



The Game Rules

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Part I

Original Rules

1 Object of the Game

The game's object is to win by scoring more points than your opponent (see [Scoring](#)). Game rules, as nearly as possible, duplicate rules actually in use in professional football. However, once the basic rules are mastered, Football Fever™ is easy to play.

When the game begins, each player/team has the same statistical chance of winning, and the outcome is determined by a combination of strategy, skill, and luck.

2 Playing Field

The playing field is where the actual game is played (refer to [illustration 1](#)). It measures 100 yards in length from goal line to goal line. At each end of the field is an end zone, which is ten yards deep. The line defining the outside of the end zone is known as the outer boundary line. The lines running the length of the field from end zone to end zone are referred to as the sidelines. For purposes of this game, there are imaginary goal posts located on each end zone outer boundary line.

The playing field is divided into one yard intervals called yard lines and every five yards is represented by a line running parallel to the goal lines. The playing field is divided in half at the 50 yard line and designates two territories. A team's own territory, goal line, and specified yard line refers to that side of the field that a team is guarding.

3 How to Play the Game

Football Fever™ may be played by two players, or by teams of any number of players, who collaborate "on the sidelines" regarding strategy, play selection, etc. The game is played in two halves, with two quarters in each half (fifteen minutes each), and a two minute warning period before the end of each half. Players/teams may select one of the following game options (times approximate):

Full Game 2 hours — play both halves, with a half time period.

Half Game 1 hour — play either one half, with a two minute warning period near the end, or play the 2nd and 4th quarters (15 minutes each), with a half time period and a two minute warning period before the end of each quarter.

Short Game 1/2 hour — play the 4th quarter only with a two minute warning period before the end of the quarter

Overtime (Sudden Death) If the score is tied at the end of regulation play, play continues until one player/team scores. If no player/team scores when the first quarter of overtime is over, the game ends.

3.1 Scoring

Touchdown	6 points
Extra Point	1 point
Field Goal	3 points
Safety	2 points

3.2 Game Layout

Set up the game case as shown in [illustration 1](#):

1. Remove all the game pieces from the bag and place them in their properly marked spaces.
2. Place the Football Marker and the Down Counter on the playing field.
3. Place the white peg in the “Minutes” hole on the clock marked 15P.
4. Place one red peg in the “1st Quarter” hole, and the remaining two red pegs in the “3” hole position of each “Time Outs”.
5. Place the plastic piece marked “10 YARDS” into the groove that runs the length of the playing field.
6. Place the four 12-sided Defense dice into the cup and put the cup, open side up, in one corner of the throwing field.
7. Place the five Scrimmage dice, Bomb die, and the Referee die in the opposite corner.
8. Shuffle all four decks of the Penalty Cards and place them in their properly marked spaces.

3.3 Coin Toss

Toss a coin before the game starts. One team (to be called the visiting team) calls “heads” or “tails” and the winner of the toss chooses to

1. kick off or receive the kickoff or
2. pick which goal to defend.

The loser gets the remaining choice. Prior to the start of the 2nd quarter, the choosing process is reversed, and the loser of the original coin toss gets the first choice and the winner gets the remaining choice.

3.4 Kicking Off

The kicking team places the Football Marker on their own 35 yard line. The kicking team then throws the Kickoff die together with the Referee die onto the throwing field. (For an onside kick refer to [Onside Kick die](#).) The football is then moved toward the opponent’s goal line the amount of yardage shown on the face of the Kickoff die. If an OUT appears, then the football has gone out of bounds before reaching the opponent’s goal line and the kicking team must then re-kick the football five yards

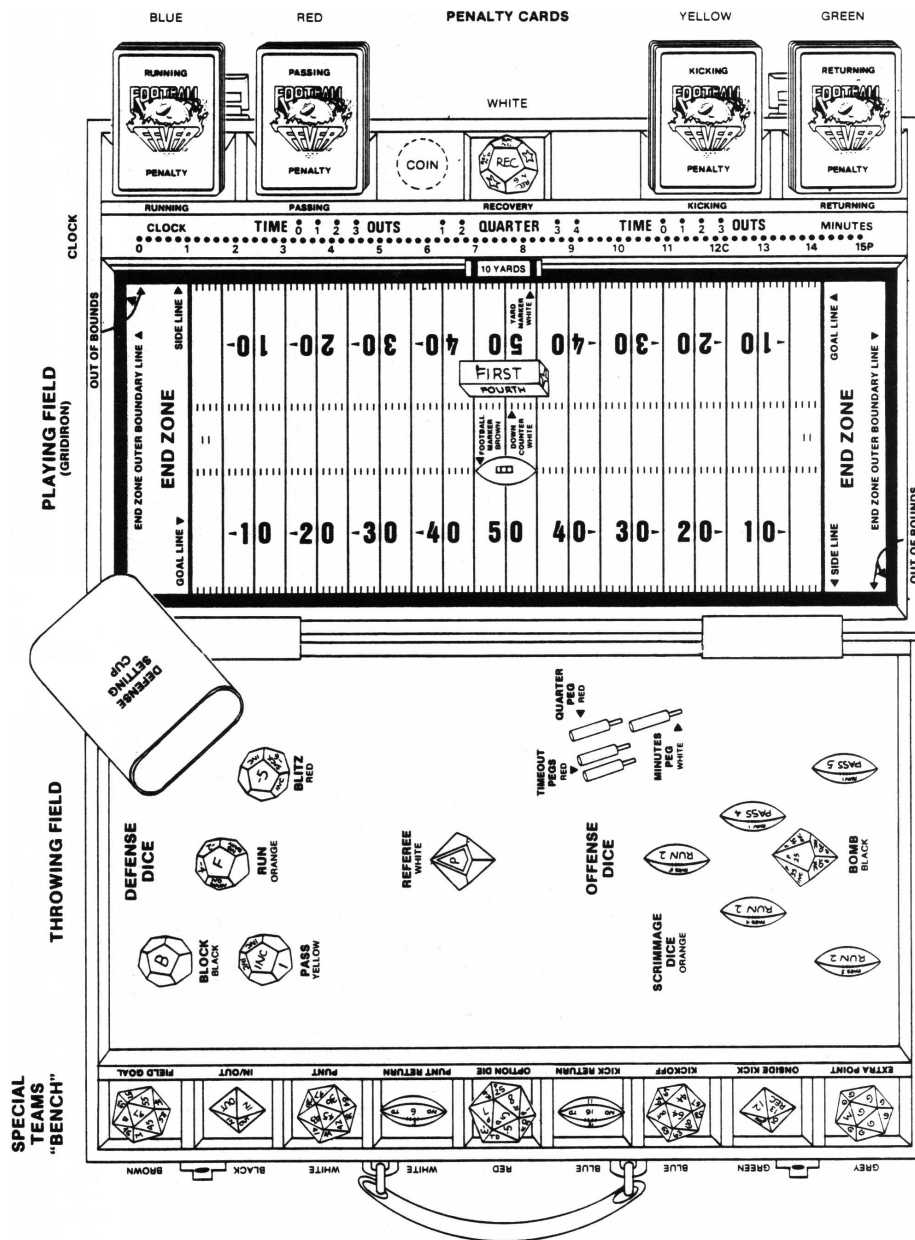


Figure 1: Playing Field

back from the previous spot. If a penalty occurs on the kickoff, play out the return before reading the Penalty Card. (NOTE: Kicking team is the offense.)

This procedure is followed

1. at the start of each half,
2. after successful field goal attempts and
3. after extra point attempts.

3.5 Receiving or Returning the Kickoff

Depending upon the position of the football after yardage amount is moved, one of the following three situations may occur:

1. If the kickoff yardage puts the football on the receiving team's goal line or into their end zone, the receiving team can
 - (a) return the kickoff by throwing the Kick Return die, together with the Option die and the Referee die (optional: In/Out of Bounds die), or
 - (b) down the football at that spot and take a touchback. A touchback means that the receiving team takes possession of the football at their own 20 yard line, first down¹ and 10.
2. If the kickoff yardage puts the football in front of the receiving team's goal line, the receiving team can
 - (a) return the kickoff by throwing the Kick Return die, together with the Option die and the Referee die (optional: In/Out of Bounds die), or
 - (b) fair catch the football at that spot. A fair catch call is made when the receiving team calls "fair catch" after the dice stop rolling. When fair catch is called, the receiving team cannot return the football, and takes possession of the football on that spot, first down¹ and 10.
3. If the kickoff yardage puts the football on or over the receiving team's end zone outer boundary line, it is an automatic touchback. The receiving team takes possession of the football at their own 20 yard line, first down¹ and 10.

If the receiving team chooses to return the kickoff, move the Football Marker towards the opponent's goal line the yardage amount shown on both the Kick Return die² and the Option die², first down¹ and 10. If a penalty occurs on the return, play out the return before reading the penalty card. (NOTE: Returning team is the offense.)

3.6 Scrimmage Play

3.6.1 Selecting and Setting the Defensive Strategy

Defensive team uses four defensive dice, which are kept hidden from the offense's view prior to the play. The defense guesses whether the offense is going to run, draw, pass, or bomb on the next play, and selects one defense die and places it in

¹Refer to [Down Counter](#)

²If F (fumble), TD (touchdown), and/or/ NO TD (no touchdown) appears, refer to [Kick Return die](#), [Option die](#), [In/Out of Bounds die](#), and ["Fumbles"](#) in the [Reference Section](#).

the defense setting cup. Defense then turns the cup upside down and places it on the throwing field in the defense's corner, continuing to conceal the other defense dice. After offensive dice are thrown, defense lifts the cup straight up to determine defense's effect on the offensive attempt. The following rules apply for the defense:

1. The defense cup should be lifted in such a way that the die underneath the cup does not spin or roll to another part of the throwing field.
2. The defense lifts the cup when all offensive dice have stopped moving or are counted.
3. The defense may reset the die when
 - (a) die is accidentally exposed, or
 - (b) the defense calls a time out. (Time out is charged to the defense.)
4. When the Bomb die shows INC (incomplete), the defense must expose the defense die used on the play, even though in this case, the defense die is ineffective.
5. The defense dice must be completely revealed before any player/team calls out F (fumble) or B (block).
6. The defense dice are always placed in the cup when not in use.

3.6.2 Selecting and Throwing the Offensive Play

Run, Draw, Pass, or Bomb (long pass). The offense throws the five Scrimmage dice and the Referee die onto the throwing field, simultaneously calling out "run", "draw", "pass", or "bomb". (NOTE: See [Bomb die](#), [Option die](#), and [In/Out of Bounds die](#).) If the offense fails to call out the play *before* the dice are thrown, a false start penalty occurs against the offense. The play is nullified and the offense must move backwards five yards from the line of scrimmage. The down is then replayed. For a "run", "draw", "pass", or "bomb" play, the equipment is moved in the following order:

1. Move the Football Marker forward (gain) or backward (loss).
2. Move the minutes peg of the clock one, two or three notches.
3. Reset the 10-YARD Marker if the play is a first down.
4. Move the Down Counter to the next down.

Attempted Punt or Field Goal. The offense must always declare its intent to punt or attempt to kick a field goal. However, the offense also has the right to "fake" such a play, and need not punt, or attempt to kick a field goal, even though such a declaration has been made. The defense must decide if the offense call is real or fake and set the defense die accordingly. If the offense decides to punt or attempt a field goal *after* declaring a run, draw, pass, or bomb play, the offense *must* first call a time out.

4 Throwing the Dice

The following rules apply for all dice:

1. Dice are rolled onto the throwing field.
2. Any die that ends up outside the case is rethrown.
3. Any die that is *not* resting flat is rethrown.
4. As long as the die is resting flat somewhere on the case, the die counts.
5. The special teams “bench” dice are returned to their properly marked spaces after each play.
6. Settle all disputes over dice throws by tossing a coin.

5 Clock

The clock, located at the side of the playing field is composed of seventy-six holes with every five holes representing one minute. The minutes peg in the clock is *always* moved by the offensive player/team *after* each play is over. The red number “2” on the clock represents the two minute warning period. The clock always stops at this position before the end of the half or the end of the game in order to advise both players/teams that there are only two minutes left.

Movement of the clock is designed to duplicate real situations, with one notch representing the actual play, one notch representing set up time between plays, and one notch for time in the huddle. Consequently, on hurry up plays, the peg is moved only two notches, representing no huddle time.

1. The clock is moved three notches on a run or a pass play.
2. The clock is moved two notches on a “hurry-up” strategy move. This strategy may be used on a run, draw, pass, or bomb play except when the play is stopped. “Hurry-up” is not used for punts and attempted field goals. It is used in order to slow down the clock or to confuse the defense. A “hurry-up” strategy move is played as follows:
 - (a) the offense moves the clock two of the three notches from the previous play and calls “hurry-up”;
 - (b) the defense die is set quickly; and
 - (c) the offense die is thrown quickly.
3. The clock is moved one notch for kickoffs, onside kicks, punts not returned, attempted field goals, out of bounds plays, quarterback sacks, incomplete passes, interceptions, scoring plays, any penalty plays, or when the football changes hands from one team to another. When kickoffs, punts, etc. are returned, an additional notch is moved, making it two notches for a combined punt or kickoff/return play.
4. Move clock two notches on plays when the football changes hands (interceptions, fumbles) and the football is advanced by the other team, and only one notch if the football is not advanced.

5. The clock does *not* stop on a N.G. (no gain) play unless
 - (a) play has a penalty or play went out of bounds, or
 - (b) time out is called.
6. The clock is *not* moved if defense calls for a fair catch on a kickoff or a punt.
7. The clock is *not* moved on or after the two minute warning for kickoffs or onside kicks (free kicks).
8. The clock is *not* moved on a false start penalty.
9. The clock is *not* moved on touchbacks and extra point attempts.
10. The clock is *never* moved more than three notches in any one play.
11. When clock reaches “o” position, either the quarter, half or the game is over and the clock is reset.

6 Overtime/Sudden Death

Overtime/sudden death is a term used when the score is tied after the fourth quarter of the game, and play continues for one more quarter, or until one player/team scores. If the game ends in a tie, the following rules apply:

1. Each Penalty Card deck is reshuffled and placed back into the properly marked space. The pegs are reset, with one red peg in the “1st Quarter” hole, and the two red pegs go into the “2” hold position of each “Time Outs”, and the white peg to the “Minutes” hole marked 15P.
2. The game is restarted according to game kickoff rules (see [Kicking Off](#), page 4).
3. The first player/team to score a touchdown, field goal, or safety wins the game.
4. In a regular game if the score is still tied after the first overtime quarter, the game is over and a rematch may be played. (Short game rules apply.)
5. In a championship game, the game is played until a score is made. (Full game rules apply, with three time outs available for each team per half.)

7 Time Outs

There are three time outs available for each team per half. A time out is called in order to stop the clock and both players/teams may call one at any time during the game. A player/team may want to stop the clock, change the tempo of the game, or give the offense or defense a chance to think about the upcoming play. A time out must be called *before* the minutes peg is moved two or three notches in order to stop the clock at that position. When time out is called, time out peg is moved one notch. If a time out is called *after* the clock has been moved, the time out period begins at that time. NOTE: Once a fake punt or fake field goal attempt is announced, no time out can be called or taken until play is over.

8 Football Marker

This brown football-shaped piece is used to mark the position of the football after each play.

9 Yard Marker

The Yard Marker is the white plastic piece marked “10 YARDS” that fits into the groove on the side of the clock. This marker is used to measure the 10 yards needed to make a new first down from the original line of scrimmage (where the previous first down was marked).

10 Down Counter

The Down Counter is a white rectangular block imprinted with “FIRST”, “SECOND”, “THIRD”, and “FOURTH” on each side and a four-pointed star on each end. Each of the four sides is used to represent a down and the star is used to mark the position of the line of scrimmage when there is a penalty on the play.

A down is a period of action that starts when the football is put in play and ends when the play is over (play is dead). The offense has four downs, or chances, to gain 10 or more yards from the original line of scrimmage. When a first down occurs, the offense moves the Yard Marker forward so that the trailing end is even with the nose of the football. (This marks the original line of scrimmage, and the yard line offense needs to reach to make another first down.) The offense turns the Down Counter to “FIRST” and continues to play. If the offense fails to make 10 or more yards on first down, the marker is moved to second down, and play resumes. If, after four downs, the offense has not made 10 yards, it loses possession of the football. If possession is lost, the opposing player/team (now called the offense) takes the football at the same yard line and the Football Marker is re-positioned to go in the opposite direction. The play is restarted, first down and 10. Each time a first down occurs, and only when a first down occurs, the Yard Marker is moved forward 10 yards from the new line of scrimmage.

11 Referee

The Referee is a white 10-sided die with a P (penalty) marked on one side only. It is used with every offensive play and thrown at the same time as the other dice. When the P occurs, a penalty flag has been dropped on the play and the appropriate Penalty Card is drawn. Both players/teams are shown the information on the card.

12 Penalty Cards

Penalties are assessed based on rules prevailing in professional football. There are four decks of Penalty Cards with fifteen cards in each deck: RUNNING, PASSING, KICKING, and RETURNING. Each card identifies

1. the nature of the infraction,

2. the team that is penalized,
3. the options of the penalty, and
4. the referee's hand signal.

Each of the four decks are shuffled prior to every quarter.

All penalties are enforced either at the line of scrimmage (or previous spot), or at the end of the play (follow directions on the card). All plays must be completed before a penalty is read. Then, read the penalty and follow instructions. After the card is read and the option taken, return the card to the back of the deck.

13 Dice Descriptions

13.1 Blitz Defense Die — 12 sides, red

This die is used when defense wants to gamble on sacking the quarterback behind the line of scrimmage.

This die has five sides that are blank. If a blank occurs, the defense was ineffective against the offensive play.

Three sides show SAC –(#). If a SAC –(#) occurs on a pass attempt, the defense sacked or tackled the quarterback behind the line of scrimmage. Move the football the number shown *back* from the line of scrimmage. A SAC has no effect on a run attempt.

One side shows –5. If a –5 occurs on either a pass or run attempt, five yards are *subtracted* from the total yardage shown on the offensive dice.

One side shows N.G. (no gain). If N.G. occurs, the football remains at the line of scrimmage with no gain or loss on the play.

Two sides show INC (incomplete). If an INC occurs on a Pass attempt, the pass is incomplete. INC has no effect on a Run attempt.

13.2 Block Defense Die — 12 sides, black

This die is used when the defense wants to block the offense's punt, field goal attempt, or extra point attempt.

This die has one side that shows B (Block). If a B occurs on a punt or field goal attempt, the kick was blocked. The first player/team who calls out "Block" throws the recovery die and continues to play. (IMPORTANT: See ["Blocks"](#) in [Reference Section](#) and ["Recovery Die"](#).) If the kick is a punt, the block occurred 10 yards behind the punter's line of scrimmage; if the kick is a field goal attempt, the block occurred seven yards behind the kicker's line of scrimmage. If a B occurs on an extra point attempt, the kick was blocked and the play is dead. The kicking team then kicks off from its own 35-yard line.

Eleven sides are blank. If a blank occurs, it means the defense had no effect on the play.

13.3 Bomb Die — 10 sides, black

This die is used by the offense in order to gain a large amount of yardage by passing in one play. The Bomb die is successful for the offense about half the time. The offense

throws the Bomb die, together with the five Scrimmage dice, and simultaneously calls out “bomb”.

The die has five sides that show P (pass) and the yardage of the pass attempt. Add the pass yardage shown on the Scrimmage dice together with the yardage shown on the Bomb die to determine total pass attempt yardage.

Five sides show P (#) INC (Pass, yardage and incomplete). If a P (#) INC occurs, the pass attempt is incomplete and the defense die has *no* effect. Add the pass yardage shown on the Scrimmage dice together with the incomplete(INC) yardage shown on the Bomb die to determine the total incomplete pass attempt yardage.

If there is a pass interference penalty against the defense and the offense accepts the penalty, an automatic first down occurs at the point the pass was complete, incomplete, or intercepted. If that point is on the opponent’s goal line or in the opponent’s end zone, the offense retains the football on the 1-yard line, first down and goal. If that point is on or beyond the opponent’s end zone outer boundary line, the pass is out-of-bounds and ruled incomplete with penalty ignored. (NOTE: Pass interference against the offense is ignored in this case, too.)

13.4 Extra Point Die — 20 sides, gray

This die is used together with the Referee die after the offense has scored a touchdown. It is successful 90% of the time.

This die has two sides that show M (miss). When an M occurs, the football *did not* go through the opponent’s goal posts and the play is dead.

If there is a defensive penalty on the extra point play and the kick is good, the penalty is carried out on the following kickoff. After the extra point attempt, the kicking team kicks off from its own 35-yard line.

13.5 Field Goal Die — 20 sides, brown

This die is used whenever the offense is within kicking range of the opponent’s goal posts and believes that a first down is a low probability. Because the kicker stands seven yards behind the line of scrimmage and the end zone is ten yards deep, the total yards kicked, as shown on the die, must be 17 yards longer than the distance from the line of scrimmage to the goal line.

This die has 16 sides that show the yardage kicked. If the number shown is fewer than the yards needed (17 yards plus the distance from the line of scrimmage) then the kick was too short and was considered a miss.

One side shows B (Block). When B occurs, the field goal attempt was blocked seven yards behind the kicker’s line of scrimmage, and the first player/team to call out “Block” throws the Recovery die and continues to play (IMPORTANT: See “Blocks” in [Reference Section](#) and “Recovery Die”).

three sides show M (miss). When M occurs, the football *did not* go through the opponent’s goal posts. If the line of scrimmage is on or under the 20-yard line, an M means that the opponent takes possession on their own 20-yard line. If the line of scrimmage is on the 21-yard line or higher, an M means that the opponent takes over at the line of scrimmage.

Missed field goal attempts that land short of the end zone outer boundary line may be returned. Use Punt Return die and Option die (optional: In/Out of Bounds die).

13.6 In/Out of Bounds Die — 8 sides, black

This die is optional and may be used together with the following dice:

1. **The Punt Die** — The In/Out of Bounds die is used with the Punt die to prevent the punt from being returned. If an OUT (out-of-bounds) occurs, the opponent takes possession of the football at the spot where the football went out, first down and 10. If B (Block) is shown on the Punt die, and OUT is shown on In/Out of Bounds die, the opponent takes possession of the football 10 yards behind the punter's line of scrimmage. (See ["Blocks"](#) in the [Reference Section](#).)
2. **The Scrimmage Dice** — The In/Out of Bounds die is used together with the Scrimmage dice in order to stop the clock and cut down the possibilities of losing possession of the football if fumbled. If an OUT (out-of-bounds) occurs, the clock is stopped and the last team in possession of the football at the time the football goes out-of-bounds retains possession of the football. The minutes peg is moved on notch.
3. **The Option, Kickoff Return, Punt Return Dice** — The In/Out of Bounds die is used together with these three return dice to cut down the possibilities of losing possession of the football if fumbled. If an OUT (out-of-bounds) occurs, the last team in possession of the football, at the time the football goes out-of-bounds, retains possession. (See ["Fumbles"](#) in the [Reference Section](#).)
4. **The Onside Kick Die** — The In/Out of Bounds die is used together with the Onside Kick die to prevent the receiving team from returning the kick. If an OUT (out-of-bounds) occurs, the football was carried out-of-bounds.

13.7 Kickoff (Free Kick) Die — 20 sides, blue

This die is used

1. at the start of the game,
2. after scoring a field goal,
3. after attempted extra points, and
4. when free kicking after a safety.

This die has 18 sides that show yardage and two sides that show OUT (out-of-bounds). When OUT occurs, the kick went out of bounds and the kicking team must rekick the football five yards back from the previous spot. Yardage on the die ranges from 44 to 81 yards, with an average kick of 62.5 yards.

13.8 Kick Return Die — 6 sides, blue

This die is used together with the Option die on a kick return play and on a pass that is intercepted on 50-yard line or in player/team's "own" territory. Add the yardage from both dice together for the total.

This die has six sides that show yardage, with three of these sides also showing NO TD (no touchdown). If the Option die has TD (touchdown) on the face, and the Kick Return die has NO TD (no touchdown) on the face, the touchdown is cancelled.

13.9 Onside Kick (Free Kick) die — 8 sides, green

This die is used when the offense wishes to retain possession of the football. Move the football the yardage amount shown on the die.

Three of the eight sides show REC (recovered). When REC occurs, the kicking team has recovered the football and keeps possession, first down and 10. If the football is not recovered by the kicking team, the receiving team may return the onside kick by using the Option die, or take possession of the football at that spot, first down and 10.

The die has one side that shows OUT (out-of-bounds). When OUT occurs, the kick went out-of-bounds and the kicking team must rekick the football five yards back from the previous spot. (NOTE: Receiving team cannot fair catch an onside kick.)

13.10 Option Die — 20 sides, red

The following situations may occur involving the Option die:

The Option die *may be used* whenever the offense wishes to gamble on increased yardage, and is willing to accept the risk of increasing potential loss or fumble. Yardage shown on the Option die is added to or subtracted from the yardage of the Scrimmage dice thrown.

The Option die *must be used* by

1. a player/team returning a kickoff or intercepted pass on 50-yard line or inside your own territory. (Use the Option die with the Kick Return die.) Add both dice together for the total yardage;
2. a player/team returning a punt or an intercepted pass in opponent's territory. (Use the Option die with the Punt Return die.) Add both dice together for the total yardage;
3. A player/team returning a fumble, block, or an onside kick.

The offense *may* call "Draw" on a play while using the Scrimmage dice and the Option die together. Ignore the R (run) and the P (pass) and count the yardage amount on the Option die only.

This die has seven sides that show a P (pass) and a yardage amount. On a pass play, add the number or yards shown to the total yardage shown on the Scrimmage dice (pass sides only).

Six sides show an R (run) and a yardage amount. On a run play, add the number of yards shown to the total yardage shown on the Scrimmage dice (run sides only).

Five sides show a minus yardage. This yardage is a pass or a run play depending on the call. Subtract it from the total shown on the Scrimmage dice.

One side shows F (fumble). A fumble has occurred on the play. First player/team to call out "fumble" throws the Recovery die and continues to play. (See "Fumbles" in the [Reference Section](#) and "Recovery Die".)

One side shows TD (touchdown). A touchdown has occurred. (See "TD on Option Die" in the [Reference Section](#).)

13.11 Pass Defense Die — 12 sides, yellow

This die is used when the defense anticipates a pass play. The Pass Defense die increases the chances of

1. an incomplete pass;
2. reducing the yardage gained;
3. sacking the quarterback, or
4. making an interception.

This die has five sides that show INC (incomplete). If an INC occurs on a pass attempt, the pass is incomplete. INC has no effect on a run attempt.

Three sides are blank. If a blank occurs, the defense was ineffective against the offensive play.

Two sides show -5. If a -5 occurs on either a pass or run attempt, five yards are *subtracted* from the total yardage shown on the offensive dice.

One side shows SAC -9 (sack). If a SAC -9 occurs on a pass attempt, the defense sacked or tackled the quarterback behind the line of scrimmage. Move the football nine yards *back* from the line of scrimmage. SAC -9 has no effect on a run attempt.

One side shows I (interception). If an I occurs, the defense intercepted the pass. Total the pass yardage shown on the five Scrimmage dice and the Option die or Bomb die. Interception occurred at this point. I has no effect on a run attempt. (See “[Interceptions](#)” in [Reference Section](#).)

13.12 Punt Die — 20 sides, white

This die is used by the offense, generally on the fourth down, when

1. it appears that a new first down won’t be made, or
2. the offense is trapped deep in its own territory and wants the defense to take possession of the football farther down the field.

This die has one side that shows B (Block). When B occurs, the punt was blocked 10 yards behind the punter’s line of scrimmage and the first player/team to call out “Block” throws the Recovery die and continues to play.

Nineteen sides show the yardage kicked, measured from the line of scrimmage. Yardage ranges from 26 to 64 with a 40 yard average.

The optional In/Out of Bounds die may be used with the Punt die for a 50/50 chance to prevent the opponent from returning the punt. (IMPORTANT: See “[Blocks](#)” in the [Reference Section](#) and “[Recovery Die](#)”.)

13.13 Punt Return Die — 6 sides, white

This die is used together with the Option die on a punt return play and on a pass that is intercepted in opponent’s territory. Add yardage from both dice together for the total.

This die has five sides that show yardage and one side blank. Three of these sides also show NO TD (no touchdown). If Option die has TD (touchdown) on face and the Punt Return die has NO TD (no touchdown) on face, the touchdown is cancelled.

13.14 Recovery Die — 12 sides, white

This die is used whenever there is a fumble, a blocked punt, or a blocked field goal attempt. The first player/team to call out “Fumble” or “Block” has the first chance to recover the football. Tie calls from both players/teams are settled by a coin toss.

This die has three sides that show ★. If a ★ occurs the other player/team throws the recovery die.

Three sides show REC (recovered). If a REC occurs, the player/team throwing the die has recovered the football and may

1. advance it by throwing the Option die, or
2. take possession of the football at the spot it was recovered.

If the offense recovers a fourth down fumble or block, it retains possession only if it has gained necessary yardage.

Three sides show REC N.G. (recovered, no gain). If REC N.G. occurs, the player/team throwing the die has recovered the football with no further gain.

One side shows OUT (out-of-bounds). If an OUT occurs, the football went out-of-bounds and the team last in possession retains the football, unless the offense had a fourth down situation, and necessary yardage was not gained before the ball went out-of-bounds. In this case, the football would go over to the other player/team.

One side shows +5. If +5 occurs, move the football *forward* five yards and throw the Recovery die again.

One side shows -5. If -5 occurs, move the football *back* five yards and throw the Recovery die again.

(NOTE: The Referee die is *NOT* used with this die.)

(See “Blocks” and “Fumbles” in the [Reference Section](#).)

13.15 Referee Die — 10 sides, white

This die is used with every die except the Recovery die. (See [Referee](#).)

13.16 Run Defense Die — 12 sides, orange

This die is used when the defense anticipates a run or draw play. This die increases the chances of

1. stopping the play;
2. decreasing an offensive gain; or
3. causing a fumble.

This die has two sides that show N.G. (no gain). If N.G. occurs, the football remains at the line of scrimmage with no gain or loss on the play.

Three sides are blank. If a blank occurs, the defense was ineffective against the offensive play.

Five sides show -1, -2, -3, -4, and -5. If a -(#) occurs, the number is *subtracted* from the total number shown on the offensive dice.

One side shows F (fumble). If an F occurs, the offense fumbled the football and the first player/team to call out “Fumble” throws the Recovery die and continues to play. (See “Fumbles” in the [Reference Section](#).)

One side shows INC (incomplete). If an INC occurs on a pass attempt, the pass is incomplete. INC has no effect on a run attempt.

13.17 Scrimmage Dice — (5) 4 sides, orange

These five dice are used on every offensive play except for kicking and returning plays. The offense throws all five dice simultaneously calling out “Run”, “Draw³”, “Pass”, or “Bomb⁴”. If a run is called, the total yardage is counted only on those dice that show RUN. If a pass is called, the total yardage is counted only on those dice that show PASS. Maximum available yardage is 10 for a run and 21 for a pass. Average yardage is 3.75 for a run and 7.5 for a pass.

14 Terminology

Listed here are definitions to terms commonly used in football.

Bomb A long pass play. A high risk play used to gain substantial yardage.

Defense or Defensive Team The team without the football, attempting to prevent the offensive team from scoring.

Double Foul Penalties called on both teams on the same play.

Downs The offense has four plays to gain 10 yards or score, whichever comes soonest. These plays are called “Downs”.

Draw Play A running play up the middle of the field.

End Zone The area on either end of the playing field. Ten yards deep.

End Zone Outer Boundary Line The line at the outer limits of the end zone. Passes caught on or beyond this line are incomplete.

Extra Point Also called Point After Touchdown. Following each touchdown, the offense is permitted to kick the football through the goal posts for an extra point. Extra point is not permitted after field goals or safeties.

Field Goal A scoring play where the offense kicks the football through the goal posts and scores three points.

First and Goal Offense has the football on or inside the opponent’s 10 yard line, needing 10 yards or fewer to score.

Foul A penalty.

Fumble Occurs when offense “drops” the football during a play. A fumble may be recovered by either team.

Goal Line The line separating the playing field from the end zone.

Kicks There are several kinds of kicks in football. *Kickoff* or *Free kick* is used to start the game, and after scoring. *Punt* is used when offense chooses to kick the football away rather than attempt an offensive play, usually on fourth down. *Onside Kick* is a high-risk kickoff used when offense wants to get the football back.

³Refer to [Option Die](#)

⁴Refer to [Bomb Die](#)

Line of Scrimmage For each play, the football is set at a point (where the last play ended, adjusted for penalties, etc.) which is known as the line of scrimmage. The “original line of scrimmage” is where the previous first down was made.

Loose Ball A fumbled or blocked football not in possession of any player/team.

Offense or Offensive Team The team in possession of the football attempting to score.

“Own” or “Opponent’s” Yard Line Each team is considered to be defending the goal line the opposition is attempting to invade. For each team, this is its “own” territory. Across the field, where each team is trying to score, is the “opponent’s” territory. Consequently, a team has its “own goal line”, “own 20-yard line”, etc.

Pass Interception When defense catches a pass intended for an offensive receiver.

Passing Play An offensive play where the quarterback throws the football to a receiver.

Penalty A penalty is assessed for numerous rules infractions. The offensive team penalized has yards subtracted from its line of scrimmage. The defensive team penalized has yardage added to the offense’s line of scrimmage.

Quarterback Sack When the quarterback is stopped behind the line of scrimmage attempting to pass, it is called a quarterback sack.

Referee The official who gives the hand signals and makes the final ruling on all plays.

Running Play An offensive play where the offense runs with the football.

Safety When the offense is stopped on or behind its “own” goal line, it is a safety, and the defensive team scores two points.

Touchdown A scoring play. Offensive team scores a touchdown (six points) by taking the football on or over the opponent’s goal line.

Turnover Any time the offense loses possession of the football due to a fumble or a pass interception.

15 Quick Reference

Offensive Plays and Dice Used

OFFENSIVE PLAY	DICE USED BY OFFENSE
BLOCK RETURN	OPTION (20 sides, red) REFEREE (10 sides, white) (Optional) IN/OUT OF BOUNDS (8 sides, black)
BOMB (long pass)	SCRIMMAGE (5 dice) (4 sides, orange) BOMB (10 sides, black) REFEREE (10 sides, white) (Optional) IN/OUT OF BOUNDS (8 sides, black)

OFFENSIVE PLAY	DICE USED BY OFFENSE
DRAW	OPTION (20 sides, red) SCRIMMAGE (5 dice) (4 sides, orange) (Not counted) REFEREE (10 sides, white) (Optional) IN/OUT OF BOUNDS (8 sides, black)
EXTRA POINT ATTEMPT	EXTRA POINT (20 sides, grey) REFEREE (10 sides, white)
FIELD GOAL ATTEMPT	FIELD GOAL (20 sides, brown) REFEREE (10 sides, white)
FUMBLE RETURN	OPTION (20 sides, red) REFEREE (10 sides, white) (Optional) IN/OUT OF BOUNDS (8 sides, black)
INTERCEPTION RETURN (Insides opponent's territory)	PUNT RETURN (6 sides, white) OPTION (20 sides, red) REFEREE (10 sides, white) (Optional) IN/OUT OF BOUNDS (8 sides, black)
INTERCEPTION RETURN (In "own" territory and on 50 yard line)	KICK RETURN (6 sides, blue) OPTION (20 sides, red) REFEREE (10 sides, white) (Optional) IN/OUT OF BOUNDS (8 sides, black)
KICKOFF (Free Kick)	KICKOFF (20 sides, blue) REFEREE (10 sides, white)
KICKOFF RETURN	KICK RETURN (6 sides, blue) OPTION (20 sides, red) REFEREE (10 sides, white) (Optional) IN/OUT OF BOUNDS (8 sides, black)
ON-SIDE KICK (Free Kick)	ON-SIDE KICK (8 sides, green) REFEREE (10 sides, white) (Optional) IN/OUT OF BOUNDS (8 sides, black)
ON-SIDE KICK RETURN	OPTION (20 sides, red) REFEREE (10 sides, white) (Optional) IN/OUT OF BOUNDS (8 sides, black)
PASS	SCRIMMAGE (5 dice) (4 sides, orange) REFEREE (10 sides, white) (Optional) OPTION (20 sides, red) (Optional) IN/OUT OF BOUNDS (8 sides, black)
PUNT	PUNT (20 sides, white) REFEREE (10 sides, white) (Optional) IN/OUT OF BOUNDS (8 sides, black)

OFFENSIVE PLAY	DICE USED BY OFFENSE
PUNT RETURN	PUNT RETURN (6 sides, white) OPTION (20 sides, red) REFEREE (10 sides, white) (Optional) IN/OUT OF BOUNDS (8 sides, black)
RECOVERY OF FUMBLE OR BLOCK	RECOVERY (12 sides, white)
RUN	SCRIMMAGE (5 dice) (4 sides, orange) REFEREE (10 sides, white) (Optional) OPTION (20 sides, red) (Optional) IN/OUT OF BOUNDS (8 sides, black)

OFFENSIVE PLAY	DICE USED BY DEFENSE
FAKE PUNT or FAKE FIELD GOAL ATTEMPT	RUN DEFENSE (12 sides, orange) PASS DEFENSE (12 sides, yellow) BLITZ DEFENSE (12 sides, red)
PUNT, FIELD GOAL ATTEMPT, or EXTRA POINT ATTEMPT	BLOCK DEFENSE (12 sides, black)
RUN, DRAW, PASS, or BOMB	RUN DEFENSE (12 sides, orange) PASS DEFENSE (12 sides, yellow) BLITZ DEFENSE (12 sides, red)

16 Examples of Play

16.1 Offense called “pass” or “bomb”.

Defense used (orange) Run defense die.

No penalty on play. Run defense die shows:

N.G. (no gain) Offense has no gain. Offense’s attempted yard count is nullified.

Minus Yardage Offense totals all the pass yardage shown on the Scrimmage dice plus or minus yardage shown on the Option die, or Bomb die if used, and minus the yardage shown on this defense die. Move football forward or backward the number of yards indicated.

F Offense fumbled. First player/team to call out “fumble” throws the Recovery die.

Blank Defensive strategy had no effect. Offensive yard count is used.

INC Pass is incomplete.

16.2 Offense called “run” or “draw”.

Defense used (orange) Run defense die.

No penalty on play. Run defense die shows:

N.G. (no gain) Offense has no gain. Offense's attempted yard count is nullified.

Minus Yardage If "RUN" play: Offense totals all the run yardage shown on the Scrimmage dice, plus or minus yardage shown on the Option die, if used, and minus the yardage shown on this defense die.

If "DRAW" play: Minus the yardage shown on this defense die from the Option die only.

Move football forward or backward the number of yards indicated.

F Offense fumbled. First player/team to call out "fumble" throws the Recovery die.

Blank Defensive strategy had no effect. Offensive yard count is used.

INC No effect against a run.

16.3 Offense called "pass" or "bomb". Defense used (yellow) Pass defense die.

No penalty on play. Pass defense die shows:

–5 Offense totals all the pass yardage shown on the Scrimmage dice plus or minus yardage shown on the Option die, or Bomb die if used, and minus the 5 yards shown on this defense die. Move football forward or backward the number of yards indicated.

SAC –9 Offense's quarterback is sacked. Offense's pass yard count is nullified. Move football back –9 yards from the line of scrimmage.

I Defense intercepted pass.

Blank Defensive strategy had no effect. Offensive yard count is used.

INC Pass is incomplete.

16.4 Offense called "run" or "draw". Defense used (yellow) Pass defense die.

No penalty on play. Pass defense die shows:

–5 If "RUN" play: Offense totals all the run yardage shown on the Scrimmage dice, plus or minus yardage shown on the Option die, if used, minus the 5 yards shown on this defense die.

If "DRAW" play: Minus the 5 yards shown on this defense die from the Option die only.

Move football forward or backward the number of yards indicated.

SAC –9 No effect against a run.

I No effect against a run.

Blank Defensive strategy had no effect. Offensive yard count is used.

INC No effect against a run.

**16.5 Offense called “pass” or “bomb”.
Defense used (red) Blitz defense die.**

No penalty on play. Blitz defense die shows:

N.G. (no gain) Offense has no gain. Offense’s attempted yard count is nullified.

–5 Offense totals all the pass yardage shown on the Scrimmage dice plus or minus yardage shown on the Option die, or Bomb die if used, and minus the 5 yards shown on this defense die. Move football forward or backward the number of yards indicated.

SAC –6, –12, –15 Offense’s quarterback is sacked. Offense’s pass yard count is nullified. Move football back –6, –12, or –15 yards from the line of scrimmage.

Blank Defensive strategy had no effect. Offensive yard count is used.

INC Pass is incomplete.

**16.6 Offense called “run” or “draw”.
Defense used (red) Blitz defense die.**

No penalty on play. Blitz defense die shows:

N.G. (no gain) Offense has no gain. Offense’s attempted yard count is nullified.

–5 If “RUN” play: Offense totals all the run yardage shown on the Scrimmage dice, plus or minus yardage shown on the Option die, if used, minus the 5 yards shown on this defense die.

If “DRAW” play: Minus the 5 yards shown on this defense die from the Option die only.

Move football forward or backward the number of yards indicated.

SAC –6, –12, –15 No effect against a run.

Blank Defensive strategy had no effect. Offensive yard count is used.

INC No effect against a run.

**17 Reference Section
Additional Rulings and Play Interpretations**

These interpretations, as nearly as possible, duplicate the rules actually in use in professional football in the summer of 1985.

17.1 Blocks and Fumbles

1. When Recovery die shows REC, recovering team has the option of
 - (a) taking the football at the spot of recovery, or
 - (b) returning (advancing) the recovered fumble or block. (EXCEPTION: See #7, “Blocks”.)

2. When F (fumble) or B (block) occurs with a penalty on the play,
 - (a) mark the line of scrimmage or the previous spot with one corner of the Down Counter,
 - (b) move the football to the spot of the F (fumble) or B (block), and
 - (c) first player/team that calls out “Fumble” or “Block” then throws the Recovery die.
3. Loose football *can* go on a team’s/opponent’s own goal line or into a team’s/opponent’s own end zone and then back out onto the field of play (between the two goal lines).

17.1.1 Blocks

1. The Block Defense only affects punt, field goal attempt and extra point attempt plays. It has *no* effect against run or pass plays.
2. When a B (block) occurs, first player/team to call out “Block” throws the Recovery die and continues to play. (See [“Recovery Die”](#).)
3. When B (block) occurs on extra point attempt play, kick was blocked and play is dead.
4.
 - (a) When B (block) occurs on punt, football was blocked 10 yards behind the punter’s line of scrimmage.
 - (b) When B (block) occurs on field goal attempt, football was blocked seven yards behind the kicker’s line of scrimmage.
5. When B (block) appears on Punt die or Field Goal die *and* Block Defense die, player/team calling out first “Block” gets to throw the Recovery die and continues to play.
6. When B (block) occurs and
 - (a) block is on kicking team’s goal line or in kicking team’s end zone, or
 - (b) loose football goes back on kicking team’s goal line or into kicking team’s end zone,

one of the following occurs:

- (a) If loose football is recovered by kicking team and play is dead, a safety occurs and opponent scores two points;
 - (b) If loose football is recovered by opponent and play is dead, a touchdown occurs and opponent scores six points.
 - (c) If loose football goes out of bounds on team’s own goal line, in team’s own end zone, or on team’s own end zone outer boundary line, a safety occurs and opponent scores two points; or
 - (d) If loose football goes back onto the field of play, see [#16, “Fumbles”](#).
7. When B (block) occurs and loose football goes on or beyond the punter’s/kicker’s line of scrimmage, the following applies:

- (a) If loose football is recovered (REC or REC N.G.) by kicking team, opponent takes over possession of the football at the recovered spot, first down and 10.
 - (b) If loose football is recovered (REC N.G.) by opponent, opponent takes over possession of the football, first down and 10 at the recovered spot.
 - (c) If loose football is recovered (REC) by opponent, opponent may take possession of the football at that spot or return (advance) it.
 - (d) If loose football goes back on or behind punter's/kicker's line of scrimmage, refer to #7a, #7b, or #7c above.
8. When B (block) occurs and loose football goes on opponent's goal line or into opponent's end zone, one of the following occurs:
- (a) If loose football is recovered by kicking team, play is dead, touchback occurs and opponent takes over possession on their own 20 yard line, first down and 10;
 - (b) If loose football is recovered by opponent and play is dead, touchback occurs and opponent takes possession on their own 20 yard line, first down and 10;
 - (c) If loose football goes out of bounds on opponent's goal line, in opponent's end zone or on opponent's end zone outer boundary line, touchback occurs and opponent takes possession on their own 20 yard line, first down and 10; or
 - (d) If loose football goes back onto the field of play, see #7, "Blocks".
9. On punt or field goal attempt, if B (block) is recovered by opponent and then opponent loses possession back to kicking team, a first down and 10 is awarded to the kicking team at that spot or end of kicking team's return (advancement) spot.
10. When B (block) occurs on punt, and OUT appears on In/Out of Bounds die, football went out-of-bounds 10 yards behind the punter's line of scrimmage and the following applies:
- (a) If that spot is before kicking team's goal line, opponent takes over possession at that spot, first down and 10.
 - (b) If that spot is on kicking team's goal line, in kicking team's end zone, or on or beyond kicking team's end zone outer boundary line, safety occurs and opponent scores two points.

17.1.2 Fumbles

- 1. When an F (fumble) occurs, first player/team to call out "Fumble" throws the Recovery die and continues to play.
- 2. F (fumble) is ignored if pass attempt is incomplete (INC).
- 3. F (fumble) is ignored and *touchdown counts if offense fumbles on opponent's goal line or in opponent's end zone.*

4. When fumble goes out of bounds in the field of play, the last team in possession of the football retains possession at that spot. (See [Down Counter](#).)
5. (a) On punt return, kickoff return, or interception return, F (fumble) occurs at end of yardage count, and
 - (b) On punt return, kickoff return, or interception return, team in possession of the football tries to run out of their own end zone, fails and fumbles, one of the following occurs:
 - i. A. If loose football is recovered by returning team and play is dead, touchback occurs;
 - B. if loose football is recovered by opponent and play is dead, — touchdown, opponent scores 6 points;
 - ii. If loose football goes out of bounds on team's own goal line, in team's own end zone, or on team's own end zone outer boundary line, touchback occurs;
 - iii. If In/Out of Bounds die shows OUT, touchback occurs;
 - iv. If loose football goes back onto the field of play, see [#4](#) and [#16](#);
 - v. If football goes back again on the returning team's goal line or in returning team's end zone, refer back to [#5\(b\)i](#), [#5\(b\)ii](#), and [#5\(b\)iii](#).
6. On fumble return, block return or onside kick return, F (fumble) occurs at start of return.
7. On running or passing play, F (fumble) occurs at the end of yardage count of all offense and defense dice used.
8. On passing play with a sack (SAC), F (fumble) occurs at point of sack.
9. On passing play with interception, F (fumble) occurs at point of interception with the intercepting team now becoming the last team in possession of the football. (Also, see "[Interceptions](#)" in the [Reference Section](#).)
10. On running or passing play with no gain (N.G.) on Defense die, F (fumble) occurs at the line of scrimmage.
11. On a draw play, F (fumble) occurs at either
 - (a) the line of scrimmage, or
 - (b) at a spot determined by the Defense die, behind the line of scrimmage, or
 - (c) the spot at end of yardage amount shown on the face of the Option die.
12. On a running or passing play with F (fumble) occurring on the Option die *and* Run Defense die, F (fumble) occurs at end of yardage count of Scrimmage dice used. Player/team calling out first "Fumble" gets to throw the Recovery die and continues to play.
13. On running or passing play with F (fumble) on offense's goal line or in offense's end zone, one of the following apply:
 - (a) If defense recovers loose football at that spot and play is dead, defense scores a touchdown, six points;

- (b) If offense recovers loose football at that spot and play is dead, defense scores a safety, two points;
 - (c) If offense recovers and tries to run out of end zone and fails, defense scores a safety, two points.
 - (d) If offense recovers and runs out of bounds on offense's goal line, in offense's end zone, or on offense's end zone outer boundary line, defense scores a safety, two points.
 - (e) If loose football goes out of bounds on offense's goal line, in offense's end zone, or on offense's end zone outer boundary line, defense scores a safety, two points.
14. When F (fumble) occurs in front of offense's goal line, and loose football then goes
- (a) out of bounds on offense's goal line, in offense's end zone, or on offense's end zone outer boundary line, defense scores a safety, two points, or
 - (b) out of bounds in the field of play, last player/team in possession retains the football at that spot. (See ["Down Counter"](#).)
15. When F (fumble) occurs in front of opponent's goal line, and loose football then goes
- (a) out of bounds on opponent's goal line, in opponent's end zone, or on opponent's end zone outer boundary line, touchback occurs, opponent takes over possession of the football on their own 20-yard line, first down and 10, or
 - (b) out of bounds in the field of play, last player/team in possession retains the football at that spot. (See ["Down Counter"](#).)
16. When football is loose on team's own goal line or in team's own end zone and football goes back onto the field of play, one of the following apply:
- (a) If loose football goes out of bounds, last team in possession retains possession at that spot. (See ["Down Counter"](#) and ["Recovery Die"](#).);
 - (b) If REC, recovering team may take possession of the football at that spot or return (advance) it. (See ["Down Counter"](#) and ["Recovery die"](#).);
 - (c) If REC N.G., recovering team takes possession of the football at that spot. (See ["Down Counter"](#) and ["Recovery Die"](#).); or
 - (d) If loose football goes back again on team's own goal line or into team's own end zone, see [#21, "Fumbles"](#).
17. If fumble is on team's own goal line or in team's own end zone and In/Out of Bounds die shows OUT on face, safety occurs and opponent scores two points. EXCEPTION: When fumble is on punt return, kick off return, or interception return, a touchback occurs.
18. When football is loose on opponent's goal line or in opponent's end zone, and the football goes back onto the field of play:
- (a) If loose football goes out of bounds, last team in possession retains possession at that spot. (See ["Down Counter"](#) and ["Recovery Die"](#).);

- (b) If REC, recovering team may take possession of the football at that spot or return (advance) it. (See “[Down Counter](#)” and “[Recovery Die](#)”.);
 - (c) If REC N.G., recovering team takes possession of the football at that spot. (See “[Down Counter](#)” and “[Recovery Die](#)”.); or
 - (d) If loose football goes back again on team’s own goal line or into team’s own end zone, see #21, “[Fumbles](#)”.
19. If fumble is on opponent’s goal line or into opponent’s end zone and In/Out of Bounds die shows OUT on face, touchdown occurs for the team last in possession of the football.
 20. On running, passing or returning plays, if team in possession of football loses possession to opponent and then regains possession back from opponent on the same down, a first down and 10 is awarded to the team in possession.
 21. If loose football is from a “block”, refer to #6 and #8, “[Blocks](#)”. If loose football is from a “fumble”, refer to “[Fumbles](#)” and “[Interceptions](#)”.

17.2 Extra Point Attempts

When a touchdown occurs, the team that scored a touchdown is allowed to try for one more point in one down. Football is kicked from the defense’s two yard line. If kick is missed or blocked, football becomes dead. If touchdown is made on last play of half or game, extra point is permitted.

17.3 Fair Catches

1. When a player/team receiving a punt or kickoff elects to take possession of the football at that spot, that player/team calls out “fair catch” after the dice stop rolling.
2. When a player/team receiving a punt or kickoff on receiving team’s own goal line or in receiving team’s own end zone elects to take a touchback, that player/team announces “touchback” before the football is returned. (Touchback also occurs when receiving team downs the football at that spot.)
3. When fair catching, clock does not move for return play.
4. When fair catching a punt on the last play of the half or game,
 - (a) receiving team is allowed one down to attempt a field goal (free kick),
 - (b) defense does not set, and
 - (c) treat B face of Field Goal die as an M (miss).

17.4 Incomplete Passes

1. An incomplete pass results in a loss of down unless penalty with down replayed.
2. An incomplete pass on fourth down results in a loss of down and a change of possession with opponent taking over, first down and 10, at their opponent’s last line of scrimmage.

3. If total incomplete pass attempt yardage puts the football on opponent's goal line or in opponent's end zone with pass interference against the defense, offense gets the football on opponent's one yard line, first down and goal.

17.5 Interceptions

1. I (interception) occurs when offense calls pass or bomb play and defense shows I on face of Pass Defense die.
2. I (interception) occurs at the end of the pass yardage attempt.
3. I (interception) *does not* occur when pass yardage attempt puts the football on or beyond defense's own end zone outer boundary line. Pass is ruled out of bounds, and treated same as an incomplete pass.
4. All interceptions in the field of play (between the two goal lines)
 - (a) may be returned; or
 - (b) may be downed at that spot, first down and 10.

EXCEPTION: When OUT appears on In/Out of Bounds die, intercepting team went out of bounds at the spot of pass yardage attempt.

5. When interception occurs on defense's goal line or in defense's end zone, intercepting team may
 - (a) down the football and take a touchback, or
 - (b) return the interception.
6. When interception occurs on defense's goal line or in defense's end zone and intercepting team tries to run out of end zone and fails, touchback occurs.
7. When interception occurs on defense's goal line or in defense's end zone and F (fumble) appears on the Option die, F (fumble) occurred at that spot. The intercepting team now becomes the last team in possession and the following apply:
 - (a) If recovered at that spot by intercepting team and play is dead, touchback occurs.
 - (b) If recovered at that spot by offensive team (team that threw the pass) touchdown occurs, offense scores six points.
 - (c) If loose football goes out of bounds on defense's goal line, in defense's end zone or on defense's end zone outer boundary line, touchback occurs.
 - (d) If loose football goes back onto the field of play, see #16, "Fumbles".
8. When interception occurs
 - (a) on defense's goal line or in defense's end zone with pass interference against the defense, offense gets the football, first down and goal to go on the opponent's one yard line, or
 - (b) on or beyond opponent's end zone outer boundary line with pass interference, pass is ruled out of bounds and treated the same as an incomplete pass with penalty ignored.

9. If interception occurs and TD appears on Option die, see “[TD on Option Die](#)” in this section.
10. If interception occurs on defense’s goal line or in defense’s end zone, and the In/Out of Bounds die shows OUT on face, the following apply:
 - (a) Touchback occurs
 - (b) If F (fumble) on Option die, touchback occurs.
11. When interception occurs in the field of play (between the two goal lines), and F (fumble) occurs on Option die, F (fumble) occurred at spot football was intercepted and intercepting team now becomes the last team in possession. (See “[Recovery Die](#)” and [#14](#), [#15](#), [#16](#) and [#18](#), “[Fumbles](#)”.)
12. When an interception is on opponent’s goal line, or in opponent’s end zone, touchdown occurs and intercepting team scores six points.

17.6 Passes in Opponent’s End Zone

The end zone outer boundary line is 10 yards deep. Any pass, complete, incomplete, or intercepted, on or beyond that line is out of bounds, and is ruled incomplete. Pass interference penalty is ignored in this case.

17.7 Penalties and Penalty Cards

1. When a player/team declines or refuses the penalty, that player/team accepts the results of play.
2. When a penalty occurs on a kickoff, onside kick, punt, field goal attempt, or extra point attempt, the kicking team is the offense and the opponent is the defense.
3. When a penalty occurs on a return, the returning team is the offense and the opponent is the defense.
4. When kicking off, onside kicking, or punting with a penalty on the play, do not expose kicking penalty card until receiving team chooses their option.
5. When two penalties occur on the same play, the following applies:
 - (a) If one penalty by each team (double foul), they offset each other and down is replayed at the line of scrimmage or re-kicked from the previous spot.
 - (b) If both penalties are against the same team, only one can be accepted.
 - (c)
 - i. If there is a double foul during a down in which there is a change of possession, the team last gaining possession may keep the football unless its penalty was committed prior to the change of possession.
 - ii. The defensive team retains the football at the spot of its penalty or dead football (dead ball) spot, if double foul occurs *after* a change of possession.
 - iii. *Double foul* penalties will offset each other and the down is replayed at the line of scrimmage (or re-kick from the previous spot), if the *kicker’s penalty* is *during* a kickoff or punt *before* possession changes, and the *receiver’s penalty* is *after* possession changes.

6. Penalties on scoring plays are as follows:
 - (a) Defensive personal fouls (15 yds-AFD) on touchdowns and successful field goals, or offensive personal fouls on safeties are assessed on the following kickoff.
 - (b) All defensive penalties on successful extra points are assessed on the following kickoff.
 - (c) If a defensive personal foul (15 yds-AFD) occurs on a touchdown and a defensive penalty occurs on a successful extra point, both are added together and assessed on the following kickoff.
7. *False Start* occurs when offense:
 - (a) Does not call out their "PLAY".
 - (b) Throws out the wrong dice on the "PLAY".
 - (c) Does not let the defense set before throwing out the dice. Offense must move back five yards from the line of scrimmage or the previous spot, down replayed or re-kicked. The clock does *not* move on a false start.
8. When a penalty occurs on the last play of the half or the game, the following applies:
 - (a) The down is replayed if the penalty is accepted on a penalty against the defense.
 - (b) The down is *not* replayed and the play in which the penalty was committed is nullified when penalty is against the offense. EXCEPTION: No score by offense counts if offensive penalty occurs following a change of possession.
 - (c) The down is replayed if a penalty occurs against both teams (Double foul).
9. When a penalty is accepted on the last play of the first or third quarter, the down is replayed (re-kicked) at the start of the following quarter.
10. When a penalty occurs on a kickoff or onside kick with OUT on the face of those dice, the "Out of Bounds" penalty overrides any other penalty on the play. Kicking team re-kicks five yards back from the previous spot.
11. *"Half The Distance" Rule.* If a penalty yardage takes the football more than half the distance towards the goal line of the team incurring the penalty, the football is placed half the distance from the goal line. (NOTE: Round off $\frac{1}{2}$ -yard distances to next highest yard.)
12. *Too Close To Call "Toss a Coin" Rule.*
 - (a) Toss a coin when a die is not resting flat, though opponent feels it is. Winner gets choice of
 - i. keeping die face in the play, or
 - ii. re-throwing die, or having die re-thrown; and
 - (b) Toss a coin on tie calls of F (fumble) and B (block).
13. *Championship Play.* A third party (Referee) should be used for overseeing the game.

17.8 Receiving and Returning Kickoff and Punt

Receiving team *must* return (advance) the kickoff or punt if in bounds and in the field of play (between the two goal lines), OR fair catch it. If fair catch, receiving team takes possession of the football, first down and 10, at that spot.

17.9 Returning from Team's own Goal Line or Team's own End Zone

On all returns from that spot, yardage is measured from that team's own goal line.

17.10 Returning or Running past Opponent's own End Zone Outer Boundary Line

Although the yardage count may put the football on or beyond the opponent's end zone outer boundary line, a touchdown occurs and six points are scored once the team crosses the goal line.

17.11 Sacks

The quarterback can only be sacked when attempting a pass or a bomb. A sack cancels all offensive yardage count, positive or negative, however a fumble can still occur at the minus sack yardage spot.

17.12 Safeties

Safety occurs when offensive team in possession of the football is stopped on their own goal line or in their own end zone. Opponent scores two points. Then the team that the safety was scored against, kicks off from their own 20-yard line. Kickoff may be an onside kick.

17.13 "TD" on Option Die

When TD shown on Option die face, the following rules apply:

1. All Scrimmage dice yardage count is cancelled.
2. Touchdown occurs on opponent's goal line, unless:
 - (a) SAC on Defense die, meaning sack occurred behind the line of scrimmage.
 - (b) I on Defense die, meaning interception occurred on defense's goal line.
 - (c) N.G. on Defense die, meaning offense's touchdown is nullified.
 - (d) INC on Defense die, meaning pass on opponent's goal line is incomplete.
 - (e) Minus yardage on Defense die, meaning football is placed, from the opponent's goal line, the minus yardage shown on the Defense die.
 - (f) I or INC on Defense die with pass interference against the defense, offense gets possession of the football, first down and goal, on opponent's one yard line if penalty is accepted.

17.14 Touchbacks

Results from one of the following:

1. Football is kicked or punted on or beyond opponent's end zone outer boundary line.
2. Football is kicked or punted on opponent's goal line or into opponent's end zone and fair caught or downed.
3. Football is kicked or punted out of bounds on opponent's goal line or in opponent's end zone.
4. Pass is intercepted on defense's goal line or in defense's end zone and is downed (not returned).
5. Offense fumbles before opponent's goal line and loose football goes out of bounds on opponent's goal line, in opponent's end zone or on opponent's end zone outer boundary line.
6. When punt return, kickoff return, or interception return team tries to run out of their own end zone, and fails.

Team that takes a touchback takes possession of the football on their own 20-yard line, first down and 10.

17.15 Touchdowns

Touchdown occurs when team in possession of the football is on, above, and/or over opponent's goal line or in opponent's end zone.

18 Rules Variations

Football Fever™ can be played with college as well as professional football rules. Following are rules that differ from those employed at the professional level used in this book.

College variations.

1. Pass interference against the defense is a 15 yard distance penalty, awarded to offense, with automatic first down if accepted.
2. Extra point: The team can run or pass for an extra point, and score two points if successful. For all extra point attempts, football is placed on opponent's three yard line and player/team has one scrimmage down to score. Clock does not move. If F (fumble) occurs and opponent recovers in the field of play, play is dead.
3. Kickoffs and onside kicks are from the kicking team's own 40 yard line.
4. The clock does *not* stop when quarterback is sacked.
5. The clock does *not* stop at the "2" position and the Two Minute Warning Period does not apply.