

LOGACTA: CHART SOCCER

Unofficial Instruction Manual

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Revised September, 2019

DISCLAIMER: The instruction manual contained herein is based off of Paul Govier's adaptation of the game that is available on John Gardiner's Sports Replays website, with additional sheets for the World and European championships available there submitted by myself. No challenge to ownership of the original Logacta game, which goes back to the 1970s in England, is either intended or implied. All rights to the original Logacta game belong to their respective owners.

I also wish to acknowledge that the World and European championship sheets are far from perfect, especially the former. Some liberties needed to be taken as the rules of the game were deduced from exhaustive research and I decided to forego a few (or a lot, depending on your view) details on both cups in the name of playability. Therefore, if you find that either of those sets of sheets are not to your liking, you may feel free to tinker to your heart's content without my permission. They are unlocked sheets, after all.

Finally, I owe a great deal of gratitude to both Paul Govier, who adapted this game to be used with normal dice and consequently made his version available; and to John Gardiner of the Sports Replays website at www.sportsreplays.net for making Mr. Govier's sheets available. This manual would not be possible without their work.

Introduction

Logacta is a unique game that allows players to simulate seasons of association football using specialized charts and dice of various colors. In effect, the game puts players in charge of their very own football associations, which helped lead to its popularity in the UK during the late 1970s. This modified version of the game is designed to be played with normal six sided dice, although you are definitely free to pursue making your custom dice using the chart on the Logacta Helper sheet as a guide if you so desire. Like the original game, this version lends itself well to as many seasons as you wish, from just a single campaign to an ongoing association that can go for perpetuity.

This guide will cover how to play the game with a one division Super League as well as with a full four-division association. Where appropriate, there are separate instructions for each; simply use the directions that apply to you.

Getting Started

The first order of business is to decide how big you want your football association to be. The easiest ones to work are those with one division and with four divisions, so this manual is geared towards those two setups. In each section, the procedure is described first for a one division Super League, then for a four-division association. Simply use the directions that apply to the setup you desire.

You will need the following, all of which is available on the Sports Replays website, for each season:

- One Logacta helper sheet
- One each of the FA Cup, League Cup, UEFA Cup and European Cup Winners' Cup sheets
 - If this is your first season, you will also want the World Championship sheets; if this your third, you will want the European Nations Cup sheets. More on those later.

You will need means of conducting a blind draw for the cup tournament sheets. There are several ways to do this. If you have a computer there are sites that will do a blind draw in an instant; pickyourbrackets.com is a good one. If you prefer a manual method you could cut up note cards and write numbers on the back of them. If you decide to go this manual route, you will need cards numbered from 1 to 33 inclusive.

And for each division in your league:

- One Points Recorder sheet
- One Super League (league tracker) sheet
- One Fixtures sheet

You will also need seven dice in the following colors: Green, yellow, brown, blue, grey, red, and black. There are several ways to do this as well. You can use a dice roller program of which many are available, or if you are more inclined to roll your own dice as the author is, sites like Amazon sell sets of dice – albeit in sets of 100 of all manner of types and colors – that will fill your needs.

Once you have all of this, you're ready to set up your association.

Setting up Your Association

Setting up your Logacta association requires a little bit of neatwork...the author of this guide recommends using a pencil instead of a pen. The trick to the process is not to rush and let the sheets do some of the legwork for you. Here is what to do:

For a one division Super League:

- 1) Pull out the Fixtures sheet and decide which club sides you would like to have in your Super League. They can be from anywhere in England or Scotland, preferably. But this is your association...you could use cities from all over the world, if that is your inclination.

- 2) Fill in the team names – or abbreviations thereon that you will be able to understand – in order across the top of the Away row of the Fixtures.
- 3) Now fill in the team names in the *exact* same order vertically in the Home column of the Fixtures sheet. This step is very important: The team that you have in the A column must be the same team that you have in the A row, the B column and B row also have to match, and so on. Otherwise you will end up with a situation where a team will play itself twice during the season, which will mess your schedule and your results.
- 4) Finally, break out the League Points Recorder sheet and record the teams in the same order that you just used for the Fixtures sheet. Again, make sure the order matches or you will not have an accurate means to track each team's points during the campaign.
 - a. Author's note: You may find it easier to download a program like LTrack, which is free, to manage the standings of your league for you.

When you are done with this process, the Fixtures sheet will effectively lay out the domestic season schedule for you. *Do not do anything with the Super League (league tracker) sheets yet.* We'll get to that later.

For a four-division association:

Setting up a four-division association is very similar to a one-division Super League, but you will need four of the Fixture, Points Recorder, and Super League (league tracker) sheets. It's best to keep each division's sheets together in that order – the author staples his together – and write which division it is at the top of the Fixtures sheet. A simple Division 1, 2, 3, or 4, depending on the division, will do. You also will need to make sure that you have different teams in each division, but searching for the English Football League season of your

choice (the author used 1979-80 as his base) will make this a painless process.

Once this setup process is complete, you're ready to begin rolling for results. It looks tricky at first...but it's not.

The First Four Weeks of the Season

The season always begins with four weeks of domestic play. The numbers in the corners of each square on the fixture sheet indicate the match day that a match on the schedule is to be contested.

The best way to work through the initial match day is to start at the top row – the A row – and scan left to right looking for a square that has a “1” in it. Eight rows will have them, eight will not...so if a row doesn't have a “1” in it, just move down a row and continue scanning. When you do find a “1”, stop. The intersection of that row and column indicates the match that is about to be resolved. Notice that the first instance of a “1” occurs at the intersection of row “A” and column “M”. The teams in those two columns will go first.

For the first four weeks, only the blue and red dice will be used. The rolls and their corresponding results look like this:

dice face	1	2	3	4	5	6
blue	0	1	1	2	3	4
red	0	1	1	2	2	3

The home team will always get the blue die in this phase, and the visiting team will get the red die. All you have to do now is roll the dice once and read off of the chart to get your result.

As an example, if the dice roll gives you a blue 4 and a red 3, the home team wins the game 2-1. As another example, if the dice show a blue 5 and a red 6, the match draws 3-3.

Once you have your match result, record it in the square on the fixtures chart where you found your “1”, in this case at the intersection of column A and row M. The British tradition is to record the score as home-away and this is what the author recommends. So as an example, if the away side wins a match by score of 2-0, you would record the score on the Fixtures chart as 0-2.

Now go the Points Recorder chart to award the points. The winners of the match receive two points under the “1” column and the losers get 0. If the match was drawn, both teams receive one point. As an example, if team A defeated team M, give team A 2 points under column 1 of the Points Recorder sheet and place a zero in team M’s space for the same column. (Please note that the original game goes back to the 1970s, about 20 years before three points for a win was recognized as the international standard by FIFA. The helper sheet uses the two-point standard which is important for week 5 on. More on this later.)

After you have recorded your first result, continue through the Fixtures sheet in similar fashion, stopping and rolling every time that you see a “1” on the Fixtures sheet. After you have rolled and recorded for eight matches on the Fixtures and Points Recorder sheets, match day 1 of the season is complete.

In a four-division league, it is strongly recommended that you roll for every division for the first match day, one division at a time, before advancing to week 2.

After you have completed match day 1, the next three match days are completed in a similar fashion. For the second match day, you will use the Fixture squares that have a “2” in them, for the third a “3”, and so on.

For the Points Recorder chart in every week after the first, you will notice that the relevant square for each team is cut in half. It is

recommended to use the top half for points earned in that matchweek – in other words, indicating a win, defeat, or draw. Then write the team's new running total in the lower section of the box.

When you reach the end of match day four, you will need the Super League or league tracker sheet. Notice that there are two squares under the column with a “4” in them. If you want to go the paper-and-pencil route, this will be your league table. Scan the Points Recorder chart for the team with the most points and put that team along with their current point total at the top. Continue ordering the teams from top to bottom according to their point totals. If there is a tie, ordering the teams on this sheet is a matter of personal preference. Technically table positions are determined first by points, then by goal difference, and then by goals scored, but since there will be plenty of position ties, especially early in the season, the author recommends you overlook this until the very end of the campaign and use goal difference or goals scored to break a tie for promotion or relegation.

- Author's note: LTrack is pretty simple to use and will likely do a much neater job of tracking your league table for you. Simply making a point of entering your results into the program after you complete a matchday will likely be enough for the program to do the remaining legwork for you. This will also make assigning the form bonuses – to be discussed later – easier.

Playing Match Weeks 5 through 8

When you reach the 5th match week, the process changes a little bit...but not much. You'll still scan the Fixtures chart(s) for the relevant match week, and stop when you reach the current week of the season. This time, however, you will need to have your Points Recorder sheet handy because the dice you will use will depend on the difference between the home side and away side's point totals.

Here is that relevant chart:

points diff	home	away
10+ home	Green	yellow
7 - 9 home	brown	yellow
4 - 6 home	blue	grey
0 - 3 home	blue	red
0 - 3 away	blue	red
4 - 6 away	black	black
7 - 9 away	red	blue
10 - 15 away	grey	blue
16 - 20 away	yellow	brown
21+ away	yellow	Green

To decipher which dice to use, take the point total of the home side at the end of the previous match week (if you're playing match week 5, you would look at the total from match week 4). Then compare it to the point total of the away side the same way. The point difference will tell you which dice to use.

- For example, if the home team has 6 points coming into the matchweek and the away side 2 points, that is a difference of four points in favor of the home team. You would use the blue die for the home side and the grey die for the away side.

You may end up with a situation where both teams get the same die, specifically the black one. To handle this, roll for the home side first, record their goals on the Fixture sheet, then do the same for the away side.

Here is the full chart for which number relates to how many goals on each die:

dice face	1	2	3	4	5	6
Green	0	1	2	3	4	5
Yellow	0	0	1	1	1	2
Brown	0	1	1	2	4	5

Blue	0	1	1	2	3	4
Grey	0	0	1	1	2	3
Red	0	1	1	2	2	3
Black	0	0	2	2	2	3

During this set of four match weeks, this may look like a pointless exercise at times because teams will be close enough to each other on points that you will likely still get a good number of blue die, red die matchups. Don't let this bother you. Trust the process. As the season goes on from this point, the point disparities between sides will begin to grow and you will see more of the different dice combinations. You will also see the occasional shock result: A team having a significantly better die but either losing or having to settle for a draw. That's part of the magic of the game.

When you reach the end of match week 8 of your Super League (or a division, if you are using a four-division setup), stop and go back to the Super League league tracker sheet: It is time to decide the first round of form bonuses. Form is the term used to generally describe how a team is playing, and the teams in the best form will periodically receive a bonus roll from here on out...more on how this works in "The Rest of the Domestic Season" below. For now, order your teams under the "8" column on the league tracker sheet in order of total points earned. Notice that the right hand box in the column is divided in half. You will want to place the relevant team's total points into the bottom box.

Once you have done this, compare each team's point total after 8 weeks with their total after 4 weeks. This number will go into the relevant team's upper box. Since two points are awarded for a win, the maximum number of points that can be earned in a four-week block is eight. (As an example, if a side had three points after four weeks and eight after eight weeks, the team has scored five points in this block).

Finally, you will want to compare the points that each team has scored *in this most recent four-week block only*. Who has the most? The team with the most points out of eight in this four week-block will get the benefit of a form die bonus roll for the next four match weeks. If there is a tie for that honor, all the teams involved in the tie get the bonus.

It is a good idea to make a small notation next to the column and row that the team occupies on the Fixtures sheet to indicate who is on form for the next four match weeks. A small dot next to the column and row will suffice, but you can use whatever will work for you.

Once you have done this, it's time to introduce the first cup, the Football League Cup. If you can follow the process for the first and succeeding rounds of the League Cup, then you can play of the in-season cups as their process is essentially the same as the League Cup.

The Football League Cup

The Football League Cup is an annual competition that involves the top four divisions in English association football. The real life cup involves 92 cups today; in Logacta matters are simplified to make the process easier.

The Football League Cup begins after match week 8 is completed and picks up at the round of 32. Your first order of business is to decide the clubs that will take part. Depending on how you have your association set up, your selection process will be slightly different.

The number 1 position on the team listing is reserved for the previous season's titleholders. If this is your first season, nominate a club to be the standing champions. From there:

In a one Division Super League: Choose 11 sides from your Super League to make up the Division 1 contingent. You cannot use one of your Super League teams in a lower division, nor can a team from

outside of the Super League assume one of the Division 1 spots. Once the Division 1 spots are filled, use teams from outside the Super League to fill in the three remaining divisions however you wish. Ten teams will represent Division 2, six will represent Division 3, and four will come from Division 4. It's your association, you call the shots.

In a four-division association: Select 11 teams from your top division to fill the Division 1 slots. Choose 10 from your second division to fill the Division 2 positions, and so forth as above. You may not cross-rank club sides out of the division from which they currently belong...in example, you can't put a Division 2 side in a Division 4 slot.

Once you have designated the field, the next step is to conduct the Grand Draw for the round of 32. English football does not use a playoff tree for its cups; the pairings are instead redrawn at the start of each new round. How you conduct the draw is up to you: Fastest is to use a blind draw generator, but you could also use cut-up note cards as each side will be pre-assigned a number from 1 to 32 for you. If you use a blind draw generator, consider the results of the blind draw to go from top to bottom as if the clubs had been pulled out of a hat.

The first team to come out of your blind draw will be the away side for tie #1 in the Third Round section of the League Cup sheet. Place this team in the far right box next to the number one in the match listings for that section. The next team to come out of your "hopper" will be the home side for that tie and will go into the far left box of the #1 tie under the Third Round section. Repeat this process until all 16 ties for the third round are complete. Part of the magic of this game is that some sides from higher divisions, given the law of averages, will get not-so-easy tests away from home as a result of a blind draw at some point.

When the draw is complete, you are ready to resolve the round. The dice selector is slightly different for cup rounds and looks like what you will see on the next page. You will notice that some of the neutral

cup tie combinations are not filled in; for these you can use the same combination that is shown for the home cup tie.

The division number of each team in the League Cup will act as its tier and will guide you in which dice to use. For the initial matches of each tie, you will refer to the home cup tie chart to decide which dice to use. As an example, if a team from Division 1 is at home against a Division 3 side, the Division 1 side would get the brown die and the Division 3 side the yellow die, putting the Division 3 side at a significant disadvantage. If, however, that same Division 1 was away against a Division 3 team, then the Division 3 team, at home, would get the red die against the Division 1 team's blue die.

Once you have determined the dice to use using the home cup dice selector, you can roll the relevant dice to obtain the result for that particular match.

		home cup tie		neutral cup tie	
home tr	away tr	home die	away die	home die	Away die
1	1	blue	red	blue	blue
1	2	blue	grey	blue	red
1	3	brown	yellow	blue	grey
1	4	Green	yellow	red	yellow
1	5	Green	yellow	Green	yellow
2	1	black	black		
2	2	blue	red	blue	blue
2	3	blue	grey	blue	red
2	4	brown	yellow	blue	grey
2	5	Green	yellow	brown	yellow
3	1	red	blue		
3	2	black	black		
3	3	blue	red	blue	blue
3	4	blue	grey	blue	red
3	5	brown	yellow	blue	grey
4	1	grey	blue		
4	2	red	blue		
4	3	black	black		
4	4	blue	red	blue	blue
4	5	blue	grey	blue	red
5	1	yellow	brown		
5	2	grey	blue		
5	3	red	blue		
5	4	black	black		
5	5	blue	red	blue	blue

If there is a clear winner from the resulting dice roll, the winning team goes through to the next round, and the losers are out of the cup. For recording purposes, place the home side's score in the upper triangle of their box, and the away side's score in the lower triangle of theirs. You may also want to make a habit of crossing out the teams that have been eliminated so that you don't lose track of the teams who are still alive for the trophy.

If instead the initial roll results in a draw, a replay is required. To roll the replay, first switch the home and away roles. The team that was at home is now away and vice versa. Find the new dice combination to use on the home cup tie chart, then roll the relevant dice to obtain the new result. If this results in a clear winner, the tie is considered complete.

If, instead, the replay also results in a draw, the tie goes to a third and final match on a neutral ground. Switch the home and away roles back to where they were as for the initial match, and this time look up the relevant tiers on the neutral cup ties chart. Roll one more time for the match result, and record the score in the center box of that tie's line. If you have a clear winner, the pair is resolved. If you don't, it's time to force the issue by calling extra time and penalties to prevent the round from being interminable.

To roll for extra time, roll the yellow die once for each team, beginning with the team on the left. If the yellow die rolls break the tie, the second is complete. If it does not break the tie, go to spot kicks. Starting with the team on the left, roll the roll green die once for each team. The green die roll will tell you how many penalties the team scored out of five. If both team's penalty rolls come out even, repeat the penalty rolls until you have a winner.

In a general sense, the League Cup rounds take place every two weeks, starting at the end of match week 8, except for the final. Here is when to play each round:

- Round of 32: After match week 8
- Round of 16: After match week 10
- Round of 8: After match week 12
- Semifinals*: After match week 14. The semifinals are played on a home and away basis. To settle these, roll for the

initial match, then switch the home and away rolls and roll for the return match. The result is decided on goals aggregate. If this is drawn, the team with more away goals reaches the final. If this too is level, go to the neutral ground third match and resolve as if it was a match in the previous three rounds.

- Final: After match week 18. The final is held on a neutral ground, but you will still need to do the draw beforehand to decide who starts where. If the final ends in a draw, a replay is required. If the replay ends in a draw, go to extra time and if needed penalties using the procedure above.

The winners of the League Cup get rewarded for their hard work if you plan on playing more than one campaign; see “Second and Succeeding Seasons” near the end of this manual.

The Rest of the Domestic Season

The remaining weeks of the domestic season follow a similar process, so we will cover all of them at once here. There are only a couple of things added on to the process that was introduced in match week 5.

For match week 9, you will use the same process as for match week 5, scanning your Fixtures grid for boxes that have the relevant match week in progress, and comparing the point totals of the two teams involved to get the dice to use. There is one additional thing to do, and that is to check to see if either team is eligible for the form bonus. This is where making the small notations of who is on form on the Fixtures chart comes in very handy. If neither team is eligible for the bonus, there is no adjustment; you can roll for the result as for match weeks five through eight.

However, if a team *is* eligible for the bonus, they may be entitled to additional goals. To resolve these matches, use the dice selector and

roll for the match result as for match weeks 5 through 8. It might help to record the standing score from this roll in the relevant square on the Fixtures chart. Then roll the yellow die for the team that is on form to see if any additional rolls are awarded. If a 1 or a 2 is rolled, there is no bonus. A 3, 4, or 5 awards one extra goal, and a 6 two extra goals. You may discover that a side that is on form may steal points as a result of the bonus rolls, this too is part of the magic of the game.

If you discover that you have a match where both teams are on the form bonus, roll for the home side's bonus first, then their away counterparts, adjusting the result as appropriate.

With that exception, there is only one other thing to keep in mind: The form bonus is reassessed every four match weeks from here. You will check to see who is eligible for the new form bonus after match weeks 12, 16, 20, 24, and 28 using essentially same procedure described in "Playing Match Weeks 5 through 8" above. You will want to clear any form bonus notations before doing the reassessment to avoid any confusion. You will also notice that the team or teams that get the final round of form bonuses will only have them for two weeks. This is okay as each team plays every other twice during the season, hence 30 matches.

Now let's look at the other in-season cups.

The FA Cup

The FA Cup is the biggest trophy in English football and can involve hundreds of teams during a campaign. Logacta makes this much less overwhelming by picking the tournament up in the round of 32.

The FA Cup begins after the completion of match week 16. The process of selecting sides to take part in the FA Cup uses the same process as that for the Football League Cup, just with a slightly different breakdown of teams. The previous year's winners occupy the number 1

team position; if this is your first season you can nominate a standing champion to fill in this role.

If you're doing a one division Super League: Your team selection mechanics are the same as for the League Cup; the Super League teams will hold the Division 1 positions and Super League teams may not hold lower division spots. Conceivably, you could use almost the same sides as you selected for the Football League Cup – you will still need to nominate a couple of new sides to fill a Division 2, Division 4, and non-league gap – if you want to keep things simple for yourself.

In a four-division association: Basically, the same team selection rules apply as for the League Cup. The non-league team *must* be one outside of your association, and you cannot cross-assign a team to a division where they don't belong.

With these exceptions, you will draw for matches and roll for results just as you did for the Football League Cup, with the sole exception being that the semifinals are not played on a home-and-away basis. Every tie could potentially be settled in just one match in the FA Cup. This said, the only other thing you need to know is when to play each round. It breaks down this way:

- Round of 32: After match week 16
- Round of 16: After match week 20
- Quarterfinals: After match week 22
- Semifinals: After match week 26
- Final: After match week 30

As for the League Cup, the FA Cup winner gets a reward for their hard work. See “Second and Succeeding Seasons” for more about this.

The European Cups

While the European club tournaments, technically speaking, are spread out over the course of a typical European football season, Logacta again simplifies matters by picking things up at a more convenient point, in this case the start of the knockout stage...also known as the Round of 16. At its heart the process is only slightly more complicated because you will need to do a little more work; because of the impracticality of listing all possible club sides to use, you will need to do some research on your own to decide on club sides to use for these tournaments. Doing an online search for a late 1970s season of the country you are interested in should provide the information that you need. (The author used the 1979-80 season as his base and transferred domestic standing to a Word document with a label for the relevant country at the top of each set, which he will be glad to make available upon request.)

The team listings for the European cups on the left side of these sheets almost speak for themselves. All three have the previous year's winners in the number 1 position as for the League and FA Cups; if this is your first season you may nominate the European club side of your choice to be standing champions. Otherwise, you will always select club sides for the top section of each cup's breakdown; notice that these top sections already have their card assignments locked in. For the other sections, the card numbers are not filled in because you have some say in the rest of the field.

Once you have selected and filled in your club selections for each of the three major European cups, you will need to conduct three Grand Draws, one for each cup. If you are using a manual Grand Draw, assign the remaining cards not predetermined by counting vertically straight down from the last predetermined card...you should have 16 club sides for each cup if set up properly. The Grand Draw is conducted in the same fashion as for the Football League Cup, see "The Football League Cup" earlier in this manual if you need a refresher.

The European cups play slightly differently than the English cups. Instead of (mostly) potentially one-leg affairs, the European cups use a home-and-away, two-leg basis. The Rating for your chosen sides on the left side of the charts will tell you which tier the team has been assigned to. To resolve each tie, first look up the tiers on the home cup tie chart (shown earlier in this manual) to determine which dice to use for the initial leg. Roll for that leg: Record the home side's score in the upper triangle of the tie for that side, and the away side's score in the lower triangle for that side. Now reverse the home and away roles for the return leg and repeat the process.

After the second leg, add up both teams' goal totals. The higher aggregate total will go through to the next round. If aggregate goals are level, check both teams' away goals (the lower triangle of the tie). The team with more away goals will advance. If away goals are also level, do *not* go to a third match at a neutral ground. Proceed immediately to extra time and if necessary penalties, starting with the team that held the initial home advantage.

For the European Cup *only*, you do not have to conduct another Grand Draw after the initial one. The winner of the first tie will assume the left-hand position of the first tie in the quarterfinals. The winner of the second tie will assume the right-hand position for the last eight. The rest of the matches are set up in similar fashion, like an informal playoff tree.

For the European Cup Winners Cup and UEFA Cup, you will need to conduct a new Grand Draw before each new round.

The only thing you need to know about the European cups concerns the final. The UEFA Cup is played on a two-leg basis and is contested the same way as the other European rounds. The Cup Winners Cup and European Cup finals are both single legs on a neutral ground, so you will need the neutral cup tie chart to determine your dice for those. If the final results in a draw, go directly to extra time and

penalties as if you were playing a third match in the League or FA Cup; there is no replay in the European finals. Similarly, if goals aggregate and away goals are level in the UEFA Cup final, go straight to extra time and penalties; there is no third match at a neutral ground.

The European cups are all played at the same time. When you hit a section where both the FA and European cups are up, which one you play first is a matter of personal preference (the author goes with the FA Cup first). Here is when to play each round:

- Round of 16: After match week 18, preferably after the League Cup final.
- Quarterfinals: After match week 24.
- Semifinals: After match week 28.
- Final: After match week 30.

Once the final match week of the domestic season has been played and the FA and European club cup champions determined, you may or may not have one more tournament to play, depending on which season you are on. Here is how to handle each, starting with the World Championship.

The World Championship

The World Championship is contested after every four seasons, beginning with season one. Following World Championships occur after seasons 5, 9, and so on. As of the time of this manual, the World Championship composed of 32 teams; however, at the time the original game was made only 16 nations could qualify. That is the number being used here.

The first task is to assign the nations that will take part. The reigning champions always go into the card #1 position; if this is your

first World Cup you may nominate the nation of your choice to be the standing champions. From there, select teams for the field in this order:

- 7 from Europe (UEFA);
- 4 from South America (CONMEBOL);
- 2 from North America (CONCACAF);
- 1 from Africa (CAF);
- And 1 from Asia/Oceania (CAF).

You're encouraged to do a quick search for the member nations of each zone if you need inspiration in determining your field.

Cards will be preassigned to each team, so the next step is to conduct a Grand Draw. The process is similar to the blind draw as for the UK cups, but this time you distribute the nations into four groups. The first team selected will get the A position for Group A. The second team selected will get the A position for Group B, and so on. When you have your A teams determined, move on to the B slots for each group. Continue like this, adding one team at a time to each group. You will have four groups of four when you are finished.

The next thing to do is to carry over the results of your Grand Draw to the Group Stage Fixtures sheet for the World Cup. Use the same order as your Grand Draw gave you; A team occupying the A row and column, for example. The schedule for the group stage will thus lay itself out for you and is handled in very much the same way as for regular domestic league play.

To resolve the group stage matches, compare the tiers of the teams to take part in the match. In the technical sense most World Cup matches take place at a neutral site, so use the neutral cup tie dice selector to determine which dice to use and then roll for the individual match, recording results as appropriate. As with domestic play, two

points are awarded for a victory, one for a draw, and zero for a defeat. A Group Stage Points sheet has been included separately from the fixtures sheet to help you keep track. Whether you decide to keep all four groups together or resolve one group in full before proceeding to the next is a matter of personal preference.

You'll notice that the ratings are quite general; the European zone typically has the most entries and so got the strongest rating on my sheets. No team outside Europe and South America has ever won a top-flight men's World Cup as of the time of this manual, so that's why three of the zones have comparatively weaker ratings.

At the end of the group stage, the two teams with the most points in their respective groups will go through to the quarterfinals. If there is a tie for the group win or for a transfer spot, first check for goal differential...the better goal differential will advance or win the group as the case might be. If goal difference is equal, go to the total number of goals scored next. If this does not break the stalemate, draw lots to break the tie. This process matters because first and second in the groups determines the quarterfinal pairings.

Once you are down to the last eight, arrange your quarterfinals on the Final Stage sheet in this order:

- Match 1: Group A winner vs. Group D runner-up
- Match 2: Group B winner vs. Group C runner-up
- Match 3: Group C winner vs. Group B runner-up
- Match 4: Group D winner vs. Group A runner-up

Assume the team on the left is the "home" team for purposes of resolving which dice to the knockout stages. Determine which dice to use on the neutral cup dice selector as for the group stage, then roll for the quarterfinal results. This time there must be a clear winner. If there

is not, roll first for extra time (yellow die) and then if necessary penalties (green die), starting with the team on the left.

The first two quarterfinal winners will meet in the first semifinal, and the other two will meet in the second semifinal. The semifinal winners then meet in the final to determine the world championship.

The European Nations Cup

The European Nations Cup is contested after season three and every four seasons thereafter. The format of the European championship, considered the most important international tournament outside of the World Cup, was significantly different in the 1970s than it is now.

Like with the World Cup, the process begins with a Grand Draw. The nations to take part will already have their ratings preassigned as well as their card numbers for you, so you can conduct the draw however you please. The groups are filled in the same fashion as for the World Cup, except this time you will fill eight groups instead of four. One nation will be left out when all eight groups have been filled; this nation is be “drawn out” and is out of luck, it won’t take part.

Setup for the Group Stage is the same as for the World Cup; the A team will go into the A row and column of its group, the B team into its column and group, and so on. However, the actual execution of the Group Stage works a little bit differently. Notice that each team will play the others in its group twice; once at home and once away. So to determine the dice to use for your group stage encounters, you will need to compare the teams’ ratings on the home cup tie chart, not the neutral cup tie chart like you did for the World Championship. With that exception, the group stage is rolled out in the same fashion as for the Worlds. Whether you keep the groups together or play them out one at a time is up to you.

Only the group winner – the team with the most – reaches the quarterfinals in the European Nations Cup. Ties are broken in the same way as they are for the World Championship: Goal difference first, then goals scored, then a blind draw.

For the quarterfinals, the easiest way to arrange the pairings is suggested below:

- Tie #1: Group A winner vs. Group H winner
- Tie #2: Group B winner vs. Group G winner
- Tie #3: Group C winner vs. Group F winner
- Tie #4: Group D winner vs. Group E winner

The quarterfinals of the European Nations Cup are contested on a home and away basis as if you were playing the European club cups. The result is determined on goals aggregate. If this is level, the team with more away goals will advance. If this too ties, play a third match on a neutral ground, and use extra time and penalties if needed to resolve the tie.

The quarterfinals winners will line up in the semifinals in the same fashion as the World Championship, and the semifinal winners will meet in the final to determine the European champion. The semifinals and final are played on a neutral ground and must have a result with no replay allowed. This means that draws go immediately to extra time and penalties as required.

Second and Succeeding Seasons

If you decide to play on after the initial season, you will need to do a little promotion and relegation work first. The process is not as complicated as it sounds.

Firstly, the team with the most points is considered champion of the league. If there is a tie for this, goal difference and, if necessary,

goals scored break the tie, the better result winning out. If you use a program like LTrack to monitor your standings, this tiebreaker process should be very fast.

The rest of the procedure works as follows:

In a one division Super League: The two teams with the lowest point totals will be dropped from the Super League. Replace these teams with two of your own choosing (you could use a couple of your Division 2 picks for the English cups). How you arrange the teams for the new campaign is up to you.

In a four-division association: The bottom two teams from Divisions 1, 2, and 3 will be relegated, or sent one division down from where they were. The top two teams from Divisions 2, 3, and 4 will be promoted, or moved up one division from where they were previously. Again, goal difference and goals scored will break ties. How you arrange teams within a division for the new campaign is up to you.

There is one slight addition to the rules for second seasons and beyond. The previous season's champions are considered on form and get a form die bonus roll for the first eight match weeks of the new season. In a four-division association, only the champions of the top tier get the bonus. Otherwise, the new campaign starts anew with a brand new set of red and blue dice rolls for the first four match weeks, and play continues like normal through the new campaign with the same rules. Your first form die reassessment will take place after match week 8 (see "Playing Match Weeks 5 through 8").

As far as the cups go, teams carry over like this:

- The winner of the previous season's League Cup gains a place in the UEFA Cup, as will the second place finisher from England in the previous campaign (from the top tier, if you are using a four-division association). If either of those are the reigning

titleholders, the team that finished in third in the top tier the previous season claims a position.

- The winner of the FA Cup claims England's place in the Cup Winners Cup. If this team is the reigning champion for that cup, the previous year's runner-up also qualifies.
- The Super League (or top tier champion in a four-division association) winner from the previous season will represent England in the European Cup. If this team is the reigning titleholder, the second-place teams claims the spot.
- And of course, the reigning titleholders will get card #1 for all the cups. This does not apply if you are putting 64 teams on the mat for the Football League Cup as that side will already be accounted for and can be given a card based on the setup that you desire.

Variations

- If you are doing a four-division association, you could put all 64 teams on the mat for the League Cup if you choose. Feel free to design your own sheets for that purpose if you like; if you do this you can ignore having a standing champion because that side will already be in the field. Suggested time for the first round in this instance is after match week 4. Otherwise the process is the same as for the Football League Cup above.
- You could promote and relegate three teams from your division(s) if you wish.
 - To that end, one possibility is to have a promotion play-off. To do this, give the top two teams automatic promotion and line up the next four into semifinal pairings. For dice selections, consult the normal dice selector chart, comparing the team's final point totals. The team that finished in third will play the team that finished in sixth, and the team that

finished in fourth will play the team that finished in fifth. The playoff is on a home-and-away basis with the result decided on aggregate goals as for the European cups; use extra time and penalties if aggregate and away goals are both drawn. The two playoff semifinalists will then play a final home-and-away, the winner of that playoff will claim the final promotion place.

- If you want to make the World Cup a little more true to real life, designate one nation as the host nation and use the home cup tie chart when that team plays.
- Finally, for second and succeeding seasons in a four division association, you could give *all* of the division champions a form bonus for the first eight match weeks if you desire. After all, even winning a lower-tier league is no easy feat.

It is my wish that this manual gives you many hours of enjoyment playing Paul Govier's version of Logacta: Chart Soccer.

David LeSaffre

September 10, 2019