

# Instructions

# LOGacta 20

## Chart Soccer



## IMPORTANT

You do not need to read all these instructions before starting to play. It is suggested you read everything part by part, as you go on. For easy reference, the instructions are listed below.

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## **1. Basic Ideas**

LOGacta Chart Soccer was first released back in the 1970's. Since then the game of Association Football (or Soccer as it is sometimes known) has changed both in terms of the rules of the game and the structure of the competitions played around the world. I have revised and updated the original version but have tried to keep as true to it as possible in the hope we can bring joy to a new generation of players, just as it did with me back in the 70's

The LOGacta 20 Chart Soccer set is made up of:-

- 1 Season Diary
- 1 Set of 7 Special Dice
- 1 Dice Selector
- 1 Set of Cards Numbered 1-32
- 1 Domestic Competition Chart Book
- 8 Points Recorder Sheets
- 4 Goal Difference Recorder Sheets (1 sheet covers 2 Seasons)
- 1 International Competition Draw Book
- 1 International Competition Fixtures Book
- 1 Instruction leaflet

With these you will be able to organise and play a 20 team Super League for any club teams and LOGacta cup competitions based on:-

- The FA Cup
- The League Cup
- The Champions League
- The European Championships
- The World Cup

All competitions are played using special charts in the chart books, which give the details of every match. These are played by rolling dice – one for each team<sup>1</sup>, but there are 7 different ones, and the Dice Selector is used to pick the correct two. This compares the strength of the teams and gives home ground advantage when it applies. As soon as a match is played, its result is written in the Chart Book.

<sup>1</sup> There are some circumstances where a team will roll more than one dice for a game, for example form teams in the League and these will be explained in the instructions below.

You decide which teams you want to play with and altogether you have enough charts for 8 full seasons of Chart Soccer. You will be able to keep records, promote and relegate and watch the progress of your favourite teams.

There are no special rules for playing with 2 or more people. You will see that there are several activities to be done during play, which can be done by one or more participant. For example, reading out the fixtures and recording results fits together well for one person whilst another selects the dice and rolls them for each match. When playing cup competitions, one can record fixtures while the another makes the draw. In short you can divide the activities as you wish, but you will also be able to play on your own.

## 2. The LOGacta League

### 2.1 The Fixtures and Results Chart

This chart is used to determine the fixtures for each week of the 38-week season, creating 38 “matchsets” based on the teams selected. You will see from the chart there is space to write the names of each of the 20 teams and a letter is associated with each team from A to T.

The number indicated in the bottom right hand corner of the boxes of the chart identifies the week each fixture should be played, so for example the fixtures for week one are Team A v Team K, B v L, C v M etc. and then week two Team T v Team A, K v B, L v C etc. The colour coding is there to help find each week’s fixtures in the matrix, with Green being used for games 1 to 10, Blue for 11 to 19, Yellow for 20 to 29 and Orange for 30 to 38.

### 2.2 Starting the League – Matchsets 1-4; using the Points and Goal Difference Recorders

Once you have chosen your 20 teams and entered them on the Fixtures and Results Chart you can start the league. For the first few matchsets of the season no team has any “form” so all matches are played with the teams equal, but ground advantage is given to the home team, by using the Blue dice (home) against the Red dice (away). These 2 Dice are used for all games in matchsets 1-4 as indicated on the Dice Selector Chart. For the first 4 matchsets, this gives each team 2 games with home advantage and 2 away games without it. You will find that by the laws of chance, that after the first 4 matchsets some teams will have done very well, some middling and some poorly, giving us some “form” for the matches to come.

You can play matchset 1 now. Pick up the Blue and Red dice and start with the first fixture team A v team K and roll both dice together. When the dice come to rest, write the scores from the top face of the dice into the chart, making sure you enter the home team (Blue dice) score first. Then move on to B v L and repeat for all 10 fixtures finishing with J v T.

Take one of the Points Recorder sheets and enter “Season 1” in the top right-hand corner. Enter on the left-hand side in order from A to T, all the teams in your league. The numbers across the top are the matchsets 1-38. In each column, the **TOTAL** number of points gained by each team is kept up to date as the season progresses. As in real life, a team scores 3 points for a win, 1 point for a draw but nothing for a loss. Now you can play matchset 2, using the same dice. Start with team T v A and work through to team S v J. Enter each result as before and imagine the results from the first two matchsets are as shown in the table below. The Points Recorder is now brought up to date.

Matchset 1

Teams	Result
A v K	2-1
B v L	0-2
C v M	2-2
D v N	4-1
E v O	3-0
F v P	2-2
G v Q	2-1
H v R	2-1
I v S	1-0
J v T	0-2

Matchset 2

Teams	Result
T v A	2-1
K v B	2-1
L v C	1-1
M v D	4-2
N v E	0-3
O v F	1-2
P v G	2-2
Q v H	1-0
R v I	2-0
S v J	2-1

Points Recorder

	1	2	3 etc.
A	3	3	
B	0	0	
C	1	2	
D	3	3	
E	3	6	
F	1	4	
G	3	4	
H	3	3	
I	3	3	
J	0	0	
K	0	3	
L	3	4	
M	1	4	
N	0	0	
O	0	0	
P	1	2	
Q	0	3	
R	0	3	
S	0	3	
T	3	6	

Team A won their first game (3 points) but lost their second game meaning their total is still 3, this is entered as their total in column 2. Team B lost their first game and second game, so their points total is still 0. Team C drew both games meaning a total of 2 points after 2 games (1 point for each game). Team D also won their first game but lost their second meaning a total of 3 but Team E have won both their games giving them a total of 6. The totals are calculated for each team and written in the Points Recorder Chart. After 2 or 3 matchsets have been played you will find that filling in the Points Recorder becomes very quick and easy, especially if you ensure you have made two entries for each match completed. After each week you should check that you have an entry against each team to check you have not missed a match or made a mistake with your entries.

Repeat the process for matchsets 3 and 4 and when you have brought the Points Recorder up to date, you will be ready to draw up your first league table.

### 2.3 The Goal Difference Recorder

In the event of two teams having the same number of points when a league table is drawn up, league position is decided by "goal difference" with the team with the best difference given the higher placing in the league table. Goal difference is calculated by taking the score from each match and subtracting the oppositions score from the teams score. For example, using the table above, team A won the first game 2-1 giving them a goal difference of +1 (2 minus 1) but then lost the second game 1-2 giving them a goal difference of -1 (1 minus 2) giving them an overall goal difference of 0 (3 minus 3). The chart has been designed to capture the goal difference every 4 games, in line with the league table, so every 4 games it can be calculated and entered into the recorder. You could choose not to use this chart if you are not too concerned about exact league positions during the season but if points are tied at the end of the season, goal difference would decide overall positions and would need to be calculated for the whole season at that point!

## 2.4 League Table Chart

After 4 matchsets have been played, the first league table should be drawn up. From the Points Recorder Chart, scan down column 4 to find the team with the highest points total. Enter the leading team in position one of the League Table chart in the “4 matches” column. Looking down the Points Recorder again, find the team with the second highest total and enter them into position 2. Continue this until all 20 teams are entered. Where 2 or more teams have the same number of points you can either enter them in any position you choose (as the position will not affect the dice selection for the next round of matchsets) or use the Goal Difference Recorder (see section 2.3) to determine the order.

## 2.5 Matchsets 5-8; using the Dice Selector

For all future league matches, the dice are chosen according to the points difference between the two teams playing. For example, the first game in matchset 5 is A v M. Check column 4 on the Points Recorder Chart to see the number of points scored by teams A and M. Let’s imagine A have 3 points and M have 10 points. This is a 7-point advantage (10 minus 3) to the away team. Using the League Matches section of the Dice Selector Chart you will see that it has “Home Team Points Advantage” to the left and “Away Team Points Advantage” to the right. With a 7-point advantage to team M (the away team) you should see that the home team, A will play with the Red dice and the away team, M will play with the Blue dice. Continue this process for each match, recording the scores on the Fixtures and Results Chart and the total points on the Points Recorder Chart.

Later on in the season, much larger points differences will be found, but a quick check of the dice selector will show exactly which dice to use.

Continue playing through to matchset 8 when the next league table will be drawn up. You will notice that there is space for two numbers, the total points should be entered in the bottom right section of the box, the use for the other half is explained in section 2.6 below.

By now you will be getting the hang of the weekly league fixtures, don’t forget to keep an eye on the Season Timetable as by the time we have reached matchset 8, both the League Cup and the European Club Championships will also have started.

## 2.6 Matchsets 9 – 38; using the form dice

Compare the league table after matchset 8 with the one after matchset 4. You will notice there are two boxes to enter numbers, as mentioned in Section 2.5 above. In the left-hand box enter the difference in points between the first league table after 4 matchsets and the one after 8 matchsets. For example, if a team has 10 points after 8 matches and had 5 points after 4 matches, you should enter a “5” in the left-hand box. See the example below.

4 Matches	Pts	8 matches	Pts
United	5	United	5 / 10

The points difference should be calculated and written in the left-hand box for each team. Once this is complete, look for the team which have scored the most points between matchsets 4 and 8. There are a maximum of 12 points to be scored and a team from anywhere in the league could have achieved this. Whatever the highest points scored between matchsets 4 and 8 is, put this figure in the right-hand column below the league table in the section called “Form Teams”. In the left-hand column, you should put the team name or names, to indicated these are the “form” teams, heading into the next set of 4 matches. See the example below.

## Form Team(s)

City	12
Albion	12

The advantage of being a “form” team, is that for the team’s next 4 matches, the yellow dice is rolled for that team *together with* the dice chosen for the team in the normal way. The two scores are added together against the other teams single score. This gives the “form” team a great chance of having a long unbeaten run. If two form teams should happen to play each other, use the yellow dice for each team.

Each time the league table chart is drawn up, check it with the previous table to work out the form teams for each stage of the season, using the boxes beneath each column to enter the teams concerned.

For seasons 2-8 you may also choose to use the “Form” dice as described, in matchsets 1-8 only, for the teams that finished in the top 4 places of the league in the previous season and/or that wins the European Club Championships. In other words, there is a carry-over of form for a short period from the previous season, as you would expect in real life.

### 2.7 At the end of every season

After matchset 38, you will draw up a final league table. The top 4 teams in the league qualify for the European Club Championships in Season 2. The bottom 3 teams are relegated and 3 new teams should be chosen to be promoted to the LOGacta League. Enter the new list of 20 teams in the Fixtures and Results Chart for Season 2 and you will be all set for a new season of LOGacta Chart Soccer!

## 3. The LOGacta League Cup

### 3.1 General Note

This cup is open to all teams that play in the top 4 divisions of your chosen league. The LOGacta version has been shortened to keep the number of rounds and matches to a reasonable level. Rounds 1 and 2 have been left out (already played), but your favourite teams will be able to start in Round 3 because of the team selection method.

The draw for Round 3 is made after league matchset 2 and the matches are played after matchset 5. The timings for each round’s draw and ties are provided on the “Season Timetable” Chart.

Read through the notes on the LOGacta League Cup before starting to play, including those on the League Cup Chart, which describe what to do in the event of drawn games.

### 3.2 Choosing the teams for the Third Round

Turn to the LOGacta League Cup Chart for Season 1. Use the team table on the left to enter 32 teams for the draw. In the draw, each team is represented by a numbered card (1-32), which corresponds with their number on the list. The previous winner is always entered first as team 1. Then as the table says, choose 11 teams from the top division (for example the Premier League), 10 teams from the next division (for example the Championship), 6 from the next division (for example League 1) and 4 from the next division (for example League 2).

### 3.3 Making the draw for each round

Take the set of cards provided with the game shuffle them thoroughly and put the pack face down. Turn over the top card and check with the team table to see which team this is. Write this team's name on the left-hand side of the 'Third Round' table. This is the home team for the first tie of the round. Turn over the second card of the pack, check its number on the team table and write this team's name on the right-hand side of the 'Third Round' table. This will be the away team for the first tie. Continue drawing the cards until all 16 ties for the first round have been made and the team names are written into the 'Third Round' table. Once you have played the 'Third Round' you will have 16 clear winners and on the right-hand side of the 'Third Round' table you will see numbers 1-16 under the column headed 'T' (for ties). In the draw for the 'Fourth Round' the winner of the first tie from the 'Third Round' becomes team number 1 in the draw, the winner of the second tie card number 2 and so on to team 16. The draw for the 'Fourth Round' can then be made as before but using only cards 1-16 to give the 8 'Fourth Round' ties.

These in turn will give 8 clear winners for the draw for the 'Fifth Round' and only cards 1-8 will be used to give the 4 ties. The 'Fifth Round' will give 4 clear winners and only cards 1-4 are needed for the semi-final draw. As only 2 teams will remain after this, the draw for the Final tie will be obvious.

The Season Timetable Chart should be referred to regularly to make sure you have made the draws and played the ties at the correct point in the season.

### 3.4 Dice Selection

As in the LOGacta League, the two dice to be used are chosen using the Dice Selector Chart. The rating for each team is shown in the "ratings" column on the left-hand side of the League Cup Draw chart. All teams are rated according to their division in the selected league. You would expect a team from a higher division to beat a team from a lower division and the dice to be used reflect this. However, just as in real life, there is every chance of a major upset and 'giant killers' will emerge! When you are about to play a match, check back to the chart for the rating for each team, but in time you will be able to remember them especially as the number of teams gets smaller. The previous winners are always rated 1 irrespective of the division the team comes from.

Imagine the first tie of the round is a Premier League team (rated 1) against a League 2 team (rated 4). Look at the Dice Selector for "CUP TIES PLAYED WITH HOME TEAM GROUND ADVANTAGE". You will see that the home team will use the Green dice and the away team the Yellow dice. The numbers on these are such that Green should beat Yellow but there is always the chance of an upset! If the League 2 team had been drawn at home and the Premier League team away, the chart would call for the home team to use the Grey dice and the away team the Blue dice, thus improving the League 2 team's chance of a win. In the League Cup all matches are played using the above selection method with the exception of the Final. The dice for this tie is decided by the "CUP TIES PLAYED ON NEUTRAL GROUND" section of the dice selector.

### 3.5 Playing the matches and entering the results

The method of entering the results depends upon the situation. As in the LOGacta league, both dice can normally be rolled together, although in key matches, like semi-finals and finals, it is even more exciting to roll each dice separately. If a clear win for either team is shown, then enter it in the League Cup chart as shown below.

City		3 v 2		United
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In the 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> rounds, if the tie is drawn after 90 minutes, the tie moves straight to a penalty shoot-out. In this situation, both teams roll the Green dice to determine how many penalties (out of 5) they



scored. If the tie is decided after 5 penalties each, the scores should be entered in the chart as shown below.

City	5	2 v 2	3	United
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If both teams score the same number of penalties with the green dice, the tie moves to 'sudden death' where the yellow dice is rolled alternately until a winner emerges, with the total number of penalties scored entered in the chart.

The Semi-Finals are played over two legs, home and away, with the winner being the team with the best score on 'aggregate', that is, after adding the scores of the two ties together. In the example below, City beat United 2-1 on aggregate.

City	1 / 1	v	1 / 0	United
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If the scores are level on aggregate after two legs, extra time is played, and the Yellow dice is rolled for both teams and the score added to the second leg score. If a winner emerges after extra time, the chart should be completed as shown below, with 'AET' written in to show the tie was decided 'After Extra Time'

City	1 / 2	AET v	1 / 1	United
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If scores are still level after extra time, then the tie moves to a penalty shootout, with both teams rolling the Green dice to determine how many penalties (out of 5) they scored. If the tie is decided after 5 penalties each, the scores should be entered in the chart as shown below.

City	1 / 1	PENS 4 v 1	1 / 1	United
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As with the penalty shootouts in the previous rounds, if both teams score the same number of penalties with the green dice, the tie moves to 'sudden death' where the yellow dice is rolled alternately until a winner emerges, with the total number of penalties scored entered in the chart.

The Final is played as a single tie on a neutral venue, with extra time and penalties played, if necessary. Scores should be entered as shown above.

The winners should be entered as Team 1 in the chart for next year's competition.

## 4. The LOGacta Association Cup

### 4.1 General Note

This cup is open to all clubs registered in the selected association and includes "non-league" teams. The LOGacta version has been shortened to keep the number of matches to a reasonable level. Rounds 1, 2 and 3 have been left out (already played) but your favourite teams will be able to start in the 'Fourth Round' because of the team selection method. The draw for Round 4 should be made after matchset 14

and matches played after matchset 19. The timings for each round's draw and ties are provided on the "Season Timetable" Chart.

Read through the notes on the LOGacta Association Cup before starting to play, including those on the Association Cup Chart, which describe what to do in the event of drawn games.

#### 4.2 Choosing the teams for the Fourth Round

Turn to the LOGacta Association Cup Chart for Season 1. Use the team table on the left to enter 32 teams for the draw. In the draw, each team is represented by a numbered card (1-32), which corresponds with their number on the list. The previous winner is always entered first as team 1. Then as the table says, choose 11 teams from the top division (for example the Premier League), 9 teams from the next division (for example the Championship), 5 from the next division (for example League 1), 5 from the next division (for example League 2) and 1 non-league team.

#### 4.3 Making the draw for each round

Take the set of cards provided with the game, shuffle them thoroughly and put the pack face down. Turn over the top card and check with the team table to see which team this is. Write this team's name on the left-hand side of the 'Fourth Round' table. This is the home team for the first tie of the round. Turn over the second card of the pack, check its number on the team table and write this team's name on the right-hand side of the 'Fourth Round' table. This will be the away team for the first tie. Continue drawing the cards until all 16 ties for the first round have been made and the team names written into the 'Fourth Round' table.

Once you have played the 'Fourth Round' you will have 16 clear winners and on the right-hand side of the 'Fourth Round' table you will see numbers 1-16 under the column headed 'T' (for ties). In the draw for the 'Fifth Round' the winner of the first tie from the 'Fourth Round' becomes team number 1 in the draw, the winner of the second tie card number 2 and so on to team 16. The draw for the 'Fifth Round' can then be made as before but using only cards 1-16 to give the 8 'Fifth Round' ties.

These in turn will give 8 clear winners for the draw for the 'Quarter Finals' and only cards 1-8 will be used to give the 4 ties. The 'Quarter Finals' will give 4 clear winners and only cards 1-4 are needed for the semi-final draw. As only 2 teams will remain after this, the draw for the Final tie will be obvious.

The Season Timetable Chart should be referred to regularly to make sure you have made the draws and played the ties at the correct point in the season.

#### 4.4 Dice Selection

As in the LOGacta League, the two dice to be used are chosen using the Dice Selector Chart. The rating for each team is shown in the "ratings" column on the left-hand side of the Association Cup Draw chart. All teams are rated according to their division in the selected league. You would expect a team from a higher division to beat a team from a lower division and the dice to be used reflect this. However, just as in real life, there is every chance of a major upset and 'giant killers' will emerge! When you are about to play a match, check back to the team table for the rating for each team, but in time you will be able to remember them, especially as the number of teams gets smaller. The previous winners are always rated 1 irrespective of the division the team comes from.

Imagine the first tie of the round is a Premier League team (rated 1) against a League 2 team (rated 4). Look at the Dice Selector for "CUP TIES PLAYED WITH HOME TEAM GROUND ADVANTAGE". You will see that the home team will use the Green dice and the away team the Yellow dice. The numbers on these are such that Green should beat Yellow but there is always the chance of an upset! If the League 2 team had been drawn at home and the Premier League team away, the chart would call for the home team to use the Grey dice and the away team the Blue dice, thus improving the League 2 team's chance of a win.

In the Association Cup all matches are played using the above selection method with the exception of the Semi-Finals and Final. The dice for these ties is decided by the “CUP TIES PLAYED ON NEUTRAL GROUND” section of the dice selector.

#### 4.5 Playing the matches and entering the results

The method of entering the results depends upon the situation. As in the LOGacta league, both dice can normally be rolled together, although in key matches, like semi-finals and finals, it is even more exciting to roll each dice separately. If a clear win for either team is shown, then enter it in the Association Cup chart as shown below.

City		3 v 2		United
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In the 4<sup>th</sup> round, if the tie is drawn after 90 minutes, a replay is played. Whilst in real life this would usually happen 10 days or so later, to enable the draw for the next round to be made, replays should be played straight away. In this scenario, the away team becomes the home team and takes home advantage with the dice selector. If the replay is drawn after 90 minutes, extra time is played by rolling the yellow dice for each team and adding that to the 90 minutes result.

If a winner emerges after extra time, the chart should be completed as shown below, with ‘AET’ written in to show the tie was decided ‘After Extra Time’

City		AET 3 v 2		United
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If scores are still level after extra time, then the tie moves to a penalty shootout, with both teams rolling the Green dice to determine how many penalties (out of 5) they scored. If the tie is decided after 5 penalties each, the scores should be entered in the chart as shown below.

City	2	PENS 5 v 3	2	United
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If both teams score the same number of penalties with the green dice, the tie moves to ‘sudden death’ where the yellow dice is rolled alternately until a winner emerges, with the total number of penalties scored entered in the chart.

Fifth and Sixth round ties are played as single matches with home ground advantage. If the tie is level after 90 minutes, extra time is played and if still level after extra time, the tie is decided by a penalty shoot-out.

Semi Finals and the Final are played as single ties at neutral venues, with extra time played if the scores are level after 90 minutes. If scores are still level after extra time, the tie is decided by a penalty shoot-out.

The winners should be entered as Team 1 in the chart for next year’s competition.

## 5. European Club Championships Competition

### 5.1 General Note

This competition is played every season, with the draw for the Group Stages done after league matchset 4. The timings for each round's draw and ties are provided on the "Season Timetable" Chart. This cup is open to all European Club teams, selection of the teams is up to you to choose but the chart does indicate for the first 16 teams, the countries that the teams should be chosen from and the ratings for those teams. Teams 17-24 will have a rating of 3 and teams 25-32 a rating of 4. The ratings will be used to determine the dice to be rolled for each tie as shown on the dice selector.

### 5.2 Choosing Teams

As mentioned in 5.1 the choice of teams is up to the player. A schedule of the top teams in each country is listed in section 8 below if you need a hand with picking them.

### 5.3 Making the Draw – Group Stage

Once you have chosen the 32 teams to compete, the numbered cards should be split into 4 "Pots" i.e. numbers 1-8 in Pot 1, 9-16 in Pot 2, 17-24 in Pot 3 and 25-32 in Pot 4. The cards in each pot should be well shuffled. The teams in Pot 1 are "seeded" and therefore avoid each other in the draw. The cards from Pot 1 should be drawn, one at a time, and each team placed as team A in groups A-H on the European Club Championships Group Stage Draw Chart. You should then take the cards for Pot 2, drawing them one at a time and placing them as team B in each group. Pot 3 cards should be drawn next, placing the teams in position C and finally Pot 4 cards should be drawn, placing the teams in position D.

**In the Group stage, teams from the same country should not be drawn in the same group, so if this happens while making the draw, the card should be returned to the Pot and another card drawn.**

The ratings of teams in Pots 1 and 2 are noted on the draw chart, Teams in Pot 3 should be Rated 3, and teams in Pot 4, rated 4.

Once the draw is complete, the team names and ratings should be transferred to the European Club Championships Group Stage chart in the International Competition Fixtures Chart Book.

### 5.4 Dice selection

The timing of the fixtures for the European Club Championships are noted on the "Season Timetable" Chart, with the first Group stage fixtures taking place after matchset 7.

The fixtures are determined by the fixtures chart, with the numbers in the top right-hand corner of the grid, denoting the order the games are played. For example, in the chart below, the first fixtures will be City at home to Sporting and Athletic at Home to Borussia, with the second fixtures being Sporting at home to Athletic and Borussia at home to City.

Team rating			AWAY			
	HOME		A	B	C	D
1	A	CITY		1	4	6
2	B	SPORTING	5		2	4
3	C	ATHLETICO	3	6		1
4	D	BORUSSIA	2	3	5	

To select the correct dice to use for the ties, look at the ratings of the home and away teams. In the example above the first fixture is City (rated 1) versus Sporting (rated 2). On the Dice Selector Chart look at

the section “CUP TIES PLAYED WITH HOME TEAM ADVANTAGE” and it shows City (the home team) will use the Blue dice and Sporting (the away team) will use the Grey dice. For the second match Athleticco (rated 3) play Borussia (rated 4) and the Dice Selector chart shows Athleticco will use the Blue dice and Borussia the Grey dice.

### 5.5 Recording results – Group Stage

Once the dice have been rolled for the first matches, the scores should be entered into the grid as shown below.

Team rating			AWAY				
	HOME		A	B	C	D	
1	A	CITY		2-0 <sup>1</sup>		4	6
2	B	SPORTING	5			2	4
3	C	ATHLETICO	3	6			1-2 <sup>1</sup>
4	D	BORUSSIA	2	3		5	

The remaining Group Stage matches should be played in line with the dates shown on the “Season Timetable” Chart and once all games are complete, the final league table should be drawn up as shown below.

Team rating			AWAY											
	HOME		A	B	C	D	W	D	L	Pts	F	A	D	Pos
1	A	CITY		2-0 <sup>1</sup>	3-0 <sup>4</sup>	4-1 <sup>6</sup>	5	0	1	15	14	4	+10	1
2	B	SPORTING	1-0 <sup>5</sup>		1-0 <sup>2</sup>	2-0 <sup>4</sup>	4	1	1	13	8	4	+4	2
3	C	ATHLETICO	1-3 <sup>3</sup>	2-2 <sup>6</sup>		1-2 <sup>1</sup>	0	2	4	2	6	13	-7	4
4	D	BORUSSIA	1-2 <sup>2</sup>	0-2 <sup>3</sup>	2-2 <sup>5</sup>		1	1	3	4	6	13	-7	3

In this example City win the Group so qualify for the Round of 16 as Group Winners. Their name should be placed on the European Club Championships Knock Out Stages Chart in the relevant box. Sporting also qualify as Group Runners-Up and their name should also be entered onto the European Club Championships Knock Out Stages Chart.

In the event of two teams having the same number of points in the Group stage, their final position in the Group is determined by the following rules. If the first rule still results in a tie, the second rule is applied and so on down the list until the two teams can be separated.

1. Points in head to head matches among the tied teams
2. Goal difference in head to head matches among the tied teams
3. Goals scored in head to head matches among the tied teams
4. Away goals scored in head to head matches among the tied teams
5. Goal difference in all Group matches
6. Goals scored in all group matches
7. Away goals scored in all group matches
8. Wins in all Group matches
9. Away wins in all Group matches

## 10. Team ranking

Once all Groups have been decided and the 16 qualifying teams entered into the European Club Championships Knock Out Stages Chart, you are ready to make the draw for the Knock Out Stage.

### 5.6 Making the draw – Knock Out Stages

To make the draw, you should take the cards numbered 1-16 and split them into two pots, one for the Seeded teams (1-8) and one for the Unseeded teams (9-16).

The Seeded teams should be drawn first, and each team name placed on the right-hand side of the Round of 16 table. Ties are played over 2 legs with the Seeded team playing the second leg at home. The Unseeded teams should then be drawn. As with the Group stages, teams from the same country should not be drawn against each other for the Round of 16 and they should not be drawn against a team they faced in the Group stages. To enable this, the Unseeded team cards should be reviewed before each one is drawn, removing any cards that fit the criteria above. For example, let's assume the eight Group winners were drawn as shown below

<b>CITY</b>		v		
<b>PARIS</b>		v		
<b>AMSTERDAM</b>		v		
<b>MOSCOW</b>		v		
<b>BORUSSIA</b>		v		
<b>MADRID</b>		v		
<b>MUNICH</b>		v		
<b>ROME</b>		v		

In the Unseeded teams there will be Sporting, who City played in the Group stage, and let's assume a second English Club, United had also finished runners up in their Group. To draw City's opponents, the card for Sporting and for United should be removed from the unseeded pot before making the draw. Then for Paris, any French teams' cards should be removed from the pot, along with the team that finished runners up in Paris' Group in the Group stage, before making the draw. This should be continued until all 8 ties have been drawn and ensures no team is facing a team from their own country or a team they played in the Group stage.

For the Quarter Final draw, there are no seedings and no restriction on the teams that can face each other. Cards numbered 1-8 should be used, with the number of the Round of 16 tie denoting the team's number in the Quarter Final draw, i.e., the winners of the first Round of 16 tie will be number 1, winners of the second tie number 2 and so on.

For the Semi Final draw, the same rules apply using cards numbered 1-4, the number corresponding with the Quarter Final tie.

### 5.7 Recording results – Knock Out Stages

Ties for the knockout stages, with the exception of the Final, are played over two legs so each team will have home advantage in one leg. Dice are selected based on the team ratings used in the Group stages, the winner being the team with the best score on 'aggregate', that is, after adding the scores of the two ties together, as shown in the example below

INTER	1 / 1	2 v 4	1 / 3	CITY
-------	----------	-------	----------	------

If the aggregate score after two legs is level, the "away goal rules" applies. This means that goals scored by the away team in both legs are doubled, to arrive at the score. In the example below, City go through on the "away goals rule" as their away goal is doubled to give an aggregate "score" of 4-3.

INTER	3 / 0	3 v 4	1 / 2	CITY
-------	----------	-------	----------	------

If, after applying the away goals rule the scores are still level, extra time is played by rolling the yellow dice for both teams and adding this to the total score and the result entered as shown below.

INTER	1 / 1	AET 2 v 3	1 / 1	CITY
-------	----------	--------------	----------	------

If scores are still level after extra time, then the tie moves to a penalty shootout, with both teams rolling the Green dice to determine how many penalties (out of 5) they scored. If the tie is decided after 5 penalties each, the scores should be entered in the chart as shown below.

INTER	1 / 1	PENS 3 v 5	1 / 1	CITY
-------	----------	---------------	----------	------

If both teams score the same number of penalties with the green dice, the tie moves to 'sudden death' where the yellow dice is rolled alternately until a winner emerges, with the total number of penalties scored entered in the chart.

The Final is played as a single match at a neutral venue, with extra time played if the scores are level after 90 minutes. If scores are still level after extra time, the tie is decided by a penalty shoot-out.

The winners of the European Club Championship automatically qualify for the following seasons competition, their name should be placed in the Draw chart in position number 1.

## 6. The European Championships

### 6.1 General Note

This competition is played every 4 seasons and should be played after Season 2 and Season 6, as shown on the "Season Timetable" Chart.

This Championship is open to all European national teams and it is up to you to choose the 32 teams to compete. The ratings to be used for each team is shown in the list in Section 8 below. This rating will confirm the dice to be rolled for each tie as shown on the dice selector. One nation should be selected as the “Host” and they will be allocated a rating of 1, regardless of their rating shown in Section 8 below.

### 6.2 Choosing Teams

As mentioned in 6.1 the choice of teams is up to the player. A schedule of all eligible teams and their associated ratings are listed in section 8 below if you need a hand with picking them. Teams should be entered in order of their rating with teams rated 1 at the top, then the 2’s and so on down to teams rated 6.

### 6.3 Making the Draw – Group Stage

Once you have chosen the 32 teams to compete and written their names and rating on the European Championships Group Stage Draw Chart, the numbered cards should be split into 4 “Pots” i.e., numbers 1-8 in Pot 1, 9-16 in Pot 2, 17-24 in Pot 3 and 25-32 in Pot 4. The cards in each pot should be well shuffled. The teams in Pot 1 are “seeded” and therefore avoid each other in the draw. Card number 1 is for the host team, they should be placed as Team A in Group A. The rest of the cards from Pot 1 should be drawn, one at a time, and each team placed as team A in groups B-H on the Chart. You should then take the cards for Pot 2, drawing them one at a time and placing them as team B in each group. Pot 3 cards should be drawn next, placing the teams in position C and finally Pot 4 card should be drawn, placing the teams in position D. Once all Groups have been drawn, the team names should be written into the European Championships Group Fixtures Chart.

### 6.4 Dice selection

The timing of the fixtures are determined by the fixtures chart, with the numbers in the top right-hand corner of the grid, denoting the order the games are played. All matches are played at neutral venues so the dice for all matches should be those as indicated under the “CUP TIES PLAYED ON NEUTRAL GROUND” section of the Dice Selector Chart. For example, two Rated 1 teams playing each other will both roll the Blue dice. For each match, two dice will be rolled, with the exception of a Rated 1 team playing a Rated 6 team, where the Rated 1 team will roll both the Green and Yellow dice to determine their score and the Rated 6 team, just the Yellow dice.

### 6.5 Recording results – Group Stage

As with the European Club Championships, the matrix for each Group shows the order the games should be played. Each team plays three games and once all games are complete the league table should be drawn up, as shown below, to see which sides have qualified for the Knock-Out Stages.

Team rating			AWAY											
	HOME		A	B	C	D	W	D	L	Pts	F	A	D	Pos
1	A	ENGLAND		1-0 <sup>1</sup>		4-1 <sup>3</sup>	3	0	0	9	7	1	+6	1
2	B	DENMARK			1-0 <sup>3</sup>		1	1	1	4	2	2	0	2
3	C	WALES	0-2 <sup>2</sup>			2-1 <sup>1</sup>	1	0	2	3	2	4	-2	3
3	D	HUNGARY		1-1 <sup>2</sup>			0	1	2	1	3	7	-4	4



In the event of two teams having the same number of points in the Group stage, their final position in the Group is determined by the following rules. If the first rule still results in a tie, the second rule is applied and so on down the list until the two teams can be separated.

1. Points in head to head matches among the tied teams
2. Goal difference in head to head matches among the tied teams
3. Goals scored in head to head matches among the tied teams
4. Goal difference in all the Group matches
5. Goals scored in all the Group matches
6. Highest ranking team in the World rankings

#### 6.6 Making the Draw – Knock Out Stages

The Winners and Runners Up in each Group qualify for the Knock-out Stages. Each team should be entered into the Round of 16 Chart according to which Group they qualified from and which place they finished. In the Example above, assuming this was Group A, England would play in Match 1 with the Runners Up from Group B and Denmark would play in Match 5, against the winners of Group B.

The draws for the Quarter Finals onwards are pre-determined by the number of the Match, for example Match 9 will be the Winners of Match 1 versus the Winners of Match 2. The full schedule of the draws for the Knock-Out Stages are shown on the Chart.

#### 6.7 Recording Results – Knock Out Stages

All matches in the Knock Out Stage are single ties at neutral venues with extra time played if the scores are level after 90 minutes. If scores are still level after extra time, the tie is decided by a penalty shoot-out.

## 7. The World Cup

### 7.1 General Note

This competition is played every 4 seasons and should be played after Season 4 and Season 8, as shown on the “Season Timetable” Chart.

This Championship is open to all national teams and it is up to you to choose the 32 teams to compete, though each Confederation should be represented in the following numbers.

Europe – 13 Teams

South America – 5 Teams

Africa – 5 Teams

Asia – 4 Teams

North/Central America – 3 Teams

Oceania – 1 Team

The ratings to be used for each team is shown in the list in Section 8 below. This rating will confirm the dice to be rolled for each tie as shown on the dice selector. One nation should be selected as the “Host” and they will be allocated a rating of 1, regardless of their rating shown in Section 8 below.

### 7.2 Choosing Teams

As mentioned in 7.1 the choice of teams is up to the player. A schedule of all eligible teams and their associated ratings are listed in section 8 below if you need a hand with picking them.

### 7.3 Making the Draw – Group Stage

Once you have chosen the 32 teams to compete and written their names and rating on the World Cup Group Stage Draw Chart, the numbered cards should be split into 4 “Pots” based on the team’s rankings. Pot 1 should contain numbers 1-7 and number 15 as these will be the Seeded Teams, highlighted in Green on the World Cup Draw chart. Card number 1 is for the host team, they should be placed as Team A in Group A. The rest of the cards from Pot 1 should be drawn, one at a time, and each team placed as team A in groups B-H on the Chart. You should then take the cards for Pot 2, drawing them one at a time and placing them as team B in each group. Pot 3 cards should be drawn next, placing the teams in position C and finally Pot 4 card should be drawn, placing the teams in position D. Once all Groups have been drawn, the team names should be written into the World Cup Group Fixtures Chart.

**Teams from the same confederation should not be in the same Group, with the exception of Europe, where two European teams can be in the same Group. If you draw a card which puts teams from the same Confederation in the same Group, (allowing for the rule for European clubs) you should redraw a different card.**

#### 7.4 Dice selection

The timing of the fixtures are determined by the fixtures chart, with the numbers in the top right-hand corner of the grid, denoting the order the games are played. All matches are played at neutral venues so the dice for all matches should be those as indicated under the “CUP TIES PLAYED ON NEUTRAL GROUND” section of the Dice Selector Chart, for example, two Rated 1 teams playing each other will both roll the Blue dice. For each match, two dice will be rolled, with the exception of a Rated 1 team playing a Rated 6 team, where the Rated 1 team will roll both the Green and Yellow dice to determine their score and the Rated 6 team, just the Yellow dice.

#### 7.5 Recording results – Group Stage

As with the European Championships, the matrix for each Group shows the order the games should be played. Each team plays three games and once all games are complete the league table should be drawn up, as shown in the European Championships section above, to see which sides have qualified for the Knock-Out Stages.

In the event of two teams having the same number of points in the Group stage, their final position in the Group is determined by the following rules. If the first rule still results in a tie, the second rule is applied and so on down the list until the two teams can be separated.

1. Goal difference in all Group matches
2. Goals scored in all Group matches
3. Points in head to head matches among the tied teams
4. Goal difference in head to head matches among the tied teams
5. Goals scored in head to head matches among the tied teams
6. Drawing of lots (hopefully it would never come to this!)

#### 7.6 Making the Draw – Knock Out Stages

The Winners and Runners Up in each Group qualify for the Knock-out Stages. Each team should be entered into the Round of 16 Chart according to which Group they qualified from and which place they finished in the same way as the European Championships worked.

The draws for the Quarter Finals onwards are pre-determined by the number of the Match, for example Match 9 will be the Winners of Match 1 versus the Winners of Match 2. The full schedule of the draws for the Knock-Out Stages are shown on the Chart.

#### 7.7 Recording Results – Knock Out Stages

All matches in the Knock Out Stage are single ties at neutral venues with extra time played if the scores are level after 90 minutes. If scores are still level after extra time, the tie is decided by a penalty shoot-out.

## 8. UK team listing

<b>List of English Premier League &amp; Football League Clubs (92)</b>	
<b>Premier Division (20)</b>	<b>Championship (24)</b>
Arsenal	AFC Bournemouth
Aston Villa	Barnsley
Brighton & Hove Albion	Birmingham City
Burnley	Blackburn Rovers
Chelsea	Brentford
Crystal Palace	Bristol City
Everton	Cardiff City
Fulham	Coventry City
Leeds United	Derby County
Leicester City	Huddersfield Town
Liverpool	Luton Town
Manchester City	Middlesbrough
Manchester United	Millwall
Newcastle United	Norwich City
Sheffield United	Nottingham Forest
Southampton	Preston North End
Tottenham Hotspur	Queens Park Rangers
West Bromwich Albion	Reading
West Ham United	Rotherham United
Wolverhampton Wanderers	Sheffield Wednesday
	Stoke City
	Swansea City
	Watford
	Wycombe Wanderers
<b>League 1 (24)</b>	<b>League 2 (24)</b>
Accrington Stanley	Barrow AFC
AFC Wimbledon	Bolton Wanderers
Blackpool	Bradford City
Bristol Rovers	Cambridge United
Burton Albion	Carlisle United
Charlton Athletic	Cheltenham Town
Crewe Alexandra	Colchester United
Doncaster Rovers	Crawley Town
Fleetwood Town	Exeter City
Gillingham	Forest Green Rovers
Hull City	Grimsby Town
Ipswich Town	Harrogate Town
Lincoln City	Leyton Orient
Milton Keynes Dons	Mansfield Town
Northampton Town	Morecambe
Oxford United	Newport County
Peterborough United	Oldham Athletic
Plymouth Argyle	Port Vale
Portsmouth	Salford City
Rochdale	Scunthorpe United
Shrewsbury Town	Southend United
Sunderland	Stevenage
Swindon Town	Tranmere Rovers
Wigan Athletic	Walsall

## 9. International Team Rankings

### 9.1 List of leading European Clubs (by Country of Origin)

<b>Albania</b>		
Skenderbeu	Partizani Tirana	KF Tirana
<b>Andorra</b>		
Inter Club d'Escaldes	FC Santa Coloma	UE Engordany
<b>Armenia</b>		
Alashkert FC	FC Ararat Yerevan	
<b>Austria</b>		
Red Bull Salzburg	Rapid Wien	Sturm Graz
<b>Azerbaijan</b>		
Qarabag	Neftchi Baku	
<b>Belarus</b>		
Bate Borisov	Dinamo Minsk	
<b>Belgium</b>		
Club Brugge	RSC Anderlecht	Standard Liege
<b>Bosnia and Herzegovina</b>		
HSK Zrinjski Mostar	Celik Zenica	FK Sarajevo
<b>Bulgaria</b>		
Ludogorets Razgrad	CSKA Sofia	Lokomotiv Plovdiv
<b>Croatia</b>		
Dinamo Zagreb	Hajduk Split	Rijeka
<b>Cyprus</b>		
APOEL Nicosia	Apollon Limassol	
<b>Czech Republic</b>		
Viktoria Plzen	Sparta Prague	Slovan Liberec
<b>Denmark</b>		
FC Copenhagen	Brondby	
<b>England</b>		
Liverpool	Manchester United	Manchester City
Chelsea	Leicester City	Tottenham Hotspur
<b>Estonia</b>		
Flora Tallinn	FC Infonet	
<b>Faroe Islands</b>		
Vikingur Gota	B36 Torshavn	
<b>Finland</b>		
HJK Helsinki	Inter Turku	
<b>France</b>		
Paris Saint Germain	Olympique Lyonnais	Olympique Marseille
AS Monaco	Lille	
<b>Georgia</b>		
Dinamo Tbilisi	Torpedo Kutaisi	
<b>Germany</b>		
Borussian Dortmund	Bayern Munich	Bayer Leverkusen
Werder Bremen	FC Koln	FC Schalke 04
<b>Gibraltar</b>		
Lincoln Red Imps FC		
<b>Greece</b>		
Olympiacos	AEK Athens	Panathinaikos
<b>Hungary</b>		
Ferencvaros	MTK Budapest	

<b>Iceland</b>		
Valur	KR Reykjavik	
<b>Israel</b>		
Hapoel Be'er Sheva	Maccabi Tel Aviv	
<b>Italy</b>		
Juventus	Inter Milan	AC Milan
AS Roma	SS Lazio	ACF Fiorentina
<b>Kazakhstan</b>		
FC Astana	Shakhter Karagandy	
<b>Kosovo</b>		
FC Feronikeli		
<b>Latvia</b>		
Ventspils	Riga FC	
<b>Lithuania</b>		
FK Zalgiris		
<b>Luxembourg</b>		
F91 Dudelange		
<b>Macedonia Republic (FYR)</b>		
Rabotnicki		
<b>Malta</b>		
Valetta FC		
<b>Moldova</b>		
Sheriff Tiraspol		
<b>Montenegro</b>		
FK Mladost Podgorica		
<b>Netherlands</b>		
PSV Eindhoven	AFC Ajax	Feyenoord
<b>Northern Ireland</b>		
Crusaders FC	Ballymena United	
<b>Norway</b>		
Rosenborg	Viking Stavanger	
<b>Poland</b>		
Legia Warszawa	Lech Poznan	Wisla Krakow
<b>Portugal</b>		
Benfica	FC Porto	Sporting Lisbon
<b>Republic of Ireland</b>		
Limerick	Shamrock Rovers	Bohemians
<b>Romania</b>		
Dinamo Bucuresti	Steau Bucuresti	
<b>Russia</b>		
CSKA Moscow	Zenit Saint Petersburg	Spartak Moscow
<b>San Marino</b>		
SP Tre Penne		
<b>Scotland</b>		
Celtic	Rangers	Aberdeen
<b>Serbia</b>		
Crvena Zvezda	Partizan Belgrade	
<b>Slovakia</b>		
Slovan Bratislava	MSK Zilina	
<b>Slovenia</b>		
Olimpija Ljubjana	NK Maribor	
<b>Spain</b>		
Barcelona	Real Madrid	Athletico Madrid
Seville FC	Valencia	Athletic Bilbao

<b>Sweden</b>		
Malmö FF	IFK Göteborg	
<b>Switzerland</b>		
FC Basel	Grashopper Club Zürich	
<b>Turkey</b>		
Besiktas	Fenerbahçe	Galatasaray
<b>Ukraine</b>		
Dynamo Kyiv	Shakhtar Donetsk	
<b>Wales</b>		
The New Saints FC		

Ratings based on World Rankings at 1/1/2021

<b>8.2 List of Nations for European Championships and Recommended Ratings (55)</b>		
<b>Rating 1 (6)</b>	<b>Rating 2 (10)</b>	<b>Rating 3 (12)</b>
Spain England France Belgium Portugal Italy	Denmark Ukraine Netherlands Germany Switzerland Sweden Poland Wales Croatia Austria	Czech Republic Romania Republic of Ireland Serbia Russia Turkey Slovakia Northern Ireland Iceland Norway Scotland Hungary
<b>Rating 4 (6)</b>	<b>Rating 5 (8)</b>	<b>Rating 6 (13)</b>
Greece Slovenia Montenegro Finland Bosnia and Herzegovina North Macedonia	Cyprus Albania Armenia Georgia Luxembourg Israel Belarus Bulgaria	Liechtenstein Gibraltar Faroe Islands Andorra San Marino Kosovo Malta Moldova Latvia Lithuania Kazakhstan Azerbaijan Estonia

AFC (Asia)			
<a href="#">Afghanistan</a> (6)	<a href="#">Indonesia</a> (6)	<a href="#">Malaysia</a> (6)	<a href="#">Singapore</a> (6)
<a href="#">Australia</a> (3)	<a href="#">Iran</a> (3)	<a href="#">Maldives</a> (6)	<a href="#">Sri Lanka</a> (6)
<a href="#">Bahrain</a> (5)	<a href="#">Iraq</a> (5)	<a href="#">Mongolia</a> (6)	<a href="#">Syria</a> (5)
<a href="#">Bangladesh</a> (6)	<a href="#">Japan</a> (3)	<a href="#">Myanmar</a> (6)	<a href="#">Tajikistan</a> (6)
<a href="#">Bhutan</a> (6)	<a href="#">Jordan</a> (5)	<a href="#">Nepal</a> (6)	<a href="#">Thailand</a> (6)
<a href="#">Brunei Darussalam</a> (6)	<a href="#">Korea DPR(N. Korea)</a> (6)	<a href="#">Oman</a> (5)	<a href="#">Timor-Leste</a> (6)
<a href="#">Cambodia</a> (6)	<a href="#">Korea Rep (S. Korea)</a> (3)	<a href="#">Pakistan</a> (6)	<a href="#">Turkmenistan</a> (6)
<a href="#">China PR</a> (5)	<a href="#">Kuwait</a> (6)	<a href="#">Palestine</a> (6)	<a href="#">United Arab Emirates</a> (5)
<a href="#">Chinese Taipei</a> (6)	<a href="#">Kyrgyzstan</a> (5)	<a href="#">Philippines</a> (6)	<a href="#">Uzbekistan</a> (5)
<a href="#">Guam</a> (6)	<a href="#">Laos</a> (6)	<a href="#">Qatar</a> (4)	<a href="#">Vietnam</a> (5)
<a href="#">Hong Kong</a> (6)	<a href="#">Lebanon</a> (5)	<a href="#">Saudi Arabia</a> (5)	<a href="#">Yemen</a> (6)
<a href="#">India</a> (6)	<a href="#">Macau</a> (6)		
CAF (Africa)			
<a href="#">Algeria</a> (3)	<a href="#">Egypt</a> (3)	<a href="#">Madagascar</a> (5)	<a href="#">Seychelles</a> (6)
<a href="#">Angola</a> (6)	<a href="#">Equatorial Guinea</a> (6)	<a href="#">Malawi</a> (6)	<a href="#">Sierra Leone</a> (6)
<a href="#">Benin</a> (5)	<a href="#">Eritrea</a> (6)	<a href="#">Mali</a> (4)	<a href="#">Somalia</a> (6)
<a href="#">Botswana</a> (6)	<a href="#">Ethiopia</a> (6)	<a href="#">Mauritania</a> (6)	<a href="#">South Africa</a> (5)
<a href="#">Burkina Faso</a> (4)	<a href="#">Gabon</a> (5)	<a href="#">Mauritius</a> (6)	<a href="#">South Sudan</a> (6)
<a href="#">Burundi</a> (6)	<a href="#">Gambia</a> (6)	<a href="#">Morocco</a> (3)	<a href="#">Sudan</a> (6)
<a href="#">Cameroon</a> (3)	<a href="#">Ghana</a> (4)	<a href="#">Mozambique</a> (6)	<a href="#">Eswatini</a> (6)
<a href="#">Cape Verde</a> (5)	<a href="#">Guinea</a> (5)	<a href="#">Namibia</a> (6)	<a href="#">Tanzania</a> (6)
<a href="#">Central African Republic</a> (6)	<a href="#">Guinea-Bissau</a> (6)	<a href="#">Niger</a> (6)	<a href="#">Togo</a> (6)
<a href="#">Chad</a> (6)	<a href="#">Ivory Coast</a> (4)	<a href="#">Nigeria</a> (3)	<a href="#">Tunisia</a> (3)
<a href="#">Comoros</a> (6)	<a href="#">Kenya</a> (6)	<a href="#">Rwanda</a> (6)	<a href="#">Uganda</a> (5)
<a href="#">Congo</a> (5)	<a href="#">Lesotho</a> (6)	<a href="#">São Tomé and Príncipe</a> (6)	<a href="#">Zambia</a> (5)
<a href="#">Congo DR</a> (4)	<a href="#">Liberia</a> (6)	<a href="#">Senegal</a> (2)	<a href="#">Zimbabwe</a> (6)
<a href="#">Djibouti</a> (6)	<a href="#">Libya</a> (6)		
CONCACAF (North America, Central America and the Caribbean)			
<a href="#">Anguilla</a> (6)	<a href="#">Cayman Islands</a> (6)	<a href="#">Guyana</a> (6)	<a href="#">Saint Kitts and Nevis</a> (6)
<a href="#">Antigua and Barbuda</a> (6)	<a href="#">Costa Rica</a> (4)	<a href="#">Haiti</a> (5)	<a href="#">Saint Lucia</a> (6)
<a href="#">Aruba</a> (6)	<a href="#">Cuba</a> (6)	<a href="#">Honduras</a> (4)	<a href="#">Saint Vincent &amp; the Grenadines</a> (6)
<a href="#">Bahamas</a> (6)	<a href="#">Curaçao</a> (5)	<a href="#">Jamaica</a> (3)	<a href="#">Suriname</a> (6)
<a href="#">Barbados</a> (6)	<a href="#">Dominica</a> (6)	<a href="#">Mexico</a> (1)	<a href="#">Trinidad and Tobago</a> (6)
<a href="#">Belize</a> (6)	<a href="#">Dominican Republic</a> (6)	<a href="#">Montserrat</a> (6)	<a href="#">Turks and Caicos Islands</a> (6)
<a href="#">Bermuda</a> (6)	<a href="#">El Salvador</a> (5)	<a href="#">Nicaragua</a> (6)	<a href="#">United States</a> (2)
<a href="#">British Virgin Islands</a> (6)	<a href="#">Grenada</a> (6)	<a href="#">Panama</a> (5)	<a href="#">US Virgin Islands</a> (6)
<a href="#">Canada</a> (5)	<a href="#">Guatemala</a> (6)	<a href="#">Puerto Rico</a> (6)	
CONMEBOL (South America)			
<a href="#">Argentina</a> (1)		<a href="#">Ecuador</a> (4)	
<a href="#">Bolivia</a> (5)		<a href="#">Paraguay</a> (3)	
<a href="#">Brazil</a> (1)		<a href="#">Peru</a> (2)	
<a href="#">Chile</a> (2)		<a href="#">Uruguay</a> (1)	
<a href="#">Colombia</a> (2)		<a href="#">Venezuela</a> (3)	

**OFC (Oceania)**[American Samoa](#) (6)[Fiji](#) (6)[New Caledonia](#) (6)[New Zealand](#) (6)[Papua New Guinea](#) (6)[Samoa](#) (6)[Solomon Islands](#) (6)[Tahiti](#) (6)[Tonga](#) (6)[Vanuatu](#) (6)