

One-Pager Pro Soccer

from Short Season Games

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What you'll need:	<ul style="list-style-type: none"> - 1d6 and 2d10 (or a d100 if using a phone app) - A league sheet like this - A scoresheet (on the back of this page) - Pen/pencil
How to play:	<p>Each match is broken into thirty 3-minute segments, plus additional segments for stoppage time in each half. Rolling the dice reveals the action: the d6 indicates whether one of the teams attempts a shot or not. If a shot does occur, refer to that team's chart and find the number.</p> <p>For each segment, jot down the action in the appropriate team's linescore: either S (shot), T (shot on target), G (goal), PKX (missed penalty kick), PK✓ (successful penalty kick), or X for both teams (for no action). Always play with one additional segment for stoppage time, but add 1 segment for every goal scored in that half.</p>

Gameflow:	<ol style="list-style-type: none"> 1.) Roll the d6 to determine who takes a shot (1-2 home, 3-4 visitor, and 5-6 no action). 2.) If the d6 is 1-4, roll the 2d10 to determine action. 3a.) If the 2d10 indicates a goal or shot off target, mark down the result on the linescore. 3b.) If the 2d10 indicates a SOT, re-roll the 2d10 against the defending team's GK Rtg. A result larger than the GK Rtg is a goal. Mark down the result. 4.) Repeat the process for the next game segment.
Penalty kicks:	<p>You can play with PKs if you choose. A PK can be awarded on a d6 roll of 5 (home) or 6 (visitor) and a 2d10 roll of 98 or higher. The method to resolve a PK is as follows: (1) Roll d6 to determine accuracy: 1-5 is on target, 6 is not. (2) Halve the defender's GK rating, rounding up (i.e. 85 becomes 43). (3) Roll the 2d10; a result higher than the halved GK rating is a goal.</p>

2025 Japan Men's Tier 1 Pro Soccer Season

Team	League Finish	Record	As home team							As visiting team						
			Goal	SOT	Shot	Opp Shot	Opp SOT	Opp Goal	GK Rtg	Goal	SOT	Shot	Opp Shot	Opp SOT	Opp Goal	GK Rtg
FC Tokyo	11th	13-11-14 (50)	-	1-16	17-51	52-85	86-100	-	95	-	1-15	16-47	48-83	84-100	-	88
Fukuoka	12th	12-12-14 (48)	-	1-18	19-57	58-85	86-100	-	95	-	1-16	17-51	52-83	84-100	-	95
Gamba Osaka	9th	17-6-15 (57)	-	1-18	19-55	56-83	84-100	-	93	-	1-16	17-49	50-81	82-100	-	85
Hiroshima	4th	20-8-10 (68)	-	1-18	19-63	64-88	89-100	-	95	-	1-16	17-57	58-87	88-100	-	95
Kashima	1st	23-7-8 (76)	-	1-19	20-55	56-86	87-100	-	95	-	1-17	18-49	50-84	85-100	-	95
Kashiwa	2nd	21-12-5 (75)	1	2-30	31-32	33-81	82-100	-	95	1	2-27	28-29	30-81	82-100	-	89
Kawasaki	8th	15-12-11 (57)	1	2-19	20-55	56-86	87-99	100	83	1	2-17	18-49	50-85	86-99	100	77
Kobe	5th	18-10-10 (64)	-	1-20	21-61	62-88	89-100	-	95	-	1-18	19-55	56-86	87-100	-	92
Kyoto	3rd	19-11-8 (68)	-	1-19	20-50	51-85	86-100	-	95	-	1-17	18-46	47-84	85-100	-	95
Machida Zelvia	6th	17-9-12 (60)	-	1-18	19-56	57-87	88-100	-	95	-	1-16	17-50	51-85	86-100	-	89
Nagoya	16th	11-10-17 (43)	-	1-16	17-51	52-84	85-99	100	86	-	1-15	16-47	48-82	83-99	100	79
Niigata	20th~	4-12-22 (24)	-	1-14	15-50	51-84	85-98	99-100	80	-	1-13	14-46	47-83	84-98	99-100	74
Okayama	13th	12-9-17 (45)	-	1-14	15-48	49-84	85-100	-	95	-	1-13	14-44	45-83	84-100	-	89
Osaka-Sakai	10th	14-10-14 (52)	-	1-19	20-54	55-86	87-99	100	85	-	1-17	18-48	49-84	85-99	100	78
Shimizu	14th	11-11-16 (44)	-	1-13	14-49	50-82	83-100	-	95	-	1-12	13-45	46-81	82-100	-	92
Shonan	19th~	8-8-22 (32)	-	1-15	16-46	47-81	82-100	-	91	-	1-14	15-42	43-79	80-100	-	84
Tokyo Verdy	17th	11-10-17 (43)	-	1-14	15-50	51-82	83-100	-	95	-	1-13	14-46	47-80	81-100	-	92
Urawa	7th	16-11-11 (59)	-	1-17	18-50	51-86	87-100	-	95	-	1-16	17-46	47-85	86-100	-	91
Yokohama F•M	15th	12-7-19 (43)	-	1-15	16-47	48-82	83-100	-	95	-	1-13	14-43	44-80	81-100	-	93
Yokohama FC	18th~	9-8-21 (35)	-	1-12	13-46	47-85	86-100	-	91	-	1-11	12-42	43-84	85-100	-	84

~ Relegated