



101 CHAMPIONS CHALLENGE



RULE BOOK



RULE BOOK

101 CHAMPIONS CHALLENGE

IT IS NOT A CLASSIC CARD GAME,
**BUT A COMPLETE SIMULATION
OF A FOOTBALL MATCH**

FROM REGULAR TO EXTRA TIME, TO THE POSSIBLE FINAL PENALTY KICKS.
ACTIONS ARE FOLLOWING INCESSANTLY: PASSES, CONTRASTS, SHOTS, FOULS, COUNTER-ATTACKS,
CORNERS... GOALS!

A VERY SIMPLE GAME THAT **CAN BE PLAYED ONE ON ONE, IN JUST 15 MINUTES,**
WITH RESULTS THAT CHANGE FROM MATCH TO MATCH, LIKE IN A REAL COMPETITION.

YOU WILL FEEL LIKE YOU ARE WATCHING A COMPETITION OF YOUR FAVORITE TEAM, WHERE
EMOTIONS AND TENSION WILL INCREASE AS TIME PASSES.

ARE YOU READY?

TAKE THE FIELD AND PLAY LIKE CHAMPIONS!





THE GAME MECHANISM IS VERY SIMPLE:

BASED ON FIELD POSITION OF THE PLAYER WHO HAS
POSSESSION OF THE BALL, THE COLOR COMBINATIONS
THAT ARE CREATED

BETWEEN THE COLORS OF THE PLAYED CARDS
AND THE COLOR OF YOUR TEAM,
ALWAYS CREATED NEW SITUATIONS
AT EVERY TURN OF THE GAME

AND WILL HAVE DIFFERENT CONSEQUENCES EVERY TIME

PASSES, COUNTER-ATTACKS, FOULS,
CORNERS, SHOTS...

WHOM THEY WILL OPPOSE

CONTRASTS, DEFENSIVE INTERVENTIONS,
PENALTY KICKS, REJECTED...



THE RULES

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THE DECK

THE DECK CONSISTS OF 90 CARDS DIVIDED AS FOLLOWS:

26 RED
ACTION CARDS



18 RED
BALL CARDS



2 YELLOW
PENALTY CARDS



26 BLUE
ACTION CARDS



18 BLUE
BALL CARDS



PLUS THEY ARE
ALSO PRESENT

2 TEAM
CARDS





**THE TWO “TEAM” CARDS
ARE USED TO INDICATE THE COLOR
OF THE TEAM YOU BELONGS
EACH PLAYER CHOOSES A CARD
AND KEEPS IT NEAR HIMSELF**



**THE ACTIONS SHOWN ON THE CARDS
ARE PURELY DESCRIPTIVE
AND HAVE NO VALUE
FOR THE PLAY OF THE GAME.**



THE TEAMS TAKE THE FIELD

ALL THE CARDS ARE SHUFFLED,
EACH PLAYER DRAWS 6 CARDS



THESE MAY BE OF ANY COLOR
REGARDLESS OF THE TEAM YOU BELONG TO

THE TEAMS TAKE THE FIELD

THE CARDS IN YOUR POSSESSION

IDEALLY REPRESENT THE DISTANCE OF THE BALL
FROM THE OPPONENT'S GOAL

(6 CARDS INDICATE THE MIDFIELD)



THE PLAYERS' PURPOSE
IT IS REMAINING WITHOUT CARDS

WHICH MEANS FINDING HIMSELF
IN FRONT OF THE OPPOSING GOALKEEPER
AND HAVE THE POSSIBILITY TO SCORING A GOAL.

THE MAIN RULE N° 1

THE FIRST BASIC RULE

THE PLAYER WHO HAS POSSESSION OF THE BALL,
EVERY TURN HE MUST MANDATORILY PLAY 2 CARDS



THE MAIN RULE N° 1

YOU CAN PLAY ANY TWO CARDS:

**1 ACTION
+ 1 BALL**

OF THE SAME COLOR



OR DIFFERENT COLORS

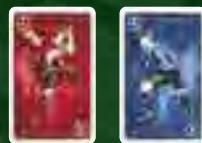


2 ACTIONS

OF THE SAME COLOR



OR DIFFERENT COLORS



2 BALLS

OF THE SAME COLOR



OR DIFFERENT COLORS



BY CHOICE OR NEED,
YOU CAN ALSO PLAY ONE OR BOTH THE CARDS
OF THE COLOR OF THE OPPOSING TEAM.

THE MAIN RULE N° 2

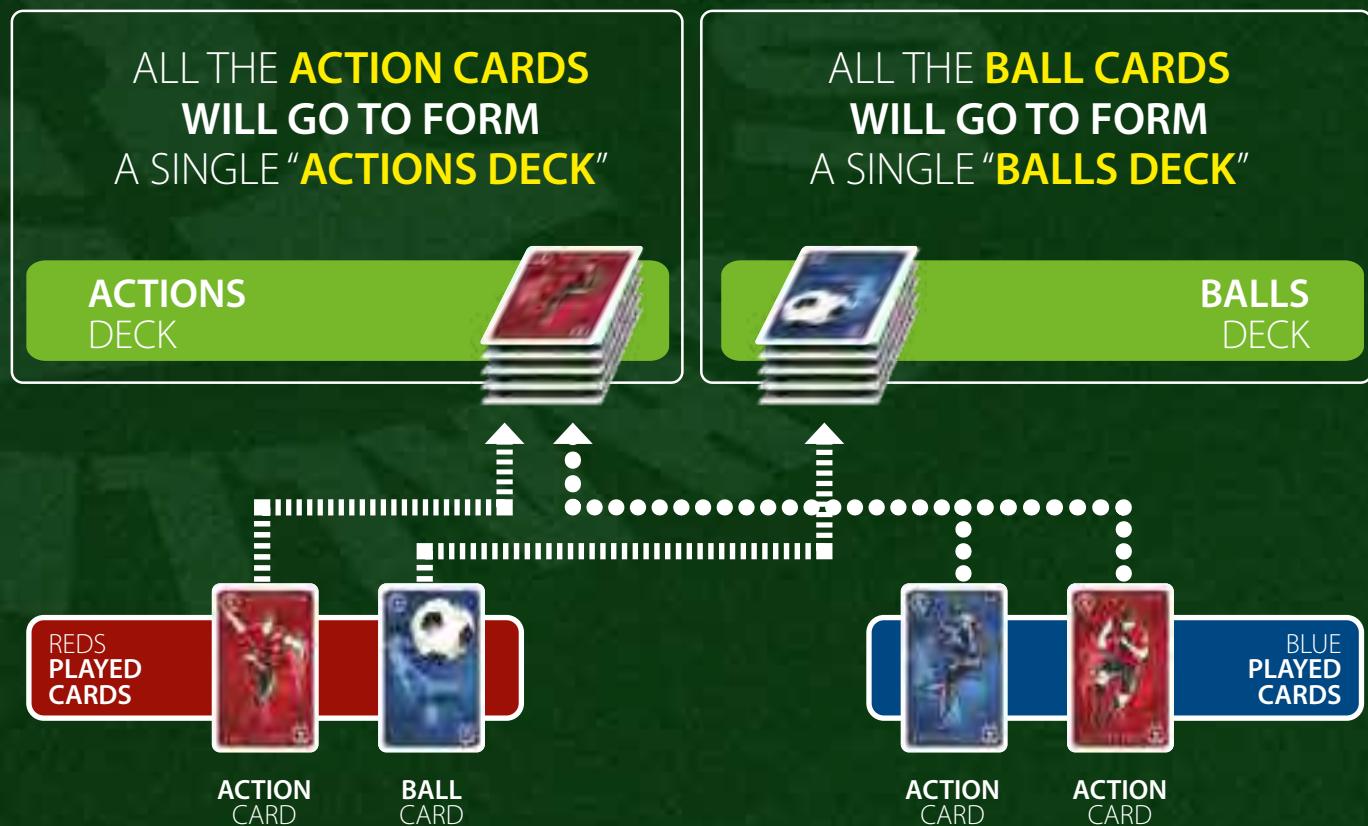
THE SECOND BASIC RULE

ALL THE CARDS THAT WILL BE PLAYED DURING THE GAME BY BOTH PLAYERS

IT WILL BE PLACED ONE ON TOP OF EACH OTHER

TO CREATE TWO NEW DECKS ON THE TABLE: AN ACTIONS DECK AND A BALLS DECK,

LEAVING ONLY ONE ACTION CARD AND ONE BALL CARD VISIBLE ON THE PLAYING FIELD



THE MAIN RULE N° 2

IF TWO DIFFERENT CARDS ARE PLAYED (ONE ACTION AND ONE BALL), REGARDLESS OF THE COLOR, **THESE MUST BE PLACED EACH ON THE RELEVANT DECK**: THE ACTION CARDS ON THE "ACTIONS DECK" AND THE BALL CARDS ON THE "BALLS DECK"



EXAMPLE OF
RED TEAM
BALL POSSESSION



THE MAIN RULE N° 2

IF 2 EQUAL CARDS ARE PLAYED (2 ACTIONS OR 2 BALLS),
 REGARDLESS OF THE COLOR, **THESE MUST OVERLAP**
AND PLACE BOTH ON THE RELEVANT DECK,
LEAVING VISIBLE THE CARD OF YOUR COLOR TEAM (IF POSSIBLE).

EXAMPLE OF
RED TEAM
BALL POSSESSION



1 SITUATION
BEFORE THE PLAY

2 SITUATION
AFTER THE PLAY

THE MATCH BEGINS

HAVE YOU LEARNED THESE TWO SIMPLE RULES?

WELL, THE GAME CAN BEGIN!

THE PLAYER THAT MUST START THE MATCH
IS DRAWN

AND HE WILL HAVE POSSESSION OF THE BALL





THE GAME TIMES

THE DECK OF CARDS IT IS COMPOSED OF 90 CARDS AND INDICATES THE PASSING OF TIME

IS IT MANDATORY PLAYING 2 CARDS AT A TIME
45 GAME ROUNDS WILL BE PLAYED (45 MINUTES)
BEFORE THE CARDS IN THE DECK END

A MATCH IS PLAYED IN TWO HALVES: 1ST AND 2ND HALF.

BOTH REGULATION TIMES **END WHEN THE LAST CARD OF THE DECK IS DEALED**
AND IMMEDIATELY MUST INTERRUPTING THE GAME, REGARDLESS OF THE ACTION IN PROGRESS,
UNLESS IT IS A PENALTY KICK.

IN THIS CASE THE PENALTY KICK IS TAKEN, AFTER WHICH THE MATCH IS INTERRUPTED.
AT THE END OF THE 1ST HALF, THE DECK IS SHUFFLED AND THE PLAYER
WHO DID NOT START THE 1ST HALF, BEGINS TO PLAY.

IF THE MATCH ENDS IN A DRAW AT THE EXPIRY OF THE REGULAR TWO HALVES

ONLY ONE OVERTIME WILL BE PLAYED.

THE PLAYER WHO BEGINS THE MATCH IS DRAWN.

EVEN IF THE EXTRA TIME ENDS IN A TIE,

A SERIES OF 5 PENALTY KICKS WILL BE PLAYED TO DECIDE THE WINNER.



THE PASSAGE

TO CONTINUE WITH THE ACTION, **THE PLAYER WHO HAS POSSESSION OF THE BALL MUST BE ABLE TO COMPLETE A PASS.**

PLAYING TWO CARDS

AND POSITIONING THEM ON THE RELEVANT DECKS ON THE FIELD

**THE RED TEAM
MUST TRY TO COMPLETE
A RED PAIR**

(RED ACTION + RED BALL)



ACTION
DECK



BALLS
DECK

**THE BLUE TEAM
MUST TRY TO COMPLETE
A BLUE PAIR**

(BLUE ACTION + BLUE BALL)



ACTION
DECK



BALLS
DECK



THE PASSAGE

BY PLAYING TWO CARDS, **TWO POSSIBILITIES DEVELOP EACH TIME**

EXAMPLE OF
RED TEAM
BALL POSSESSION



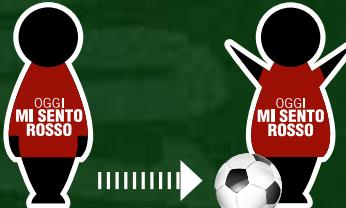
POSSIBILITY 1

**IF YOU CAN MAKE
A PAIR**
OF YOUR OWN COLOR



ACTION DECK BALLS DECK

**SUCCESSFUL
PASSAGE**



**YOU DRAW 1 CARD
AND KEEP PLAYING**



POSSIBILITY 2

**IF YOU CAN'T
MAKE A PAIR**
OF YOUR OWN COLOR



ACTION DECK BALLS DECK

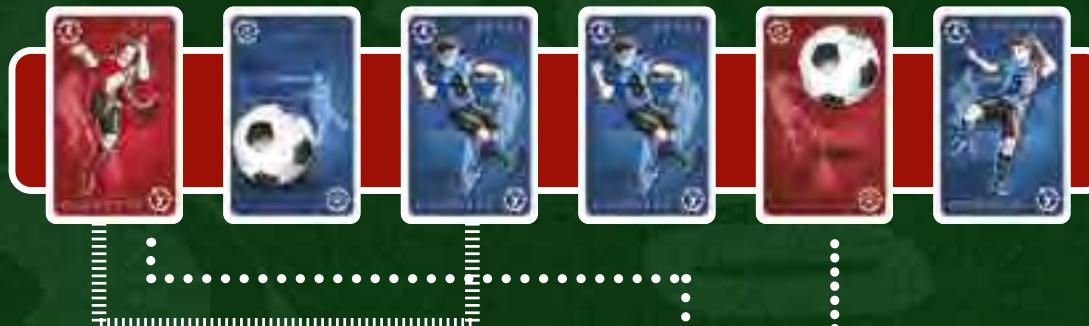
**THE OPPONENT
HE GETS THE BALL**



**YOU DRAW 2 CARDS
AND THE GAME PASSES
TO THE OPPONENT**



WITH EVERY TURN OF THE GAME **YOU WILL HAVE MULTIPLE PLAYING POSSIBILITIES AVAILABLE**
 Here are described some examples of possible choices that complete the red pair (**SUCCESSFUL PASS**)


 RED PLAYER
AVAILABLE CARDS

CHOICE A

 RED ACTION +
BLUE BALL

The cards overlap and they are both positioned on the "action deck" keeping it visible the red card


CHOICE B

 RED ACTION +
RED BALL

The cards are placed each on their respective deck


 1 SITUATION
BEFORE THE PLAY

 2 SITUATION
AFTER THE PLAY

THE PAIR OF
OWN COLOR
IT IS COMPLETED
**SUCCESSFULL
PASS**

+1


THE RED PLAYER
DRAW 1 CARD
and continue to play



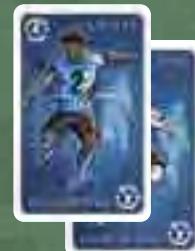
SOMETIMES IT WILL BE IMPOSSIBLE TO COMPLETE THE PAIR ON THE FIELD

 Examples of plays that do not complete the red pair (**FAILED PASS**)

 RED PLAYER
AVAILABLE CARDS

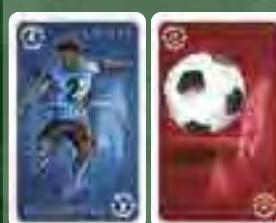

CHOICE A

 BLUE ACTION +
BLUE BALL

 The cards overlap
and both are positioned
on the "Action deck"


CHOICE B

 BLUE ACTION +
RED BALL

 The cards are placed
on their respective decks


CHOICE C

 RED BALL +
BLUE BALL

 The cards overlap
and both are positioned
on the "Balls deck" leaving
the red card visible on top


CHOICE D

 RED BALL +
RED BALL

 The cards overlap
and both are positioned
on the "Balls deck"

 THE PAIR OF
OWN COLOR
IT IS NOT COMPLETED
**FAILED
PASS**

+2


 THE RED PLAYER
DRAW 1 CARD
and play goes to the opponent

 1 SITUATION
BEFORE THE PLAY

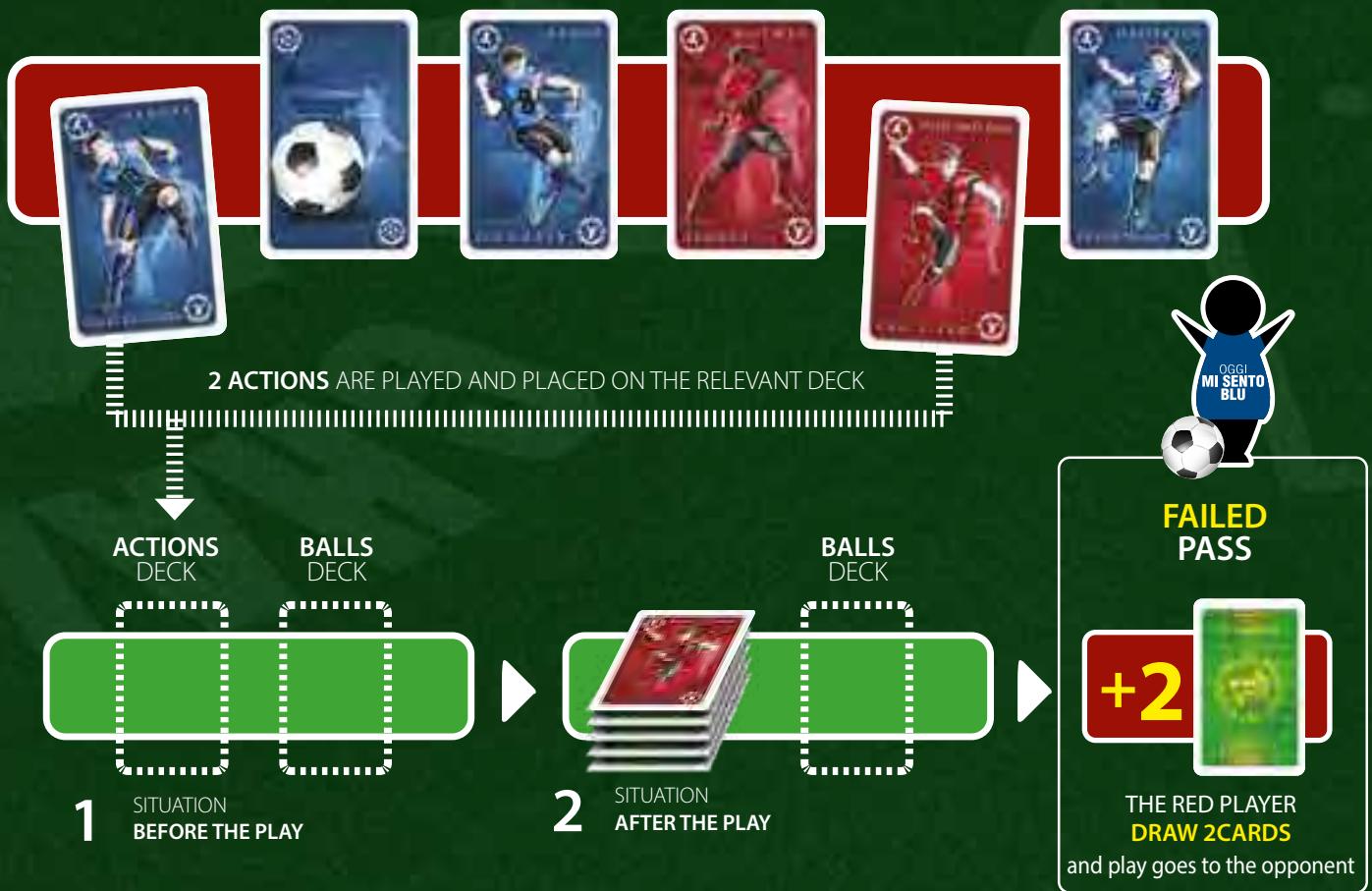
 2 SITUATION
AFTER THE PLAY

AT THE FIRST PLAY OF THE GAME, WHEN THERE ARE STILL NO CARDS ON THE FIELD,
IF TWO EQUAL CARDS ARE PLAYED (TWO ACTIONS OR TWO BALLS),
IT IS POSSIBLE TO LEAVE ONE OF THE TWO DECKS EMPTY.

IN THIS CASE IT IS A FAILED PASS AND THE GAME PASSES TO THE OPPONENT.
 THE DECK WILL REMAIN EMPTY UNTIL IT WILL BE FILLED IN THE FOLLOWING ROUNDS OF PLAY.



EXAMPLE OF
RED TEAM
BALL POSSESSION



EACH TIME YOU COMPLETE A PASS,
YOU PLAY TWO CARDS AND DRAW ONE,
AND THEREFORE THE CARDS IN YOUR POSSESSION DECREASE

**THIS MEANS YOU ARE GETTING CLOSER
TO THE OPPONENT'S GOAL**



TIP:

IT IS ALWAYS A GOOD IDEA, IF POSSIBLE, TO TRY TO PLAY A CARD OF THE OPPONENT'S COLOUR IN EACH TURN IN ORDER TO KEEP MORE CARDS OF YOUR OWN COLOUR IN YOUR POSSESSION TO HAVE A BETTER CHANCE OF COMPLETING A PASS IN THE NEXT TURN.

IF YOU ARE CLEARLY UNABLE TO COMPLETE A PASS, YOU SHOULD ALSO TRY TO DISCARD BOTH CARDS OF YOUR OPPONENT'S COLOUR, TRYING NOT TO CAUSE A COUNTERATTACK (See Chapter 8).



THE COUNTERATTACK

ATTENTION: **IF A PLAYER CREATES A PAIR OF THE OPPOSITE COLOUR ON THE FIELD, AN OPPONENT'S COUNTERATTACK IT DEVELOPS AND MUST FOLLOW A THREE-STEP PROCEDURE:**

EXAMPLE OF
RED TEAM
BALL POSSESSION

STEP 1

THE RED PLAYER
CREATES A BLUE PAIR
ON THE FIELD



STEP 2

THE RED PLAYER
RECEIVES FROM THE BLUE
PLAYER ALL HIS CARDS,
EXCEPT ONE,
AND PASSES HIM THE PLAY



STEP 3

THE BLUE PLAYER
CONTINUES THE PLAY:
DRAWS 1 CARD
AND, HAVING ONLY 2 CARDS IN HIS
HAND, HE FIND HIMSELF IN FRONT
OF THE OPPONENT'S GOAL

**WARNING:**

After a counter-attack or a double counter-attack (a counterattack followed immediately by a second counterattack), **it may happen that a player left with only one or two cards in his hand**; in order to continue the action, in his turn, he, **MUST RESTORE TO 3 THE CARDS IN HIS HAND**.



IN FRONT OF OPPOSING GOALKEEPER

WHEN A PLAYER PLAYS THE LAST TWO CARDS IN HIS POSSESSION

(HE REMAINS WITHOUT CARDS IN HIS HAND) **IT MEANS THAT HE IS IN FRONT OF THE OPPONENT'S GOAL** AND CAN TRY TO SHOOT TO TRY TO SCORE A GOAL.

BY PLAYING THE LAST CARDS, THREE DIFFERENT OPTIONS DEVELOP



EXAMPLE OF
RED TEAM
BALL POSSESSION

OPTION 1

**YOU CREATE
A PAIR**
OF YOUR OWN COLOUR



ACTIONS
DECK

BALLS
DECK

OPTION 2

**YOU DON'T
CREATE A PAIR**
OF YOUR OWN COLOUR



ACTIONS
DECK

BALLS
DECK

OPTION 3

YOU CREATE A PAIR
OF THE OPPONENT'S
COLOUR



ACTIONS
DECK

BALLS
DECK



IN FRONT OF OPPOSING GOALKEEPER

THE THREE DIFFERENT OPTIONS HAVE THREE DIFFERENT CONSEQUENCES

EXAMPLE OF
RED TEAM
BALL POSSESSION



OPTION 1

YOU CREATE
A PAIR
OF YOUR OWN COLOUR



OPTION 2

YOU DON'T CREATE
A PAIR
OF YOUR OWN COLOUR



OPTION 3

YOU CREATE A PAIR
OF THE OPPONENT'S
COLOUR



YOU CAN
SHOOT

AND TRY TO SCORE
A GOAL

YOU DRAW A CARD
AND PLAY IT



SEE THE CHAPTER
"SHOOT
ON GOAL"
Pag 25

THE
OPPONENT'S
DEFENSE
INTERVENES

AND KICK
THE BALL AWAY

YOU DRAW 4 CARDS
AND THE GAME PASSES
TO YOUR OPPONENT



OPPONENT
COUNTER-
ATTACK

SEE THE CHAPTER
"THE COUNTER-ATTACK"

Pag 22

SHOOT ON GOAL

PLAYING THE LAST 2 CARDS IN YOUR POSSESSION, **IF YOU COMPLETE A PAIR OF YOUR COLOR, IT MEANS YOU CAN SHOOT AND TRY TO SCORE A GOAL.**

YOU DRAW 1 CARD AND PLAY IT: 4 DIFFERENT OPTIONS CAN BE DEVELOPED

EXAMPLE OF
RED TEAM
BALL POSSESSION



PENALTY CARDS



THERE ARE 2 PENALTY CARDS IN THE DECK THAT CAN BE USED IN THREE DIFFERENT OPTIONS, SINGLE OR IN PAIRS, IN YOUR FAVOUR OR AGAINST THE OPPONENT



OPTION 1

PLAY **1 PENALTY CARD** AS A SECOND CARD DURING YOUR TURN:

PENALTY KICK IN YOUR FAVOR

IT IS USED LIKE A "JOLLY", LIKE ANY CARD.

OPTION 2

PLAY **1 PENALTY CARD** WHILE THE OPPONENT IS PLAYING,

TO GET HIM A FOUL AND STOP ITS ADVANCE*

OPTION 3

PLAY **2 PENALTY CARDS**, ONLY DURING YOUR TURN

TO GET A PENALTY KICK

PLACE IT ON THE DESIRED DECK (ACTION OR BALL) AND IT WILL KEEP THE VALUE (COLOR) **UNTIL IT GETS COVERED FROM ANOTHER CARD**

IF IT IS ALREADY PRESENT IN THE FIELD THE OTHER PENALTY CARD
IT IS A PENALTY KICK IN YOUR FAVOR

THE PLAY CONTINUES WITHOUT INTERRUPTIONS

WHO PLAYS THE FOUL ELIMINATES THE PENALTY CARD FROM THE GAME AND DRAW **1 CARD AS A REPLACEMENT**

IF IT IS ALREADY PRESENT IN THE FIELD THE OTHER PENALTY CARD
IT IS PENALTY IN FAVOR OF THE OPPONENT

THE OPPONENT PLAYER DRAW 2 CARDS AND KEEP PLAYING



SEE CHAPTER
**PENALTY KICK
PLAYED
DURING THE MATCH**

Pag 29

*** ADVISE**

To avoid wasting Penalty Cards, it is always better to wait to play them in the moment in which the opponent draws the last card before attempting a shot (he must necessarily have at least two cards in hand).

AFTER A GOAL THE PLAYERS RETURN TO MIDFIELD

ALL CARDS ON THE FIELD ARE ELIMINATED
THE PLAYER WHO SCORES KEEPS THEM CLOSE TO HIM,
TO KEEP THE GOAL COUNT

BOTH PLAYERS RETURN TO 6
THE NUMBER OF CARDS IN THEIR POSSESSION
KEEPING THE ONES THEY ALREADY HAVE IN HAND

In case they have more, due to a counterattack,
the opponent will discard the excess ones without looking



THE PLAYER
WHO HAS CONCEDED THE GOAL STARTS THE GAME AGAIN

PENALTY KICKS CAN BE PLAYED **DURING THE MATCH**
WHEN THE OPPORTUNITY ARISES,
OR **AT THE END OF EXTRA TIME** TO DECREE THE WINNER OF THE MATCH

PENALTY KICKS PLAYED DURING THE MATCH

PENALTY KICKS PLAYED AT THE END OF THE GAME

ALL CARDS IN YOUR POSSESSION
ARE ELIMINATED FROM THE GAME
AND **DRAW 2 NEW CARDS**

IF THE EXTRA TIME ALSO ENDS
IN A TIE, TO DECREE
THE WINNER MUST SHOOT
A SERIES OF 5 PENALTY KICKS
FOLLOWING THE PROCEDURE
DESCRIBED IN THE RELEVANT CHAPTER

SEE CHAPTER
PENALTY KICK
PLAYED DURING THE GAME

Pag 29

SEE CHAPTER
PENALTY KICK
PLAYED AT THE END OF THE GAME

Pag 30



PENALTY KICKS_ DURING THE MATCH

THE PLAYER REMOVES ALL CARDS IN HIS POSSESSION FROM THE GAME,
DRAW TWO CARDS, AND PLAYING THEM, PROCEED AS DESCRIBED:



PENALTY KICKS_ AT THE END OF THE MATCH

TO DETERMINE THE WINNER A SERIES OF 5 PENALTY KICKS (OR OVERRIDE) **IS PLAYED**.

THE PENALTY CARDS ARE REMOVED FROM THE DECK AND **EACH PLAYER DRAWS 3 CARDS**



AVAILABLE CARDS
OF THE RED PLAYER

STEP 1

FROM THE DECK IT IS TURNED
A CARD ON THE FIELD
WHICH WILL BE FOR REFERENCE
FOR BOTH PLAYERS

EXAMPLE: A BLUE ACTION

DRAW CARD
N° 1



TO SCORE A GOAL

**EVERY PLAYER WILL HAVE TO PLAY
THE CARD YOU NEED TO COMPLETE
THE PAIR (ACTION + BALL)
OF THE COLOR OF THE DRAW CARD**

REGARDLESS OF YOUR OWN
COLOR OF BELONGING
(IN THIS CASE YOU NEED A BLUE BALL)

STEP 2

RED TURN
THE RED PLAYER
PLAY A BLUE BALL
AND **COMPLETE THE PAIR**
GOAL!



BLUE TURN
THE BLUE PLAYER
PLAY A BLUE ACTION
AND **IT DOESN'T COMPLETE THE PAIR**
SAVE!

STEP 3

RED TURN
THE RED PLAYER **LEAVES THE CARD
WITH THE PICTURE VISIBLE**
TO INDICATE THE GOAL
AND DRAW 1 NEW CARD
(TO ALWAYS HAVE 3 IN HAND)



SHOT N° 1
RED

DRAW CARD
N° 1

SHOT N° 1
BLUE

BLUE TURN
THE BLUE PLAYER **TURNOVER THE CARD**
TO INDICATE THE SHOT SAVED
AND DRAW 1 NEW CARD



STEP 4

A NEW CARD IS DRAWN FROM THE DECK
AND PLACED ONTO THE FIELD
UNDER THE PREVIOUS CARD

EXAMPLE: A RED BALL
TO SCORING EVERY PLAYER WILL HAVE TO
PLAY A RED ACTION CARD



SHOT
N° 2
RED

SHOT
N° 2
BLUE

SHOT
N° 2
BLUE

SHOT
N° 2
BLUE

**THE PROCEDURE IS REPEATED FOR 5
GAME ROUNDS OR CONTINUE UNTIL
A WINNER IS DETERMINED.**

SCHEME OF CARDS TO DRAW

HERE IS A SUMMARY SCHEME THAT INDICATES
THE NUMBER OF CARDS TO DRAW IN EVERY SITUATIONS

EXAMPLE OF
RED TEAM
BALL POSSESSION



SUCCESSFUL PASSAGE



+1



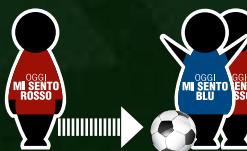
DEFENSE INTERVENTION



+4



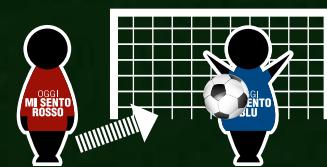
UNSUCCESSFUL PASSAGE



+2



SAVED SHOT



+5



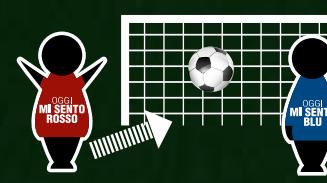
REJECTED SHOT/CORNER



+3

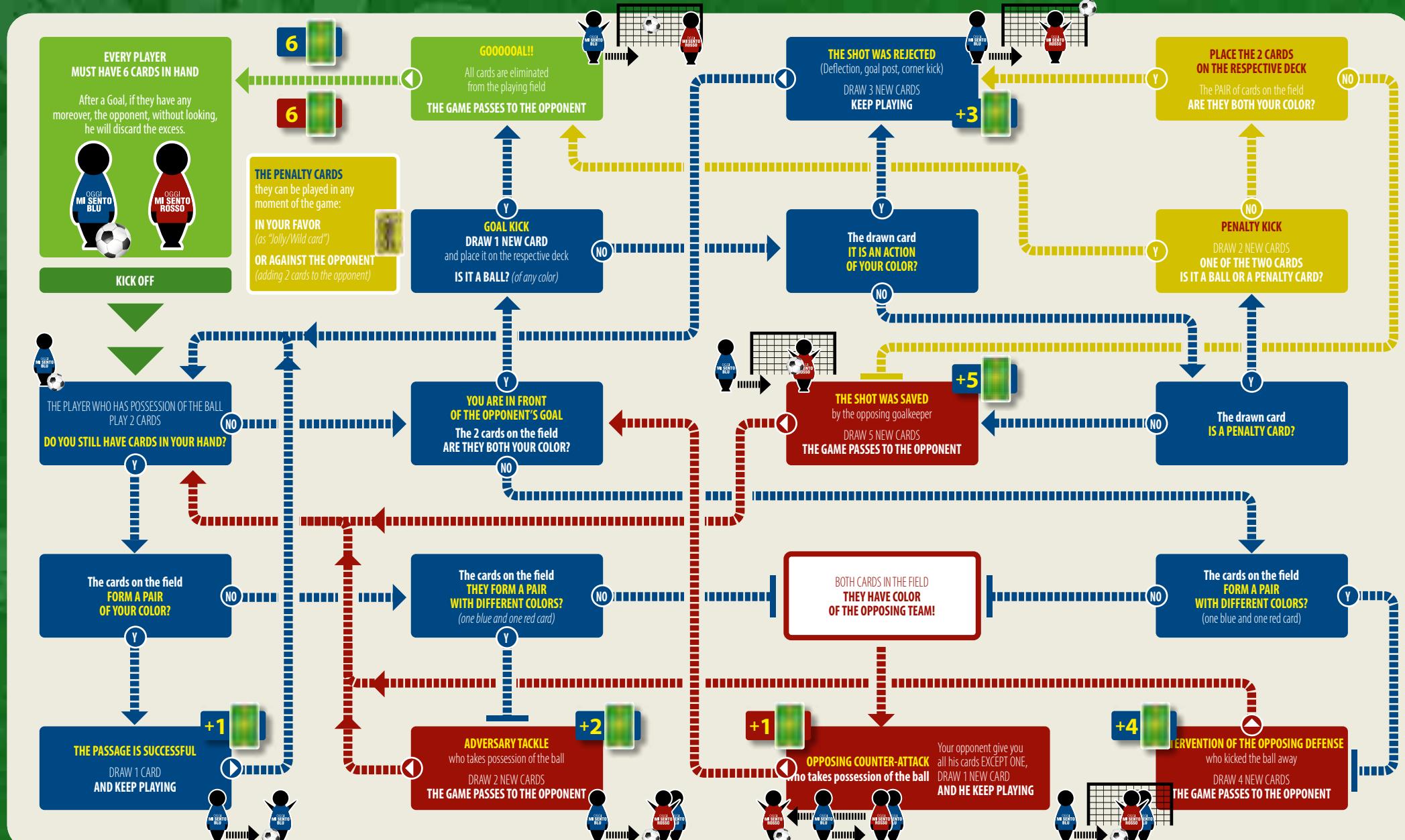


GOAL



6







CHAMPIONSHIP BOARDS

101 CHAMPIONS CHALLENGE
IT'S PLAYED BY TWO PLAYERS,
BUT IT'S A GAME THAT GIVES THE BEST
PLAYED IN COMPANY,
ORGANIZING TOURNAMENTS WITH FRIENDS



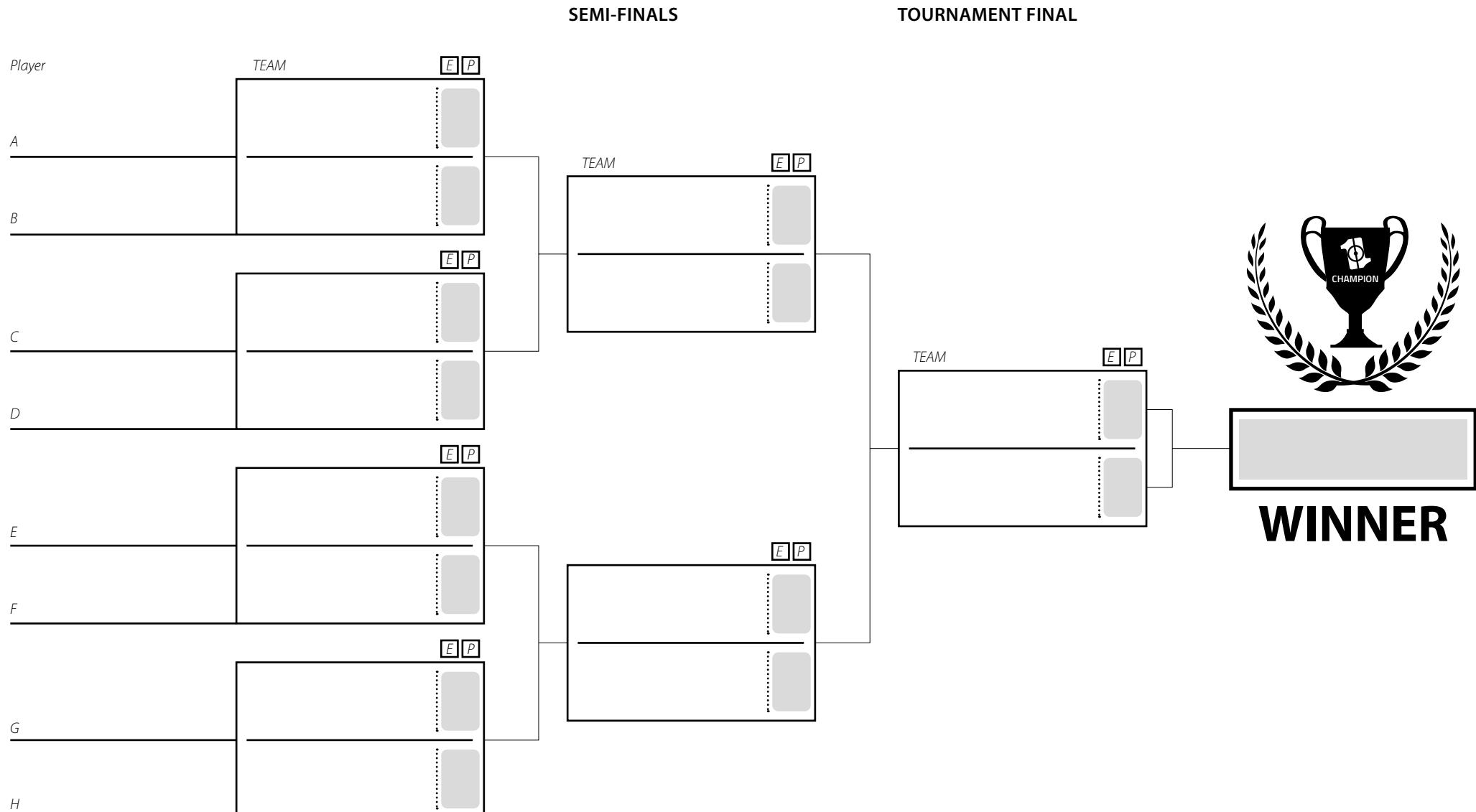
IN THE FOLLOWING PAGES ARE ILLUSTRATED TWO BOARDS READY TO PRINT,
TO ORGANIZE A TOURNAMENT OR CHAMPIONSHIP.

GOOD FUN!



101 CHAMPIONS CHALLENGE

TOURNAMENT



E Extra Time

P Penalty Shootouts

www.101challenge.com



101 CHAMPIONS CHALLENGE

CHAMPIONSHIP

STANDING

Victory=2 pts Draw=1pt

SCORES

TEAM	Team A	Team B	Team C	Team D	Team E	Team F	Team G	Team H
A								
B								
C								
D								
E								
F								
G								
H								



WINNER

