

Littlefield Mfg. Co., Chicago, IL - Quarterback - Patented
Dec. 1, 1914, 1,119,452 (but this version is at least post-1927,
see rules) - a huge set of rules on the inside back cover, so
here goes:

QUARTERBACK RULES

FOR TWO PLAYERS

DIRECTIONS

The name QUARTERBACK was chosen for this game as the player of the Quarterback position on practically every team, determines the best play to be used and calls the signals accordingly. In playing this game each of the two players represents the Quarterback of his team.

"QUARTERBACK" so closely follows the official rules of football as played in American colleges and high schools that anyone familiar with the outdoor game will be able to take in the directions for playing "QUARTERBACK" at a glance.

QUARTERBACK CONSISTS OF

The gridiron, divided into 100 spaces representing one yard each with a goal line at each end; (Under 1927 rules the goal posts are placed on the end line which is ten yards back of each goal line. As all distances on the field are measured from the goal line, the end lines are not shown and no attention need be given to the end line except in the case of "Kick for Field Goal" or "Forward Pass", which are explained below under the heading of each.)

A set of signals for each player and a signal marker which is held by the player in possession of the ball and this marker is set by the player to indicate the play to be made.

The ball which is moved on the gridiron to indicate its position.

The dial which is turned for every play.

The down pointer which is set for every down.

The ten yard measure which slides along the side line and is used when playing for ten yard gains.

The two score boards, one for each player.

THE DIAL

The dial is spun only by the player in possession of the ball hereafter referred to as the offensive team. The other is the defensive team.

The signal marker must always be set before the dial is turned and cannot be changed until the dial has stopped and the play completed by moving ball to new position on the gridiron.*

Distances on the dial are given in yards. A plus (+) sign means a gain in ground for the offensive team and a minus (-) sign a loss of ground. Where no sign is shown the distance is a gain. --P indicates that a penalty has been imposed upon the offensive team and a loss of indicated number of yards. +P indicates a penalty imposed upon the defensive team which is a gain of indicated number of yards for the offensive team. (Read Penalties Carefully); G. means that goal has been kicked; N.G. means that goal has not been kicked.

Remember: The player in possession of the ball is the offensive team. The other defending his goal is the defensive team.

HOW TO PLAY

Each player takes goal and signal set nearest him.

Time Limits must be decided upon before beginning to play. The official time is two halves of 30 minutes each, but any convenient time may be chosen or if desired a total of 160 plays per game (the sum of total plays of both teams) may be used. As quarter periods do not affect the relative location of the ball they may be disregarded.

The Kick-off is decided by a toss up, the winner of the toss having the choice between kicking off or allowing his opponent to do so. The loser of the toss has this privilege at the beginning of the second half.

The team that kicks off places the ball on its own 40 yard line which is 60 yards from the opponent's goal line, sets the signal marker on Signal No. 11 Kick-off and spins the dial.

When the dial comes to a complete stop the ball is moved forward (toward opponent's goal) the number of yards shown on the dial and the signal marker passed to the opposing team which now becomes the offensive or attacking team and setting the signal marker on No. 6 Run-back, turns the dial and moves the ball the distance shown. (Should the dial when playing Kick-off stop on penalty the ball is moved the distance of the penalty indicated and is kicked off again.)

After the Run-back has been completed it is first down for the offensive team at the spot where the ball now rests on the gridiron. This first down is recorded by setting the down pointer on figure 1 and the 10 yard measure is moved along the side line so that it measures off 10 yards from the line the ball rests upon towards the defensive team's goal. (The line on gridiron marked by the edge of marker farthest from the ball is called "the point to be gained.")

The offensive team continues playing for this 10 yard gain which must be made in four or less downs by means of Scrimmage plays (Signals 1, 2, 3 and 4) moving the ball and recording the downs by means of the down pointer after each down.

A down occurs after the dial has come to a complete stop and ball has been moved the distance indicated on the dial. To illustrate: It is first down, the dial is spun showing a gain of 3 yards. The ball is moved forward 3 spaces, the down pointer set at 2, and it is second down with 7 yards to go. The next (2nd) spin of the dial shows a loss of 1 yard. The ball is moved back 1 yard and down pointer set at 3 showing that it is third down and 8 yards to gain. The next (3rd) turn of the dial shows a gain of 5 yards. The ball is moved forward 5 yards and down pointer set at 4 and it is fourth and last down with 3 yards to gain. The next (4th) turn of the dial shows a gain of 3 yards. The ball is moved forward 3 spaces and as the 10 yards have been gained in 4 downs it now becomes first down again for the offensive team and 10 yard measure is moved to measure off 10 yards from this point towards defensive team's goal and offensive team continues playing for this 10 yards as before. (Had the gain above on the fourth down been more than 3 yards the ball moves the entire distance indicated.) However had the fourth down shows a gain of only 2 yards the ball after being moved the 2 yards would then be given to the opponent (defensive team) who would then become the offensive team having first down at this spot and would proceed to play for a 10 yard gain in four consecutive downs. When scrimmaged play carries ball over opponent's goal line see Touchdown. When scrimmage play carries ball over own goal line see Safety and Touchback. Note. As a gain of 3 or more yards on fourth down is a great risk, the usual play would have been to Punt.

A Punt may be made on any down wished and is used to keep the opposing team from securing possession of the ball too near its objective goal line. After the offensive team has punted and the ball has been moved the indicated distance the signal marker is passed to the opponent and signal No. 6 Run-back, must be played the same as after a Kick-off and team receiving the kick is given first down at the point where ball rests after the Run-back. If the Punt is "blocked" by the opponent the dial will show whether the ball passes to the blocker or is recovered by the side that punted. In case the team punting recovers the ball, the ball is moved back the indicated distance lost, and a down is counted with the point to be gained remaining the same. (For instance a kick on second down with 8 yards to go blocked for a loss of 5 yards; the ball is moved back 5 yards making it third down with 13 yards to go.) However, if Punt on fourth down is "blocked" the ball belongs to the opponents (blocking team), first down 10 yards to go. If Punt is blocked on fourth down on or behind goal line it is a Safety for blocking team. When dial shows "lose

ball" it indicates the blocker has recovered the ball and this makes it blocking side's first down, 10 to go at the spot where he receives the ball and begins playing toward his opponent's goal. A blocked punt recovered by kicking team on or behind its own goal line is a Safety. (See Safety). A blocked punt recovered by opponents on or behind goal line is a Touchdown. (See Touchdown.) A Punt kicked across goal line is a Touchback. (See Touchback.)

A Forward Pass may be attempted on any down.

In playing Forward Pass the dial may stop at a space marked "Incomplete." This means the player to whom pass was made failed to catch and hold same. In actual play the ball is returned to its original location so in this game the ball is not moved but the play is counted as a down against the offensive team and is recorded by means of the down pointer. If there has already been one or more incomplete passes in the series of four downs in which the pass occurs, the side which made the pass shall put the ball in play 5 yards back of the preceding down and the play shall count as a down with the point to be gained remaining the same. If an incompleated forward pass occurs on the fourth down the ball passes into the possession of the opponents at the point where ball was put into play unless penalty is imposed for two or more incomplete passes as illustrated below: **To illustrate: A forward pass on first down was incomplete; second down 10 yards to go; a forward pass on second down was complete for a gain of 4 yards and it is third down with 6 yards to go. The next forward pass was incomplete and the ball is moved back 5 yards and it is fourth down and 11 yards to go. The next forward pass is incomplete and the ball is moved back 5 yards more and is given to opponents who now have first down at that point.** In playing Forward Pass the dial may stop on space marked "Intercepted." This means the opposing team has caught the pass and has possession of the ball. The opponent, therefore, takes the signal marker, signals No. 5 Intercepted Forward Pass, turns the dial and moves the ball distance indicated before recording his first down. He then continues playing for 10 yard gains. If forward pass is intercepted back of goal line it is a Touchback. A forward pass which carries the ball on or over the end line (10 yards back of goal line) whether completed or incompleated is a Touchback and NOT a touchdown. (See Touchback.)

Kicks for Field Goal. The offensive team when near objective goal line may elect to try to kick a Field Goal. As the goal posts, placed on the end line (10 yards behind goal line) are not shown the game calls for Field Goal from either the 15, 10 or 5 yard lines rather than showing the distance ball is kicked. To play for a Field Goal, set the signal marker on one of signals Nos. 9, 10 and 11 using the one which specifies a Field Goal from

line nearest the line the ball rests upon. To illustrate: Ball rests on 12 yard line, signal marker is therefore set on Field Goal from 10 yard line, dial is spun and G means goal has been kicked, counting 3 points. N.G. means goal was not kicked making a Touchback. (See Touchback.)

LOSS OF BALL

The offensive team loses possession of the ball when the dial shows same and also in the following cases:

Failure to make the required distance on the fourth down.

When a kick (either Punt or Try for Field Goal or Kick-off goes on or over the goal line) (See Touchback).

When a Forward Pass is intercepted.

When a Forward Pass whether completed or intercepted carries the ball on or over the End Line. (See Touchback.)

Whenever the ball is lost the ball and signal marker is passed to opposing team who records first down on the spot where they receive the ball and keeps playing toward his opponent's goal.

A fumble recovered on or behind own goal line is a Safety and a fumble recovered by opponents on or behind goal line is a Touchdown.

SCORING

Touchback. When a Kickoff, Punt or Kick for Field Goal (which has not scored) carries the ball on or over the opponent's goal line it is a Touchback. The team whose goal line the ball crossed brings the ball out to its 20 yard line (20 yards from its own goal line) and becomes the offensive team, recording first down on the 20 yard line and plays for gains as above. (Signals 1, 2, 3, 4 or 7) A Touchback counts 0 points.

Safety: When a team is playing close to its own goal line and (without losing possession of the ball) by his own play is thrown for a loss so that ball is carried behind its own goal line, it is a Safety. This may occur through a loss of ground in Scrimmage play or through a Punt which is blocked and recovered by the kicking team behind its own goal line. (See under Punt.) A Safety counts 2 points for the opposing team (team not in possession of the ball.)

After a safety the team behind whose goal the safety was made places the ball on its 30 yard line (30 yards from its own goal line) and must play Free Kick. This is the same play as Kick-off and play is the same as outlined under Kick-off except it is kicked from 30 yard line.

Goal from Field. When offensive team is on or within the 15 yard line they may try for a Goal from Field. (See Field Goal.) If they kick goal it counts 3 points for them. If kick is blocked see rule under Punt.

Touchdown: When the offensive team has possession of the ball on or behind the opponent's goal line it is a Touchdown. To illustrate: A run which carries the ball to this point, a forward pass which is completed behind the goal line (but is not over the end line) and a fumbled ball or blocked kick which is recovered on or back of the opponent's goal line is a Touchdown. A Touchdown counts 6 points.

Point after Touchdown: After a Touchdown the team scoring same is given the opportunity to add another point to the score in following manner. The ball is placed on the 3 yard line and the team has one down to either rush, forward pass the ball on or over the goal line or make a field goal. If Field Goal is chosen play Signal No. 10. If Scrimmage play is desired play Signal No. 12. If the team is successful in the play it has chosen it counts 1 point for that team. A penalty (--P) on the offensive team, "lose ball" or "blocked kick" automatically loses this point for the team. A penalty (+P) on the defensive team automatically scores this point for the offensive team.

Whenever a team scores (on Touchdown or Goal from Field) the team scored upon has the choice of kicking off or letting his opponent do so from respective 40 yard line.

Players should immediately record scores on their score boards when made. The player having the highest score at the end of game wins.

PENALTIES

The ordinary penalties are imposed on either team for "Holding" or being "Off Side." The former causes a 15 yard loss and the latter a 5 yard loss. When the dial shows (+) penalty (meaning opponent has been penalized) the ball is moved the distance indicated and first down given the team in possession of the ball except in the case of the 5 yard penalty when the down and the point to be regained remain the same as before the penalty. A () penalty does not count for a down but the ball is moved back the indicated distance and the team in possession of the ball may change his signal and play again. This does not apply to the Forward Pass Penalty where a down is lost as well as 5 yards for two or more incomplete Forward Passes. (See Forward Pass.)

When a penalty would carry the ball to or over the goal line, only so much of the penalty may be counted as will bring the ball up to the one yard line of that goal and not closer.

When penalties arise in connection with Kick-off, Punt or Field Goal see these respective paragraphs.

* By agreement instead of setting the signal marker the signals may be called.