

Dice Football Rules

Equipment

Football Field – Football Figures – First Down Sticks – Down Markers – Dice
Coach's Challenge Discs – Play Charts – Scoresheet– Scorecard Marker – Dice Tray

General Rules

Generally, three dice are rolled and sequenced from high to low for each play

A roll of 2, 5 and 4 would be read as 542 on the chart

Like real football there are four downs to get a first down

A game can be any number of possessions agreed upon before starting

A game with eight possessions for each player takes about 30-45 minutes

Start Of Play

Select one figure for each player

Enter team or player name on scorecard

First player places figure on the 30-yard line

Place down markers on the first down dots

Place coach's challenge discs on the coach's challenge dots

Kick-Off

Receiving player rolls three dice

Outcome of this roll determines where that player starts the first set of downs

Place figure on the appropriate line of scrimmage corresponding to the result of the play

Place first down sticks to align with figure

Place down marker on 1st down dot

General Play

First down roll (second down and third down rolls similar)

Player rolls three dice and moves figure appropriately

If the play does not result in a first down, move down marker to 2nd down dot

(or 3rd or 4th down dot)

If the play results in a first down, move first down sticks to align with figure and move down marker to 1st down dot

Fourth down – three options

- 1) Go for a first down by rolling three dice again
- 2) Punt by rolling one die
- 3) Attempt a field goal if 40 yards or less to the end zone

Failed 4th down conversion

Opposing player takes over at the line of scrimmage (coach's challenge can be utilized)

Punt and punt return

The punting player rolls one die and moves the figure the corresponding yards

Receiving player rolls three dice to determine the punt return from the punt position

A punt into the end zone results in the opposing player getting the ball on the 20 yard line with no return

Field goal

Player rolls one die to determine if the field goal attempt is good

Good field goal nets 3 points and a kick-off to the opponent

Missed field goal results in opponent taking over at the line of scrimmage

End Of Possession

A possession ends with a turnover on downs, punt, field goal attempt, or touchdown

A score is written in the box corresponding to the possession including zero for a non-score

Scoring

A touchdown is 6 points plus the result of an extra point try or 2-point conversion attempt

Player must declare an extra point or 2-point conversion before rolling the die

A 6, 7, or 8 are then recorded on the scoresheet

A turnover on downs, missed field goal, interception, or fumble is recorded as zero on the scoresheet for that possession

An interception returned for a touchdown (dice roll of 111) ends the player's possession

The interception counts as a possession for the intercepting team

The player throwing the interception will receive the ensuing kick-off

The totals column is a running total of a player's scores

Team with the highest score wins the game

Overtime is played as another possession for each player until the tie is broken

Special Notes

An interception on a kick-off or punt return play is considered a fumble and a turnover to the opposing player

If the roll of a negative play (penalty, sack) results in their own end zone (behind the goal line), it is scored as zero for that possession and a 2 point safety for the opposing player

The opposing player then gets the ball on the 30 yard line, similar to a kick-off

An interception 20 yards downfield that is in the end zone results in the intercepting player getting the ball on the 20 yard line

Due to the potential for an interception return for a touchdown, even if one player is leading and has the ball, the game is not over until that player has completed the last possession

Coaches Challenge - Optional

Each player is given one challenge for each half or two for the game

Number of challenges for each player should be agreed upon prior to the start of the game

Upon a failed 4th down try, the player may utilize a coach's challenge to get one more play

The extra play can be another 4th down try, punt, or field goal attempt

Once utilized, the coach's challenge for the half is turned over to the "used" side