



# *Directions for Playing* **THE** **GAME OF FOOTBALL**

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SALEM, MASSACHUSETTS  
NEW YORK, CHICAGO, LONDON  
MADE IN U. S. A.

## **EQUIPMENT:**

Consists of a game board representing a football field; a football pin; two pins with different colored heads to be used as 10 yard markers; a dice cup and two dice.

## **OBJECT:**

As in real football the object is to advance the ball over the opponents goal line for a score.

## **TO START:**

Before starting play agree on a period of time for the length of game, such as twenty minutes. Play should stop immediately upon the expiration of this time. Roll dice and player rolling high dice has choice of kicking or receiving the first kick-off.

## **PLAY:**

The Player whose side is in possession of the ball must advance it in four attempts, called **DOWNS**, a distance of at least 10 yards, (10 lines upon the board). If he does this successfully, he retains possession of the ball and has four more attempts, or downs, to make still another 10 yards, keeping the ball as long as he is able to make an advance of 10 yards or more in four downs or less. When the player having the ball is unable to advance it 10 yards in four downs he must either kick, or lose possession of the ball to the other side at the line to which the last down carried the ball.

The player who is in possession of the ball, in attempting to make an advance, names the play he wishes to use, and throws the dice. Depending on the throw of the dice, he advances or loses ground as designated by the rule applying to the play that he called before throwing the dice.

If doubles are thrown see **PENALTIES**.

### **KICK OFF:**

The first play of the game and after each score, excepting a safety, is the **KICK OFF**. The side chosen to kick places the ball on their 40 yd. line, then rolls the dice and advances the ball a distance equal to five times the total of the dice. This is the kick.

### **RUN BACK:**

If a kick off or any kick or punt does not go over the goal line, the receiver has the chance to roll the dice for a **RUN BACK**. He throws the dice and 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 no gain is made. After this return of kick has been played, it is first down, ten yards to go on the line where the return is stopped.

### **TOUCHBACK:**

If on a Kick, either a Kick-off, Punt or an unsuccessful Place Kick, the ball goes over the goal line there is **NO RUNBACK**, but the ball is placed on the receiver's 20-yard line. It is the receiver's ball with first down to go.

### **LINE PLUNGE:**

The ball is advanced a number of yards **equal** to the **smaller number thrown**. Example: if dice thrown are 6-3 ball is moved three spaces or yards.

### **END RUN:**

If the sum of the two dice is **even**, the ball is advanced a number of yards equal to this sum.

If the sum of the dice is **odd**, the play is unsuccessful and the ball is not moved. Example: a throw of 6-2 advances the ball 8 yards; a throw of 5-4 would give no gain.

### **FORWARD PASS:**

If the total of the two dice is an **even** number, the **pass is completed** for the number of yards equal to the total and the side making the play has **another throw** of the dice to determine if the ball is advanced by the runner after he caught the pass. If the second throw of dice is **even** the ball is **again advanced** equal to this second total. Example: if a player throws a 6-2 on the first throw and a 3-5 on the second throw, he advances the ball 8 yards for the pass and then 8 yards for the run with the completed pass. If the original throw is an **odd** total, the pass is unsuccessful and there is no gain. If the first throw is even and the second one is odd, the pass is successful,

but the runner is stopped immediately and the ball is advanced only the length of the pass.

**SPECIAL RULE FOR A FORWARD PASS IS THAT IF A PLAYER THROWS A 4-3 ON EITHER OF THE THROWS HE LOSES THE BALL IMMEDIATELY TO THE OTHER SIDE.** The side recovering the ball then calls the play for their first down.

### **TRICK PLAY:**

If the total of the dice is an even number the ball is advanced twice the total of the dice. If the throw of the dice is **odd**, the player suffers a loss and the ball is moved back the total of the throw. Example: a throw of 6-4 would advance the ball 20 yards; a throw of 5-4 would give a loss of 9 yards and the ball would be moved backwards 9 spaces.

### **PUNT:**

A player in possession of the ball may call a punt on any down, usually on the fourth down. He throws the dice and the ball is moved a distance equal to five times the throw of the dice. The receiving team has a chance to make a run-back, following the same procedure as the run back of a kick off, unless the ball goes over his Goal Line (see **Touchback**).

### **PLACE KICK:**

A player may attempt to score by a **place-kick** when within 50 yards of the opponent's goal. The kick is successful **only** when the total of the throw is an even number and when five times this total will move the ball over the opponent's goal posts (10 yards behind the Goal Line). If the total is odd, or five times the total does not carry the ball over the goal posts, it is considered unsuccessful as a place kick and the opposing team receives the ball as a punt. Example: if the kick is made from the 35 yard line and the throw of the dice is 6-4 this would score a goal (total is even and 5 times the total is 50 which is enough to carry the ball over the goal posts (45 yards)).

If the throw is odd the ball is moved the amount thrown and is received by the opposing team the same as a punt.

If an unsuccessful kick goes over the Goal Line it is a **Touchback**.

### **PENALTIES (DOUBLES):**

**Double Ones:** The player immediately loses possession of the ball when he throws double ones.

**Double Sixes:** A throw of 6-6 is a fumble. The player must make a second throw and if the total of this throw is **even** his own team recovers the ball with the loss of one down and no change in position of ball. If the total of the dice is **odd** his opponent recovers the ball at the line where the fumble was made.

**Other Doubles:** A player throws 2-2, 3-3, 4-4, or 5-5, is penalized 5 yards regard-

less of play attempted. NO OTHER PLAY IS COMPLETED OR MOVEMENT OF THE BALL MADE WHEN DOUBLES ARE THROWN EXCEPT ON KICK OFF WHEN THERE IS NO PENALTY AND DOUBLES COUNT AS A REGULAR THROW. If a player is less than 10 yards from his own goal line and rolls a penalty, instead of a 5 yard penalty, the ball is moved **Half** the distance to the goal line.

## **SCORING:**

1. **TOUCHDOWN AND POINT-AFTER-TOUCHDOWN:** A side which is able to advance the ball to or over its opponent's goal line scores six points. 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:

The ball is put in play upon the two yard line of the team scored upon and the side which has just made the touchdown has the chance to advance the ball over its opponent's goal line by a line plunge, end run, a forward pass, or by making a successful place kick. The regular rules of the game apply to all the plays and to score a point the line plunge, end run, or forward pass must advance two yards or the kick must be successful as indicated under the rules of Place Kick. If the side attempting to score is successful, it is given one additional point.

2. **FIELD GOAL:** A goal from the field made by a place kick counts three points.

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

3. **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 score two points 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. If a player close to his own goal, attempts a trick play and suffers a loss that places the ball on or behind his own goal, a safety is scored.

## **SPECIAL RULES:**

If at any time during the game a player shakes the dice without naming his play before doing so, he has 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.

If at any time during the game, one player shall consider the other is delaying the play for the purpose of maintaining a winning score, he may call upon this player immediately to 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.

## **WINNER:**

When the time limit agreed upon is reached any play in progress is completed and the game is ended. The player who has the highest total score is the **WINNER!**