

YA-LO

MR. FOOTBALL FAN
UNIVERSAL STADIUM
U. S. A.

Dear Mr. Fan:-

It is with pleasure that I announce my association with The Ya-Lo Corporation.

Ya-Lo is a scientific realistic football game of exceptional variety, yet simple enuf for the novice.

I am glad to have this chance to educate the public in the science of the great college game.

Very truly yours,

HAROLD E. GRANGE,
Vice President.

RULES FOR PLAY

THE YA-LO CORPORATION
479 South Ludlow Street
COLUMBUS, OHIO

DEDICATED

*By the originator,
E. J. Graber, Columbus, Ohio*

To that greatest of American Sports, Intercollegiate Football; which above all others trains its followers, both players and spectators, in the fundamental qualities of ideal American Citizenship,—“ a successful character, knowledge, skill, strength, speed, obedience, initiative, aggressiveness, courage, honor and morale,” —the firm purpose of YA-LO being to stimulate a broader knowledge of the finer points of that great game.

RULES FOR PLAY

Copyright, 1925, by E. J. G., Columbus, O.

NUMBER OF PLAYERS

The game is for two players. A third and neutral person may officiate, acting as Referee and Linesman. He shall have oversight and control of the game.

PROPERTIES

The properties with which the game is played are a Playing Field, a Football, a Ten-Yard Marker, and Two Packs of Cards.

Each player defends a Goal on the Playing Field and endeavors to keep the football from crossing it.

The Football is moved by the Referee in accordance with the Gain or Loss made on each play.

The Ten-Yard Marker is used to determine the necessary gain to be made on downs.

The two packs of Cards should at all times be kept separate. The Cards of one pack are OFFENSIVE CARDS (Blue), and are to be used by the player in possession of the ball. The Cards of the other pack are DEFENSIVE CARDS (Orange), and are to be used by the player on the Defense.

LENGTH OF PERIODS

The length of the game shall be 60 plays, divided into four periods of 15 plays each.

INDICATIONS ON CARDS

KICK-OFF

On the Offensive Cards the numbers indicate the distance of the kick. “OB” means out-of-bounds; when it appears, the kick-off must be made over, as directed under THE PLAY. On the Defensive Cards “R” means Return, and “L” means Loss; they determine the direction the Defense moves the ball after receiving the Kick-off.

Also see FUMBLES.

FIELD-GOAL

“DK” on Offensive Cards means Drop-Kick, that the Goal was attempted by a Drop-Kick; “PK,” Place-Kick.

“G” appearing on the Defense Cards indicates that the Goal was made; “N” not made.

“B” means Blocked; “R,” Recovered; “OP” Opponents Recovered. For instance, should “B-5-R” appear, it would indicate that the kick was blocked, the ball advanced 5 yards and recovered by the kicking side. “B-3-OP” means that the kick was blocked, the ball advanced 3 yards, and recovered by the Defense Side.

A fake play, or running play made from a kick formation, is marked “Fake” and the Gain or Loss indicated with “G” or “L” before the number of yards.

Also see FUMBLES.

PUNT

The number on the Offensive Card shows the distance of the kick. The Defensive Card shows the number of yards the receiver

Know Football and thereby appreciate its science.

HELPS FOR THE NOVICE

The following interpretations of and excerpts from the Official Rules of the National Collegiate Athletic Association will help the novice become an ardent student of the game. They will give him an insight into the more common situations that come up on the gridiron; after which, with the assistance of a book of the Official Rules he may soon become well versed with the game.

SCORING

The game shall be decided by the final score at the end of the four periods. The following shall be the value of the plays in scoring:

Touchdown _____	6 points
Successful "try" after touchdown _____	1 point
Goal from the Field _____	3 points
Safety by opponents _____	2 points

The score of a forfeited game shall be 1 to 0 in favor of the offended side.

TOUCHDOWN

A Touchdown is made when the ball, lawfully in the possession of a player, is declared dead, any part of it being on, above or behind the opponent's Goal Line.

This may result from a play around the end, thru the line, or a forward pass completed in the End Zone.

If a foul is committed by a player when the ball is in possession of neither side, and it deprives an opponent of an opportunity to recover the ball, and the enforcement of the penalty would give possession of the ball to the offended side behind the opponent's goal line, it shall count as a touchdown for the offended side. If, however, the ball is in the air, as from a kick, when the foul is committed, it shall count as a safety against the team which committed the offense.

TRY-FOR-POINT AFTER TOUCHDOWN

The team which has made a touchdown may add one additional point to its score by putting the ball in play by a scrimmage from any point on or outside the three-yard line and successfully executing in a single play any one of the following:

(a) Kicking a Goal either by drop-kick or place-kick.

(b) Carrying the ball across the opponent's goal line either by rushing or as a result of a forward pass.

If a fumble occurs and the ball is legally recovered by the team making the "try," the play shall continue until the ball is declared dead.

(c) Completing a forward pass in the opponent's end zone.

If a foul is committed by the side on defense, the additional point shall be awarded to the team making the "try" without further play (whether or not the "try" was successful).

If a foul is committed by the side making the "try," or if such team makes an illegal or incompleted forward pass, it shall forfeit the opportunity to score the additional point.

If fouls are committed by both teams on this play, the "try" shall be played over.

The team on the defense may not score under any circumstances on this play, but whether the "try" be successful or not, the ball shall then be put in play by a kick-off.

FIELD GOAL

Field Goals are attempted from the field either by drop-kicking or place-kicking.

Since the records show very few Field Goals made at greater distances than 50 yards, it is a rule of Ya-Lo that none shall be attempted at greater distances than this.

If the attempt is successful the side making it scores 3 points, and the opponent has the option of kicking off or receiving, whence the ball is put in play again by kick-off.

If the attempt is unsuccessful, opponent puts ball in play by scrimmage from first down on own 20-yard line.

KICK-OFF

The side kicking off shall kickoff from its own 40-yard line.

The ball shall be put in play by the kickoff at the beginning of the first and third periods, after a try-for-point following a touchdown or after a goal from the field.

A change of goals is made only between the second and third periods.

At kickoff, if the ball crosses the goal line and is there declared dead when in the possession of the side defending that goal, it is a touchback. If the ball is not dead the side defending the goal may return it exactly as if it had not crossed the goal.

If the kickoff goes out-of-bounds before it crosses the goal line it shall be brought back and kicked off again. If it is kicked out of bounds a second time, it shall go to the opponent, who shall put it in play by scrimmage at his own 40-yard line.

At kickoff, should either side be off-side, the ball shall be kicked off again from a point 5 yards directly back of the original mark or 5 yards nearer the opponent's goal, depending upon which was the offending side.

If a kicked ball, other than at kickoff, goes out of bounds before crossing the goal line, it shall belong to opponents at the point where it went out of bounds.

NECESSARY GAIN ON DOWNS

If a team, having the ball constantly in its possession for four consecutive downs, shall not have advanced the ball ten yards, the ball shall go to the opponent on the spot of the fifth down.

The ball shall not be considered as having been "constantly in possession" if it, after having passed into the actual possession and control of the other side, is recovered before being declared dead, as in the case of a blocked kick, providing it has crossed the line of scrimmage.

PUNT

This play is used to get the ball out of dangerous territory, and especially when a team cannot gain by rushing or passing the ball. Opponents may signal for a fair catch, in which case illegal interference will be penalized.

If a punted ball goes out of bounds before it crosses the goal line, it shall belong to opponents at the point where it went out of bounds.

Should it go over the goal line and there be declared dead in the possession of the side defending that goal, it is a touchback.

Frequently a team calls for a punt or Field Goal formation, and instead of kicking the ball, rush or pass it. Such a play is called a "Fake Play," and may result in a gain or loss for the side attempting it.

FOULS AND PENALTIES

A foul is any violation of the rules of play. All fouls committed, whether indicated on the cards or not, should be penalized in accordance with the Official Rules of the Collegiate Game. Such fouls may include Unreasonable Delay, Unsportsmanlike Conduct, Side-Line Coaching, Feint to Snap Ball which in YA-LO would be Feint to Turn Card.

Penalties for fouls committed by players shall be enforced from the spot where the foul was committed, even tho it be behind the goal line, unless otherwise specified in the official rules. Penalties for Off-Side and other illegal starting shall be enforced from the point where the ball was put in play. The penalty for a foul committed against a man with the ball while out of bounds shall be enforced from the point where he crossed the side line.

Penalties for fouls committed by persons other than players shall be enforced as follows:

If the ball was dead when the offense occurred, the penalty shall be enforced from that spot. If the ball was in play when the offense occurred, the penalty shall be enforced from the spot where the ball was put in play.

If a foul is committed by the side which put the ball in play, and the distance penalty does not leave the ball in advance of the point necessary for first down when the ball was last put in play, the down and point to be gained for first down shall remain the same as they were at the beginning of the scrimmage during which the foul occurred; except in the case of holding or other illegal interference on the part of the offense during

a forward pass play, in which case the play shall count as a down, and the penalty shall be enforced from the spot of the preceding down.

If a foul is committed by the side which put the ball in play, after a gain of such a length that the distance penalty leaves the ball in advance of the point necessary for first down when the ball was last put in play, the ensuing down shall be counted first down with 10 yards to gain.

If a foul is committed by the side which did not put the ball in play, the scrimmage after a distance penalty shall be counted as first down with 10 yards to gain; except in the case of Off-Side, when the down and distance to gain remain the same.

If a foul is committed by a player when neither side is in possession of the ball, the ball shall go to the offended side as first down at the point of the foul.

If a foul is committed outside the 1-yard line, and the distance penalty, if enforced, would carry the ball across the goal line, or inside the 1-yard line, the ball shall be down on the 1-yard line.

If a foul is committed within the 1-yard line, and the distance penalty, if enforced, would carry the ball across the goal line, one-half the remaining distance to the goal line shall be given. The enforcement of this penalty cannot result in a score. No matter how small may be the remaining distance, the ball is considered to be in the field of play.

If a foul is committed behind the goal line that does not involve change of possession of the ball, the penalty for which, if enforced, would place the ball behind the goal line, the ball shall be down on the 1-yard line, unless it was put in play on the one-yard line, in which case the penalty shall be one-half the distance to the goal line from the spot where the ball was put in play.

In case fouls are declared against both teams on the same play, the ball shall be brought back to the point where it was put in play and be played over again, the number of the down and point to be gained for first down remaining the same.

Penalties for all fouls may be declined by the offended side, in which case play shall proceed exactly as if no foul had been committed. An incomplete forward pass is not a foul and the penalties provided therefor may not be declined, except that if a team commits a foul during the same play in which it commits an infraction of the forward pass rule, the offended team may elect which of the penalties shall be inflicted after the Referee explains the alternatives.

In case of Off-Side or Holding in the line by the team on the defense during the same play in which an incomplete forward pass occurs, the penalty for the foul shall be inflicted from the spot where the ball was put in play, and the incompleting forward pass shall be disregarded.

If a foul is committed following a touchdown and before the occurrence of another play, the penalty shall be inflicted from the spot of the succeeding kickoff.

If a foul is committed following a touchback or safety and before the occurrence of another play, the penalty shall be inflicted from the spot of the succeeding play.

FORWARD PASS

A forward pass is considered completed if caught by an eligible player of the passing side before it touches the ground.

If fumbled by the passing side, or knocked to the ground by an opponent, or if it touches the ground before being caught by either side, it is considered as not completed.

If it is caught by an opponent before touching the ground, it is considered intercepted, and the opponent puts it in play by a scrimmage from first down at the point where the ball was downed.

A forward pass incompleting in the End Zone shall count as a touchback to the defenders of the goal, regardless of the number of the down.

A forward pass which crosses the End Line or Side Line extended, whether completed or not, shall count as a touchback to the defenders of the goal.

If it crosses the side line before reaching the Goal Line, it is considered out of bounds and shall be considered as incomplete.

When a Forward Pass is not completed, the attempt shall count as a down and the ball shall be put in play at the spot of the preceding down.

TOUCHBACK

A TOUCHBACK is made when the ball in possession of the player guarding his own goal is declared dead, any part of it being on, above, or behind the goal line, provided the impetus which sent it to or across the line was given by an opponent.

The following are a few of the more common situations which may occur in YA-LO, and which may be interpreted as touchbacks:

At kick-off, if the ball crosses the goal line and is there declared dead when in possession of the side defending the goal, it is a touchback.

It is a touchback, when a kicked ball (other than one from kick-off, free kick, or one scoring a goal from the field) goes over the goal line before being touched by a player of either side.

It is touchback when a forward pass (completed or otherwise) made from the field of play crosses either the end line or the side line extended.

It is a touchback when a forward pass is not completed in the end zone.

It is a touchback if any interference with the interception of a forward pass is committed behind the opponent's goal line by the side which put the ball in play.

If a player commits a foul behind his opponent's goal line which would give the side defending the goal possession of the ball had the foul occurred in the field of play, a touchback shall be declared.

Should the ball be legally advanced across the opponent's Goal Line and there fumbled, and the defending side recover the ball, it shall count as a touchback.

Other situations may arise which may comply with the above definition of a touchback, in which case they may be declared as such.

After a touchback, the side making the touchback shall put the ball in play by scrimmage from first down anywhere on its own 20-yard line.

SAFETY

A SAFETY is made when the ball in possession of a player guarding his own goal is declared dead by the Referee, any part of it being on, above or behind the goal line, provided the impetus which caused it to pass from outside the goal line to or behind the goal line was given by the side defending the goal. Such impetus could come from:

From a kick, pass, snap-back, or fumble by the team defending the goal;

From a kick which bounds back from an opponent or from the kicker's own side.

A safety is made when a player of the side in possession of the ball makes a forward pass which becomes incompletd behind his goal line, or commits a foul which would give the ball to the opponents behind the offenders' goal line, or commits a foul or makes an illegal forward pass the penalty for which would leave the ball in possession of his team behind its own goal line.

A safety is made when the ball, kicked by a man behind his goal line, crosses the extended portion of either side line before being touched by an opponent.

After a safety, the side making the safety shall put the ball in play by scrimmage from first down anywhere on its own 30-yard line.

Opponents of the side making a safety are awarded two points.

YA-LO

THE FOOT BALL CARD GAME

FOR YOUNG AND OLD

FOR EVERY FOOT BALL FAN PLAYER AND COACH

Manufactured by

THE YA-LO CORPORATION
COLUMBUS, OHIO, U. S. A.

Loses or Returns the ball, indicated by "L" or "R," as under KICK-OFF. Blocked kicks are shown the same as under FIELD GOAL. Should the punt go out-of-bounds (OB), the ball should be put in play on the yardline where the ball went out, regardless of how far the receiving player returns it.

The figure after "OB" indicates the number of yards that the ball was kicked in advance of where it was put in play; NOT the yard-line on which it was downed.

If the Defensive Card shows that the punt was Blocked, the figure on the Offensive Card shall be disregarded. Should the Offensive Card show that the Punt Formation was a Fake Play, the indications on the Defensive Card shall be disregarded.

FORWARD PASS

The number on the Offense Card indicates the distance the ball was passed in advance of where it was put in play. "C" on Defense Card means it was Complete; "N," Not Complete; "I," Intercepted; "OB," Out-of-Bounds. Should there appear a "C+5" or plus some other number, it means that the player gained that many yards after receiving the pass. "I-R-8" or whatever number may appear in the combination indicates that the player Returned that many yards after Intercepting the Pass.

Also see FUMBLES.

END RUN

Gains or Losses by these plays indicated by "G" or "L" with the number of yards.

Also see FUMBLES.

THRU LINE

Same as END RUN.

FUMBLES

Fumbles are shown by "FOP" or "FR" in combination with the distance that the ball is moved. The figure in this combination represents the distance that the ball is moved, and "G," Gained; "L," Loss; and "R," Returned.

For instance, should the player call for an End Run or a play Thru the Line, and

the Defensive Card show "G-12" and the Offensive Card show "FOP-R18," it means that the Offense, after carrying the ball 12 yards, fumbled, Opponents recovered and returned it 18 yards.

If the Offensive Card shows "FR-L6," it means that the Offense, after carrying the ball 12 yards, fumbled but recovered, and the ball was downed at a point 6 yards back of where it was fumbled; thus only netting a 6-yard gain on the play.

If the Offensive Card shows "FR-G3," the Offense after carrying the ball 12 yards, fumbled and recovered the ball at a point 3 yards in advance of where it was fumbled, where it was downed, making a total gain of 15 yards.

Should the Defensive Card show "L-8," and the Offensive Card show "FR-G3," the offense fumbled 8 yards back of the line of scrimmage, recovered and advanced the ball 3 yards, where it was downed, netting a loss of 5 yard on the play.

On a Kick-Off, should the Defensive Card show "R2-FOP," the receiving side returned the ball 2 yards, then fumbled, and the ball was recovered by the side which kicked off.

On a punt, should the Offensive Card show "42" and the Defensive Card "FOP," it indicates that the ball was kicked 42 yards, the side receiving the kick fumbled and the kicking side recovered at a point 42 yards in advance of where the ball was put in play.

PENALTIES

"Penalty" may appear on either Offensive or Defensive Card, beside the name of play called. The nature of the Penalty will then be noted at the bottom of the card. Unless otherwise stated, it should be imposed upon the player turning up the card, but only in event that it appears beside the name of the play called.

In addition to the penalties listed on the cards, any other fouls or causes for penalties may be dealt with in accordance with the rules of the regular game.

OPPONENTS

Whenever the indications include the symbol "OP," meaning "Opponents," it shall refer to the player on the Defense when that particular play was started.

THE PLAY

The Referee shall thoroughly shuffle both packs of Cards, separately. He shall then count off the top of each pack, four groups of 15 Cards each, representing the four quarters of the game. He shall place them so that the Offensive Cards and the Defensive Cards cannot get mixed up, and so that Cards for each quarter shall remain intact. The remainder of Cards of each pack shall be placed to one side.

The Cards being ready for play, the Referee shall toss a coin and the winner of

YA-LO will help you learn the game.

the toss shall have the choice of goal, or of kicking off, or of receiving the kick-off. The loser of the toss shall have the choice of the options which the winner does not select.

These privileges as to choice shall be reversed at the beginning of the third period.

The players take their positions behind the respective goals they are to defend, and the Referee shall then hand out the cards for the first quarter. He shall give the first group of Offensive Cards to the player who is to kick-off, and the first group of Defensive Cards to the player who is to receive the kick-off.

Both players must keep their cards face down so none of the plays on them can be seen by either player.

Both players shall then turn the top card of their respective packs, and place them face up on the table beside the middle of the playing field.

The length of the Kick-Off is shown on the Offensive Card beside the word "KICK-OFF." The kick-off is made from the kicking side's forty-yard line. The Referee then advances the ball toward the opponent's Goal Line as many yards as are shown on the Offensive Card, and returns it as many yards as are indicated with "R" on the Defensive Card beside the word "KICK-OFF."

Should "L" appear on the Defensive Card, beside the word "KICK-OFF," it means that the player, after receiving the kick-off, lost as many yards. The ball shall then be moved accordingly.

Should "OB" appear in the space, it means that the ball was kicked Out of Bounds, in which event another kick-off shall be made by each player turning up the next cards from the tops of their respective packs.

If the ball is kicked Out of Bounds a second time, it shall go to the opponents, who shall put it in play from scrimmage at their 40-yard line, equidistant from the side-lines.

After the kick-off has been made, the Referee places the Ten-Yard Marker in position, and the players exchange packs; the player in possession of the ball taking the pack of Offensive Cards and the Defensive Player taking the Defensive Cards.

The Offense player shall then determine how he shall try to advance the ball; and before turning up the next card, shall call out his method of attack; whether he shall attempt a Punt, Field Goal, Forward Pass, End Run, or Line Play.

After he has called his play, each player turns up the next card from his pack and places it face-up on the card previously played. (Keep all Offensive Cards played in the one pile, and all Defensive Cards in the other.) The Gain or Loss is indicated on the Defensive Card beside the method of play called and the Referee moves the ball on the Playing Field in accordance with such gain or loss.

The game continues in such manner until the player in possession of the ball loses the ball on Downs, or by Penalty, Fumble, Intercepted Pass, Punting, Etc., in which event the players exchange packs.

At all times the player in possession of the ball shall play the Offensive Cards, and the Defense player the Defensive Cards.

Before every play the Offense player must call his method of attack, and after each player turns up his card, the gain or loss is always determined by the indications on the respective cards, beside the name of the play called.

All other indications on the card, except those beside the play called, shall be disregarded.

Neither player shall at any time during the course of the game, be permitted to look at the face of ANY of the cards until he turns them to play.

Either player who turns or looks at any unplayed card shall be penalized. If he be on the Defense the penalty shall be 25 yards; if he be on the Offense the penalty shall be Loss of Ball.

A try for Field Goal cannot be made at greater distance than forty yards from the opponent's goal.

The Try-For-Point after touchdown is made by drawing an extra Offensive and Defensive Card respectively from the packs of unused cards set aside at the beginning of the game.

Should the player elect to try for the extra point by kicking, the result shall be determined by the same indications as FIELD GOAL.

During the entire course of the game, both an Offensive Card and a Defensive Card shall be turned up, under any circumstances.

When the 15 cards of each group have been played, the quarter is ended. The Referee shall hand out the next groups of Offensive and Defensive Cards, and begin another quarter in the same manner that it is started in a regular game.

In all other respects the progress of the play should be made the same and be governed by the same rules as the regular Collegiate Game.

The more you play YA-LO, the better you like it.