

# “LUCK OF THE DRAW” INTERACTIVE FOOTBALL CARD GAME OFFICIAL RULES (ON-LINE VERSION)

## OBJECT OF THE GAME

Accumulate the most points over a pre-determined # of quarters of an actual football game.

**Note:** This version of the game can be played while watching a live or taped football game on TV or listening to the game on the radio.

## NUMBER OF PLAYERS

2 – 8 players can play at a time.

## RULES OF THE GAME

### Establish length of the game

All of the players come to a mutual agreement on the # of quarters that will be played prior to the start of the game. You can elect to end the game either at the conclusion of the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> quarter. If there is a drive in progress at the end of the 1<sup>st</sup> or 3<sup>rd</sup> quarter, you may elect to not end the game until that drive is completed. The last choice is playing to the end of the game (including OT). This is one of the game play options that needs to be established before the game is started.

### Determine order players will serve as the Quarterback (Dealer)

The order in which players will serve as the Quarterback (Dealer) is determined by having the “PTD” (Passing TD) game card randomly dealt to one of the players. The player who is electronically dealt the “PTD” game card will serve as the Quarterback for the initial drive of the game. Also, the initial Quarterback gets to set the order that the other players will serve as the Quarterback. This order will be used for the duration of the game.

### Dealing of the game cards

The Quarterback (Dealer) is automatically dealt the “PTD” (Passing TD) & “INT” (Interception) game cards. The symbols on these 2 QB default cards are yellow so players can easily identify the player serving as the QB. The “TOD” (Turnover on Downs) game card is also automatically dealt to the Quarterback in games involving 2-5 players. An equal # of the remaining game cards are randomly dealt to the remaining players (Note: The Quarterback may have an additional 1 – 5 game cards randomly dealt to them in addition to the default game cards mentioned above so all players end up with an equal # of cards). Depending on the # of players, 1 – 4 game cards could end up on the “sidelines” (not dealt). For example, a game involving 6 players will result in the Quarterback automatically being dealt the “PTD” & “INT” cards, the other 5 players each being dealt 2 random cards & 4 cards being left on the “sidelines”. No player receives any points associated with the game cards on the sidelines. The electronic dealing of the game cards takes place prior to the start of each drive and must be initiated by the Quarterback before the kickoff / initial snap of the drive to avoid a penalty (see below). This is done by clicking the “Begin New Drive / Change QB” button on the LOTD Scoreboard screen.

### Assessment of Penalties

The Quarterback will be subject to penalty points for the infractions listed below. These penalties must be called / noticed by any player before the subsequent drive in which the penalty occurred has been completed. The “**Access Penalty**” button is used for this function.

#### Penalty

Delay of Game (cards dealt after 1<sup>st</sup> snap of drive)  
Illegal Procedure (serving as QB out of turn)  
Unsportsman-Like Conduct (scoring error made by QB)

#### Penalty Points

2 Points per occurrence  
3 Points per occurrence  
4 Points per occurrence

### Trading of game cards

Trading of game cards is allowed between players, excluding the Quarterback (Dealer). **Note: The Quarterbacks game cards are not allowed to be traded.** Trades are proposed / accepted by clicking on the “**Make Trade Offer**” button. The trading of game cards must be completed / agreed upon before an involved scoring event occurs during the drive in order to be valid. Also, an equal # of game cards must be traded between players. All trades must be legitimate. This means both players must still be in contention and feel the trade will help their chances to win the game. No trades can be made during the final quarter of play. For example, if it is determined that the game will end after the 3<sup>rd</sup> quarter, then no trades are allowed after the 2<sup>nd</sup> quarter. If it was decided that the game is to end at the conclusion of the actual football game, then no trades can be made after the 3<sup>rd</sup> quarter (even if the game goes into overtime). Game cards on the sidelines are not eligible to be traded.

### Calling of audibles and awarding audible points

The Quarterback has the option to call one “audible” play per drive. An audible play is where each player has to guess if a specific live action play is going to be a run or a pass play. The first task the QB needs to do is click the “**Pick Audible Play**” button to identify which play of the drive the audible will take place (Note, QB can choose not to call an audible). Then, ideally, the Quarterback needs to click on the Audible Timer button immediately upon the completion of the live play preceding the selected audible play so everyone has adequate time to make their audible selection before the offensive team leaves the huddle. The length of time players are given to make their audible selection will vary, depending on the game play options selected. Also, whether the audible selections are made visible to each player prior to the timer expiring depends on the desired game play option chosen. Note: A play is considered a “pass” only when the offensive team actually throws a pass (including shuffle or lateral passes) or the defensive team is credited with a “sack” by tackling the QB behind the line of scrimmage. Each player who makes the correct audible call is awarded 3 audible points for that drive. For games involving 4 or more players, one “Loner” bonus point is awarded if only one player makes the correct audible call for a total of 4 audible points.

### Awarding game card points

Points are awarded to the lucky player(s) dealt the winning game card(s) during each drive. Game card points are awarded by the player serving as the Quarterback by clicking on the proper Scoring Event Items during the drive. The points are automatically calculated based on the prescribed scoring system (reference the “Game Card Scoring Cheat Sheet” to see how points are awarded for each of the game cards).

### Ending the Game

When the game has reached the agreed upon ending point, then the Game Administrator **must** click the “**End Game**” button on the LOTD Scoreboard screen to lock in the final results. The player who has accumulated the most overall points (game card pts + audible pts – penalty pts) at the end of the game is the winner. If 2 or more players are tied, then the 1<sup>st</sup> tiebreaker is the player who accumulated the most audible points (including the “Loner” bonus points). The 2<sup>nd</sup> tiebreaker (if necessary) is won by the player who scored the highest # of total points on a single drive during the game.

The most important rules of all are to **HAVE FUN** and **BE A GOOD SPORT!** Good Luck.

# GAME CARD SCORING CHEAT SHEET

Game Card Symbol	Game action involved during a drive	Game Action Description	# of points earned by game card holder per occurrence / drive
DP	Defensive Penalty	An "Accepted" defensive penalty occurs. Note: Penalties against the "receiving" team on kicking plays are considered "defensive".	1 pt (per occurrence)
FBL	Lost Fumble / Lost Fumble Returned for TD)	<ul style="list-style-type: none"> <li>Offensive team loses possession due to a "Lost" fumble.</li> <li>Receiving team on kick plays turns the ball over on an on-side kick, punt or kickoff. An extra 3 pts are awarded if the fumble is returned for a TD.</li> </ul>	4 pts (per occurrence) / 3 bonus pts (if returned for a TD)
FDN	1 <sup>st</sup> Down (without the aid of a penalty)	<ul style="list-style-type: none"> <li>1<sup>st</sup> down is gained on a play without the aid of an accepted penalty.</li> <li>A point is awarded when the 1<sup>st</sup> down chains are brought out and the ball is past the 1<sup>st</sup> down marker.</li> </ul>	1 pt (per occurrence) / 1 bonus pt (if 1 <sup>st</sup> down markers are used to show 1 <sup>st</sup> down)
FG	Made Field Goal	The drive ends on a made FG.	3 pts (per drive)
<b>INT</b> *	Interception / Interception Returned for TD	The drive ends by the offensive team throwing an interception. An extra 3 pts are awarded if the interception is returned for a TD.	4 pts (per occurrence) / 3 bonus pts (if returned for a TD)
IR/TO	Instant Replay Review / Called Timeout / 2 Minute Warning	A time-out / 2 minute warning is called or an instant replay review is requested by one of the Head Coaches or by the instant replay official in the booth. 1 bonus point is awarded if the replay review results in a change in the call on the field. Injury timeouts are not included.	2 pts per review / 1 bonus pt if challenge is successful / 2 pts per TO
MFG	Missed / Blocked Field Goal	The drive ends on a missed FG. An extra 2 pts are awarded if the field goal is blocked. An additional 3 bonus pts are awarded if the blocked FG is returned for a TD.	3 pts (per missed FG) / 2 bonus pts (if blocked) / 3 additional bonus pts (if returned for TD)
OP	Offensive Penalty	An "Accepted" offensive penalty occurs. Note: Penalties against the "kicking" team on kicking plays are considered "offensive".	1 pt (per occurrence)
P	Punt / Blocked Punt	<ul style="list-style-type: none"> <li>The drive ends with a punt. If the punt is blocked, then the game card holder receives an extra 3 pts. An additional 3 pts are awarded if the blocked punt is returned for a TD.</li> <li>2 bonus pts are awarded if the ball is punted out of bounds inside the 20 yard line or downed (touched dead by kicking team) inside the 10 yard line.</li> </ul>	2 pts (per punt) / 3 bonus pts (if blocked) / 3 bonus pts (if returned for TD) / 2 bonus pts (if out of bounds inside 20 or downed inside 10)
<b>PTD</b> *	Passing TD	The drive ends on a passing touchdown play (including a lateral or shuffle pass). It does not have to be the quarterback who throws the ball.	6 pts (per drive)
RTD	Rushing TD	The drive ends on a rushing touchdown. It does not have to be the running back that runs the ball.	6 pts (per drive)
XP/S	Extra Pt. / 2 Point Conversion / Safety	<ul style="list-style-type: none"> <li>The extra point is successfully kicked.</li> <li>A 2 point conversion is successfully ran.</li> <li>The drive ends with a safety.</li> </ul>	1 pt (extra point) / 2 pts (2 point conversion) / 2 pts (safety)
SACK	QB Sack	The defensive team sacks the quarterback behind the line of scrimmage resulting in lost yardage.	2 pts (per occurrence)
STTD	Special Teams TD (Kickoff / Punt Returned for TD)	<ul style="list-style-type: none"> <li>The kickoff or punt is returned for a TD by the receiving team.</li> <li>A touchback (on a kickoff) or a fair catch (on a punt) occurs.</li> </ul>	8 pts (kick returned for TD) / 2 pts (touchback / fair catch)
TE	Time Expires (End of Quarter, Half, regulation or OT)	<ul style="list-style-type: none"> <li>Game clock expires either at the end of a quarter / halftime / end of regulation / end of overtime.</li> <li>The referee asks to have the game clock re-set.</li> </ul>	3 pts (per clock expiration) / 2 pts (per clock re-set)
<b>TOD</b> **	Turnover on Downs	<ul style="list-style-type: none"> <li>The drive ends on an unsuccessful 1) 4<sup>th</sup> down offensive play 2) Fake Punt 3) Fake FG.</li> <li>A point is awarded when the 1<sup>st</sup> down chains are brought out and ball is short of the 1<sup>st</sup> down marker (regardless of down).</li> <li>The offensive team fails to get a 1<sup>st</sup> down during the drive (must have 4 snaps from scrimmage).</li> </ul>	4 pts (per unsuccessful 4 <sup>th</sup> down play) / 1 pt (per short measurement) / 1 pt (no 1 <sup>st</sup> downs)

\* - The Quarterback (Dealer) automatically holds this game card.

\*\* - The Quarterback (Dealer) automatically holds this game card only for games involving-2 – 5 players.