



**49ERS FANZONE  
FOOTBALL FEVER  
LEAGUE**

**QFL RULES  
2022**

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# Preamble

The QFL rules are adjustments to the original Football Fever™ rules designed to fit the modern game of NFL football.

The original Football Fever™ game rules provide the basic rules. The QFL rules overrule the original Football Fever™ game rules. The NFL rules overrule the original Football Fever™ game rules and the QFL rules, if realizable without considerable problems.

The QFL reserves the right to correct any potential mistakes, contradictions and loopholes in the QFL rules at any time without prior notice.

# Rule 1: Plays-from-Scrimmage

## 1-1 Length of a pass / yards-after-catch

### 1-1-1 Determining the length of a pass

- **Normal pass (scrimmage dice only):** The scrimmage dice determine the length of the pass and the length of the play (no yards-after-catch).
- **Option pass (scrimmage dice and option die):** The scrimmage dice determine the length of the pass, the option die determines the yards-after-catch.
- **Screen pass (option die only):** The option die determines the yards-after-catch and the length of the play (with the line-of-scrimmage being the designed spot of the catch).
- **Bomb (scrimmage dice and bomb die):** The bomb die determines the length of the pass, the scrimmage dice determine the yards-after-catch.
- **Punt/FG fake pass (see 2-7-3):** The option die determines the length of the pass and the length of the play (no yards-after-catch).

Notes:

- Minus-yards on a defense die always shorten the pass, not the yards-after-catch.
- Interception and pass interference occur at the end of the pass.
- If a play ends beyond the end zone because of the yards-after-catch and not because of the length of the pass, the catch/interception/pass interference has occurred in-bounds.

### 1-1-2 Special case: option die shows "TD"

If the option die shows "TD" (and is confirmed according to Rule 1-2), the yards shown by the scrimmage dice do not count (see: original football-fever rules § 17.13) and "TD" determines the length of the entire play.

Exception:

Only in case of an interception or defensive pass interference, the scrimmage dice determine the length of the pass, thus the spot of the interception or interference.

## 1-2 Option die shows "TD"

The following applies to any situation in which the option die is thrown and neither the kick-return die nor the punt-return die is involved:

When the option die shows "TD", the kick-return die is thrown in order to either confirm or overrule "TD".

- **Kick-return die DOES NOT show "NO TD":** "TD" stands.
- **Kick-return die shows "NO TD":** The kick-return die replaces the option die and the yards shown are added to the yards yielded by the scrimmage dice (if applicable).

Note:

The referee die is ignored on the throw of the kick-return die.

## **1-3 "N.G." (no gain) against the pass**

"N.G." (no gain) shown by any defense die is considered a specific action against the run with no effect against a pass play.

## **1-4 Plays out-of-bounds**

### **1-4-1 Determining a play out-of-bounds**

If the in/out die shows "OUT", the in/out die will be re-thrown in order to have "OUT" either confirmed (if the i/o die shows "OUT" again) or overruled (if the i/o die shows "IN").

### **1-4-2 Timing of a play out-of-bounds**

After a play out-of-bounds, 2 notches (24 seconds) shall be taken from the game clock.

### **1-4-3 Exceptions late in a half**

The following is applicable within the last two minutes of the second quarter and within the last five minutes of the fourth quarter (the time remaining at the beginning of the play is relevant):

- If a forward pass has been thrown, the in/out die will NOT be thrown a second time.
- Only 1 notch (12 seconds) is taken from the game clock.

### **1-4-4 Fumble on a play out-of-bounds**

If the defense die or the option die shows a fumble "F" on an out-of-bounds play, the ball carrier has lost the football after going out-of-bounds meaning that, technically, no fumble has occurred.

## **1-5 Sacks**

### **1-5-1 Sack yards**

The original sack yards of each defense die are reduced by a third.

Example:

"SAC -15" on the original defense die leads to a 10-yd sack ( $15 - 15/3 = 10$ ).

Note:

The Dice Roller will show the reduced sack yards.

### **1-5-2 Timing of a sack**

For a sack, 3 notches (36 seconds) will be taken from the game clock.

Exception:

A sack that ends out-of-bounds will be timed as if no sack has occurred.

### **1-5-3 Sack vs Draw**

If the defense die shows a sack against a "draw", the offense loses a third of the original sack yards yielded by the defense die. In such case, the option die is ignored unless it shows a fumble "F" to occur at the end of the play.

Note:

The Dice Roller will show a third of the original sack yards as required.

Example:

"SAC -15" on the original defense die leads to a 5-yd loss ( $15/3 = 10/2 = 5$ ).

## **1-6 Bomb die shows "INC" (clarification)**

Since the original football-fever rules may cause confusion on this subject, this clarification might be useful:

- If the bomb die shows "INC", the defense die becomes ineffective, whatever it may show.
- That means: If the bomb die shows "INC", the passer got rid of the ball and it is not caught by anybody.
- That means: "I" (Interception) and "SAC" (sack) can only take place when the bomb die does not show "INC".

## **1-7 No-huddle offense**

### **1-7-1 Starting the no-huddle mode**

If the offensive unit is on the field and intends to go into the no-huddle mode after the following play, the player has to inform the referee when submitting his play call that and (if applicable) under which circumstances he plans to do so. (Example: "If the game clock does not stop, I will go no-huddle after this play.")

It is not possible, however, to make the no-huddle call subject to the opponent's defensive play-call. (Illegal: "If the opponent plays run (blitz/pass) defense, I will go no-huddle after this play.")

In order to keep the no-huddle mode intact, the offense has to renew the "no-huddle" call (and, if applicable, mention the circumstances under which the no-huddle mode shall remain intact) with the submission of each following play-call.

If a no-huddle mode begins or remains intact, the referee will mention this when publishing the result of the play in the game thread.

### **1-7-2 Termination of the no-huddle mode**

As soon as "no-huddle" is not called anymore or the circumstances under which the offense has wished to play no-huddle do not arise, the no-huddle mode stops.

Both defense and offense have the option to terminate a no-huddle mode by calling a timeout after a play has been published. As such timeouts are not a measure of clock management, the previous play is timed as if no timeout has been called.

The offense has the option of terminating a no-huddle mode with a delay-of-game penalty (see 5-9 & 5-10). Other penalties cannot terminate a no-huddle mode.

A no-huddle mode will be terminated by a touchdown, a two-minute warning and the end of a period.

### **1-7-3 Offense during no-huddle mode**

During a no-huddle mode, the offense is limited in their play-calling decisions. They are bound to keep the offensive unit on the field and call a play that is executed with the same set of dice used with the previous play. That means:

- If the offense's previous call included the scrimmage dice only (normal run, normal pass), the offense's next call must again include the scrimmage dice only.
- If the offense's previous call included the option die (option run, option pass, draw, screen), the offense's next call must include the option die again.
- If the offense's previous call included the bomb die (bomb), the offense's next call must include the bomb die again.

The inclusion or exclusion of the in/out die does not fall under above mentioned restrictions and remains optional during a no-huddle mode.

### **1-7-4 Defense during no-huddle mode**

The defense has limited options during a no-huddle mode as soon as they call either "run defense" or "pass defense".

As soon as the defense calls "run defense", they will have "Run Focus" until termination of the no-huddle mode.

As soon as the defense calls "pass defense", they will have "Pass Focus" until termination of the no-huddle mode.

- Run Focus: the defense must call either "run defense" or "blitz defense".
- Pass Focus: the defense must call either "pass defense" or "blitz defense".

During an intact no-huddle mode, a Run/Pass Focus is terminated by each penalty call.

### **1-7-5 Timekeeping during no-huddle mode**

During a no-huddle mode, the notch representing the huddle will not be taken from the game clock. This means:

- Play in bounds: 2 notches (24 seconds)
- Play out-of bounds: 1 notch (12 seconds)

## **1-8 Offensive fumble advance**

According to the NFL rules, there are certain circumstances under which a fumble recovered by the offense may be advanced by the fumbling player only:



- The fumble occurred after the two-minute warning.
- The fumble occurred during a two-point conversion attempt.
- The fumble occurred on a fourth-down play-from-scrimmage.

A fumble has been recovered by the fumbling player, if:

- they have the first right to throw the recovery die (coin toss won) and
- the recovery die shows "REC" (not "REC N.G.") right on the first throw.

If the fumble has not been recovered by the fumbling player in either one of the situations previously mentioned, the following applies:

- "REC" is treated like "REC N.G."
- Yards gained by the bounce ("+5" and "-5") are cancelled, the ball moves back to the spot of the fumble.
- Yards lost by the bounce ("+5" and "-5") stand.

## 1-9 Change a play

A player can change his play-call at any time. However, if the team in possession needs to change the unit sent onto the field (offense or special team), a timeout needs to be called (see 6-2-2).

In the online version of the game, such timeout calls must be posted in the game thread so that it is clear whether or not the timeout has been called on time.

Changes are no longer possible, if:

- the referee has already posted the result of the play.
- the referee has thrown the dice in advance and the player has been informed about the potential results of the play ("whispering").

## 1-10 Lateral passes

### 1-10-1 Calling laterals

When trailing after the two-minute warning of the fourth quarter, a team has the option to extend a play by throwing a lateral or a series of laterals.

If a player considers to extend a play by throwing a lateral or a series of laterals (in/out die optional), the player must inform the referee when submitting his play call. It is not possible to retroactively claim laterals when the result of a play has been published.

The call for laterals should contain:

- the circumstances under which the play shall be extended by laterals
- the predefined goal of the play with laterals (touchdown, first down, yard line)

*Examples of calls with laterals:*

- *Draw I/O with laterals I/O. Goal: first down (or TD if game clock runs out)*
- *Option pass with laterals I/O. Goal: opponent's 35-yd line (or TD if game clock runs out)*

- *Fumble return with laterals I/O. Goal: opponent's 35-yd line (or TD if game clock runs out)*
- *Kick-off return with laterals I/O. Goal: touchdown*

### **1-10-2 Executing a play with lateral call**

- At first, the referee executes the play as if no lateral was called. Thus, the spot of the first lateral is determined.
- If the predefined goal has been accomplished with the normal play, there will be no lateral. At this stage, the result of the in/out die (if applicable) determines whether the play has ended out-of-bounds and a potential penalty is announced and enforced.
- If the predefined goal has not been accomplished with the normal play, the in/out die (if applicable) is ignored and any penalty will not be announced and enforced until the play is dead. The series of laterals (see 1-10-3) begins.

### **1-10-3 Definition: series of laterals**

A series of laterals consists of one or several laterals, each following a run (see 1-10-4). A series of laterals ends when:

- the predefined goal submitted with the call is reached, or
- the defense intercepts a lateral, or
- an incomplete lateral cannot be recovered and advanced by the offense, or
- a fumble occurs at the end of a run following a lateral.

### **1-10-4 Executing a lateral pass**

A lateral pass is executed with the punt-return die determining whether and by whom the lateral is caught.

- "NO TD": The lateral is caught by the offense.
- Original blank side (Dice Roller shows "-5"): The lateral is intercepted by the defense.
- Neither "NO TD" nor original blank side (Dice Roller shows "-5"): The lateral falls to the ground.

Spot of the catch:

All laterals are thrown exactly laterally which means that the lateral is caught (or intercepted or falls to the ground) at the spot of the throw.

Penalty:

No penalty can occur during the lateral pass itself. Any penalty shown by the Dice Roller when throwing the punt-return die is ignored.

### **1-10-5 Procedure with a complete lateral pass / run-after-lateral**

If the lateral pass is caught by the offense, a run-after-lateral will follow. In order to determine the outcome of this run, a fumble return is executed. The in/out die is included, provided it has been called with the original play-call accordingly.

- The option die determines the length of the run after the lateral. The letters "P" and "R" are irrelevant. (If the option die shows "TD", see 1-2)
- The result of the in/out die (if applicable) will be evaluated only if the series of laterals ends (see 1-10-3).
- If the series of laterals remains intact, the next lateral will be thrown (see 1-10-4).

In case of a penalty during the run-after-lateral, see 1-10-9.

### **1-10-6 Procedure with an intercepted lateral / lateral return**

If the lateral is intercepted by the defense, the defense may opt to run a return. A lateral return is executed like a fumble return (i/o).

### **1-10-7 Procedure with a lateral fallen to the ground**

- The ball is in-bounds (the in/out die is ignored) and the fumble-recovery procedures come into operation. (The restrictions according to 1-8 do not apply.)
- If the offense recovers the ball and may advance (recovery die shows "REC"), the advance will follow automatically unless the predefined goal has been reached. For the advance, a fumble return (with in/out die, if "laterals i/o" has been the call) will be executed.
- If the offense recovers the ball and may not advance (recovery die shows "REC N.G.") or the defense recovers the ball, the series of laterals is terminated and the usual regulations for fumble recoveries and returns are effective.

### **1-10-8 Timekeeping**

Generally, a play with laterals is timed as if no lateral occurred. Additional notches (12 seconds) will be taken from the game clock for a third and a sixth lateral followed by an advance or return.

If an incomplete lateral bounces out-of-bounds within the last minute of the game, an additional notch (12 seconds) will be taken from the game clock (10-second runoff), provided that the game clock had not been stopped before the snap.

Note:

More than a total of three notches (36 seconds) will never be taken from the game clock for the same down.

### **1-10-9 Foul during a lateral play**

If a foul occurs during a run-after-lateral or a lateral return, the spot of the catch, interception or recovery of that lateral is the spot of the foul and the spot of enforcement.

Exception: A defensive personal foul during a run-after-lateral will be enforced at the end of the play unless the offense has lost the ball to the defense.

All penalties will not be announced and enforced until the play is dead.

### **1-10-10 Lateral within the last minute**

If an incomplete lateral goes out-of-bounds, an additional notch (12 seconds) will be taken from the game clock (10-second runoff), provided the game clock had not been stopped before the snap. That means that, in such case, a total of 2 notches (24 seconds) will be taken from the game clock.

## **1-11 Bouncing ball (clarification)**

The following applies to any situation in which the recovery die is thrown to determine where a ball is recovered or downed:

Whenever the ball bounces, it is the recovery-die-throwing party that gains ("+5") or loses ("-5") ground on the throw of the recovery die.

## **1-12 Additional play-call: Screen**

In addition to the play-calling options provided by the original Football Fever™ game rules, the QFL introduces the "Screen" as an additional option for the offense to call a passing play.

### **1-12-1 Executing a "Screen"**

The following dice are thrown with a "Screen":

- Option die
- Referee die
- In/out die (optional)

Disregarding "R" and "P", any yards yielded by the option die are counted with a completion.

A fumble "F" occurs at the end of the play.

### **1-12-2 Defense against the "Screen"**

The defensive dice are effective in accordance with the fact that the "Screen" is a passing play.

# Rule 2: Kicks-from-Scrimmage

## 2-1 Place-kicks

### 2-1-1 Length of the snap

The length of the snap is increased by 1 yd. Therefore, the spot of the kick is 8 yds behind the line of scrimmage.

### 2-1-2 Length of the kick

The original field-goal yards are increased by 5 yds.

Note:

The Dice Roller will show the increased field-goal yards.

### 2-1-3 Field-goal die or extra-point die

The distance between the spot of the kick and the goal posts determines the kicking die to be used in order to execute a field goal or extra point.

- < 30 yds: the extra-point die is used.
- $\geq$  30 yds: the field-goal die is used.

## 2-2 Place-kick miss

If the kicking die (see 2-1-3) shows a miss "M" without a confirmed block (see 2-4), the same kicking die will be re-thrown in order to confirm or overrule its outcome. The re-throw of the kicking die will count with both "M" and "B" be treated like a miss "M".

## 2-3 Length of a punt

The original punt yards are increased by 2 yds.

Note:

The Dice Roller will show the increased punt yards.

## 2-4 Kick blocks

### 2-4-1 Block by the blocking defense

In case that EITHER the field-goal/punt die OR the block defense die shows a block "B" on any kick-from-scrimmage (including extra points), the punt-return die is thrown in order to either confirm or overrule the block.

- The block-defense die shows "B": the kick is blocked only, if the punt-return die shows neither "NO TD" nor the blank side.
- The punt/field-goal die shows "B": the kick is blocked only, if the punt-return die does NOT show "NO TD". If it does, the punt/field-goal die will be re-thrown in order to confirm or overrule its outcome. The re-throw of the punt/field-goal/extra-point die will count.

If BOTH the field-goal/punt die AND the block-defense die show a block "B", the block is confirmed effective immediately.

### **2-4-2 Block by a regular defense**

A regular defense cannot block a kick. In case of a confirmed block "B", it is a botched snap and the ball is loose where a block would have occurred and the play proceeds as if a block has occurred.

### **2-4-3 Blocked-kick bounce**

See 1-11.

## **2-5 Punt out-of-bounds**

If the in/out die shows "OUT", the in/out die will be re-thrown in order to have "OUT" either confirmed (if the i/o die shows "OUT" again) or overruled (if the i/o die shows "IN").

If the punt is blocked, the ball bounces out-of-bounds at the spot of the block.

## **2-6 Punt bounce / punt against regular defense**

### **2-6-1 Calling a punt bounce**

When kicked against a regular defense (pass defense, run defense, blitz defense), a punt will bounce and cannot be returned.

If the blocking defense has been called, the receiving team still has the option to let a punt bounce. When the receiving team opts to do so, it forfeits the option to run a return.

### **2-6-2 Executing a punt bounce**

When a punt bounces, the recovery die is thrown exclusively by the return team until the ball is either downed or bounces out-of-bounds. As a bouncing punt is not a live ball, the right to throw the recovery die will not change when the recovery die shows (\*).

While "OUT" (ball bounces out-of-bounds) will be effective immediately, the ball must have bounced (recovery die shows "+5" or "-5", see 1-11) at least once before it can be downed by the recovery die showing "REC" or "REC N.G.".

## **2-7 Field-goal/extra-point/punt fake**

### **2-7-1 Calling a fake**

If a player intends to play a fake, he will – as usual - announce that his kicking unit enters the field. The play call then must be either "fake pass" or "fake run" (in/out die optional).

### **2-7-2 Fake run**

A fake run is executed with the call "option run (i/o)".

The option die is the only die that may yield yardage. Only positive yards with the letter "R", negative yards, "F" (fumble) or "TD" (see 1-2) will count. Yards with the letter "P" will be regarded as a run for 0 yards.

A fumble "F" occurs at the end of the play.

### **2-7-3 Fake pass**

A fake pass is executed with the call "option pass (i/o)".

The option die is the only die that may yield yardage on a completion. Only positive yards with the letter "P", negative yards, "F" (fumble) or "TD" (see 1-2) will count. Yards with the letter "R" will be regarded as a completion for 0 yards.

A fumble "F" on the option die occurs right at the spot of the catch.

Only in case of an interception or a defensive pass interference with the option die showing a confirmed "TD" (see 1-2), the scrimmage dice determine the length of the pass (see 1-1), thus the spot of the interception or interference.

## **2-8 Fair-catch kick**

### **2-8-1 Definition: fair-catch kick**

Following a fair catch, the receiving team has the option to attempt a fair-catch kick. Technically, a fair-catch kick is a free kick for a field-goal as it does not include a snap. The defense has to stay 10 yds away from the spot of the kick until the ball has been kicked.

### **2-8-2 Executing and evaluating a fair-catch kick**

No defense die is thrown against the kicking die (see 2-1-3) used by the offense.

The original yards of the field-goal die are increased by 10 yds meaning the yards shown by the Dice Roller need to be increased by 5 yds (see 2-1-2).

If the kicking die shows a miss "M", the same kicking die will be re-thrown in order to confirm or overrule its outcome. The re-throw of the kicking die will count with both "M" and "B" be treated like a miss "M".

If the field-goal die shows a block "B" (block) without previously having shown a miss "M", it will be re-thrown until it no longer shows "B". A miss "M" will then be effective immediately.

During a fair-catch kick, all penalties except "defensive offside" are ignored.

## **2-9 Change a play**

See 1-9.



# Rule 3: Free Kicks

## 3-1 Length of a deep kickoff

The original kick yards are increased by 3 yds.

Note:

The Dice Roller will show the increased kick yards.

## 3-2 Deep kickoff out-of-bounds

If the kickoff die shows "OUT", the kickoff die will be re-thrown in order to confirm or overrule its outcome. The result of the re-throw of the kickoff die will count.

## 3-3 Onside kick

### 3-3-1 Executing an onside kick

Each onside kick will include the in/out die. If the in/out die shows "OUT", it cannot be returned.

If the onside-kick die shows "OUT", the ball has gone out-of-bounds after traveling 10 yds.

### 3-3-2 Surprising/non-surprising onside kicks

The kicking team has a better chance to recover their own onside kick when the kick comes as a surprise to the return team. An onside kick will be non-surprising if:

- it is kicked in the fourth quarter by the trailing team.
- it is kicked from inside the return team's half including the 50-yd line.

If the onside-kick die shows "REC" on a non-surprising onside kick, the kick is recovered by the kicking team only if the in/out die shows "IN". If the in/out die shows "OUT", the kick has gone out of bounds after traveling the yards shown by the onside-kick die (see 3-3-1).

## 3-4 Safety kick

### 3-4-1 Executing a safety kick

The punt die is thrown. The original punt yards are increased by 10 yds.

Note:

The Dice Roller will show the increased punt yards.

If the punt die shows a block "B", it will be re-thrown until it no longer shows "B".

## **3-5 Kickoff bounce**

### **3-5-1 Calling a kickoff bounce**

The receiving team has the option to let a kickoff bounce. When the receiving team opts to do so, it forfeits the option of a return.

### **3-5-2 Executing a kickoff bounce**

When a kickoff bounces, the recovery die is thrown. The return team has the first right to throw the recovery die. As a bouncing kickoff is a live ball, the right to throw the recovery die will change, if the recovery die shows (\*).

### **3-5-3 Beware of the live ball!**

Unlike a punt, a kickoff is a live ball. This means, the kicking team may recover a bouncing kickoff and gain possession.

## **3-6 Timekeeping**

No notch is taken from the game clock for any free kick which is not returned.

# Rule 4: Returns

## 4-1 Length of a punt return

The original yards on the punt-return die are decreased by 5 yds.

Notes:

- The Dice Roller will show the decreased yards on the punt-return die.
- If the option die shows "TD" and the punt-return die shows "-5" (without "NO TD"), it is still a touchdown.

## 4-2 Return of a short punt

If the receiving team returns a punt that was kicked no longer than 35 yds, the run defense die will be thrown against the punt return and may cause the return (see 4-1) to be shortened (minus-yards) or stopped for no gain ("N.G.") or muffed ("F") (see 4-7).

## 4-3 Safety-kick return

A safety-kick return is executed like a punt return. The original punt-return yards are increased by 5 yds.

Note:

The Dice Roller will show the increased yards on the punt-return die.

## 4-4 Onside-kick return

If an onside kick can be returned (see 3-3-1) and the return team elects to do so, the run defense die will be thrown against the onside-kick return and may cause the return to be shortened (minus-yards) or stopped for no gain ("N.G.") or muffed ("F") (see 4-7).

## 4-5 Missed-field-goal return

If a field-goal attempt or fair-catch kick is short but has been kicked at least 50 yds, the defense may opt to run a return to be executed like a kickoff return.

## 4-6 Return out of the end zone

If a kick is caught (a pass is intercepted; a fumble is recovered; etc.) in the end zone, the spot of the catch (interception; recovery) will be deducted from the return yards.

Example:

The ball is caught (intercepted; recovered) by the return team (defense) 5 yds deep in their own end zone (minus-5-yd line) and 20 return yards are yielded by the applicable set of dice. The return ends at the own 15-yd line ( $20 - 5 = 15$ ).

## **4-7 Muff**

A muff recovery is executed like a fumble recovery. A muff advance is executed like a fumble advance.

While the return team may advance a muff (recovery die shows "REC"), the kicking team may not ("REC" is treated like "REC N.G.").

## **4-8 Timekeeping**

1 Notch (12 seconds) is taken from the game clock for any down that includes a return (exception: see 1-10-8).

# **Rule 5: Penalties**

## **5-1 False start**

Offensive offside on a play-from-scrimmage will be treated like a "false start" which is a dead-ball foul and cannot be declined. The penalty yards may be declined.

For timekeeping, see 5-14-2.

## **5-2 Encroachment**

Encroachment is a dead-ball foul and cannot be declined. The penalty yards may be declined.

For timekeeping, see 5-14-2.

## **5-3 Defensive personal foul**

The offense may choose to have a penalty for each defensive personal foul enforced from the end of the play or from the previous spot.

## **5-4 Personal foul on a scoring play**

If the team that has conceded a score has committed a personal foul, the penalty may be enforced on the ensuing free kick.

## **5-5 Defensive foul on a try-after-touchdown**

Each defensive distance penalty may be enforced on the ensuing free kick.

In case of a failed try, the offense may opt to forfeit the try and have the penalty enforced on the ensuing free kick rather than have the penalty enforced on a re-try.

## **5-6 Penalty during a kick**

If the kicking team commits a foul during the kick, the return team may elect to have the penalty enforced from the dead-ball spot rather than the previous spot (re-kick), provided that the play has not been a missed field-goal attempt.

## **5-7 Penalty during a return**

### **5-7-1 Enforcing the penalty**

A penalty against the team that has lost possession (kicking team, offense) can be enforced from either the dead-ball spot or the spot of the foul.

A foul against the team that has gained possession (return team, defense) can only be enforced from the spot of the foul.

### **5-7-2 Spot of the foul**

The return die (punt-return die or kickoff-return die) determines the spot of the foul during the return. The yards shown by the option die do not count and the foul occurred half-way through the distance yielded by the return die (round off, if necessary).

Example:

The ball is caught (intercepted; recovered) by the return team (defense) at their own 25-yd line, a return is run and a 10-yd penalty is called against the return team. The option die is ignored, the return die shows 17 yds.

The foul occurred after 8 yds ( $17 / 2 = 8.5$ , rounded off to 8) of the return at their own 33-yd-line ( $25 + 8 = 33$ ) where the 10-yd penalty is enforced.

The return team will start their possession with a 1st-and-10 from their own 23-yd line ( $33 - 10 = 23$ ).

In case of a return that includes neither the punt-return die nor the kick-return die, the foul occurred where the return started.

## **5-8 Penalty on an extra point**

Under certain circumstances, a penalty against the kicking team during an extra-point attempt may change the set of dice for a potential re-kick (see 2-1-3).

## **5-9 Draw offside**

Once per down and with no longer than 2 yds to go for a new first down, the team in possession has the option to draw the defense offside by solely throwing the referee die.

If the referee die shows "P", a 5-yd encroachment penalty will be called against the defense.

If the referee die does not show "P", a 5-yd delay-of-game penalty will be called against the offense unless a timeout has been called for this case (see 6-1).

For timekeeping, see 5-14-2.

## **5-10 Intentional delay**

Once per down, the offense has the option to intentionally draw a 5-yd delay-of-game penalty without having to throw any dice.

An intentional delay may end a no-huddle mode (see 1-7-2).

For timekeeping, see 5-14-2.

## **5-11 Screen pass with pass interference**

If there is a pass-interference call during a play that includes a forward pass shorter than 1 yd (see 1-1), the pass-interference call will be replaced by a holding call.

Defensive pass interference -> defensive holding, 5-yd penalty, automatic first down.

Offensive pass interference -> offensive holding, 10-yd penalty, repeat the down.

## **5-12 Roughing-the-kicker by a regular defense**

If a regular defense (run defense, pass defense, blitz defense) is called against a kick, each roughing-the-kicker and running-into-the-kicker call will be ignored.

## **5-13 10-second runoff**

For the following fouls and incidents, 1 notch (12 seconds) will be taken from the game clock within the last minute of a half, if the committing team would benefit from a stopped clock:

- False start
- Illegal shift
- Illegal motion
- Illegal procedure
- Lateral bounced out-of-bounds

The defense can elect to decline the runoff.

## **5-14 Timekeeping**

### **5-14-1 Live-ball fouls**

Each penalty play is timed as if no penalty has occurred, however, more than 2 notches (24 seconds) will never be taken from the game clock for a penalty play.

Exception:

Within the last two minutes of the first half and the last five minutes of the second half, only 1 notch (12 seconds) is taken from the game clock for a penalty play.

### **5-14-2 Dead-ball fouls (false start, delay of game, encroachment)**

For a dead-ball foul, one notch (12 seconds) is taken from the game clock, provided that the game clock had not stopped before the foul. Otherwise, no notch is taken from the game clock.

Exception:

Within the last two minutes of the first half and the last five minutes of the second half, no notch is taken from the game clock for a dead-ball foul.

In case of a false start within the last minute of a half, rule 5-13 (10-second runoff) applies.



# Rule 6: Clock Management

## 6-1 Managing the clock

The following applies to the online version of the game:

If a player considers to use a clock-management measure after the following play, the player must inform the referee when submitting his play-call. It is not possible to claim clock-management measures after the outcome of a play has been published.

The clock-management measures available are:

- Timeout (see 6-2)
- QB stop-clock (see 6-3)
- No huddle (see 1-7)

The call for a clock-management measure should contain:

- the clock-management measure the player wishes to use
- the circumstances under which the clock-management measure shall be used

## 6-2 Timeouts

### 6-2-1 Timekeeping

If the timeout is called as a clock-management measure (see 6-1), the clock will usually stop immediately when the ball is dead. However, a player does have the option to call for 1 additional notch (12 seconds) to expire before the timeout is taken.

If the timeout is called as a strategic measure (see 6-2-2), the play will be timed as if no timeout has been called.

### 6-2-2 Timeout as a strategic measure

A timeout will be considered a strategic measure, if it is called to:

- terminate a no-huddle mode (see 1-7-2)
- avoid a delay-of-game penalty (see 5-9)
- to change the unit sent onto the field

### 6-2-3 Timeout vs timeout

It is not possible to call for an immediate timeout on the prerequisite that the opponent does not. It is possible, though, to call for a timeout after the expiration of 1 additional notch (12 more seconds) on the prerequisite that the opponent does not call an immediate timeout.

If both teams call for a timeout for the same moment, a coin toss will determine which team will be charged.

## **6-3 QB stop-clock**

If a QB stop-clock is called (see 6-1), only 1 notch (12 seconds) will be taken from the clock for a play and the offense will lose a down.

## **6-4 QB kneel-down**

The offense may kneel down for a loss of 1 yd in order to take up to 3 notches (36 seconds) from the clock without having to throw any dice.

If a kneel-down is immediately followed by a timeout or the kneel-down causes a turnover on downs or a safety, no notch will be taken from the game clock.

If the offense has a 1st-and-10 at the two-minute warning, they may end the half with three kneel-downs, provided that the defense has no timeouts left or elect not to use them, and no safety is caused.

# **Rule 7: Officiating**

## **7-1 Bad decisions**

The following regulation applies exclusively to the online version, not to the board game:

If the referee believes to have recognized an obviously bad decision by a player (e.g. bad decision of declining/accepting a penalty, going for a fourth down in an unsuitable situation, etc.), he shall check back with the corresponding player before working the dice roller and publishing the outcome of the play.

## **7-2 Bad calls**

If a provably faulty evaluation from the referee has been detected, there will be the option of going back to the corresponding game situation for a replay of the play, provided that none of the three parties involved (both teams and the referee) disapproves. In such case, all following plays must be re-called and replayed.

# The original Football Fever™ Dice

## D-1 Offensive dice

### D-1-1 Scrimmage dice

5 Scrimmage dice with 4 sides each.

Die #1: RUN 1, RUN 2, PASS 1, PASS 5

Die #2: RUN 1, RUN 2, PASS 1, PASS 5

Die #3: RUN 1, RUN 2, PASS 2, PASS 4

Die #4: RUN 1, RUN 2, PASS 2, PASS 4

Die #5: RUN 1, RUN 2, PASS 3, PASS 3

### D-1-2 Option die

The option die has 20 sides:

-5, -4, -3, -2, -1, R 2, R 4, R 6, R 8, R 10, R 20, P 1, P 3, P 5, P 7, P 9, P 15, P 25, F, TD

### D-1-3 Bomb die

The bomb die has 10 sides:

20 INC, 25 INC, 30 INC, 35 INC, 45 INC, 21, 25, 29, 34, 44

## D-2 Defensive dice

### D-2-1 Run defense die

The run defense die has 12 sides:

N.G. (2x), -5, -4, -3, -2, -1, INC, F, 3 blank sides

### D-2-2 Pass defense die

The pass defense die has 12 sides:

INC (5x), I, SAC -9, -5 (2x), 3 blank sides

### D-2-3 Blitz defense die

The blitz defense die has 12 sides:

SAC -15, SAC -12, SAC -6, INC (2x), N.G., -5, 5 blank sides

### D-2-4 Block defense die

The block defense die has 12 sides:

B, 11 blank sides

## **D-3 Kicking dice**

### **D-3-1 Kickoff die**

The kickoff die has 20 sides:

44, 49, 53, 56, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 69, 72, 76, 81, OUT (2x)

### **D-3-2 Onside-kick die**

The onside-kick die has 8 sides:

11 REC, 13 REC, 15 REC, 10 (2x), 12, 14, OUT

### **D-3-3 Punt die**

The punt die has 20 sides:

26, 30, 33, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 47, 50, 54, 59, 64, B

### **D-3-4 Field-goal die**

The field-goal die has 20 sides:

37, 39, 41, 43, 44, 45, 46, 47, 48, 49, 51, 53, 55, 58, 62, 67, M (3x), B

### **D-3-5 Extra-point die**

The extra-point die has 20 sides:

G (18x), M (2x)

## **D-4 Return dice**

### **D-4-1 Kick-return die**

The kick-return die has 6 sides:

16 NO TD, 19 NO TD, 24 NO TD, 11, 14, 15

### **D-4-2 Punt-return die**

The punt-return die has 6 sides:

6 NO TD, 9 NO TD, 19 NO TD, 4, 5, 1 blank side

### **D-4-3 Option die**

See D-1-2.

## **D-5 Other dice**

### **D-5-1 Referee die**

The referee die has 10 sides:

P, 9 blank sides

### **D-5-2 In/out die**

The in/out die has 8 sides:  
IN (4x), OUT (4x)

### **D-5-3 Recovery die**

The recovery die has 12 sides:  
REC (3x), REC N.G. (3x), +5, -5, OUT, ★ (3x)