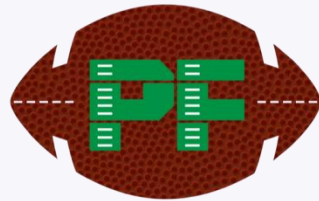


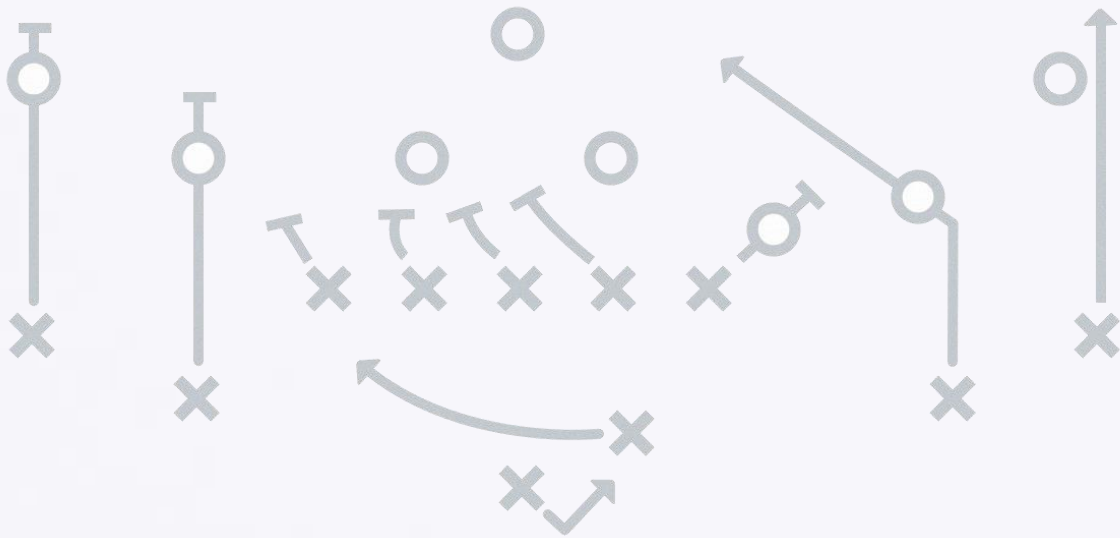
P A R L O U R
FOOTBALL

R U N



P A S S

TABLETOP GAME



ID#

PLAYBOOK

SCHEDULE

1. The Draft

- Introduction
- Registering

2. Two Minute Drill

- 15 Basic Rules of the Game to get you playing right away

3. Rookie Camp

- Run or Pass?

4. Pre-Season

- Offense
- Defense
- Special Teams

5. Game Day

- Level of Play

THE DRAFT

The #1 Pick is in...

Congratulations! You've just been drafted and are now the newest member in Parlour Football!

We've taken great care to create an enjoyable game, that combines skill and luck, with quality craftsmanship that embodies the beauty and revelry of your favorite football stadium. Enjoy the game.

Parlour Football combines the contemporary skill of tabletop shuffleboard with the classic strategy of football.

Whether you're playing in your home or away at your favorite sports bar, Parlour Football is bringing new life back to the mundane sports/gaming industry. No cords. No plugs. No batteries required.

Be sure to register your Parlour Football Playbook online at www.parlourfootball.com for all your Parlour Football membership privileges! Follow us on Instagram and Twitter for the latest news, too!

Run or Pass?

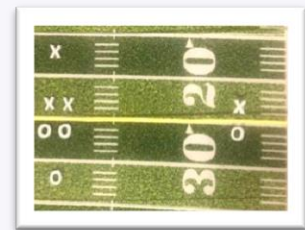
Parlour Football mirrors the game play and rules of classic American football. If you already know the basic rules of real football, you'll easily understand the 15 Basic Rules of Parlour Football. And just like real football, playing Parlour Football all comes down to one simple thing - your play selection. Run or Pass?

As you progress through the The Parlour Football Playbook, you'll gain all the knowledge needed to be victorious on Offense, Defense, and Special Teams. And as your skills grow, you'll be able to take your game from High School to College and eventually reach the Professional Level of Play - our Gold Standard for Tournaments!

TWO MINUTE DRILL

Basic Rules of Parlour Football

1. **Parlour Football** is intended to simulate the strategy of football with the play and outcome determined by a little bit of skill and a little bit of luck. Parlour Football is played **down by down, play by play**, just like a real football game. You are the coach and the team, and the next play call determines if you can advance the ball down the field, yard by yard. It's a game meant to be played with friends, relaxing and enjoyable, designed without the need for batteries, electricity or a video game console (although playing while watching a game on TV is recommended.)
2. A **coin flip** determines whether your team is Home or Away. The Away Team starts on Offense, Home Team on Defense. After halftime, the Home Team starts on Offense, Away on Defense to begin the 3rd Quarter.
3. **LENGTH OF GAME**: The game can be played by giving each player a certain number of possessions per quarter, or it can be played as the first to reach a pre-determined number of points (ex. 21 pts.)
4. **SCORING**: Scoring is the same as real football, although no extra points or two point conversions are necessary (Touchdown- 7pts., Field Goal- 3 pts., Safety- 2 pts.)
5. **LINE OF SCRIMMAGE**: At the beginning of the game and the end of any score, play begins on the 25 yard line. Slide the "XO" player piece so that the yellow "line of scrimmage" marker is centered on the 25 yard line.



6. **PLAY SELECTION**: Each play begins with *anticipation*- each player conceals their "RUN/PASS" indicator, and selects either RUN or PASS for the down. Get ready quickly, as Offense



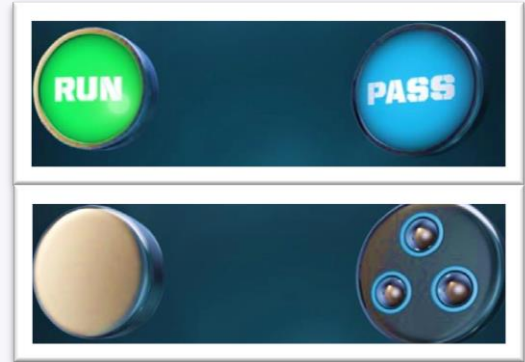
vocalizes "**Down, Set, Hike**" when they are ready, and players lift the indicators **simultaneously** to reveal your selections. IF the defensive player has selected the same type of play for the down as the offensive player, then the red **SACK** and



TURNOVER zones are in play. (Also, see Block and Blitz rule below).

Hint: Take a chance and go for the big play when the Defense hasn't selected your type of play, since the Turnover zones aren't active.

7. **GAINING (OR LOSING) YARDS:** The offensive player slides either the respective **RUN** (*flat bottom for greater traction*) or **PASS** (*has the roller ball because passing requires more "touch"*) football piece down the field toward the YARDAGE TARGETS to score yards.



- The "R's" represent the number of **yards** by which to advance the XO player piece on a successful Run Play and the "P's" represent the number of **yards** by which to advance the XO player piece on a Pass Play.
- If the defensive player has correctly chosen the type of play for the given down, then the red **SACK** and **TURNOVER** zones are active.
- If the offensive player does not push the game piece past the yellow line of scrimmage, then a sack has occurred, resulting in a loss of yards.
- If the offensive player pushes the football beyond the field of play, then a sack has occurred, resulting in a loss of yards.
- The football piece cannot hit the side of the table or it is considered "out of bounds" and 0 yards are awarded.
- Safety:** If a SACK occurs, and it results in the offensive player having to move the XO player piece backwards into his own end zone, so that the line of scrimmage is behind the goal line, a SAFETY is awarded. After a safety, the defense scores 2 points and takes over possession on their own 45 yard line.
- If the game piece lands on a line*, then the game piece is considered to be in the scoring area in which the majority of the game piece lies. If it is "50%/50%", then the game piece is considered to be in the scoring area most advantageous to the offensive player. *However*, each player is entitled to two challenges per game (see instructions below).
- Based on Level of Play, the RUN/PASS Puck must either touch, be in the majority, or completely cover the CROSSHAIR in order to count as a good conversion. *Decide difficulty at the beginning of the game.*



8. **“MOVING THE CHAINS”**: At the end of each play, the DOWN MARKER is advanced by one down and the XO player piece is advanced by the number of successful yards scored (based on the position of the yellow line of scrimmage). On a first down, or during a change of possession, advance/reset the first down markers, just as in real football, in order to correctly relocate the 10 yard marker.
9. **4TH DOWN**: On fourth down, the offensive player can elect to “go for it”, punt, or kick a field goal. On a missed field goal or an unsuccessful attempt for a first down (or TD) on fourth down, a change of possession results, and the defensive player takes over at the line of scrimmage.
10. **SCORING**: When the attempt of sliding the game piece into a YARDAGE TARGET on a down results in the successful advance of the XO player piece so that the line of scrimmage marker lands *exactly on or beyond* the goal line it is considered a score. After a score, increase the value on the HOME or AWAY score dial, reset the XO player piece to the opposite 20 yard line, and the other player starts the next series.
11. **CHALLENGES**: if the two players cannot agree on the location of the game piece and what area it is in, one player can call for a challenge. Whoever calls for a challenge gets to flip a coin, the other calls “heads” or “tails”, and move on with the game play. Each player is allowed two challenges per game.
12. **FIELD GOALS**: For all field goal attempts, the offensive player simply lets the defensive player know verbally that a field goal is going to be attempted. There are no field goals longer than 50 yards and there is no need to back up the game piece seven yards for kicker placement. *However*, 10 yards must be added to the distance from the LINE OF SCRIMMAGE to the goal line to determine the length of field goal needed.

Emulating accuracy and distance:

- Ex. If the offensive player is on the 35 yard line, then he is attempting a 45 yard field goal, and thus must score with the 50 yard FG target.).
 - Ex. If the offensive player is attempting a 28 yard field goal, but lands within the FG/40 yard target, the field goal is still good
 - The player can choose to use either the Run piece or the Pass piece.
 - The game piece can lightly hit the back of the table but cannot bounce back out.
13. **PUNT:** For all punts, the offensive player simply lets the defensive player know verbally that he wants to punt. All “punts” are assumed to be 40 yards from the LINE OF SCRIMMAGE. Simply move the XO Player Piece 40 yards and the defensive team takes over. If the offense is on the 39 yard line, or within, of the opposing team’s side of the field, then the punt is assumed to be a touchback and the XO player piece is placed on the 20 yard line and the defensive team takes over.
14. **“BLOCK” OR “BLITZ” option (for advanced game play):** When the **defensive player** chooses the **same** RUN/PASS type of play on the down as the offensive player’s selection, the defensive player **may** choose to “Block” and/or “Blitz” on the attempt. (Continued on next two pages)
- To place a **block**, prior to the offensive player’s attempt on the down, the defensive player may place one **defender** piece behind the line of scrimmage in an attempt to discourage or block the offensive player from a certain area.
 - The **defender** *cannot* be placed in a yardage target.
 - There are three **defenders**, and they can be added consecutively as long as the defender continues to call the same play type as the offensive player.
 - If the defensive player guesses the wrong play type, one **defender** must be removed from the table.
 - All **defenders** must be cleared off the table when a first down is made by the offensive player.



- Offense may hit the defender, however, if the defender is knocked over, it's *unsportsmanlike*, and offense is penalized 10 yds.

- To attempt a **blitz**, at approximately the same time as the offensive player's attempt on the down, using the same RUN puck or PASS puck as the type of play selected, the defensive player may choose to push the puck down to the opposite end of the board in an attempt to land the puck in the designated **Blitz Zone**.



- Since Parlour Football does not provide for offensive audibles or adjustments at the line of scrimmage, only **two** blitzes are allowed by the defense per series.
- If the defender hits the offensive player's puck, it is a "penalty" and the offense is awarded 10 yards. (Note: the defensive player is allowed to hesitate slightly, until the offensive player has slid his puck, but must choose to blitz or not, before the offensive player's puck reaches his side of the table).
- The success and outcome of the **blitz** is based on the following grid.
- Risk vs. Reward...**Blitz Outcome Chart:**

	Offense Scores Yards	Offense lands in empty space	Offense Lands in TO zone	Offense lands in Sack Zone
Defense lands in Blitz Zone	0 yards are awarded to OFF	Sack: - 5 yds.	Turnover	Sack: -10 yds.
Defense misses Blitz Zone	2x yards are awarded to OFF	0 yds. are awarded	NO turnover, 0 yards awarded	Sack: -5 yds.
Defense covers Blitz crosshairs	DEF takes over where offense would have gained	DEF TD	DEF TD	DEF TD

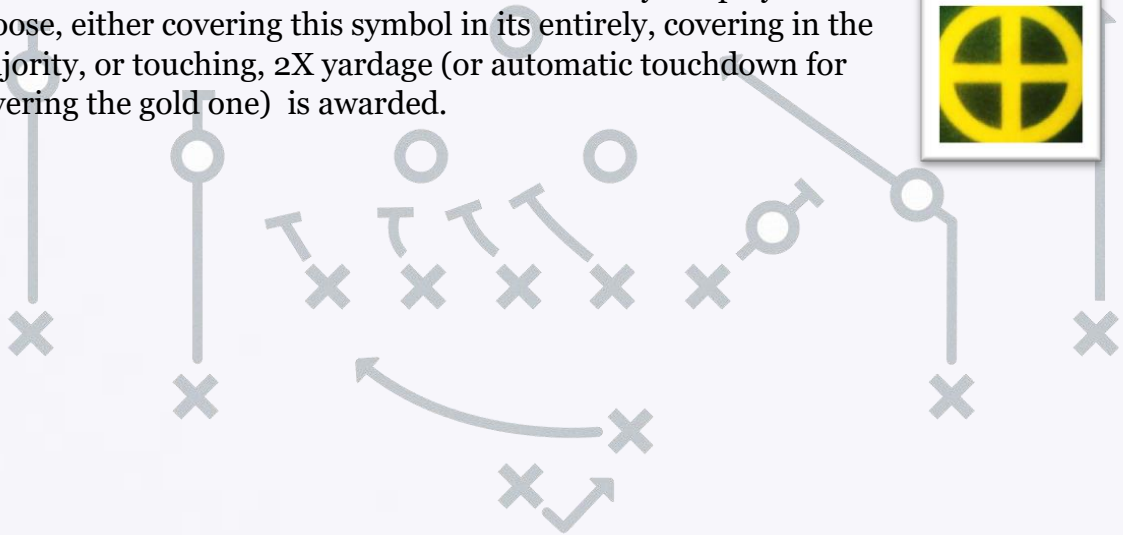
If the defender hits the offensive player's puck, it is a "**penalty**" and the offense is awarded 10 yards. (Note: the defensive player is allowed to hesitate slightly, until the offensive player has slid his puck, but must choose to blitz or not, before the offensive player's puck reaches his side of the table).

15. Options:

3rd Down Target: Before the game, agree if you want this special target to be active. It's only available on 3rd Down, and results in an automatic first down conversion!

Big Play Target: Before the game, agree if you want this special target to be active. Players decide what it's worth and when it's active!

The Crosshairs: Based on the level of difficulty the players choose, either covering this symbol in its entirety, covering in the majority, or touching, 2X yardage (or automatic touchdown for covering the gold one) is awarded.



ROOKIE CAMP

Run or Pass?

What is it? It's your play call. Just like real football. The player on Offense and the player on Defense need to pick one of the 2 options, Run or Pass, concealed by the RUN/PASS INDICATOR. Which play should you choose? Which play do you think your opponent called? Are you in their head? Is your opponent in yours? Let the smack-talking begin! Choose Run or Pass and lock it in!

The Offensive player says Down-Set-Hike (or some variation of your choosing) and both players simultaneously slide their RUN/PASS INDICATOR to reveal their chosen play call. It's that simple. But, just like real football, whether you are on Offense or Defense, your chances of winning the game increase with picking the correct play. What's it gonna be? Run or Pass?

A. Run or Pass Outcome #1: DIFFERENT plays are called

1. Offensive player picks RUN/Defensive player picks PASS **or** Offensive player picks PASS/Defensive player picks RUN
2. Advantage Offense!
 - a. PENALTY FLAG ZONE (dotted line) is still ACTIVE, but TURNOVERS (red) may be INACTIVE, dependent on Level of Play.
 - b. 3rd DOWN and BIG PLAY target penalties and turnovers (gray) are still in play, dependent on Level of Play
 - c. No BLOCKERS are added to the table.

B. Run or Pass Outcome #2: SAME plays are called

1. Offensive player picks RUN/Defensive player picks RUN **or** Offensive player picks PASS/Defensive player pick PASS
2. Advantage Defense!
 - a. PENALTY FLAG ZONE (dotted line) is still ACTIVE, and TURNOVERS (red) are ACTIVE, dependent on Level of Play
 - b. 3rd DOWN and BIG PLAY target penalties and turnovers (gray) are still in play, dependent on Level of Play
 - c. One Defensive BLOCKER is added for each down that a "correct play" is called by the Defense.

C. OTHER NOTES: Overtime and Potential Points.

- a. Overtime – all Levels of Play
 1. Both teams get a chance to score - like College Football Overtime Rules.
 2. Starting at the opponent's 25-yard line, the Away team goes first as they drive for a Touchdown or a Field Goal.
 3. Starting at the opponents 25-yard line, the Home team then goes as they drive for a tying or winning Touchdown or a Field Goal.
 4. Play will continue in this alternating fashion until one team wins.
- b. Potential Points
 1. If it is determined that one team cannot tie or go ahead of their opponent by the end of the game, based on the potential points still needed to be scored/quarters remaining to do so, the game is over with the leading team determined to be the winner.
 2. Scoring is not just accomplished on Offense! You need to calculate potential Defensive scoring as well - the BLITZ PUCK could land on the PICK-6 Target in the BLITZ ZONE for a Defensive Touchdown!

D. BIG PLAY TARGET (yellow):

1. Before the game, both Players must decide what the BIG PLAY is worth. Although AUTOMATIC TD is the most commonly used and is the Gold Standard for all tournament play, you can be as creative as you want - you make the call! Some Examples:
 - a. AUTOMATIC TD – no matter run or pass!
 - b. HAIL MARY – TOUCHDOWN only with the PASS puck!
 - c. TAKE IT TO THE HOUSE – TOUCHDOWN only with the RUN puck!
 - d. ONSIDE KICK – If you score a Touchdown or Field Goal on that drive, you get the ball right back on the next possession with an Onside Kick. The XO Player Piece is set on the 50-yard line and Down Marker adjusted as well.
2. A RISK/REWARD play!
 - a. Landing on the BIG PLAY TARGET results in whatever was the pre-game determined BIG PLAY.
 - b. Bordering the BIG PLAY TARGET is a TURNOVER ZONE. Level of Play will determine the TURNOVER ZONE and if the Offense turns the ball over to the Defense.
 - c. Based on Level of Play, the RUN/PASS Puck must either touch, be in the majority, or completely cover the CROSSHAIR in order to count as a good conversion.
3. The BIG PLAY is active ANY Down.

4. Move the XO PIECE and FIRST DOWN MARKER to the appropriate spot following the BIG PLAY conversion or turnover. Or even change the scoreboard for your successful Touchdown!

E. PICK-6 TARGET:

1. A RISK/REWARD Play!
2. Based on Level of Play, the BLITZ Puck must either touch, be in the majority, or completely cover the CROSSHAIR in the BLITZ ZONE in order to count as a PICK-6 Touchdown for the Defense.

See BLITZ under DEFENSE in the GAME DAY section for full details

PRE-SEASON

Offense/Defense/Special Teams

Yes, we know, it's only the Pre-Season and you want to jump right into GAME DAY. However, you need to learn how to play Parlour Football first! Parlour Football is played on Offense and Defense. Strategy, skill, and scoring are important on both sides of the ball, or in this case, the Parlour Football Table. We didn't forget - Special Teams is an important phase of the game, too. Yes, even Punters and Kickers have a role in Parlour Football!

OFFENSE:

A. RUN/PASS PUCKS:

1. After choosing your play, pick the selected RUN/PASS Puck to shoot.
2. In order to keep track of the downs, the Offensive player should use the appropriate 1st, 2nd, 3rd, or 4th Down-labeled RUN/PASS Puck, depending on the play selected.
3. The RUN puck has the flat bottom for greater "traction," giving it a bruising feel of an actual running play.
4. The PASS puck has the roller balls for the greater "touch" giving it a finesse feel of an actual passing play.

B. GAINING/LOSING YARDS:

1. The Offensive player slides the appropriate down RUN/PASS Puck along the Table, under the Parlour Football Field, towards the YARDAGE TARGETS to gain yards.
2. The "R's" on the Table represent the number of yards by which to advance the XO PIECE on the Football Field on a successful Run play. If the CROSSHAIR target is completely covered, double the yardage is gained.
3. The "P's" on the Table represent the number of yards by which to advance the XO player piece on the Football Field on a successful Pass play. If the CROSSHAIR target is completely covered, double the yardage is gained.
4. If the two players cannot agree on the location of the RUN/PASS Puck and what area it lands on the target, one player can call for a CHALLENGE.

- a. The player who calls for the CHALLENGE gets to flip a coin, and the other player calls “heads” or “tails” and move on with the game play.
- b. Each player is allowed 2 CHALLENGES per game.
5. If the Offensive player does not push the game piece past the LINE OF SCRIMMAGE on the Table, no matter what play is called by the Offensive and Defensive players, a SACK/TACKLE FOR A LOSS has occurred, resulting in a loss of 5 yards. The XO PIECE should be moved back 5 yards on the Football Field. The FIRST DOWN MARKER does not change.
6. If the Offense slides the puck past the Targets and into the PENALTY ZONE (dotted line) on the Table, a penalty has occurred, resulting in a loss of 5 yards. The XO PIECE should be moved back 5 yards on the Football Field.
7. If the RUN/PASS puck knocks over a BLOCKER, the Offense is penalized 15 yards for an Unnecessary Roughness hit. The XO PIECE should be moved back 15 yards on the Football Field.
8. The Puck cannot touch/land on the SIDELINES (white) nor hit the side of the Table and land on a target. This is considered “out of bounds” and 0 yards are awarded for that down.

C. MOVING THE CHAINS:

1. At the end of each play, the XO PIECE is advanced by the number of successful yards gained or moved backwards on a SACK/TACKLE FOR LOSS or PENALTY on the Parlour Football Field.
2. On all First Downs or Change of Possession, advance or reset the XO PIECE and FIRST DOWN MARKER.

D. 4TH DOWN:

1. Just as in real football, the Offense can elect to “go for it” on 4th Down.
 - a. If the Offense is successful on this attempt, move the XO PIECE and FIRST DOWN MARKER on the Parlour Football Field accordingly.
 - b. If the Offensive Player is unsuccessful on this attempt, a change of possession results. The Defense takes over at the Line of Scrimmage and the FIRST DOWN MARKER is adjusted.
2. A PUNT or a FIELD GOAL kick may be attempted (see SPECIAL TEAMS section below).

E. OFFENSIVE SCORING:

1. When sliding the Puck on the Table into a YARDAGE TARGET results in the successful advance of the XO PIECE on the Football Field such that the Line of Scrimmage marker lands exactly on or beyond the goal line it is considered a TOUCHDOWN.
2. After a TOUCHDOWN, increase the value on the HOME or AWAY scoreboard with the appropriate NUMBER CARDS by 7 points.
3. Players switch Offensive and Defensive sides.
4. Reset the XO PIECE on the Parlour Football Field to the opposite starting yard line based on Level of Play and adjust the FIRST DOWN MARKER.

DEFENSE

A. THE BLOCKERS:

1. When the Defense chooses the same play as the Offensive Player's selection, the Defensive Player can use a BLOCKER.
 - a. Prior to the Offense's attempt on the down, the Defense places a BLOCKER on Table, attempting to discourage or "block" the Offense from a certain target area.
 - b. The BLOCKER must be placed on the Defensive side of the Line of Scrimmage and beyond the TURNOVER ZONES.
 - c. The BLOCKER cannot be inside a target nor touching the target line.
 - d. The BLOCKER cannot be placed in the area in front of the FG/PUNT YARDAGE targets.
 - e. If the BLOCKER is knocked into the target area or on the target line by the Offense's RUN/PASS Puck, it will be left at that spot for the next down(s) if still allowed to be on the table.
 - f. If the BLOCKER is knocked over by the RUN/PASS Puck, a PERSONAL FOUL penalty of 15 yards is enforced against the Offense. Move the XO PIECE back 15 yards. The BLOCKER is placed back to its original position.
2. There are 3 BLOCKERS. They may be added consecutively as long as the Defense continues to pick the same play as the Offense.
3. For every successful Run or Pass made by the Offense, 1 BLOCKER must be removed from the table.
4. All BLOCKERS must be cleared off the table whenever a 1st down is made by the Offensive Player.
5. Depending on Level of Play, BLOCKERS may stay on the table for FG/PUNT attempts.

B. BLITZ:

1. The Defense can use a BLITZ on the Offense’s attempt no matter if the same play was correctly called or not.
2. At approximately the same time as the Offensive Player’s attempt on the down, using the same RUN/PASS BLITZ Puck as the type of play selected, the Defense may choose to slide their puck down to the opposite end of the board, attempting to land the puck in the designated BLITZ ZONE.
 - a. The Defense can hesitate slightly, a la a “Delayed Blitz” until the Offense has slid the RUN/PASS Puck, but must choose to Blitz or not, before the Offensive Player’s RUN/PASS Puck reaches the Line of Scrimmage on the Defensive side of the table.
3. Determined by Level of Play, if the BLITZ PUCK hits the BLITZ ZONE target, the Defense has SACKED/TACKLED FOR LOSS the Offense for a 10-yard loss.
4. Determined by Level of Play, the BLITZ PUCK must either touch, be in the majority, or completely cover the CROSSHAIR Target, for a successful PICK-6 and a Touchdown for the Defense.
5. Only 2 Blitzes are allowed by the Defense per series.
6. A RISK/REWARD Play!
 - a. If a BLITZ is attempted and missed, and the Offense lands a successful RUN/PASS Puck on a YARDAGE TARGET or CROSSHAIR, double the yardage is awarded. This includes the 3rd DOWN conversion or BIG PLAY (dependent on the predetermined BIG PLAY rule being used).
 - b. If the Defense hits the Offense’s RUN/PASS Puck, it is a “Penalty” on the Defense for Unnecessary Roughness Hit and the Offense is awarded 15 yards. Move the XO PIECE and FIRST DOWN MARKER accordingly.

	Offense Scores Yards	Offense lands in empty space	Offense Lands in TO zone	Offense lands in Sack Zone
Defense lands in Blitz Zone	0 yards are awarded to OFF	Sack: - 5 yds.	Turnover	Sack: -10 yds.
Defense misses Blitz Zone	2x yards are awarded to OFF	0 yds. are awarded	NO turnover, 0 yards awarded	Sack: -5 yds.
Defense covers Blitz crosshairs	DEF takes over where offense would have gained	DEF TD	DEF TD	DEF TD

C. SAFETY:

1. If a SACK or PENALTY occurs, and it results in the Offense having to move the XO PIECE backwards into his own end zone, so that the line of scrimmage is behind the goal line, a SAFETY is awarded.
2. The Defense scores 2 points.
3. The Defense takes over possession on its own 45-yard line. Switch sides and move the XO PIECE and FIRST DOWN MARKER accordingly.

SPECIAL TEAMS

A. PUNTING:

1. As mentioned in the 4th DOWN section, the Offense may opt to PUNT the ball on 4th Down
 - a. **Depending on Level of Play, the PUNT is either 40 yards from the Line of Scrimmage OR the player will use a RUN/PASS Puck of their choosing and use the FG targets for distance.**
 - b. Depending on Level of Play, BLOCKERS on the table can stay or be removed
 - c. The Puck may bounce off the back of the table, however, it must remain in the yardage target area to be successful.
2. Outcomes of a successful PUNT:
 - a. Land the MAJORITY of the puck into the 30 yard zone for a 30 yard punt
 - b. Land the MAJORITY of the puck into the 40 yard zone a 40 yard punt
 - c. Land the MAJORITY of the puck into the 50 yard zone for a 50 yard punt
 - d. Move Line of Scrimmage and FIRST DOWN MARKER to the appropriate position on the field.
3. PUNT BLOCK: If the PUNT/FG Puck does not land inside one of the above yardage outcomes, the punt has been BLOCKED and the Defense gains possession at the Line of Scrimmage

B. FIELD GOALS:

1. As mentioned in the 4th DOWN section, the Offense may opt to kick a FIELD GOAL for 3 Points on 4th Down, using a RUN/PASS Puck of their choosing.
 - a. Depending on Level of Play, BLOCKERS on the table can stay or will be removed.

- b. The Puck may bounce off the back of the table, however, it must remain in the yardage target area to be successful.
2. To determine the length of the FG attempt, 10 yards are added to the Line of Scrimmage, similar to real football attempts. Since there are no Field Goals longer than 50 yards, the Offense needs to be at the opponent's 40-yard line in order to attempt a FIELD GOAL.
3. Outcomes of a successful FG:
 - a. From 11 to 30 yards, the MAJORITY of the puck lands within the 30 to 50-yard FG target
 - b. From 31-40 yards, the MAJORITY of the puck lands within the 40 to 50-yard FG target
 - c. From 41-50 yards, the MAJORITY of the puck can ONLY land in the 50-yard FG target
4. FG Examples:
 - a. If the Offensive Player is on the opponent's 35-yard line, the team is attempting a 45-yard Field Goal and must score with the 50-yard FG target.
 - b. If the Offensive Player is attempting a 28-yard Field Goal, the "kick" can land within the 30 to 50 yard FG targets to be considered GOOD.
5. MISSED FIELD GOAL: If the puck does not land inside one of the above yardage outcomes, the Field Goal has been MISSED and the Defense gains possession at the Line of Scrimmage

GAME DAY

Level of Play

It's Game Day! Are you playing in a local HIGH SCHOOL clash? Perhaps it's a COLLEGE test for bragging rights of the state? Or have you advanced to a PROFESSIONAL battle against your hated rival for the Title?

Parlour Football offers these 3 options of play, depending on your skill level, to make your gaming experience enjoyable for varying levels of experience.

A. HIGH SCHOOL: Suggested Level of Play for Beginners and Bars for easier scoring and faster pace of play.

1. Starting line of scrimmage at the beginning of the game, after any score, or at the beginning of the 3rd Quarter is the Offense's own 35-yard line.
2. The gray colored areas are EXTENSIONS of the YARDAGE TARGET.
3. The RUN/PASS Puck just has to touch the line of the original YARDAGE TARGET or EXTENSION to be considered a successful attempt.
4. TURNOVER ZONES (red) are ONLY ACTIVE on Run/Pass plays that are called correctly by the Defense. The Puck must land COMPLETELY in the ZONE for a turnover to count.
5. The PENALTY ZONE is active when the RUN/PASS Puck slides past the dotted line or hits the back wall. This is a 5-yard loss for the Offense. Other penalties include:
 - a. Not sliding the puck past the Line of Scrimmage (5-yard loss against the Offense)
 - b. Knocking over the Blocker with an Unnecessary Roughness Hit (15-yard loss against the Offense)
 - c. Hitting the Run/Pass Puck with the Blitz Puck (15-yard penalty against the Defense)
6. If the RUN/PASS Puck touches both the line of the extension and also the turnover zone, the play is considered a successful offensive conversion.
7. Touching the border line of the CROSSHAIRS of the YARDAGE TARGET is a successful double yardage attempt.
8. The CROSSHAIRS of the 3rd DOWN conversion and the BIG PLAY just need to be touched to be successful.

- a. The bordering areas to these special plays still come with the risk of a 10-yard penalty for the 3rd DOWN or turnover for the BIG PLAY as mentioned previously.
 - b. The RUN/PASS puck must be COMPLETELY in the bordering risk area for a 10-yard penalty or turnover to count.
 - c. The 3rd DOWN and bordering risk area are only ACTIVE on 3rd Downs.
 - d. The BIG PLAY and bordering risk area are ACTIVE every down.
9. The BLITZ PUCK only needs to touch the line of the BLITZ ZONE for a 10-yard loss.
 10. The BLITZ PUCK only needs to touch the CROSSHAIR of the BLITZ ZONE for a PICK-6 Touchdown.
 11. All BLOCKERS are removed from the table before any FIELD GOAL is attempted.
 12. All PUNTS are 40 yards. Adjust the XO PIECE and FIRST DOWN MARKER accordingly.

B. COLLEGE: On to a D-I, D-II, or D-III Program! You made it through HIGH SCHOOL ball and are taking the next step towards the PROS!

1. The starting line of scrimmage at the beginning of the game, after any score, or beginning of the 3rd Quarter is the Offense's own 30-yard line.
2. The gray colored areas are EXTENSIONS of the YARDAGE TARGET.
3. The Run/Pass puck must be in the MAJORITY of the original YARDAGE TARGET or MAJORITY of the EXTENSION to be considered a successful attempt.
4. TURNOVER ZONES (red) are ONLY ACTIVE on Run/Pass plays that are called correctly by the Defense. The MAJORITY of the puck must be inside the TURNOVER ZONE to count,
5. The PENALTY ZONE is active when the RUN/PASS Puck slides past the dotted line or hits the back wall. This is a 5-yard loss for the Offense. Move the Line of Scrimmage accordingly. Other penalties include:
 - a. Not sliding the puck past the Line of Scrimmage (5-yard loss against the Offense)
 - b. Knocking over the Blocker with an Unnecessary Roughness Hit (15-yard loss against the Offense)
 - c. Hitting the Run/Pass Puck with the Blitz Puck (15-yard penalty against the Defense)
6. The MAJORITY of the RUN/PASS Puck must cover the CROSSHAIRS of the YARDAGE TARGETS to be a successful double yardage attempt.
7. For 3rd DOWN and the BIG PLAY CROSSHAIRS, the MAJORITY of the RUN/PASS Puck must cover it to be successful.
 - a. The bordering areas to these special plays still come with the risk of a 10-yard penalty for the 3rd DOWN or turnover for the Big Play as mentioned previously.
 - b. The RUN/PASS Puck must be in the MAJORITY in the bordering "Risk" area for a 10-yard penalty or turnover to count.
 - c. The 3rd DOWN and bordering risk area are only ACTIVE on 3rd Downs.
 - d. The BIG PLAY and bordering risk area are ACTIVE every down.
8. The BLITZ PUCK needs to be in the MAJORITY of the BLITZ ZONE for a 10-yard loss.
9. The BLITZ PUCK must be in the MAJORITY of the CROSSHAIR of the BLITZ ZONE for a PICK-6 Touchdown for the Defense.
10. All BLOCKERS are removed from the table before any FG/PUNT is attempted.

C. **PRO: Parlour Football's Gold Standard for Tournament Play**

1. Starting line of scrimmage at the beginning of the game, after any score, or at the start of the 3rd Quarter is the Offense's own 25-yard line.
2. The gray colored areas are NOT EXTENSIONS of the YARDAGE TARGET.
3. The RUN/PASS Puck must land COMPLETELY inside the original YARDAGE TARGET to be considered a successful attempt.
4. TURNOVER ZONES (red) are ALWAYS ACTIVE.
5. The RUN/PASS Puck only needs to touch the TURNOVER ZONE for it to count as a turnover.
6. The penalty zone is ACTIVE for the RUN/PASS Puck sliding past the dotted line or hitting the back wall. Other penalties include:
 - a. Not sliding the puck past the Line of Scrimmage (5-yard loss against the Offense)
 - b. Knocking over the Blocker with an Unnecessary Roughness Hit (15-yard loss against the Offense)
 - c. Hitting the Run/Pass Puck with the Blitz Puck (15-yard penalty against the Defense)
7. The RUN/PASS Puck must COMPLETELY cover the CROSSHAIRS on the YARDAGE TARGETS to be a successful double yardage attempt.
8. The 3rd DOWN and the Big Play CROSSHAIRS must be covered completely to be successful.
 - a. The bordering areas to these special plays still come with the risk of a 10-yard penalty for the 3rd DOWN or turnover for the Big Play as mentioned previously.
 - b. The Run/Pass Puck only needs to touch the bordering "Risk" area for a 10-yard penalty or turnover to count.
 - c. The 3rd DOWN and bordering risk area are only ACTIVE on 3rd Down.
 - d. The Big Play and bordering risk area are ACTIVE every down.
9. The BLITZ PUCK needs to be COMPLETELY inside the BLITZ ZONE for a 10-yard loss.
10. The BLITZ PUCK must COMPLETELY cover the CROSSHAIR of the BLITZ ZONE for a PICK-6 Touchdown.
11. BLOCKERS do NOT have to be removed from the table before any FG/PUNT attempt.

THE PLAYCARD

	<u>HIGH SCHOOL:</u>	<u>COLLEGE:</u>	<u>PRO:</u>
Starting Line of Scrimmage	Own 35 yard line	Own 30 yard line	Own 25 yard line
Overtime Line of Scrimmage	Opponent's 25 yard line	Opponent's 30 yard line	Opponent's 35 yard line
Gray Extensions In Play	Yes	Yes	No
Successful PUCK for YARDAGE, BIG PLAY, 3 rd DOWN CONVERSION, BLITZ ZONE TARGETS	Touch the Target Lines or Crosshair	Majority In the Target Lines, Crosshair, or Star	Completely Inside the Lines, Crosshair, or Star
3 rd DOWN CONVERSION and RISK ZONE	Both Active only on 3 rd downs. For Risk Zone, Puck Completely In: 10 yard Loss	Both Active only on 3 rd downs. For Risk Zone, Puck Majority In: 10 Yard Loss	Both Active only on 3 rd downs. For Risk Zone, Puck Touching the line: 10 Yard Loss
BIG PLAY and RISK ZONES	Both Always Active For Risk Zone, Puck Completely In: Turnover	Both Always Active For Risk Zone, Puck Majority In: Turnover	Both Always Active For Risk Zone, Puck Touching the Line: Turnover
TURNOVER ZONES and TURNOVERS	Active if Defense calls same Offensive Play. Puck Completely In	Active if Defense calls same Offensive Play Puck Majority In	Always Active no matter if Defense calls same Offensive Play Puck Touching the line
PUNT/FG	ALL Defenders removed. Punt is 40 yards FG is attempted	ALL Defenders removed Punt is 40 yards FG is attempted	Defenders stay on Punt and FG are attempted