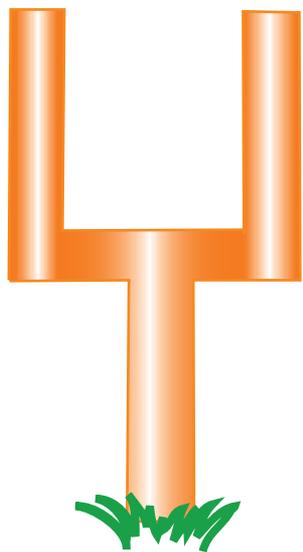




Play both sides of the triangle



A product of
WritCreate, LLC

Flipside football official rules

2 players (ages 8 & up)

Materials needed

- 1 Instruction manual
- 1 Football field
- 1 Triangle football
- 1 Down marker string
- 2 Player rolls
- 2 Field goal posts
- 1 Stopwatch (not included)

Overview

Flipside football is formatted like professional football. Game time is divided into 4 quarters and 2 halves. Play is divided into 4 downs per length of down marker string. There is continuous interaction of offense, defense, and special teams. You may score with touchdowns, field goals, extra points, two point conversions and safeties. The player (team) with the most points when time runs out wins.

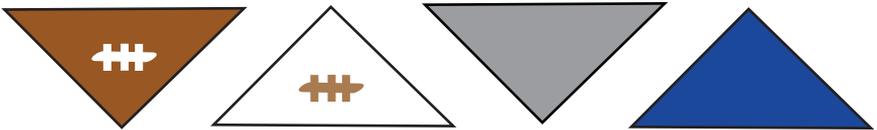
Tip: Flipside football is not turn-based like any ordinary paper-football-style boardgame, but rather a fast-paced game of constant interplay and ever-changing strategy.

Setting up the game

Spread out the field (on a carpet surface). Stand up the field goal posts at each end (could use books as surfaces). Set the stopwatch (about 2-5 min. quarters). Choose sides.

Coin toss

Flip the football in place of a coin. The person flipping gets the color that lands facing up. Flip it again. Now the color facing up determines who gets to choose whether to be on offense the first half or second half.



Playing the game

The kicking team flicks the kickoff from its own 20 yard line to start off the game (see Special Teams “kickoff”)

Offense

Hiking the ball - place your quarterback hand on the football at the line of scrimmage. Say “hut,” then “set,” and then “hike.”

When you say “hut” you can move the player roll in motion anywhere in the backfield for the best angle and position. Then you must say, “set,” and you must stop moving the player roll. Say “hike” and you may move both hands (the quarterback hand, with the ball, backward [zigzagging left or right] to avoid a rush, and moving the player roll wherever). Skip to saying, “set, hike,” if your player roll is already where you want it. (See “Defense”)

Tip: Be careful on offense and defense to avoid offsides or illegal procedure penalties. You may want to be more strict about calls depending on how blatant and/or how much advantage the opposition gains without enough enforcement of penalties (but it does slow the action down).

Rushing

Place the football inside the player roll (as a rusher). Roll it forward, avoiding your opponent. If the football falls out, possession goes to the side facing up, where it lies (this is a game of turnovers). A fumble that slides into the end-zone is either a touchback or a touchdown (if you cross the goal line before losing the ball it is a touchdown).

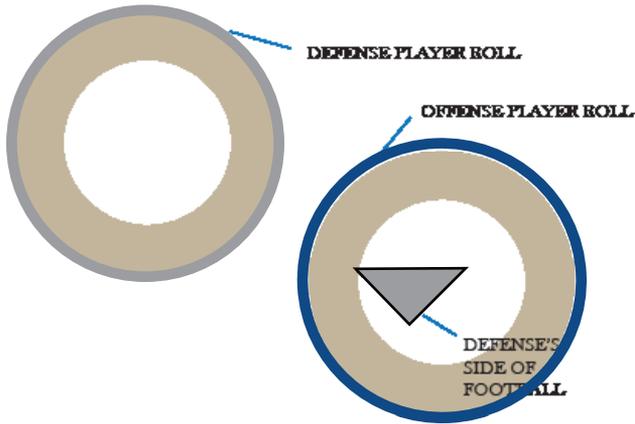
Passing

Roll your player roll (as a receiver) downfield with one hand. Flick the football (using one or both hands) through, in, or nearby your receiver player roll.



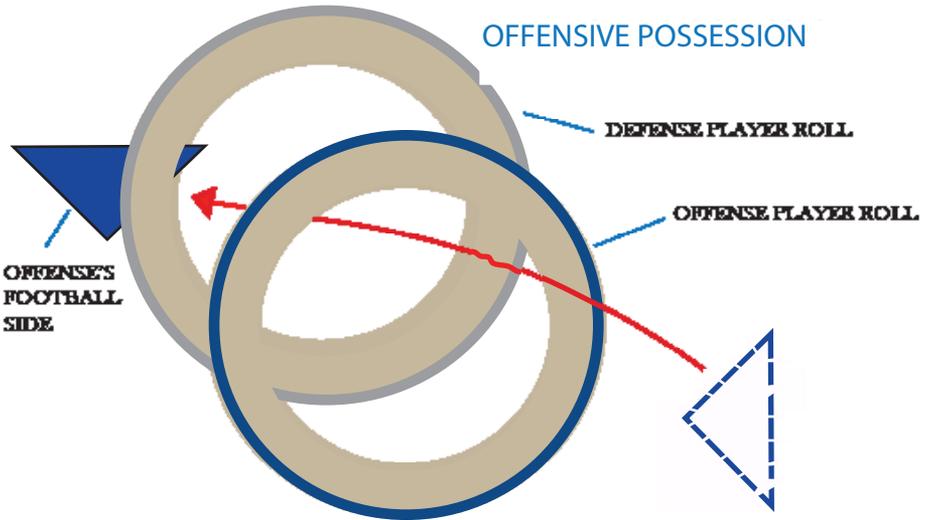
If the football lands nearby both rolls--within distance of the yard marker string--the side facing up determines a completion (or interception). If nearby only one roll, then the side facing up must match that roll to be a completion (or interception) or else it is just an incompleteness.

OFFENSIVE POSSESSION



If the football goes through, or lands in one roll, it is a completion (or interception) for that roll. It does not matter which side of the football lands facing up.

OFFENSIVE POSSESSION



If it goes through, or lands in both rolls, possession goes to whichever side is facing up, where the ball lies.

Tip: when your opponent's player roll knocks your player roll down you must leave it down. But if it falls over on its own you can roll it again.

Scoring & managing the game

Just as in professional football, you can quickly score a breakaway touchdown on a rush or a pass at any moment. Or your strategy may be to move down the field by getting first downs and running clock. On fourth down you can either attempt to go for first down yardage, try to kick a field goal, or punt it away to minimize risk of giving your opponent good field position.

Place 2-5 minutes on the clock for each quarter. Each team gets two timeouts per half. Otherwise, only stop the clock for a two-minute warning at the end of the game, if desired, for out of bounds situations. You both may choose to just let the time run if you don't have someone specifically working the stopwatch. But it helps to have someone officiating and working the clock.

Defense

Defend the run by rolling into and knocking over the opponent's player roll after the handoff.

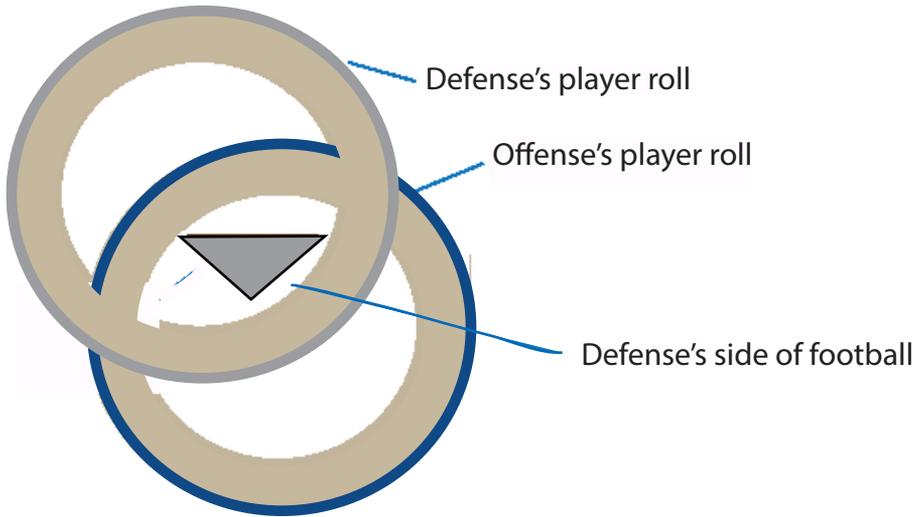
Defend the pass by knocking your opponent's player roll over, or off of the route. Cover the receiver by tipping your tape roll onto theirs, or at least getting nearby and in the way.

Rush the passer by counting to five-apple (one-apple, two-apple, and so on) after the ball is hiked and then rolling toward the quarterback. You also get one blitz per four downs, to rush as soon as the ball is hiked. But you must say, "blitz."

If you roll into the football (or even the hand holding the football) it is a sack. If the ball is dropped it is a fumble and possession goes to the side facing up.

Rush the kicker after counting to three-apple. You may blitz if you have a blitz still to use, except there are no blitzes on extra point tries.

DEFENSIVE POSSESSION



Note: If the football is within yard string marker length of both team's player rolls, then the side of the football facing up determines who caught the ball (Tip: for expert level play: double up the yard marker string for all measurements)

Special Teams

Kickoff & Onside kicks

The kicking team flicks the football from the 20-yard line. It must go the length of the yard marker string and then either side may recover it. The kicking player roll may line up anywhere behind the front of the marker and the receiving player roll may line up anywhere beyond the other end of the marker. Both rollers roll to recover the ball by one of the rolls toppling itself onto the ball within its roll.

Field goals (also Extra points)

For a field goal you must announce you are attempting it, before the "hike." After the "hike" you may slide the football anywhere along the field behind the scrimmage line. Set up the football and flick it through the uprights without getting blocked or tackled by your opponent's player roll. Extra points are performed in much the same way starting from the 20-yard line. (Remember that the defense counts 3-apple in each case).

Punts

For a punt you must also announce that before the "hike." To execute a punt you simply flick the ball to your opponent's end of the field. The ball turns over wherever it stops or where it exits out of bounds. If it goes into the endzone it is brought out to the 20-yard line.

To change from a punt to a fake punt you must say, "fake," and then run a different play from there.

Officiating the game

Illegal procedure

Quarterback hand must keep football in contact with the field at all times and only move after "hike." Player roll can only move between "hut" and "set" and after "hike."

Infractions = 5 yard penalty and a repeat of the down.

Rolls must be rolled to move around, not lifted from the playing surface, or it's illegal procedure.

Offsides (also false starts)

Either player roll crosses scrimmage line before a hike = 5 yard penalty.

Kickoffs

Kicked out of bounds on sidelines = receiving team starts on its own 40 yard line.

Kicked into or through the endzone = receiving team starts on its own 20 yard line.

Doesn't go length of down marker (the bubble between the kicking and receiving teams = half the distance to the goal.

Either player roll is offsides (within down marker bubble) = 5 yard penalty.

Interference

A player roll knocked down cannot legally get back into the play and interfere. If hands or bodies get in the way inadvertently it is a do-over. But if an opponent does not attempt to get out of the way or purposely interferes = a penalty of one down marker distance and automatic first down.

If a ball is not “catchable,” interference should not be called. If a rush is unstoppable, and the defense is called for bodily interference, the would-be touchdown counts.

Improper blitzes

Using a blitz when you don't have one = play keeps going and offense can choose between the result of the play or a 5 yard penalty and a repeat of the down.

Improper timeouts

Using a timeout when you don't have one = clock keeps running and first down or loss of down depending on who has the ball.

Personal fouls & unsportsmanlike conduct & other possible calls

Use your own judgment and consensus rules to assess penalties that are similar to known professional football rules.

Offsetting

If both sides get penalties = repeat the down (a do-over).