

11 vs 11 - Three Special Rules

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1. Three Actions per Turn

Each team has 3 Actions per turn, but you can move the same figure only once per turn.

After moving a figure you still can use actions to pass or shoot the ball for that figure, if it has or becomes control over the ball.

Example A: During kick-off the white team passes the ball with his first action and then moves two figures with its second and third action.

Example B:
during your
turn you can
do any
combination:

move, move,
move

pass, pass,
pass

move, pass,
move

pass, move,
pass

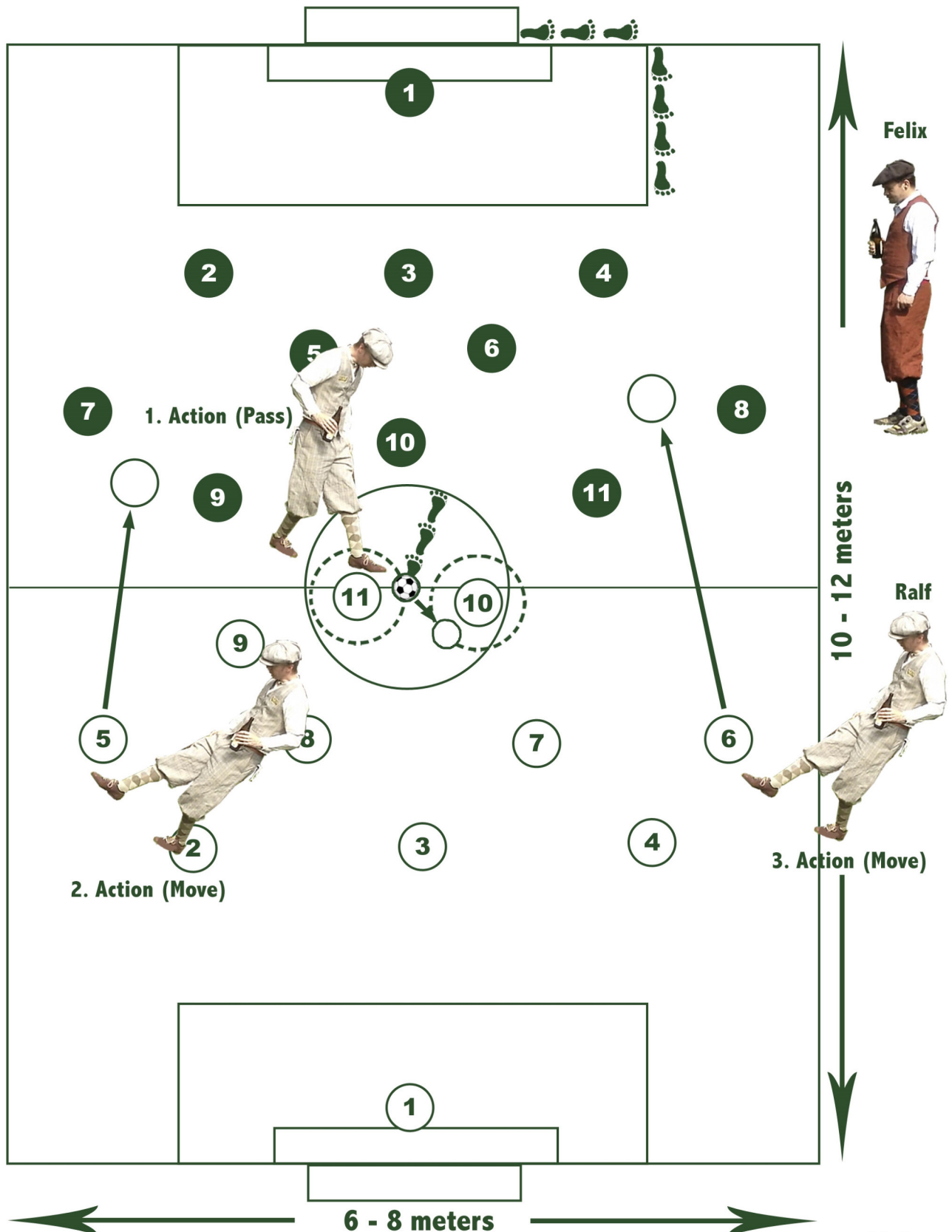
pass, pass,
move

move, move,
pass

pass, move,
move

move, pass,
pass

but be
careful with
the new
area rule
(page 2)



2. Area control

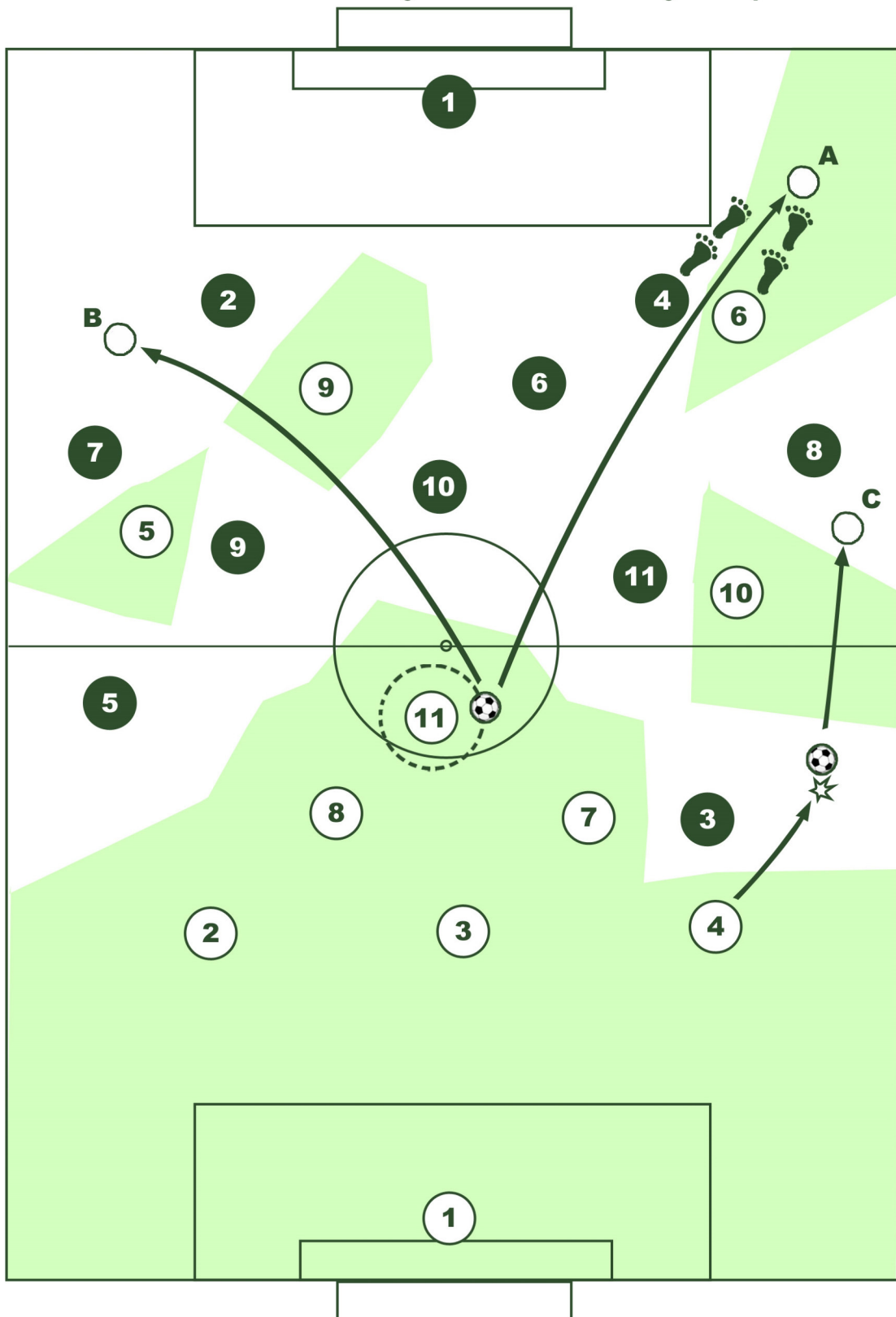
Whenever the ball moves during your turn and ends up closer to an opponents figure, your turn immediately ends.

Example A: If white passes the ball to A, he can continue with his turn, because his 6 is closer to the ball than the opponents 4, 1 or 8. Use your feet to measure if not sure. With his two remaining actions he could move 6 to get control of the ball and take a shot at goal with his third action.

Example B: If team white passes the ball to B, his turn immediately will end, because the opponents 2 and 7 would be closer to the ball than whites 9 or 5. Though he could first move a figure to spot B and then pass the ball.

Example C: If you move a figure you can't lose your turn, only if the ball ends up closer to any opponents figure after your movement. For example after a "billard-pass".

The green areas are an example for the areas where the white team could play the ball in order to continue with his next action.



3. Offsite

If at the start of your turn your figure stands in the opponents half of the field and closer to his goal than all of his figures except of one, your figure stands in an offsite position. This figure is not allowed to control or touch the ball if the ball also is played into the offsite area.

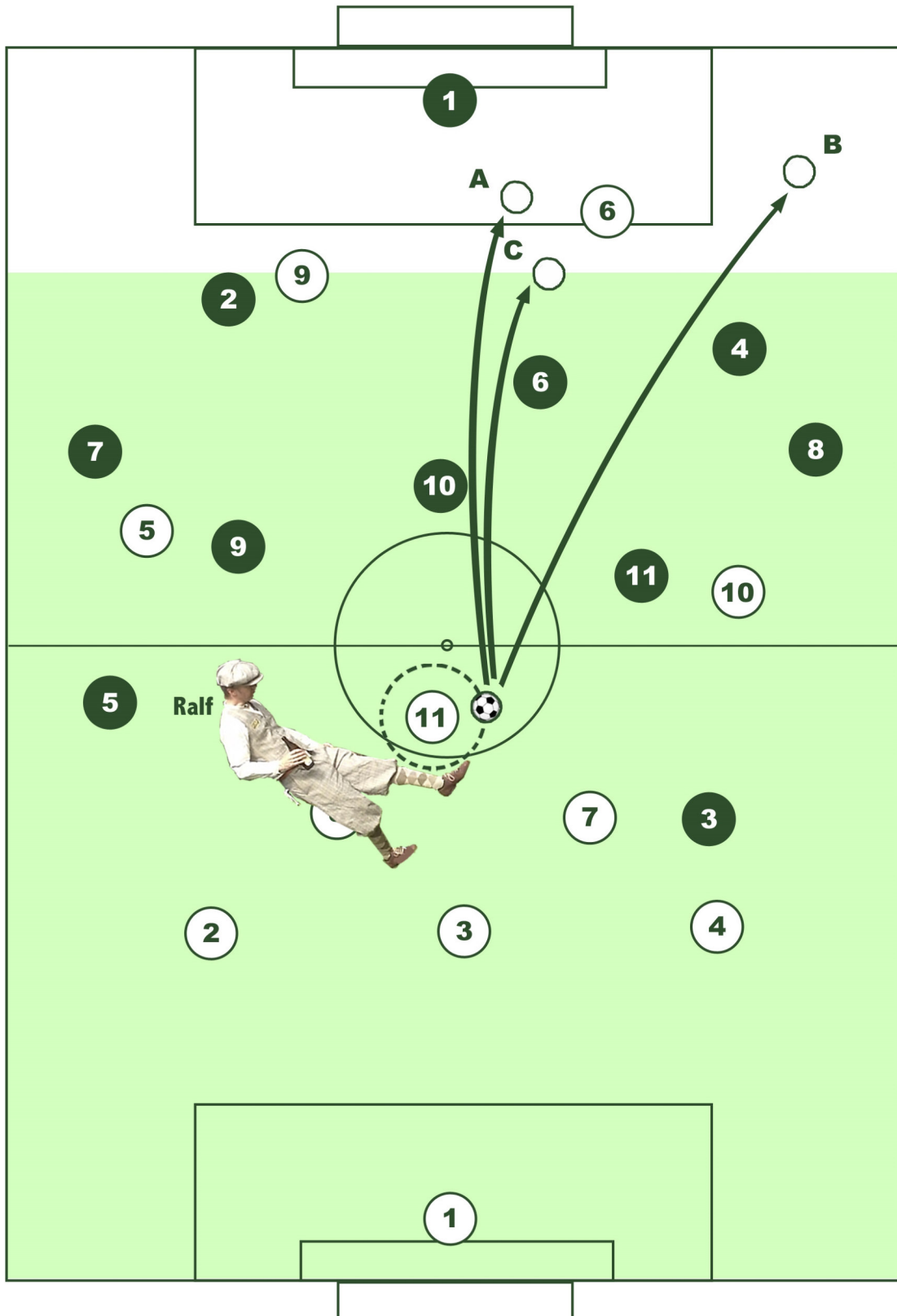
Mistake - put the situation back as before the action and immediately end your turn.

Example A: Team whites number 6 stands in an offsite position when team white starts his turn. When the ball is played to A figure 6 is not allowed to touch or control the ball with the next action.

Example B: If white plays the ball to B, the pass is a mistake since his number 6 stands in offsite position AND is blocking the direct path to the ball of the opponents number 2.

Example C: If white plays the ball to C it would not be a mistake if with the movement of number 6 it touches or controls the ball, because the ball is not in the offsite area.

Number 9 does not stand in an offsite position, since the base touches the base line of greens number 2.



Felix

