

HOW TO PLAY *Tom Hamilton's* PIGSKIN

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SALEM, MASSACHUSETTS

The rules for playing Pigskin are essentially the same as the rules of Football. Persons familiar with the outdoor game will find but one principal variation from regulation play. This rule prevents repeated attacks on one weak position, forcing the "quarterbacks" to diversify the play.



Pigskin contains all the elements found in Regulation Football and is the nearest approach to football of any game yet devised.

TO PLAY THE GAME — Each "coach" (person playing) takes one of the two squads of players and separates the squads into linemen (pointed tops), and backs (flat tops). Each "coach" then puts his team on the board bearing in mind that the classification of the "players" is based on their defensive ability, that is, their ability to stop opponent's plays. Thus, the success or failure of almost every play is determined entirely by the strength of the defense. The attack is assumed to be perfect with the exception that on kicks the yardage is naturally determined by the kicker's ability; and on "returns" the ability of the "return back" is involved.

When each "coach" has arranged his men in the order in which he thinks best, the game is ready to begin.

1. EQUIPMENT

(a) Two Squads of Players (Pieces) each divided into two types (Line Players and Backs) and each type marked to provide three classes of player strength (Star, Second, Scrub).



Each squad has

Line Players Pointed Tops

| | | |
|---------------------|--------------------------------|---------------------------------------|
| { Four Stars (*) | } Used for following positions | } Guards Tackles Ends Center |
| { Three Seconds (2) | | |
| { Seven Scrubs (S) | | |



Backs Flat Tops

| | | |
|--------------------|--------------------------------|--|
| { Three Stars (*) | } Used for following positions | } Quarterback (Return Back) Full back (Kicker) Right and Left Halfback |
| { One Second (2) | | |
| { Seven Scrubs (S) | | |

(b) A Gameboard marked with positions for eleven players for each side and a chart for recording the movement of the ball.

(a) Cards with the choice of play arranged opposite columns labelled * (Star), "2" (Second) and "S" (Scrub) to correspond with the markings on the players. The complete deck consists of a set of 50 cards marked A1 to A10, B1 to B10, C1 to C10, D1 to D10 and E1 to E10 inclusive.

Note: For practice games or when limited time is available for playing, a short game may be enjoyed by removing the A series cards (A1 to A10).

2. USE OF PLAYERS

Each coach places men from his squad on the gameboard until each position is filled with the proper type, i.e. "Line" and "Back", taking care to keep the Class markings (*, 2 and S) concealed from his opponent. When the men are all placed, each team presents a football "defense" formation, with the single exception of the "Kicker", which is the player referred to in making kicking plays.

"Line" players (Guards, Tackles and Ends) are on defense, and the class of player (*, 2, S) in each of these positions determines the gains or losses of your opponent as he calls plays against them. A line play may not be directed at the center which is solely a pass defense position. To "hit center" call a play against either guard.

The "Center" and the "Right" and "Left" halfbacks guard three "Pass Zones". The class of these players determines the success or failure of your opponents' passing game.

The class of the "Kicker" determines the distance of punts and kickoffs. Only a team using a "star" Kicker may attempt a "punt-out-of-bounds" play or a "Quick Kick".

The "Return Back" (Quarterback) is only used when it is necessary to return kickoffs, punts, Quick Kicks and intercepted long passes.

3. THE GAME

The complete deck of cards is shuffled and placed face down at the beginning of each quarter of the game. After each play is called (except Kicks and Returns) the defensive player turns up the top card to determine the result of the play. In the case of Kicks and Returns the offensive player turns up the card.

Cards are played one at a time and when all of the cards have been played, one "Quarter" of the Game is completed. The game consists of two such "Quarters" as the "First Half" and two more as the "Second Half". The Quarter does not end with the last card if it is a penalty card or if the play in progress at that time is not completed. When it is necessary to complete a play after all cards have been drawn, turn the entire pack face down and let the side in possession of the ball cut the cards until all factors have been determined which are necessary to end the play.

Note: The time element, or "minutes to play" remaining in any period, is an important football feature. The number of cards remaining unplayed toward the end of each Quarter approximates this well known football feature.

CHOICE OF GOAL—Each Half of the game begins with a Kickoff. Opponents shall first decide which goal each shall defend throughout the game. A coin is tossed and the winner elects either to kick off or to receive at the beginning of the game. The loser has the choice of kicking off or receiving at the beginning of the second half.

KICKOFF—The ball is marked on the chart at the forty-yard line of the team that is kicking off, and that team now has "possession of the ball".

To start play, the first card is drawn by the kicking team and the distance indicated opposite "Kickoff" and under the class of its kicker is announced. This distance is then recorded on the chart.

Note: Cards may be turned face up and the results of plays determined, based upon an announcement of the "player" class involved. In the method preferred by experienced players the class of the "player" is not mentioned but can be detected indirectly through the card readings as announced by the opponent. The cards may then be placed face down.

RETURN— "Possession of the ball" now passes to the receiving team, which returns the Kickoff, reading the next card in the column under the class of its Return Back, and opposite "Return", to determine the distance of the run-back.

POSSESSION OF THE BALL— Choice of play rests with the team in possession of the ball, which must gain at least ten yards in four plays (downs). If ten or more yards are gained in four or less downs, a "First Down" is made and possession of the ball is retained. The team in possession then has four more downs in which to attempt to gain another first down. If in any series of four such downs, less than ten yards are gained, possession of the ball changes to the opponent at the point where failure to make First Down occurred. A Punt (Kick) may be made on any Down, with the purpose of transferring possession of the ball to the opponent at a point more remote from the players goal line than where possession would be lost through failure to make First Down.

4. CHOICE OF PLAYS

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4. CHOICE OF PLAYS

PIGSKIN GAME RULE — A play may not be directed at any position a second time until first down is made, or the ball is recovered after exchange with opponent.

CALLING PLAYS — Team in possession of the ball may choose to hit the line, run the ends, pass, or kick. The exact position against which the play is directed must be announced, such as "Right End", or "Left Tackle", or "Pass to

Right", etc., whereupon the defensive side draws a card and announces the gain or loss according to the defending player's class. Once called, a play must be carried through to completion. If replacement or penalty cards appear, these cards are turned face up but placed in the discard pile in their proper sequence, and acted upon immediately after completion of the play. (See replacement and penalty.)

RUNNING PLAY — One play may be directed at each guard and tackle, permitting four such plays in any one series of downs. End plays are directed at either right or left end, permitting only two such plays in a series of downs. (For cards reading "Add Lateral" see "Run with Completed Pass.")

PASS — A pass may be directed at either Center, Right Halfback, or Left Halfback positions, permitting three such plays in any series of downs. (For cards reading "Add Run" see "Run with Completed Pass.")

PUNT — When the choice is to punt, the class of Kicker determines the result.

Note: When the distance of Punt or Kickoff, shown on the card puts the ball on or past the goal line, it is a "Touchback." (See 8, Touchback.)

RETURN — The catch and run back of a Punt, Quick Kick or Intercepted Pass is called a Return. Every Kickoff, Punt, Quick Kick and Intercepted Pass requires a Return, unless the play is "Out of Bounds" or the distance of the play carries the ball past the goal line. (See 8, Touchback.)

PUNT-OUT-OF-BOUNDS — The choice to attempt to "Punt-out-of-Bounds" may only be made by a team using a Star Kicker, having possession of the ball in opponents' territory (including the fifty-yard line). If the ball goes out of bounds on this play, there is no return, and the opponent takes possession of the Ball at the yard line indicated on the card.

QUICK KICK — On first or second down only, a team with a Star Kicker may choose this play. Quick Kicks are subject to return unless the distance of the kick puts the ball on or past the goal line. (See 8, Touchback.)

FIELD GOAL — A Field Goal may be tried at any time within thirty yards from the Goal Line regardless of the Class of Kicker. The figure following the word "Good" in the Field Goal Space on the card denotes the yard line farthest from the Goal Line from which the kick is good.

LONG PASS — This choice is available at any time and may be used on all four downs, if desired. The play is meant to supply a dangerous gamble for a long gain. It is not necessary to consider player class on this play.

5. READING THE CARDS

The figures on the cards opposite the choice of play and under the class of opponents' player represent the yards gained or lost. On plays directed to guard or tackle positions read opposite "Line." On those directed to the ends read opposite "End".

LOSS — A minus sign precedes the figures which indicate a loss. *Note:* If a loss puts the ball on or past the goal line it is a Safety. (See 9, Scoring.)

PENALTY — When a penalty card is drawn, place it face up in the discard pile and complete the called play. After the play has been completed, read the penalty space in the final card used to compete the play to find which side has been penalized and the number of yards involved. No other play may be directed at this position during the current series of downs. (See 4, Pigskin Game Rule.) The side not penalized has the choice of accepting or refusing the penalty. All penalties which are accepted are measured from the point where the ball rested at the start of the play and the down remains the same. No penalty may place the ball across either goal line, the ball being placed on the one yard line whenever the length of the penalty is sufficient to put it on or over the goal line. For the purpose of this game any two penalties on the same play nullify each other and the play is completed as if there were no penalty.

FUMBLE — When a played card reads "Fumble" turn the next card and read in the marginal space marked "Fumble". This second card determines whether possession of the ball is retained or lost, and the gain or loss of yardage on the play. On fourth down possession of the ball automatically changes even though the ball may have been recovered by the team committing the fumble unless the recovery results in sufficient gain to make a first down.

LONG — When the play reading is "Long" it denotes a long gain, and the next card is turned and read in the marginal space marked "Long" to determine the distance of the gain. When this second card reads "DOUBLE NEXT CARD" a third card is drawn to determine the long gain yardage and this distance is doubled. If the third card also reads "DOUBLE NEXT CARD", the long gain on a fourth card is multiplied by four, etc.

Note: Long gains frequently show a distance in excess of that required to carry the ball past the goal line. The excess yardage is disregarded and only the distance necessary to cross the goal line is recorded.

RUN WITH COMPLETED PASS — When the words "Add Lateral" or "Add Run" appear, first play as usual according to the number indicating yards gained. Then turn the next card and read in the space marked "Run with Completed Pass" to determine additional action necessary to complete the play.

INCOMPLETE PASS — When a pass play reads incomplete, the length of the pass is also shown on the card and should be recorded on the chart. The next play, however, starts from the same line from which the incomplete pass play started. A fourth down pass which is incomplete over the goal line is brought back to the line of scrimmage, the ball going into the possession of the opponents at this point.

INTERCEPTED PASS — When a pass play reads "Intercepted" the length of the pass is stated on the card. This distance is recorded on the chart and the next card is turned to determine the distance of run-back from the point where the pass is intercepted. This second card is read opposite "Return" in the column under the class of player in the position to which the pass was directed. Long Passes are assumed to be directed at the return back.

Note: If the distance of an intercepted pass takes the ball on or past the goal line of the team which intercepts, it is a "Touchback". (See 8, Touchback.)

FIELD GOAL — An unsuccessful Field Goal is an automatic touchback. Cards for this play are read in the marginal space marked "Field Goal". The card states "Good" or "N.G." If "Good" the yard line farthest from the goal line from which the kick is good, is also stated.

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Note: If the distance of an intercepted pass takes the ball on or past the goal line of the team which intercepts, it is a "Touchback". (See 8, Touchback.)

FIELD GOAL — An unsuccessful Field Goal is an automatic touchback. Cards for this play are read in the marginal space marked "Field Goal". The card states "Good" or "N.G." If "Good" the yard line farthest from the goal line from which the kick is good, is also stated.

For instance "Good-20" means that the kick is good from any yard line between and including the twenty yard line and the goal line, but is not good from any line farther away from the goal line.

POINT AFTER TOUCHDOWN — After a Touchdown is made (See 9, Scoring) a card is turned and read in the marginal space marked "Point after T.D." If the word "Good" appears in this space, the try is successful and one point is scored.

PUNT OUT OF BOUNDS — The reading on the cards for this play is found in the upper right hand margin. This reading indicates the yard line

in opponents' territory on which the ball is out of bounds, in opponents' possession. There is no run-back unless so stated on the card.

QUICK KICK—The result of this play is found in the marginal space marked "Quick Kick".

BLOCKED KICK—When a punt or quick kick play reads "Blocked" turn the next card and read in the marginal space marked "Blocked Kick" to determine possession of the ball and yardage lost. If the play occurs on fourth down, the ball passes to possession of the opponent, after the loss is recorded. If the loss of yards carries the ball past the goal line, when recovered by the kicking side, it is a Safety. If the ball is recovered by the side blocking the kick (not the kicking side) and if the loss of yards puts the ball on or past the goal line it is a Touchdown. (See 9, Scoring.)

6. SUBSTITUTION OF PLAYERS

Players may be replaced by available substitutes, singly, or in groups as desired during any time out period. The Substitute Player must be the proper type for the position vacated. (Line or Back.)

NUMBER OF SUBSTITUTIONS ALLOWED—Each team is permitted to call "Time Out" four times during each half of the game. After four "Time Out" periods have been called by a team in one half, each succeeding "Time Out" called by that team carries an automatic penalty, loss of five yards. Official time out periods occur after any score; during intermission between Quarters; when a penalty occurs; when a forward pass is incomplete; when the ball goes out of bounds; when the ball goes over the goal line for a touchback, and at the time of a forced replacement. (See 7.) Substitutions may be made by either team during an official time out without calling "Time out."

RETURN OF PLAYERS REMOVED—Players removed may be returned to the game after one play has been made.

Note: Players removed during intermission between quarters and following a score may be returned to the game after one play has been made.

TRANSFER OF PLAYERS—Players may not be transferred from one position to another unless they are removed from the game for one play and then re-entered at the new position. Only during the intermission between the "First Half" and the "Second Half" of the game can the teams be re-arranged, at which time the teams may be removed from the board.

7. FORCED REPLACEMENT OF PLAYERS

("Replace Player" Cards)

One of the cards compels removal of a player from the game. Three additional cards compel replacement, but the player removed may be returned to the game at the end of the quarter, for use in the succeeding period. Replacement cards are turned face up but placed in the discard pile in proper sequence, and in all cases the play must be completed before making the replacement. The team losing the man is based on possession of the ball before the play was called except that if the replacement card appears after a kick is blocked or after a fumble has been made, the team losing the man is determined by the recovery or loss of the ball; also when a replacement card appears after the distance of a kick has been determined but before the runback, the team losing the man is based upon possession of the ball after the play is fully completed. If a forced replacement card is the first card drawn at the beginning of the game or at the start of the second half, it shall be disregarded and the deck re-shuffled. (The class of men removed shall not be made known to opponent until the end of the game.)

8. TOUCHBACK

When the distance of a Kickoff, Punt or Intercepted Pass is such that it puts the ball on or past opponents' goal line, it is a Touchback, and no return card is played. After a Touchback the play is resumed with the ball in possession of the side over whose goal line the ball passed, upon their own twenty yard line.

9. SCORING — TOUCHDOWN

When the side in possession of the ball gains sufficient distance to put the ball on or past opponents' goal line, it is a Touchdown, scoring 6 points. A Touchdown is scored by line play, end play, completed pass, or recovery of a fumble or blocked kick on or past opponents' goal line.

POINT AFTER TOUCHDOWN—After a touchdown is made, the side making it is entitled to a Try for Point after Touchdown. (See 5, Reading the Cards.) If successful, one point is added to the score.

RESUMING PLAY—After a Touchdown, and the Point after Touchdown, play is resumed by a Kickoff, choice of kicking or receiving resting with the side scored against. (See Kickoff, under Section 2, The Game.)

SAFETY—When the side in possession of the ball by reason of a loss carries it back over their own goal line by a loss it is a Safety, scoring two points for the opponent. (Also see 5, Blocked Kick.) After a Safety is scored, play is resumed by a Kickoff from the twenty yard line by the side making the safety (side scored against).

FIELD GOAL—A successful Field Goal scores 3 points. After a successful Field Goal, play is resumed by a Kickoff (see Touchdown). An unsuccessful Field Goal is an automatic Touchback.

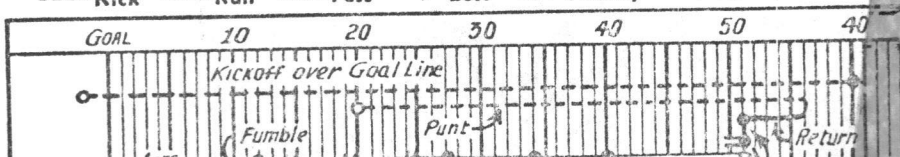
10. PLAYING AND CHARTING

A set of symbols is shown for use in charting the record of the plays.

By making a distinctive mark at the spot of each first down it is easily possible to keep track of the down and yards to be gained.

○ Indicates a Down "White's" Ball ● Indicates a Down "Black's" Ball

--- Kick — Run = Pass + Loss # Penalty X Fumble



Out" called by that team carries an automatic penalty, loss of yards. Official time out periods occur after any score; during intermission between Quarters; when a penalty occurs; when a forward pass is incomplete; when the ball goes out of bounds; when the ball goes over the goal line for a touchback, and at the time of a forced replacement. (See 7.) Substitutions may be made by either team during an official time out without calling "Time out."

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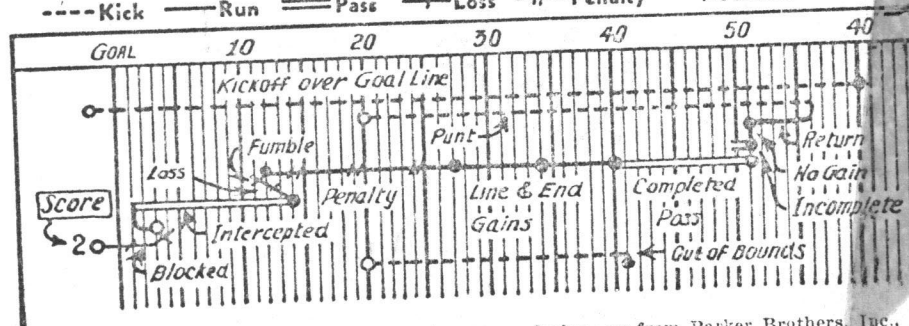
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Additional chart pads may be purchased from your dealer—or from Parker Brothers, Inc., Salem, Mass. — PRICE 40 CENTS.