

THE SEASON — how a tournament runs

WHAT CHANGES FROM SQUAD RUSH

Group Stage is the same deck played as a league. Three things switch on:

- RATINGS matter — the number on every card.
- MIXED-NATION squads become legal (at a price).
- You don't race to 7 — you PLAY MATCHES with it and score goals. 2-4 managers, ~45 minutes.

THE MATCHDAY CYCLE (repeat × 3)

1. BUILD PHASE

Normal Squad Rush turns: draw, act, hand limit 9. Tackles, discipline and referees all work as usual.

2. THE FULL-TIME CALL

The first manager holding a legal 7 may call "FULL-TIME!" instead of GOOOAL. Every other manager then takes exactly TWO more turns.

3. MATCHES

Everyone locks their pitch. Each manager plays their left-hand neighbour (2P: head-to-head; 4P: two simultaneous matches). Score per page 2. Locked means LOCKED: no plays, no bookings, and no ⚡ INSTANT cards during resolution — only the match official can reopen a pitch.

4. RESET

Pitches stay. Hands stay. Shuffle the discard into the deck if it's thin. Next matchday begins with the manager who called FULL-TIME.

No legal 7 when matches start? You forfeit that matchday: recorded as an 0-2 loss.

SQUAD MATH — what your 7 is worth

DEFENSE = GK + both DEF
ATTACK = both MID + both FWD

Only the 7 in your legal formation count. Extra players parked on your pitch are worth nothing.

SQUAD RATINGS (every nation is identical)

GK 7 · DEF 8/6/6/5 · MID 9/7/6 · FWD 10/8/6

Best pure 7 = 55 total (Def 21 / Att 34).

Weakest legal 7 = 45 (Def 18 / Att 27).

SUPER SUB

Counts as rating 6 in whatever slot it fills.

CHEMISTRY PENALTY

Mixed squads are legal, but every nation beyond your first costs -1 from Defense AND -1 from Attack. Two nations = -1/-1. Three = -2/-2. (Super Subs are stateless: they add no nation.)

BOOKINGS BITE

A booked player plays at -1 rating. A player sent off is gone — if that breaks your 7 before matches, you're forfeiting. Guard the armband.

CAPTAIN'S ARMBAND & DERBY NIGHT

Both optional rules from the rulebook work in Group Stage unchanged. The Captain (your 10) shrugging a Yellow protects 1 point of Attack; Derby double-Tackles wreck squads mid-build.

SCORING THE MATCH

GOALS — the only formula in the game

$$\text{GOALS} = (\text{your ATTACK} - \text{their DEFENSE}) \div 3 \\ \text{round down} \cdot \text{minimum } 0$$

Both sides compute simultaneously. Higher goals wins. Equal goals is a draw — draws are real results, not failures.

LEAGUE POINTS

Win 3 pts · Draw 1 pt · Loss 0 · Forfeit 0 (0-2).

GOLDEN BOOT BONUS

Win a match with your nation's STAR (the 10) in your scoring 7: +1 league point. The star must have finished the match on the pitch, not sent off.

WORKED EXAMPLE

ERTEM (pure Norway): Målvaktsen GK7 · Barrikadesen 8 + Tundrasen 6 · Arkitektsen 9 + Snøfreser 7 · Fjordland 10 + Reinsdyrsen 8. Defense 7+8+6 = 21 · Attack 9+7+10+8 = 34.

RIVAL (Argentina + one Brazilian DEF): Def 7+8+6 = 21, Att 9+6+10+6(Sub) = 31, then chemistry -1/-1 → Defense 20, Attack 30.

Ertem scores $(34-20) \div 3 = 4.67 \rightarrow 4$ goals.

Rival scores $(30-21) \div 3 = 3.0 \rightarrow 3$ goals.

4-3: Ertem takes 3 pts +1 (Fjordland) = 4 pts, goal difference +1. Had the rival splashed in a THIRD nation (-2/-2): Attack 29, Defense 19 — Ertem scores 5, rival 2. Chemistry compounds.

MATCHDAY DRAMA — optional variant

Re-opens one crack in the locked pitch: after the official flips, each side may play exactly ONE \leq INSTANT from hand before goals are computed.

· VAR REVIEW: opponent's highest rating counts 0

· OFFSIDE!: opponent's top FWD adds no Attack

· PLAY ON: cancel the other instant OR the official's call (your choice)

Adds bluffing, slows resolution. Playtest both.

THE MATCH OFFICIAL

Before each match, flip 1 referee from the deck as the official. Their call warps that match only:

ADDED TIME	play a 2nd leg at once; aggregate score
VAR REVIEW	each side's single highest rating counts 0
OFFSIDE!	each side's top FWD adds no Attack
PLAY ON	chemistry penalties waived this match
SUBSTITUTION	each may swap 1 pitch card with hand
QUICK RESTART	both draw 2, may play 1 player, then score
SET PIECE	higher MID total gets +1 goal
THE WALL	both Defenses +3 (expect a 0-0 grind)
REVERSE	Attack defends: swap Att/Def totals
FULL-TIME WHISTLE	0-0, unless an Attack leads a Def by 6+: 1-0
OVERTURNED	bookings ignored; all play at full rating

THE GROUP TABLE

After Matchday 3, most league points lifts the cup.

TIEBREAK LADDER, in order

1. Goal difference (all matchdays)
2. Goals scored
3. Fewest own cards sent off
4. Sudden-death Squad Rush: first legal 7 wins, no GOOOAL call required.