



# *Advanced Tournament Style Gameplay*

## *- Offense -*

### **LINE OF SCRIMMAGE**

Use one of your offensive coin chips to mark line of scrimmage. Always use front of the coin chip to spot line of scrimmage at nearest hash mark after each completed pass, punt or interception.

### **USING HASH MARKS**

Must use nearest hash mark to spot line of scrimmage. However, offense may spot coin chip in middle between hashes if a completion is in the middle. *\*(Using hash marks is important so a field goal attempt is not always spotted in middle of field every)\*.*

### **THROWING A PASS**

When passing your coin chip to a receiver the player must “throw” the coin chip in the air. There is no incorrect style to pass a chip in the air as long as the chip breaks the surface of the field when being thrown. *\*Sliding your chip is not allowed, this would be an example of a chip Not Breaking Contact with the field when passing. (see penalties for Illegal Pass)\**

### **COMPLETE A PASS**

Simply throw your coin chip downfield in the air while trying to land on any receivers hands. The chip that is thrown must come to a complete stop on any of the receiver hands to and if any part of the Receiver’s Hands are making contact with the Thrown Chip than the result is a pass completion for the offense at the spot of the catch. *\*Always use the front of the chip to mark your spot.\**

### **INCOMPLETE PASS /OUT OF BOUNDS**

If any part of your coin chip is out of bounds when stopping on the white border around the field or bouncing back into the field of play. *\*Even if the pass were to be caught.\**

### **RUNNING THE BALL**

The offense may elect to run the ball by announcing out loud to the defense. The offensive player rolls 1 die and a defensive player rolls the other. The highest roll from each will gain the difference for the yardage. *(ex. Offense may roll 8 and Defense rolls 5, then the yardage would be +3 yards gained for the offense)*. Rolling doubles by each player will result in a turnover for the defense and they would take over on offense at the same spot.

### **FIRST DOWN**

The orange circles that are located on each sideline indicate the first downs. They are spaced out every 10 yards. The front of the chip needs to be equal to or passed the orange circle for a first down.

*(cont'd)*



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#### **TOUCHDOWN**

Completed pass in the end zone to any receiver decals. If a coin chip lands on a receiver decal that is not in the end zone but front of chip touches goal line, TD is called. A roll of the dice by both teams that results in positive yardage for the offense going into end zone, TD is called.

#### **EXTRA POINT KICK**

Extra Points are to be attempted from the 10 yardline by holding the mini football in place on the game field with one finger, then using the other hand to flick the mini football through the goal post uprights for 1 extra point.

#### **2 POINT CONVERSION**

Scoring team calls out loud for a 2 point conversion from 2 yard line and rolls the dice for a run OR throw a chip for a pass. *\*Defense may use a BLITZ (5 chips) even if used on last set of downs.* Gaining 2 or more yards would result in a successful 2 point conversion.

#### **FIELD GOAL KICK**

A field goal attempt is spotted 5 yards back from line of scrimmage for kick. Player **MUST** use the correct Hash Mark when running the ball or throwing a coin chip for a pass. *(Note-after a missed field goal the other team begins offense at the spot of the kick).*

Field Goals are done by holding the mini football in place on the game field with one finger, then using the other hand to flick the mini football through the goal post uprights for 3 points!

#### **PUNTING**

Throw your coin chip downfield in the air. Offense takes over where the coin chip stops on the game field or at the point of going out of bounds. *\*(Landing your chip in the endzone or touching the goal line would result in a touchback, offense would take over at their own 20 yardline).*

#### **ONSIDE KICK**

Onside kick may be called by the scoring team after a Touchdown, Field Goal, or Safety or start of game. Kicking team then calls odds or evens as each team rolls 1 die. Both dice must read an odd or even number. *(example - If an even number was called and both dice show a 4 and 8, kicking team recovers kick @ 50 yard line. If there is no recovery, receiving team begins offense also at 50 yard line).*