

# GOAL!

## The Ultimate Soccer Dice Game ©

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### OVERVIEW:

Score early, score often and score more than your opponent to win! Work your way up the field and decide when to shoot. Keep an eye on the timer; two 5 minutes halves go by fast!

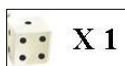
Play with 2 players or 4 players divided into 2 teams. With teammates, each will roll 2 dice simultaneously on offense. Teammates take turns rolling the goalie die on defense.

### EQUIPMENT NEEDED:

- Soccer Field Grid Playing Sheet
- Four 6-sided dice for offense
- One 10-sided die for goalie
- Two markers to represent team on the soccer field (coins, poker chips, etc)
- One timer (watch, iPhone, sand timer, oven timer, whatever you've got handy)
- One pencil or pen to keep score.

### SYMBOLS ON THE SOCCER FIELD GRID:

The field divided down the middle into 2 playing sides, one team per side. Each side is then divided into grids. The following symbols will be found on the field:

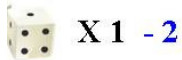


**X 1** This “dice X number” symbol indicates how many dice to roll IF a player chooses to shoot on goal from that grid on the field.



The numbers beneath this “target” symbol indicates where the ball lands on the field after the goalie punts.

- In this example, if the result of the 10-sided die roll is between 3-6 (including the 3 and 6), then the opponent starts their next turn on offense in the grid marked by this target symbol.



The “minus number” attached to a symbol means a “shot on goal” roll is reduced.

- ONE die is rolled to shoot on goal from a grid square.
- The result of roll is reduced by the “minus number”, 2, in the picture above.
- **Scenario:** You roll “5” to shoot, subtract “2” for a shot strength of “3”.

## GAME INSTRUCTIONS: RULES FOR OFFENSE

### 1. Each half begins with a kick off. Place marker in mid-field circle.

- If non-advancing roll occurs on a kick off, the player moves the marker backward into grid square marked “End Kick Off”. Turn ends.
- Player moves forward from kick off if “advance” roll is achieved (see Rule #2).

### 2. Move Marker up the field by achieving one of the following “advance rolls”.

- **One Pair** – Advance one grid square
- **Two Pairs** – Advance two grid squares
- **Three of a Kind** – Advance directly to attacking corner grid.
- **Four of a Kind or Straight** – Advance directly to penalty box in front of goal.

### 3. Players can shoot at any time. Of course, closer is better.

- Before shooting, refer to the grid symbol with the “dice X number”
  - Number after “X” tells player how many dice to roll when shooting.
  - If symbol also shows a “minus sign with a number”, player must subtract that number from the total of their “shot on goal” roll.
- Goalie rolls 10-sided die to defend shot at the same time.
- Shot on goal always ends attacking player’s turn.
  - If the “shot on goal” roll is higher than goalie’s, it’s a GOAL!!! Move marker to center circle and mark down your score (1 Goal = 1 Point).
  - If goalie’s roll is equal to or higher than the shot, it’s a SAVE!!! Goalie then rolls again to punt ball.

### 3. A non-advancing roll ends turn.

- Marker stays on the grid square when turn ends.
- 2 consecutive non-advancing rolls results in a penalty, decided by opponent:
  - See “Basic Rules for Defense”

**4. Move from the attacking corner into the penalty box** by getting any one of the “advance rolls” listed above in Rule #2.

## GAME INSTRUCTIONS: BASIC RULES FOR DEFENSE

1. 10-sided “goalie” die is rolled whenever opponent announces a shot on goal.
2. Goalie makes a “save” by rolling a number equal to or greater than the total of their opponent’s “shot on goal” roll.
3. On the 10-sided die: 0 = 10 and 1 = automatic save. All other numbers = face value.
4. After a save, goalie die is rolled again to “punt” ball down into one of 3 grids.
  - a. Match the result of the roll with the number under the “target symbols”.
  - b. Move opponent’s marker to that grid on the playing field.
5. When opponent fails to advance one square after their 2nd consecutive turn, the defense decides which penalty to enforce:
  - a. Loss of turn but opponent’s marker stays in its current grid.
  - b. Opponent’s marker is moved back to the grid farthest away from goal.

## GAME VARIATIONS: OPTIONAL RULES

1. For a faster paced game, reduce the length of each half to 3 minutes.
2. Designate 1 side of *one* 6-sided attacking die as “wild”.
  - a. When the “wild” side shows up, that die can be any number to improve the roll.
  - b. **Suggestion:** Use a different colored die to be the “wild” die to avoid confusion.
  - c. **Suggestion:** Use a soccer dice, which has a soccer ball image on the “1” side.
3. Allow only 1 turn to advance into penalty box from “attacking corner”.
  - a. Like a real soccer match, many crosses are cleared or caught by the goalie.
  - b. Failure to advance into penalty box = automatic goalie save and punt.
4. If a shot on goal results in a tie with the goalie, players re-roll for a 2<sup>nd</sup> shot on goal.
5. Alternate penalty to consider when a player experiences a 2<sup>nd</sup> failure to advance after 2 consecutive rolls: Loss of one dice for the rest of the half.

## **TOURNAMENT RULES**

Goal! The Ultimate Soccer Dice Game makes a great tournament game. You can set up the tournament with teams organized into brackets, like the World Cup Soccer Tournament.

### **Organizing the Tournament**

1. Obtain an even number of teams to fill an even number of brackets.
  - a. Example: With 8 teams, make two 4 team brackets.
  - b. Example: With 12 teams, make four 3 team brackets.
2. Create a tournament board to track each team's points:
  - a. 1 win = 6 points
  - b. 1 tie = 3 points per team
  - c. 1 loss = 0 points.
  - d. Keep track of total goals scored to use as a tie-breaker.
  - e. Keep track of total goals allowed to use as a 2<sup>nd</sup> tie-breaker.
3. Either the top team or top 2 teams with the most points from each bracket advance.
4. In the final rounds (quarter final, semi-final, etc), no ties allowed. To break a tie:
  - a. Play two minutes of overtime.
  - b. If still tied...play two minutes of sudden death overtime, meaning first goal wins.
  - c. It still tied after sudden death, shootout!
    - i. Attacking team rolls 3 dice, goalie defends with 10-sided die.
    - ii. Players alternate shooting and goalie defense so each team shoots 5 times
    - iii. If the score is still tied after 5 rounds, then a sudden death shootout begins. Each team gets one chance to score. If one team scores and the other team fails to, game over!