

Box Score Dice Sports

Aussie Rules Dice Footy

Quick Start Guide

This guide assumes you know something about the game of Aussie Rules Footy!

I highly recommend the following YouTube videos for beginners:

<https://youtu.be/XMZYZcoAcU0>



If you have a lazy 2 hours, here is a whole game:

https://youtu.be/k6_EmGAA5m0



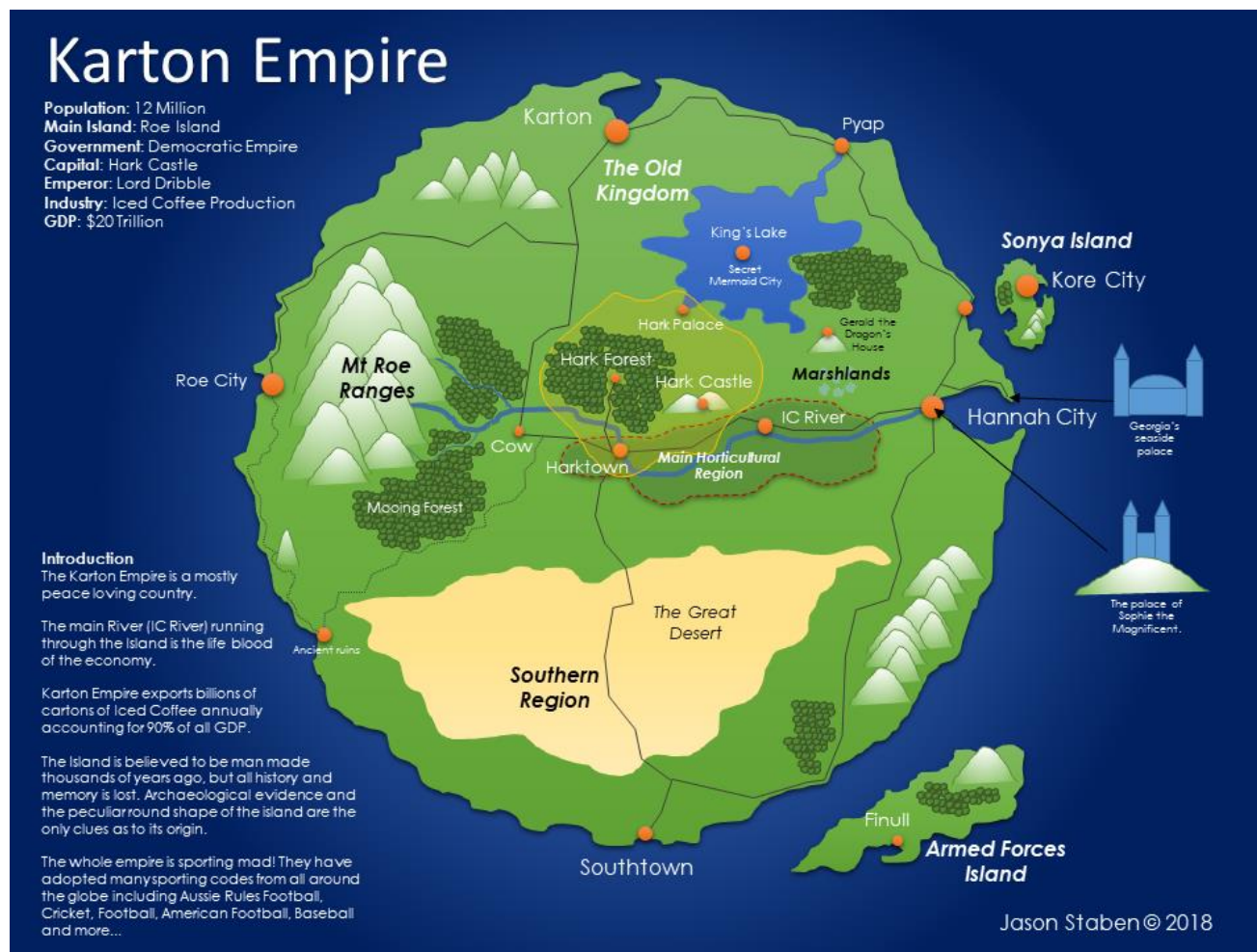
NOTE: I don't own either video on YouTube.

Player
Number >
Name > Skill

The names and teams used in this guide

For more about where I get the names from:

<https://boxscoredicesports.com/introducing-the-karton-empire/>



Teams are divided into the three main groupings in Aussie Rules.

Home team

Forward 50

Each team has 6 Forwards. The Forward's main job is to kick goals. The Full Forward (FF) is the main goal kicker.

Midfield

Each team has 6 Midfielders. The Midfielder's main job is to keep possession and kick the ball into the forward 50. The Ruck, has an additional role.

Defensive 50

Each team has 6 Backs. The Defenders main job is to take possession from the forwards and kick the ball into the Midfield.

Bench

Use the bench (substitutes) for injury (if you use it) or strategic matchups.

Team layout

		SKILL	POS	TKL	G	B	
FF	42	Rover	4				1
FF	16	Weisal	8*				2
FF	8	Para	4				3
HF	7	Yak	4				4
CHF	12	Texta	6*				5
HF	4	Jarrad	5				6
W	1	Carrot Brains	5				1
C	10	Checkers	7				2
W	25	Tommy	6				3
Ruck	5	Ligwog	5				4
RR	23	Rumishu	6				5
Rov	11	NoahCAT	6				6
HE	6	Shrimpy	5				1
CHE	2	Smokey	6				2
HE	8	Sharky	5				3
BF	22	W joe	5				4
FE	3	Blacky	7				5
BF	12	Burglar	4				6

Away team

Defensive 50

Midfield

Note: the away team is setup opposing the home teams players.

Forward 50

Bench

I usually choose not to use the bench when I play...

Skill Matchups

		SKILL	POS	TKL	G	B			SKILL	POS	TKL	G	B	
FP	42	Rover	4				1	15	Elfsmasher	5				BP
FF	16	Weisal	8*				2	1	Setloc	8				FB
FP	8	Para	4				3	11	Breeze	5				BP
HF	7	Yak	4				4	10	Marker	5				HB
CHF	12	Texta	6*				5	6	Bob	4				CHB
HF	4	Jarrad	5				6	20	Kevin	5				HB

HINT: For quicker play: I like to colour in the skill box with the colour that player will refer to for possession.

Each player is matched up to an opposing player.
e.g. The Full Forward **WEISAL [8]** is matched up against the Full Back **SETLOC [8]**.

This is the matchup for the whole game (unless you replace someone from the bench).

*If the skill difference of the matchup is greater than 1 (i.e 5v7 or 4v2), then the higher skilled player refers to the **BLUE+** row when having the ball passed to them and the lower skill player refers to the **RED-** row.*

*If the skill of each player is within 1 (i.e. 5v5, 5v6, 7v6) then they have an equal matchup and refer to the **GREEN=** row:*

	DISPOSALS					
	1	2	3	4	5	6
+	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
=	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
-	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB






Finding Player Ratings

The best place (at the moment) for real AFL players ratings is:

<http://www.afl.com.au/stats/player-ratings/ratings-hub>

TOP TEN: OVERALL

LAST UPDATED: Round 23, Aug 27, 2018

Rating	Player	Club	Position	Trend	Points
1	Patrick Dangerfield	 Geelong Cats	Midfielder	↑	657.6
2	Dustin Martin	 Richmond	Midfielder	↓	652.0
3	Nat Fyfe	 Fremantle	Midfielder	—	591.2
4	Clayton Oliver	 Melbourne	Midfielder	—	585.6
5	Brodie Grundy	 Collingwood	Ruck	↑	575.3

To grab their skill rating move the decimal point over two places (divide by 100) and round to the nearest whole number.

Dangerfield

AFL rating: 657.6

Dice skill: 7

Fyfe

AFL rating: 591.2

Dice Skill: 6

You can sort by teams here: <http://www.afl.com.au/stats/player-ratings/overall-standings>

OVERALL PLAYER STANDINGS

LAST UPDATED: Round 23, Aug 27, 2018

CLUB POSITION ☐ FIRST-YEAR PLAYERS

NOTE: If a player's rating is below 50, then at least give them a Dice Skill of 1 (be nice 😊).

Game Charts

DISPOSALS:

Each player will refer to one of the rows depending on the strength of their direct opponent.

AUSSIE RULES DICE FOOTY

DISPOSALS						
	1	2	3	4	5	6
+	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
=	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
-	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB

HIT OUTS:

At centre bounces the ruck try to tap the ball to their midfielders for possession.

HIT OUTS						
	1	2	3	4	5	6
+	T1	T1	T1	T1	T2	T2
=	T1	T1	T1	T2	T2	T2
-	T1	T1	T2	T2	T2	T2

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GOAL KICKING FULL FORWARDS						
	1	2	3	4	5	6
★	G	G	G	G	B	B
○	G	G	B	B	B	K/HB

GOALS AND BEHINDS ALL						
	1	2	3	4	5	6
★	G	G	G	B	K/HB	K/HB
○	G	B	B	K/HB	K/HB	K/HB

KICK FOR GOAL ANYWHERE						
	1	2	3	4	5	6
ANY TIME	G	B	B	K/HB	K/HB	K/HB

GOAL KICKING FULL FORWARD (FF):

FF traditionally kicks more goals in a game. This is reflected by their own chart.

GOAL KICKING:

For every position when within range

ANYWHERE:

For midfielders and Defenders who have possession on the last move of a quarter.

Important Terms for Dice Footy

Hit Outs – At the start of each quarter and after each goal scored, the two opposing Rucks face off at a Centre bounce. They attempt to win the tap and pass it to a team mate.

Possession – When 1 player gets the ball by any of the following means, they receive a possession

1. Any player successfully receive the ball from a team mate
2. A defender receives the ball when the opposing forward completely fails to score.
3. The fullback kicks in after a behind is scored.

Each possession is worth 1 Mark and 3 Disposals (disposals are made up of kicks and handballs)

Tackle – A midfielder or defender makes a tackle when they successfully ‘win’ the ball from the opposing team.

Each Tackle is also worth 1 tackle and 3 Disposals.

Goal – A goal is scored when the ball is kicked through the two middle uprights and is worth 6 points

Behind - A behind is scored when the ball is kicked between the outer uprights either side of the goals posts and is worth 1 point.

After a behind is scored, a any defender automatically gets possession to kick the ball back into play, or you can default to the Full Back if you wish.

At the end of a game a Midfielder might have 9 Possessions, 3 Tackles, and 1:1 (Goal:Behinds)

This converts to player stats of: 36 Disposals, 9 Marks, 3 Tackles, 1:1 (Goals: Behinds)

HIT OUTS						
	1	2	3	4	5	6
+	T1	T1	T1	T1	T2	T2
=	T1	T1	T1	T2	T2	T2
-	T1	T1	T2	T2	T2	T2

2

The game starts with a Centre Bounce.

Ligwog v Drag

(both a ruck skill of (2)
Ligwog wins the hit out

2

Ligwog taps the ball to Checkers

AUSSIE RULES DICE FOOTY						Jason Staben © 2018 www.BoxScoreDiceSports.com					
29-Aug			Harktown			Vs			Karton		
	SKILL	POS	TKL	G	B		SKILL	POS	TKL	G	B
42	Rover	4				1	15	Elfsmasher	5		
16	Weisal	8*				2	1	Setloc	8		
8	Para	4				3	11	Breeze	5		
7	Yak	4				4	10	Marker	5		
12	Texta	6*				5	6	Bob	4		
4	Jarrad	5				6	20	Kevin	5		
1	Carrot Brains	5				1	33	Big Wings	5		
10	Checkers	7	1			2	3	Lord Dribble	7		
25	Tommy	6				3	4	Little Wings	5		
5	Ligwog	5(2)				4	27	Drag	6(2)		
23	Rumishu	6				5	25	Knight	6		
11	NoahCAT	6				6	45	Dragon	4		
6	Shrimpy	5				1	2	Noob	4		
2	Smokey	6				2	16	Karder	5		
9	Sharky	5				3	39	John	5		
22	C joe	5				4	41	Port	5*		
3	Blacky	7				5	7	Swaver	8*		
12	Burglar	4				6	17	Kord	5		
22	Spikey	5					5	D Gerrald	5		
13	Lewis	5					59	Bot-A123	5		
Hitouts			Goals	Behinds	Total	Goals			Behinds	Total	Hitouts
1						1Q					
						2Q					
						3Q					
						4Q					

	1st Quarter						
	20:00	19:25	18:50	18:15	17:40	17:05	
16:30	15:55	15:20	14:45	14:10	13:35		
13:00	12:25	11:50	11:15	10:40	10:05		
09:30	08:55	08:20	07:45	07:10	06:35		
06:00	05:25	04:50	04:15	03:40	03:05		
02:30	01:55	01:20	00:45	00:10	00:00		
	2nd Quarter						
20:00	19:25	18:50	18:15	17:40	17:05		
16:30	15:55	15:20	14:45	14:10	13:35		
13:00	12:25	11:50	11:15	10:40	10:05		
09:30	08:55	08:20	07:45	07:10	06:35		
06:00	05:25	04:50	04:15	03:40	03:05		
02:30	01:55	01:20	00:45	00:10	00:00		
	3rd Quarter						
20:00	19:25	18:50	18:15	17:40	17:05		
16:30	15:55	15:20	14:45	14:10	13:35		
13:00	12:25	11:50	11:15	10:40	10:05		
09:30	08:55	08:20	07:45	07:10	06:35		
06:00	05:25	04:50	04:15	03:40	03:05		
02:30	01:55	01:20	00:45	00:10	00:00		
	4th Quarter						
20:00	19:25	18:50	18:15	17:40	17:05		
16:30	15:55	15:20	14:45	14:10	13:35		
13:00	12:25	11:50	11:15	10:40	10:05		
09:30	08:55	08:20	07:45	07:10	06:35		
06:00	05:25	04:50	04:15	03:40	03:05		
02:30	01:55	01:20	00:45	00:10	00:00		

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Mark off timer

5

Checkers Kicks to Texta

4

Texta takes a Mark

DISPOSALS						
	1	2	3	4	5	6
+	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
=	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
-	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB

6

Texta (goal kicking skill is ★) kicks/handballs it, but Bob wins possession.

GOALS AND BEHINDS ALL						
	1	2	3	4	5	6
★	G	G	G	B	K/HB	K/HB
	G	G	B	B	K/HB	K/HB
○	G	B	B	K/HB	K/HB	K/HB

AUSSIE RULES DICE FOOTY							Jason Staben © 2018		www.BoxScoreDiceSports.com						
29-Aug		Harktown					Vs	Karton							
		SKILL	POS	TKL	G	B			SKILL	POS	TKL	G	B		
42	Rover	4					1	15	Elfmasher	5					
16	Weisal	8*					2	1	Setloc	8					
8	Para	4					3	11	Breeze	5					
7	Yak	4					4	10	Marker	5					
12	Texta	6*	1				5	3	Bob	4	1				
4	Jarrad	5					6	20	Kevin	5					
1	Carrot Brains	5					1	33	Big Wings	5					
10	Checkers	7	1				2	3	Lord Dribble	7					
25	Tommy	6					3	4	Little Wings	5					
5	Ligwog	5(2)					4	27	Drag	6(2)					
23	Rumishu	6					5	25	Knight	6					
11	NoahCAT	6					6	45	Dragon	4					
6	Shrimpy	5					1	2	Noob	4					
2	Smokey	6					2	16	Karder	5					
9	Sharky	5					3	39	John	5					
22	Cjoe	5					4	41	Port	5*					
3	Blacky	7					5	7	Swaver	8*					
12	Burglar	4					6	17	Kord	5					
22	Spikey	5						5	D Gerrald	5					
13	Lewis	5						59	Bot-A123	5					
Hitouts		Goals		Behinds		Total		Goals		Behinds		Total		Hitouts	
1								1Q							
								2Q							
								3Q							
								4Q							

1st Quarter									
20:00	14:25	3:50	18:15	17:40	17:05				
16:30	15:55	15:20	14:45	14:10	13:35				
13:00	12:25	11:50	11:15	10:40	10:05				
09:30	08:55	08:20	07:45	07:10	06:35				
06:00	05:25	04:50	04:15	03:40	03:05				
02:30	01:55	01:20	00:45	00:10	00:00				
2nd Quarter									
20:00	19:25	18:50	18:15	17:40	17:05				
16:30	15:55	15:20	14:45	14:10	13:35				
13:00	12:25	11:50	11:15	10:40	10:05				
09:30	08:55	08:20	07:45	07:10	06:35				
06:00	05:25	04:50	04:15	03:40	03:05				
02:30	01:55	01:20	00:45	00:10	00:00				
3rd Quarter									
20:00	19:25	18:50	18:15	17:40	17:05				
16:30	15:55	15:20	14:45	14:10	13:35				
13:00	12:25	11:50	11:15	10:40	10:05				
09:30	08:55	08:20	07:45	07:10	06:35				
06:00	05:25	04:50	04:15	03:40	03:05				
02:30	01:55	01:20	00:45	00:10	00:00				
4th Quarter									
20:00	19:25	18:50	18:15	17:40	17:05				
16:30	15:55	15:20	14:45	14:10	13:35				
13:00	12:25	11:50	11:15	10:40	10:05				
09:30	08:55	08:20	07:45	07:10	06:35				
06:00	05:25	04:50	04:15	03:40	03:05				
02:30	01:55	01:20	00:45	00:10	00:00				

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Mark off timer

6

Bob kick/handballs to Dragon

3

Dragon keeps possession

DISPOSALS						
	1	2	3	4	5	6
+	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
=	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
-	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB

NOTE:
Dragon's skill is [4] vs [6] NoahCAT
So we look at the 3rd row for disposals

AUSSIE RULES DICE FOOTY										Jason Staben © 2018		www.BoxScoreDiceSports.com			
29-Aug			Harktown				Vs		Karton						
		SKILL	POS	TKL	G	B		SKILL	POS	TKL	G	B			
FP	42	Rover	4				1	15	Elfsmasher	5					
FF	16	Weisal	8*				2	1	Setloc	8					
FP	8	Para	4				3	11	Breeze	5					
HF	7	Yak	4				4	10	Marker	5					
CHF	12	Texta	6*	1			5	6	Bob	4	1				
HF	4	Jarrad	5				6	20	Kevin	5					
W	1	Carrot Brains	5				1	33	Big Wings	5					
C	10	Checkers	7	1			2	3	Lord Dribble	7					
W	25	Tommy	6				3	4	Little Wings	5					
Ruck	5	Ligwog	5(2)				4	27	Drag	6(2)					
RR	23	Rumishu	6				5	25	Knight	6					
Rov	11	NoahCAT	6				6	45	Dragon	4	1				
HB	6	Shrimpy	5				1	2	Noah	4					
CHB	2	Smokey	6				2	16	Karder	5					
HB	7	Sharky	5				3	39	John	5					
BP	22	Cjoe	5				4	41	Port	5*					
FB	3	Blacky	7				5	7	Swaver	8*					
BP	12	Burglar	4				6	17	Kord	5					
	22	Spikey	5					5	D Gerrald	5					
	13	Lewis	5					59	Bot-A123	5					
Hitouts		Goals		Behinds		Total		Goals		Behinds		Total		Hitouts	
1								1Q							
								2Q							
								3Q							
								4Q							

BoxScore Dice Sports Aussie Rules Dice Footy

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Mark off timer

3

Dragon kicks/handballs to John

6

Sharky wins possession of the ball from John in the contest.

DISPOSALS						
	1	2	3	4	5	6
+	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
=	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
-	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB

NOTE:
Sharky and John's skill are even, so we look at the middle row.

AUSSIE RULES DICE FOOTY										Jason Staben © 2018										www.BoxScoreDiceSports.com									
29-Aug				Harktown				Vs		Karton																			
		SKILL	POS	TKL		G		B				SKILL	POS	TKL		G		B											
42	Rover	4								1	15	Elfsmasher	5																
16	Weisal	8*								2	1	Setloc	8																
8	Para	4								3	11	Breeze	5																
7	Yak	4								4	10	Marker	5																
12	Texta	6*	1							5	6	Bob	4	1															
4	Jarrad	5								6	20	Kevin	5																
1	Carrot Brains	5								1	33	Big Wings	5																
10	Checkers	7	1							2	3	Lord Dribble	7																
25	Tommy	6								3	4	Little Wings	5																
5	Ligwog	5(2)								4	27	Drag	6(2)																
23	Rumishu	6								5	25	Knight	6																
11	NoahCAT	6								6	45	Dragon	4	1															
6	Shrimpy	5								1	2	Noob	4																
2	Smokey	6								2	16	Karder	5																
9	Sharky	5								3	39	John	5																
22	C Joe	5								4	41	Port	5*																
3	Blacky	7								5	7	Swaver	8*																
12	Burglar	4								6	17	Kord	5																
22	Spikey	5									5	D Gerrald	5																
13	Lewis	5									59	Bot-A123	5																
Hitouts				Goals		Behinds		Total		Goals				Behinds		Total		Hitouts											
1										1Q																			
										2Q																			
										3Q																			
										4Q																			

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Mark off timer

2

Sharky kicks/handballs to Checkers

3

Checkers keeps possession

DISPOSALS						
	1	2	3	4	5	6
+	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
=	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
-	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB

AUSSIE RULES DICE FOOTY

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29-Aug

Harktown

Vs

Karton

SKILL

POS

TKL

G

B

SKILL

POS

TKL

G

B

42

Rover

4

16

Weisal

8*

8

Para

4

7

Tak

4

12

Texta

6

1

4

Jarrad

5

1

Carrot Brains

5

10

Checkers

7

2

25

Tommy

6

5

Ligwog

5(2)

23

Rumishu

6

11

NoahCAT

6

6

Shrimpy

5

2

Smokey

6

9

Sharky

5

1

22

Cjoe

5

3

Blacky

7

12

Burglar

4

22

Spikey

5

13

Lewis

5

15

Elfsmasher

5

1

Setloc

8

11

Breeze

5

10

Marker

5

6

Bob

4

1

20

Kevin

5

33

Big Wings

5

3

Lord Dribble

7

4

Little Wings

5

27

Drag

6(2)

25

Knight

6

45

Dragon

4

1

2

Noob

4

16

Karder

5

39

John

5

41

Port

5*

7

Swaver

8*

17

Kord

5

5

D Gerrald

5

59

Bot-A123

5

Hitouts

Goals

Behinds

Total

Goals

Behinds

Total

Hitouts

1

1Q

2Q

3Q

4Q

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Mark off timer

2 Checkers is a 2, so instead of kicking the ball forward, he attempts to run with the ball into the forward line.

1 Checkers avoids any tackles from Lord Dribble

DISPOSALS						
	1	2	3	4	5	6
+	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
=	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
-	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB

2 Checkers is now in the forward line himself and so he can kick for goal.
GOAL! 6 points

GOALS AND BEHINDS ALL						
	1	2	3	4	5	6
★	G	G	G	B	K/HB	K/HB
	G	G	B	B	K/HB	K/HB
○	G	B	B	K/HB	K/HB	K/HB

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29-Aug

Harktown

Vs

Karton

SKILL POS TKL G B

SKILL POS TKL G B

FP	42	Rover	4					
FF	16	Weisal	8*					
FP	8	Para	4					
HF	7	Yak	4					
CHF	12	Texta	4*	1				
HF	4	Jarrad	5					
W	1	Carrot Brains	5					
C	10	Checkers	7	3		1		
W	25	Tommy	6					
luck	5	Ligwog	5(2)					
RR	23	Rumishu	6					
Row	11	NoahCAT	6					
HB	6	Shrimpy	5					
CHB	2	Smokey	6					
HB	9	Sharky	5		1			
BP	22	C Joe	5					
FB	3	Blacky	7					
BP	12	Burglar	4					
	22	Spikey	5					
	13	Lewis	5					

1	15	Elfmasher	5					
2	1	Setloc	8					
3	11	Breeze	5					
4	10	Marker	5					
5	6	Bob	4	1				
6	20	Kevin	5					
1	33	Big Wings	5					
2	3	Lord Dribble	7					
3	4	Little Wings	5					
4	27	Drag	6(2)					
5	25	Knight	6					
6	45	Dragon	4	1				
1	2	Noob	4					
2	16	Karder	5					
3	39	John	5					
4	41	Port	5*					
5	7	Swaver	8*					
6	17	Kord	5					
	5	D Gerrald	5					
	59	Bot-A123	5					

Hitouts

Goals

Behinds

Total

Goals

Behinds

Total

Hitouts

1

1

6

1Q

2Q

3Q

4Q

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HIT OUTS						
	1	2	3	4	5	6
+	T1	T1	T1	T1	T2	T2
=	T1	T1	T1	T2	T2	T2
-	T1	T1	T2	T2	T2	T2

6

After every goal the game restarts with a Centre Bounce.

Ligwog v Drag
(both a ruck skill of (2)
Drag wins the hit out

5

~~Drag~~ taps the ball to **Knight**

AUSSIE RULES DICE FOOTY

Jason Staben © 2018

www.BoxScoreDiceSports.com

29-Aug

Harttown

Vs

Karton

SKILL POS TKL G B

SKILL POS TKL G B

FP	42	Rover	4							1
FF	16	Weisal	8*							2
FP	8	Para	4							3
HF	7	Yak	4							4
CHF	12	Texta	6*	1						5
HF	4	Jarrod	5							6
W	1	Carrot Brains	5							1
C	10	Checkers	7	3			1			2
W	25	Tommy	6							3
luck	5	Ligwog	5(2)							4
RR	23	Rumishu	6							5
Row	11	NoahCAT	6							6
HB	6	Shrimpy	5							1
HB	2	Smokey	6							2
HB	9	Sharky	5			1				3
BP	22	Cjoe	5							4
FB	3	Blacky	7							5
BP	12	Burglar	4							6
	22	Spikey	5							
	13	Lewis	5							

BP	15	Elfmasher	5							
FB	1	Setloc	8							
BP	11	Breeze	5							
HB	10	Marker	5							
CHB	6	Bob	4	1						
HB	20	Kevin	5							
W	33	Big Wings	5							
C	3	Lord Dribble	7							
W	4	Little Wings	5							
luck	27	Drag	6(2)							
RR	26	Knight	8	1						
Row	45	Dragon	4	1						
HB	2	Noob	4							
CHF	16	Karder	5							
HF	37	John	5							
FP	41	Port	5*							
FF	7	Swaver	8*							
FP	17	Kord	5							
	5	D Gerrald	5							
	59	Bot-A123	5							

Hitouts

Goals

Behinds

Total

Goals

Behinds

Total

Hitouts

1

1		6

1Q			
2Q			
3Q			
4Q			

1

1st Quarter

00:00	00:00	00:00	00:00	00:00	00:00
00:00	00:00	00:00	00:00	00:00	00:00
00:00	00:00	00:00	00:00	00:00	00:00
00:00	00:00	00:00	00:00	00:00	00:00

2nd Quarter

00:00	00:00	00:00	00:00	00:00	00:00
00:00	00:00	00:00	00:00	00:00	00:00
00:00	00:00	00:00	00:00	00:00	00:00
00:00	00:00	00:00	00:00	00:00	00:00

3rd Quarter

00:00	00:00	00:00	00:00	00:00	00:00
00:00	00:00	00:00	00:00	00:00	00:00
00:00	00:00	00:00	00:00	00:00	00:00
00:00	00:00	00:00	00:00	00:00	00:00

4th Quarter

00:00	00:00	00:00	00:00	00:00	00:00
00:00	00:00	00:00	00:00	00:00	00:00
00:00	00:00	00:00	00:00	00:00	00:00
00:00	00:00	00:00	00:00	00:00	00:00

5

1

6

The Kick for goal is a **BEHIND**.
1 point

DISPOSALS						
	1	2	3	4	5	6
+	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
=	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
-	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB

GOAL KICKING FULL FORWARDS						
	1	2	3	4	5	6
★	G	G	G	G	B	B
	G	G	G	B	B	B
○	G	G	B	B	B	K/HB

AUSSIE RULES DICE FOOTY						Jason Staben © 2018 www.BoxScoreDiceSports.com					
29-Aug						Harktown Vs Karton					
SKILL	POS	TKL	G	B		SKILL	POS	TKL	G	B	
42 Rover	4					1 15 Elfsmasher	5				
16 Weisal	8*					2 1 Setloc	8				
8 Para	4					3 11 Breeze	5				
7 Yak	4					4 10 Marker	5				
12 Texta	6*	1				5 6 Bob	4	1			
4 Jarrad	5					6 20 Kevin	5				
1 Carrot Brains	5					1 33 Big Wings	5				
10 Checkers	7	3		1		2 3 Lord Dribble	7				
25 Tommy	6					3 4 Little Wings	5				
5 Ligtog	5(2)					4 27 Drag	6(2)				
23 Rumishu	6					5 25 Knight	6	1			
11 NoahCAT	6					6 45 Dragon	4	1			
6 Shrimpy	5					1 2 Noob	4				
2 Smokey	6					2 16 Karder	5				
9 Sharky	5	1				3 39 John	5				
22 Cjoe	5					4 41 Port	5*				
3 Blacky	7					5 5 Swaver	8*	1			
12 Burglar	4					6 17 Kord	5				
22 Spikey	5					5 5 D Gerrald	5				
13 Lewis	5					59 Bot AT23	5				
Hitouts	Goals	Behinds	Total			Goals	Behinds	Total			Hitouts
1	1		6	1Q		1	1				1
				2Q							
				3Q							
				4Q							

1st Quarter

20:00	19:25	18:50	18:15	17:40	17:05
16:30	15:55	15:20	14:45	14:10	13:35
13:00	12:25	11:50	11:15	10:40	10:05
09:30	08:55	08:20	07:45	07:10	06:35
06:00	05:25	04:50	04:15	03:40	03:05
02:30	01:55	01:20	00:45	00:10	00:00

2nd Quarter

20:00	19:25	18:50	18:15	17:40	17:05
16:30	15:55	15:20	14:45	14:10	13:35
13:00	12:25	11:50	11:15	10:40	10:05
09:30	08:55	08:20	07:45	07:10	06:35
06:00	05:25	04:50	04:15	03:40	03:05
02:30	01:55	01:20	00:45	00:10	00:00

3rd Quarter

20:00	19:25	18:50	18:15	17:40	17:05
16:30	15:55	15:20	14:45	14:10	13:35
13:00	12:25	11:50	11:15	10:40	10:05
09:30	08:55	08:20	07:45	07:10	06:35
06:00	05:25	04:50	04:15	03:40	03:05
02:30	01:55	01:20	00:45	00:10	00:00

4th Quarter

20:00	19:25	18:50	18:15	17:40	17:05
16:30	15:55	15:20	14:45	14:10	13:35
13:00	12:25	11:50	11:15	10:40	10:05
09:30	08:55	08:20	07:45	07:10	06:35
06:00	05:25	04:50	04:15	03:40	03:05
02:30	01:55	01:20	00:45	00:10	00:00

Note that a full forward uses a different goal kicking chart. This results in more goal scoring opportunities.

BoxScore Dice Sports Aussie Rules Dice Footy

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Mark off timer

6 After a behind usually the Full Back (**Blacky**) kicks the ball back into play. He kicks to **NoahCAT**

4 **NoahCAT** keeps possession of the ball.

DISPOSALS						
	1	2	3	4	5	6
+	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
=	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
-	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB

AUSSIE RULES DICE FOOTY										Jason Staben © 2018		www.BoxScoreDiceSports.com			
29-Aug		Harktown					Vs	Karton							
		SKILL	POS	TKL	G	B		SKILL	POS	TKL	G	B			
FP	42	Rover	4				1	15	Elfsmasher	5					
FF	16	Weisal	8*				2	1	Setloc	8					
FP	8	Para	4				3	11	Breeze	5					
HF	7	Yak	4				4	10	Marker	5					
CHF	12	Texta	6*	1			5	6	Bob	4	1				
HF	4	Jarrad	5				6	20	Kevin	5					
W	1	Carrot Brains	5				1	33	Big Wings	5					
C	10	Checkers	7	3		1	2	3	Lord Dribble	7					
W	25	Tommy	6				3	4	Little Wings	5					
Ruck	5	Ligwog	5(2)				4	27	Drag	6(2)					
RR	23	Rumishu	6				5	25	Knight	6	1				
Rev	11	NoahCAT	6	1			6	5	Dragon	4	1				
HB	6	Shrimpy	5				1	2	Noob	4					
CHB	2	Smokey	6				2	16	Karder	5					
HB	9	Sharky	5		1		3	39	John	5					
BP	22	C joe	5				4	41	Port	5*					
FB	3	Blacky	7	1			5	7	Swaver	8*	1		1		
BP	12	Burglar	4				6	17	Kord	5					
	22	Spikey	5					5	D Gerrald	5					
	13	Lewis	5					59	Bot-A123	5					
Hitouts		Goals		Behinds		Total		Goals		Behinds		Total		Hitouts	
1		1				6		1Q		1		1		1	
								2Q							
								3Q							
								4Q							

1st Quarter									
20:00	16:30	14:30	12:30	10:30	08:30	06:30	04:30	02:30	00:00
13:00	12:25	11:50	11:15	10:40	10:05				
09:30	08:55	08:20	07:45	07:10	06:35				
06:00	05:25	04:50	04:15	03:40	03:05				
02:30	01:55	01:20	00:45	00:10	00:00				
2nd Quarter									
20:00	19:25	18:50	18:15	17:40	17:05				
16:30	15:55	15:20	14:45	14:10	13:35				
13:00	12:25	11:50	11:15	10:40	10:05				
09:30	08:55	08:20	07:45	07:10	06:35				
06:00	05:25	04:50	04:15	03:40	03:05				
02:30	01:55	01:20	00:45	00:10	00:00				
3rd Quarter									
20:00	19:25	18:50	18:15	17:40	17:05				
16:30	15:55	15:20	14:45	14:10	13:35				
13:00	12:25	11:50	11:15	10:40	10:05				
09:30	08:55	08:20	07:45	07:10	06:35				
06:00	05:25	04:50	04:15	03:40	03:05				
02:30	01:55	01:20	00:45	00:10	00:00				
4th Quarter									
20:00	19:25	18:50	18:15	17:40	17:05				
16:30	15:55	15:20	14:45	14:10	13:35				
13:00	12:25	11:50	11:15	10:40	10:05				
09:30	08:55	08:20	07:45	07:10	06:35				
06:00	05:25	04:50	04:15	03:40	03:05				
02:30	01:55	01:20	00:45	00:10	00:00				

5

1

Texta easily wins possession
(probably an *uncontested* Mark)

	DISPOSALS					
	1	2	3	4	5	6
+	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
=	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB
-	K/HB	K/HB	K/HB	K/HB	K/HB	K/HB

4

Texta kicks for a Goal.
It's a **BEHIND**. 1 Point

GOALS AND BEHINDS ALL						
	1	2	3	4	5	6
★	G	G	G	B	K/HB	K/HB
	G	G	B	B	K/HB	K/HB
○	G	B	B	K/HB	K/HB	K/HB

AUSSIE RULES DICE FOOTY

Jason Staben © 2018 www.BoxScoreDiceSports.com

29-Aug					Harttown					Vs					Karton				
	SKILL	POS	TKL	G	B		SKILL	POS	TKL	G	B								
42	Rover	4				1	15	Elfsmasher	5										
16	Weisgal	8*				2	1	Setloc	8										
8	Para	4				3	11	Breeze	5										
7	Yak	4				4	10	Marker	5										
12	Texta	6*	2		1	5	6	Bob	4	1									
4	Jarrad	5				6	20	Kevin	5										
1	Carrot Brains	5				1	33	Big Wings	5										
10	Checkers	7	3		1	2	3	Lord Dribble	7										
25	Tommy	6				3	4	Little Wings	5										
5	Ligwog	5(2)				4	27	Drag	6(2)										
23	Rumishu	6				5	25	Knight	6	1									
11	NoahCAT	8	1			6	45	Dragon	4	1									
6	Shrimpy	5				1	2	Noob	4										
2	Smokey	6				2	16	Karder	5										
9	Sharky	5		1		3	39	John	5										
22	Cjoe	5				4	41	Port	5*										
3	Blacky	7	1			5	7	Swaver	8*	1									
12	Burglar	4				6	17	Kord	5										
22	Spikey	5					5	D Gerrald	5										
13	Lewis	5					59	Bot-A123	5										

Hittouts

1

Goals

1

Behinds

1

Total

7

Goals

1

Behinds

Total

1

Hittouts

1

1Q

2Q

3Q

4Q

Any player in the opposing defense can now kick the ball in... The default player is Full back.

Next we will skip through the rest of the game >>>

End of the 1st Quarter

We have skipped to the end of the first quarter.

On the last ‘move’ of the quarter whoever has the ball regardless of position can kick for goal.

Many Aussie Rules games have been won and lost after the final siren with a kick for goal.

29-Aug

Harktown

Vs

Karton

		SKILL	POS	TKL	G	B			SKILL	POS	TKL	G	B	
42	Rover	4					1	15	Elfmasher	5				BP
16	Weisal	8*	1			1	2	1	Setloc	8	2			FB
8	Para	4	1			1	3	11	Breeze	5				BP
7	Yak	4	2				4	10	Marker	5	2			HB
12	Texta	6*	3			1	5	6	Bob	4	1			CHB
4	Jarrod	5					6	20	Kevin	5				HB
1	Carrot Brains	5	2				1	33	Big Wings	5		1		W
10	Checkers	7	3			1	2	3	Lord Dribble	7	2	1		C
25	Tommy	6	1				3	4	Little Wings	5	1			W
5	Ligwog	5(2)					4	27	Drag	6(2)	2	1	1	Ruck
23	Rumishu	6					5	25	Knight	6	2	1		RR
11	NoahCAT	6	2	1			6	45	Dragon	4	1			RoV
6	Shrimpy	5					1	2	Noob	4				HF
2	Smokey	6	1				2	16	Karder	5	3		3	CHF
9	Sharky	5		1			3	39	John	5				HF
22	C joe	5					4	41	Port	5*	1		1	FP
3	Blacky	7	5				5	7	Swaver	8*	1		1	FF
12	Burglar	4	1	1			6	17	Kard	5	1			FP
22	Spikey	5						5	D Gerald	5				
13	Lewis	5						59	Bot-AI 23	5				

Hitouts

Goals

Behinds

Total

1Q

2Q

3Q

4Q

2

3

2

20

1

5

11

2

2nd Quarter

20:00 19:25 18:30 18:15 17:40 17:05

16:30 15:35 15:20 14:45 14:10 13:35

13:00 12:25 11:30 11:15 10:40 10:05

09:30 08:35 08:20 07:45 07:10 06:35

06:00 05:25 04:30 04:15 03:40 03:05

02:30 01:35 01:20 00:45 00:10 00:00

3rd Quarter

20:00 19:25 18:30 18:15 17:40 17:05

16:30 15:35 15:20 14:45 14:10 13:35

13:00 12:25 11:30 11:15 10:40 10:05

09:30 08:35 08:20 07:45 07:10 06:35

06:00 05:25 04:30 04:15 03:40 03:05

02:30 01:35 01:20 00:45 00:10 00:00

4th Quarter

20:00 19:25 18:30 18:15 17:40 17:05

16:30 15:35 15:20 14:45 14:10 13:35

13:00 12:25 11:30 11:15 10:40 10:05

09:30 08:35 08:20 07:45 07:10 06:35

06:00 05:25 04:30 04:15 03:40 03:05

02:30 01:35 01:20 00:45 00:10 00:00

HERE IS AN EXAMPLE OF AN AFTER THE SIREN KICK FOR GOAL:
<https://youtu.be/OiVZWCxz8EE> (not my video)

Last move of the 2nd quarter.

End of the 2nd Quarter

2 NoahCAT kicks for Goal

KICK FOR GOAL ANYWHERE						
	1	2	3	4	5	6
ANY TIME	G	B	B	K/HB	K/HB	K/HB

NoahCAT kicks a behind.

NOTE: if a forward has possession on the final move of the quarter. They use the normal goal kicking chart.

So, at half time, **Harktown** is starting to 'kick away'. But **Karton** is not out of the game yet.

NoahCAT has tackled and won the ball on the last move/play of the 2nd quarter. He can now kick for goal using the kick from anywhere goalkicking chart.

AUSSIE RULES DICE FOOTY

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29-Aug

Harktown

Vs

Karton

	SKILL	POS	TKL	G	B		SKILL	POS	TKL	G	B					
FP	42	Rover	4	4		2	1	15	Elfmasher	5	2	1	BP			
FF	16	Weisal	8*	1			1	1	Setloc	8	4		FB			
FP	8	Para	4	3		1	1	3	11	Breeze	5	1	BP			
HF	7	Yak	4	3				4	10	Marker	5	2	HB			
CHF	12	Texta	6*	4		2	1	5	6	Bob	4	2	CHF			
HF	4	Jarrad	5					6	20	Kevin	5		1	HB		
W	1	Carrot Brains	5	3	2			1	33	Big Wings	5	1	1	W		
C	10	Checkers	7	6		1	1	2	3	Lord Dribble	7	2	1	C		
W	25	Tommy	6	2				3	4	Little Wings	5	4		W		
Ruck	5	Ligwog	5(2)	2	1			4	27	Drag	6(2)	5	1	1	1	Ruck
RR	23	Rumishu	6		1			5	25	Knight	6	2	2			RR
Rov	11	NoahCAT	6	3	2	1		6	45	Dragon	4	1				Rov
HB	6	Shrimpy	5					1	2	Noob	4					HB
CHB	2	Smokey	6	1				2	16	Karder	5	4			4	CHB
HB	9	Sharky	5		1			3	39	John	5					HB
BP	22	C Joe	5	1				4	41	Port	5*	2		1	1	BP
FB	3	Blacky	7	5	1			5	7	Swaver	8*	2		1	1	FB
BP	12	Burglar	4	3	1			6	17	Kord	5	2				BP
	22	Spikey	5						5	D Gerald	5					
	13	Lewis	5						59	Bot-A123	5					

Hitouts

Goals

Behinds

Total

1Q

2Q

3Q

4Q

Goals

Behinds

Total

Hitouts

1st Quarter

2nd Quarter

3rd Quarter

4th Quarter

End of the 3rd Quarter

At the end of the 3rd Quarter, **Harktown** have maintained the lead, but **Karton** is still only 3 straight kicks away from the lead (3 goals = 18 points and the lead).

29-Aug			Harktown					Vs		Karton																
			SKILL	POS	TKL	G	B				SKILL	POS	TKL	G	B											
FP	42	Rover	4	4		2	1	1	15	Elfmasher	5	2	1													
FF	16	Weisal	8*	1			1	2	1	Setloc	8	5	1													
FP	8	Para	4	4		1	1	3	11	Breeze	5	1														
HF	7	Yak	4	4		1	1	4	10	Marker	5	2	2													
CHF	12	Texta	6*	4		2	1	5	6	Bob	4	2	1													
HF	4	Jarrad	5	2		2		6	20	Kevin	5		2													
W	1	Carrot Brains	5	3	3			1	33	Big Wings	5	4	2				1									
C	10	Checkers	7	8	1	1	1	2	3	Lord Dribble	7	3	1													
W	25	Tommy	6	3				3	4	Little Wings	5	4														
Ruck	5	Ligwog	5(2)	2	1			4	27	Drag	6(2)	7	2	1	1											
RR	23	Rumishu	6	1	1			5	25	Knight	6	3	2													
Rov	11	NoahCAT	6	3	3		1	6	45	Dragon	4	2														
HB	6	Shrimpy	5					1	2	Noob	4															
CHB	2	Smokey	6	2				2	16	Karder	5	5					4									
HB	9	Sharky	5		1			3	39	John	5	1			1											
BP	22	C joe	5	2				4	41	Port	5*	4			2	1										
FB	3	Blacky	7	7	3			5	7	Swaver	8*	2			1	1										
BP	12	Burglar	4	4	2			6	17	Kord	5	3			1											
	22	Spikey	5						5	D Gerald	5															
	13	Lewis	5						59	Bot-A123	5															
Hitouts			Goals			Behinds			Total			Goals			Behinds			Total			Hitouts					
2			3			2			20			1Q			1			5			11			2		
6			6			6			42			2Q			3			7			25			4		
8			9			7			61			3Q			6			8			44			8		
												4Q														

End of the 4th Quarter

AUSSIE RULES DICE FOOTY										Jason Staben © 2018 www.BoxScoreDiceSports.com									
29-Aug		Harktown					Vs		Karton										
		SKILL	POS	TKL	G	B			SKILL	POS	TKL	G	B						
FP	42	Rover	4	(12) 4	0	2	1	1	15	Elfmasher	5	(12) 2	2			BP	1st Quarter		
FF	16	Weisal	8*	(3) 1	0		1	2	1	Setloc	8	(18) 5	1			FB	28+08	48+28	48+08
FP	8	Para	4	(15) 5	0	1	1	3	11	Breeze	5	(9) 2	1			BP	48+08	48+08	48+28
HF	7	Yak	4	(12) 4	0	1	2	4	10	Marker	5	(15) 2	3			HB	48+08	43+28	44+08
CHF	12	Texta	6*	(18) 6	0	4	1	5	6	Bob	4	(9) 2	1			CHF	28+08	28+08	28+28
HF	4	Jarrad	5	(6) 2	0	2		6	20	Kevin	5	(6) 0	2			HB	28+08	28+08	28+08
W	1	Carrot Brains	5	(18) 3	3			1	33	Big Wings	5	(24) 5	3		1	W	28+08	28+08	28+08
C	10	Checkers	7	(30) 9	1	1	1	2	3	Lord Dribble	7	(21) 5	2			C	28+08	28+08	28+08
W	25	Tommy	6	(12) 4	0			3	4	Little Wings	5	(24) 7	1			W	28+08	28+08	28+08
Ruck	5	Ligwog	5(2)	(15) 4	1			4	27	Drag	6(2)	(33) 9	2	1	1	Ruck	28+08	28+08	28+08
RR	23	Rumishu	6	(9) 2	1			5	25	Knight	6	(18) 4	2			RR	48+08	48+08	48+08
Rov	11	NoahCAT	6	(21) 4	3		1	6	45	Dragon	4	(12) 4	0		1	Rov	48+08	48+08	48+08
HB	6	Shrimpy	5	(3) 1	0			1	2	Noob	4	(6) 2	0		1	HF	48+08	43+28	44+08
CHB	2	Smokey	6	(15) 4	1			2	16	Karder	5	(21) 7	0	1	4	CHF	28+08	28+08	28+08
HB	9	Sharky	5	(3) 0	1			3	39	John	5	(3) 1	0	1		HF	28+08	28+08	28+08
BP	22	C joe	5	(12) 3	1		1	4	41	Port	5*	(15) 5	0	3	1	FP	28+08	28+08	28+08
FB	3	Blacky	7	(33) 8	3			5	7	Swaver	8*	(12) 4	0	3	1	FF	4th Quarter		
BP	12	Burglar	4	(21) 5	2			6	17	Kord	5	(12) 4	0	1		FP	28+08	48+28	48+08
	22	Spikey	5						5	D Gerald	5						48+08	48+08	48+08
	13	Lewis	5						59	Bot-A123	5						48+08	43+28	44+08
Hitouts		Goals		Behinds		Total		Goals		Behinds		Total		Hitouts			28+08	28+08	28+08
2		3		2		20		1Q		1		5		2			28+08	28+08	28+08
6		6		6		42		2Q		3		7		4			28+08	28+08	28+08
8		9		7		61		3Q		6		8		8			28+08	28+08	28+08
10		11		9		75		4Q		10		10		13			28+08	28+08	28+08

At the end of the game, **Karton** had a chance to win, but **C Joe** was able to win the ball on right on the siren against **Port**.

Add up STATS
The last thing to do is add up the possessions and tackles to work out total disposals.

(POS+TKL)x3 = Disposals

Possessions become Marks

SO FOR EXAMPLE
Checkers had 30 Disposals, 9 Marks, 1 Tackle and scored 1:1 (Goals/behinds)

Here endeth the guide!

**Now, grab yourself an
Iced Coffee
(if you live in South Australia)
and start playing Footy
mate!**



If you have any questions, please contact me via email at
email@boxscoredicesports.com and I'll get back to you as soon as I can.