



GAME OVERVIEW

A Football Experience

Components – Rookie

1. **Team Markers:** Field Position and Team Movement
2. **Formation Cards:** Offense, Defense, Special Teams
3. **Play Cards:** [Coordinator] Play And Route Types - Pass/Run/Kick/Receive
4. **Play Dice:** Play Execution, Offense, Defense And Special Teams Dice
5. **Outcome Tables:** [Card or Chart] Football Outcomes
6. **In-Play Cards:** [Assistant] Prolong, Change or End a Play
7. **Sack Cards:** Create Or Alter A Play Event Within The Original Play
8. **Penalty Cards:** 5, 10, 15-Yard Infraction Types
9. **Clocks:** 5:00 Min Quarter - :40 Second Play Clock
10. **Coaches Challenge Flag:** Challenge A Critical play – **Conditional**
11. **Team Timeouts:** Stop The Clock To Your Advantage
12. **Ref Marker:** Align At A Hash Mark Of Importance

► **OFFENSE** controls the pace of the game – **DEFENSE** must be ready ◀

INITIAL Game Play: 1st Roll

1. **Set Team Markers At The Line Of Scrimmage**
2. **Put A Formation Card On Your Team Marker**
3. **Each Team Put A Play Card Face Down On The Field**
4. **Each Team Roll The Dice Simultaneously [The Snap]**
5. **Flip The Play Cards And Reveal The Play Selection**
6. **Assess The Play Outcome**
 - ✓ Which Team Won The Roll?
 - ✓ What Play Type Did Each Team Use?
 - ✓ Is The Play Over? Or Continue Until The Play Attempt Is Completed
7. **Go To A Chart Or Card For The Outcome**
8. **Apply The Play Outcome Moving The Team Markers – Any RAC?**

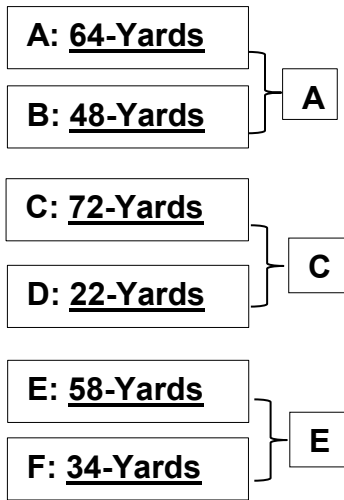
SECONDARY Game Play: [RAC] Run After Catch Or Carry

1. **Each Team Simultaneously Keep Rolling Until The Play Ends**
2. **Assistant Coordinators Apply IN-PLAY Cards Where Applicable**

“X n O Football” Tournament Structure

- ▶ 6 Teams: A, B, C, D, E, F – numbers are randomly drawn
- ▶ 5 Minute Drives- 2 Time Outs
- ▶ Teams Advance Based On Total Yards Accumulated
- ▶ Team Assignments Must Be Reported To Referee

Regular Season



1st Game
A wins, B Loses

2nd Game
C wins, D loses

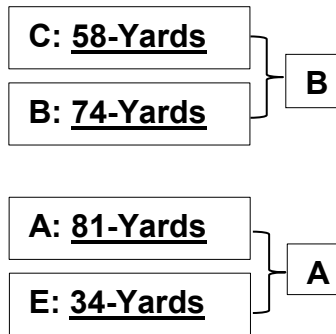
3rd Game
E wins, F loses

C & A: highest yards win
play weakest team

D & F: eliminated
with lowest yards

B: “Wild Card”
highest yards of losing
teams advances

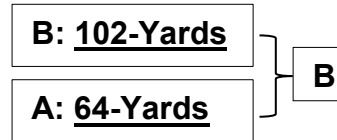
Play-Offs



1st Play-Off Game
C [upset loss]
B Advances to
“X n O Bowl”

2nd Play Off Game
E eliminated
A advances to
“X n O Bowl”

X n O Bowl



B wins
“X n O Bowl”

Email us at [xnfootball@gmail.com](mailto:xnofootball@gmail.com) and request a “quick reference” on how to run an Offense, Defense, Special Teams or be a Head Coach. Please indicate your specialty!

Note: We need help at an officiating capacity: **Clock Operator And Statistician**, Please indicate your interest. The positions pay \$25

"X n O Football" Tournament Rules

Yardage Types:

- **Kick Returns:** starting from kick distance
- **Offensive Yards**
 - Drive: starting from the 1st down yard mark
 - Touch Down: drive yards + 10 yards
 - 2-Point Conversion: 7 yards
- **Defensive Yards:**
 - Forced Fumble: 10 yards
 - Sack: 5 yards
 - Forced loss of yards: distance
 - Defensive Score: return distance + 25 yards
 - Safety: 15 yards: ["Defense forces an offense loss of yards into End Zone"]
- **Special Teams:**
 - Field Goal: distance + 3 yards
 - Extra Point: 1 yard
 - Punt or Field Goal Fakes: distance gained + 10
 - Blocked kicks: 25-yards →

Receive team blocks kick at line of scrimmage

 - Forced Fumble: 10-yards + return distance →

Kick team causes fumble at the kick distance
--

Yardage Deductions:

- **Penalty:** distance deducted
 - **Loss Of Yards:** deducted from offense
 - **Loss Of Possession:**
 - **Interception:** wipes out yards of drive
 - **Fumble:** If possession is maintained, drive remains alive, otherwise the yards are wiped out
 - **Special teams LOP** does not wipe out team accumulated yards
 - One Coaches Challenge per game
- Need 10 or higher on initial roll of play, cannot challenge sixes play, 1st team to roll doubles wins
Gain a time out: If you win, **Lose a time out:** if you lose

Dice Rules

- Dice must be flat on the field surface or that die or dice do not count on the play
- Dice Out Of Bounds - **Penalty**
 - **Initial:** immediate 5-yard penalty
 - **Secondary:** pulled penalty card after play
- A Late Roll that Changes an opponent's dice is a **Penalty**
 - **Initial:** immediate 5-yard penalty
 - **Secondary:** pulled penalty card after play
- One "**Snap Fake**" Per Play: offense can fake rolling to try and draw defense off sides
- Failure To Clear Items From Field before the next play: **5-yard penalty**
 - Unsportsmanlike Conduct - 15-Yard Penalty: called by Referee

Sack cards: remain active if a team advances

Report Guess kick distances privately to the referee

Failure to execute procedures as stated on cards and rules is a "**5-yard illegal Procedure penalty**"

Coin Is Flipped For Receiving Preference