



Advanced Tournament Style Gameplay

- Defense -

Objective on defense is to prevent the offense from completing their passes. This is done by strategically placing 3 of your defensive chips on the field next to, in front of, or behind any of the receivers. By doing so you are also trying to prevent any first downs or touchdowns. Defense will place 3 dice normally and 5 dice on a blitz once every 4 downs. Defense may not place their coin chips to make any contact with any of the receivers. This would result in a interference penalty by the defense if the offensive chip is thrown and the offense were to point out the interference after the play. (*see penalties for interference*).

Important Note - Defensive team will always remove from the game table and hold each offensive coin chip that is thrown by the Offense. This will ensure that the Downs are being tracked correctly. When the Offense achieves a First Down, or change of possession the Defense may return all the coin chips to the Offense.

BLITZING

A Blitz can be used 1 time every 4 downs by adding two more chips to the defense. (*Totaling 5 chips*)

INTERCEPTION

If the offensive chip that is thrown makes any contact with a defensive chip and that defensive chip has landed on a receiver. **Change of possession at the spot of the interception.*

INTERCEPTION FOR TOUCHDOWN “PICK 6”

1 of your chips is marked “Pick 6” and you may use this chip every time on defense as one of your three chips that are placed on defense.

Hint - Do Not let the Offense see where you place this “Pick 6 Chip”. (*Reason- If an interception were to occur and it happens to be a “Pick 6 Chip” then 6 points for the defense.*)

FUMBLE

Offense & Defense each roll same amount on both dice would result in a turnover in favor of the defense at the previous spot.

QB SACK

QB Sack is only possible during a defensive blitz. If the offensive chip that is thrown makes any contact with 1 of the 5 defensive chips then a QB Sack is to be called, even if the pass were to be completed to a receiver. Result is a 10 yard loss for the offense.

SAFETY

A loss of yardage on either a run or quarterback sack that would exceed more than the yardage available, ultimately bringing the loss into the endzone. 2 points are awarded to the defense and possession beginning at their own 20 yardline.