

DIRECTIONS FOR PLAYING THE **Game of Football**

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The implements for playing this game consist of a game board divided by lines into 100 spaces, each one of which is supposed to represent the distance of one yard upon an actual football field; of a football pin to be used as representing a football, a red-headed pin and a black-headed pin to be used as markers to represent the distance which must be gained by the side having possession of the ball; and of a dice cup and two dice which are shaken to determine the distance gained or lost by the side in possession of the ball.

The object of the game is, as in real football, to advance the ball over the opponent's goal line for a score. The player whose side is supposed to be in possession of the ball must advance it in four attempts called **DOWNS**, a distance of at least ten yards, or ten lines upon the board. If he is successful in doing this, he retains possession of the ball and has four more attempts, or downs, to make a still further distance of ten yards, retaining possession of the

ball as long as he is able to make an advance of ten yards, or more, in four downs, or less. If at any time the player having possession of the ball is unable to advance it ten yards, or spaces, in four attempts, he must either kick or lose possession of the ball to the other side at the line to which the last unsuccessful attempt carried the ball. The player who is in possession of the ball, in attempting to make an advance, names the play he wishes to attempt and throws the dice, advancing or losing ground in accordance with the throw of the dice designated for this particular play in the following description of the various plays which he may use.

(A) PLAYS*

* All plays are subject to Penalties described below under that heading.

(1) **LINE.** If a player in possession of the ball wishes to attempt a line play, he calls for this particular play and throws the two dice from the cup. He then advances the ball a number of yards equal to the smaller number turned up upon the two dice except as hereafter provided under the heading "Penalties." Examples: If he throws 6-3, he advances the ball three yards or spaces; if he throws 5-1, he advances the ball one yard; if he throws 4-2, he advances the ball two yards, etc.

(2) **END RUN.** If the player in possession of the ball desires to attempt an End Run, he names this play and throws the dice upon the board. If the sum of the two dice is even, he advances the ball a number of yards or spaces equal to this sum. If, however, the total of the throw is odd, the play is considered to have been unsuccessful and no gain is made. Examples: A throw of 6-2 would advance the ball eight yards; a throw of 3-1 would advance it four yards; throws of 4-3, 5-4, 7-2, etc., would give no gain.

(3) **FORWARD PASS.** If the offensive player elects to make this play, he so states and throws the dice. As in the End Run play, if the total of the two dice is an even number, the pass is supposed to be completed for the number indicated by this total and the side making the play has another throw of the dice to determine whether or not the ball shall be advanced still further by the runner after he has caught it or whether he shall be considered to have been stopped when he caught the ball. If the total of the second throw of the two dice is an even number, the ball is again advanced a distance equal to this total. Example: If a player shakes a 6-2 on the first throw and a 3-5 on the second throw, he advances the ball upon this forward pass a total of sixteen yards as the player is supposed to have caught the eight yard pass and made a further run of eight yards before being tackled. If the original throw for the forward pass is an odd number, the pass is considered unsuccessful and no gain is supposed to have been made. If the first throw is an even number and the second one is an odd number, the pass is considered successful but the runner is supposed to be stopped immediately upon catching the ball. There is a special rule of this game applying to a forward pass and that is that if a player attempts a forward pass and shakes a 4 and a 3, he loses the ball immediately to the other side at the place from which the ball was put in play. The side recovering the ball has no chance for a runback and puts the ball in play from line where the last play was started. Examples: 6-1, 5-2, 5-4, no gain and no additional shake; 4-2, 6-4, gain of six or ten yards respectively upon the pass and a chance for an additional shake. Upon the additional shake, totals like 4-2, 5-3, 6-4, would advance the ball six, eight and ten yards respectively in addition to the pass.

(4) **TRICK PLAY.** If the offensive player wishes to attempt a Trick Play, he names this play and throws the dice.

If the total of the throw of the dice is an even number, he advances the ball **twice** the distance of this total. If the throw of the dice is **odd**, he is considered to have suffered a loss equal to the total of the throw. **Examples:** Throws of 6-2, 3-1, and 4-2 would advance the ball sixteen yards, eight yards and twelve yards, respectively; throws of 2-1, 3-2, 5-4 would lose the offensive player three yards, five yards and nine yards, respectively, and he must bring back the marker representing the football this number of spaces on the board toward his own goal line.

(B) KICKS

(1) **KICKOFF.** The first play of each game and the first play after a score has been made, excepting a Safety, is the Kickoff in which the side chosen to kick the ball supposedly places it on its own forty yard line and kicks as far into its opponent's territory as possible. This is accomplished by shaking the dice and advancing the marker a distance equal to five times the total of the throw.

Examples: A shake of 5-2, would be considered as a kick of thirty-five yards; a shake of 6-4, a kick of fifty yards, etc. **Note:** If a Kickoff or any other kick does not go over the opponent's goal line, the opponent upon receiving the kick has the opportunity of throwing the dice to indicate the distance the ball is returned by the player making the catch. **This throw is compulsory**, as in real football there would always be an attempt to return a kick. If the total of the dice is an even number, the ball is brought back a distance equal to this total but if it is an odd number, the player catching the ball is considered to have been thrown in his tracks and no gain is supposed to have been made. After this return of kick has been played, it is first down, ten yards to go, where the return is stopped.

(2) **PUNT.** At any time during the game, the player in possession of the ball, feeling that he cannot make a distance of ten yards in four attempts or downs, may at any time upon first, second, third or fourth downs call for a

Punt. In this case, after calling the play, he shakes the dice and his kick is supposed to cover a distance equal to five times the total of the throw. The ball is then caught and returned by the opposing side as explained under "Kickoff."

(3) **DROP OR PLACE KICK.** At any time during the game, when the offensive player is within fifty yards of his opponent's goal, he may attempt to score by kicking a **Drop or Place Kick**. These kicks are considered successful only when the total of the throw of the dice is an **even number** and when five times this total will equal the distance from the line where the ball was put in play to the opponent's goal line. If an **odd number** is thrown, the goal is never considered to have been kicked but the ball is considered to have covered a distance equal to five times the total of the throw. If an **even total** is thrown and five times this total does not carry the ball to the goal line, it is considered unsuccessful and the ball is supposed to be caught and returned as in a Punt or Kickoff. **Example:** Kick is made from the **forty yard line**—throw of the dice is 6-2, this would score a goal from the field because the throw is **even** and five times the total of the dice is **forty yards** which is the distance necessary for the ball to be kicked to score. A throw of 4-2, while even, would cover only thirty yards and the distance is therefore **not sufficient** to score. In this case the ball would be returned from the ten yard line as indicated under "Kickoff" and "Punt." A throw of 5-4, while giving sufficient distance to score, is an **odd number** and while the kick would go over the goal line, would not be considered as **scoring** a goal from the field.

Note: If at any time upon a kick the ball goes over either goal line and does not score a Field Goal or Touchdown or Safety, it is considered a "Touchback" and the ball is brought out by the side whose goal line is crossed and put in play from its own twenty yard line, first down ten yards to go. No score is made by a touchback.

(C) PENALTIES

(1) If at any time on any play a player in making a throw of the dice shakes 2-2, 3-3, 4-4, or 5-5, it is considered that his side has either lost five yards or has been penalized this distance. This penalty or loss occurs regardless of the play attempted.

(2) If at any time during the game, a player shakes 6-6, he is considered to have made a fumble. He must then make a further shake to find whether his own side or his opponent's side recovers the ball. If the total of the throw of the dice is even, he recovers the ball and the play is considered as one down, no gain or loss being made. If the total of the dice is odd, his opponent recovers the ball and starts play from the line at which the fumble was made. This shake-off for recovery of the ball is not considered as a play and should the dice indicate a penalty, it shall not be counted, the idea of this throw of the dice being only to show who shall recover the ball.

(3) If at any time during the game, the player in possession of the ball shakes double ones, he is considered to have lost the ball without a chance of recovery and the ball passes to his opponent on the line where the fumble was made.

(4) A shake of 4-3 upon a forward pass forfeits the ball to the other side as already explained under the rules of a Forward Pass.

• (5) **PENALTY ON KICKOFF.** If, in shaking for the Kickoff, a player shakes doubles, his kick is supposed to have gone out of bounds and he makes a second kickoff five yards back of the point where the last kickoff was made. In this particular case only, double sixes and double ones are counted just as any other doubles.

(6) If a side catching a kickoff shakes doubles upon its attempt to return the ball after a kick, it is considered to lose five yards in this case just as in any other play and if double sixes turn up, it is considered as having made a fumble and if double ones turn up, it is considered to lose the ball at the line where the ball was caught.

(D) SCORING

(1) **TOUCHDOWN.*** A side which is able to retain possession of the ball and advance it, still in its possession, over its opponent's goal line shall score six points upon the other side. The ball may be taken over the goal line by any of the rushing plays or by a successful forward pass. If a touchdown is scored, the side making the touchdown has an opportunity to score another point as follows:

* Note: To score a touchdown the ball must be over and not on the goal line.

(2) **POINT AFTER TOUCHDOWN.** The ball is put in play upon the five yard line of the team scored upon and the side which has just made the touchdown has a chance to advance the ball over its opponent's goal line by a running play, a forward pass, or by making a successful drop or place kick. The regular rules of the game apply to all the plays and to score a point the running play, or forward pass must advance six yards or the kick must be successful as indicated under the rules of Drop or Place Kick. If the side attempting to score is successful, it is given one additional point regardless of what play it uses to score.

(3) A goal from the field made by a place or drop kick counts three points for the side scoring the goal.

Note: After a Touchdown and try for point after Touchdown, or after a successful Place or Drop Kick, the ball is brought out to the center of the field and play is resumed by a Kickoff, the side, which is scored upon, having its choice whether it shall kick off or receive the kickoff.

(4) **SAFETY.** If at any time a team in possession of the ball is pushed back over its goal line, **still retaining possession of the ball**, its opponents are considered to score **two points** on it by a **Safety**. After a **Safety** is scored, the ball is put in play by the side scored upon from its own twenty yard line just as if the ball had crossed the goal line for a **Touchback**. It is **not possible** for a team to be **scored upon** by a **penalty** and consequently special rules have been adopted for the scoring of a safety in this game. If a player close to his own goal, attempts a trick play and loses upon it such a distance that the ball would rest behind his own goal, a safety is scored. Also in shaking doubles, it shall be considered that **Double Twos and Double Threes** are penalties and cannot push the side in possession of the ball back any farther than its own goal line, **no score being made**, but it shall be considered that **double fours and double fives** are losses and if a player by shaking either of these two doubles shall be thrown back of his own goal line in possession of the ball, it shall be considered that a **Safety** is scored.

(E) SPECIAL RULES

(1) The length of the game shall be determined before starting the play. It may be any period of time such as ten, fifteen or twenty minutes, or more, agreed upon by the players but, after once being settled, it shall be adhered to very strictly and **play shall stop immediately upon the expiration of this time**. A real game of football is divided into four periods and the goal is changed in each quarter, for the purpose of allowing players to rest and to secure equal advantages from wind and sun. In this game, there is no need of this so that it has been found more satisfactory to play this game in a single period without changing goals.

(2) If at any time during the game a player shakes the dice **without naming his play** before doing so, he shall be

considered to have used up one down and shall not be allowed to advance the ball regardless of the throw of the dice and regardless of the play he intended to make.

(3) If at any time during the game, one player shall consider that the other is delaying the play for the purpose of maintaining a winning score, he may call upon this player to immediately name his play and shake the dice, and, if the player so called upon does not do so, he shall be penalized a distance of ten yards.

DIRECTIONS FOR PLAYING THE Game of Baseball

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3 Strikes—Batter out—All runners hold Bases.



Batter out at 1st.



WITH RUNNERS ON BASES. Throw the dice again, unless this play is 3rd out.



With a single runner on 1st, a total count of both dice of 6 or under, runner from 1st to 2nd is safe. A total count of 7 or over, runner is out at 2nd.



With runners on 1st and 2nd both are forced. Throw the dice again. If none are out and total count of both dice is 4 or under batter hits into a **triple play** retiring the side.

If count is 5, 6 or 7, runner from 2nd to 3rd is **safe** and runner from 1st to 2nd is **out** completing a **double play**. If count is 8 or over, both runners are **safe**.

If one is **out** and the total count is 6 or under, both runners are **safe**; if 7 or over, runner from 1st to 2nd is **out**, completing a **double play**.

With one runner on 2nd or 3rd or with two runners on—one on 2nd and one on 3rd—**hold your bases**, or with runners on 1st, 2nd and 3rd, **throw the dice again**. If the total count is 6 or under, the **runner forced from 3rd to Home is safe and scores**. If total count is 7 or over, this **runner is out**. Runners on 1st and 2nd **advance to 2nd and 3rd and are safe** unless the play has retired the side with three out.



Base on Error.

All base runners advance one base.



Two Base Hit.

Any runners on 2nd and 3rd score. Any runner on 1st **advances to 3rd** and at his option (depending on the value of the

run) attempts to score, in which case he throws the dice again. If the total count is 6 or under, runner is **safe** and **scores**. If total count is 7 or over, **runner is out**.



One Base Hit to Left Field.

All runners advance one base and any runner on 3rd scores.



3 Strikes—Batter out—All runners hold Bases.



One Base Hit to Right Field.

All runners advance two Bases and any runners on 2nd or 3rd or both score.



Foul Out—all runners hold Bases.



3 Base Hit. All runners on bases score.



3 Strikes. Batter out. All runners hold Bases.



Batter Flies Out. If a runner is on 3rd and depending on the closeness of the score and advanced period of the game it is **OPTIONAL** to throw the dice again for an attempted advance **Home**.



Batter Out at First. With a man or men on bases this throw hits into a double play. Batter and base runner farthest advanced toward home are out. Other runners advance one base unless 3 are out.



Base on Balls. All runners forced advance one base. Those not forced hold their bases.



Infield Fly. Batter is out. All runners hold bases.



3 Strikes. Batter out. All runners hold bases.



Batter Fouls Out. All runners hold bases.



Home Run. Batter and all runners on bases score.

OPTIONAL for Stolen Bases.

At any time in the game (depending on the value of a run or advanced base or bases) the team at bat may call for a **single, double or triple steal**, in which case he should **announce his intention** to the opposing player. For example: With a runner on 1st and 3rd the player calls "**Double steal of 2nd and Home,**" etc., as the case may be: then throws the dice.

If the total count is 6 or under, the **steal is successful** and runner or runners **are safe**.

If the count is 7 or over, the **runner is out**, or if in a double or triple steal the runner farthest advanced toward Home is **out**, while other runners are safe **unless** the play is 3rd out. The game then continues as before.

The player representing the opposing team in the field should keep the record of outs and runs during each inning for the team at bat.

Specimen of Score Board:

Innings	1	2	3	4	5	6	7	8	9			Total Score
Home Team												
Visiting Team												

