



Rule Book

Welcome to Football Legends! The football board game where you are the coach of some of the greatest football teams of all time. With this game you make the decisions that will determine whether you win or lose the big game! Do you kick the field goal or go for it on 4th and short? Do you blitz to shut down the passing game? Do you take the timeout? It's all up to you!

Friday Night Legends (FNL) is a high school football replay/simulation board game. Saturday Legends (SL) is for college, and Pro Football Legends (PFL) is for professional football. Team sheets have been prepared using the actual statistics for that team and year. Each sheet reflects the team's *real* performance that year. The easiest way to learn how to play is to play the game.

Occasionally, situations arise where outcomes are not directly addressed by the rules of this game. When in doubt, use official football rules.

You can ask questions and find lots of other good information in our Football Legends Facebook Group www.facebook.com/groups/footballgamelegends/

TEAMS INCLUDED WITH THE GAME **(you choose which pack to start)**

High School Pack	College Pack	Professional Pack	Combination Pack
1936 Massillon (OH)	2005 Texas	2022 Kansas City (NFL)	1983 Daingerfield (TX)
1983 Daingerfield (TX)	2019 LSU	1981 San Diego (NFL)	1985 East St. Louis (IL)
1983 Berwick (PA)	1995 Nebraska	1992 Dallas (NFL)	2010 St. Thomas Aquinas (FL)
1985 East St. Louis (IL)	2001 Miami	1962 Green Bay (NFL)	2017 Mater Dei (CA)
1985 Houston Yates (TX)	2014 Ohio State	2016 New England (NFL)	2005 Texas
1989 Odessa Permian (TX)	1945 Army	1989 San Francisco (NFL)	2019 LSU
2010 St. Thomas Aquinas (FL)	1988 Oklahoma State	2002 Tampa Bay (NFL)	1995 Nebraska
2012 JC Christian (LA)	2018 Clemson	1976 Oakland (NFL)	2014 Ohio State
2016 Bishop Gorman (NV)	2009 Florida	1972 Miami (NFL)	2022 Kansas City (NFL)
2017 Mater Dei (CA)	1972 USC	1999 St Louis (NFL)	1992 Dallas (NFL)
			2016 New England (NFL)
			1972 Miami (NFL)

EQUIPMENT

- Rule Book
- Playing Field
- Football marker
- Yards-to-go marker
- One set of Play Cards – 6 offense cards and 6 defense cards
- X-Sheets – charts containing special teams, situational plays, and other information needed for play
- 3 Game Dice
- Score Pad and Play Checkoff Sheet
- Team sheets – statistically accurate representations of that team's real playing style and results. Each standard game box comes with 10 Team Sheets. You can get additional teams or even have custom teams created. Go to <http://www.boardgamelegends.com>

FIELD and MARKERS

Set out the playing field, football marker (triangle), and yards-to-go marker. The football marker is used to locate the current line of scrimmage or position of the ball. The yards-to-go marker indicates the yard line needed for the next first down. These will be placed between the players sitting opposite each other.

PLAY CARDS

OFFENSIVE PLAY CARDS

There are 6 different offensive plays (3 passes and 3 runs). The Offensive Coach will use these to select which play to run.

Runs: Inside Run, Outside Run, Draw

Passes: Roll Out, Drop Back, Screen

DEFENSIVE PLAY CARDS

There are 6 different defensive plays (3 passes and 3 runs). The defensive coach will use these to select which play to run.

Runs: Run Inside, Run Outside, Run Blitz

Passes: Zone, Man, Pass Blitz

Are Certain Plays Better Than Others?

Yes! Here is a chart that shows the strengths and weaknesses of each play type.

Offensive Plays	Does Not Work Well Against	Works Well Against	Average Against
Run Inside	Run Inside	Passing Defenses	Run Outside and Run Blitz
Run Outside	Run Outside	Passing Defenses	Run Inside and Run Blitz
Draw	Run Blitz	Passing Defenses	Run Inside and Outside
Drop Back	Pass Blitz	Running Defenses	Zone & Man
Roll Out	Zone	Running Defenses	Pass Blitz & Man
Screen	Man	Running Defenses	Pass Blitz & Zone

SCORE PAD

The score, quarter, time remaining, down, and timeouts are recorded here.

Scoring. Record the score in the boxes near the top. Keep up with this throughout the quarter any way you wish. Some write it in the margins. Some color in the timing box to indicate team and score.

Timing. For high school games, begin crossing off the time boxes above the bold line because high school plays 12-minute quarters rather than 15-minute quarters as in college and pro games.

After each play, the proper number of timing squares are crossed out on the scorepad. Each box equals 10 seconds, and each row of boxes equals one minute. The blank boxes then show the time remaining at the start of the next play.

See X-1 to determine how long each action takes.

Timeouts. Each team receives 3 timeouts per half. These can be called before or after a play to reduce the duration of that play to 10 seconds. To call the timeout before a play, you MUST call timeout before looking up the results of the play.

For example: On a 4th & 1 play, you try to trick the defense and call a Roll Out Pass, but the defense surprises you with a Zone defense, which is the best against a Roll Out Pass. You can call timeout right then before looking up the results.

Coaching Points and Kicking Game Stats. Kicking game stats are for College & Pro

Momentum Meter. This is kept on the top of the scorepad. Momentum swings up or down depending on how the possession fared. The Momentum Meter will start at 0 and will go to +4 in either direction.

If the Momentum Meter goes past 4, then the team with momentum gets a Coaching Point, and the meter moves in the direction of 0 by two spots (including the amount past 4).

The Momentum Meter moves in the direction of "0" by three spots at the end of the 1st and 3rd quarters. It is reset to 0 at halftime.

Time Outs will also reset the counter to 0. Any result that would have 2 moves (like a touchdown on 3rd down), use the one with the most points

NEED to add to X - Chart

			Momentum Factors			
OFF	+1 on 3rd down conversions for 1st down			DEF	+1 on 3rd down conversion stops	
	+2 on 4th down conversions for 1st down				+2 on 4th down conversion stops	
	+2 on BIG PLAY OFF/Touchdowns				+1 TFL/SACK	
	+1 Field Goals				+2 Turnover	
					+3 DEF Score	

**** On 3rd & 4th down.....only push the meter on the last one that counted.

Example : Defense stops the Offense on 3rd down and the Offense punts then the Momentum moves in Defense favor one.

Example 2 : Defense stops the Offense on 3rd down and the Offense goes for it then the Momentum does not move in Defense favor for 3rd down conversion. Only the 4th down result will move the meter.

For TFL : Only count the TFL that come from Big Play DEF

Do Not move the meter on a fumble that is recovered by the Offense

SETTING UP

X-SHEETS: SPECIAL CHARTS

These charts contain information on the following game situations and events.

- Timing
- Coaching Points and how you can spend them
- Momentum Meter guidelines
- Big Plays OFF & DEF
- Penalties/Specials
- Fumbles/Interceptions

- Sacks/Tackles for Loss (TFL)
- Extra Points & Field Goals
- Kickoffs/Punts, Specials, and Onside Kicks
- Punt out of Bounds and Punt Bounce
- Special Plays

DICE (3 Of Them)

24 sided game dice (d24) – Used to find your offensive play

12 sided game dice (d12) – Used to find your defensive play

20 sided game dice (d20) – Used to check for penalties, Out Of Bounds, Audibles, and Specials

TEAM SHEETS

The first major decision is to pick which team you want to coach. Find that team's sheet and put on your headset!

Each player will need a Team Sheet for their team. The Team Sheet is double sided and has following information:

Team Year, Name, and Record

OFF: Average number of offensive points that team scored that season

DEF: Average number of defensive points that team allowed that season

SOS. Strength of Schedule (explained later)

Runs/Passes. The number of running plays per formation and passing plays per formation. Each team has a predetermined number of each play. When one is used, that play is marked off the Play Checkoff Sheet. The number of running/passing plays depends on the actual stats of that team.

Coaching Points. May be used to affect outcomes.

Coaching Point Yardage Modifier (Run/Pass). Use these when using coaching points to add or subtract yards from a play.

For College and Pro:

Kicking Game Numbers. Used to calculate the kicking game adjustments.

Play Speed. The number of plays a team can speed or slow down per game. A positive # means a team can slow down (take more time off the clock) on that many plays, and a negative # means a team can speed up (take less time off the clock) on that many plays. Each time a team uses their Play Speed points, it adds or subtracts 10 seconds from the clock. You are not required to spend these points, but it is required for statistical accuracy. (The Offense has the first option to use these points).



If half the speed points are not spent by halftime, and/or $\frac{3}{4}$ of the speed points are not spent going into the 4th quarter, then a 15-yard Unsportsmanlike penalty will be called against that coach on the first play after the 2nd half kickoff and/or the 1st play of the 4th quarter.

Special Teams Adjustments Adjustments when these events happen.

- **Punt.** Found on the Offensive side of the team sheet. Add/subtract this number from your punt yardage
- **Punt Return.** Add your *Punt Return*, found on Defensive side of team sheet and your opponent's *Punt Return Defense*, found on your opponent's Offensive side of the sheet. Add/subtract this total from your Punt Return yards

Example of Punt Adjustment: Your team punts, and your Punt adjustment is -3. The adjustment to your opponent's punt return is a +1. After rolling the punt and return and checking the X-sheets, the punt is 40 yards, and the return is 5 yards. With the adjustments, it would be a 37-yard punt (40 yards minus the punt rating of -3); the return would be 6 yards (5 + punt return rating of +1).

- **Kickoff Return.** Combine *Kickoff Return* on Defensive side of team sheet and the *Kickoff Return Defense* from the opponent's Offensive side of the sheet. Add/subtract the sum or difference from your Kickoff Return yards.

Example of Kickoff Return Adjustment: Your team has a +1 Kickoff Return adjustment, and your opponent has a +3 Kickoff Return adjustment. Your total rating is +4 (1+3), which means your team gets to add 4 yards to every kickoff return.

Run/Pass Big Play Defense. Use these tables when rolling for Big Play Defense *when it happens on your team sheet*. If the Big Play happens on your opponent's

team sheet, the opponent will look at their table. Pro Difference : On Big Play DEF by the Offensive team on running plays : It is always a fumble

Yards per Run/Completion (Run/Comp). The average number of yards per running play and average per completed pass. Offense side shows Offensive averages and Defense side shows Defensive averages (only on college & pro)

Coaching Point Yardage Modifier (Run/Pass). Use these when using your coaching points to add/subtract yards from a play. (College or Pro only)

About Strength of Schedule

Each team sheet has a Strength of Schedule (SOS) on their Team Sheet. This represents how the team did that year and how tough the schedule was.

For college and pro games, the SOS only affects how many coaching points you get. This is explained later in the Coaching Points section.

For high school, these numbers can be used to adjust for the size of the school, classification, and each team's opponents. When playing a regular game, you go off each team's statistics. A 3,000-student school playing a 200-student school would be playing just using the stats they had during that season. If you take into effect the school's size difference, then use the Strength of Schedule rating. This can come into play with any size of school.

To see if there is a difference in Strength of Schedule, subtract the smaller rating from the larger one. (You may want to write the adjustment on your checkoff sheet.)

<u>If the difference is:</u>	<u>The higher rated team gets:</u>
Less than 50	No changes are needed.
Between 50 & 99	+1/-1 yards for running plays +2/-2 yards on passing plays.
Between 100-149	Team with the higher rating gets +2/-2 yards on running plays +4/-4 yards for passing plays
Between 150-199	Team with higher rating gets +3/-3 yards on running plays +6/-6 yards for passing plays
Between 200-249	+4/-4 and +8/-8
250 and over	+5/-5 and +10/-10.\

PLAY CHECKOFF SHEET

Next find out how many of each rushing play and passing play each team has and mark through the plays on the Play Checkoff Sheet that are not needed. There will be more rushing plays if the team ran the ball a lot. The same for passing. (See image next page.)

To find out how many plays each team has, just look at the team sheet. If there are 15 run plays listed, then mark through the plays higher than A quick glance at the upper left-hand corner of offensive team sheet will show the number of running and passing plays.

Example: The Play Checkoff Sheet allows for up to 24 of each play. Your Team Sheet shows that your team has 16 of each running play and 8 of each passing play. Mark through running plays that have the #'s 17-24 and through the passing plays that have #'s 9-24. The plays marked off are not available on that team sheet and will not be used during game.

Friday Night Legends - Play Scratch Off Sheet					
Run Inside	Run Outside	Draw	Drop Back	Roll Out	Screen
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
13	13	13	13	13	13
14	14	14	14	14	14
15	15	15	15	15	15
16	16	16	16	16	16
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20
21	21	21	21	21	21
22	22	22	22	22	22
23	23	23	23	23	23
24	24	24	24	24	24
Defense					
Inside Run	Outside Run	Run Blitz	Zone	Man to Man	Pass Blitz
1	1	1	1	1	1
2	2	2	2	2	2

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There are 24 potential plays of each of the 6 offensive and defensive sets. So Inside Run can be run 16 times in the example above. Once you have run every play for that set, then you cannot run that set anymore for the game. Referred to here sometimes as the *Play Sheet*.

COACHING POINTS

Coaching Points, shown on the bottom right of the Offensive side of the Team Page, represent how tough the schedule was that year. Each coach can spend up to that number of points for the game. They are not required to use any if they do not want to.

For high school, each team sheet will show the number of Coaching Points they have on their team page.

To calculate college and pro points: Each team starts with 5 points. The team with the larger Strength of Schedule (SOS #) subtracts the smaller team's SOS. Add the difference to their initial 5. The Home team (if applicable) also adds +2 to their Coaching Points total.

Each coach can spend up to that number of points for the game. They are not required to use any if they do not want to.

Spending Coaching Points. You can spend coaching points in the first half of the game, as long as you have used half the points or fewer. You can go over half the points in the first half, but you cannot use any more until the second half.

Example. You have a total of 10 coaching points total, and you used 4 in the 2nd quarter. You have used less than half the total points. You could still ignore a penalty if you want to use 7 before the half. You will not be able to use any more until the 2nd half.

What Can You Do with Coaching Points?

Coaching Points are listed on X-1.

- 1 point Offense only can speed up or slow down the next play by ten seconds
- 2 points Player can go out of bounds if the play was in bounds, stay in bounds if the play was out of bounds. Offense gets 1st choice to use these points, but defense can also spend points here.*
- 3 points Ignore penalty against your team – allowed once per team per quarter. Either Offense or Defense may use these points.
- 4 points Add/subtract 1 from your roll on a kicking play. Offense gets 1st choice, but Defense can also spend points here.*
- 5 points Add/subtract 1 yard from a play – allowed once per play. Offense has the first option to use these points.*
- 10 points Add or subtract your team's Yardage Modifier from/to a play (may be done only once per play). Offense gets priority. *
- 15 points Ignore a Big Play (once per team per quarter).**

* When adding/subtracting time, The Offense gets first choice to use coaching points. If they do not then the Defense can use coaching points.

** If there is a play with 2 Big Plays, you can only ignore 1 of them

If a pass play goes for negative yardage, then it is an incomplete pass. Coaching points cannot cause a sack.

PLAY OF THE GAME

Watch [How to play video](#)

COIN TOSS

Each player rolls the d20 die. The highest total has the choice of receiving, kicking off or deferring their decision to the second half. Option: Alternatively, the two can choose to flip a coin, arm wrestle, tractor pull, or Roshambo if they would rather do that.

RUN A PLAY

Step 1 Choose your play. Each coach secretly chooses an Offensive Play Card or Defensive Play Card as appropriate. This is the play you are running. When both coaches are ready, they reveal their Play Cards at the same time.

Step 2 Make the Play. Both coaches then roll the Play Dice; d24 for offense and d12 for defense. The Offensive Coach also rolls the d20. The d20 will be addressed in a moment.

Cross off the play # from the appropriate column of the Play Checkoff Sheet (*Play Sheet*). Be sure to cross off Offensive plays for Offense and Defensive plays for Defense.

Example. The Offensive Coach chose Run Inside and rolled a 13 on the d24; this is play *Run Inside 13*. Offense also chose Run Inside. Plays may only be used once per game, so the Offensive Coach looks at the Play Sheet to make sure that *Run Inside 13* has not been checked off. If it has not, then that is your play; cross off the appropriate box.

Friday Night Legends - Play Scratch

Run Inside	Run Outside	Draw	Drop Ba
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
13	13	13	13
14	14	14	14
15	15	15	15
16	16	16	16
17	17	17	17
18	18	18	18
19	19	19	19

If it has already been checked off, go to the next play number that is available. If you reach 24 (or your maximum number of this play), then start back at 1. If all plays of this play type have been marked off, then you cannot run this type of play.

Meanwhile, the defensive coach rolls a d12 to determine which defensive play to use. Use the same process as described for the Offensive Coach, but mark off plays from the Defense section.

DO NOT compare results yet.

Step 3 Check Penalty Roll. Check the results of the d20 the **Penalty** column on X-2. This section explains how to handle some rolls; note they are not all penalties.

- 1 - Offensive Penalty. Roll the d20 again and check the Run/Pass OFF/DEF to see what the penalty is. The coach who the penalty is not against gets to decide whether to accept the penalty.
- 2 - Defense Audible. Defense can change their play before looking at the results, but the original play is marked off the Play Sheet. The new play is *not* crossed off the Play Sheet.
- 9-11 - Out of Bounds. Play is automatically ten seconds. (See Timing section for more information.)
- 15 – Special. Roll the d20 again and consult the **SPECIAL** column on X-3.
- 19 - Offense Audible. Offense can change their play before looking at the results, but the original play is marked off the Play Sheet. Roll again to determine the new play. The new play must be an available play, but it is *not* crossed off the Play Sheet.
- 20 - Defensive Penalty. Roll the d20 again and check the Run/Pass OFF/DEF chart to see what the penalty is. The coach who the penalty is not against gets to decide whether to accept the penalty.

Any other # -- Nothing out of the ordinary happens, and play continues to step 4.

See information on **Audibles** and **Penalties** below.

Step 4 Check Results. Each coach will find the result of the play on their team sheet by finding the intersection of their own play and their opponent's. Each team's boxes show how their offense or defense performed that play.

Example. The Offensive Coach played the *Run Inside-13* offense, and the Defensive Coach played the *Run Outside-9* defense. The Offensive Coach looks at his offensive charts and finds *Inside Run-13* and finds the number in the column for Run Outside defense. The #'s on the card (like Inside Run-13 and Run Inside-9) are only used by the coaches that played them.

AUDIBLES

Occurs when you roll a 2 or 19 on the penalty roll. The Coach must decide whether to do the Audible before looking at the play results. To take the Audible action, roll the die and first mark off the play that was called. Then choose the play you wish to run, roll the die again, and proceed as usual. This play must be available on the Play Sheet, but you do not mark it off.

PENALTIES

If a penalty was rolled, then consult the appropriate chart and roll the d20 again to see what the penalty was. The coach who the penalty is not against gets to decide

whether to accept the penalty. In the case where there is a 15-yard penalty, check to see if it was pre/post. To do this, the Offensive Coach will roll the d20. On a 1-10, the penalty occurred *before* the play; on 11-20 the penalty occurred *after* the play.

Rule Note. If a Defensive penalty of 15 yards occurs during a scoring play, the score counts. Assess the penalty on kickoff.

PLAY OUTCOME

NUMBER RESULTS

If both results from the cards are #'s then the play outcome is determined by adding the two results together. For example, the Offensive Coach had a 9 in his column and the Defensive Coach had a -3 in his column then the play would be (9 minus 3) yards for a 6-yard gain.

On running plays, a negative number is a Tackle for Loss; move the ball accordingly. For passing plays, if the outcome is a negative number, then it is an incomplete pass. There is no loss of yardage in this case.

After each play, move the ball the proper number of yards, and move the yards-to-go marker if a first down is awarded. Then update the Score sheet. Coaches put the cards they used back into their hands.

OVERRIDES (Non-Number Results)

Certain results on the cards override all others.

INCOMPLETE overrides everything except a Big Play. This will override an opponent's result of any #.

BIG PLAY (OFF) or *BIG PLAY (DEF)* override everything except another Big Play. Big Plays override Incompletes.

BIG PLAYS

You will refer to X-Sheet 2 for **Big Play (OFF)**.

Big Play (OFF) is a big play for the offense. The Offensive Coach rolls a d20 and checks the **Big Play (OFF)** chart. The results may be a big gain where results are something like (5 yards + d20). This means you roll the d20 and add that to 5 for your play result. You could even score a touchdown!

Big Play (DEF) is a big play for the defense and triggers a series of actions.

Tackles and Fumbles can happen on Running Plays. Sacks and Interceptions can happen on Passing Plays.

For High School. Defensive Coach rolls a d20. A roll of 1-12 is a Sack/TFL. A roll of 13-20 is a Fumble/Interception. For each of these outcomes, the Defensive Coach rolls the d20 and consults the appropriate chart on X-2.

For College and Pro. On a roll of 1-10, the result is a 0-yard run (on running plays) or INC on passing plays. Advance the down marker and continue play. If the result is 11-20, it is indeed a Big Play. Continue to the next section.

For True Big Plays

Roll the d20 again and check the chart on which the Big Play appeared as the result. The chart will look something like this:

Run BP DEF: (1-14 TFL, 15-20 FUM)

Pass BP DEF: (1-16 SACK, 17-20 INT)

PRO GAME : Big Play DEF on running plays that get a 11-20 roll are always a fumble

TFL: Roll the d20 and check the **TFL** table to see how many yards were lost.

FUM: A fumble occurred on the play. The Defensive Coach rolls the d20 to determine who recovers the fumble. On outcomes of 1-10, Offense recovers; for 11-20, Defense recovers.

Regardless of who recovered, roll one more time and check the **FUM REC (O)** chart to see where the ball was recovered. If the ball is recovered by the defense, check the **FUM RET (D)** chart and see how far the ball was returned.

SACK: Roll the d20 and check the **Sack** chart on X-2 to see how many yards were lost.

INT: Defense intercepted the pass. The Offensive Coach rolls the d20 then checks the **INT (thrown)** table to see how far downfield the pass was thrown before being intercepted. Then the Defensive coach rolls the d20 and the **INT RET** table to see how far the interception was returned.

Reminder: After Big Plays, you often need to move the Momentum Meter.

TWO BIG PLAYS on the same play

Two Big Play (OFF).

Simply roll twice for Big Play (OFF) on X-2 and combine the 2 results. If the first roll results in a touchdown, do not roll for the second Big Play. It is a touchdown.

Two Big Play (DEF)

Use the Offensive Play Sheet first.

For Running plays: Offensive Coach rolls the d20 and consults the chart on their own Play Sheet.

If it is a FUM, Offensive Coach rolls the d20 to determine who recovers the fumble. On outcomes of 1-10, Offense recovers; for 11-20, Defense recovers.

If Offense recovers the fumble, the Defensive coach will complete the previous step for the second Big Play (DEF).

If Defense recovers the fumble, *do not* roll to determine the defense fumble return. Instead, roll the d20 and consult the **Big Play (OFF)** chart for the return. Do NOT roll for the 2nd Big Play (DEF)

If it is a TFL, roll for the 2nd result (could be a fumble or another TFL). For another TFL, combine the results. For a FUM, proceed for a fumble as above.

For Passing plays: Offensive Coach rolls the d20 and consults the chart on their own Play Sheet.

If it is a SACK, roll the d20 and check the **Sack** chart on X-2 to see how many yards were lost. Then roll for the 2nd result, but use the **FUM** instead of **INT** for the 2nd Big Play results.

If it is an *INT*, roll the d20 and check the **INT (thrown)** chart. *Do not* roll the **INT RET**. Instead, roll the d20 and consult the **Big Play (OFF)** chart for the return. You do NOT need to roll for the 2nd Big Play (DEF)

Reminder: After Big Plays, you often need to move the Momentum Meter.

Big Play (OFF) and Big Play (DEF)

First, roll the d20 for the Big Play (OFF). If the (OFF) roll results in a touchdown then do not roll the Big Play (DEF). It is a touchdown. If it is not a touchdown, make a note of the result then continue to the next step.

Second, roll for Big Play (DEF). If the DEF result is INT, roll the d20 and consult the **FUM** chart instead. If the DEF roll is a TFL or SACK, then average the results of the OFF and DEF rolls.

Reminder: After Big Plays, you often need to move the Momentum Meter.

UPDATE THE SCORE SHEET

Check the Timing Chart. Mark off the time required for the play in the scorepad boxes with a slash. Move the down marker. Adjust the Momentum Meter if required. You can find when to move in the Momentum Meter in the **Momentum Factors** box on X-1. You can find more information about tracking Momentum on the Score Sheet by seeing the previous Score Pad section.

END OF POSSESSION

When you switch from Offense to Defense, swap the dice and the offense/defense cards.

KICKING GAME

KICKOFF / KICKOFF RETURN

Kicking team rolls the d20. ,

For high school, roll the d20. This is where the ball lands, unless the roll is a 20, which is a Kickoff Special. The return is $d20 + 20$ yards.

For college, roll the d20. The ball is received at the $d20 - 8$ yard line. A roll of 19 or 20 is a Kickoff Special; consult chart on X-3. The receiving team then rolls the d20. The return is $d20 + 10$ yards. A roll of 19 or 20 is a Kickoff Return Special; consult chart on X-3. Add/Subtract your team's kickoff return adjustment that was calculated to start the game; it's on the upper right corner of the Play Sheet.

For Pro, roll d20 and check that team's KO Touchback chart on the defensive side of the sheet. If it is a touchback, place the ball at the 25 with no return. If it is not a touchback, roll d20. A 19 or 20 will be a kickoff special. On a roll of 11-18, the ball will be at the 1- to 8-yard line ($d20-10$). On a roll of 1-10, the ball is caught at that yard line. Return is $d20 + 10$. Rolls of 19 and 20 are Kickoff Return Specials. You do adjust any kickoffs/punts and returns on Specials.

Fair Catch. In College Football, you can fair-catch anything inside the 25. Place the ball at 25 with no return. (For unreturned kickoffs, no time is taken off the clock.) For High School and Pro, all kickoffs that are not touchbacks *must* be returned.

Kickoff Specials. Refer to X-3 for Kickoff Specials. You cannot call a fair catch on a kickoff special.

EXTRA POINT after Touchdown

The kicking team's coach rolls the d20 and checks the **EXTRA POINT** chart on X-3. No time runs off the clock for a point after touchdown attempt.

FIELD GOAL

To try a field goal, first determine the yardage needed to accomplish the field goal by adding 17 yards to the line of scrimmage. *Example:* A field goal attempt from the 20-yard line would be a 37-yard attempt.

For high school and college, the Offensive Coach rolls the d20 and consults the **FG HIGH SCHOOL** or **FG COLLEGE** chart on X-3.

For pro, check the Field Goal Range chart on the offensive side of the team sheet.

If the kick is missed, the defensive team takes the ball at the place where the kick was kicked from. (The line of scrimmage minus 7 yards). If the kick was attempted from inside the 20-yard line, then the defense takes over at their 20.

ONSIDE KICK

To execute an onside kick, the kicking team rolls a d20 and moves the ball $d20+5$ yards from the kickoff point, which is the 30-yard line.

Example: If the kicking team rolls a 7, the ball is moved $7+5=12$ yards from their 30, putting the ball at the kicking team's 42-yard line.

The kicking team then rolls d20 again and consults the **Onside Kick** chart on X-3 to determine who recovers the ball. There are no returns on an onside kick.

Note: If the ball travels less than 10 yards, the kicking team receives a 5-yard penalty and must kick again. They may choose to kick onside again or not.

KICK AFTER A SAFETY

Kickoff as normal but add 20 yards to where the kick is caught at.

PUNTS

All **PUNT** charts are found on X-4.

First, the Offensive Coach makes a penalty roll. A penalty roll of 2 or 19 means the punt goes out of bounds. You still consult the regular **PUNT** chart. On an out of bounds punt, a penalty roll of 3,4,5, or 6 means the punt did not go out of bounds. You still consult the **PUNT OUT OF BOUNDS** chart for results. You do apply the punt adjustment when punting out of bounds.

For High School. The Offensive Coach rolls the die and reads the yards from the **PUNT** column. Subtract 5 yards. This is how far the ball was punted. If it goes past the goal line, it's a Touchback. The ball goes to the other team at their 20-yard line. If the ball is not punted past the goal line, then the receiving coach now rolls the die and reads the Punt Return yardage on X-4. That coach then moves the ball this distance back upfield.

You can also choose to Punt out of Bounds, then a punt returner can choose to let the ball bounce. Consult the **PUNT OUT OF BOUNDS** and **PUNT BOUNCE** columns for these results.

For College. Subtract 3 yards from the Punt chart. Proceed as for High School.

For Pro. After the penalty roll, the Offensive Coach rolls the d20 again. Consult the offensive side of the other team's Team Sheet to determine whether the ball is a fair catch. There are no returns on a Fair Catch, but you can still let it bounce. Consult the **PUNT OUT OF BOUNDS** and **PUNT BOUNCE** columns for these results.

Note for all levels: If a punt return after adjustments is a negative number, then it is a fair catch.

Rule Note: Prior to 2024, the returning team could choose to let the ball bounce on a punt. After 2024, this was rarely necessary because a fair catch anywhere inside the 25-yard line results in the ball being placed on the 25. To maintain the highest accuracy, when in doubt about which rules apply, consult the official sports rules. Or just make a house rule.

BLOCKED KICKS

If the kick is blocked, the kicking team's coach rolls the d20 and consults the **FUMBLE** chart to see who recovers the ball. Ball is recovered at 10 + d20 yards from the line of scrimmage.

OTHER PLAYS

GOING FOR 2 POINTS

The Offensive Coach can try to go for 2 points after a touchdown. The ball will be placed at the 3-yard line for an untimed play. The plays are NOT marked off from your Checkoff Sheet, and any play can be used. Run the play as usual.

OUT OF BOUNDS PLAYS

Offense can choose to run out of bounds. Electing to run out of bounds subtracts 5 yards from the play's result. The offense can also elect to stay in bounds but subtract 5 yards from the play's result.

Example: The offense gains 9 yards on a run that is not a first down. That would take 30 seconds off the clock. The coach decides that he wants to run out of bounds. Five yards would be subtracted, resulting in only a 4-yard gain, and the ball goes out of bounds. That takes only 10 seconds off the clock, saving 20 seconds.

PLAYS BEYOND THE END ZONES

If a play gains yardage beyond the end zone it is a touchdown. For example, a successful 32-yard pass at the opponent's 5-yard line is a touchdown.

TAKING A KNEE

Offense can choose to take a knee without running a play from their card deck. This results in a 2-yard loss but it keeps the clock running.

SPECIAL RULES

On 3rd and 4th down, the coach can choose any type of play, even if they do not have them available. If the Offense elects to choose a specific type of play (i.e. passing) that isn't available, they must tell the Defense so the Defense can adjust.

On the special plays that say Use DEF result only – If the Def result is a number, then it is a sack/TFL.

On the special plays that say USE OFF results only +5 or +10 and it is an INC pass, then still add the 5 or 10 yards to the play; this is a QB Scramble for that yardage.

On Penalties – In the case where there is a turnover (including punt or kickoff) or score AND a penalty that could happen pre or post Score/Turnover, check to see if the penalty occurred before or after the score/turnover. Offensive Coach rolls the d20. On a result of 1-10, the penalty occurred *before* the turnover or score, and on a result of 11-20 the penalty occurred after the turnover or score.

On Penalties that occur after the snap of a play that results in an Offensive score, assess the penalty on the kickoff.

When using the Yardage Modifiers for deducting yardage on a pass play, the yardage cannot be used to cause a sack. It only deducts yardage from a completed pass. A negative number is an incomplete pass.

On Kicking Specials, you do apply adjustments to any kickoffs, punts, and returns on when the penalty roll result is a Special.

After a safety, the Defense gets 2 points. The team that gave up the safety kicks off from the 20 instead of the 35, adding 15 yards to what a normal kickoff would be.

Playing Teams from Different Divisions. There are 4 Divisions in College Football -- (FBS, FCS, Division II and Division III). The larger schools will have a lot more coaching points to offset the differences in divisions.

SOLO RULES

This game works well in solitaire mode. In fact, 75% of early play testing was done playing solitaire. Use the Solitaire Play Charts on <https://boardgamelegends.com/fnl-sl-solitaire-play-charts/> or feel free to use any method you choose for play selection.

To pick play, just shuffle the 6 offense and 6 defense cards and pick one from each pile. Roll the dice to decide what play # to use and proceed from there.

For a more accurate offensive selection, separate the 3 passing plays from the 3 rushing plays. To choose whether to run or pass, roll the d-24. Check your Team Sheet and look at the distribution of runs vs. passes (upper left corner). If your roll is equal to the Runs number or lower, then draw from the running plays. If your roll is higher than the number of runs, draw from the passing stack.

FAQ – Frequently Asked Questions

What kinds of games can I play? The game ideas are limitless – play matchups that you would love to see, re-play your school’s season, replay the championship games of a certain year, how would this year’s champions be against the 2016 champions? How about the SEC vs. Big 10. The ideas go on and on.

Can I get new teams? Yes, any team can be created. Some are a lot more difficult than others because stats on some teams are very difficult to find.

Why can’t I just pick run defenses if I know my opponent runs all the time? Pass defenses can still do well against the run. We changed this a lot during play testing and adjusted the defenses. We tried a system where you had the option of choosing how many of each defense you wanted, but it got very confusing.

Why can I only run each play 1 time? For example, Run Inside 1. This is in the rules to provide statistical accuracy. To show an example of this, let’s take a team that runs 80% of the time. They are pretty good at passing though, and if you picked their passing plays all the time, they would probably get 300 or more yards. They can pass so well because their run sets up the pass. The defense knows you are most likely going to run and will often get caught off guard when you pass. This is why some running teams have such great passing attacks, also. Also bear in mind, this is YOUR game, and you can play it any way you like. Tournaments and official matches will be played using the rules spelled out here.

How long does it take to play a game? Once you get familiar with the game play, it is surprisingly fast. Games can be completed in 60-90 minutes.

Is the game capable of tracking complete statistics? Yes, if you are willing to take the time to track each carry, each yard gained, each penalty etc., you will have complete statistics at the end of a game.

Can you play solo? This is a strength of the game. While it is fun to match wits against other coaches, the solitaire game is very entertaining.