SIMULATOR SOCCER

THE MORE YOU PLAY,
THE GREATER THE EXPERIENCE!

RULES

SIMULATOR SOCCER
THE GAME

CONTENTS

Simulator Soccer is a turn-based game for 2 players. Every round represents **playing time** whereby the two players simulate the movements of the ball and two teams of footballers.

CONTENTS: 1 Rule book, 1 game board in special fabric 100 x 79 cm *(item 10)*, 2 goals with real nets *(item 1)*, 2 goal bars *(item 2)*, 8 advertising boards *(item 9)*, 4 corner flags *(item 5)*, 10 balls *(item 7)*, 1 cloth bag *(item 8)*, 2 6-sided dice *(item 4)*, 3 referees *(item 6)*, 2 teams *(item 3)*.
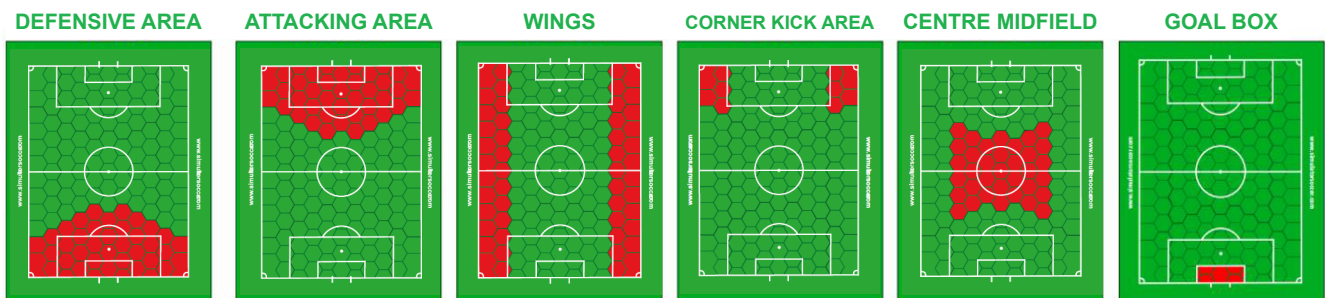
Number of players:	2
Type of game:	turn-based
Recommended age:	14+
Game duration:	45-60 min

THE PITCH

In Simulator Soccer the pitch is divided into hexagons, which are called **cells**.
Thick white lines are used to designate the various zones:

DEFENSIVE AREA	ATTACKING AREA	WINGS	CORNER KICK AREA	CENTRE MIDFIELD	GOAL BOX

EDITOR

1. GET THE STRIP

CREATE = Go to www.simulatorsoccer.com and download the free template.pdf that will allow you to design your favourite team's strip using any vector graphics software. You can design the jersey, shorts, socks and badge and even add sponsors and player names.

FAN BASE = Share the strips you have created with the Simulator Soccer fan base. You can also download strips created by other fans. You'll find strips from Italian clubs, foreign clubs, national teams, classic teams, minor leagues and more! With the editor there are no limits to your imagination!

2. 1. DIY: PRINT, CUT, STICK

Once you have finished your design or after you have downloaded a free strip, print the pdf onto adhesive paper, cut out the 16 jerseys and glue them around the pegs.
You can also print the pdf on normal paper, cut out the 16 jerseys and stick them on with glue or tape.
The quality of the printout will depend on the printer and paper used.

THE TEAMS

The teams in Simulator Soccer are always made up of 16 players,
11 on the pitch and 5 on the bench.
To create a full team you need:

• 16 cylindrical plastic **PEGS** which you attach 2 stickers to.
• 16 round stickers to put on the top of the peg which show the **SKILL LEVEL**
• 16 rectangular stickers to wrap around the peg showing the **STRIP**
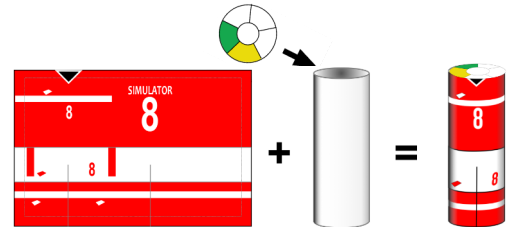
PEGS
Inside you will find 32 pegs to make up the two teams.
You are also able to purchase additional pegs if you wish to add new teams to your collection.

SKILL
The colored circular sticker on the top of each footballer displays their skills (up to a max. of 5). The skills are represented by the following colours:

Yellow: good at setting up goals.
Even better if they have 2 or 3 yellows.

Green: good at attacking in the wings.
Even better if they have 2 or 3 greens.

Red: good at finishing.
Even better if they have 2 or 3 reds.

Blue: strong in defence
Even better if they have 2 or 3 blues.

Black: good at headers
Black with an X: good at making saves

Grey: Quick at reaching the ball

Inside the circular sticker you will also find the 4 characteristics which you need to take part in the 2 duels of **DRIBBLING** and **TACKLING**

• **Dribbling** *(shown by a red number)* against **Marking** (*shown by a blue number*)
• **Tackling** (shown by a green number) against **Defending the ball** (*shown by a yellow number*)

STRIP
Inside the box you will find rectangular stickers for the strips of two standard teams: Red against Blue. This
will let you easily change the strip so you can play different matches. Using the editor and your DIY skills you
can easily create different strips or download for free one of the many strips created by other players.

3. APPLY THE SKILL STICKERS
Now all you have to do is apply the skill rating to the 16 players.
Just like you did for the strip, download the 112 skill stickers for free. If you don't want the DIY version,
you can buy them ready-made, cut out and professionally printed.

SETTING THEIR SKILLS = Based on the strategy you have chosen, you need to select 16 out of
the 112 skills stickers and stick them on your pegs. Every sticker has a skill level between 1 and 5.
The total skill level of your roster of 16 players should be:

• From 16 to 24   Weak team
• From 25 to 35   Average team
• 36   Tournament mode
• From 37 to 43   Strong team
• From 44 to 50   Very strong team *(We advise against going over 50)*

SIMULATOR SOCCER
THE GAME

STARTING LINE-UP AND KICK-OFF

Both players position the 11 starting players on the pitch in their desired line-up and the 5 players on the bench. The players must be fully inside the cell and never on the line.
You must position all your players in different cells however you can position a player in the same cell as an opposing player. Position referee No. 1 near the corner flag, they will help keep time. (page 9)
Flip a coin to decide who will kick off and thus start PHASE 1.

DYNAMICS OF THE GAME – PLAYING TIME

PLAYING TIME : Each round is divided into 3 PHASES.

The phases simulate what happens after the: kick-off (PHASE 1), attack (PHASE 2), defence (PHASE 3), in a set period of time.

PHASE 1 – KICK THE BALL: *We simulate what happens to the ball.*
   • Choose one of the three attaching moves: **1)** PASS OR DRIVING THE BALL FORWARD **2)** CROSS OR HEADER **3)** SHOT ON TARGET . *(Page 6)*
   - *Each time you kick the ball you need to establish which footballer is gaining possession. This is done using the Calculation of DIstance (CoD)* *(Page 7)*
   - *The player who takes possession might give you the opportunity to take another shot within PHASE 1 based on their SKILL (Page 8)*
When PHASE 1 is finished you continue to PHASE 2 if you have possession of the ball *(Page 8.) If you have lost possession your opponent will immediately start a new round: RESTARTING (Page 7)*

PHASE 2 – ATTACKING POSITIONS: *We simulate the next moves of your footballers as they move into position*
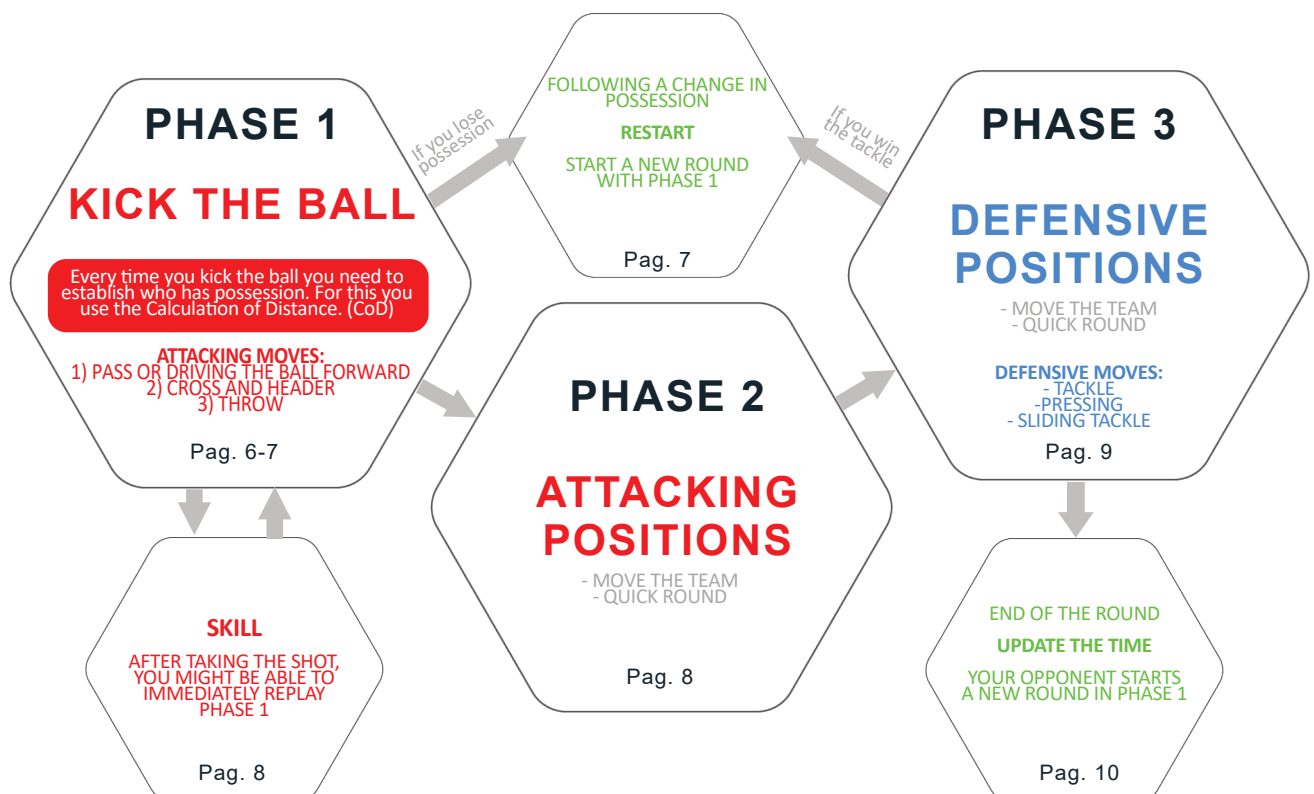• Except for the footballer with possession of the ball, you can move as many footballers as you wish in any direction for a maximum of 3 cells. *(Page 8)*
When PHASE 2 finishes, the opponent plays PHASE 3.

PHASE 3 – DEFENSIVE POSITIONS: *The opponent simulates the next moves of their players as they defend*
• Your opponent can move all their players. The first player to move can choose one of the defensive moves: TACKLE and / or PRESSING. *(Page 9)*
During PHASE 3 if you gain possession of the ball through a tackle you immediately begin another attack with PHASE 1 (RESTART) otherwise PHASE 3 ends and your opponent starts a new round with PHASE 1. When PHASE 3 ends, move the time. (represented by the referee) *(Page 10)*

PHASE 1
KICK THE BALL

Every time you kick the ball you need to establish who has possession. For this you use the Calculation of Distance. (CoD)

ATTACKING MOVES:
1) PASS OR DRIVING THE BALL FORWARD
2) CROSS AND HEADER
3) THROW

Pag. 6-7

If you lose possession

FOLLOWING A CHANGE IN POSSESSION

RESTART

START A NEW ROUND WITH PHASE 1

Pag. 7

If you win the tackle

PHASE 3
DEFENSIVE POSITIONS

- MOVE THE TEAM
- QUICK ROUND

DEFENSIVE MOVES:
- TACKLE
-PRESSING
- SLIDING TACKLE

Pag. 9

SKILL

AFTER TAKING THE SHOT, YOU MIGHT BE ABLE TO IMMEDIATELY REPLAY PHASE 1

Pag. 8

PHASE 2
ATTACKING POSITIONS

- MOVE THE TEAM
- QUICK ROUND

Pag. 8

END OF THE ROUND

UPDATE THE TIME

YOUR OPPONENT STARTS A NEW ROUND IN PHASE 1

Pag. 10

PHASE 1
KICK THE BALL

ATTACKING MOVES

PASSING OR DRIVING THE BALL FORWARD

1
DRIVING THE BALL FORWARD
PASS
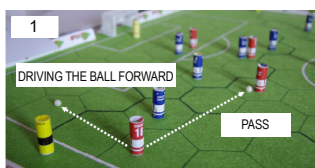
Kick the ball using a long shot, sending it towards a teammate you wish to **PASS** to or in the direction you wish to **DRIVING THE BALL FORWARD** *(photo 1)*

CoD: The player nearest (count the cells) **moves to reach the ball. If the distance is equal and the ball has travelled less than 5 cells, you retain possession. If it has travelled more than 5 cells, your opponent takes possession and begins PHASE 1 of a new round: RESTART.**

2
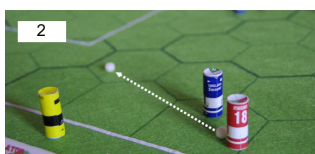
DRIBBLING:

If you want to driving the ball forward but there is a player from the opposing team in your cell *(photo 2)* or in the cell which is next to you in the direction you wish to go *(photo 3)*, you need to win the dribble to exclude your opponent from the Calculation of Distance. Declare "dribbling" and kick the ball.
The DUEL begins: roll a dice and add the result to the **dribbling** value indicated in red on the peg.
Your opponent then rolls the dice* and adds the result to the **defence** value indicated in blue on the peg.
If the number reached by the attacking player is higher than that of the defending player, the dribbling goes ahead. The player which lost will not be counted in the Calculation of Distance and should be placed on their side. They can only return to play in PHASE 3.
If the defending player rolls 1 with the dice in the attacking zone, it's a foul!

3
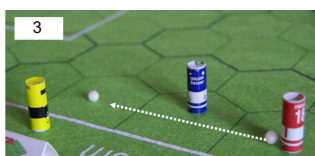
DRIBBLING AGAINST THE GOALKEEPER OUTSIDE THE GOAL:

If when reaching the ball with one movement you declare an instant shot thanks to the red skill, you can declare dribbling against the goalkeeper after your opponent has positioned their goalkeeper.
Dribbling against the goalkeeper takes place outside the goal box (Photo 4), otherwise you lose the duel before rolling the dice. If you win, the goalkeeper is positioned on their side in the cell where they are located, and you can take the shot.

4

CROSSES AND HEADERS

5

When you reach the corner kick area you can declare a "cross". *(photo 5)*
Kick the ball using a "low shot" or "lob." The first player in the penalty area who touches the ball, regardless of where the ball goes, **gets a header**. To do this, take the ball and place it on top of the peg. You can use your header to make a pass or to take a shot on goal. If you decide to take a shot, you need to first give your opponent time to position their goalkeeper (without the bar.) You can then take the header. You can only do this once per round.
CoD: If no player is touching the ball after the cross has been played, the player nearest the ball (calculated by counting the cells) moves to reach it. If two players are equidistant, your opponent takes possession. *The player who took the cross can't move in the Calculation of Distance.*

SHOTS

6

When you reach the scoring area you can declare "shot". *(photo 6)*
You can only do this once per round. After your opponent has prepared their goalkeeper and given you the go ahead (see section on goalkeeper), shoot using a "low shot" or "lob."
CoD: If the ball is still on the pitch after the shot has been taken, the nearest player (calculated by counting the cells) moves to reach it. If players from both teams are equidistant, your opponent takes possession. *The player who took the shot can't move in the Calculation of Distance.*

IMPORTANT!
CoD = CALCULATION OF DISTANCE
Every time you kick the ball you need to establish which footballer is taking possession.

BALL ON THE LINE

If the ball ends up on one of the cell lines, we need to establish which cell it is in. Consider all the involved cells as one large cell and complete the calculation of the distance.

The player who gain possession can choose which of the cells to stay in and the game proceeds. The ball is considered to be on the line if, when looking at it from above, the line is interrupted by the presence of the ball.

LONG BALL

If the ball ends up in a call which cannot be reached by any footballer with a standard move of 3 cells, proceed as follows:

1 – The footballer who wins the Calculation of distance can move 4-5-6 cells to reach the ball. You can also move the player who took the pass by dribbling.

2 – In PHASE 2 and PHASE 3 the footballers can move by the same number of cells as the footballer who reached the ball.

CALCULATION OF THE DISTANCE (CoD)

Every time you kick the ball you need to establish which player is taking possession.

1 - IT IS ALWAYS THE PLAYER **NEAREST** THE BALL, count the cells. *(photos 7 and 8)*

**2** - **IF THERE ARE TWO EQUIDISTANT PLAYERS, IT IS THE ATTACKING PLAYER IF:**

  • Following a **pass** or **dribbling**, the ball travels a maximum of 5 cells (short pass) *(photos 9 and 10)*

  IF THERE ARE TWO EQUIDISTANT PLAYERS IT IS THE **DEFENDING PLAYER** IF:

  • Following a **pass** or **dribbling**, the ball travels more than 5 cells (long pass) *(photo 12)*

  • When **pressing** is taking place (when in midfield, an opponent is in the same cell as the player taking the pass) *(foto 11)*,

  • Following the first pass after losing possession (**restarting**)

  • After a **cross** or a **throw**.

  IF THERE ARE TWO EQUIDISTANT PLAYERS IT IS THE PLAYER WHO **TOUCHES THE BALL** IF:

  • One of the players was the last to touch the ball. This is also the case in all the above situations.
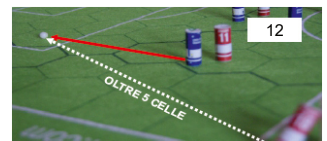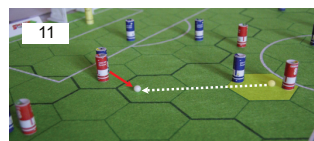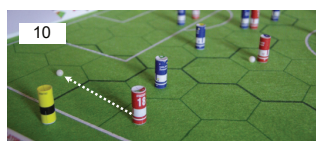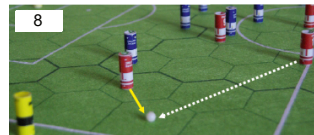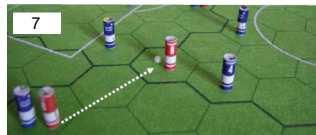
LOSING POSSESSION- RESTARTING

It is possible to regain possession following a mistake made by your opponent during PHASE 1 or following a tackle in PHASE 3. When this happens you immediately start the PHASE 1 of a new round.

Pay attention the first time you kick the ball, as if two players are equidistant during the calculation of Distance, possession is always given to the opponent.

END OF PHASE 1

Once you have established who has possession, PHASE 1 ends and the game proceeds as follows:

• **REPEAT PHASE 1**   If you activate one of the skills of your footballers *(see Skills)*

• **GO TO PHASE 2**   If you still have possession and you haven't activated any skill.

• **RESTART**   If you have lost possession due to the CoD, your opponent starts a new round.

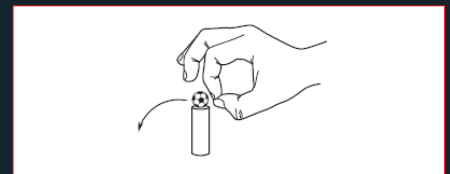• **CONTINUE PLAY**   If the ball goes out.

HOW DO YOU KICK THE BALL?
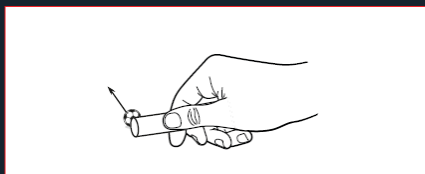
LOW SHOT
Use the peg to hit the ball, making it roll.
(ideal for passing, dribbling and low driven shots)
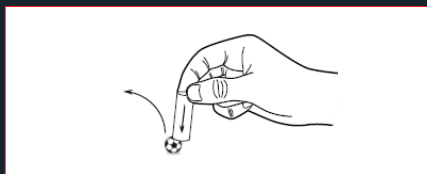
LOB
Use the peg to flick the ball. *(ideal for shooting, volleying, free kicks and crosses)*

HEADER / THROW
Place the ball on top of the peg and flick it with your finger. *(header, throw-in, goalkeeper throw)*

GENERAL RULES

• After taking the kick, return the peg to the cell you took it from, placing it anywhere within the cell (but not on the line.)

• When you take a shot, if the ball remains in the cell, proceed as if you were dribbling. If this happens after a free kick, corner or kick-off, since you can't take the kick, a team-mate or opponent (whichever is closer) may enter the cell to take possession of the ball, as if the original player wasn't there.

• If you make another player fall with your hands or your peg when you are taking a low shot or a lob, it's a foul.

• If you make another player (except the goalkeeper) fall when you take a header, or if the player rolls beyond the adjacent cell, it's a foul.

REPEAT PHASE 1
BASIC SKILL

YELLOW: Good at setting up
INSTANT PASS

If a player with the yellow skill receives a pass in their own cell and touches the ball, you can repeat PHASE 1 with a **pass** or **dribbling**. *The same player can only make one pass per round.*

GREEN: Good in the wings
INSTANT CROSS

If a player with the green skill reaches the ball with 1 movement in the corner kick area, you can repeat PHASE 1 declaring a **cross**.
MAX 1 PER ROUND

RED: Good at finishing
INSTANT SHOT

If a player with the red skill reaches the ball with 1 movement in the goal box, you can repeat PHASE 1 declaring a **shot on goal.**
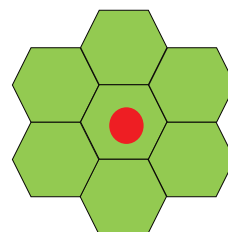**MAX 1 PER ROUND**

BLUE: Good in defence
MARKING

When man marking the opponent, *(when the player is in the same cell)* all the player's basic skills are cancelled. *(Yellow, green, red)*

Gain a skill
FREE PLAYER

If a player who receives a ball doesn't have any opponents in his cell or in the surrounding cells, they can acquire one of the three skills of their choosing. *(Yellow, green, red)*

BLACK with an X: Good at making saves
GOALKEEPER

When your opponent declares a shot on goal, you can prepare your goalkeeper in one of the following ways. The shot can only take place after you have given your OK.
A - BLOCKING: You can block using the bar if the shot arrives from outside the penalty area and the goalkeeper is in the goal. After the shot, remove the bar.
B - POSITIONING: If the shot arrives from inside the penalty area and the goalkeeper is outside of the goal, there are only two options**:**
    • You can move the player 1 cell and place them either standing up or lying down.
    • You can move the player 2 cells and place them lying down.
If the goalkeeper enters the cell where the ball is by moving 2 cells, this is permitted if the goalkeeper has moved from the frontal cells. They can tackle.
After the shot, the goalkeeper can get back up and participate in the Calculation of Distance. During PHASE 2 and PHASE 3 the goalkeeper behaves in the same way as all the other players. When they come into possession of the ball in the penalty area they can pick up the ball (provided it is not a back-pass).
To pick up the ball, take it and put it on top of the peg. With the goalkeeper still holding the ball, continue with PHASE 2. The goalkeeper can also be moved here.
In the following PHASE 1, place the ball down anywhere in the cell and continue playing regularly. When the goalkeeper is holding the ball, they cannot be pressed.

PHASE 2
TTACKING POSITIONS

MOVING THE TEAM:
You can move the footballers without the ball in any direction, for a maximum of 3 cells each. You can move as many footballers as you wish.

QUICK ROUND:
You can choose not to move any player, thereby limiting your opponent's PHASE 3.This is only effective if you didn't move any player during PHASE 1.
Essentially to play a quick round, during PHASE 1 you need to have made a precise pass to the cell of another player.

Each footballer can only be moved once during a turn. To make a move, take the peg and place it in the cell you want to go to, ensuring it is not touching the line. Once you take your fingers off the peg, you cannot go back. A maximum of two players from different teams can be placed inside the same cell.

END OF PHASE 2
The opposing team proceeds with PHASE3.

PHASE 3
DEFENSIVE POSITIONS

If your opponent moved some players in PHASE 2, now you can also move some players.
If they played a quick round, you MUST also play a quick round.

MOVING THE TEAM

The maximum number of cells that you can move each player depends on how much your opponent attacked in PHASES 1 and 2.

- If they didn't move any players (quick round):   You can move 1 player by 1 cell + the goalkeeper by 1 cell.
- If they moved at least 1 player by 1 cell: You can move as many players as you want by 1 cell.
- If they moved at least 1 player by 2 cells: You can move as many players as you want by 2 cells.
- If they moved at least 1 player by 3 cells: You can move as many players as you want by 3 cells.

To move a player, take the peg and place it in the cell where you want to go without placing it on the line. Once you have removed your hand from the peg, you cannot change your mind. Inside the cell there is space for a maximum of two players from different teams.

ENTERING THE CELL WITH THE BALL

You can enter in the cell with the ball *(the cell where your opponent has the ball)*, to make a **tackle** or apply **pressing**:
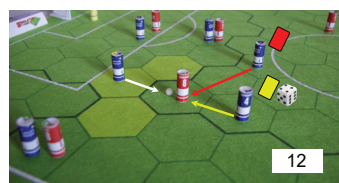
- If you are in one of the <u>3 adjacent cells in front</u> of your opponent (in relation to the opponent's goal line) you **can enter**. *(photo 12)*
- If you are in one of the <u>3 rear adjacent cells</u>, **take a risk**! Roll the dice:
  1-2-3= **you commit a foul and get cautioned** 🟨 , 4-5-6 = you **can enter**.
- If you enter by moving 2 or 3 cells you commit a **major foul** and are **sent off!** 🟥

Once inside you must always maintain a distance from the ball of 1.2 cm, equal to the diameter of the peg.

DEFENCE MOVES

TACKLE AND RESTART

You can tackle with the 1° player that you move in PHASE 3 to try to get possession and force a restart.

If you are in or enter the cell with the ball (the cell where there is your opponent with the ball) declare a "tackle"

The DUEL begins: roll the dice* and add the result to the value indicated in **green** on the peg. Your opponent does the same and adds the result to the value indicated in **yellow** on the peg.

If the total number of the tackle is higher than your opponents, the tackle goes well and you immediately start PHASE 1 of a new round, RESTART *(Pag.7)*

- If you lose the tackle, you can conclude PHASE 3 by moving the rest of the team if permitted. If the player who made the tackle gets dribbled in the subsequent round, they will automatically lose without the need to roll the dice.

If the duel takes place in the defence zone and the result of the dice rolled by the defender is 1, it's a foul.

PRESSING

In the midfield area only, if you are in the same cell as the ball you are **pressing**.

You do not have to declare that you are pressing, you simply do so by being in the same cell as your opponent with the ball.

When you are pressing, you greatly increase your chances of regaining possession. In fact, when the footballer being pressed makes a pass during their PHASE 1, in the event of a draw in the Calculation of Distance, you will gain possession of the ball!

SLIDING TACKLE

When a player who is repeating PHASE 1 following the use of a skill declares an **instant cross** or **instant shot on goal**, you can defend. You can either change your position inside your current cell and stay standing or move by the same number of cells that your opponent moved to reach the ball and position the peg on its side. (The player on its side can only stand up again in the next round).

ND OF PHASE 3
- When PHASE 3 ends, if the opponent is still in possession of the ball, move the time by moving the referee by one cell along the long side of the pitch. *(see section on Time on page 10)*
- If you have won the tackle, you take possession of the ball and you can immediately start PHASE 1 (Restart).

REFEREE
TIME – RESTARTING THE GAME

TIME
Duration of the match

KEEPING THE TIME
At the beginning of the match, place Referee 1 outside of the pitch near the corner flag. Every time PHASE 3 ends or there is a LINEUP, move the referee by one cell along the length of the pitch. This represents time passing. When the referee has reached the other end of the pitch (after moving 11 cells), the game has reached 15 minutes. Repeat this procedure again using referee 2 to arrive at 30 minutes and again with referee 3 to arrive at half time (45 minutes.) The use of the 3 referees helps ensure you keep track of the time you are at.

HALF TIME
When you reach the 45th minute, the half time whistle is only blown if the ball is outside of the attacking area. If not, the game continues until the ball goes out or it leaves the attacking area. The referee will always allow the shot to be taken in the event of a free kick or penalty but not for a corner or a throw-in.

EXTRA TIME
At the end of each half, extra time needs to be calculated. Extra time can be a maximum of 5 min per half (5 cells) and is calculated by counting the number of goals scored (1 min/cell per goal) and the number of substitutions (1 min/cell per substitution). Substitutions between halves do not count towards extra time.

RUNNING THE CLOCK
To avoid running the clock, if a player in PHASE 2 plays a quick round you can choose to move no one in PHASE 3. In this situation the time doesn't move.

OTHER SITUATIONS

VAR When there is an unintentional foul caused by the roll of the dice that results in a penalty kick, VAR is used! The defending team throws the dice and if it scores 6 the penalty kick is cancelled by VAR and play is resumed with a goal kick, otherwise the referee's decision is confirmed.

SUBSTITUTIONS During the LINE-UP you can substitute a maximum of 5 footballers. You simply remove the outgoing footballer and deploy the substitute. If you call for a substitution during a throw-in, play will resume with a line-up.
You must substitute 2 footballers at the 60th minute and 1 at the 75th minute! SUBSTITUTION OF THE GOALKEEPER: If the goalkeeper is sent off and you wish to bring on a substitute, you can bring on the reserve goalkeeper in the place of a player. Since there is not an additional peg, use the same one. Their skills are: black-4-4-4-4.

RIPRESA DEL GIOCO
Gioco fermo

THROW IN
1 - Place the ball at the point where it crossed the touchline.
2 - The team who needs to take the throw-in moves a player to that spot and proceeds with PHASE 2. The opponent proceeds with PHASE 3.
3 - Begin PHASE 1 with a throw-in by placing the ball on top of the peg and flicking it. *(See page 7)*
No other player can be in the same cell as the footballer taking the throw-in.

FREE KICKS, PENALTIES, CORNERS, GOAL-KICKS, GOAL
In these situations, play always resumes with a **LINE UP**.

> **LINEUP**
> **1** - The attacking team places 6 or 7 of the players on the pitch.
> **2** - The defending team places all their players on the pitch.
> **3** - Finally, the attacking team positions their last 3 or 4 players
> "in defence" (no further than the cell adjacent to the centre line.)
> **4** - Play resumes with PHASE 1.

• In penalty kicks, the goalkeeper can always be used with the bar, when the kick is taken the goalkeeper must be on the goal line.
• In free kicks, the distance to the ball is 9.6 cm, i.e. the height of 3 pegs. On free kicks from the attacking zone, you can make a barrier (only outside the goal box) whereby you can place up to 3 footballers in the same cell. In the next PHASE 2 or PHASE 3, when you move the team, you must move the footballers back so that there is only 1 player per cell.

OFFSIDE If you pass the ball to a footballer beyond the line of your opponent's defence it is offside (as per the football rule.) Here you need to look at the position of the footballer in relation to your opponent's last man rather than the number of cells.
Passive offside: In order to be considered passive offside, the ball must not pass through the offside player's cell and the player must not participate during the Calculation of Distance. Otherwise the offence is flagged.
Fair play: To avoid complicated situations, it is good practice for the defending team to establish with their opponent if the players in position are offside or not, before making any further moves.

PRO RULES
TO BE INTRODUCED GRADUALLY

PRO SKILL

ASSIST

When a player passes the ball to a teammate with red or green skills, this cancels out the blue skill of the player who is marking them.

LONG KICK

When the player takes a long pass (more than 5 calls) it is considered as if it were a regular pass. If players are equidistant during the CoD and no player is touching the ball, possession is given to the intended recipient.

RETRIEVAL

If the player enters the cell where their opponent has possession of the ball by passing through one of the back 3 cells, it is only considered a foul if you roll a 1 with the dice.

WALL

When the player does a sliding tacking to defend against a shot on goal or an instant cross, if that player only moves forwards *(in relation to the opposing goal)* they can be set upright again.

OFFSIDE LINE

When a player is offside, before receiving a pass from a teammate they can move back by 1 cell to be in the correct position.

STRIKER

1. When the player declares a shot on target from the penalty zone, the goalkeeper can only stand in the goal box.
2. The player can always declare a shot on goal, even doing so multiple times during a round.

HEADER

When the cross is declared, all footballers with this skill (either free or being marked) may move 1 cell as long as the movement ends in the penalty area.
Those in attack begin and those in defence follow.
The players who do this are not included in the CoD if the cross is unsuccessful.

SPEED

If there is a stray shot (the ball goes into an empty cell and the adjacent cells are all empty) the player who has this skill, if they are free, gets a free move into an empty cell before the Calculation of Distance (CoD).

INCREASED CORNER KICK ZONE

A 'cross' can be declared from the cells adjacent to the corner kick zone.

PRECISE CROSS

When a cross is declared, this is successful even if the ball doesn't touch the recipient but just transits through their cell.
The ball must not touch any other player.

PRO DEFENCE QUICK ROUND

If in PHASE 1 and PHASE 2 your opponent doesn't move any player, in PHASE 2 when you are playing the quick round,
in addition to the goalkeeper, you can choose one of the following moves.

1 by 1:   Move 1 player by 1 cell (standard move)
KNOCK-ON: Move 1 player by 1 cell and place them in the cell where there is a teammate. The teammate can move to an adjacent empty cell.
SYNCHRO: Move up to 4 players, but only inside their own cells.