

Green Boost Chips for Substitute Players

GREEN – Given to player that has NO triangle, circle, square, check HEAD or KICK symbols on his card.

1. The **green chip** can be given to **FORWARDS, MID-FIELDERS** and **DEFENDERS**.
2. The **green chip** is lost when the player is switched from primary to secondary.
3. The **green chip** is lost when the chip is played.
4. When played, the **green chip** adds **3 triangles** to Forwards. adds **3 triangles** or **3 squares** to Mid-Fielders. adds **3 squares** to Defenders.

Blue Boost Chips for Substitute Players

BLUE - Given to a player that has at least ONE triangle, circle, square, HEAD or KICK symbol on his card.

1. The **blue chip** can be given to **FORWARDS, MID-FIELDERS** and **DEFENDERS**.
2. The **blue chip** is lost when the player is switched from primary to secondary.
3. The **blue chip** is lost when the chip is played.
4. When played, the **blue chip** adds **6 triangles** to Forwards. adds **6 triangles** or **6 squares** to Mid-Fielders. adds **6 squares** to Defenders.

Red Boost Chips for Substitute Players

RED – Given to a Defender who substitutes for a Forward or to a Forward who subs for a Defender.

1. The **red chip** cannot be given to **MID-FIELDERS**.
2. The **red chip** cannot be lost due to a player's switching from primary to secondary role. Just switch it to another player of the same position.
3. The **red chip** is lost only when it is played.
4. When played, the **red chip** adds **6 triangles** to Forwards. adds **6 squares** to Defenders.

Other Uses for Boost Chips Green, Blue, Red




A **green, blue** or **red** chip, regardless of the position of the "chipped" player, can be used to

1. **SWITCH PLAYERS IN ANY BOX** either the team's own or the opponent's.
2. **WIN A SIDELINE BATTLE** (result 9 on the main chart) that a team would ordinarily lose.
3. **PREVENT A REBOUND SHOT** Instead of a shot, the defense gains possession.
4. **When played, the chip is lost.**




Clock Kill (Instead of Attack)

1. Ahead by 2 or more goals.
2. 20 minutes or less remaining.
3. "Attack" occurs.
4. Mark off two minutes time including that minute and the next.

Referee "Bias" toward Visiting Team Offense

FRIENDLY	NEUTRAL	HOSTILE
		
FRIENDLY	NEUTRAL	HOSTILE

Referee "Bias" toward Home Team Offense

FRIENDLY	NEUTRAL	HOSTILE
		
FRIENDLY	NEUTRAL	HOSTILE