

TOP OF THE TABLE SOCCER

A game for two players.

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WHAT YOU NEED

- TOTTS Team Sheet
- TOTTS Score Sheet
- Pencil and eraser
- A handful of six-sided dice

NOTE: From this point on whenever the word 'player' is used, the text is referring to the fictitious players playing soccer within the narrative of this game. The real world people playing this game are referred to as **Managers**.

CREATING YOUR TEAM

Step 1: Create your Team Name

When you have a great name for your team, enter it on your team sheet where it says Team Name.

Step 2: Choose your Formations

Your team's formation is very important. It determines how many players can be involved in various situations within the game. Teams in TOTTS know three different formations, which they can switch between during Matches. On your Team Sheet, in the section marked Formations, tick three boxes in the 'known' column to indicate the three formations you would like your team to be able use in a Match.

You can pick from the following formations:

- 5-4-1
- 5-3-2
- 4-5-1
- 4-4-2
- 4-3-3
- 4-2-4
- 3-6-1
- 3-5-2
- 3-4-3
- 3-3-4
- 2-3-5

In these formations, the first number always refers to the number of Defenders in the formation. The second number always refers to the number of Midfielders and the third number always refers to the number of Forwards. All formations have a single Goal Keeper.

All formations include 11 players.

Step 3: Create your Players

On your Team Sheet, under the section marked Squad List, there are slots available for the 16 individual players that make up your team.

After each number, create the name of a Player. The number preceding the Player's name is that Player's Squad Number.

Squad Numbers are used to denote where these Players are in your Formation.

Step 4: Taking the Field

Before choosing which of your Players will start the game, select your starting Formation. In the Formations section of your Team Sheet, select one of your 'known formations' and tick the box in the 'current' column.

After you have chosen your 'current formation' you are ready to put your Players onto the field.

In the Field section of the Team Sheet, put Player Squad Numbers into the circles to represent which of your Players are on the field and which positions they are playing in your Formation.

The Players on your Field must accurately represent your 'current formation'.

Mark the 'on field' boxes on the Squad List to show which of your Players are on the Field.

At this stage, any Player who is not on the Field is a Substitute. Tick the boxes in the column marked 'Substitute' in your Squad List to represent this.

When both Managers have completed this step, they exchange Team Sheets.

After the Team Sheets have been examined they are given back and then the game can begin.

PLAYING A MATCH

A Standard Match of TOTTS is played over two Halves. Each Half has four Rounds. Each Round has two Phases; The Battle for Possession and Scoring Chances. After one Half is completed it is Half-Time. After two Halves are completed it is Full-Time. At Full-Time, the Manager whose team has scored the most goals is declared the winner. If the score is tied at Full-Time, the Match ends in a Draw.

A Tournament Match of TOTTS cannot end in a Draw. If the Match is tied at Full-Time, Extra Time is played. Extra Time consists of two more Rounds. After Extra Time is completed, the Manager whose team has scored the most goals is declared the winner. If the Match is still tied after Extra Time, there is a Penalty Shoot-Out to determine a winner. Rules for Penalty Shoot-Outs are included within the section titled Scoring Chances.

In both types of Matches Managers can change their Formations and make Substitutions between Rounds.

PHASE 1: THE BATTLE FOR POSSESSION

Every Round begins with The Battle for Possession. This phase is contested by Midfielders and determines which team will generate Scoring Chances in Phase 2.

To determine the winner of this phase, first Managers must mark which of their Players are Active. In the Battle for Possession, all Midfielders are Active. To keep track of Active players, Managers should use a pencil to place a tick in the boxes on their Squad Lists within the column labeled 'Active'.

After Managers have marked how many Active players they have on their Team Sheet, they reveal that number to each other. Each Manager then rolls a number of D6s equal to their number of Active players.

Each Manager then adds together the results of all their rolled dice. The Manager with the highest score has won this Phase. If there is a tie, there is no Phase 2 and the match advances to the next Round.

PHASE 2: SCORING CHANCES

The Manager who won Phase 1 is known as the Attacker during Phase 2. The other Manager is the Defender.

When Phase 2 begins the Attacker rolls a D6 to determine whether the Scoring Chance comes from Open Play or a Set-Piece. On a roll of 1, 2 or 3 the Scoring Chance comes from Open Play. On a roll of 4, 5 or 6 the Scoring Chance comes from a Set-Piece.

OPEN PLAY

In an Open Play Scoring Chance the Attacker first determines which Players will be Active in this situation. All of the Attacker's Forwards must be Active. The Attacker may then choose any number of Midfielders and Defenders to also be Active. Without the Defender seeing, the Attacker marks down on their Team Sheet which Players are Active.

The Defender also determines which Players will be Active in this situation. The Defender's Goal Keeper and all their Defenders must be Active. They may also choose any number of Midfielders and Forwards to be Active. Without the Attacker seeing, the Defender marks down on their Team Sheet which Players are Active.

When both Attacker and Defender have marked their Team Sheets they reveal how many Active Players they each have.

Both Attacker and Defender then roll a number of D6s equal to their number of Active Players. When all their dice have been rolled, they add up their total score. If the Attacker has the highest score their team has scored a goal and the Phase is over. After the Phase is over, the Match progresses to the next Round.

If the Defender has the highest score the Attacker has failed to score a goal. The Defender then has an opportunity to Counter Attack.

If there is a tie, the highest score is awarded to the Manager who rolled the most 6s on that roll. If both Managers have rolled the same number of 6s there is a tiebreaker roll. In a tiebreaker roll each Manager rolls a D6 and adds it to their score. This continues until one Manager has the highest score.

In a Counter Attack both the Defender and Attacker roll a number of D6s equal to the number of Players who were not Active in the previous situation. Both players then add together the results of their rolled dice. If the Defender has the highest score their team has scored a goal. If the Attacker has the highest score, no goal has been scored.

If there is a tie, the highest score is awarded to the Manager who rolled the most 6s on that roll. If both Managers have rolled the same number of 6s there is a tiebreaker roll. In a tiebreaker roll each Manager rolls a D6 and adds it to their score. This continues until one Manager has the highest score.

After it has been determined whether a goal has been scored from the Counter Attack, the Phase is over and the Match progresses to the next Round.

SET-PIECES

In a Set-Piece Scoring Chance the Attacker first determines what type of Set-Piece will be carried out. To do this they roll a D6 and then consult the Set-Piece Table.

Set-Piece Table

- 1: Corner**
- 2: Corner**
- 3: Free Kick**
- 4: Free Kick**
- 5: Free Kick or Corner**
- 6: Penalty**

CORNERS

When the Set-Piece is a Corner, both Attacker and Defender must decide which of their Players will be Active in this situation.

The Attacker must make all of their Forwards Active. They must also make at least two of their Midfielders Active and at least two of their Defenders Active. If they wish, the Attacker may make more of their Players Active (including their Goal Keeper).

The Defender must make their Goal Keeper and all of their Defenders Active. They may also make any number of Midfielders and Forwards Active.

Both Managers mark which of their Players are Active on their Team Sheet without the other Manager seeing.

Managers then reveal how many of their Players are Active. Managers then roll a number of D6s equal to their number of Active Players. If the Attacker has the highest score, their team has scored a goal.

If the Defender has the highest score, no goal has been scored and they have an opportunity to Counter Attack.

If there is a tie, the highest score is awarded to the Manager who rolled the most 6s on that roll. If both Managers have rolled the same number of 6s there is a tiebreaker roll. In a tiebreaker roll each Manager rolls a D6 and adds it to their score. This continues until one Manager has the highest score.

Like with Open Play, during a Counter Attack both Players roll a number of D6s equal to the number of Players who were not Active in the previous situation. Both Managers then add together the results of their rolled dice.

If the Defender has the highest score their team has scored a goal. If the Attacker has the highest score, no goal has been scored.

If there is a tie, the highest score is awarded to the Manager who rolled the most 6s on that roll. If both Managers have rolled the same number of 6s there is a tiebreaker roll. In a tiebreaker roll each Manager rolls a D6 and adds it to their score. This continues until one Manager has the highest score.

After a Corner, and any Counter Attack, has been resolved the Phase is over and the Match progresses to the next Round.

FREE KICKS

If the Set-Piece is determined to be a Free Kick, the Defender must roll to determine if there is a Booking. Bookings are described in a later section.

After any Bookings have been resolved the Attacker rolls to determine whether the Free Kick is Direct or Indirect. They do this by rolling a D6. A roll of 1, 2 or 3 means the Free Kick is Direct. A roll of 4, 5 or 6 means the Free Kick is Indirect.

Indirect Free Kicks are conducted exactly the same as Corners with identical Counter Attack rules.

Direct Free Kicks involve both Attacker and Defender rolling a D6.

If the Attacker rolls the highest number their team has scored a goal.

If the Defender rolls the highest number no goal has been scored.

If the roll is tied, no goal has been scored. There are no Counter Attacks after Direct Free Kicks.

After a Free Kick, and any resulting Counter Attack, has been resolved the Phase is over and the Match progresses to the next Round.

PENALTIES

If the Set-Piece is determined to be a Penalty, the Defender must roll to determine if there is a Booking. Bookings are described in a later section.

After any Bookings have been resolved, both Attacker and Defender roll a D6.

If the Attacker rolls the highest number their team has scored a goal.

If the Defender rolls the highest number no goal has been scored.

If the roll is tied, the Attacker's team has scored a goal. There are no Counter Attacks during Penalties. A Substitution cannot be used after a Penalty has been awarded. Once a Penalty has been resolved the Phase is over and the Match progresses to the next Round.

PENALTY SHOOT-OUTS

In Tournament Matches the Penalty Shoot-Out is used to determine a winner after a Match remains tied after Extra Time.

In a Penalty Shoot-Out Managers take penalties, alternating between being the Attacker and Defender. The first thing Managers do is roll a D6 to determine who will play the role of Attacker first in the shoot-out. For this roll one Manager chooses 'odd or even'. If they choose odd they win the roll if the result shown on the die is an odd number. If they choose even, they win if the result shown on the die is an even number.

The Manager who wins this roll decides which Manager is the Attacker for the first penalty in the Penalty Shoot-Out.

In a Penalty Shoot-Out penalties are conducted just like they are described in the above section titled Penalties. After each Manager has taken five penalties, the Manager whose team has scored the most goals wins the Match.

If there is a tie after five penalties, the shoot-out becomes a Sudden Death Penalty Shoot-Out.

In a Sudden Death Penalty Shoot-Out Managers retain the turn order from the previous Penalty Shoot-Out. From this point on penalties are conducted until there is a Match winner. The Match winner is the Manager whose team scores a goal either before or after the other Manager's team has failed to score a goal.

There are no Substitutions allowed during any kind of Penalty Shoot-Out.

BOOKINGS

After it is determined that an Attacker has won a Free Kick or a Penalty, the Defender must roll to determine whether any of their Players have received a Booking.

To do this they roll a D6 and consult either the Free Kick Booking Table or Penalty Booking Table.

If the Defender's roll on either of the above tables results in a Card, they must then assign that Card to one of their Players. To do this they roll a D6 and consult the Player Booking Table.

After it is determined the Position of the Player who must receive a Card, the Defender chooses which Player in that Position receives that Card.

A Manager assigns a Card by marking their Team Sheet, in the column labeled either Yellow Cards or Red Cards.

When the Defender has to assign a Yellow Card to a Player in a position where there already is a Player who has been assigned a Yellow Card, the Defender must determine whether or not a Player is to be assigned their second Yellow Card.

To do this the Defender rolls a D6. If that roll results in a 1, they must assign a second Yellow Card to one of their Players who has already received a Yellow Card.

Once a Player receives two Yellow Cards, they immediately receive a Red Card. Any Player who receives a Red Card is Sent Off and can no longer participate in the Match. For the Manager, this means they will have one fewer Players for the remainder of the Match.

To represent that a player has been Sent Off, Managers must put an (X) across the circle that includes that player's Squad Number on the Field section of their Team Sheet. This player can no longer be Active in any remaining stage of the Match, but their squad number (and the (X) above it) can be used to indicate which current formation a team is using.

A Defender may change their Formation immediately after a Player has received a Booking.

FREE KICK BOOKING TABLE

- 1: Red card
- 2: Yellow card
- 3: Yellow card
- 4: No booking
- 5: No booking
- 6: No booking

PENALTY BOOKING TABLE

- 1: Red card
- 2: Yellow card
- 3: Yellow card
- 4: Yellow card
- 5: No booking
- 6: No booking

PLAYER BOOKING TABLE

- 1: Goalkeeper
- 2: Defender
- 3: Defender
- 4: Midfielder
- 5: Midfielder
- 6: Forward

SUBSTITUTIONS

Each Manager can make five Substitutions in a Match.

A Manager can declare they are using a Substitution after any roll, with the exception of rolls taken during any kind of penalty situation.

Using a Substitute allows a Manager to re-roll a single die. The Manager must keep the result of the re-rolled die. A Manager can use multiple Substitutes in the same Phase. When a Manager Substitutes a Player they must immediately mark this on their Team Sheet. The incoming Player must be represented on the Field section of their Manager's Team Sheet and they must be marked as Active.

The outgoing Player must be removed from the Manager's Field section and they must have their Active status removed. Players who have been substituted out of a Match cannot be substituted back into the same Match.

ROLE-PLAYING

TOTTS has ample opportunities for role-playing. Any time a goal is scored Managers could describe how that goal came about. The disparity, or lack thereof, between the results on the Managers' dice rolls could influence this role-playing.

For example, if a Manager scores a goal from Open Play and their roll is much higher than the defending Manager, this situation could be described as a fantastic sweeping move from the attacking team, utilizing a breakdown in the defence and being capped off by some clever touches and a well placed shot inside the six-yard box.

Role-playing such as this can be employed outside of goals, too. Battles for Possession, Bookings and Penalty Shoot-Outs are all fitting situations for role-playing. Also, consider role-playing your team talk at Half Time.

EXAMPLE OF PLAY

Aparna's Toronto Thunderers vs. Diego's Atletico San Juan

Aparna: *First half, round 1. I'm starting with 4-3-3, so I'm rolling 3 D6. How about you?*

Diego: *I'm going 4-2-4. So I'm rolling 2 D6.*

Aparna scores 11. Diego scores 10.

Diego: *Close one. You win the first Battle for Possession.*

Aparna rolls to determine the type of scoring chance.

Aparna: *I get a 3. So this chance is from Open Play.*

Aparna and Diego set their active players and then reveal them to each other.

Diego: *I'm just using one extra midfielder here. So with them, my goal keeper and all my defenders I have 6 active players.*

Aparna: *It's pretty early in the game, so I'm going conservative with just 4 active players: my 3 forwards and 1 extra midfielder.*

Aparna scores 17. Diego scores 19.

Aparna: *Yeah, my attack was a weak one there. Let's say I was able to whip a cross into the box, but my forward's header was easily saved and held by your keeper.*

Diego: *Sounds good. And he's going to throw it out quickly to launch the counter attack. I get to roll 5 D6 here.*

Aparna: *Because I only attacked with 4 players, I have 7 ready to defend.*

Diego scores 16. Aparna scores 31.

Diego: *Yeah, you were able to re-organize and probably catch me offside or something. Onto round 2.*

Diego wins the next BFP with a score of 7 versus 3.

Aparna: *Wow I rolled all 1s. My midfield is having a nightmare. They turned the ball over and set you up for a good scoring chance.*

Diego rolls and determines the scoring chance will be a direct free kick.

Aparna: *Oh dear, I think one of those midfielders who played so badly in the last phase probably did a silly foul on the edge of the box.*

Aparna rolls to see if there are any bookings. She ends up assigning a yellow card to a midfielder.

Diego: *Ok, so this is one-on-one. Ready? Let's roll.*

Diego scores 4. Aparna scores 2.

Diego: *Goal! Number 9, Erika Perez, takes the free kick and curves it over the wall and into the top left corner. 1-0 to Atletico.*

Aparna: *I'm tearing into that midfielder now for giving away that free kick.*

In round 3 Aparna and Diego are tied for the BFP so the game advances to round 4. Aparna wins the next BFP with a score of 12 versus 4. She determines that this scoring chance is from a corner.

Aparna: *I'm going to try and nick a goal at the end of the half here. I'm sending two defenders and all three midfielders to join the three forwards. So I'm rolling 8 D6.*

Diego: *I thought you might do that, so I loaded up back there. I'm just leaving the one forward up-field. So I'll have 10 D6 to roll here.*

Aparna and Diego both score 30 and each have rolled two 6s. Aparna wins the first tie-breaker roll with a 5 versus Diego's 2.

Aparna: *1-1! We've tied it up. Wow, that was close. That corner must have been chaos. The ball was sent to the near post, my forward headed it on and then...*

Diego: *Maybe my goalie got his fingers to it, tipped it into the middle of the box and then it goes back and forth like pinball.*

Aparna: *Yeah, and then one of my midfielders, let's say the one I yelled at earlier, number 7 (Mehul Natt), is the one who got a toe on it and poked it home. OK, half-time, my team talk is going to be way different now.*

Diego: *So is mine.*

TOTTS

TEAM SHEET

Team Name: _____ **Manager:** _____

Formations:

	known	current
5-4-1	<input type="checkbox"/>	<input type="checkbox"/>
5-3-2	<input type="checkbox"/>	<input type="checkbox"/>
4-5-1	<input type="checkbox"/>	<input type="checkbox"/>
4-4-2	<input type="checkbox"/>	<input type="checkbox"/>
4-3-3	<input type="checkbox"/>	<input type="checkbox"/>
4-2-4	<input type="checkbox"/>	<input type="checkbox"/>
3-6-1	<input type="checkbox"/>	<input type="checkbox"/>
3-5-2	<input type="checkbox"/>	<input type="checkbox"/>
3-4-3	<input type="checkbox"/>	<input type="checkbox"/>
3-3-4	<input type="checkbox"/>	<input type="checkbox"/>
2-3-5	<input type="checkbox"/>	<input type="checkbox"/>

Field:

Forwards	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Midfielders	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Defenders	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Goalkeeper	<input type="checkbox"/>				

Squad List:

	on field	substitute	active	yellow cards	red cards
1. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TOTTS

SCORE SHEET

HOME TEAM	TOTAL GOALS	VS	TOTAL GOALS	AWAY TEAM
MANAGER				MANAGER
FIRST HALF				
		ROUND 1		
		ROUND 2		
		ROUND 3		
		ROUND 4		
SECOND HALF				
		ROUND 1		
		ROUND 2		
		ROUND 3		
		ROUND 4		
FULL-TIME				
		ROUND 1		
		ROUND 2		
END OF EXTRA TIME				
○ ○ ○ ○ ○		PENALTY SHOOT OUT		○ ○ ○ ○ ○