

FOOTBALL

GUYTMS

INSTRUCTIONS AND PLAYBOOK

DOWNS:

The offense is allowed 4 plays or "downs" to move the ball a total of 10 yards. If they do this in 4 "downs" they are allowed another 4 "downs" to move the ball forward another 10 yards. This continues until the defense stops the offense, the offense scores, or the offense commits a "turnover." At this point the teams change "possession" - the defense now becomes the offense and the offense now becomes the defense.

TURNOVERS:

A turnover can be an "interception" or a "fumble recovery." An interception is a wayward pass thrown by the offense but caught by a player on the defense. A fumble recovery happens when an offensive player drops the ball it is grabbed by a defensive player.

RULES:

Football GuysTM don't come with a set of rules. Play as you wish and make the rules as you go. If you need help creating a game, visit our website at www.KasKeyKids.com for some suggestions or to share your ideas of how to play.

A VERY SIMPLIFIED EXPLANATION OF HOW TO PLAY REAL FOOTBALL:

Real football has a lot of rules and some are very difficult to understand, however, there are a few basic guidelines that can help get you started.

A football field is 100 yards long and 53.5 yards wide. On each end of the field are a 10 yd. deep end zone and a 10 ft. high goalpost. Those who are not playing will be on opposite sides of the field just beyond the sidelines.

PUNTING & 4TH DOWN:

After the offense has used 3 of 4 downs and still hasn't moved 10 yards, they'll usually use 4th down to "punt." A punt is a long kick that gives the ball to the defense much further up the field than where they were. If the offense thinks that they can make the 1st down with its final play, they'll go for it on 4th down. If the defense stops them short of the first down, however, the defense gets the ball right on the spot.

SCORING:

The offense can score by running or passing the ball into the end zone for a "touchdown" (6 points) OR Kicking it through the goalposts for a "field goal" (3 points.)

After scoring a touchdown the offense will try a PAT (Point After Touchdown) from the 7-yardline.

A football game involves 2 teams; one team is on offense, the other is on defense, and each fields 11 players at one time. Offense moves the ball down the field in a series of running or passing plays. Defense tries to stop the offense from scoring.

KICKOFF:

"Possession" (who gets the ball) is decided by flipping a coin at the beginning of the game. The winner of the coin toss may then choose to be on offense. The other team then kicks the ball to them from the far 35-yardline.

LINE OF SCRIMMAGE:

After the Kickoff both teams line up facing each other at the "line of scrimmage." This is the imaginary line where the ball is set before and after each play. The play begins when the center "snaps" the ball through his legs to the quarterback.

They can either kick the ball through the goalposts (1 point) OR run or throw the ball into the end zone (2 points.)

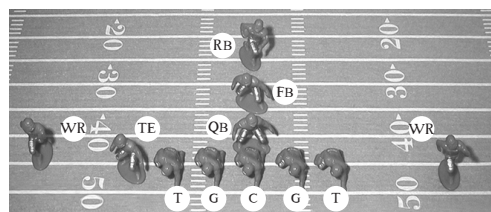
The defense can score by returning a fumble recovery or interception for a touchdown OR by tackling an offensive player with the ball in his own end zone for a safety (2 points.)

TIME:

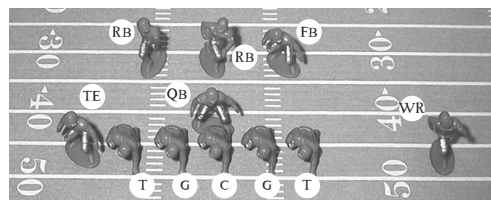
A professional football game lasts 60 minutes, divided into two 30-minute "halves" and four 15-minute "quarters." After each quarter, the teams switch directions and the players get a brief rest.

Each team gets 3 time-outs during each half. This can give players a chance to rest or stop the clock from running out.

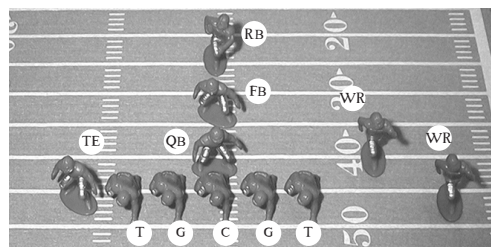
OFFENSIVE FORMATIONS



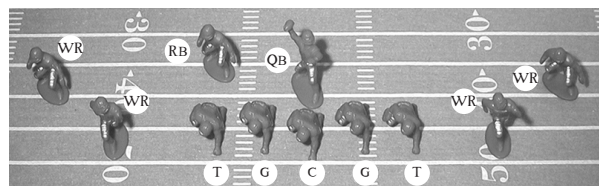
THE
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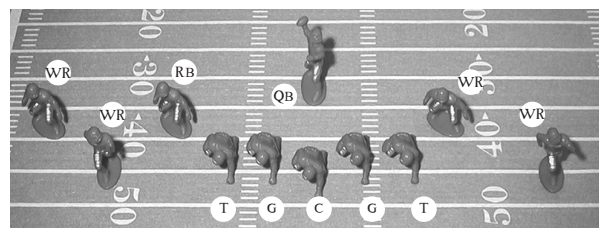
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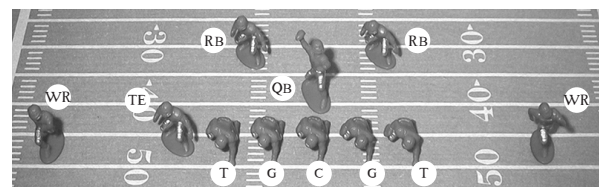
SLOT



SPREAD



SHOTGUN



PRO

OFFENSIVE NOTES:

Check out the back label of your Football Guys container to identify which figures are best suited for which positions.

2 Football Guys figures are holding the football - the QB and the RB. Only one should be on the field at a time, so decide if you want to run the ball or pass it before you set up. Otherwise, you can just exchange them in the middle of your play. On a running play, a Utility Player can fill in at Quarterback and on a pass play; a utility player can fill in at Running back. Utility player should also be used for Tight Ends (TE).

The "I", "T", and "Slot" Formations are good for running plays while the "Power", "Spread", and "Shotgun" are better for passing plays. It is OK, however, to run out of pass formations and pass out of run formations.

Create your own plays but be sure to mix it up!

DEFENSIVE NOTES:

The 5-2 and 6-1 defenses are best used to defend against a running attack while the 4-4 and 4-3 are better used against a passing attack.

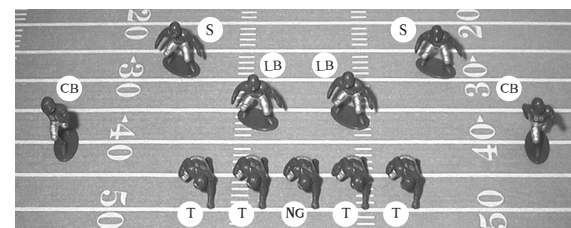
These are only basic formations and you can move the players around however you wish to create new defenses.

To set up the 4-4 and 4-3, lean one of the Lineman figures up against the back of another Lineman so he looks like a blitzing Middle Linebacker (LB.)

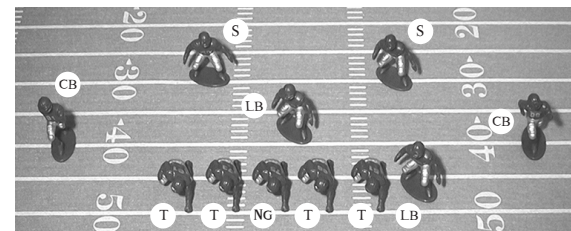
Utility Players make good Linebackers (LBs) and Safeties (S). The Wide Receivers (WR) are good for D-backs on defense.

Have fun creating the perfect defense but don't give up the long pass!

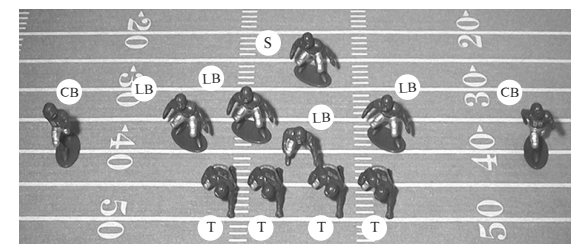
DEFENSIVE FORMATIONS



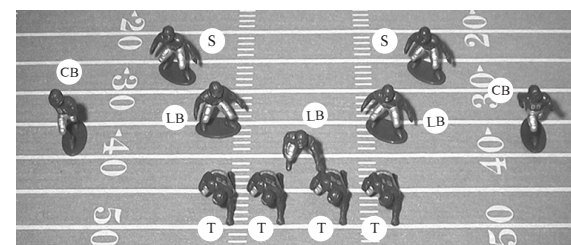
5-2



6-1



4-4



4-3

In the 4-3 and 4-4 formations a lineman figure can be used in a Linebacker (LB) position by leaning the figure against one of the Defensive Tackles (T).



Get ready to blitz but don't jump off sides!