

My Football Rules

TMP LEAGUE FOOTBALL RULES



ITEMS NEEDED:

A football playing field or scratch paper to record where the ball is at. Something to represent your team if playing on the field. 1 of each of the following dice: d20, d10, d8, d6. Knowledge of High School, NCAA, Arena or NFL football rules depending on type of game being played.

Each team rolls a d6 to see who will kick and whom shall receive. Highest roll determines.

KICK OFF

Kicking or defending team rolls a d20 to show where the ball is kicked to behind the Receiving teams 20 yard line. Once caught the Receiving team rolls a d10 on the Run Chart to determine where the ball is ran back to, this is where the Receiving team goes on offense and begins first down.

To play select either a run or pass play then roll on the appropriate chart.

RUN CHART

- 1 = fumble
- 2 = No gain
- 3 = 1
- 4 = 2
- 5 = 3
- 6 = 4
- 7 = 5
- 8 = 6 + d6 roll on the Extra Yardage Chart
- 9 = 7 + d8 roll on the Extra Yardage Chart
- 10 = 8 + d10 roll on the Extra Yardage Chart

Extra Yardage Chart

- 1 - 3 = 0 (or incomplete pass or OOB catch)
- 4 = +1
- 5 = +2
- 6 = +3 + d6 reroll on this chart
- 7 = +4 + d8 reroll on this chart
- 8 = +5 + d10 reroll on this chart
- 9 = +10 + d10 reroll on this chart
- 10 = Touchdown

PASS CHART

Roll a d10 on a 6+ the ball is caught and roll a d10 on the Extra Yardage Chart.

FIELD GOALS & PATs

Your team may attempt to kick a field goal using a d6 -1 for every 10 yards further than 30 yards away from the goal post. Compare the d6 result to the table below.

FIELD GOAL/PAT CHART

- 1 = Kick is short.
- 2 = Wide Right
- 3 = Wide Left
- 4,5,6 = Kick is good.

DEFENSE

Roll a d20 on the defense chart to modify the offense rolls.

- 1 = Blown assignment offense rolls a d10 on the Extra Yardage Chart.
- 2 - 10 = No effect.
- 11 - 13 = -1 to offensive play roll.
- 14 - 16 = -2 to offensive play roll.
- 17 - 19 = -3 to offensive play roll.
- 20 = Blocked Kick or Quarterback Sack.

BLOCKED KICK RULES

If blocked kick roll d20 to see who recovers ball defense may add their bonus to the roll. If defense recovers roll d10 on the Extra Yardage Chart. If tie then ball went out of bounds.

If QB Sack for minus d10 + defense bonus yards.

PUNTING

To punt roll all your dice, and add the results to show how many yards the ball was kicked, if any dice results in a 1 then the kick was blocked or ball went over kicker head. Then follow the rules for blocked kicks.

PENALTIES

Penalties are the bane of football coaches, they hate it when their team draws one. So to simulate this each team may call for a penalty roll 3 times per game. When a penalty is called for each team will roll a d6, if your team rolls a 1 then your team committed a penalty. Roll on the Penalty Chart and follow the standard football rules for that penalty.

PENALTY CHART

1-2 = Holding

3-4 = False Start/Encroachment

5-6 = Facemask