

TAKA®

THE RULEBOOK

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taka.online · rules v6

The Rules of Taka

The complete rules of Taka, organized for clarity and precision. This is the canonical reference — the bot, the tutorial, and the digital game all follow these rules.

A note on this document

The original rulebook explains Taka as a series of mechanics. This version explains it as a connected system: the facing direction of the piece holding the ball is the central concept, and most other rules flow from it. Read in order, the rules build on each other.

This version (v6) is precise enough to implement directly. Where the rules have edge cases, they are stated explicitly.

1. The Board and Setup

1.1 THE BOARD

Taka is played on a 14-row by 10-column board. The columns are labeled A through J (left to right). The rows are labeled 1 through 14 (top to bottom).

1.2 THE GOALS

Each player defends a goal — the four squares at the far end of the board on their side:

- **White's goal:** row 1, columns D through G (D1, E1, F1, G1)
- **Black's goal:** row 14, columns D through G (D14, E14, F14, G14)

To score, a player must get a ball into the opponent's goal.

1.3 THE SHOOTING ZONES

Each side of the board contains a shooting zone — the five rows nearest each player's own goal. A piece must be in the opponent's shooting zone to take a shot at goal.

- **White's shooting zone:** rows 1 through 5
- **Black's shooting zone:** rows 10 through 14

The center of the board (rows 6 through 9) is the midfield, outside both shooting zones.

1.4 THE PIECES

Each player has 11 pieces and 1 ball. One of the 11 pieces is the goalie; the other 10 are field pieces. Both players' balls are in play simultaneously.

1.5 THE GOALIE CIRCLE

Each player has a goalie circle — a special position on the board where their goalie starts and may return to.

- **White's goalie circle** is centered between squares E1, F1, E2, and F2.
- **Black's goalie circle** is centered between squares D13, E13, D14, and E14.

The goalie circle is its own distinct position — it is not located on any of the four squares around it.

Adjacency. For all rules that reference squares (passing, tackling, movement), the goalie circle is treated as having exactly four adjacent squares — the four orthogonally surrounding squares. Diagonal adjacency does not apply to the circle.

- For White's circle, the four adjacent squares are E1, F1, E2, F2.
- For Black's circle, the four adjacent squares are D13, E13, D14, E14.

Movement to and from the circle. A goalie may move from the circle to any of its four adjacent squares, and may move back into the circle from any of those same four squares. The 3-forward / 2-sideways / 2-backward field-piece movement rule (§4.2) does not apply to moves that start or end at the circle — circle-to-square and square-to-circle moves are limited to the four adjacent squares.

Other pieces and the circle. Field pieces cannot enter the circle. Field pieces can freely occupy E2 and F2 (or D13 and E13 for Black) — the goalie's presence in the circle does not block those squares. Field pieces still cannot enter goal squares (E1, F1, D14, E14) per the goal-square rule (see 1.6).

Facing in the circle. A goalie holding the ball in the circle has a facing direction, the same as any other piece on a square. Facing options are toward own goal, toward opponent's goal, left, or right — interpreted relative to the goalie's player (so White's goalie facing "toward opponent's goal" means toward row 14).

Passes from the circle. Because the circle isn't on a single square, passes from it use a fixed set of lanes anchored on the two adjacent non-goal squares (E2 and F2 for White; D13 and E13 for Black). The lanes available from White's circle are:

- **Forward (toward row 14)** along column E — to E2, E3, E4, ... E14
- **Forward** along column F — to F2, F3, F4, ... F14
- **Sideways east** along row 2 — to F2, G2, H2, I2, J2
- **Sideways west** along row 2 — to E2, D2, C2, B2, A2
- **Forward-east diagonal** anchored at F2 — to G3, H4, I5, J6
- **Forward-west diagonal** anchored at E2 — to D3, C4, B5, A6

Black's lanes mirror White's, anchored on D13 and E13 with rows and columns reflected. A pass of any length (including one square — e.g., to E2 or F2) is allowed along these lanes. Backward lanes from the circle exist only into the goal squares, which is never a useful pass target.

Passes to the circle. A pass to the circle is treated like a pass to any square: it must follow facing and chip rules from the passer's perspective, and a teammate is considered to "be at" the circle if it's the goalie occupying the circle.

1.6 PIECES CANNOT ENTER GOAL SQUARES

The four goal squares on each side can only be entered by a goalie. Field pieces cannot move into goal squares — even their own.

1.7 STARTING POSITIONS

White:

- Goalie: in White's goalie circle
- Field pieces: E3, F3 (with the ball), C4, H4, D5, G5, B6, I6, E7, F7

Black:

- Goalie: in Black's goalie circle
- Field pieces: F12, E12 (with the ball), H11, C11, G10, D10, I9, B9, F8, E8

1.8 WHO MOVES FIRST

White makes the first move.

2. The Goal of the Game

A player wins by passing or shooting their ball into one of the opponent's four goal squares.

The game ends as soon as a goal is scored. (Optional formats — first to several goals, time limits, move limits — are described in section 17.)

3. A Turn

Each turn, the active player takes one action, then play passes to the opponent.

There are six possible actions a player can take on their turn:

ACTION	REQUIRES
Move a piece (without the ball)	A piece that doesn't hold a ball
Dribble (move with the ball one square)	A piece that holds a ball
Turn (change facing direction)	A piece that holds a ball
Pass (move the ball to a teammate or empty square)	A piece that holds a ball
Tackle (steal the ball from an opponent)	An adjacent opponent who holds the ball
Activate the goalie	The goalie is currently in its circle

A player must take exactly one action per turn. They cannot pass their turn.

In some cases, an action allows or triggers a follow-up — for example, after a normal pass, the same player may immediately pass again. These exceptions are explained where they apply.

4. Movement (Pieces Without the Ball)

4.1 GENERAL MOVEMENT

Pieces can move vertically, horizontally, or diagonally — eight possible directions. Each move travels in one direction only — a piece cannot turn corners during a single move.

Pieces cannot share a square with another piece, and cannot move through another piece. A path must be clear from start to destination.

A piece can share a square with a ball.

4.2 HOW FAR A PIECE CAN MOVE

Movement distance depends on direction:

- **Toward the opponent's goal** (vertically or diagonally forward): up to 3 squares
- **Toward your own goal** (vertically or diagonally backward): up to 2 squares
- **Sideways** (horizontally left or right): up to 2 squares

Pieces move further when attacking than when retreating. This rewards forward momentum.

4.3 PICKING UP A LOOSE BALL

If a piece moves into a square containing a ball that no piece currently holds (a "loose ball"), the moving piece picks up the ball at the end of its move.

When this happens, the player gets one of the actions normally available to a piece holding a ball:

- Dribble one square
- Turn (change facing direction)
- Make one pass

After this follow-up action, the turn ends. (The pickup counts as the move portion of the turn.)

5. Pieces with the Ball: Facing Direction

This is the most important concept in Taka. Read this section carefully.

5.1 WHAT FACING MEANS

When a piece holds a ball, the ball is shown on one side of the piece. The side the ball is on tells you which direction the piece is facing.

A piece can face one of four directions:

- Toward their own goal (backward)
- Toward the opponent's goal (forward)
- Left
- Right

The facing direction matters because it determines:

- Where the piece can pass the ball
- Whether opponents can tackle the piece (because the body shields the ball from one side)

5.2 THE UNIFIED FACING RULE

Every time the ball moves to a new square, the player chooses which way the holding piece faces.

This applies to:

- After a dribble (moving one square with the ball)
- After receiving a pass (the player chooses facing)
- After picking up a loose ball
- After tackling an opponent
- After explicitly turning (see 5.3)

There is one exception: the middle piece in a consecutive pass has its facing automatically set based on where the ball came from. See section 7.7.

5.3 TURNING

A player may use their entire turn to turn — that is, to change the facing direction of a piece they already hold. The piece does not move; only the facing changes.

This is sometimes the right move when no good pass or dribble is available, or when you need to protect the ball from a nearby threat (see section 10).

6. Dribbling

A piece holding a ball may dribble — move one square in any direction (vertical, horizontal, or diagonal) while keeping the ball.

After dribbling, the player chooses the new facing direction of the piece.

A piece cannot dribble into a square occupied by another piece.

A piece cannot dribble into a goal square (only goalies enter goal squares).

7. Passing

Passing is the heart of Taka's tactical depth. There are several types of passes.

7.1 THE BASIC PASS RULES

A pass is the action of moving a ball from the piece holding it to a different square. Every pass follows these rules:

- A pass travels in one direction — vertical, horizontal, or diagonal. A pass cannot turn corners.
- There is no limit to how many squares a pass can travel. A pass of one square is allowed.
- The direction the piece is facing determines where the ball can be passed (see 7.2).
- A pass can travel to a teammate's square or to an empty square (see 7.4).
- Pieces in the path of a normal (non-chip) pass block the pass. If a piece is on a square the ball would travel through to reach its destination, the pass is illegal. (Chip passes can travel over pieces — see 7.6.)

7.2 FACING DETERMINES WHERE YOU CAN PASS

The direction a piece is facing is one of four: toward opponent's goal, toward own goal, left, or right. The ball sits on the side of the piece that corresponds to the facing direction.

A piece can pass to five of the eight directions around it: the facing direction itself, the two perpendicular sides, and the two diagonals on the facing side. It cannot pass to the three directions behind it: directly behind, or either of the back diagonals.

For example, if a piece is facing forward (toward the opponent's goal), it can pass:

- Forward
- Forward-left (diagonal forward-left)
- Forward-right (diagonal forward-right)
- Left
- Right

It cannot pass:

- Backward
- Backward-left (diagonal backward-left)
- Backward-right (diagonal backward-right)

The same logic applies to all four facing directions, rotated accordingly. The five legal pass directions are the facing direction, the two perpendicular sides, and the two diagonals on the facing side.

7.3 PASSING TO A TEAMMATE

When passing to a teammate, the ball ends up on the teammate's square. The teammate now holds the ball.

After the pass, the player chooses the new facing direction of the receiving teammate (per the unified facing rule in 5.2).

7.4 PASSING TO AN EMPTY SQUARE

A player can pass the ball to any empty square (subject to facing and chip rules).

After such a pass:

- The ball sits on the empty square as a loose ball.
- The next piece to enter that square — friend or foe — picks up the ball.

(See section 4.3 for what happens when a piece picks up a loose ball.)

A pass cannot be made to a square that already has a loose ball on it.

7.5 MOVING TO RECEIVE A PASS

A teammate may move one square in any direction to receive a pass during the same turn — but only when the pass is a single normal pass to a teammate.

After receiving the ball, the player chooses the receiving piece's facing direction.

Moving to receive is not allowed during:

- A chip pass (see 7.6)
- A cross-zone pass (see 7.8)
- Any pass that is part of a consecutive-pass sequence (see 7.7) — neither the first nor the second pass

7.6 PASSES OVER PIECES (CHIP PASSES)

A pass can travel over the top of pieces — called a chip pass.

The chip pass rules:

- A chip pass can travel over any number of pieces.
- A chip pass is blocked if there is a piece in the square directly adjacent to the piece holding the ball, in the direction of the pass. The blocking only applies to that specific direction — other pass directions remain available.
- Only one chip pass per turn is allowed. You cannot make two chip passes in one turn.
- A piece cannot chip the ball over a goalie from the last row (see 9.6).

7.7 TWO PASSES IN ONE TURN (CONSECUTIVE PASSES)

After a normal pass to a teammate, the player may immediately make a second pass with the receiving piece. This is a "consecutive pass" or "one-two."

The rules of the consecutive pass:

- The maximum is two passes per turn.
- Neither piece can move to receive the ball during a consecutive-pass sequence (see 7.5).
- The middle piece's facing is set automatically based on where the ball came from. The player does not choose it.
 - If the first pass came from a vertical or horizontal direction, the middle piece faces toward the direction the ball came from.
 - If the first pass came diagonally, the middle piece is considered to be facing toward the side (horizontally left or right) of where the ball is coming from.
- The third piece (the final receiver) gets its facing chosen by the player.
- At most one of the two passes may be a chip pass — either the first or the second. This follows the general "one chip per turn" rule (see 7.6). If the first pass is a chip, the second must be normal. If the first is normal, the second may be a chip.
- A consecutive pass is not allowed after a tackle (see 10.5) or after a cross-zone pass (see 7.8).

This is the one exception to the unified facing rule — the middle piece's facing is determined, not chosen, to keep consecutive passes from becoming too powerful.

7.8 CROSS-ZONE PASSES

A cross-zone pass is a pass that goes **from your own shooting zone to your opponent's shooting zone** — a long pass clear across the board. Only this specific direction counts:

- **White** passing from rows 1–5 (white's own shooting zone) to rows 10–14 (the opponent's shooting zone) is cross-zone.
- **Black** passing from rows 10–14 (black's own shooting zone) to rows 1–5 (the opponent's shooting zone) is cross-zone.

All other passes — into or out of the midfield, between any two squares not crossing the full board between own-zone and opponent's-zone, or passes in the reverse direction (from your attacking zone back into your defending zone) — are NOT cross-zone.

A cross-zone pass uses the player's entire turn:

- A teammate cannot move to receive the ball.

- A consecutive pass cannot be made.
- The player can only choose the facing direction of the receiving piece (if a teammate happens to be on the destination square).

The cross-zone rule prevents fast direct attacks from defense to offense in a single turn.

7.9 THE GOAL MOUTH IS NOT A CORRIDOR

A pass may never travel **through or over** a goal square. A pass can only **end** in a goal square — and only as a shot at the opponent's goal (see section 8). This applies to ground passes and chip passes alike:

- A ball cannot be played along the last row across the face of the goal to the other side, even when the goal squares are empty.
- A ball cannot be chipped over a piece standing on a goal square.

Passing into your **own** goal is illegal — including a pass to your own goalie standing on one of your own goal squares.

A pass to your goalie **in its circle** is unaffected by this rule (see 1.5): the circle is off the board, and a ball played to the circle does not travel through the goal squares.

8. Shooting and Scoring

8.1 WHAT SHOOTING IS

A shot is a pass that lands in the opponent's goal. Functionally, it follows all the same rules as a pass — direction, facing, chip rules, and the rule that pieces in the path block normal passes.

8.2 WHERE YOU CAN SHOOT FROM

The shooter (the piece holding the ball) must be inside the opponent's shooting zone to take a shot.

- A White piece can only shoot from rows 10 through 14 (Black's shooting zone)
- A Black piece can only shoot from rows 1 through 5 (White's shooting zone)

A piece in the midfield or in its own shooting zone cannot shoot.

8.3 WHAT A SUCCESSFUL SHOT LOOKS LIKE

A successful shot is a pass into one of the opponent's four goal squares:

- White scores by passing the ball into D14, E14, F14, or G14
- Black scores by passing the ball into D1, E1, F1, or G1

A shot can be blocked in two ways:

- By a goalie sitting on the goal square the ball is being passed into (see 9.5)
- By a piece in the path of the shot. A normal pass cannot travel through a piece on its path (see 7.1). If a defender is between the shooter and the goal square in a straight line, the shot is illegal — unless it is a chip pass that goes over the defender (subject to chip-pass rules in 7.6)

A shot ends in the **first** goal square its path reaches (see 7.9 — the ball cannot travel through one goal square to a farther one). In practice this only matters for shots along the last row: a shooter on the byline can only aim at the near post.

9. Goalies

9.1 WHAT THE GOALIE IS

Each player has one goalie — a special piece that defends the goal. The goalie starts the game in its goalie circle (see 1.5).

9.2 THE GOALIE'S SPECIAL PRIVILEGES

Goalies are the only pieces allowed inside goal squares. In all other respects, the goalie acts like any other piece:

- It can hold a ball
- It can pass and tackle
- It can be tackled
- When on a normal square, it moves the same way as a field piece (3 forward, 2 sideways, 2 backward), with the additional permission to enter goal squares
- When in its circle, movement is governed by the special circle rules in §1.5 (movement is limited to the four adjacent squares)

9.3 THE GOALIE IN THE CIRCLE

When the goalie is in its goalie circle, it does not block any goal squares from shots. The circle is not a goal square — it's a separate position adjacent to the goal.

However, the goalie in the circle is still an active piece. It can:

- Tackle an opponent on a square adjacent to the circle, subject to the four-neighbor adjacency rule in 1.5. For White's goalie in the circle, the only realistic tackle targets are pieces on E2 or F2 (since E1 and F1 are goal squares no opposing field piece can occupy). For Black, the equivalent squares are D13 and E13.
- Receive a pass from a teammate, ending up holding the ball in the circle position.
- Hold the ball in the circle, with a chosen facing.
- Pass the ball out of the circle along the lanes defined in §1.5.

9.4 ACTIVATING THE GOALIE

To make the goalie defend the goal, the player must activate it. This is one of the six turn actions (see section 3).

To activate:

- The goalie must currently be in its goalie circle.
- The player chooses one of the 12 activation squares to place the goalie into. The activation range is a 3-row by 4-column area extending from the goal:
 - **White's activation squares (12 total):**
 - Row 1: D1, E1, F1, G1 (the goal squares)
 - Row 2: D2, E2, F2, G2
 - Row 3: D3, E3, F3, G3
 - **Black's activation squares (12 total):**
 - Row 14: D14, E14, F14, G14 (the goal squares)
 - Row 13: D13, E13, F13, G13
 - Row 12: D12, E12, F12, G12
- The destination square must be empty. If a piece is already on the chosen square, that destination is not legal — the player must pick a different one.
- The goalie moves directly to the chosen square — no path-clearance check is required. Activation is treated as a jump, not a slide along the board.
- Activation uses the entire turn.
- There is no limit on activations per game. A goalie that has returned to the circle can be activated again on a later turn.

9.5 ONCE ACTIVATED

A goalie that has been activated:

- Blocks any shot to the goal square it currently occupies.
- Can move between goal squares on subsequent turns under normal movement rules.
- Can return to its circle by moving from any of the four squares adjacent to the circle (E1, F1, E2, or F2 for White; D13, E13, D14, or E14 for Black). Squares not adjacent to the circle (D1, G1 for White; F14, G14 for Black) cannot directly return to the circle in a single move — the goalie must first move to an adjacent square.

- Can leave the goal area entirely if desired — moving out into the field to tackle, receive a pass, etc. — though this leaves the goal undefended.

9.6 CANNOT CHIP OVER A GOALIE FROM THE LAST ROW

A piece in the last row of the board cannot chip the ball over a goalie. The pass must travel along the board, not over the goalie.

This prevents trivial last-row goals over a goalie blocking a goal square.

10. Tackling

10.1 WHAT TACKLING IS

A tackle is the act of stealing the ball from an opponent. It is a complete turn action — taking a tackle ends your turn (with one follow-up allowed; see 10.5).

10.2 WHEN YOU CAN TACKLE

To tackle an opponent who holds the ball, all of these must be true:

- Your piece is in a square adjacent to the opponent (vertically, horizontally, or diagonally).
- You can reach the ball without going through the carrier's body.
- Your piece is not holding a ball.

The "reach the ball without going through the carrier" rule comes from the carrier's facing direction. The ball sits on the side the carrier is facing — that side, and the two sides perpendicular to it, are reachable. The opposite side and its diagonals are blocked by the carrier's body.

10.3 WHICH SQUARES CAN TACKLE

If a carrier is facing forward (ball on the forward side of the piece), a tackler can reach the ball from:

- Directly forward (the ball-side)
- The two forward diagonals
- The two side squares (left and right)

A tackler cannot reach the ball from:

- Directly behind
- The two back diagonals

The same logic applies to all four facing directions: **five squares are tackle-vulnerable** (the facing side, its two diagonals, and the two perpendicular sides), **three squares are protected** (the away-from-ball side and its two back diagonals).

10.4 WHAT HAPPENS WHEN YOU TACKLE

When a tackle succeeds:

- The two pieces swap squares.
- Your piece now holds the ball.
- The player chooses the new facing direction for the tackler (per the unified facing rule).

10.5 WHAT YOU CAN DO AFTER A TACKLE

After taking the ball via tackle, the same player may immediately:

- Dribble one square, OR
- Turn (change facing), OR
- Make one pass without a teammate moving to receive

But the player cannot make a consecutive pass after a tackle. The tackle uses too much of the turn.

10.6 DEFENDING THE BALL YOU CARRY

The flip side of tackling: when you hold the ball, you are vulnerable to being tackled from the side the ball sits on (and its perpendiculars). You can protect yourself by:

- Turning so the threatening opponent is now behind your facing — they can no longer reach the ball
- Dribbling away to a square outside the opponent's adjacent range
- Passing to get rid of the ball entirely

Reading threats and protecting the ball is half of carrying. A good carrier always knows where the nearest tackle threat is and what side they're vulnerable from.

11. Offside

11.1 THE RULE

A piece is offside if, at the moment the ball is passed to it, it is closer to the opponent's goal line than both the ball and the second-to-last opponent.

The goalie counts as an opponent for this rule. When the goalie is in its circle, it is treated as occupying its own second-to-last row for offside purposes — row 2 for White's goalie, row 13 for Black's goalie.

A piece that is offside cannot receive the ball. If a pass is made to an offside teammate, the pass is illegal.

11.2 WHAT THIS LOOKS LIKE IN PRACTICE

Imagine a White piece deep in Black's half. If only the Black goalie is between the White piece and Black's goal line, the White piece is offside. White cannot pass the ball to that piece.

To receive the ball legally, a teammate must have at least two opposing pieces (including the goalie) between them and the opponent's goal line, OR be even with or behind the ball.

11.3 EMPTY-SQUARE PASSES AND OFFSIDE

The offside rule applies to passes made to teammates. It does not apply to empty-square passes — you can pass to any empty square subject to facing and chip rules.

(This is a deliberate divergence from real football's offside concept, allowed for game balance.)

12. Loose Balls and Possession

12.1 WHAT A LOOSE BALL IS

A loose ball is a ball sitting on a square with no piece holding it. Loose balls happen when:

- A player makes an empty-square pass and no teammate is adjacent to receive it
- Other situations where a ball ends up on an unoccupied square

12.2 HOW A LOOSE BALL IS PICKED UP

The next piece (from either team) to enter the square containing the loose ball takes possession of the ball.

When a piece picks up a loose ball, the player gets one of these immediate follow-up actions (this counts as the turn):

- Dribble one square
- Turn (change facing)
- Pass once, with no teammate moving to receive

After that follow-up action, the turn ends. The player chooses the new facing direction after any of these actions.

12.3 TWO LOOSE BALLS CANNOT SHARE A SQUARE

Two balls cannot occupy the same square at the same time. A pass to a square that already contains a loose ball is illegal.

13. After a Goal is Scored

In games being played to multiple goals (or with a "first to score wins" tiebreaker), play continues after a goal as follows:

- The scoring team's ball is placed on any of their pieces in their own shooting zone.
- The scoring team's only action that turn is to decide the facing direction of the piece holding the ball.
- Play then passes to the opponent.

If the scoring team has no pieces in their own shooting zone (or they prefer not to give the ball to any of them), they may instead place the ball on a vacant square inside their own shooting zone.

14. Repetition Rule

A player cannot repeat the same two-move sequence more than twice. The player who started a repeated sequence cannot start it for a third time.

This prevents players from forcing draws by endless back-and-forth movement.

In practice: if you've moved a piece to one square and back to its original square twice in a row (matched by the opponent), you must do something different on your third turn in that area.

15. Two Balls Rule

Both players' balls are in play at the same time. A player may have possession of one or both balls.

When a single player has possession of both balls (one ball each on two of their pieces), all the rules above apply normally to each ball individually. A player cannot make a move with one ball and then make another move with the other ball in the same turn — each turn is still one action.

15.1 TWO BALLS CANNOT BE ON THE SAME SQUARE

Two balls cannot occupy the same square at the same time. A pass that would cause this is illegal.

16. Drawing the Game

16.1 THREEFOLD REPETITION

If the exact same position (every piece and ball in the same place, with the same player to move) occurs three times during a game, the game is a draw. This is the strict, position-based form of the repetition rule in section 14, and it catches any repeating cycle — not just a single back-and-forth sequence.

16.2 FULL TIME

The game lasts **75 complete turns each** (150 turns total) — "full time." If nobody has won by the end, the game is a draw. In normal play full time is reached only rarely, since games are typically decided long before.

16.3 TIME-BASED DRAWS

In timed formats, players may also agree to a draw, or run out of time without a winner being decided.

17. Ways to Play

The default win condition is first player to score a goal. However, players can agree on alternative formats:

- **First to N goals** — first to reach a target number of goals
- **Move-limited** — most goals after a fixed number of moves
- **Time-limited** — most goals before time runs out
- **Time-and-move-limited** — for example, 20 minutes per player for 75 moves each

Players may also agree to use custom formations, placing their pieces wherever they want within their own half. The fairest method is to take turns placing pieces on the board, so neither player can fully adapt their formation to the opponent's.

18. Quick Reference: What You Can Do Each Turn

A summary of all possible turn actions:

Without the ball:

- Move a piece (3 forward / 2 sideways / 2 backward)
- Tackle an adjacent opponent who holds the ball (only from a side where the body doesn't shield the ball — see section 10)
- Activate the goalie (jump from the circle to any of 12 squares: rows 1-3 columns D-G for White, rows 12-14 columns D-G for Black — destination must be empty, repeatable any time the goalie is in the circle)

With the ball:

- Dribble one square (then choose new facing)
- Turn (change facing only — no movement)
- Pass to a teammate (subject to facing and chip rules; choose receiver's facing)
- Pass to an empty square (subject to facing and chip rules)
- Shoot at goal — only if you're in the opponent's shooting zone

Follow-up actions (don't count as a separate turn but extend the current turn):

- After a normal pass to a teammate (single pass): a teammate may move one square to receive
- After a normal pass to a teammate: a second pass may be made (consecutive pass), unless restricted
- After a tackle: dribble, turn, or one pass (no teammate moves to receive)
- After picking up a loose ball: dribble, turn, or one pass (no teammate moves to receive)

Pass directions: A piece can pass to five of the eight surrounding directions: facing direction, both perpendicular sides, and the two diagonals on the facing side. Cannot pass directly behind or to the back diagonals.

Facing rule: Every time the ball moves to a new square, the player chooses the holder's facing — except the middle piece in a consecutive pass, whose facing is set by where the ball came from.