

FOOTBALL GAME RULES

For the Football Organization of Louisa

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Season XIII

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This edition of the rules has been updated slightly and subdivided into smaller documents for more convenient access. The page numbers won't correlate with earlier versions, but will be numbered within each Chapter. Minor changes may be made to incorporate errata for after this release. There are also some unresolved issues, inserted in **red**, some remaining from the Season XI edition, and need formal approval and consideration before this Version for Season XIII is completed, along with remaining "red letter" issues. This will be the departure point for developing the Season XIV edition. (Also see the new Appendix D.)

FOOL Rules pass pattern examples listing from Appendix C.1

- #1 H (speed 5) and TB (speed 5) legal quick pass routes
- #2 H (speed 5) and TB (speed 5) legal quick loft pass routes
- #3 F (speed 5) legal quick loft pass routes
- #4 H (speed 5) normal pass routes
- #5 H (speed 6) quick loft pass routes
- #6 TE (speeds 3, 4) quick pass routes
- #7 F pass routes (missing!)
- #8 TB (speed 5) normal pass routes

FOOL Rules play examples listing from Appendix C.2

- #1 H/LE (F,LG)(-) (normal defense) Ordinary running play. Shows reaction of LB's.
- #2 F/RT (LG,TE)(RW) (normal defense) Another ordinary run, with downfield blocker.
- #3 H/RT (TE) qk Example of qk run. Illustrates defensive reaction
- #4 H/RC (RT)(RW) (blitz) Run with penetration possibilities, defensive reaction
- #5 H/IR || RW/SL (rush) Pass with rush, man and zone coverage. Lot in this example.
- #6 RW/RS qk (rush) Pass rush affects pass, man coverage
- #7 LW/SL qk (normal) Man coverage with lateral zone move, m-m blocker in zone
- #8 H/WL (LG,F)(C,TE) +1 (normal) Slow developing run; lots of man coverage.
- #9 LW/IR || TE/RS roll (rush) Rollout pass with secondary receiver, bump
- #10 H/RC (F,TE) dive (blitz) Dive play with penetration possibility, TE leads blocking
- #11 H/Screen R (T)(C)(G) (blitz) Screen example
- #12 H/RC (F)(E) qk (normal) Quick hitter where TE has problems with coverage at line
- #13 LW/DC || H/LS (blitz) Using of receiver to pull coverage out of zone. Blocking
- #14 H/LT (LG) qk (normal) Guard pulls on qk. Not everybody can do this.
- #15 H/LS qk (rush) Man coverage and bump issues
- #16 F/C (RG,C)(-)(LG,RT) draw An example of draw with blockers downfield
- #17 F/RT (LG,RG,TE, no T) (rush) Trap play example
- #18 LW/LS qk (rush) CB m-m coverage, DE contributes
- #19 LH/PWL (LT,L G lead)(-)(LW) Pitchout, lead blocker example. Also, WWL option
- #20 RE/RS qk (normal) RE tries to get out vs man coverage at line
- #21 H/WR(RT,RG lead)(-)(WL)(rush) Another wide play, lead blocker; penetration?
- #22 H/LL loft || LW/SC bullet (normal) Examples of loft and bullet passes

CHAPTER 1

Introduction

These rules are the official rules of the Football Organization of Louisa (FOOL) league. In any given season exceptions and modifications to these rules may be made by the league commissioner, and further editions of the rules may be issued subsequently. Due to the evolving nature of the game, there are usually some changes from one season to the next. This edition incorporates such changes made since the previous Editions of December 1989, Third Edition of August 2000, and Fourth edition of June 2006, and Fifth August 2016. The biggest change from the Second edition is the modification of the "board" representing the playing field to add new "Very Wide Left / Right" Areas at the line of scrimmage. This provides more scope for portraying wide plays and the use of more than two wide receivers. The changes made from subsequent editions are mostly clarification and rationalization. (The "open field tackle" rule is the most important addition, made for the Fourth edition.)

This game system first originated in about 1973, with the first games being played that year among teams which eventually formed the UFL league. Since then, the UFL grew from four teams to eight, in the course of seven seasons of play. A new league, FOOL was founded and became active in 1987, and has played twelve complete seasons as of the year 2022. The league now has nine active teams, up one from Season XI. With the expansion of use of the game system and evolving rules, a revised edition of the rules has become necessary. This document serves that purpose.

This football game system is intended to portray the game from the coach's point of view. Therefore, each play is fairly rigidly executed to determine the gain from the line of scrimmage. There is great leeway in making up the plays themselves, the formations from which they are run, and the players assigned. The outcome of any particular play depends on all of these factors. Consequently, the rules are more complicated than most football game rules, but the added richness of detail makes the game rewarding when played over multiple seasons. There is a pitfall in terminology, since the football players being represented in the game are called "players", but the person playing the game could also be called a "player", creating confusion. In the rules to follow, "player" will generally refer to the playing piece. The game player will be referred to as the "coach" for his particular team, including the "general manager" role.)

The rules of the game include a number of parts which can be considered separately. The most important are those which describe how a particular play is set up and executed. They are found in chapters 3 to 6. With those rules and a few additional simple rules and assumptions, it is possible for two players to play the game in person. Chapters 7 to 9 add additional detail and provide for special teams. Play by mail, which has actually accounted for most of the games played in both leagues, is addressed in Chapters 10 to 12, along with operation of a league. This includes how to conduct a draft, and player changes from season to season.

It is assumed that players are already familiar with the rules of Football. No attempt is made in these rules to duplicate them. For example, the score associated with different modes of scoring, how to gain a first down, the consequences of a safety, and such are not included. Rather, these rules describe how to execute a simulation of the play of the game.

In general, the league has followed most of the conventions of the NFL rules. The following is a list of exceptions where FOOL follows earlier practices rather than what is current in the NFL:

1. No 2 point conversion; PAT is from the 2.
2. Kickoffs are from the 35 yard line, not the 30.
3. KO into the End Zone is brought out to the 20 rather than the 25 yard line.
4. We still have the 5 yard inadvertent face-mask penalty.
5. The ball spotted at line of scrimmage rather than at kick point for a failed FG.
6. The first score wins OT, even if it is a FG.
7. Starting in Season XII: Teams winning the coin toss can choose to “defer.”
8. FOOL does not allow coaches to challenge officiating calls at all. There are no booth reviews; all calls are made on the field.