



## CuFootball™ Rules For Culica®

Variation - Classic

Mode: 2 Players

Difficulty: Advanced



### Glossary

Before we start, here are some words definitions.

- **Face** – a face is a side of the cube(s)
- **End face** – the square, top or bottom / end side of two joined cubes.
- **Goal** – a score, or the area where, if the ball enters it, a score occurs.
- **Long Face** – an elongated face of two cubes joined together.
- **Man / Men:** – A peg representing a football player (the term, “player” is not used here, to avoid being confused with the two human *players*. The term is gender-neutral in this usage.)
- **Next to** – when a space or peg neighbours another space or peg side-by-side (not diagonally unless otherwise stated).
- **Pitch** – area where the team plays (does not include the goal).
- **Player** – one of the two human players of the CuFootball game.
- **Possession** (of the ball) – to have control of the ball. The team with possession will be the next to kick the ball.
- **Rank/Row** – a row of slots parallel to the goal.
- **Space** – a slot / hole in the Culica cube.

Other terms are explained in the rules below.

### How to Choose a Peg at Random

Put a red, yellow, green and blue peg in the cotton bag and pull one out at random. Note the colour of the peg, then return it to the bag.

### Rules

The CuFootball rules are quite long, but there is an illustrated example game later on, to show how the game works.

## Join Two Cubes

Join two Culica cubes together. Ensure the joining faces have the same number (e.g. 1), put nine (suggest yellow) pegs in one of the faces and join them.

## The Pitch and Goals



*CuFootball game  
View from left (left) and view  
from right (right), showing  
the three-sided pitch and one  
of the two goals.*



- The “**Pitch**” is the area of *three* of the four long faces.
- The left most side of the Pitch is the left wing face. The central side is called the centre face and the right most face is called the right wing face.
- The *forth* long face is not used, and can rest on a table.
- The end faces are the **goals**.

*The pictures above show the same CuFootball game from the left and from the right, the goal is the bottom face with the green Goalkeeper (There is also a top face, which is the goal of the other team). The pitch is the three long faces with the red and blue pegs. You can also see the yellow ball. The side that is face-downwards is the fourth face that is not used.*

## Pegs

- One yellow peg is the ball.
- Two green pegs are the **Goalkeepers**.
- Ten red pegs are the **Red Team** men.
- Ten blue pegs are the **Blue Team** men.

## Team

A team comprises

- ✓ A Goalkeeper
- ✓ There are Ten men in a team: they are Defenders, Midfielders and Strikers.

- ✓ There must be at least two each of Defenders, Midfielders and Strikers. A team formation could be 4, 4, 3 for example.

You can change a team formation prior to a “Kick-off” (see below).

## Team Starting Formation

- **Goalkeeper** (green peg) starts in the centre of the goal.
- **Defenders** occupy the **first rank** (the row of slots on the Pitch that is next to the goal).
- **Midfielders** occupy the **third rank** (the third row of slots from the goal).
- **Strikers** occupy the **fifth rank** (the fifth row of slots from the goal).

*In the picture below you can see that the Red Team have one visible defender (the other is on the hidden left wing face) on the first horizontal rank from bottom (Red's goalkeeper not visible, is on the bottom face). Red has two visible midfielders on the third horizontal rank from bottom (the same rank as the ball is on) and two visible strikers on the fifth rank. (There is also one hidden midfielder and one hidden striker on the hidden left wing face). The Blue Team has a similar formation, but in the opposite direction.*



## Kick-off

*In the picture above, the Red Team is about to kick-off. The top green peg is the defending Blue Team's Goalkeeper. The Red Team hopes to score by kicking the ball into the top goal. The Blue Team hopes to score by kicking the ball into the bottom goal (which you cannot see from this angle).*

- ✓ “Kick-off” happens at the start and after a goal is scored.
- ✓ No more than two men in a team can be *next* to each-other (side-by-side that is, diagonal is OK).
- ✓ Arrange the men to form the teams starting *formations* on the pitch.
- ✓ Ensure the Team in possession of the ball have a midfielder in the centre of the third rank on the Centre Face of the pitch. (*E.g. the red midfielder next to the ball in the picture above*).
- ✓ The central midfielder will *kick off* by passing the ball to another midfielder (on the same horizontal rank).

*Note* – yes, the strikers are not behind the centre line at kick off, this arrangement speeds up game-play. You can modify the rules if you wish to make the kick-off position more realistic, where all the men start in their own half.

## Before every Kick (apart from a Kick-off)

The side with possession (who about to kick) chooses a peg at random from the bag.

- **Red** gives **one** space,
- **Yellow** gives **two** spaces
- **Green** gives **three** spaces
- **Blue** gives **four** spaces

A man or men by those number of spaces side-by-side (a diagonal move counts as two spaces). *For example* if a yellow is chosen, which gives two spaces, one man can be moved by two spaces or two men can be moved by one space.

The defending side (which does not have possession) chooses a peg at random.

- **Red** and **Yellow** give **one** space
- **Green** and **Blue** give **two** spaces

The player can move a man or men by those number of spaces side-by-side.

No more than two men in a team can be next to each-other side-by-side.

## A Kick

- ✓ A man on the team with possession can kick a ball if the ball is next to him side-by-side *or* even diagonally)
- ✓ A man kicks the ball either straight or diagonally.
- ✓ Choose a peg at random from the bag.
  - ◆ **Red** is **one** space
  - ◆ **Yellow** is **two** spaces
  - ◆ **Green** is **three** spaces
  - ◆ **Blue** is **four** spaces.
- ✓ If it is a goal kick, the Goalkeeper has an option of adding one to the number of spaces.
- ✓ If it is a goal kick, the Goalkeeper can kick from anywhere in the goal.
- ✓ The ball travels that number of spaces (side-by-side or diagonal), or until it directly hits a man.
- ✓ **Dribble:** If a red random peg is drawn, then this is a short pass or an optional *dribble*, whereby the man (optionally) follows the ball he kicked if the ball has moved more than one space away. In that dribble case, the man immediately kicks the ball again (choose a peg at random again), without the any other men moving on either team.

## Opposing Team Wins Possession If...

If the ball directly hits a man on the opposing team, then that man wins possession of the ball and he has the next kick.

If the ball comes to a rest next to a man on the opposing team and is *not* next to a man on the same team, then then that man on the opposing team wins possession of the ball and he has the next kick.

Alternatively, if the ball travels onto a space that is side-by-side next to a man on the opposing team, (and it is still travelling, or comes to rest next to a man on both teams) then the opposing team have a chance to win possession.

- ✓ The player of the opposing team draws a peg at random from the bag. If it is **blue**, then the opposing team wins possession of the ball.
- ✓ If the opposing man is the Goalkeeper, he wins possession (makes a save) if the random peg is either **green or blue**.
- ✓ If a man wins possession of the ball,
  - ◆ The ball stops by the man that won possession of it, and he has the next kick.
- ✓ If possession does not change hands, the ball continues on its way.
- ✓ Each man the ball travels past within range gets only one chance at interception for that kick.
- ✓ If the ball goes out of play (off the side-edge of one of the wing faces) then the other team has possession and throw-in. A throw-in is where the ball is passed up to three spaces from the point that the ball went out of play. Such a throw-in pass works like a kick that travels up to three spaces.

The Goalkeeper must be within one space (in any direction, but not diagonally) of where the ball enters the goal to have a chance of saving it. If the ball is kicked directly at the Goalkeeper then the Goalkeeper pulls a peg at random from the bag and a goal is only scored if that peg is red.

### ***To win:***

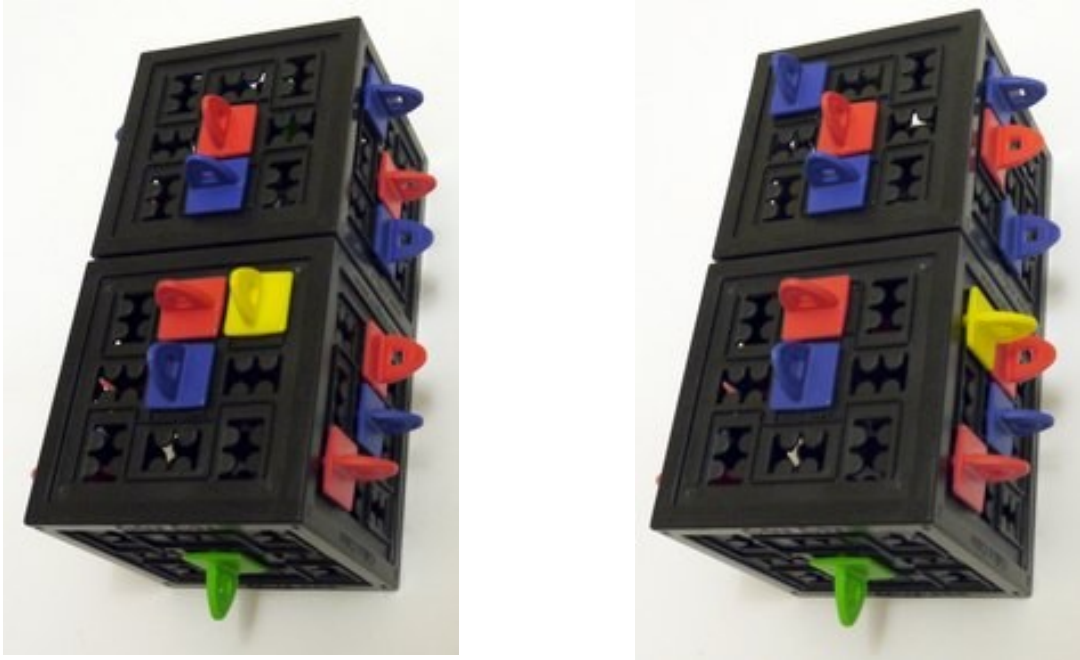
A goal is scored when a team kicks the ball into the opponent's goal (the Goalkeeper fails to save it).

- ✓ To win, score more goals in the time allowed than your opponent!
- ✓ Or, if you prefer, the first team to reach three goals wins.

On the next page is an example game.

## Example Game

This example game (or example scenarios) should help show how CuFootball works. You may want to reproduce these positions on your own two Culica cubes. The left wing face cannot be seen in the photos but it is similar to the right wing face that can be seen.



Above the Red team kick off. The central red midfielder (*left picture*) kicks the ball to the red midfielder on the right side of the pitch (shown in the *right picture*).



Two passes later, the ball has ended up in the position shown above. Remember also that the teams have the option of moving one or more players between kicks, depending on the colours of random pegs drawn from the bag. Here the Blue Team has managed to move a defender from the right to a more central position where the defender is blocking the ball (top right blue peg).



In this picture (above) we see a position where the Blue Team did not move the defender. This is shows the game where the Red Team can shoot to score in two directions. They can shoot straight to the right of the defending Goalkeeper (green peg) or they can shoot diagonally, to the left of the Keeper.



In this picture (above), the Red striker has shot the ball towards the goal (his random peg colour was sufficient to cover two spaces to hit the goal). The goalkeeper has pulled a random peg colour that allows him to save the shot. Now the goalkeeper has possession of the ball and a goal kick follows.



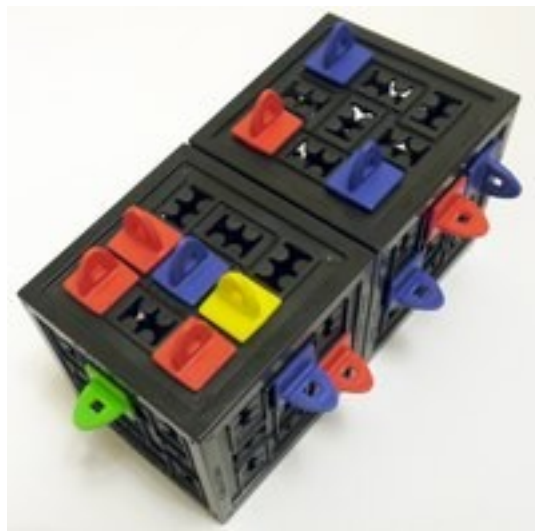
This picture shows an alternative situation, a goal! Here the goalkeeper failed to make a save and the ball has entered the goal. And the red striker peg does a celebratory dance :-)



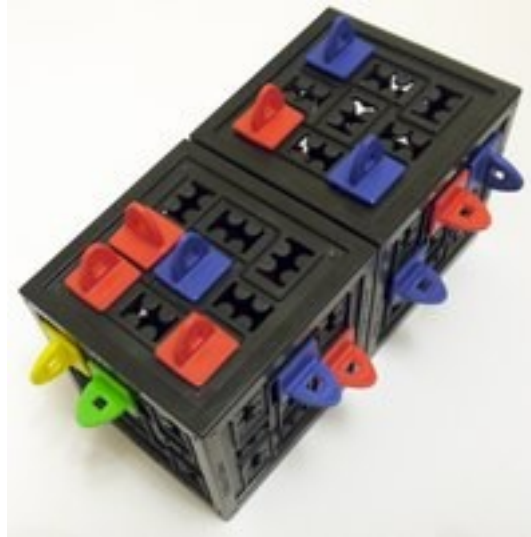
The above picture shows a goal kick, which would occur if the goalkeeper had saved the goal.



The above picture shows that before the goal kick, the blue and red teams have drawn random pegs and have moved some men accordingly.



The Blue Team attacks!



Here the blue striker has scored with a diagonal shot that neither of the two red defenders nor goal keeper managed to block or save. Blue was lucky to score here!

## **Notes**

American readers may wish to note that CuFootball is actually based on English Soccer rather than American Football.

Tip: Instead of drawing a peg at random, if you have one, a four sided (tetrahedral) die can be used. Red peg (drawn at random) is equivalent to rolling a one. Yellow equivalent to two, Green: three and a Blue peg is equivalent to rolling a four.

Once you are up to speed with CuFootball, why not tinker with the rules to suit your own ideas on how CuFootball is best played?

The rules here are quite complicated, but they are still simpler than the rules for real football (soccer). You can create extra rules to have random events where miss-kicks can sometimes happen, where the ball goes in a different direction to that intended. You can add rules where a footballer can dribble the ball for longer distances. You can add rules for fouls, corners, penalties and free kick set pieces, and so on.

You can make CuFootball rules variations that are as realistic or as different as you wish. You can even bring the fourth long face into play, for instance. If you like, tell us about your rules variations and we could even publish them for others to play.

Enjoy playing CuFootball!

[www.culica.com](http://www.culica.com)

Copyright © 2011 Culica Ltd

JDE