

Introduction

Aussie Rules Dice Footy (Dice Footy) is a relatively simple game that I created in 1994 as a footy crazed teenager. The game play hasn't changed too much since then. Enjoy ☺

HIGHLY RECOMMENDED: If you have little understanding of Aussie Rules please watch the following YouTube video: <https://youtu.be/XMZYZcoAcUo> From the AFL channel.

If you have any questions or comments, please contact me:

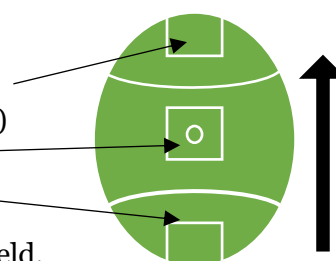
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Foundational Concepts

Dice Footy is made up of two teams of 18 players plus 2 optional interchange players (substitutions) on the bench.

In Aussie Rules Generally, the Footy Oval is divided up into three main sections

- The Forward 50 metres (the other team's defensive 50)
- The Midfield (including the centre square)
- The Defensive 50 metres (other teams forward 50)



The ball (roll of the dice) moves between each section of the field.

Each Player has the following Skills (plus one extra for the Ruck)

Full Name	Abbreviation.	Value	Description
Ball Skill	SK	1 to 10	Marking Ability and Tackling Ability
Goal Kicking	GK	★	Accuracy in front of goals
<i>Ruck Only</i>			
Hit Outs	HO	1 to 3	Unique to the Ruck for Centre bounce contests.

Example of a player: Joe Bloggs 5★ = Skill of 5, and goal kicking of 1.

Here is each skill in more detail

Ball Skill

Each Player is rated out of 10 (1 being the lowest and 10 the highest.)

Each player lines up against an opposing player. Their skill is measured against each other.

*For example: If a **SK 5** half-forward is matched-up against a stronger half back (defender) with a **SK 7** skill, then the forward is going to struggle to win the ball when it is kicked to them. On the other hand, if the skill levels are reversed, then the forward might dominate and kick a lot of goals! If two players are within 1 skill level of each other (i.e. SK5 v SK4), this is considered an even matchup. To dominate, a player must have a skill 2 points or more higher (i.e. SK7vSK5). **Player matchups are crucial in this game.***

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Goal Kicking Skill and Dice Roll Results

In Aussie Rules Footy a **Goal** is worth 6 points and a **Behind** is worth 1 point.

- By default, players are 50/50 for Goal Kicking accuracy
- If a player has a Star [★] then they are more accurate in front of goal.

Kick a Goal from anywhere

At the end of each quarter(which is the final roll of the dice for the quarter), even if a player is out of range, they can still kick for goal from any position.

EXAMPLE: Imagine if your team has the last possession of the game and the scores are level! You can use this 'kick from anywhere' rule to try and win the game!

Hit Outs (Ruck Only) Skill

- A ruck will have a skill between 1 and 3. This skill directly matches up to the opposing ruck to see who has the advantage at centre bounces.

Players and Positions

The 18 players on the field are divided in 3 groups of 6

1. 6 Forwards (forward 50)
2. 6 Midfielders (midfield)
3. 6 Backs/defenders (other team's forward 50)

NOTE: Modern Aussie Rules is a very fluid game in real life, however this dice game takes the traditional positions of players to define the roles within the game.

Aussie Rules Dice Footy Positions and basic roles

The Forwards		The Forwards get most of the scoring opportunities in this game.
FF	1 x Full forward	The Full forward position, being directly in front of goal, means they score every time they get a possession.
FP	2 x Forward Pockets	The other five forward positions can kick for goal once they get possession. However, there is a greater chance of turning the ball over to a defender without managing to score.
CHF	1 x Centre Half Forward	
HF	2 x Half Forwards	

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The Midfielders		Dominating the midfield will mean more scoring opportunities. <i>Midfielders can often have 1 or more kicks at goal, so it is important that they have some goal kicking skills.</i>
Ru	Ruck (Ru)	The ruck has a unique skill called Hit Out (HO) and this is played out directly against the opposition Ruck at centre bounces.
C	1 x Centre	All midfielders (including ruck) pass the ball (kick or handball) forward or have a kick for goal if they carry the ball forward themselves. They also try to 'win' the ball off their opposing player.
W	2 x Wings	
RR	Ruck-Rover	
Ro	Rover	
The Defenders		Defenders main role is to 'win' the ball off forwards and safely kick the ball out of the defensive 50. Strength and Speed are important!
1	Half Back (HB)	Defend against Half Forwards
2	Centre Half Back (CHB)	Defend against Centre Half Forwards. CHB can kick the ball to any midfielder immediately.
3	Half Back (HB)	Defend against Half Forwards
4	Back Pocket (BP)	Defend against Forward Pockets
5	Full Back (FB)	The Full Back Kicks the ball in after a point (Behind) They defend against the Full Forward
6	Back Pocket (BP)	Defend against Forward Pockets
Substitutions (called interchange or 'The Bench')		The Bench can have any type of player. For replacing players when using injury rules or if a team needs to strengthen an area on the field with a specialised player. (optional)
	Sub 1	Any player type
	Sub 2	Any player type

Although a player may have a position they are normally assigned to, there is no restriction on how you place your players. You need to decide the best balance of skill across your positions. For example, you may sacrifice a strong forward 50 for a strong defense or pack all your best players in midfield to maximise the most active part of the oval.

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Game Play

The game is made up of different actions/elements usually represented by a roll of dice.

Hit Outs

At the start of each quarter or after a goal is scored, there is a Centre Bounce. The two opposing Ruckmen attempt to win the hit out and give their team the ball.

Possession/Tackle

3 initial statistics are recorded against each player during a game:

- Possessions – receive the ball from a teammate / receive the ball from a missed kick for goal.
- Tackles – win the ball from the opposition
- Scoring (Goals/Behinds)

When a player receives the ball from a team mate it is recorded as a possession. When a player wins the ball from an opposing player, it is a tackle.

Once a player has the ball via one of these two methods, they are then able to either kick or handball the ball to another player (this is called a disposal) or kick for goal if in range.

There are two basic types of ‘disposals’ when a player has the ball:

1. Attempt to Kick/Handball the ball onto a team mate (*Dice Footy makes no distinction between Handballs and Kicks*)
2. Kick for a Goal (if in range).

Kicking for Goal

To kick for goal a player must be ‘in range’. This means that they fulfil one of the following:

- Any forward who successfully receives the ball from the midfield can immediately kick for goal.
- Any midfielder who has successfully run/carried the ball themselves into the forward 50 can immediately kick for goal.
- Any defender who has successfully run/carried the ball themselves into the midfield and then into the forward 50 (this usually happens 1 or twice a game).
- At the end of a quarter you may use the ‘Kick from anywhere’ rule (see *Kick from anywhere* rule above under Goal Kicking Skill).

Contesting the ball

When the ball is passed on to another player (kick or handball) the opposing team’s player has the opportunity to contest the ball. If they win then they gain possession of the ball.

A disposal always moves the ball from Defense to Midfield or Midfield to Forwards

Every time the ball is kicked or handballed (a disposal) the ball is contested between the intended target and the respective opposing player. The following table indicates results based on the matchup of the two players:

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ROLL OF DICE =		1	2	3	4	5	6
+	<i>Intended target's skill is greater than 1 over opposing player.</i>	Intended Target					Turn over
=	<i>Skills are within 1 or equal.</i>	Intended Target				Turnover	
-	<i>Intended target's skill is lower than 1 against opposing player.</i>	Intended Target			Turnover		

Starting

A game starts off with the Centre Bounce.

This is the 'Hit Out' Contest between the opposing Ruckmen.

Two dice are thrown (or one dice thrown twice) to determine the outcome.

Dice one: who wins the Centre Bounce

Skill Matchup	Team 1	Team 2
Team 1 Ruckmen Higher	1 2 3 4	5 6
Equal Strength	1 2 3	4 5 6
Team 2 Ruckmen Higher	1 2	3 4 5 6

Dice two: determines which midfielder gets the ball (1-6 correlates to the player's position)

Disposal (Kick or handball to another player)

When kicking or handballing the ball **two dice** (or one dice thrown twice) are used

Dice one: determines who gets the ball (1-6 correlates to the player's position)

Dice two: determines the outcome of the contested ball between that player and the opposing team's player.

*HINT: It helps to have two different coloured dice, once assigned to **dice one** and the other to **dice two**.*

Defense and Midfield

When a player gains possession via any means (i.e. a disposal or Centre bounce) they can immediately kick/handball the ball up field (Defense to Midfield/Midfield to Forwards).

Forwards

When a forward gains possession, they can immediately kick for goal.

Other important elements

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1. Action after a Behind (1 point) is scored or Out of Bounds on the Full.

By default, the Fullback kicks the ball back into play after a behind is scored or the ball goes out of bounds on the Full. However, any defender can be chosen for this role. ***They kick directly into the Midfield.***

2. Running the ball down field

The following rule applies to any player in the midfield or defensive 50.

How Running the ball down field works: If a player has possession and the player's first roll (the position dice roll) is the same as their position (for example, a player in position 3 rolls a 3), then instead of disposing the ball, they actually attempt to run the ball down field themselves. If they manage to keep possession (second dice result against the opposing player up field) and they are a midfielder, then they can immediately kick for goal.

If they are a defender, they can then dispose the ball to a midfielder or if that player rolls the same as their position *again* and successfully keep possession then they can further move the ball into the forward line themselves for a kick for goal. *The quick start guide will make this rule clear.*

Kicking for Goal

When a player receives the ball and is in range to kick for goal, one dice is rolled based on the players **goal kicking skill** (most will be 50/50) and the result of the kick is recorded

Goal Kicked: A goal is 6 points and the ball returns the centre for another Centre Bounce Hit Out between the two Ruckmen and the process begins again.

Behind Scored: A Behind is 1 point and a defender kicks the ball back into play. The defender has the option to kick the ball straight into the midfield.

Kicking for Goal from anywhere

At the end of a quarter, a team may kick for goal from any position. The chances of scoring are low if the player is in midfield or defence and they use the Kick from anywhere chart. A forward still uses their usual goal kicking chart.

No matter who is kicking the same results apply as follows:

1=Goal 23=Behind 456=Out of *Bounds on the Full

(This roll is occurring after the siren, and the quarter ends after this roll).

Quick Start Guide

Congratulations, you have now read the theory, your degree is in the mail (*only kidding ☺*), next I encourage you to go through the Quick Start Guide to see a real life example of how the game works. This will solidify the rules and game play of Aussie Rules Dice Footy.

If you have any questions you can always ask me a question:

email@boxscoredicesports.com