

# Subbuteo

## Dream Team Stadium

Welcome to Subbuteo Dream Team Stadium: the classic game of tabletop football, now with an all-star, international line-up.

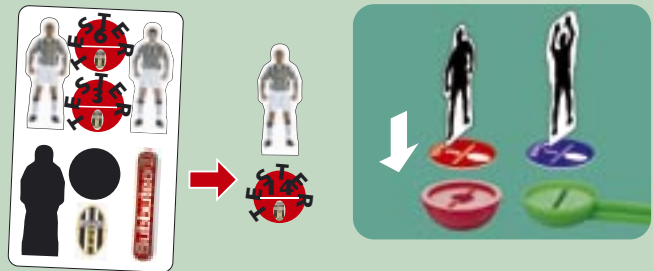
You are the player-manager of an elite dream team, made up of the most talented players from England, Italy and Spain.

You'll need skill, precision and one-touch fingertip control to flick your players around the pitch. With practice your players will dribble, pass, defend and shoot with world-class accuracy.

On the back of this sheet you'll find all the rules you need to play. So, assemble your stadium, line up your starting eleven and get ready to kick off!

### Team Selection

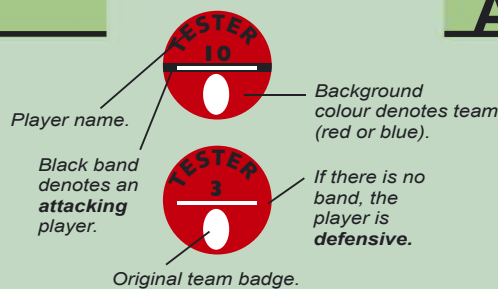
- One team must play with red bases and the other with blue.
- Pop the players from the cards as shown. They can be clipped back into the cards after use.
- Place each player's disc, with your team's colour face-up, onto a base of the same colour, then slot the player into the base.
- Slot your goalkeeper onto the goalkeeper's playing handle.
- Choose your team line-up from a selection of top European players.
- Your dream team may consist of players from any of the teams provided.



### Positions

Each player is assigned a position. Your team line-up consists of 11 men, and must include:

- 1 Goalkeeper
- At least one Defender
- At least one Midfielder
- At least one Forward



### Advanced Game

#### Attacking players

Forwards and midfielders with a black bar on their disc may flick the ball up to 4 times in a row, provided that their fourth flick is taken in the other team's half.

#### Defensive players

Defenders and midfielders with no black bar on their disc may flick the ball up to 2 times in a row when defending, provided that they are on their own side of the halfway line.



# Assembling the Stadium

- Spread out the pitch on a flat surface.
- Place the **stickers** onto the scoreboard. (See 1.)
- Insert four of the **stadium rods** into the **stadium supports**. (See 2.)
- Join the remaining stadium rods using the four **collars**. (See 3.)
- Slot the stadium rods into the **centre support**. (See 1.)
- Attach the **scoreboard** to the centre support. (See 1.)
- Assemble the **goals** and nets as shown. (See 4.)
- Place the goals on the pitch and slide each goalkeeper's **playing handle** under the back of the goal. (See 5.)

## Contents

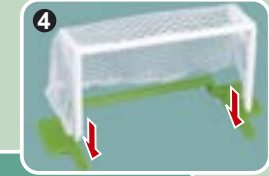
- 1 pitch mat with integral stadium supports, 2 goals, 2 goal nets,
- 2 Subbuteo footballs, 8 player cards (3 players per card),
- 20 player bases (10 blue and 10 red), 2 Goalkeeper playing handles,
- 1 suspended scoreboard, 8 stadium rods, 4 collars, 1 centre support,
- 1 scoreboard sticker sheet, 1 rules poster.



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**ALSO AVAILABLE**



## Collector Skills Sets

Take your team to victory by signing up new talent and enhancing your technique with the **Subbuteo Collector Skills Sets**.

Each Collector Skills set contains...

- 12 randomly selected players to add to your line up
- Specialist training equipment
- 4 pro-bases (2 Cobras, 2 Sidewinders)
- 1 ball (orange, gold or silver)

### The COBRA pro-base

*Put it in the back of the net!*



Each **Collector Skills Set** contains 2 Cobras (red and blue) to give your star strikers even greater shooting power.

### The SIDEWINDER pro-base

*Bend it like the best!*



Each **Collector Skills Set** contains 2 Sidewinders (red and blue) to provide your players with unparalleled swerve action.



#### Ball Control

Enhance your dribbling and passing skills with **training cones**, just like the professionals.



#### Chipping Ramp

Now you can get some serious elevation from your free kicks.



#### Chipping Target

Loft your passes and shots with pinpoint accuracy after training with the **chipping target**.



#### Goal Deflector

The **goal deflector** allows your keeper to clear the ball and get your team back on the attack.

# PLAY ACTION

## Time

- Play two halves of ten minutes each. At the end of the first half both teams change ends.
- At the end of twenty minutes (full time) the team that has scored the most goals is the winner.

- If the match is a draw at full time, you may play extra time (two halves of three minutes).
- You can either add the goals scored in extra time to the final score or play for a **'golden goal'** (the first team to score, wins).
- In the event of a draw after extra time, you can play a **penalty shoot-out** to decide the winner.

## Kick Off

- Toss a coin to decide who will kick off. The winner decides which end of the pitch to play from.
- Place your players on your side of the halfway line in your favourite formation.
- If your side is kicking off, two of your forwards may

- be placed in the **centre circle**. No other players may be placed in the circle during the kick off.
- Take the kick off by flicking one of your centre forwards to kick the ball into the other team's half. If the ball does not touch one of the other team's players, you are **attacking**.

## Attacking

- When you are the attacking team, you must keep possession of the ball by dribbling and passing. Flick any one of your players so that he makes contact with the ball.
- If your player touches the ball, you may take another flick. If you fail to touch the ball, the other team is now attacking and you are **defending**.
- You may play the ball with the same player up to **three times in a row**. You must then use a different player before you can play the ball with the original player again.

- If you attempt a pass, the ball does not have to hit the player you are passing to.
- Your team must stop attacking if:*
1. Your player misses the ball.
  2. The ball touches a player from the other team.
  3. You kick the ball out of play.
  4. One of your players commits a foul.
  5. You score a goal.
- When you stop attacking, the other side starts attacking and you are defending.
  - If you flick a player out of play, put him back on the sideline at the point where he went off and continue playing.

## Defending

- When the other team is attacking you can try to block the path between a player and the ball with one of your players.

- You may take one flick immediately after the attacking player has taken his flick.
- If your flick results in your player touching either the ball or a player on the opposing team, you have committed a **foul** (obstruction).
- Your opponent does not have to wait for you to take your flick – so make your move quickly!

## Shooting

- You can only take a shot at goal when the ball is between the other team's shooting line and their goal line.
- A goal scored any other way does not count, and the

- game is restarted with an **indirect free kick**.
- The whole ball must cross the goal line, between the posts, for the goal to count.
  - You do not have to wait for the goalkeeper to be ready before you shoot.
  - After a goal has been scored, play restarts with a **kick-off**.

## Advanced Game

### Attacking players

Forwards and midfielders with a black bar on their disc may flick the ball up to 4 times in a row, provided that their fourth flick is taken in the opposition's half.

### Defensive players

Defenders and midfielders with no black bar on their disc may be flicked twice in a row when defending, provided that they are on their own side of the halfway line.

## Kicking, Swerving & Spinning

- Subbuteo players are made to move and/or kick the ball by flicking them.
- You may not use your thumb to brace your hand or touch the ball with any part of your hand. This is a **foul** (handball).

Aim

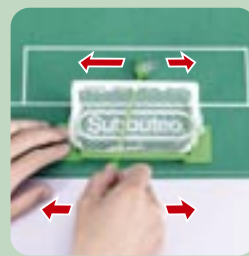


Flick



- Flicking a player's base on the left or right causes it to swerve in the opposite direction; this can be used to get around an opponent who is marking your player.

- Flick the Goalkeeper's **playing handle** to kick the ball out.
- Move his playing handle left or right to attempt a save.





# SET PIECES

## Corner Kick

Number of players  
that can be flicked



You are awarded a corner if the other team were the last to touch the ball before it went out of play over their own goal line.

- The ball is placed on the corner spot.
- Pick up one player and place him ready to take the kick.
- Both teams may flick up to three players into a better position.
- The player taking the corner may not be flicked again until another player has touched the ball.

## Goal Kick

If you flick the ball over the other team's goal line without scoring a goal, they become the attacking team and restart with a goal kick.

- The ball is placed on the edge of the six yard area.
- The attacking team may flick any of their players before the goal kick is taken. The defending team may flick the same number of players to mark them.
- The goalkeeper takes the kick by flicking the **playing handle**. You may hold onto the goal frame for extra stability.

## Throw In

Number of players  
that can be flicked



If the ball goes over the sideline, the last team to touch the ball becomes the defending team and the other team takes a throw in.

- The ball is placed on the sideline where it left play.
- The attacking team moves the player closest to the ball into a position to take the throw.
- Both teams may flick one player on the pitch into a better position for the throw in. As soon as the attacking team is ready, the ball may be flicked back into play.
- The player used to take the throw cannot touch the ball again until another player has flicked the ball.

## Fouls

Whenever a player breaks one of the rules he has committed a foul and the other team is awarded a **free kick**.

**Misconduct:** taking more flicks than allowed or taking a flick when you are not entitled to. **Award: Indirect free kick.**

**Handball:** touching the ball with your hand (unless a set piece is being set up) or flicking the ball differently from the method shown.

**Award: Indirect free kick.**

**Offside:** See 'Offside Rule'. **Award: Indirect free kick.**

**Obstruction:** A player touches the ball when his team are not attacking.

- In the player's own shooting area: **Award: Direct free kick.**
- In the player's own penalty area: **Award: Penalty kick.**
- Anywhere else on the pitch: **Award: Indirect free kick.**

## Offside

Number of players  
that can be flicked



- There must be at least two defending players (including the goalkeeper) between an attacking player and the defending team's goal line when the ball is passed to him, otherwise the player is offside. This only applies if the attacking player receiving the pass is in the defending team's half and does not apply if the ball was passed from a throw-in, corner kick or goal kick.
- If your opponent calls 'offside!' you must attempt to get back onside by flicking one or two of your players. The other team is allowed to flick the same number of his own players to mark your men.
- If you are still offside after these flicks are taken, you stop attacking and the other team is awarded an **indirect free kick** from the spot where the offside player is standing.

## Free Kick

Number of players  
that can be flicked



Free kicks are awarded when a foul has been committed. They are either direct or indirect.

**Direct:** A goal may be scored by the player taking the kick.

**Indirect:** The ball must touch another player before a goal can be scored.

- The ball is placed at the point where the foul occurred.
- The attacking team picks up one player and places him ready to take the kick.
- The defending team may make a wall of up to 4 players. These are picked up and placed at least 9cm from the ball.
- Both teams may flick up to two players into better positions. When the defending team signals that they are ready, the attacking team takes the kick.

## Penalty Kick

- The ball is placed on the penalty spot.
- The attacking team picks up one player and places him behind the ball, ready to take the kick.
- All other attacking players, except the goalkeeper, are moved outside of the penalty area.
- When the defending team signals that they are ready, the attacking team takes the kick. The goalkeeper must stay on his line and may not be moved until the player taking the kick has been flicked.

## Penalty Shoot-out

If there is a draw after twenty minutes of play and six minutes of extra time, the match must be resolved by a **penalty shoot-out**.

Toss a coin to decide which team goes first. Choose one of the goals for both teams to shoot at and pick five players from each team to take the penalty kicks. Remove all other players from the pitch and place the penalty takers in the centre circle.

Each player then takes his turn to take a **penalty** and is then removed from the pitch. After all players have taken their turn, the team that has scored the most penalties wins.

If the score is still tied, the game goes to '**sudden death**' – each side selects one player at a time to step up and take a penalty kick. After the penalty is taken, remove the player from the pitch. Play continues until one team misses and the other scores a goal to win the game.

# Subbuteo

## Dream Team Stadium

**Kick Off**

Shooting Line

Goal

Sideline

Goal Line

Shooting Line

Halfway Line

Penalty Area

Centre Circle

Penalty Spot

Six Yard Area

**Goal Kick**

**Corner Kick**

Corner Spot

**Throw In**

**Penalty Kick**

