

# LOFT: The Simulation Game

For the general rules of the sport of Loft, as well as a complete history, go to [www.thesportofloft.com](http://www.thesportofloft.com).

## **SIMULATION GAME PLAYING RULES**

1) Two dice of different colors or sizes and a printed scoresheet will be necessary to play. Choose two teams to go head-to-head; one will be the visiting team, the other will be the home. The home team begins stage one with a trigger kick to the visitors, and play alternates from there until each team has had the chance for five advancing plays off trigger kicks.

2) Roll the dice and combine them to achieve a dice result, reading the darker or larger die first. During stage one, you will generally use one of two charts to determine the result of the play. One is for use before a graze is achieved, and one is for use afterward. There is also a chart for noble attempts if a team needs it and one to resolve short send situations. Numbers in parentheses (+2, +1, +5) tell you how many potentials are scored on the play.

3) During stage two, a team performing trigger kicks to the opponent must choose whether to try a normal or risky kick.

4) Letters in parentheses (A+, A, C) tell you the distance of the conversion or penalty kick. Sometimes the result of a kick will change due to the length.

5) To resolve stage three, use the appropriate chart. If BOTH teams must dodge, the team with the highest dice total dodges the longest and wins the round. In case of a tie, dodge again.

6) Take note of fouls and rare plays as they occur by rolling the dice again and using the appropriate chart.

# Loft scoresheet

ROUND ONE	Stage one: Potentials scored					Stage two: Reals scored					Stage three: Dodge time required	Round winner
V												
H												
ROUND TWO	Stage one: Potentials scored					Stage two: Reals scored					Stage three: Dodge time required	Round winner
V												
H												
ROUND THREE	Stage one: Potentials scored					Stage two: Reals scored					Stage three: Dodge time required	Round winner
V												
H												
ROUND FOUR	Stage one: Potentials scored					Stage two: Reals scored					Stage three: Dodge time required	Round winner
V												
H												
ROUND FIVE	Stage one: Potentials scored					Stage two: Reals scored					Stage three: Dodge time required	Round winner
V												
H												
ROUND SIX	Stage one: Potentials scored					Stage two: Reals scored					Stage three: Dodge time required	Round winner
V												
H												
ROUND SEVEN	Stage one: Potentials scored					Stage two: Reals scored					Stage three: Dodge time required	Round winner
V												
H												

### STAGE ONE

*Place a check mark in a team's box when they have successfully notched a graze.*

### STAGE TWO

*Place an X in the box when a team fails to convert their potentials on the play. When they do, write the number of reals they've scored in the box. Place another X if the other team wipes out those points.*

*The home team always kicks to the visitors to begin stage one.*

*V – visitors    H - home*

## STAGE ONE GAMEPLAY

Before a graze is achieved (A graze is achieved on a shaded result)			
11	SEND good! (+2) A diving catch!	41	An attempt at a noble fails!
12	SEND good! (+2) Sent from the corner of the field!	42	Advancer steps outside a loft line, the play is blown dead
13	SEND good! (+2) Tipped by the fenceman but caught!	43	The trigger kick is misplayed, play over!
14	SEND good! (+2) A high, arcing send!	44	The trigger kick is misplayed, play over!
15	SEND good! (+2) The advancer leaps over a rolling tackle to make the send!	45	No score, send is too long
16	SEND good! (+2) A long strike!	46	No score, send is too short (If fenceman has been sent off, the send is GOOD)
21	SEND good! (+2) A short strike!	51	No score, send is tipped and can't be caught
22	SEND good! (+2) The ball is sent as the advancer is taken down hard!	52	No score, send is broken up by an obstructor
23	SEND good! (+2) The ball is bobbled and caught!	53	No score, send is wide (If fenceman has been sent off, the send is GOOD)
24	SEND good! (+2) A desperate strike is caught!	54	No score, send is way wide (If fenceman has been sent off, the send is GOOD)
25	SEND good! (+2) A long range strike is perfect!	55	No score, send is way long
26	SEND good! (+2) An easy short strike!	56	No score, banker can't get to the send (If fenceman has been sent off, the send is GOOD)
31	SEND good! (+2) Struck from mid-range!	61	No score, the send is broken up
32	Obstructor is struck! (+1)	62	No score, the advancer is taken down
33	Obstructor is struck! (+1)	63	No score, the ball is misplayed – great defense!
34	Obstructor steps outside a loft line, play on! (+1) <i>Results of 43 and 65 off the second roll become result #45)</i>	64	No score, the ball is misplayed
35	A short send is put back into play! (Home team ahead and on the advance on last play: send hit long, no good)	65	No score, the ball is misplayed (If fenceman has been sent off, the send is GOOD)
36	Roll again and use RARE PLAY chart!	66	Roll again and consult the FOUL chart!

## STAGE ONE GAMEPLAY

After a graze is achieved			
11	SEND good! (+2) Banker makes a diving catch!	41	No score, send is long
12	SEND good! (+2) Sent from the corner!	42	No score, send is short (If fenceman has been sent off, the send is GOOD)
13	SEND good! (+2) A high, arcing send!	43	No score, send is broken up by the fenceman
14	SEND good! (+2) The ball is sent as the advancer is taken down hard!	44	No score, send is wide (If fenceman has been sent off, the send is GOOD)
15	SEND good! (+2) A line drive send is caught!	45	No score, send is way wide
16	SEND good! (+2) A long send!	46	No score, banker can't get to the send (If fenceman has been sent off, the send is GOOD)
21	SEND good! (+2) A short send!	51	No score, advancer is taken down
22	SEND good! (+2) Sent from mid-range!	52	No score, send is tipped by the obstructor
23	SEND good! (+2) The obstructor is juked, advancer gets wide open to make the send!	53	No score, send is broken up (If fenceman has been sent off, the send is GOOD)
24	Obstructor is struck! (+1)	54	No score, advancer is taken down
25	Obstructor is struck! (+1)	55	No score, ball misplayed – great defense!
26	Obstructor steps outside loft line, roll again (+1) <i>Results of 64 and 65 off the second roll become result #44)</i>	56	No score, ball misplayed – miscommunication!
31	Short send put back into play!	61	No score, ball misplayed
32	Roll again and use RARE PLAY chart!	62	No score, ball misplayed
33	An attempt at a noble fails!	63	Bad kick, kick again (1 potential for other team!)
34	Advancer steps outside loft line, play over	64	The keeper scores a pierce! Play over!
35	Kick misplayed, play over – pierce!	65	The keeper scores a pierce! Play over!
36	Kick misplayed, play over – pierce!	66	Roll again and consult the FOUL chart!

## RARE PLAYS

11-22	Noble attempt is GOOD! (+5)	43-46	Send is caught, banker falls out, is ruled in, it's good!
23-24	A send attempt is BLOCKED!	51-54	Long, long send is good!
25-33	Obstructor catches a strike against him! He gets a penalty kick!	55-61	Ball sent off first touch, it's good!
34-36	Send is dropped!	62-64	A huge collision puts both the advancer and obstructor on the turf!
41-42	Banker breaks too early on a send, crosses white stripe, play is blown dead!	65-66	Fantastic leap by the fenceman knocks down the send!

<b>Stage One: TEAM GOING FOR A NOBLE</b>			<b>Before a graze is achieved</b>
11	Attempt at a noble is GOOD!	41	No score, the advancer is taken down
12	Attempt at a noble is GOOD! (Purge noble: no good)	42	No score, the ball is misplayed – great defense!
13	Attempt at a noble is GOOD! (Purge noble: no good)	43	No score, the ball is misplayed
14	Attempt at a noble is GOOD! (Purge noble: no good)	44	No score, the ball is misplayed (If fenceman has been sent off, the send is GOOD)
15	Obstructor steps outside a loft line, play on! (+1) (Purge noble: no good)	45	No score, the ball is misplayed
16	A short noble attempt is caught by the fenceman and put back into play!	46	Roll again and consult the FOUL chart! (Purge noble: no good)
21	A short noble attempt is caught by the fenceman and put back into play!	51	No score, the ball is misplayed
22	A short noble attempt is caught by the fenceman and put back into play!	52	No score, the ball is misplayed
23	Advancer steps outside a loft line, the play is blown dead	53	No score, the ball is misplayed
24	The trigger kick is misplayed, play over!	54	No score, the ball is misplayed
25	Attempt at a noble is just inches over the banker's leap!	55	No score, the ball is misplayed
26	Banker makes a diving try but the noble is no good!	56	No score, the ball is misplayed
31	Banker can't hang onto the attempt! (If fenceman has been sent off, the send is GOOD)	61	No score, the ball is misplayed
32	The kick is just short! (If fenceman has been sent off, the send is GOOD)	62	No score, the ball is misplayed
33	The kick is long!	63	No score, the advancer whiffs the kick!
34	The kick is short!	64	No score, the advancer attempts a miracle kick back over his shoulder!
35	The kick is tipped! (If fenceman has been sent off, the send is GOOD)	65	No score, the kick is skied and goes nowhere.
36	The kick is broken up!	66	No score, the play is broken up as soon as it begins.

<b>Stage one: TEAM GOING FOR A NOBLE / PURGE NOBLE</b>			<b>After a graze is achieved</b>
11	Attempt at a noble is GOOD!	41	No score, the ball is misplayed (If fenceman has been sent off, the send is GOOD)
12	Attempt at a noble is GOOD! (Purge noble: no good)	42	No score, the ball is misplayed
13	Obstructor steps outside a loft line, play on! (+1) (Purge noble: no good)	43	Roll again and consult the FOUL chart! (Purge noble: no good)
14	A short noble attempt is caught by the fenceman and put back into play!	44	No score, the ball is misplayed
15	A short noble attempt is caught by the fenceman and put back into play!	45	No score, the ball is misplayed
16	A short noble attempt is caught by the fenceman and put back into play!	46	No score, the ball is misplayed (Purge noble: Pierce, fenceman floats the ball past everyone!)
21	Advancer steps outside a loft line, the play is blown dead	51	No score, the ball is misplayed
22	The trigger kick is misplayed, play over – pierce!	52	No score, the ball is misplayed
23	The trigger kick is misplayed, play over – pierce!	53	No score, the ball is misplayed
24	Banker can't hang onto the attempt! (If fenceman has been sent off, the send is GOOD)	54	No score, the ball is misplayed (Purge noble: Pierce, fenceman floats the ball past everyone!)
25	The kick is just short! (If fenceman has been sent off, the send is GOOD)	55	No score, the ball is misplayed (Purge noble: Pierce, fenceman floats the ball past everyone!)
26	The kick is long!	56	No score, the ball is misplayed
31	The kick is short!	61	No score, the advancer whiffs the kick!
32	The kick is tipped! (If fenceman has been sent off, the send is GOOD)	62	No score, the advancer attempts a miracle kick back over his shoulder!
33	The kick is broken up!	63	No score, the kick is skied and goes nowhere.
34	No score, the advancer is taken down	64	No score, the play is broken up as soon as it begins.
35	No score, the ball is misplayed – great defense!	65	The keeper scores a pierce! Play over!
36	No score, the ball is misplayed	66	The keeper scores a pierce! Play over!

<b>RARE PLAYS</b>			
11-22	Noble attempt is GOOD! (+5)	43-46	Send is caught, banker falls out, is ruled in, it's good!
23-24	A send attempt is BLOCKED!	51-54	Long, long send is good!
25-32	Obstructor catches a strike against him! He gets a penalty kick!	55-61	Ball sent off first touch, it's good!
33-36	Send is dropped!	62-64	A huge collision puts both the advancer and obstructor on the turf!
41-42	Banker breaks too early on a send, crosses white stripe, play is blown dead!	65-66	Fantastic leap by the fenceman knocks down the send!

## SHORT SEND PUT BACK INTO PLAY AFTER FENCEMAN INTERCEPTION

11	+2 The banker makes diving catch!	41	Catch isn't made, it's just long
12	+2 The banker makes a sliding catch!	42	Catch isn't made, it's just wide
13	+2 The banker makes a leaping catch!	43	Catch isn't made, it's broken up
14	+2 The banker takes ball away from obstructor!	44	Catch isn't made, it's broken up
15	+2 The banker gets wide open!	45	Catch isn't made, fenceman makes a bad throw
16	+2 The obstructor slips!	46	No throw – The fenceman steps outside his stripe!
21	+2 The banker jukes an obstructor!	51	Catch isn't made, tipped by an obstructor
22	+2 The banker runs the length of the field!	52	Catch isn't made, fenceman makes a rushed throw
23	+2 The throw is caught just in bounds!	53	Catch isn't made, it's almost intercepted
24	+2 The banker bobbles it but has it!	54	No throw – the fenceman takes too long!
25	+2 A short throw is caught!	55	Catch isn't made, it's short
26	+2 A long throw is caught!	56	Catch isn't made, it's wide
31	+2 The defense is caught napping!	61	Catch isn't made, it's way long
32	+2 Fenceman makes a perfect throw between obstructors!	62	The throw is intercepted – penalty kick!
33	Catch is made, +2	63	Catch isn't made, the banker slips
34	Catch is made, +2	64	Catch isn't made, miscommunication
35	Catch is made, +2	65	Catch isn't made
36	Catch isn't made, the throw is just short	66	The throw is intercepted – penalty kick!. (C)

## STAGE TWO GAMEPLAY - Normal kick

11	Long strike is caught (A+)	41	Short strike is caught (C)
12	Long strike is caught (A) Beautiful strike!	42	FOUL!
13	Long strike is caught (A) Obstructor guesses wrong!	43	FOUL!
14	Mid-range strike is caught, nice fake by the advancer!	44	Long strike is no good, too long
15	Mid-range strike is caught, perfect strike!	45	Long strike is no good, too short
16	Mid-range strike is caught, struck to the sideline!	46	Long strike is no good, it goes wide
21	Mid-range strike is caught, great pattern!	51	Long strike is no good, broken up
22	Mid-range strike is caught, tight defense is to no avail!	52	Mid-range strike is no good, off target
23	Mid-range strike is caught	53	Mid-range strike is no good, poorly struck
24	Mid-range strike is caught	54	Mid-range strike is no good, short
25	Mid-range strike is caught, obstructor guesses wrong!	55	Mid-range strike is no good – dropped!
26	Mid-range strike is caught (A)	56	Short strike is no good, too long
31	Short strike is caught (C) Fenceman plays it very safe!	61	Short strike is no good, poorly struck
32	Short strike is caught (C) Poor strike, good recovery!	62	Short strike is no good, great defense
33	Short strike is caught (C) Jump ball!	63	Short strike is no good, tipped
34	Short strike is caught (C)	64	Intercepted - penalty kick!
35	Short strike is caught (C)	65-66	Kick misses! Roll again. *
36	Short strike is caught (C)		

## STAGE TWO GAMEPLAY - Risky kick

11	Long strike is caught! (A) Great sliding catch!	41	Mid-range strike is no good, bad communication
12	Long strike is caught! (A+) Diving catch!	42	Mid-range strike is no good, way too long
13	Mid-range strike is caught! Great strike!	43	Mid-range strike is no good, just inches short
14	Mid-range strike is caught! Sliding catch!	44	Short strike is no good, just wide
15	Mid-range strike is caught! Through the obstructor's hands!	45	Short strike is no good, obstructor anticipates it perfectly
16	Mid-range strike is caught! Obstructor dives, comes up short!	46	Short strike is no good
21	Mid-range strike is caught!	51	Intercepted! Penalty kick!(C)
22	Mid-range strike is caught, obstructor guesses wrong!	52	Intercepted! Penalty kick!
23	Short strike is caught (C) Fenceman plays it very safe!	53	Misplayed by the fenceman, play over!
24	Short strike is caught (C) Nice pattern by advancer!	54-66	Kick misses! Roll again. *
25	Short strike is caught (C)		
26	Short strike is caught (C)		
31	FOUL!		
32	FOUL!		
33	Long strike is no good		
34	Long strike is no good		
35	Long strike is no good		
36	Mid-range strike is no good		

\* If a black-shaded result is then achieved, a mid-range strike is caught.  
 If a SECOND trigger kick misses during this play and a black or gray-shaded result is then achieved, a mid-range strike is caught.  
 If a THIRD trigger kick misses during this play, the opponent gets a penalty kick from the target circle (A+).

## STAGE TWO GAMEPLAY - Team attempting a noble

The team performing the trigger kick chooses whether to attempt a normal or risky kick; use this chart for both.

11	The attempt at a noble is CAUGHT!		41	Noble fails
12	The attempt at a noble is CAUGHT! (On a RISKY KICK: Roll again, ball is intercepted on 11-31)		42	Noble fails
13	The attempt at a noble is CAUGHT!		43	Noble fails
14	Strike from the fenceman is intercepted		44	Noble fails
15	Strike from the fenceman is intercepted		45	Noble fails
16	Trigger kick misses	(Roll again and subtract 4 from the result, if keeper misses again, subtract 10. If he misses a third time, the opponent gets a penalty kick (A+))	46	Noble fails
21			51	Noble fails, struck errantly
22			52	Noble fails, blocked by the obstructor!
23	Noble fails (RISKY KICK: Kick misses)		53	Noble fails, advancer never gets to the ball
24	Noble fails (RISKY KICK: Kick misses)		54	Noble fails, advancer never gets to the ball
25	FOUL!		55	Noble fails, advancer never gets to the ball
26	Noble fails by inches!		56	Noble fails, advancer never gets to the ball
31	Noble fails – banker leaps, can't get it!		61	Noble fails, advancer never gets to the ball
32	Noble fails – banker dives to no avail!		62	Noble fails, advancer never gets to the ball
33	Noble fails – so close!		63	Noble fails, advancer never gets to the ball
34	Noble fails – a hard strike just misses!		64	Noble fails, advancer never gets to the ball
35	Noble fails		65	Noble fails, advancer never gets to the ball
36	Noble fails		66	Noble fails, advancer never gets to the ball

## CONVERSION KICKS AND PENALTY KICKS

11	Caught! The banker leaps for it and has it!	41	Caught out of bounds, no good!
12	Caught! The banker makes a diving catch!	42	No good - Just inches too high! (A+: Caught!)
13	Caught! Drilled hard and caught!	43	No good - Inches wide! (A+: Caught!)
14	Caught! Tipped by the fenceman but caught!	44	No good - Wide! (A+: Caught!)
15	Caught! Bobbled but the banker holds on!	45	No good - Short! (A+: Caught!)
16	Caught! Beautiful arcing chip shot!	46	No good - Tipped! (A+: Caught!)
21	Caught! Nice catch!	51	No good - Broken up! (A: Caught!)
22	Caught! Banker just barely keeps on the stripe!	52	No good - Bad kick! (A: Caught!)
23	Caught!	53	No good - Way off target! (A: Caught!)
24	Caught!	54	No good - Caught but out of bounds! (A: Caught!)
25	Caught!	55	No good (A: Caught!)
26	Caught!	56	No good (no fenceman because of begin sent off: good)
31	Caught!	61	No good (no fenceman because of begin sent off: good)
32	Caught (C: no good!)	62	No good (no fenceman because of begin sent off: good)
33	Caught (C: no good!)	63	No good (no fenceman because of begin sent off: good)
34	Caught (C: no good!)	64	No good (no fenceman because of begin sent off: good)
35	Caught (C: no good!)	65	No good (no fenceman because of begin sent off: good)
36	Caught (C: no good!)	66	No good (no fenceman because of begin sent off: good)

# STAGE THREE GAME PLAY

## dodge time

	0:15	0:30	0:45	1:00	1:30	2:00	2:15	2:30	2:45	3:00	3:15+
11	A	A	A	A	A	A	A	A	C	E	A
12	A	A	A	B	B	B	B	C	E	F	1
13	A	A	B	B	B	C	C	E	F	1	1
14	B	B	B	B	C	E	E	F	1	1	2
15	B	B	B	C	C	F	F	1	1	2	2
16	B	B	C	C	D	F	1	1	2	3	3
21	C	C	C	C	E	G	1	2	3	3	3
22	C	C	C	E	F	1	2	3	3	3	3
23	C	C	D	F	G	1	3	3	3	4	4
24	D	D	E	F	1	2	3	3	4	4	4
25	E	E	F	G	1	3	3	4	4	5	5
26	F	F	G	1	2	3	4	4	5	5	5
31	F	F	1	1	3	3	4	5	5	5	5
32	G	G	1	2	3	4	5	5	5	5	5
33	G	1	2	3	3	4	5	5	5	5	5
34	1	1	3	3	3	5	5	5	5	5	5
35	1	2	3	3	4	5	5	5	5	5	5
36	2	3	3	3	4	5	5	5	5	5	5
41	3	3	3	4	5	5	5	5	5	5	5
42	3	3	4	4	5	5	5	5	5	5	5
43	3	3	4	5	5	5	5	5	5	5	5
44	3	4	5	5	5	5	5	5	5	5	5
45	3	4	5	5	5	5	5	5	5	5	5
46	4	5	5	5	5	5	5	5	5	5	5
51	4	5	5	5	5	5	5	5	5	5	5
52	5	5	5	5	5	5	5	5	5	5	5
53	5	5	5	5	5	5	5	5	5	5	5
54	5	5	5	5	5	5	5	5	5	5	5
55	5	5	5	5	5	5	5	5	5	5	5
56	5	5	5	5	5	5	5	5	5	5	5
61	5	5	5	5	5	5	5	5	5	5	5
62	5	5	5	5	5	5	5	5	5	5	5
63	5	5	5	5	5	5	5	5	5	5	5
64	6	6	6	6	6	6	6	6	6	6	6
65	7	7	7	7	7	7	7	7	7	7	7
66	8	8	8	8	8	8	8	8	8	8	8

A – Dodger evades the strikes, including a terrific last-second evasion!

B – Dodger evades the strikes easily!

C – Dodger evades the strikes through a combination of skill and luck!

D – Dodger evades the strikes due to poor communication by the strikers!

E – Dodger evades the strikes due to poor play by the strikers!

F – Dodger evades the strikes after a series of near misses!

G – Dodger evades the strikes, benefiting from a dubious call!

H – Obstruction penalty – dodger wins the round!

1 – Dodger is immediately struck!

2 – Dodger falls and is struck! Bad luck!

3 – Dodger is struck at the last second!

4 – Dodger is struck by a terrific long-range blow!

5 – Dodger is trapped and struck!

6 – After a bad start, the strikers sort themselves out and hit the dodger!

7 – The dodger is struck - a dubious call!

8 – The dodger is tricked by the strikers and struck!

If BOTH teams must dodge, the team with the highest dice total dodges the longest and wins the round. In case of a tie, dodge again.

## PRAYER RULE

11-14	Ball caught but dropped after a brutal tackle!
15-16	Ball is bobbled, dropped after a brutal tackle! (Roll again: if an 11-16 is rolled, the player is given credit for the catch!)
21	Ball is dropped!
22-26	Ball is kicked too high!
31-35	Ball is kicked wide!
36-55	Ball is caught!!
56-62	Ball is kicked high, banker is hit, no penalty
63-64	Ball is kicked wide, banker is hit, no penalty
65	Ball is kicked short, banker can't get it
66	Ball is caught, a brutal tackle jars it loose but the banker holds on!

## FOULS

	STAGE 1	STAGE 2	Off a short send	On a noble try
Against obstructor: contact, penalty kick from long range (C)	11-15	11-23	11-26	11-13 **
Against obstructor: contact, penalty kick from mid-range	16-24	24-36	21-45	14-16 **
Against obstructor: contact, penalty kick from short range (A)	25-31	41-52	46-62	21-23 **
Against obstructor: flagrant foul, penalty kick from the target circle (A+) <i>(GAME TIED: the foul is on a noble attempt—5 points in stage one if kick is good)</i>	32	53	63	
Against banker: he breaks too early to the edge of his stripe, play blown dead	33-34	54-55		
Against advancer: unsportsmanlike conduct, play over, warning given*, penalty kick	35	56	64	24
Against advancer: player steps outside line, play over		61-63		25-56
Against advancer: illegal contact, penalty kick	36-41	64		61
Against obstructor: handball on noble attempt (If the play is off a short send, the foul is foul illegal contact - penalty kick)	42	65	65	62 **
Against obstructor: illegal rolling tackle, penalty kick from long range (C)	43-46			
Against obstructor: illegal rolling tackle, penalty kick from mid-range	51-62			63**
Against obstructor: illegal rolling tackle, penalty kick from short range (A)	63-64			64**
Against obstructor: flagrantly illegal rolling tackle, penalty kick from target circle (A+)	65			65**
Against obstructor: unsportsmanlike conduct, penalty kick from target circle, warning given* (A+)	66	66	66	66**

\* A second unsportsmanlike conduct during the game (by any player, not just the one who was warned) results in a forfeited round.

\*\* The penalty kick, if successful, gives the team 5 potentials.