

# DIRECTIONS FOR ALL-FAIR FOOTBALL GAME

## With a Brief Explanation of Real Outdoor Football

*The game of All-Fair Football is based on the game of outdoor American Football and presents in indoor game form the plays and the thrills found in the real game. Before playing All-Fair football, it is therefore very important to understand clearly the fundamentals of outdoor football.*

*So that you will enjoy All-Fair Football to the maximum, read carefully the following description of modern football. It covers all the essentials of the real game but, since American Football rules are very complex, it does not give all the details and explanations that are contained in the Official Rules for Football.*

### MODERN AMERICAN FOOTBALL

The game of Football has changed over a period of many years, steadily increased in popularity and now American Football is our country's favorite autumn outdoor sport. Whether played in huge stadiums by college or professional teams, or in vacant lots by youngsters, it is equally satisfying and thrilling. It calls for strength, skill and dexterity of both body and mind. It requires determination, self-control, respect for others and obedience of the rules of Fair Play. Football is truly a developer of men.

Football is played on a rectangular field 300 feet long and 160 feet wide. The field is marked off like a gridiron by white lines spaced 5 yards apart, with the line at each end of the field being called the Goal Line. Beyond each goal line is an End Zone 10 yards deep, extending across the field. In the center of the back line of each end zone are Goal Posts that are 20 feet high, 18½ feet apart, connected by a cross bar 10 feet from the ground.

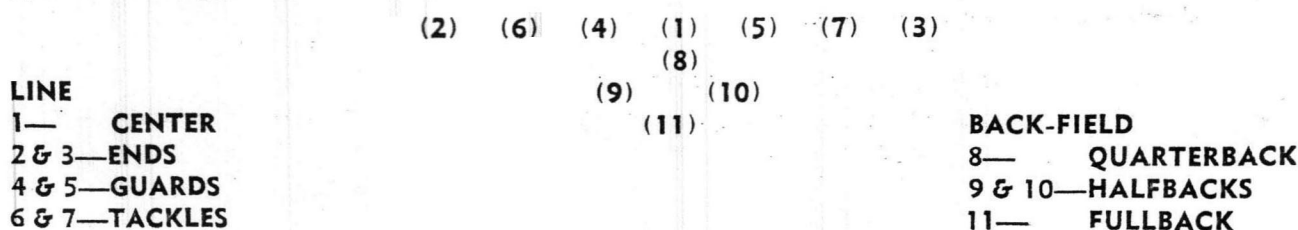
The Official Football is oval shaped, about 11 inches in length, nearly 7 inches in diameter and about 15 ounces in weight. It has a rubber bladder, inflated with air to about 13 pounds pressure, and a cover of pebble-grained leather.

The actual playing time of a football game varies from 32 to 60 minutes, depending on the age of the players. The playing time is divided into 4 equal Quarters, with 1 minute rest between the 1st and 2nd Quarters and between the 3rd and 4th Quarters, and 15 minutes rest after the 1st Half of the game.

In a football game two teams of 11 men each oppose each other. During the game possession of the ball changes often. The team in possession of the ball tries to advance it toward the other team's goal. The other team defends its goal by trying to prevent the opposing team from crossing the goal line or kicking a field goal, and thereby making a score. When a team, on either offense or defense, is more than 50 yards from the goal line it is defending, it is in "opponent's territory." When it is closer than 50 yards to the goal line it is defending, it is in its "own territory." Naturally, a team in the "opponent's territory" is in a better position to score and can make more daring plays with less danger of being scored on if a play goes wrong.

The Kick-Off puts the ball in play at the start of each Half and after each try for Point After Touch-down or successful Field-Goal. It is a place-kick made by one team from its own 40 yard line. A player on the receiving team catches the Kick-Off and tries to run it back as far as possible toward the opponent's goal line before being tackled and brought to the ground by the other team. It is now 1st Down and the team in possession of the ball has no more than four plays, called Downs, to advance the ball 10 yards. Whenever this yardage is gained, it is again 1st Down and the team keeps possession of the ball and continues to try for a score. If this yardage is not gained, possession of the ball passes to the other team, it is their 1st Down and their turn to try for a score.

The 11 players on a football team are divided into 7 linemen and 4 backfield men. The linemen are: left end, left tackle, left guard, center, right guard, right tackle and right end. The backs are: quarterback, left halfback, right halfback and fullback. Here is a diagram of how a football team usually lines up when it has possession of the ball:



The Quarterback selects the plays so as to gain the most from the weaknesses of the opponents, the abilities of his team, the number of the down, the position of the ball, the time remaining to play and the score of the game. He signals the play to be used either out loud or by gathering the players in a huddle. On all plays, whether on offense or defense, each player is trained to perform certain definite duties. Each offensive play is started by the center snapping-back the ball to one of the backs.

Here are the basic types of plays for offense:

**LINE PLAY**—On this running play, ball is carried by 8, 9, 10 or 11 through the line between 6 and 7. It can be used on any Down. See KICK PLAY.

**END PLAY**—On this running play, ball is carried by 8, 9, 10, 11, 2 or 3 outside positions 6 or 7. It can be used on any Down. See KICK PLAY.

**PASS PLAY**—On this play, ball is thrown forward by 8, 9, 10 or 11 and caught by 2, 3, 8, 9, 10 or 11. It can be used on any Down but it is dangerous to use short passes unless ball has been advanced beyond mid-field into "opponent's territory." See KICK PLAY.

**KICK PLAY-PUNT**—On this play, ball is kicked forward (called a Punt) by 8, 9, 10 or 11. It is usually used on 4th Down, to give the ball to the opposing team as far as possible from your Goal Line, when 10 yards were not gained in 3 Downs. Or a Quick Kick may be made on any Down to kick the ball over opposing backfield men who are not alert. Unless team is far behind or within 20 yards of opponent's goal line, it is safer to Punt on 4th Down than to use a Line, End or Pass Play. It is a Punt when a player holds or drops the ball and kicks it before it touches the ground.

A team may score in Football in the following ways:

**TOUCHDOWN**—Touching the ball to the ground on or behind opponent's goal line by a running play, or by catching a forward pass or recovering a fumble on or behind opponent's goal line. 6 POINTS.

**POINT AFTER TOUCHDOWN**—Team scoring touchdown has one play, with ball placed on or outside opponent's 2-yard line, to reach or cross opponent's goal line on a running or pass play, or to drop-kick or place-kick ball over opponent's goal posts. 1 POINT.

**FIELD GOAL**—Kicking the ball over the opponent's goal posts by a drop-kick or place-kick. 3 POINTS.

**SAFETY**—Forcing opponent on offense to touch ball to ground on or behind his own goal line. This counts 2 POINTS against team with ball. After a Safety, the ball is placed on the 20-yard line nearest where Safety was made and must be put in play with a Kick Play (usually a Punt) by team that did not score.

**NOTE:** The difference between a Safety and a Touchback is important. A Touchback is made when a free ball or a ball legally in possession of a player guarding his own goal becomes dead on, above or behind his goal line, *provided the impetus sending the ball to or across the goal line was given by an opponent.* No points are scored.

Because there are many rules for Football and the game can be very dangerous to players if the rules are not followed, trained officials control the game and enforce the rules. They are called: a Referee, an Umpire, a Linesman, and a Field Judge.

Some of the Penalties imposed by the officials for the violation of Football Rules are as follows:

**OFFSIDE**—Penalty, 5 yard loss. A player is off-side when any part of his person is ahead of the ball or his scrimmage line when the ball is put in play.

**PLAYER IN MOTION**—Penalty, 5 yard loss. Only one player of team with ball may be in motion at instant ball is put in play and he may move only toward his own end line. If player in motion moves out of line of scrimmage, he must be at least 5 yards behind line when ball is put in play.

**DELAYING THE GAME**—Penalty, 5 yard loss. A delay of more than 25 seconds in putting ball in play; sending in a substitute when the ball is ready for play; taking more than 3 legal "time-outs" during a half.

**HOLDING**—Penalty against team with ball, 15 yard loss. Player on offense may not use hands and arms to grasp, push, lift or encircle an opponent.

—Penalty against defensive team, 5 yard loss. Player on defense may not tackle or hold a player except in an actual attempt to get at or tackle the runner with the ball.

**CLIPPING**—Penalty, 15 yard loss. Clipping means blocking by running or diving into the back, or throwing or dropping the body across the back of a leg or legs of a player not carrying the ball.

**ROUGHING THE KICKER**—15 yard loss. There shall be no roughing of a player who obviously means to kick from behind his scrimmage line.

# ALL-FAIR FOOTBALL

## The Real Football Game – 1, 2 or More Players on a Team

All-Fair Football reproduces more closely than any other board game the actual feel and excitement of real Football. It takes the mystery out of modern Football because the player masters all the football essentials outlined elsewhere in this folder. All-Fair Football is so clearly defined and instructive that by playing it one can more thoroughly understand and enjoy the thrilling plays of this outdoor sport.

In this game each player is the Quarterback, the field general, whose selection of each play must be guided by the same considerations that guide a Quarterback in a real game. The football cards in this game are arranged so that the quarterback player calling the correct play has a good chance of advancing the ball. On the other hand, a poorly selected play—such as a short pass when deep in his own territory—may be disastrous. Let All-Fair Football test and develop your ability as a Quarterback!

**EQUIPMENT**—Playing Board, 36 Football Cards, miniature metal Football, wood Down Marker, wood Quarter Marker, plastic 10-Yard Distance Marker.

**SET UP FOR GAME**—Players sit on opposite sides of the game board which represents a football field, 100 yards long, plus 2 end zones of 10 yards each. The playing field is marked off in 10-yard Zones.

The game board is placed with RED ZONES at player's or team's left. Player defends Goal at the left and tries to advance ball to the right—toward the BLACK ZONES and the opponent's Goal at the right.

The Football Cards are shuffled and placed face down, off to one side, at the start of each Quarter.

**THE FOOTBALL CARDS**—In All-Fair Football, each player of team having possession of the ball is in turn the Quarterback. He decides on and signals out loud in advance the type of each play, BEFORE turning over the top card of pile. After calling each Running, Pass or Punt play, he turns over top card, refers to proper column for type of play called and reads result of play from line corresponding to zone where ball is located. Used cards are stacked face down in another pile.

As in real Football, there are four general types of play shown—LINE, END, PASS and PUNT. Also shown are results of a KICK-OFF, POINT AFTER TOUCHDOWN and a FIELD GOAL try.

The RED and BLACK zone numbers on the board correspond to the RED and BLACK zone numbers on the Football Cards. When you have the ball and are in your own territory (RED ZONES AT LEFT), refer to RED numbers on lower half of cards and to proper column for kind of play called. When you have ball and are in opponent's territory (BLACK ZONES AT RIGHT), refer to BLACK numbers on upper half of card and to proper column for kind of play called.

Each zone includes the yard line of that zone number and the next nine lower number yard lines. For example, the results of all plays starting on the 11 to 20 yard lines in the Red Zones will be found on the Football Cards next to the Red 20 Zone. Results of plays starting on the 50-yard line will be found next to the Red 50 Zone. The markings on the Football Cards are explained on the game board.

Because it is not good Football, cards do not permit try for FIELD GOAL outside your black 40-yard line (too far for most kickers) or allow a Punt inside your black 20-yard line (should try to score).

Each Football Card is used once, for only one play, in each Quarter of the game. For example, after a Touchdown, the next card is used for the Point After Touchdown play; or after a Safety, the next card is used for the Kick play (Punt).

When the 36 Football Cards have all been used, the 1st Quarter is over. The cards are reshuffled and placed face-down in a neat pile. The 2nd Quarter begins where 1st Quarter ended. After the 36 cards have been used again, the 1st Half is over. The 3rd Quarter begins with a Kick-Off by the player who received the opening Kick-Off and play continues as in 1st and 2nd Quarters. When the last card in the 4th Quarter is used, the game is over.

**HOW TO PLAY ALL-FAIR FOOTBALL**—In this game the Football is placed and moved by the player in possession of the ball. The player in possession of the ball also handles the Football Cards.

The defending player places and moves the plastic 10-Yd. Distance Marker and wood Down Marker.

Each time possession of the ball changes, the players or teams exchange the above duties.

Move the wood Quarter Marker on the Quarter Indicator as each Quarter of the game starts.

Toss a coin to determine which team will KICK-OFF. Player making Kick-off places the ball on his Red 40-yard line. He then turns over top card and refers to KICK-OFF panel at bottom of card.

In the Kick-Off panel, the first number shows how many yards the kick went. Kicker moves ball that distance. The number after the red line is number of yards receiver ran back the kick. Receiver counts off this yardage and moves ball to proper line for his 1st Down.

Before the 1st Down play starts, the defending player places the plastic 10-Yard Distance Marker on his side of the field, with the wide end on the small yellow line that corresponds to the location of the ball, and the pointed end on the line that the opponent must reach to make another 1st Down. This marker is not moved until the opponent either makes another 1st Down or loses possession of the ball. The Marker is then placed in the proper new position.

The defending player also places the wood Down Marker on "1" on the Downs Indicator and moves it to the proper number before each play.

As in regular Football, player with the Ball now has no more than 4 Downs to gain at least 10 yards. He calls out each play, turns over top card of unused pile, reads out result and moves ball as required.

Whenever the player with the ball gains at least 10 yards in 4 Downs or less, he keeps the ball and it is again 1st Down. Whenever the player with the ball does not make 1st Down, possession of the ball passes to the other player. Remember that if the player does not make 10 yards in 3 Downs, he should Punt on the 4th Down, so as to give up the ball to the other team as far as possible from his Goal Line.

Player with the ball should try to score a Touchdown. However, if a team is inside the opponent's 40-yard line and in 3 Downs has not gained close to 10 yards, it might be wise to try for a Field Goal.

Whenever a score is made, play continues just as in Football. Following each Touchdown is a try for Point After Touchdown. Each try for Point After Touchdown and successful Field Goal is followed by a Kick-Off. The team scored on may choose whether to receive or kick-off. Remember that the team receiving the Kick-Off gets possession of the ball and has first chance to try for a score.

On the Point After Touchdown play in this game, the ball is placed on the 2-yard line, which is as close as permitted in The Official Rules for Football. At least 2 yards must be gained on a running or pass play to score 1 point. For the result of a Line, End or Pass play on Point After Touchdown, see the Black 10 zone of the Football Card, instead of the PAT KICK panel. Since the Goal Posts are 10 yards back of Goal Line, at far side of the end zone, the length of drop or place kick shown in the PAT KICK panel, must be 12 yards or more to score the Point After Touchdown.

Likewise, on a try for Field Goal, the length of the kick shown on the Football Card must take the ball at least 10 yards beyond the goal line, in order to score 3 points. If kick is not long enough to score but reaches the End Zone, it is a Touchback (no point score) and the defending team takes possession of the ball and puts it in play on its own Red Zone 20-yard line, 1st Down. If kick does not reach the goal line, it is defending team's ball at spot where kick stopped, 1st Down.

The figure on a Football Card for a PAT KICK or FG is the yardage the ball travelled from line of scrimmage straight toward the Goal Posts, high enough for ball to go over the cross bar.

Here is a word about a Safety. This is a score that a team on offense seldom tries to make because it counts 2 points for the opponent. If on a running or pass play you lose enough yardage to end up on or behind your Goal Line, it is Safety and 2 points for your opponent. Or on a Punt, if opponent blocks your kick and you recover it on or behind your goal line (BS), it is a Safety and 2 points for your opponent. After a Safety, the ball is placed on the 20-yard line nearest where Safety was made and must be put in play with a Punt by player who did not score 2 points.

#### **SCORING**

**TOUCHDOWN—6 POINTS**  
**POINT AFTER TOUCHDOWN—1 POINT**  
**FIELD GOAL—3 POINTS**  
**SAFETY—2 POINTS FOR OPPONENT**

NOTE: Use pencil and paper to keep each team's score during the game. Show total score of each team in each Quarter, then add each team's total score for the game.

**WINNER IS SIDE WITH THE HIGHEST SCORE.**