roll of 1,2 or 3 will see the home team possibly affected, while a roll of 4,5 or 6 will see the away team affected.

You'll then roll two dice which you'll add together and then refer to the chart. Some results have minus and plus numbers next to them.

A minus number will see the number of initial chances the team has reduced by that number for the rest of the game, while a plus number will see that number of chances added to the opposing team for the rest of the game.

In many cases you'll find both a reduction for the affected team and an improvement for their opponents.

For example, a roll of 12 for Chelsea in the above game, would see Chelsea reduced to 4 initial chances per segment and Manchester United increased to 4

If a reduction means a team will be reduced to 0 initial chances, ignore the reduction and add one chance on for the opposing team

Finally, if you roll a 3, there may be a sending off. You'll once again roll a single 6 sided die to see which of the two teams might be affected. You'll then roll two dice to see the outcome.

If a team has a player sent off, then for the rest of the game they will only have a shooting chance if rolling a 6 on the initial chance roll, as opposed to a 5 or a 6.

If a team should be unfortunate and have a second (or more) player/s sent off, the opposing team will score a goal by rolling a 5 or a 6 for every shooting chance they have, as opposed to just a 6.

This as well as the reduced chance of scoring for the affected team as described above.

If both teams have a player sent off, then simply act as if the game is 11 v 11

Note: If a player is sent off during the penalty process, you'll use the sending off rules here

Penalty Chance Chart - roll 2d6, add them together	
Score	
2	Ref points to spot instantly!!
3	Penalty and keeper sent off!!!
4	Ref goes to linesman (roll 7 or higher for pen)
5	Surely a penalty?? (Roll a 5 or more for pen)
6	Bad tackle in the box - penalty!
7	Ref thinks about it and points to the spot
8	Striker hacked down - Pen!!
9	Handball? (Roll 8 or more for a pen)
10	Blatant dive by attacker - no pen
11	Penalty after bad challenge (roll 8 or more for sending off)
12	Defender lunges in - sending off and penalty!!
Penalty Shot Chart - roll 2d6, add them together	
Score	
2	Keeper goes wrong way - goal!!!
3	Blasted into the top right - goal!!!
4	Keeper pushes it wide of the post
5	Hard and Straight down the middle - easy goal!!!
6	Keeper dives the right way, but is beaten. Goal!!
7	Keeper stranded - easy goal!!
8	A cheeky dink inside the post - goal!!
9	Keeper goes the right way for an easy save
10	Keeper gets his hands to it, but it sneaks in - goal!!
11	Keeper saves it, follow up attempt! (roll 8 or more to score)
12	Hits the Post!!!!

Injury Chart - roll 2d6, add them together	
Score	
2	Star Player crocked -2 +1
3	Player is up and running straight away - no change
4	Hard working midfielder injured -0 +1
5	Full back replaced -0 +1
6	Striker is limping -1 +0
7	Midfielder down -1 +0
8	Goalkeeper replaced -0 +1
9	Central defender limping -0 +1
10	Striker down but springs straight up again!
11	Midfielder replaced -1 +0
12	Stretcher on quickly - could be a break -1 +1
Sending Off Chart - roll 2d6, add them together	
Score	
2	Striker goes down clutching his leg - referee just laughs
3	Awful challenge - straight red!!!
4	Referee misses bad challenge
5	A clear dive but has ref fallen for it? (Roll 10 or more for red!)
6	Midfielder lucky to stay on the pitch
7	Referee waves play on - player on the floor is shocked!
8	Early bath for the defender after late challenge!!
9	Clearly a dive! No card
10	Ref thinks about it (roll an 8 or more for sending off)
11	Bad tackle but ref lets it go
12	A scuffle breaks out - red card!!!