

Football Dice Game				Rules
	Defence	Midfield	Attack	
1	Lose the ball at the back. Opposition attack	Nice one two. Burst into attack	Shot saved by keeper. Opposition defence	<u>Corner kick</u> 1 and 2 - Keeper collects the ball (opposition defence starts) 3 - Was that a hand ball? VAR needed * 4 - Well defended. Out for another corner. 5 - Ball cleared into opposition midfield 6 - Bullet header from the centre back. GOAL * <u>VAR will check. Roll the dice</u> 2,4,6 - Penalty given 1,3,5 - No penalty ** <u>Free kick in a dangerous position.</u> 1, 2, 3 - Miss. Opposition defence 4, 5 - Top corner. GOAL 6 - Did it strike an arm. VAR check <u>Penalty kick</u> 1 - Keeper saves but the ball rebounds out. Roll an even to score, an odd roll puts it wide. 2 - Great Save. 3- Blasted over the bar. Terrible penalty 4,5,6 - As cool as you like. GOAL!
2	Bad long pass. Opposition defence	Nasty challenge = Yellow Card. Opposition midfield	Keeping hold of possession. Back to midfield	
3	Foul. Roll again	Great dribbling. Attack	What a challenge. Opposition defence	
4	Intricate pass into midfield	Keeping the ball well. Roll again	Shot from a tight angle. GOAAAAL!	
5	Far too casual! Was that a foul on the opposition attacker? VAR will need to check! *	Long shot deflects off the defender for a corner	That's a clumsy challenge from the defender. Penalty given.	
6	Defence splitting pass. Attack	Freekick in a dangerous position **	Never in doubt! GOAL!	