

Game Play Information

Both players roll dice, highest roll chooses to either kick off or receive.

Receiving team rolls dice.

Roll of 12 = Touchdown

Roll of 2 = 50 Yard Start.

Roll Between 3 and 11 = 20 Yard Start

Offense continues rolling and move up field or down field based on roll data chart on the board (matching the roll with the chart) advancing the downs peg. If a fourth down is reached offense chooses to punt or go for it. Offense must gain 10 yards for a first down. When first down is reached move the first down peg down field 10 yards from the scrimmage line and offense gets another set of downs starting on first down. When punting, offense rolls 1 dice. Roll x 10 yards. (Example dice roll of 3 = 30 yards, a 30 yard punt)

One quarter consist of each team being on offense once. Once both teams have had the opportunity to possesses the ball that ends the current quarter. Advance QTR peg to the next quarter.

Field Goal Attempt

Roll of 6 or higher = 20 Yard kick.

Roll of 8 or higher = 30 Yard kick.

Roll of 10 or higher = 40 Yard kick.

If ball makes it past the goal line its a 3 point score.

Extra Point

Offense must choose to either kick a field goal or go for a 2 point conversion.

Field goal - Roll 4 or higher = 1 point.

2 Point conversion – Roll 10 or higher = 2 points.

Play Data Chart

Dice Roll Score (Offense Rolls) See game board

- | | | |
|---|---|---|
| 1 | 1 | Touchdown Pass (6 points) |
| 1 | 2 | Turn over 10 yards downfield. (Defense recovers ball) |
| 1 | 3 | Reverse 10 yard gain |
| 1 | 4 | Sack 5 yard loss. |
| 1 | 5 | Quarterback draw 10 yard gain. |
| 1 | 6 | Incomplete pass. |
| 2 | 2 | Offside 5 yard gain |
| 2 | 3 | Fumble 15 yards downfield (Defense recovers ball) |
| 2 | 4 | Outside run 10 yard gain. |
| 2 | 5 | Turnover 20 yards downfield. |
| 2 | 6 | Screen pass 25 yard gain. |
| 3 | 3 | Interference 10 yard gain. |
| 3 | 4 | Incomplete pass. |
| 3 | 5 | Inside rush 5 yard gain. |
| 3 | 6 | False start 5 yard loss. |
| 4 | 4 | Flea flicker 50 Yard gain. |
| 4 | 5 | Tackle for 5 yard loss |
| 4 | 6 | Inside rush 5 yard gain. |
| 5 | 5 | Short pass 10 yard gain |
| 5 | 6 | Holding 10 yard loss |
| 6 | 6 | Touchdown run. |

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