

GRIDIRON RULEBOOK

for the board game by Red Boar Studios



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Game Overview

Gridiron is a fast-paced board game which simulates American football. Most of the outcomes, ball and down placement, time used/remaining, and scoring are managed on the game board itself. This rulebook describes the board functions and play in detail and provides additional clarity where needed.

Because the intent is to create the feel of football, many of the rules will seem natural to those familiar with the actual game. Some aspects of a real game are not present, however, particularly when they would impact playability without changing an outcome. Missing elements include timeouts, two-minute warnings, and commercials.

Game Components

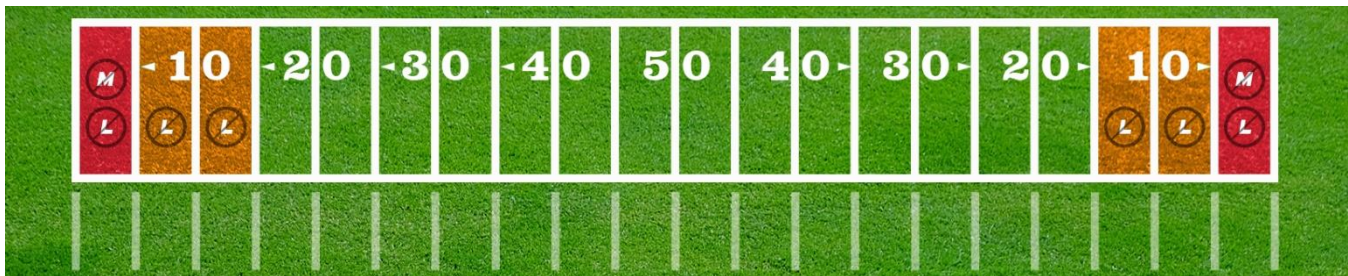
<p>The game board contains sections for scoring, tables for dice play, the game clock, indicators for quarter, possession and down, and the field itself.</p>	
<p>Tokens, used for ball and down markers, clock time, quarter, possession and down indicators, and scoring.</p>	<p>Gold token – football Orange tokens (2) – down markers Clear tokens (9) – everything else</p>
<p>Six-sided dice (2 sets of two, different colors)</p>	<p>One pair of dice for each player, used for all resolutions that require dice</p>

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<p>Offense card deck (18 cards)</p>	<p>Used for selecting offensive play</p>	
<p>Defense card deck (18 cards)</p>	<p>Used for selecting defensive play</p>	

Field



The game board features the field with marked yard lines (in 5-yard increments), and corresponding lines below the field to place the down markers. Goal posts are assumed to be ten yards beyond the goal line at the ends of the field and are not shown.

Note the orange and red sections near each goal line with “No L” and “No M” symbols. These are reminders that a long pass is not allowed from inside the 15-yard line, and a medium pass is not allowed from inside the 5-yard line.

Use the gold token to mark the ball position on the field. Use two orange tokens for down markers on the grid below the playing field (one at the initial possession line, the second ten yards downfield). Center the tokens on the line desired to indicate the position.

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Scores

Red and Blue sections are used to record team scoring.

Touchdown: 6 points (just get to the 0-yard line, you don't have to cross it).

PAT (Point after touchdown): 1 point for a kick and 2 points for a conversion.

Field goal: 3 points.

Safety: if a play ends up losing yards to end on the 0-yard line or less, it scores 2 points for the defense; the offensive team must then punt from their own 20-yard line. This also occurs if the offense gets a 10-yard penalty from their own 5-yard line.

Use clear tokens, one for tens and one for ones to track scores up to 99 points.

Clock

The clock is in the center-right of the board. It has an outer blue ring to track minutes, and an inner yellow ring to track seconds. Start each quarter with a token on the 15 for minutes and another token on the 00 for seconds.

When you run a play, time runs off the clock. Each offensive or special teams play is marked with either a single asterisk (*) or a double asterisk (**). This indicates how much time each play consumes in the game. Under "Clock Time Per Play" you see that a single asterisk (*) takes 10 seconds, and a double asterisk (**) takes 30 seconds.

To take time off the clock, first move the token on the seconds ring counter-clockwise the number of seconds allotted to the play. When you move the seconds token off the 00 position, or cross the 00 position while moving the token, move the minutes token to the next lower number as well.

Note that on the minutes ring, after you traverse the entire circle and come to 15 again, you are actually at 00 which shares the same position. Leave your minutes token on the 15/00 position while you run out the remaining time on the seconds ring.

Quarter

Use a clear token to indicate the current quarter in the quarter location above the field. Each quarter is 15 minutes long.

At the end of the 1st and 3rd quarters, advance the token indicator to the next quarter, reset the game clock to 15 minutes, and continue playing (there is no need to physically change sides or direction of play as wind is not generally a factor in this game). 2nd and 4th quarters end when time runs out for the half and end of regulation time, respectively.

The game ends at the end of four complete quarters unless there is a tie. See the endgame section for discussion of overtime.

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Possession

These indicators show which team is currently in possession of the ball and therefore on offense.

Down

Keep track of the down in each possession. Move the token back to “1” when a first down is made. If the offense fails to get a 1st down on a 4th down play, the defense gets possession.

Game Play

You may choose either of two options for plays: *cards* or *dice*.

Using cards allows players to choose their play as opposed to rolling dice to determine the outcome. Using dice allows single person play and may be easier for younger players.

Before covering the two options, we will address special teams and penalties. Special teams and penalty results are determined by dice, regardless of which option you select for plays.

Special Teams

For special team results use dice as shown on the game board table.

Punts and Kickoffs may be adjusted by a defensive die roll similar to normal dice play (see rule under Defense on the game board). Note that a punt out of bounds (an odd number) is not eligible for adjustment.

For the starting kickoff and any possible overtime, players may choose any method they agree on to determine who kicks and who receives. Whoever kicks off to start the game will receive the kickoff at the start of the third quarter.

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Penalties

Before each play, each side will roll two six-sided dice to discover whether there are penalties on the play. A roll of 2 or 12 indicates a penalty for that team.

2 is a penalty that occurs before the play begins. These take priority over a penalty occurring on a roll of 12. If both teams roll 2 for penalties on the same play, the offensive penalty takes precedence and the defensive penalty is ignored. If using the card option for plays, a different card may be selected for the next play. No clock time is used. The penalty may not be declined.

12 is a penalty that occurs during or after the play. Results differ depending on whether it is a run or a pass. Runs generally indicate an illegal block or holding. Passes generally indicate pass interference. If both teams roll 12 for penalties on the same play, the penalties offset and the down is replayed. Full time for the play is used off the clock. The penalty may be declined.

A penalty is capped at no more than halfway to the goal line (in either direction). For *Gridiron*, this means that a 15-yard penalty from the 10-yard line moves the ball to the 5-yard line.

If a defensive penalty occurs on a pass play with a base yard value that would normally score a touchdown, the ball is placed on the 5-yard line (example: a long pass from the 20 or 25-yard line). You cannot score on a penalty, the lone exception being an offensive 10-yard penalty from their own 5-yard line which results in a safety.

Use the following table to determine the penalty effect. If you are using the dice option for plays, the offense table on the game board indicates whether the play is a pass or not (interception being a pass as well).

Penalty Result Table		
	Dice Roll	
	2	12
Offense (run play)	Loss of 5 yards, repeat down.	Loss of 10 yards from line of scrimmage, repeat down.
Offense (pass play)	Loss of 5 yards, repeat down.	Loss of 10 yards from line of scrimmage, repeat down.
Defense (run play)	Gain of 5 yards, repeat down if penalty does not result in first down yardage.	Gain of 10 yards from end of play or from line of scrimmage, whichever is greater. Automatic first down.
Defense (pass play)	Gain of 5 yards, repeat down if penalty does not result in first down yardage.	Gain of base yards of offensive play or 15 yards, whichever is greater. May be declined by the offense. Automatic first down.

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Card Play

Overview (cards)

Card decks may be used to resolve plays. The player on offense uses the offense card deck and the player on defense uses the defense card deck. They draw six cards at random (shuffle at each new or change of possession and draw from top) to establish the playbook for each team. Players view their own hands but do not show them to the other player. You may only use a play (card) in your current playbook.

For each play, the player on offense selects an offense card to play and places it face-down. The player on defense does likewise using their defense deck. This must be done prior to the roll to determine potential penalties. The cards are turned over simultaneously to reveal the results of the play.

Offense cards have a base value which is subject to the defense card played.

Defense cards have a base value and a possible modifier for each offensive play.

Play Resolution (cards)

The available plays in the offense deck are reverse, draw, dive, screen pass, medium pass, and long pass. Note that a long pass is not allowed inside the 15-yard line, and a medium pass is not allowed inside the 5-yard line. If these pass plays are used under the disallowed conditions, treat them as incomplete passes.

The available defenses in the defense deck are long pass, medium pass, short pass, short run, normal run, and blitz.

Adjust the offensive result by the defense base value and apply any modifier if present. Refer to the following modifier rules section for a full description of their meaning and effect.

After determining and applying the results on the field, discard the cards played and draw a new replacement card for each player's hand. Once all cards have been drawn for a deck, reshuffle the discard stack to reuse.

Use the normal *Gridiron* rules using dice for special teams: PAT, punts, field goals, and kickoffs.

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Modifiers (cards)

Here is an example of a defense card showing, for each possible offensive play, the corresponding base adjustment and potential modifier.

BLITZ		
PLAY / BASE / MOD		
REV	-10	1=T
DRAW	+10	6=B
DIVE	+5	---
SCREEN	+10	6=B
MED	+0	1=#(-10),2=I
LONG	+0	1=#(-10),2-3=I

The modifiers are as follows, indicated by an abbreviated code value:

I = Incomplete / Pass is incomplete.

T = Turnover / Turnover, interception for pass play, fumble recovery for run play.

B = Break / Break, the play result is fluid enough to result in adding yards. Roll a six-sided die and multiply the result by ten to calculate the additional yards.

Die roll values on defense cards:

1 = roll of 1.

1-2 = roll of 1 or 2, etc.

6 = roll of 6.

Modifiers are activated by rolling a six-sided die to determine if the modifier action occurs on that particular play. Generally, a low roll is good for the defense, a high roll is good for the offense.

Modifier results with a #() *replace* the normal base yards shown on the offense card. A modifier of "I" is an incomplete pass, making base yards meaningless for the play. In all other cases, combine the base yards from the offense and defense cards played, then apply the modifier.

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Dice Play

Offense (dice)

The player in possession of the ball is on offense. Roll two six-sided dice and reference the result from the Offense list on the game board. This indicates the result of the play: yards gained/lost, interception, fumble, touchdown, etc.

Note that a long pass is not allowed inside the 15-yard line, and a medium pass is not allowed inside the 5-yard line. If these pass plays occur, treat them as incomplete passes.

The play result may be modified by the defensive die roll.

Defense (dice)

The defensive player rolls a single six-sided die on each play (excepting 7 offensive roll) to determine if they were able to influence the outcome. 5 or 6 means the defense blew it and the offense adds 5 yards, 3 or 4 means no effect, and 1 or 2 means the defense did a great job and subtracted 5 yards.

Example: if the offense rolls an 8 for a 5-yard gain on screen pass, and the defense rolls a 6, the net gain is 10 yards (5 for the screen pass and an additional 5 for the defensive blunder). Similarly, if the offense rolls 5 for a quarterback sack, and the defense rolls a 2, the net loss is 15 yards (-10 for the sack and an additional -5 for the superb defensive rush).

Special example: if the offense rolls a 3 for a touchdown pass, but the defense rolls a 5 to subtract 5 yards, the defender runs down the receiver and tackles him on the 5-yard line, saving the touchdown, but leaving the offense in great field position.

Endgame

A number of methods exist to resolve tie games in overtime in NFL, college, and high school play. Choose whichever method you want to use. I prefer having rules that allow both teams to have the ball and a chance to score rather than sudden death. It's best to agree on the method to be used between the players at the start of the game.

This rulebook may be downloaded in PDF format from

RedBoarStudios.com/gridiron

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