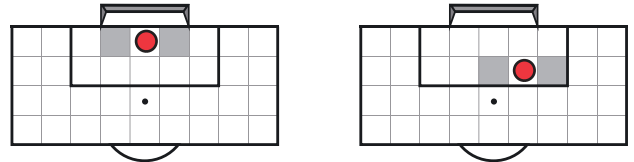


The extended rules of Soccero<sup>®</sup> add more realistic elements to the game which make it feel more like real soccer. It is recommended to try these rules one by one.

### GOALKEEPER'S ATTEMPT TO INTERCEPT

- If the ball's route passes the **horizontal close-range square of the goalkeeper**, the goalkeeper may attempt to intercept.
- The goalkeeper may attempt to intercept **only inside the penalty area**, and only if the horizontal close-range square is not occupied by another player.
- The ball is stopped on the **horizontal close-range square of the goalkeeper** en route to the goal.



The horizontal close-range squares of the goalkeeper are always the next left or right adjacent horizontal square looking from the goalkeeper.

**Procedure:** The manager of the goalkeeper throws a die:

- Face value:
- 1 - 3** > **the intercept fails** and the attacking team scores a goal
  - 4 - 5** > **the goalkeeper intercepts and the ball crosses the end line**, which results in a corner kick
  - 6** > **the goalkeeper gets the ball** and may continue the game by giving a start kick or like a normal turn would allow

(If managers prefer a game with more goals, also the face value 4 can be interpreted as a failed intercept.)

## SPECIAL SITUATIONS

### GOALKEEPER'S START KICK, GOAL KICK, CORNER KICK, THROW-IN, FREE KICK AND PENALTY KICK

#### THE RULES THAT APPLY IN ALL SPECIAL SITUATIONS:

- **Preparations for special situations:** The manager puts any of his players with the ball on the square where the special situation will be taken. The normal restrictions on players' positions have to be taken into attention in special situations. There may also be **extra restrictions**. If there are players in forbidden squares, the managers must take them off of the game board.
- **FREE MOVES:** The manager of the team giving the special situation determines how many players both of the managers will reposition on the game board. The number of players to be repositioned must be at minimum one and it must be big enough so that the both managers can reposition all those players back on the field that were taken off in preparations. **The manager of the team giving the special situation places his players on the board first.** The opposing manager places his players after that. Both have time to do it as indicated by the sandglass.
- **Procedure for special situations:** The normal rules for kicking are applied unless otherwise noted.
- The player giving the special situation must not touch the ball until another player has touched it. (The penalty if doing so is an INDIRECT FREE KICK.)
- After the special situation the **opposing team** has the turn.

#### GOALKEEPER'S START KICK

The manager may on his turn announce that his goalkeeper will take the ball in his hands and continue the game by giving a GOALKEEPER'S START KICK, if the ball is on the same square **with the goalkeeper inside the penalty area** (except if the last player touching the ball was his teammate and this passed the ball with a kick.)

- After the announcement FREE MOVES are to be taken.  
During the goal kick there may not be any **field players** in **either** of the penalty areas.
- **Procedure:** The kick is given according to normal kicking rules.
- **The offside-rule** is in force during the kick.

#### GOAL KICK

When the ball passes over the goal line **from an attacking player**, the defending team gets a goal kick.

- The manager places the goalkeeper with the ball on a square in the goal area. This is followed by FREE MOVES.  
During the goal kick there may not be any **field players** in **either** of the penalty areas.
- **Procedure:** The kick is given according to normal kicking rules. (If the ball remains in the penalty area, the goal kick is given again.)

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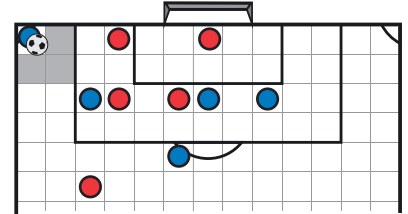
### CORNER KICK

When the ball passes over the goal line **from a defending player**, the attacking team is awarded a corner kick. The corner kick is given from the corner kick square which is nearer to the goalkeeper. If the goalkeeper stands in the centre square, his manager may choose which corner the kick is taken from.

- The manager places a player and the ball on the corner kick square. This is followed by FREE MOVES.

During the corner kick, there may be no **defending players** in the squares **next to the corner kick square**.

- **Procedure:** The kick is given according to normal kicking rules.
- The player may score a goal directly from a corner kick if the manager announces about the shot towards the goal in advance. (The goalkeeper may also attempt to intercept.)



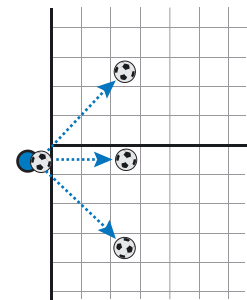
### THROW-IN

When the ball passes over the touch line, throw-in is awarded to the opposing team of the player who last touched the ball before it passed over the line.

- The manager places a player outside the touch line next to the square where the ball went over the line. Then FREE MOVES are to be taken.

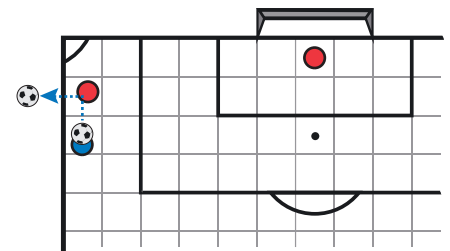
There are **no particular** restrictions on players' positions when giving a throw-in, not even the offside rule is followed.

- **Procedure:** The manager throws **one** die. The ball moves according to the number shown on the die. The ball may be aimed in three alternative directions in a straight line. (see fig.)
- The ball may **move over players**. It can also stop at any square in its route if there is a player on it. In other cases the ball must move the full distance shown by the die.
- After the throw-in the player is moved to the nearest empty square on the field.



### DELIBERATE SETUP OF A THROW-IN, CORNER KICK OR GOAL KICK

- A player may attempt to deliberately set up a THROW-IN, CORNER KICK or GOAL KICK for his team. This is done by kicking the ball out of the playing field via an opposing player. These two players must be next to each other and next to a boundary line.
- The player kicks the ball towards the opposing player and after hitting him the ball turns 90 degrees towards the boundary line and goes out of the field. This happens **only if** the manager has used only one die and has got at least "2" on the die.

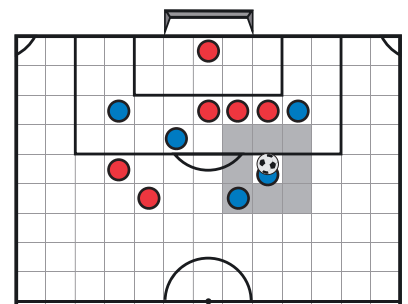


### FREE KICKS

- A free kick is taken from the square where the foul took place.
- The manager places a player and the ball on the square where the free kick is taken from. Then FREE MOVES are to be taken.

When a free kick is taken, there may be no defending players in the squares next to the square where the kick is taken from. (See fig.)

- **Procedure:** The kick is given according to normal kicking rules.
- **The offside rule** is followed.
- **Indirect Free Kick** - a goal may **not** be scored by kicking the ball directly into the goal.
- **Direct Free Kick** - a goal may be scored by kicking the ball directly into the opponent's goal. In this case the manager may decide after throwing the dice, if he wants to aim at the goal or somewhere else.



### FREE KICKS AWARDED IN THE GOAL OR PENALTY AREA

There are certain **exceptions** to take into account when free kicks are awarded inside the goal area and penalty area:

- A free kick awarded inside a **team's own goal area** may be taken from any square in the goal area.
- When a free kick is taken from inside a **team's own penalty area**, no opposing players may be inside the penalty area.
- A free kick from a **team's own penalty area** must be kicked beyond the penalty area. If the dice value do not enable this, the kick must be taken again.
- A free kick awarded inside an **opposing team's goal area** must be taken from the nearest square outside the goal area in the same vertical column as the square where the foul took place.

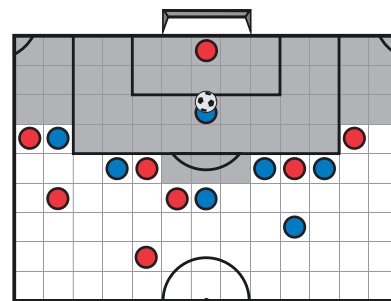
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### PENALTY KICKS

When a player commits inside his **own penalty area** a foul which outside of it would lead to a **direct free kick**, the opposing team is awarded a penalty kick.

- A player from the fouled team gets a free shot at goal from the penalty mark. The goalkeeper is placed into the centre square on the goal line. Then FREE MOVES are to be taken.  
During the penalty kick, all the other players must stay outside the PENALTY AREA and the squares that are in the path of the penalty box arc. The other players must be also farther from the goal line than the penalty mark. (See fig.)
- **Procedure:** The kick is given according to normal kicking rules.
- The goalkeeper may attempt to intercept in a normal way.



## PENALTIES

- If an OFFSIDE is called, the fouled team gets an INDIRECT FREE KICK from the square of the player who is offside.
- If a manager moves the ball to a player against the rules, a DIRECT FREE KICK (because of a hand ball) is awarded. The kick is taken from the square where the foul was committed. The player is also cautioned with a yellow card.
- The penalty for CARRYING THE BALL against the rules is a DIRECT FREE KICK awarded to the opposing team from the square from which the player began to carry the ball. The player is also cautioned with a yellow card.
- In case of infringement of RESTRICTIONS ON PLAYERS' POSITIONS the opposing team is awarded a DIRECT FREE KICK which is taken from the square of infringement.
- If after being involved in a SPECIAL SITUATION a player touches the ball before another player does so, the opposing team is to be awarded an INDIRECT FREE KICK from the place concerned.

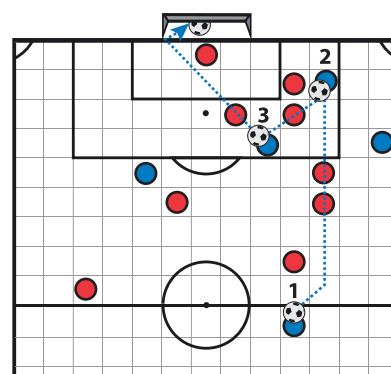
### BALL-IN-THE-AIR KICK

- The ball may be moved **over players** when the manager rolls two dice and **the face values are equalled** (i.e. "5" and "5"). The ball can also stop at any square along its route if there is a player on it. The ball can stop on an empty square only if it has been moved the full distance shown by the dice.

#### HEADER

- If the ball reaches the player from the air with the full distance shown by the face value (the ball has moved an exact distance shown by the face values of dice), the player may pass the ball using his head in a direct line of his choosing (vertical, horizontal or diagonal direction) within the same turn. The ball passed by the head can be directed into the goal without a forward notice.
  - **Procedure:** The header is taken by throwing one die. The face value shows the distance the ball can move. The ball can move over players, but alternatively it can be stopped by any player on its route. If the ball is not stopped by a player, the ball must be moved the whole distance shown by the face value.
  - The player that receives the ball passed by the head may continue with a header. However, the ball must be passed within the allowed time elapsed by the sandglass. (Failing to pass the ball within the time limit, results in that the ball must be handed over to the nearest opposing player.)
- When the ball moves over the goalkeeper in the air, the goalkeeper doesn't automatically catch the ball, but gets an attempt to intercept. ■

### BALL IN THE AIR – HEADER – CONTINUED HEADER



In the figure the player 1 has got two equal face values ("4" and "4") and hence can kick the ball in the air over players. Because the player 2 gets the ball with an exact face value ("8"), he can continue with a header. The player 3 may as well continue with a header if he receives the ball with the face value "2". The player 3 may even forward the ball to the goal if the face value enables this.