



ADVANCED RULE

Players must agree to include the rule before the match begins.

PENALTIES DURING NORMAL PLAY:

You commit a foul and give away a penalty in front of your goal if the dice is thrown out of bounds on a goal kick.

The ball is moved to the Striker Dot in front of the goal of the player that made the foul throw. The dice gets handed over for the penalty shot to be taken.

If the striker throws a 1 or 2 the shot is off target and the ball is given back to the goalie for a goal kick. The striker may throw again if the dice is thrown out of bounds when taking a penalty.

If the striker throws a 3, 4, 5 or 6 the shot is on target. The ball is moved to the Goalie Dot for the save to be attempted.

If the goalie throws a 1 or 2 the save is made and the goalie retains the ball for a goal kick.

If the goalie throws a 3, 4, 5 or 6 the goal is scored! The ball is moved to the centre circle for the restart.

Throwing the dice out of bounds when a save is attempted always results in the goal being scored - referred to as an own goal.