

Box Score Dice Sports

Card Football (Soccer)

I first created this game back in 2008. The game uses familiar card game concepts such as *Three of a Kind* and a *Run of three* to produce a simple soccer game.

What you need:

- Full pack of standard card (including the jokers)
- Pen and Paper
- Team Sheet (if you wish to record player stats)

Details

- Each game is played between 2 players and takes about 1 to 2 minutes to play.
- A player wins a game by scoring more goals than their opponent. If both teams have the same number of goals, the game is a draw.

Playing a Season

- It is best played where several people get together and play a home and away season, each player plays everyone else once as dealer (Home team) and once not (away team).
- A win is 3 points and a draw is 1 point.
- The team with the most points at the end of the season wins.
- If two or more teams are on equal points than goal difference is used to determine the winner (total goals scored minus total goals conceded).
- The team sheet allows you to have a squad and keep track of goals scored by individual players.

Team sheet allows you to have a squad and keep track of goals scored by individual players

TEAM:											LOGO:
OWNER:											

Date: _____ Season: _____

Opposition teams: _____ Finished: _____

Your Squad (goal counter)													
No	NAME	POS	1	2	3	4	5	6	7	8	9	10	TOTAL
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													
11		GK											
TOTAL GOALS													
OPPOSITION GOALS													

Other details	

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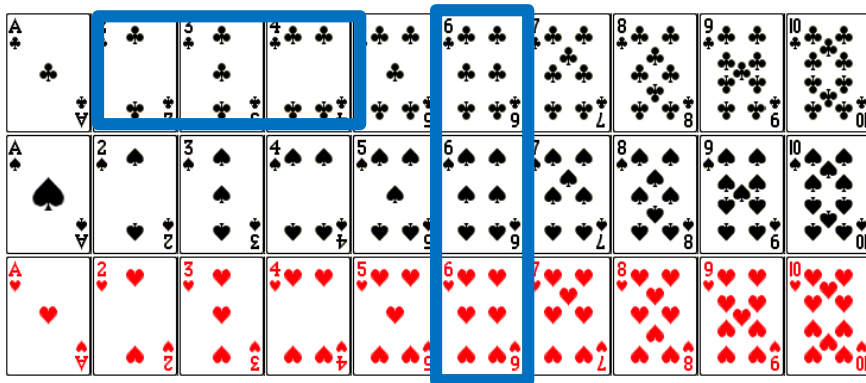
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Scoring Goals – NUMBER CARDS & JOKERS

There are 3 ways to score goals.

- A **three of a kind** (number cards only) equals one Goal
- A **Run of three** (number cards only) equals one Goal
- 1 **Joker**: Is a penalty goal (automatic goal)

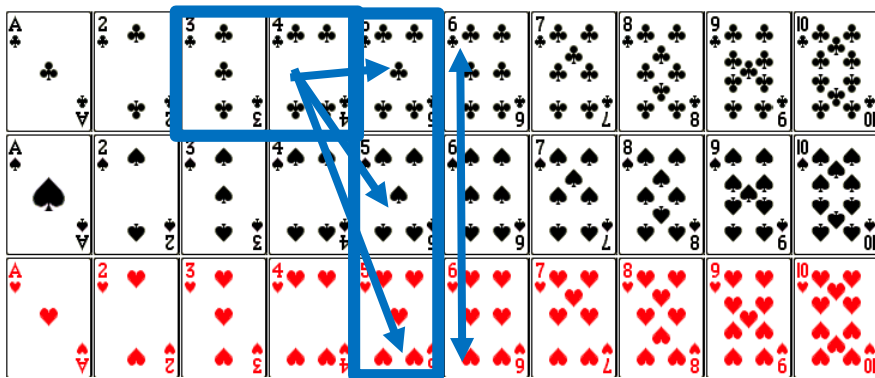
Here are two examples of Goals:



You can use the same card(s) to make up multiple kinds and runs.

The following is an example of 4 goals scored in one game using cards multiple times.

- 1 x **three of a kind** (5s)
- 3 x **run of three** (using the 3 and 4 against each of the 5's)



Goal scorers

- The lowest number in the goal is the goal scorer. In the above example the '3' has scored 3 goals (run of three) and the '5' has scored 1 goal (three of a kind).
- For penalty goals (Joker) the goal is allocated to any player of your choice.

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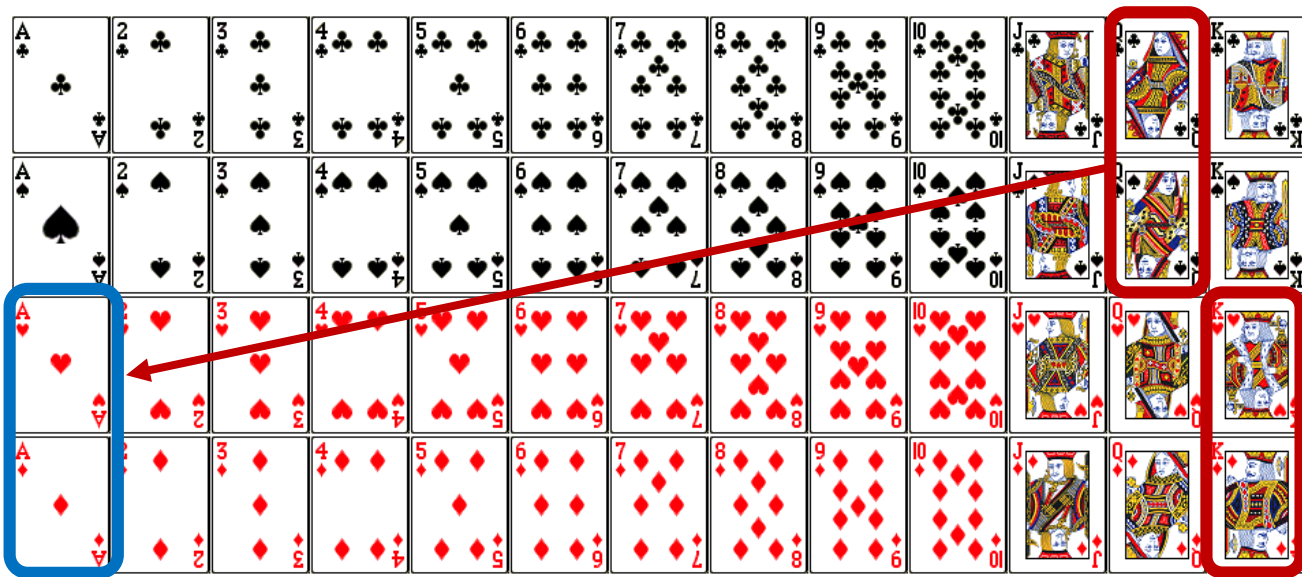
Defending Goals – KINGS & QUEENS

In Kard Football you can defend goals by taking threatening cards out of the game.

- King and Queens:
 - 2 of a kind - use these to remove any threatening card that the opposition is not yet using in a goal.

For example, if a player has two Aces, then all they needs is a third Ace to score a Goal. The opposing player can use a pair of Queens or Kings to defend (remove) one of those Aces out of the game. **All three cards are taken out of the game.**

You can only defend against threatening cards before a goal is scored. BUT once a goal is scored, it is too late.

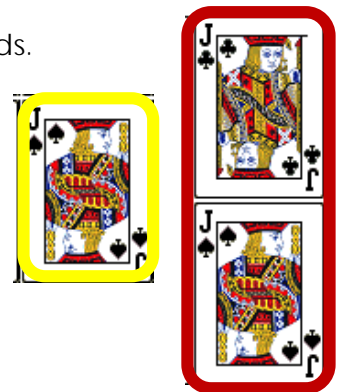


Yellow and Red Card - JACKS

It wouldn't be a real game of Football if you didn't have Yellow and Red Cards.

- One jack is a yellow card (a warning)
- Two jacks are a red card (one jack is taken out of the game)

If at any point that you receive two reds, then one is immediately removed and you are reduced down to 10 cards.



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Instructions – FLOW OF GAME

A game takes about 1 to 2 minutes to play. This allows you to play a whole season in one evening with friends.

- Dealer (HOME TEAM) deals out 11 cards to each player.

FIRST HALF:

1. Place down all Goals (3 of a kinds and runs of three and jokers).
2. If a player has two jacks (RED CARD) then one is removed from the game (and they are down to 10 cards for the remainder of the game)
3. Place down all remaining cards face up (so your opponent can see them).

This is the end of the first half.

SECOND HALF:

Starting with the dealer (HOME TEAM), each player takes a turn making a move (3 turns each).

A player has two choices each turn (and can only do one each turn).

- a. **SUBSTITUTION:** You may exchanging (substitute) any one card not being used for a card on the top of the pack (the new card may immediately provide more goals, defending moves or red cards).

Or

- b. **DEFEND A GOAL:** If the player already has 2 Queens or Kings of a kind they can use them to remove any (deemed threatening) card their opponent is not yet using. All 3 cards are out of the game.

After three moves each, the game is over.

Penalty Shootout (for playoffs and finals).

- Shuffle the cards and place in 1 pile.
- Each team picks up a card from the top, (The Kicker first then the goal keeper).
- If the goal keeper's card is equal or higher than the kicker's card he defends successfully.
- Each team gets 5 attempts each (if the game is still tied, then it is sudden death).