

CHI FOOT MI

Author:
Alain Ollier

Illustrator:
Tony Rochon



RULES



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BEGINNER RULES (6 years +)

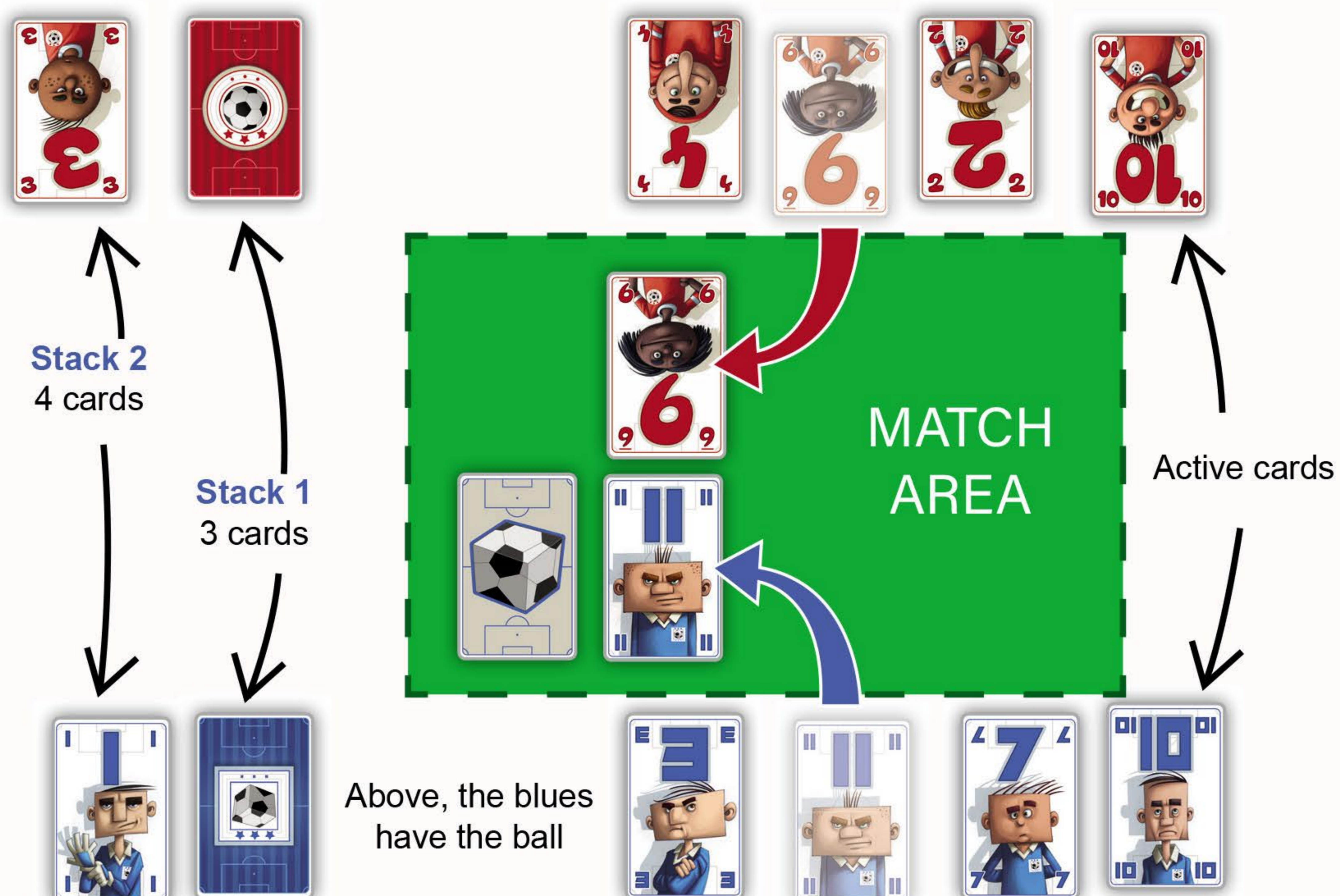


Video of the rules on www.les-tontons-joueurs.fr



SETTING UP (see card 2)

- 1- Take out the 6 «Dribble/Tackle» cards
- 2- Each player shuffles the 11 cards for their team and stacks them face down.
- 3- Turn over and lay out the first 4 cards (active cards).
- 4- Lay out the next 3 cards without turning them over (stack 1).
- 5- Turn over and lay out the remaining 4 cards in 1 pile face up (stack 2).
- 6- Throw the «ball» card in the air to determine which team will have the ball at the beginning of the game. For convenience, we will call the team that has the ball the «attacker» and the team that does not have the ball the «defender».





AIM OF THE GAME

Just a few more minutes to play...

The score is still 0 - 0.

Will you win by the end of the match or will you have to face the dreaded penalty shootout?



GAME ROUND

When both players have decided which active card they are going to play, they show it by placing their hands on them at the same time.

Then they place them in the match area.

Cards with the same action are placed so that they overlap.



RESOLUTION OF ACTIONS

1- If the attacker places a card equal to or higher than the defender's then they keep the ball for the next action.

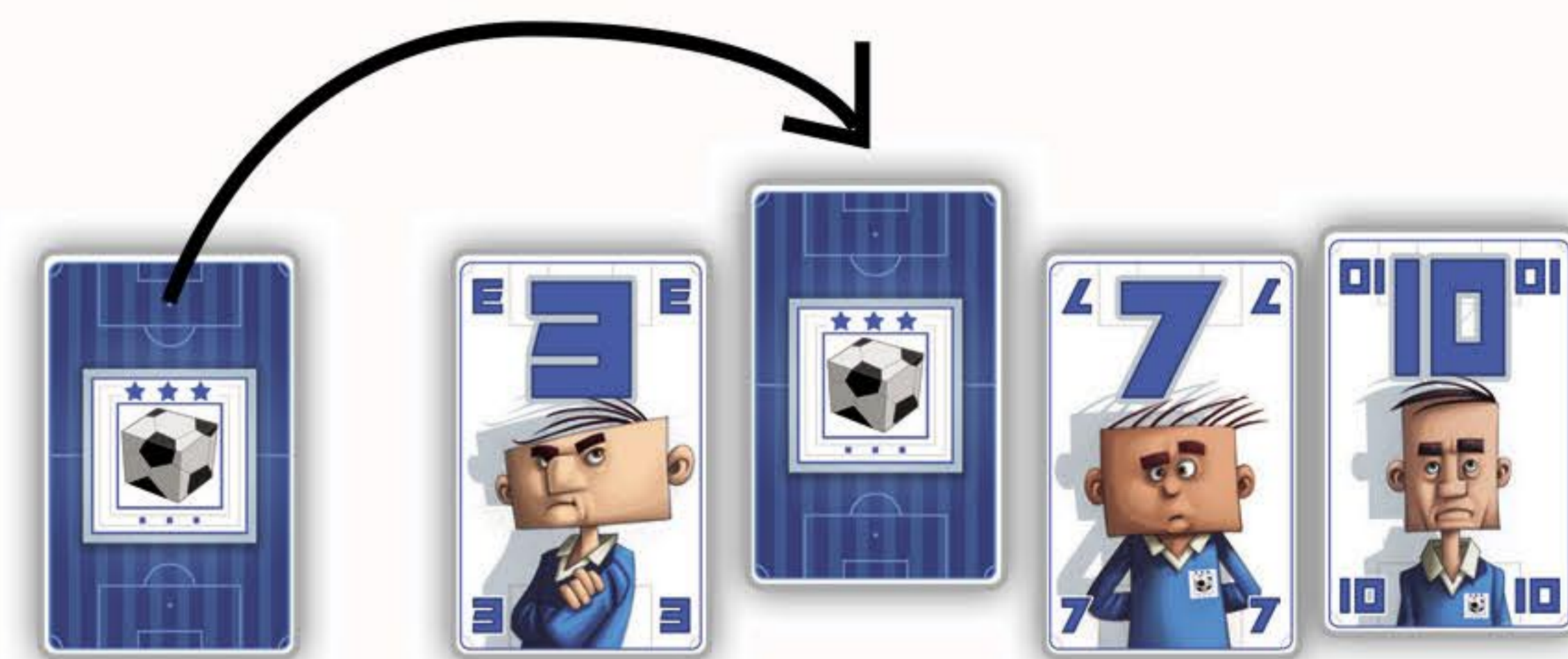
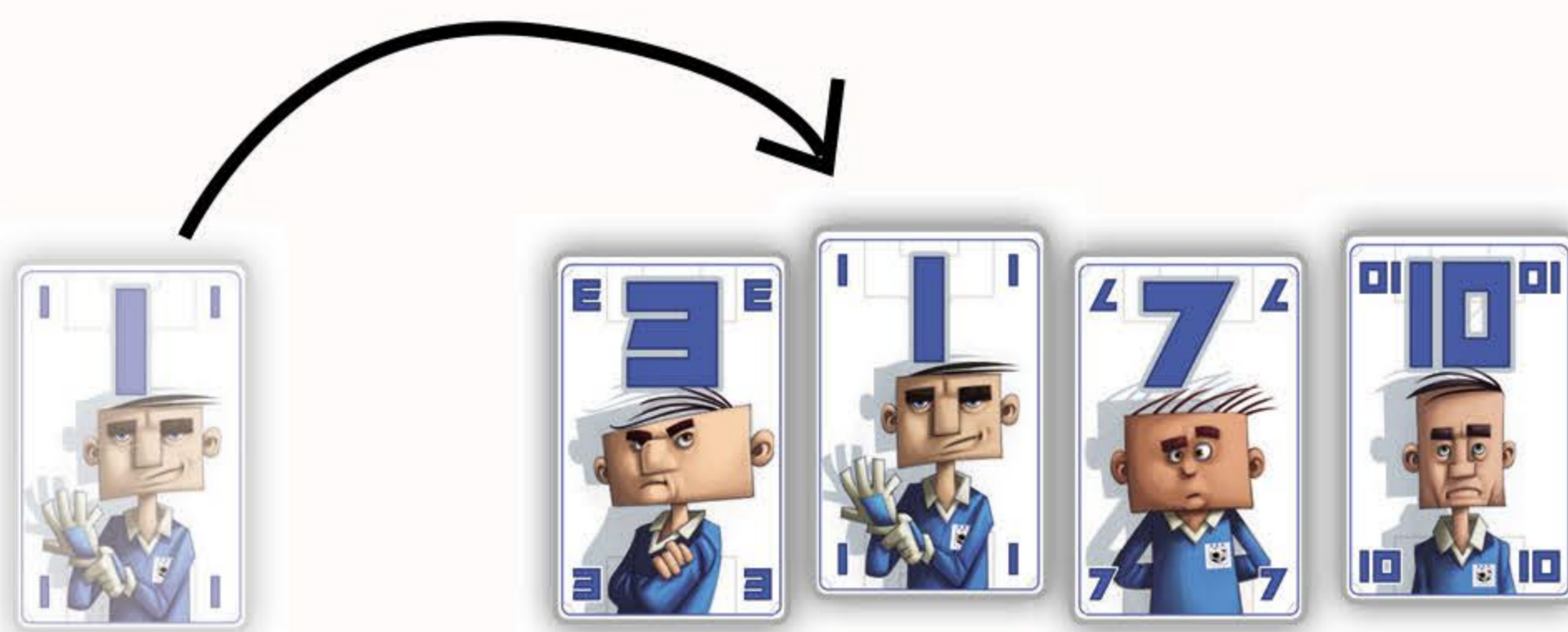
2- If the defender places a card higher than that of the attacker, the latter takes possession of the ball and becomes an attacker.

Each time a player takes the ball from their opponent, all the cards played in the action are gathered into a stack of their own.

3- On each turn, the players draw a card so that they have 4 active cards in front of them.

- Either the player takes the card at the top of their face-up draw pile and adds it face-up to the other active cards.

- Or the player takes the card from the top of their face-down draw pile. They take note of it and add it to the active cards face down.



SHOOTING: When a player has the ball and manages to keep it twice (**retention phase**), they shoot at the goal (**shooting phase**).

Shooting in «BEGINNER» mode: «CHIFOOTMI» shooting.

- The 2 players face each other with their forearms bent and their index fingers pointing to the sky. The attacker lowers their forearm while counting to 1, then raises it and lowers it while counting to 2, then raises it and lowers it again while counting to 3.

This time, however, they either direct it to the right or to the left, thus indicating where they will strike.

The defender playing the role of the goalkeeper must follow the rhythm of the shooter and makes the same movements at the same speed as the shooter, but for the last move they must decide whether to point to the right or to the left.

All the movements made are fast.

> If the defender goes to the same side as the attacker they stop the shot and reclaim possession the ball.

> If the defender goes the opposite way, it's a goal. The defender picks up the ball.

The last card played by the attacker is turned over to count the goal scored.

Example game underway:

Red leads 1 to 0



Example of sequencing in the retention phase:



Extra point: The player who has the ball after the last active card has been turned over will have the possibility to make a «chifootmi» shot by shooting to the right or left, even if they are not in the shooting phase.

FINAL PENALTY SHOOTOUT

In the event of a tie at the end of the match, the winning team is decided by penalty kicks.

Play the «ball» card to find out who will shoot first.

Rule for «chifootmi» penalties: identical to «chifootmi» shots but with 3 possibilities to score: right, center, left.

-The two teams each take five penalties.

-The penalties are taken alternately by each team.

-If after both teams have taken their five penalties, both have scored the same number of goals or have scored none, the shootout is continued in the same order by shooting alternately until one team has scored one goal more than the other at the end of the same number of attempts.

CHIFOOTMI AMATEUR RULES (Age 8+)

Add the «Dribble/Tackle» cards to your hand.

SETTING UP

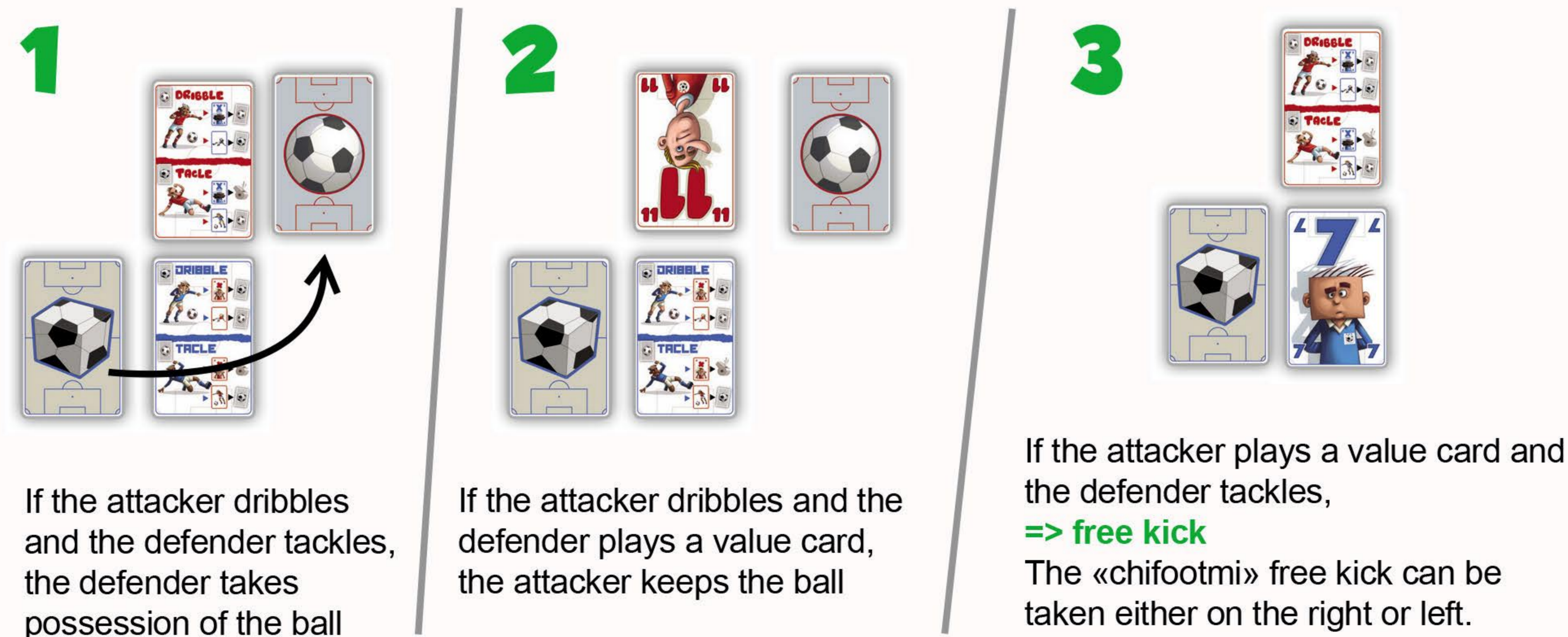
- Each player shuffles their team's 14 cards into a face-down deck.
- 3-Turn over and lay out the first 4 cards of the deck (active cards).
- 4- Lay out the following 3 cards next to them without turning them over (stack 1).
- 5- Turn the remaining 7 cards and place them next to them in 1 pile face up (stack 2).

«DRIBBLE/TACKLE» CARDS

If the attacker puts down the «Dribble/tackle» card, it means that the player is attempting to dribble to keep the ball.

If the defender puts down the «Dribble/Tackle» card, it means that the player is attempting a tackle to take back possession of the ball.

Resolving duels with «D/T» cards




SHOOTING IN «PRO LEVEL» MODE

In «pro level» mode, the «chifootmi» shot on goal is only used for a free kick, penalty or penalty shootout. When a player reaches the shooting phase following their 2 retention actions, they play the shot with the cards. To score, they must play a higher card than the defender's with a maximum difference of 3.

If the difference is greater than 3, they have shot above the goal and the ball passes to the opponent.

If the players play equal values, the shot is saved and the attacker keeps the ball for a new shot.

As in the retention phase, the defender recovers the ball if they play a higher card than that of the attacker.

If the attacker plays a value card and the defender tackles:

In the retention phase => A «chifootmi» free-kick can be taken to either the right or to the left.

In the shooting phase => A «chifootmi» penalty can be taken to either the right, left or centre



Pro +level, if you want, add one, two or three additional rules...


OFFSIDE

During the retention phase, if the attacker keeps the ball During the retention phase, if the attacker keeps the ball.


THE ONE TWO

In the retention phase, a player can make a one/two.

Example: The player has kept the ball with a value of 10. On the next turn, they play a card that is lower by one unit => 9. They can then make a one-two by immediately placing the value 10 card in front of the value 9 card.


COUNTER ATTACK

Regardless of the phase (retention or shooting), if the defender recovers the ball through a tackle (against a dribble), this allows the retention phase to be reduced to one action instead of two to move on to the shooting phase.



Author: Alain OLLIER

Illustrator: Tony ROCHON



Les Tontons Joueurs
Cressensat
63470 VERNEUGHEOL
www.les-tontons-joueurs.fr
info@lestontonsjoueurs.fr

