

# One-Pager Pro Soccer

from Short Season Games

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What you'll need:	<ul style="list-style-type: none"> <li>- 1d6 and 2d10 (or a d100 if using a phone app)</li> <li>- A league sheet like this</li> <li>- A scoresheet (on the back of this page)</li> <li>- Pen/pencil</li> </ul>
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 <b>S</b> (shot), <b>T</b> (shot on target), <b>G</b> (goal), <b>PKX</b> (missed penalty kick), <b>PK✓</b> (successful penalty kick), or <b>X</b> 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"> <li>1.) <b>Roll the d6</b> to determine who takes a shot (1-2 home, 3-4 visitor, and 5-6 no action).</li> <li>2.) If the d6 is 1-4, <b>roll the 2d10</b> to determine action.</li> <li>3a.) If the 2d10 indicates a goal or shot off target, mark down the result on the linescore.</li> <li>3b.) If the 2d10 indicates a SOT, <b>re-roll the 2d10 against the defending team's GK Rtg</b>. A result larger than the GK Rtg is a goal. Mark down the result.</li> <li>4.) <b>Repeat the process</b> for the next game segment.</li> </ol>
Penalty kicks:	<p>You can play with PKs if you choose. A PK can be awarded on a d6 roll of <b>5</b> (home) or <b>6</b> (visitor) and a 2d10 roll of <b>98 or higher</b>. 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 Ireland 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
Bohemian	4th	16-6-14 (54)	-	1-20	21-61	62-86	87-100	-	93	-	1-18	19-55	56-84	85-100	-	85
Cork City	10th*	4-12-20 (24)	-	1-12	13-44	45-81	82-99	100	83	-	1-11	12-40	41-80	81-99	100	76
Derry City	2nd	18-9-9 (63)	1	2-21	22-57	58-85	86-100	-	88	1	2-19	20-51	52-83	84-100	-	80
Drogheda United	6th	12-15-9 (51)	-	1-14	15-46	47-84	85-100	-	94	-	1-13	14-42	43-83	84-100	-	86
Galway United	8th	9-12-15 (39)	-	1-15	16-51	52-86	87-100	-	89	-	1-14	15-47	48-85	86-100	-	81
Shamrock Rovers	1st	19-9-8 (66)	-	1-22	23-63	64-89	90-100	-	87	-	1-20	21-57	58-87	88-100	-	79
Shelbourne	3rd	15-14-7 (59)	-	1-17	18-59	60-87	88-100	-	89	-	1-15	16-53	54-85	86-100	-	81
Sligo Rovers	7th	11-8-17 (41)	-	1-15	16-42	43-81	82-100	-	91	-	1-14	15-38	39-79	80-100	-	82
St. Patrick's	5th	13-13-10 (52)	-	1-21	22-61	62-87	88-100	-	94	-	1-19	20-55	56-85	86-100	-	86
Waterford United	9th	11-6-19 (39)	-	1-14	15-43	44-82	83-100	-	86	-	1-13	14-39	40-80	81-100	-	78

\* Relegated