

85

"Big Ten" Football Game RULES

READ CAREFULLY BEFORE PLAYING

The manner of play followed in this game is similar to outdoor football and the official rules apply, except in a few particulars which are given below:

NUMBER OF PLAYERS

The game may be played by two, four or more persons equally divided in number to form two teams.

ARRANGEMENT OF BOARD

You will observe six colored areas on the game board, each marked to indicate a certain play. Place the six pairs of dice on the board, each pair on its corresponding color. The "Lineman" (Indicator marked 1, 2, 3, 4) is used on the side line for the purpose of recording the number of downs and movement of the ball.

STARTING THE GAME

Decide which team is to "Kick Off." The kicker places the ball on his own forty-yard line. He then shakes the pair of "Kick Off" dice and Throws Both On the Board At the Same Time. One dice indicates the distance of Kick and the other indicates the distance defense has returned the ball. The ball is therefore moved to the position indicated by the play. The "Lineman" is placed on the corresponding side line with number one turned to indicate first down.

The ball is now in possession of the team which received the "Kick Off" and the player must decide what play he should use to advance the ball.

PLAY EXPLAINED

Pass: Code letter "N" denotes the pass incomplete (unsuccessful), but counts as one down. Letter "I" denotes the Defense has intercepted the pass and gained the yardage indicated. "P" denotes yardage penalty only—does not count a down.

Line Play: Code "O. S." means that the offensive team is offside. The penalty for offside is a five-yard loss, but the play is not counted a down. (See penalty.)

GENERAL INFORMATION

Length of Game: Shall be twenty-minutes, divided into two ten-minute periods. Time shall be called promptly at expiration of period.

Decision of Game: Shall be determined by the final score at the end of the two periods.

Scoring Value of Plays:

Touchdown	Six Points
Extra Point After Touchdown.....	One Point
Goal From Field.....	Three Points
Safety by Opponents.....	Two Points

Touchdown: Is made when the ball, in possession of the Offensive team, is advanced to the opponents' goal line.

Extra Point after touchdown is made by putting the ball in play on the five-yard line and successfully executing, in a single play, one of the following: (a), Kicking a goal; (b), Carrying the ball to opponents' goal line by a Line Play, an End Run, or a Forward Pass.

Field Goal: Is made by a successful Drop Kick or Place Kick.

Safety: Is made when a player, with the ball in his possession, is thrown on or behind his goal line. The ball is then put in play on the twenty-yard line. Possession of ball is unchanged.

Kick Off: Is used only for the purpose of putting the ball in play at the Start of Each Period and after a score has been made.

Drop or Place Kick: Is used to score a field goal or extra point. If code letter "S" is thrown, it indicates that the ball has traveled straight and true, but it does not score unless the distance indicated is great enough to carry the ball beyond the goal posts. Defense secures possession of ball if kick is unsuccessful, (see dead ball).

Punt (a kick): Code letter "F" indicates that the Defense (team receiving kick) has fumbled the ball and lost it. The Offense has recovered the ball and gained the full distance shown.

End Run: Code letter "F" in this play designates that the Offensive team has fumbled the ball after gaining the yardage indicated. The Defense has recovered the ball. Letters "D. O." denote the defense offside and penalized five yards. It is not counted a down. (See penalty.)

Dead Ball: A punt or an unsuccessful drop or place kick which passes beyond the goal line shall be considered "Dead" and the ball put in play by the Defense on their twenty-yard line.

Downs: The team possessing the ball has four downs (trials) to advance the ball ten yards. If unsuccessful, the ball goes to the opponent on the spot where it last rested.

Penalty: No penalty shall place the ball closer than five yards from goal line. Therefore a score can never result directly from a penalty.

When a team is offside remember that a penalty of five yards is always inflicted. Yardage indicated on the opposite dice is therefore disregarded for the ball is considered dead.

Lineman: Represented by indicator marked 1, 2, 3, 4. This indicator is placed on the side line where ball is put in play and is not moved forward nor back until the offensive team has made an advance of at least ten yards or lost possession of the ball. Figures 1, 2, 3, 4, merely keep a record of the number of downs.

RADIO GAMES

The "Big Ten" game board provides an excellent medium for following football games as they are broadcasted play by play over the radio.

When used for this purpose the dice are, of course, discarded because the "Football" and "Lineman" are the only articles required. By following a broadcasted game in this manner an accurate picture of every situation is presented to the audience at all times.

Copyright 1926 By J. M. CONLEY

Sanwah Keen Game Co.

625 EAST MARKET STREET

STOCKTON, CALIFORNIA