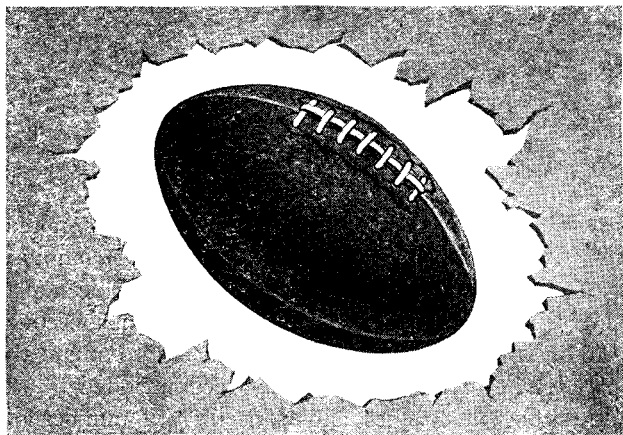


RULES

FOR



ALL AMERICAN FOOTBALL

PARKER BROTHERS, Inc.

SALEM, MASSACHUSETTS

ALL AMERICAN FOOTBALL



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Note.

The results tabulated against the various plays noted upon the cards in this game have been most carefully compiled from records of the leading college games which have been played in this country over a period of five years, and in consequence, it will be found that the results very closely approximate those of actual play. The game is very highly recommended by some of the leading football coaches and is used by a number of them in "skull practice," which is the football player's term for his inside lectures on the game. The game itself, however, is not complicated and may be played in a simple way by very small children with only a rudimentary understanding of football.

The ALL AMERICAN FOOTBALL GAME consists of a board and a pack of fifty-two cards. This board is divided into ten spaces by the heavy white lines and each one of these spaces is further divided by ten lighter lines. The ten heavy lines are supposed to represent the 10 yard lines of a regulation football field, and the ten lighter lines the sub-divisions of yards necessary for plotting the location of the ball during the process of this game.

The plays possible in a football game are noted upon each card in the following order: **Line, Off Tackle, End Run, Trick Play, Short Pass, Carried, Fumble, Place Kick, Drop Kick, Punt, Return, Kick Off.** Their meaning and possibilities are explained below.

Line. A line play in an actual football game is a direct assault at the center or approximate center of opponent's team and may result in long gains, or a slight loss, but can usually be counted upon for a gain of one, two or three yards.

Off Tackle. The off-tackle play in real football is a little more deceptive and is not so sure of execution, but when properly carried out usually obtains greater gains for the offensive than the simple line-play.

End-Run. The end-run play in regular football occurs when one of the players is given the ball in an attempt to circle the end of the opposing team's line. Large gains may be made with

JUL 16 1925

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this play but it meets with success only when the offensive team is capable of forming good interference and when the runner carrying the ball is capable of running at exceptional speed. Again it often results in the runner being tackled behind the line for a considerable loss.

Forward Pass. There are two types of forward passes employed in football—the short, quickly thrown, pass over the center of the line, and the long pass to one of the backs, or ends, who has gone some distance down the field. The short pass has many more chances of success but the long pass, while infrequently successful, has the advantage of getting a man loose and allowing him, if he is successful in catching the ball, to make very long gains.

All of the above plays are used by the offensive side in an endeavor to retain possession of the ball and advance it down the field. Besides these plays there are the following:

The Kick Off. This play is only made use of when the ball is first put into play either at the beginning of the game or after a score has been made and play is resumed.

The Punt. This is a kick made during the progress of the game either as an offensive or defensive move. A team may make this play for several reasons; because it does not believe it can retain possession of the ball by making the necessary distance and wishes to get it down the field as far as possible before it falls into the hands of its opponent; because it is close to its own goal line and does not dare to attempt any other play for fear something will go wrong and it will be scored on; or because it has decided to play a defensive game by kicking continually to its opponent and waiting for a fumble or some other "break of the game" which will enable it to secure the ball within scoring distance of its opponent's goal line before launching its attack.

The Drop Kick and Place Kick. These two kicks are made use of only (1) when a team is close to its opponents' goal and believes it is unable to advance the ball further for a touchdown and thinks that its kicker can kick the ball between the uprights of the goal posts for a score, and (2) when a touchdown has been made and the scoring team is given a chance to try for an additional point. There are also upon the cards one heading, **Fumble**, two headings, **Carried** (occurring just below **Short Pass** and **Long Pass**), and two headings, **Returned** (occurring after

Punt and Kick Off). An explanation of these will be given in the "Rules of Play" and in the notes written in explanation of these rules.

A review of the above will indicate to the player not familiar with football, the fact that plays which are safe can usually be counted on for a very small gain. As the plays become more complicated they are not so likely to make a gain and may frequently result in losses of distance or in actual loss of the ball, but when they are successful their result is compensated for by a considerably greater gain in almost every successful instance. *For example:* A player making an attempt to advance the ball by a line-play may usually feel quite sure of obtaining a slight gain while a player trying the more risky end-runs or forward passes cannot be at all sure that he will make a gain or even retain possession of the ball, but can assume that, if his play is successful, he will be rewarded by an advance of a considerable distance. *The results given on these cards have been very carefully computed from games played by the leading colleges of the country over a period of five years.* For this reason a knowledge or careful study of the real game of football will be beneficial to the player of this game as the results of plays attempted will correspond with actual results of the college games.

The Play. As in real football the **object** of each player in the game is to *advance the ball across* his opponent's *goal line* for a touchdown by means of the various running plays, forward passes, etc., or to advance it near enough so that he may make a score by a place or drop kick. The team having possession of the ball *must advance* the same at least *ten yards in four or less attempts*, called **Downs**, in order to retain possession of it. If in four or less **Downs** they are successful in advancing the ball ten yards, it is again **First Down** and they have four more attempts to make a still further distance of ten yards retaining the ball and securing **First Down** each time they are successful. If a team is *unable to make FIRST DOWN* in four attempts, *the ball passes to the opponents* at the place where it was stopped on the last play. In this game the small yellow pin is used to plot the position of the football upon the field of play, or board, and at each **First Down** the red pin is placed upon a line ten yards in advance of the ball to indicate the distance which must be made in the four **DOWNS**. The ball is advanced or returned on the

field in accordance with the distance in yards indicated on the cards as they are turned up in the progress of the game, each yard of distance being represented by one line on the board. The game is primarily for two people, although three or more may take part in it, two persons representing the actual teams and the others being assigned such positions and duties as that of linemen and time keepers. The duties of the former will be to keep track of the ball and of the distance required to make **FIRST DOWN**, and the duties of the latter will be to keep track of the time for the four quarters into which the game is divided and to announce end of play when they are completed.

At the beginning of play a coin is tossed and the winner of the two players representing the team has his choice of being the offensive or defensive team, that is, of kicking off or of receiving the KICK-OFF.

The cards are shuffled and placed face down upon the table. The player who is on the offensive always acts as quarterback for his team and calls the play to be made and the defensive player turns the top card in the pack face up and reads the distance made or lost as designated against this particular play on the card. As in the actual game, this game is divided into four periods of time called **QUARTERS**, which may be of any duration that the players wish, but experience has shown that it should be about seven or eight minutes to the quarter to make the number of plays correspond to those actually made in a real game. The time should be adhered to very strictly after once being established.

The **Kick Off** is the first play of the game and, as there is no alternative play possible, the person representing the side which is to receive the KICK-OFF turns up a card and reads the distance noted at the side of the heading KICK-OFF. The ball under present rules is kicked off from the *forty* yard line of the side making the KICK-OFF, and this distance should be computed from this line on the board. The defensive player after receiving the KICK-OFF now becomes the offensive player and the cards are passed to the one who made the KICK-OFF. He now turns up the top card and consults the heading **RE-TURNED**, which occurs just below the heading KICK-OFF and the side which has received the ball advances it or brings it back in accordance with the distance noted under this heading

as gained or lost, the miniature football or marker being placed on the board at the line indicated, and the red marker placed ten yards in advance of the position of the ball to indicate the distance which must be made for a **FIRST DOWN**. A card *must* be consulted for the return of the KICK-OFF immediately after it is made, because in real football the ball would necessarily be caught and run back until the runner was stopped. It is now **FIRST DOWN** for the side having possession of the ball, and they may attempt to advance it by means of the various plays, or they may immediately **PUNT** to the other side. The player whose side has possession of the ball, acting as quarterback for his team, calls out the play such as "LINE," "END RUN," "SHORT RUN," "SHORT PASS," or whatever play he wishes to attempt. His opponent then turns up the top card from the pile and the distance noted against the heading called is plotted on the board with the marker or miniature football. Play is continued in this way until the quarter ends, or until one side or the other makes a score, the ball changing hands, as explained above, in each case where a team is not successful in making ten yards in four **DOWNS**.

Scoring plays in football are as follows:

A Touchdown, which counts *six* points, is made when the team having possession of the ball advances it legally so that any part of it is on, above, or behind its opponents' goal line.

The Try After Touchdown, which scores *one* extra point after a touchdown, if successful, is an attempt by the offensive team, which is given the ball on its opponents' three yard line, to score by advancing the ball in one play by rushing or other means over the goal line, or by kicking it by means of a **DROP** or **PLACE-KICK** over the uprights between the goal posts. The side making the attempt is allowed only one play to score, and if any foul is made by the team attempting to score, its opportunity shall be automatically forfeited. If a foul is made by the defensive team the point is automatically awarded to the team attempting the score.

A Goal from the Field, which counts *three* points, is made by one side kicking a successful **DROP** or **PLACE-KICK** from the field during the progress of the game.

A Safety, which counts *two* points, is made when the ball in possession of a team defending its own goal is declared dead,

any part of it being on or above or behind the goal line of the defending team. After a TOUCHDOWN and TRY FOR GOAL, or a DROP, or PLACE-KICK, which scores, the ball is brought back to the middle of the field and play is resumed by a KICK-OFF, *the side which has just been scored on having its choice of receiving or kicking*. After a SAFETY has been scored, the team scored on brings the ball out to its own thirty-yard line and play is resumed at that line with the ball in its possession. It may be found during the progress of the game that a KICKED BALL (*other than one scoring a goal from the field*) goes over the goal line. In this case it is a **Touch Back** and no score is made. The method of kicking makes no difference in this case, as it may be the result of a kick-off, a punt, or an unsuccessful drop or place kick. It is also a TOUCH-BACK when a forward pass made from the field of play is unsuccessful and crosses the goal line. (See Rule No. 3.)

All rules of this game, in so far as possible, shall be the same as in the actual game of football. Any rule which may be adopted by the National Rules Committee is automatically applied to this football game provided its adoption is possible. Where it has been found impossible to follow the rules of the actual game, special provision has been made to govern the plays of this particular game in the rules below and in the explanatory notes.

Rule 1. Gains and losses and the results of all plays shall be computed from the line of scrimmage; that is, from the line upon which the ball was resting before play started. Distances of Punts, Kick-offs, and Field Goals, shall be computed from said line of scrimmage and not from the actual spot from which the ball was kicked or passed.

Rule 2. Rules governing the actual game of football which inflict penalties from the spot where the foul was committed are here disregarded and the penalty that is indicated on the several cards shall be inflicted instead, computation always being made from the line of scrimmage. A penalty in favor of the offensive team gives that team the distance noted against the penalty and **IN ADDITION A FIRST DOWN**. If the penalty is against the offensive team it loses the indicated number of yards and the down remains the same as at the beginning of the play.

Rule 3. The following rules shall govern forward passes:

(a) In the actual game of football a rule applies which states that if a ball is thrown over the goal line in a forward pass which is not completed, and strikes the ground behind the goal line, it becomes dead and the play counts as a touchback to the defenders of the goal. It is then brought out to the twenty-yard line and put in play from that point by the defenders of the goal. The same rule, as far as possible, governs this game. We assume that any long pass which is attempted by the offensive team from within the defensive team's twenty-five-yard line is thrown over the goal for a touchback *if incomplete*.

(b) Any long pass attempted by the offensive team inside the twenty-five-yard line of the defensive team and *completed* shall be considered to gain only ten yards regardless of the distance indicated on the cards.

Neither of the above rules apply to the SHORT-PASS. They are adopted to make scoring a little more difficult for the offensive team as it is traditional in actual football that a defensive team is always stronger within the shadows of its own goal.

Rule 4. Shuffling: *The cards MUST be shuffled every time the ball changes hands* and may be shuffled as many other times as is deemed advisable. The shuffling should be done by a person other than the one who is to do the drawing.

Rule 5. Drawing: *The cards shall always be drawn by the defensive player*, that is, by the player whose team has not possession of the ball.

Rule 6. As in actual football, no penalty inflicted in this game may result in a score, and if any penalty is inflicted for a FOUL committed outside the one-yard line, which if enforced, would carry the ball across the goal line, ball shall be DOWN on the one-yard line. In actual football, if a foul is committed within the one-yard line and the distance penalty, if enforced, would carry the ball across the goal-line, one half the remaining distance to the goal line shall be given. In this game (as a distance of one yard is the smallest distance which can be plotted on the board), after a foul is committed upon the one yard line, no distance penalty shall be exacted which would carry the ball over for a TOUCHDOWN.

Note 1. In actual football when a FORWARD-PASS is completed, it is caught by a player who has a chance to advance the ball still further by running unless he is immediately tackled by an opponent. Therefore, if a team makes a successful FORWARD-PASS, it not only gains the distance which the PASS has covered, but the additional distance which the player catching the ball may advance it by running. In this game, therefore, if a LONG-PASS or SHORT-PASS is successful, the player not only gains the distance noted under this heading but also has an opportunity to advance the ball the distance noted on the next card his opponent turns up under the heading CARRIED (following LONG-PASS or SHORT-PASS as the case may be). In a like manner following the interception of a PASS, the player whose PASS has been intercepted and who now becomes the defensive player, shall draw a card and consult the result of CARRIED to determine the number of yards the ball was returned by the other team after being intercepted.

Note 2. A player, having made a PUNT or KICK-OFF, must draw a card to determine the number of yards his opponent returns the ball after he has received it. The players consult the term RETURNED (appearing under PUNT or KICK-OFF, as the case may be), and the distance is computed from the place at which the ball was caught. Should the term RETURNED indicate that the PUNT or KICK-OFF rolled any distance before being caught, this distance is added to the KICK and another card is then turned up to determine the distance returned, and this distance shall be measured from the line to which the ball had rolled. It is possible that a second card may be drawn with the same notation indicating that the ball had rolled, but in this case the second card shall be ignored and another card drawn to indicate the DISTANCE RETURNED as the ball should only be permitted to roll once.

Note 3. In actual football the goals are changed at the end of each period, but in this game, as there is no advantage in the goals, it is not considered necessary to make this change. However, in case of a score other than a SAFETY, the team scored upon has the choice of kicking or receiving the KICK-OFF after the ball is again put in play.

Note 4. The results of FORWARD-PASSES have been very carefully figured out for this game and while we believe that a constant use of the PASSES will not result in any more scoring than would be the case in the actual game, if it is found that the FORWARD-PASS is being used too frequently, a special rule may be adopted which will restrict the use of a FORWARD-PASS to two attempts only in succession.

Note 5. Any attempt at a PLACE-KICK or DROP-KICK against which the notation AFTER TOUCHDOWN is found on the cards, shall be considered to score the POINT AFTER TOUCHDOWN but shall be considered as no score if either of these kicks are attempted upon the field during play. On other cards, after the heading PLACE KICK or DROP KICK, will be found some notation of distance such as GOOD—20 yards, GOOD—31 YARDS, etc. This means that if a team makes a kick from within its opponents' twenty-yard or thirty-one-yard line, as the case may be, the kick scores, but if it is made from a point outside the distance noted on the card, it shall be regarded as unsuccessful and the ball brought out for a touchback.

Note 6. FUMBLE AND BLOCKED KICKS: In an actual game of football, when a fumble occurs, or when a kick is blocked, the ball of course is quite likely to roll some distance before being recovered. After each heading of FUMBLE and BLOCKED KICK on the cards will be found notations whether the kick, or fumble was lost or recovered by the side making the play. In some instances the distance gained or lost will be noted upon the card. In such cases no further consultation of the cards is necessary. If, however, the words RECOVERED or LOST appear after the heading FUMBLE or BLOCKED and no distance is given, it will be necessary for the player whose side did not recover the ball to turn up another card and consult the heading FUMBLE to find the distance which the ball was advanced after its recovery by his opponent. Distance in this case is always measured from the line of scrimmage. A fumble or blocked kick which is recovered by the side which had possession of the ball when the play started, counts like a play as one down, unless some other notation is made on the card, but if a fumble or a blocked kick is lost, it is first down for the side recovering the ball when it is again put in play.



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