

ZONA ACTION CALCIOTTO

RULES

Author: *Fersini Sergio*

Players: 2 +

(players can even play in more than 2 organising themselves into 2 teams)
(they can also organize tournaments of teams).

Difficulty: medium/easy

Age: 8 years +.

AIM OF GAME

The football player must score more goals than the adversary to win the match!

The match can finish when time is over or after a certain number of goals.

In the first case players establish at the beginning of the game the total duration of the match among the following 3 options: 45 minutes; 60 minutes; 90 minutes.

If they play according to a certain number of goals, they establish at the beginning of the game the total number of goals of the match among the following 4 options: 4 goals; 6 goals; 8 goals; 10 goals.

In the tournament way, a won match is worth 3 points, a parity match is worth 1 point, and a lost match is worth 0 points (the tournament can be organised as a classical tournament or in teams).

NECESSARY

A field of game divided into squared spaces; 2 teams of players of minimal 13 elements each (8 playing and 5 on the bench); a pack of *calciotto* cards; two dice with score from 1 to 6 [1/6] and a dice plus-minus [+/-]; a ball (miniature); two football players charts where the reserve is put and where cautions/expulsions are signalled; little yellow plastic signals where cautions are indicated.

FORMATION

Each player calls 13 players choosing them among the ones that he has and places 8 of them (included the goalkeeper) in his own half-field and 5 outside the field to form the bench. The football players must be outside the circle of the midfield or at the most in the squares that the midfield intersects next to an edge. Only one football player must be placed on each square.

So the players throw the dice to establish who has the ball (the highest score wins).

The player without the ball mixes the pack of *calciotto* cards putting it covered on the table and distributing 5 cards to each player from it.

THE STARTING SHOT:

The player that has the ball places the 2 players in the 2 squares of his own half-field that are at the centre of the field, giving the ball to one of the two players (the ball must be placed in the hole at the base of the player). The player that has the ball throws the two dice [1/6] to decide the *moving points* to be used freely on his own football player (the ones that he has chosen to play) and/or to make the passing of the ball and/or to shoot at goal. At the *starting shot*, as first move, the ball must necessarily be passed to another football player.

When one of the two players scores a *goal*, the football player that has received the *goal* makes the *starting shot* again after that both of the players have placed their own football players again in their half-field.

MORE THAN 2 PLAYERS

To play in more than 2, players must organize themselves into teams and share the roles of the football players. for example, if players are 4, two players use a team and the other two use the other team; the two players of the same team choose which football players to move in the game, sharing them according to their role (for example a player plays the goalkeeper, the full backs and the forwards, while the other plays the defenders and the mid-fielders; in the *moving phase* each football player of the same team throws the two dice [1/6] in turn and uses the score got with the dice with higher value on his own football players (the ones that he has chosen to play) ; the same does the other player of the same team. The moving points that are not used by a player can be used by his mate in the same turn. The *action phase* instead is made only by the player that uses the football player that plays in this phase.

The *calciotto* cards are distributed in the number of 5 for each team and can be used by each player of the same team (anyway each team can use one only card in the moving phase and one only card in the action phase).

PHASES OF GAME

In the game two main phases frequently alternate: the moving phase and the action phase.

MOVING PHASE

The players in turn throw the two dice [1/6] to establish the moving points that can be used on their own team to make movements and/or passages or to shoot at goal; they can pass, shoot or move of one square for each moving point given to this move.

The football players can move only horizontally and/or vertically freely even mixing these movements (a football player can move of 1 square horizontally or 2 squares vertically or differently); **they cannot move diagonally**.

The player can assign to a football player a maximum of moving points on the base of the moving number indicated on the base of the football player; that is the not circled number at the left of the letter that indicates the role of the football player (if on the base of the football player the moving number is 4, that means that that player can move of 4 squares at the most in a turn).

The passage can be made only in a straight horizontal or vertical or diagonal line, without going beyond other football players, the ball is moved of one square for each moving points assigned to this move.

The passage can be made only in a straight horizontal or vertical or diagonal line, without going beyond other football players, the ball is moved of one square for each moving points assigned to this move. The shot at goal can be made only by the player that is in the penalty area in the adversary's defence area (that is in the football player's own attack area). The shot at goal must arrive in one of the 4 squares of the goal area in order to be valid. The football players in defence cannot stay inside of the small area, that is at a distance shorter than 2 squares from the goal area.

During the moving phase, the player in turn can use one only calciotto card, always before throwing the dice.

ACTION PHASE

It is divided into 2 types: tackle action to take the ball from the adversary and shot at goal action that establishes if the shot is a goal or if it is saved by the goalkeeper.

TACKLE ACTION:

at his own turn when the player's football player arrives on a adjoining square (not diagonal) to the square where the adversary that has the ball is, the tackle action can be made after doing all the moving.

The tackling football player throws the two dice [1/6] obtaining in this way his tackle score; the football player that has the ball throws the two dice [1/6] again obtaining he too his tackle score; at the tackle score obtained from the dice, the players add the base points of tackle/shot indicated on the base of the football players (the circled number, at right of the letter that indicates the role of the player) only if the players that make the tackle action are in their competence area. The tackle is won by the football player that makes the higher score. In case of parity dice are thrown again.

The football player that wins the tackle keeps or conquers the ball and has the right to the successive move of throwing again the two dice [1/6] to obtain the moving points useful to continue the action.

During the tackle phase, the football players can use calciotto cards (one only card per turn) always before the throwing of the dice by the player in turn.

ACTION FOR SHOT AT GOAL:

when in the moving phase the football player has shot at goal (that is, when the ball has arrived on one of the 4 squares of the goal area), the football player must do the shot at goal to establish if the shot is positive, that is the goal, or if it is saved by the goalkeeper.

The football player that has shot at goal throws the two dice [1/6] obtaining his shot score; at the score obtained from the dice, the player adds the base score of tackle/shot indicated on the base of the football player (the circled number, at the right of the letter that indicates the football player's role) only if the football player that makes the tackle action is in his competence area and if the shot has arrived on an empty square of the 4 that indicate the goal area (not if he shoots on the goalkeeper). The player that plays the goalkeeper throws the two dice [1/6] again obtaining in this way his save score; at the save score obtained from the dice, the player adds the base save score indicated on the base of the goalkeeper (the circled number, at the right of the letter that distinguishes the football player's role) only if the shot has arrived on the goalkeeper or on the square next to the goalkeeper (if the shot arrives on the second square next to the goalkeeper, he is wrongfooted and so he loses the base save score). During the shot at goal action, the football players can use calciotto cards (one only card per turn) always before the throwing of the dice by the player in turn.

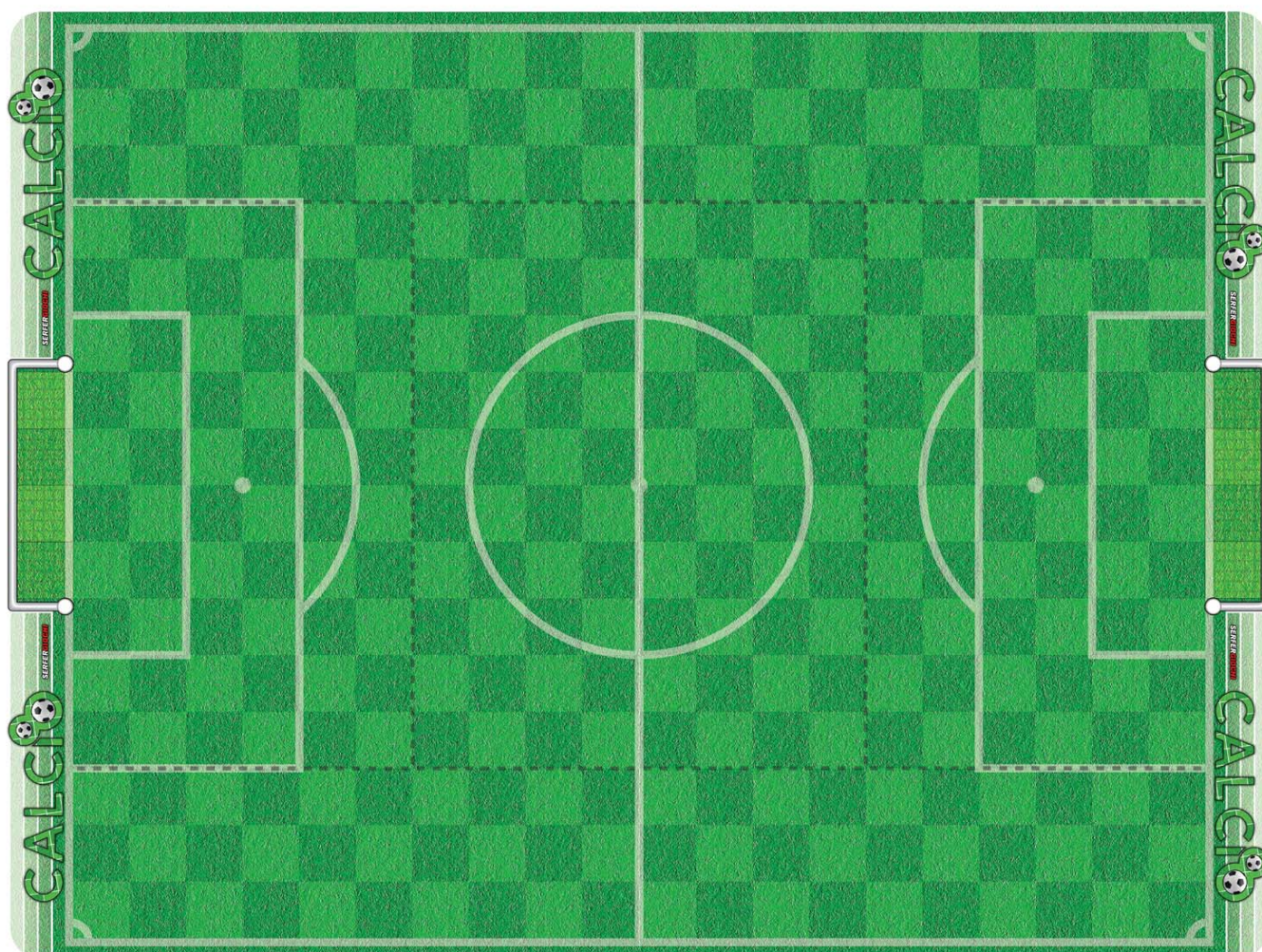
The football player that makes the higher score wins. In case of parity dice are thrown again.

If the shooting football player makes a score that is greater than the goalkeeper's, he shoots at GOAL; the ball is thrown at the midfield to have again the "starting shot".

If the goalkeeper makes a greater score than the shooting player's, he SAVES; so the goalkeeper gets the successive turn and makes the throwing of the ball again throwing the two dice [1/6] and multiplying per 2 the score obtained from the dice; the total score so obtained will be used to pass the ball to another football player and also, if the player, wants, to move all the team.

COMPETENCE AREA

The area of competence in which the ACTION PHASE is made is indicated, at the moment of the tackle/shot, by the square in which the football player that has the ball is.



The plan of game is divided into 5 areas separated by a dash line that is: The **DEFENSE AREA** identified by the first central rectangle of 10x6 squares in front of the goal area; the **MID-FIELD AREA** identified by the successive central rectangle of 10x8 squares, the **ATTACK AREA** identified by the third central rectangle of 10x6 squares, that coincides with the adversary's defence area; **THE LATERAL STRIP (wing) AREA** identified by two rectangular areas at the edge of the field that extend themselves for all the long side of the field of 3x20 squares each; also in one's own **DEFENSE AREA** there is the **GOAL AREA** made of 4 central squares behind the first row of squares; the goal keeper can stay and move only in one of these 4 squares.

The football players that are in their competence area have a bonus to the score of tackle/shot in ACTION PHASE shown by the red number indicated at the base of the miniature.

The football player **D** belongs to the DEFENSE AREA; the football player **C** belongs to the MIDFIELD AREA; the football player **A** belongs to the ATTACK AREA; the football player **T** is in the LATERAL STRIP AREA; the goalkeeper **P** belongs to the GOAL AREA.

MINIATURES OF FOOTBALL PLAYERS



On the base of the miniature there is a black letter that identifies the football player's role:

P = goalkeeper; **D**= defender; **C**=midfielder; **A**=forward; **T**= full back (wingback).

Moreover, on the base of the miniature, there are two numbers, at the left and at the right of the letter; the left number indicates the maximum movement that the football player has at his turn; the right number (circled) indicates the base strength of tackle/shot that the football player has (this strength is activated only if the football player is in his competence area); for the goalkeeper the circled number indicates the basic safe strength that the goalkeeper has.

REPLACEMENT

Each player can make 3 changes per match at the most (replacements), replacing a football player in the field with another one of the bench. The replacement can be done only when a free kick or a penalty is made or when the ACTION FOR SHOT AT GOAL phase is finished and before the "STARTING SHOT" or "THE THROWING OF THE BALL" are made.

FREE KICK

A player can make a free kick when he plays a *calciotto* "PUNIZIONE" or "AMMONIZIONE" card on a *calciotto* "TACKLE" or "SCIVOLATA" card played by the adversary (that is on a hard tackle).

The free kick must be made from the point where the football player with the ball is, but it can be made by any other football player too. In this phase there is the stopped game so the players can move 4 football players of their team freely (the player that has the ball moves first, after the adversary player moves) or also replacements can be made, but before the free kick.

The opponent player (without the ball) must place 2 football players as barrier at 2 squares of distance from the player with the ball and parallel to his own goal.

So the football player makes his free kick throwing the 2 dice [1/6] and the dice plus/minus [+/-]; the obtained is multiplied by 2, having so the total score that must be used for the free kick displacing the ball of as many squares as the points that are assigned to the shot are, that can be made anyway only in a horizontal, vertical and diagonal straight line; if with the [+/-] one gets [+] the ball can go beyond the barrier (high shot); if one gets [-] the ball cannot go beyond the barrier (low shot).

If the ball arrives on one of the 4 squares of the goal area, the football player make the ACTION OF SHOT AT GOAL to establish if he scores a goal or if the goalkeeper saves the goal.

PENALTY

A free kick made in the penalty area becomes PENALTY. There is the stopped game when the football players can move 4 football players of their team freely or when they can make some replacements.

To shoot the penalty, the player that has the ball places the ball on the penalty spot (the little circle in front of the opponent goal) and a centre forward (A), on one of the two central squares adjacent back of the ball, shoots; in this phase all the other players must be behind or on the same line of the player that shoots.

When making the PENALTY, the football player makes the ACTION OF SHOT AT GOAL directly.

CALCIOTTO PACK OF CARDS

The basic pack of card is made of 42 cards divided into the following categories:

10 moving cards: 2 "CONTROPIEDE", 4 "SPRINT 3 (+4)", 4 "SPRINT 4 (+3)";

12 tackle cards: 4 "DRIBBLING", 4 "TACKLE", 4 "SCIVOLATA";

6 ability cards (goalkeeper): 2 "SICUREZZA", 4 "TUFFO DOPPIO";

8 sanction cards: 4 "PUNIZIONE", 4 "AMMONIZIONE";

6 effect cards: 2 "CANCELLA", 2 "ELIMINA", 2 "RADDOPPIA".

For each phase, a football player can use one only *calciotto* card, using it always before the throwing of the dice by the football player in turn.

The *moving* cards can be used by the football player in turn during the MOVING PHASE.

The *tackle*, *ability*, *sanction* cards can be used by the football players only in the ACTION PHASE.

The *effect* cards can be used by the football players in ANY PHASE.

The cards used must placed under the *calciotto* pack of cards (so they are played again).

At the beginning of the game 5 cards to each player are given. During the game other cards can be taken from the pack if in the moving phase or in the action phase one makes 6 with the throwing of the two dice [1/6], but eliminating the 6 from the score obtained (that is the 6 points). The player that makes 6 can choose to eliminate the dice that has made 6 to take a card from the *calciotto* pack of cards, continuing in this way the phase with the score obtained from the other dice; or he does not take the card and continues his phase with his full score, that is the one of both dice [1/6].

FOOTBALL PLAYERS CHART

The reserve players (the bench) and the cautions that football players receive during the game are placed on the *football players chart*, putting a small little yellow signal in correspondence of the yellow box of the player's card that has received the caution; if a football player receives 2 cautions he is expelled and so must be definitely removed from the field putting him again in his player card (and cannot be played again for the current match).

