



# OFFICIAL TABLE TOP FOOTBALL™ RULE BOOK

## 2 PLAYERS OR TEAMS | AGE 8+

### 1. Key Components

- Huge 20" x 30" Premium Game Mat
- Professional Ball Puck
- 30 Second Play Clock Timer
- Play Call/Flipping Coins
- Score Markers
- 2 Coin Flipping Cups
- 2 Play Charts
- Line To Gain Marker & Stand
- Rule Book

### 2. Game Mat Description

The Table Top Football™ game mat is divided into 4 main areas:

- **Field Of Play:** The Field Of Play is the area between the End Zones and the out of bounds lines that separate it from the Score Charts.
- **Yard Marks:** The Field Of Play has 2 yard hash marks and 10 yard field lines which are used for tracking yardage.
- **End Zones:** The End Zones border each end of the Field Of Play with the Zombies and Vampires team logos.
- **Goal Posts:** The Goal Posts lie within the End Zones.
- **Score Charts:** The Score Charts bracket the Field Of Play and border the sides of the game mat. The Score Chart will give you a scoring range from 2 to 51 points. Use a Score Mark to track score.

### 3. Game Object

The object of Table Top Football is to have the highest point total at the end of the game by earning yards with strategic play calling, skillful puck sliding and lucky coin flipping.

### 4. Set-Up

#### 4.1 Yards To Gain Tracking

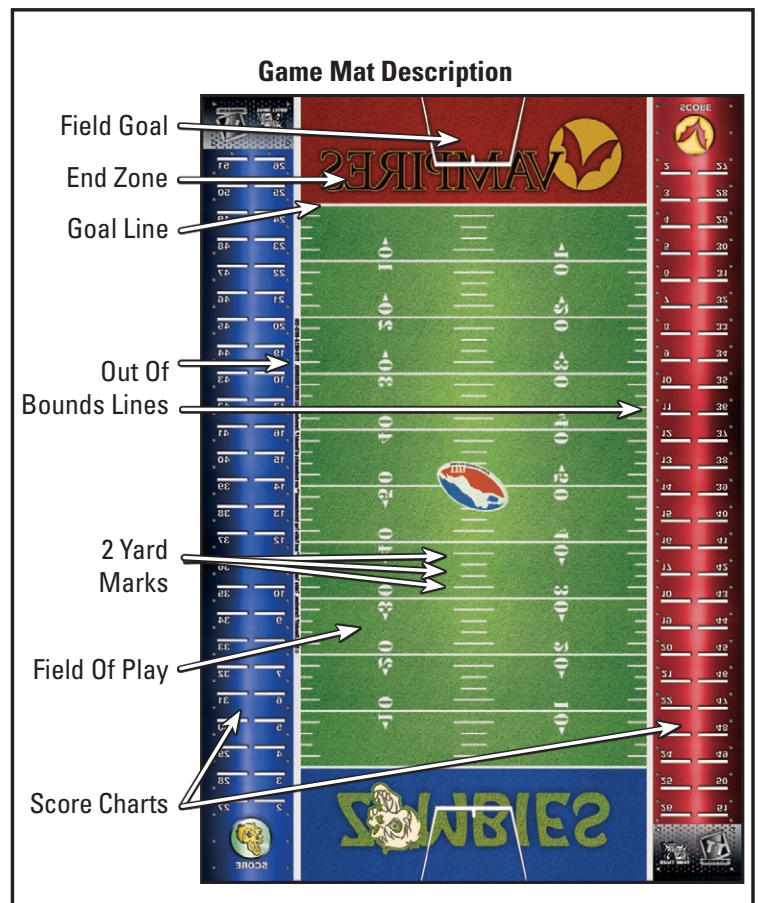
Find the Yards To Gain marker and marker stand. Place the Yards To Gain marker 10 yards from scrimmage line. Offense must reach the Yards To Gain to earn additional Downs.

#### 4.2 Teams & Components

Players select teams: Zombies or Vampires. Each team should have a Play Chart, 2 Play Call/Flipping Coins, Coin Flipping Cup and Score Marker. Place the Score Marker on the team logo of the game mat Scoring Chart. Move accordingly to track score.

#### 4.4 Game Clock

Table Top Football is divided into two timed halves. Determine the length of each half before play begins. Track time by any available means.



## 4.5 Play Clock

A 30 second play clock timer is included. Any team may implement the play clock at any time during play calling.

## 5. Team Play

With 2-player teams, it is recommended that one team member play Offense and one play Defense. Players can determine other team play rules if desired. All team play rules should be determined and agreed to prior to beginning the game.

## 6. Game Play

Table Top Football plays like the real thing. The Offense has four Downs – scrimmage line plays – to gain 10 yards which will earn them four additional Downs. If the Offense does not gain 10 yards in four Downs, the ball is turned over to the defense.

### 6.1 Coin Flipping

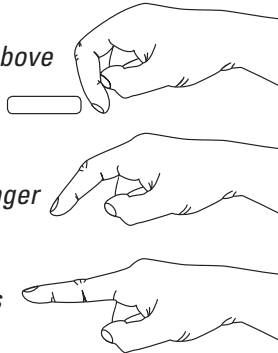
Flipping cups are provided to make coin flipping easy. Just shake and turn over. All coin flipping requires two coins.

### 6.2 Ball Puck Sliding

Kick-Offs, punts and field goals require players to slide the ball puck to achieve results. The following rules apply:

- 6.2.1 A player may use any technique they choose as long as they do not move the puck in anyway before the slide.
- 6.2.2 The leading edge of the puck represents the ball position.
- 6.2.3 To determine ball position for out-of-bounds punts both teams should agree on the spot. If teams can not agree, an average between the two must be used.
- 6.2.4 Puck Sliding Technique

- *Do not build tension: Do not use your thumb or the playing surface to create resistance. It will make it more difficult to control speed and accuracy.*
- *Relax: Hold your wrist, relaxed, above the playing surface. Use one sliding finger resting lightly behind the puck.*
- *One smooth motion: Flick your finger in one smooth motion.*
- *Follow through: Follow through with your finger pointing towards the target.*



## 7. The Kick-Off

Begin with a coin flip to determine who kicks off. The receiving team will kick-off to start the second half. The kicking team places the Ball Puck behind their 36 yard line and slides it towards the receiving teams end zone.

After a kick-off puck slide, one of three things will happen:

### 7.1 Touch Back

If the Ball Puck lands completely within the end zone, not touching the end zone line or any out of bounds lines, including the game mat edge, it is a touch back and the ball is placed on the receiving teams 20 yard line.

### 7.2 Out Of Bounds Penalty

If the Ball Puck slides completely off the game mat, over or touches any out-of-bounds line, a 10 yard penalty is incurred. The ball is placed on the receiving teams 30 yard line.

## 7.3 Run Back

If the Ball Puck lands in the Field Of Play, the receiving team must Run Back the ball. If the Ball Puck lands in the Field Of Play but is touching the end zone line, the receiving team may choose to Run Back the ball or take a touch back and place the ball on their 20 yard line.

## 8. Play Chart

The Play Chart is used on every Down. It shows the options and opportunities of the various plays. Play calls should be based on the opportunities and risks of individual plays and your best guess as to what your opponent will call. The Play Chart results show a specific formula for results and the order they occur.

### 8.1 Flip Results

The first part of the formula are the Play Call Flip results which will be H / T =, or H / H =, or T / T =.

### 8.2 Yardage

Yardage is given immediately after Flip Results and before Conditional Plays. Numbers in **Green** indicate positive yardage. Numbers in **(Red)** indicate loss of yardage. No numbers or "0" indicate no yardage.

**8.2.1 Pass Reception Yardage:** Pass Play yardage is called Reception Yardage. It is distinguish from run yardage because it may indicate either pass completion or interception yardage if a play includes the opportunity for an interception.

### 8.3. Conditional Plays

Conditional Plays are indicated by one of three symbols:

**BRK** – Breakaway, **F-COP** –Fumble Change Of Possession and **I-COP** – Interception Change Of Possession. If more than one Conditional Play is indicated, they occur in the order given.

**Example:** If a Long Pass Play Chart result was H / H = 30 **I-COP** **BRK**, it would mean the Offense flipped double heads and will complete a 30 yard pass unless the Defense succeeds with an I-COP flip and intercepts the pass. If the I-COP flip is not successful, the Offense would complete the pass and begin a Breakaway Run from that spot.

## 9. Play Calling

The Offense and Defense will call their own plays each Down.

### 9.1 Play Call for the Offense

The Offense will select one of the five plays from the Play Chart or may elect to punt or attempt a field goal.

**9.1.1 Inside Run:** Runs like dives, and off tackle.

- Good vs 3•5 defense
- Bad vs 5•3 defense
- Risks: Loss of yards and fumbles

**9.1.2 Outside Run:** Plays like Sweep, trap and counter runs.

- Good vs 3•5 defense
- Bad vs 4•4
- Risks: Loss of yards and fumbles

**9.1.3 Misdirection:** Plays like draws, bootlegs, reverses, screens and play action passes.

- Good vs 5•3 defense
- Bad vs 3•5 defense
- Risks: Loss of yards and fumbles

**9.1.4 Short Pass:** Plays like hook, in, out and slant routes.

- Good vs 5•3 defense
- Bad vs 3•5 defense
- Risks: Sacks and fumbles and interceptions

**9.1.5 Long Pass:** Plays like posts, go and corner routes.

- Good vs 5•3 defense
- Bad vs 3•5 defense
- Risks: Sacks and fumbles and interceptions

\* **Long Pass Exception:** A Long Pass may only be selected if the ball is 26 yards or more from the opponents goal line.

## 9.2 Play Call for the Defense

The Defense has three defensive schemes to select from.

**9.2.1 5•3:** This defense is stacked to stop the run.

- Good vs Inside Run
- Bad vs Long Pass
- Opportunities: Fumbles and loss of yardage

**9.2.2 4•4:** A good all around defense.

- Good vs Outside Run and Short Pass
- Bad vs Long Pass
- Opportunities: Fumbles and interceptions

**9.2.3 3•5:** This “nickle” defense offers the best protection against pass plays.

- Good vs Short and Long Pass plays
- Bad vs Run plays
- Opportunities: Fumble, loss of yards and interceptions

## 10. How Plays Are Revealed

Plays are selected and revealed in the following order:

### 10.1 Defense Selection

The Defense will select their play by placing two coins flat under their hand so they are not visible to the Offense. Once selected, the Defense will announce they are “Ready.” Once announced a play may not be changed. The sides facing up will indicate Defense play calls as follows:

- H/H (Heads & Heads) = 5/3 Defense
- H/T (Heads & Tails) = 4/4 Defense
- T/T (Tails & Tails) = 3/5 Defense

### 10.2 Offense Announcement

Offense announces their play selection to the Defense.

### 10.3 Defense Reveal

Defense then reveals their play by lifting their hand.

### 10.4 Play Chart Results

The Play Chart will determine the results of all Play Call Flips.

**Example:** Defense selects “3•5” by placing both coins under their hand, with tails facing up. Defense then announces they are ready. Offense announces “Short Pass” out loud to Defense. Defense then reveals their play selection.

## 11. Play Flips

Each play may include a number of coin flips depending on the outcomes. All play results are determined by flipping 2 coins. Each Down begins with a Play Call Flip. Depending on the outcome, Conditional Plays may result.

### 11.1 Run Back/Breakaway – RB Flip

Any time there is a kick-off, interception or punt the

receiving/intercepting team may have the opportunity to run back the ball. On certain offensive plays there is an opportunity to gain extra yardage with a breakaway run indicated by **BRK** on the Play Chart. During a Run Back or Breakaway, both teams will flip coins at the same time. The RB Flip will determine the following:

**11.1.1 Run Back/Breakaway Continues:** If both teams flip a different coin combination, the Run Back/Breakaway team gains yardage for each coin that is different from the opponents flip – 10 yards for each heads and 6 yards for each tails. The Run Back/Breakaway continues until both teams flip the same combination.

**Example:** The Run Back/Breakaway team flips T / T. The opposing team flips H / T. The run back team gains 6 yards for one tails and teams flip again.

**11.1.2 Downed Ball:** If both teams have the same flip result, the ball is downed at that spot.

**Example:** Both teams flip a H / T. No yardage is gained and the ball is downed at that spot.

**11.1.3 Fumble:** If both teams flip T / T, a fumble occurs. See section **11.3.2 Fumble Change Of Possession** to determine if there is a Change Of Possession (COP).

## 11.2 Play Call Flip

All Downs will have a Play Call Flip unless Offense elects to punt or attempt a field goal. If Offense elects to run a Play Chart play, once plays are revealed, the Offense will take a Play Call Flip to determine the initial play results. Results are given on the Play Chart. See section **8. Play Chart**.

## 11.3 Conditional Plays

Conditional Plays occur after the Play Call Flip and resulting yardage is marked off. If more than one Conditional Play is given, they occur in the order given.

**11.3.1 BRK Breakaway:** If a Play Call Flip gives the Offense a breakaway – indicated by **BRK** on the Play Chart – follow section **11.1 Run Back/Breakaway** to determine how many yards Offense will gain.

**11.3.2 F-COP Fumble Change Of Possession Flip:** The Defense will take a Fumble Change Of Possession flip which will have one of two results.

- **Defense Recovers:** Flipping H / H will result in a Change Of Possession and Defense will recover the ball at the indicated spot.
- **Offense Recovers:** For all other flips the Offense will retain possession at the indicated spot.

**11.3.3 I-COP Interception Change Of Possession Flip:** Defense will take an Interception Change Of Possession flip which will have one of two results.

- **Defense Intercepts:** Flipping H / H will result in Defense intercepting the pass. If Reception Yardage is given (see **8.2.1 Pass Reception Yardage**), Defense will intercept at that spot. If no Reception Yardage is given, Interception Yardage is given after “**I-COP** @ SL”. Defense will always begin a Run Back after an Interception. See section **11.1 Run Back/Breakaway**.

**Example:** If the Play Chart indicated a formula like this: H / H = 40 + **I-COP** – Reception Yardage, either for a

completion or interception, is "40" yards from the scrimmage line.

**Example:** If the Play Chart indicated a formula like this:  
**T / T = I-COP @ SL +10** – the interception occurs 10 yards from the scrimmage line.

- **Offense Retains Possession:** Any other flip will result in Offense retaining control either with a completed pass at the Reception Yardage spot or an incomplete pass if no Reception Yardage is given.

## 12. Scoring

TT Football includes all the scoring of the real thing.

### 12.1 Touchdowns

To score a touchdown, the player controlling the ball must gain enough yardage for the ball to reach the goal line with exact or greater yardage than the distance to the goal line.

### 12.2 Extra Point

After a touchdown is scored, the Offense may attempt an extra point field goal from the 10 yard line.

### 12.3 Two Point Conversion

After a touchdown is scored, the Offense may elect to try for a 2 point conversion. The Offense will announce their intent and flip. If H / H is flipped the conversion is good and the Offense will earn 2 points. All other flips result in an unsuccessful conversion and no points are awarded.

### 12.3 Field Goal

If the Offense is 36 yards or less from the opponent's goal line, a Field Goal may be attempted. The Offense slides the Ball Puck from 6 yards behind the line of scrimmage, attempting to slide it onto the field goal target (the area between the goal posts in the end zone). The Ball Puck must land with a portion touching the area inside the goal posts. If the Ball Puck touches the goal posts but not the area inside the goal posts, it is a missed field goal. If the Ball Puck slides completely off the game mat, it is a missed field goal.

### 12.4 Safety

If a play results in a loss of yardage where the ball is controlled by the Offense but downed in the Offense's End Zone, a Safety results. The Defense earns 2 points and the Offense must kick-off from their 20 yard line.

## 13. Punt

If Offense calls a punt, they will slide the Ball Puck from 6 yards behind the line of scrimmage resulting in one of the following:

### 13.1 Run Back

If the Ball Puck lands within the Field Of Play, the receiving team will Run Back the ball. See **11.1 Run Back/Breakaway**.

### 13.2 Touch Back

If the Ball Puck lands touching the end zone but does not slide completely off the game mat, it's a touch back and the ball is placed on the 20 yard line.

## 13.3 Downed Ball

If the Ball Puck slides out of bounds before touching the end zone line, the ball is downed at the spot where the Ball Puck's leading edge went out of bounds. See section **6.2.2 & 6.2.3 Ball Puck Sliding**.

## 13.4 Penalty

If the Ball Puck slides completely off the game mat, a 10 yard penalty is incurred and the ball is punted again.

## 13. Delay Of Game

Table Top Football is a timed game. No team may unnecessarily delay the game. If a player feels the game is being delayed, they may enforce the play clock by using the Play Clock Timer. Players must reveal their play before time expires. If no play is called, a 5 yard and Loss Of Down delay of game penalty is incurred and a new play clock is started. If the penalty occurs on 4th Down, a change of possession would occur at the scrimmage line.

## 14. Winning The Game

When the game clock expires, the team with the highest score is the winner.

## 15. Key Terms & Abbreviations

ABBRV.	TERM	DESCRIPTION
H	Heads	Referring to the heads side of a coin.
T	Tails	Referring to the tails side of a coin.
SL	Scrimmage Line	Referring to the ball position at the start of a play.
TD	Touchdown	Earns 6 points
EP	Extra Point	Earns 1 point
2PC	2 Point Conversion	Earns 2 points
FG	Field Goal	Earns 3 points
SFTY	Safety	Earns 2 points
I-COP	Interception Opportunity	When the Defense has the opportunity to intercept a pass.
F-COP	Fumble Opportunity	When the Defense has the opportunity to recover a fumble.
BRK	Breakaway	Offense will gain yardage following Run Back/Breakaway rules.
RB Flip	Run Back/Breakaway	Flip for yardage on kick-offs, punts, interceptions and breakaways.
COP	Change Of Possession	When possession of the ball changes due to a COP Flip
–	Downed Ball	End of the play at the spot of the ball.
–	Reception Yardage	Pass Play yardage on the Play Chart.
–	Interception Yardage	Yardage where Defense will gain possession on an interception.
PC Flip	Play Call Flip	The opening flip of a play which is made by the Offense.
2PC Flip	2 Point Conversion Flip	Offense flips to determine if their 2 point conversion is successful.