

# THE RED ZONE

## Game Rules



### Introduction

One by one the stadium lights turn on as anxious fans begin to fill the stands in anticipation of tonight's game. Excitement slowly grows as the stadium gets louder and louder. Suddenly, the crowd bursts into a roar as the players sprint onto the field! Adrenaline pumping and music blaring, they are ready to face their rivals!

Two teams will battle it out on the gridiron in this classic game of head-to-head football. You will choose what plays to run and how to utilize your star players at crucial times. Will you run the ball for a shorter but surer gain? Will you pass the ball inside and outside to throw the defense off? Or perhaps you're a risk taker who likes to throw the long bomb! Knowing your opponents tendencies, calling the right plays and managing the clock could be the difference between winning and losing the championship!

Play a single game or set up a league with friends and family. Keep stats on sacks, scores, records, and more to see who will be the Red Zone Champion!







### Equipment

- ♦ Game board
- ♦ Playbook cards (5 red, 5 blue)
- ♦ Game Changer cards (32)
- ♦ Card holders (1 red, 1 blue, 2 white)
- ♦ Helmet mini-cards (1 red, 1 blue)
- ♦ Play clock mini-cards (1)
- ♦ Orange chain mini-cards (1)
- ♦ Orange time-out mini-cards (6)
- ♦ Dice stickers (6 red, 6 purple, 6 blue, 6 yellow)
- ♦ Action dice (1 red, 1 purple, 1 blue, 1 yellow)
- ♦ Green 12-sided die (1)
- ♦ Stat sheets (40 pages)
- ♦ Scoreboard rings (2 red, 2 blue)
- ♦ Quick Guide cards (2)

*(Extra cards and stickers are replacement parts)*

### Mini-Card and Dice Sticker Assembly

Place a play clock and orange chain card in the white card holders. Place a red helmet card in the red card holder and the blue helmet card in the blue card holder. Place the following stickers on each of the colored action dice:

- ♦ Red die: , BT, BT, -2, -2, -2
- ♦ Purple die: , , BT, x1, x2, x3
- ♦ Blue die: , , , BT, x5, x5
- ♦ Yellow die: +40, +40, +40, +35, +30, x3



## Game Set-Up

- ◆ Players will choose their team color and sit behind the corresponding scoreboard. Place the blue and red scoring rings over the zeros on the blue and red scoreboards.
- ◆ Place the play clock marker over the clock symbol on the board so the clock faces the field. Place the orange chain on the opposite sideline over the “1” to represent what down it is.
- ◆ Place the red and blue helmets facing each other on their own 35 yard lines.
- ◆ Distribute five red and five blue Playbook cards to each team (inside run, outside run, inside pass, outside pass, and deep pass).
- ◆ Shuffle the Game Changer cards and place on the side of the game board. Each team will draw two Game Changer cards to start (for advanced set-up players will have their own decks to draw from).
- ◆ Give each team a Quick Guide card (basic rules) and three time-out cards.



## Advanced Set-up

After several games we recommend players try the advanced set-up. Prior to starting a game, each team will draft Game Changer cards. Lay out all cards according to their types and decide who will draft first. The player that picks first will pick one card; after that each player will draft two cards at a time until all cards are gone. Players will shuffle, draw, and discard from their own decks throughout the game.

## Starting / Kickoff

Each team will roll the green die, the team that rolls higher elects to kick or receive. They will switch at the start of the second half. The team that kicks first places their helmet marker at their own 35 yard line and rolls the yellow special teams die along with the green die and adds or multiplies them together. The total yardage from the two dice is added to the 35 yard line (the kickoff spot) and designates where the receiving team will start. The front of the receiving team's helmet will be placed on that hash mark and will represent the line of scrimmage. The front of the defensive team's helmet will be placed 10 yards from the line of scrimmage and will be used as the first down marker. Follow the same kickoff procedure after any scoring play, except safeties (see Special Teams section).

*Example: The red team decides to kickoff to the blue team so the red team places their helmet marker on their own 35 yard line and rolls the yellow special teams die and the green die together. The green die shows “10” and the yellow die shows “+35” so the total distance representing the kick and return is 45 yards. Therefore, the front of the blue teams helmet marker will be placed on their own 20 yard line to start the first series of downs.*





## Game Play

- 1) Each team will have five Playbook cards: inside run, outside run, inside pass, outside pass, and deep pass.
- 2) Both teams will choose a play from their Playbook. When both teams are ready, they will reveal their cards at the same time. If the defense picks the exact play, it is a **defensive stop**. The offense will lose the following yards and will not get to roll (see Game Changer section for exceptions). *If the loss pushes the offense into their own end zone, the play results in a safety (see special teams).*
  - ♦ **Run play = Loss of 2 yards** (example: both teams choose inside run)
  - ♦ **Pass play = Loss of 4 yards** (example: both teams choose outside pass)
  - ♦ **Deep pass = Loss of 6 yards** (example: both teams choose deep pass)
- 3) After plays have been revealed, players may choose to play a Game Changer card before dice are rolled (see Game Changer section).
- 4) If there is no defensive stop after Playbook and Game Changer cards have been revealed, the offense will roll the dice one time (see below for exceptions). The green die will always be rolled with one of four action dice depending on the play that was chosen:

- ♦ **Run play = Red die** (inside, outside)
- ♦ **Pass play = Purple die** (inside, outside)
- ♦ **Deep pass play = Deep blue die**
- ♦ **Field goal/kickoff/punt = Yellow die**



Each action die has numbers and icons that affect the play. The numbers either add to, get subtracted from, or get multiplied by the number of yards shown on the green die. A **BT** represents a broken tackle and the player gets to roll again and add it to the previous roll(s). A player may roll multiple **BTs** on a single play. The  symbol represents an incomplete pass or no gain on a run. If this occurs after a **BT**, no extra yards are added. However, if a “1” is rolled with , an interception or fumble occurs and the ball is turned over at the spot of the defensive team’s helmet marker. This rule still applies after **BTs**.

- 5) After a defensive stop or offensive roll, move the offensive team’s helmet accordingly using the hash marks. The defensive team’s helmet will act as the first down marker and will only be moved if the offense moves to or past it for a first down. After a first down, the defense will place their helmet marker 10 yards from the offense to represent the next first down (place on goal line if there is less than 10 yards).



### The Play Clock and Chain

The play clock marker should be placed on the clock icon at the start of each half. The play clock is moved one spot after every play **except scoring plays, incomplete passes, or special teams plays**. When the play clock is moved on to the **two-minute warning, marked by a yellow circle**, the offensive team may choose to stop the clock after any **outside pass** for the remainder of the half. This can only be done once the two-minute warning begins. To use this option, the offense will inform their opponent after the play and the clock will not move.

Each team has three time-outs per half and can elect to use them at any time during each half. Simply, flip a time-out card after a play so the “X” is showing and do not move the clock (see Game Changer section for substitutions). Once the clock is moved to the red circle, the half or game is over. The chain marker is used to keep track of downs on the opposite sideline. If the offense doesn’t score, punt or get a first down after four downs, the ball is turned over at the line of scrimmage.

## Game Changer Cards

Game Changer cards are specialty cards that can alter plays at crucial times and can be used at will. Both teams will draw two cards at the start of the game. Cards are also drawn in the following situations:

- ♦ **The offensive team draws a card when they land on or pass through the red zone (20 yard line to goal line)**  
*A touchdown from outside the red zone counts as passing through the red zone but a field goal does not*
- ♦ **During a kickoff, the receiving team draws a card (including the initial and half-time kickoffs)**
- ♦ **When a team uses a time-out, they may discard one or more cards and draw new cards as substitutions**



Players can hold up to three cards at a time and must choose a card to discard if a fourth is drawn (discard face up next to draw deck). Each card has a description of how it can affect a play. Game Changer cards are played after Playbook cards have been revealed but before dice are rolled (with a few exceptions). Each team can only play one card per play and must discard after using it. **The defense must play their card first** followed by the offense. The defense cannot play a card once the offense has played a card. If the defense does play a card, the offense can only play a card that is logical. At the end of the half, shuffle all discarded Game Changer cards back into the deck.

*Example: The defense plays a “Blitz” card to sack the quarterback so the offense plays an “Elusive Quarterback” card to avoid the sack. However, the offense could not play a “Blazing Receiver” card that requires a pass to take place since the quarterback has been sacked.*

There are a few cards that have exceptions to the rules. The “Smart Quarterback” and “Lockdown Defense” cards will remain effective until a change of possession or until another card is played. The “Two Minute Offense” can be played after any offensive play to stop the clock. The “Power Back” card does not get an extra roll if the ball is fumbled.

## Special Teams Plays

There are three special teams plays: **kickoff, punt, and field goal**. There is no Playbook card for special teams. To run a special teams play, players must inform their opponent, then roll the yellow action die with the green die and add or multiply the two dice. When punting, the total distance (representing the punt and return) will be added to the line of scrimmage to determine where the receiving team will start, similar to kickoffs. When kicking a field goal, if the total dice roll is greater than or equal to the distance to the goal line, the field goal is good, otherwise the ball is turned over at the line of scrimmage. If a safety occurs, the team that was tackled in their end zone will punt from their own 20 yard line. After any touchdown or field goal, the scoring team will kickoff to their opponent (see Kickoff section). To perform an onside kick, the kicking team must inform their opponent, place the yellow action die to “x3” and roll the green die. If the total is between 10 and 15 yards, the kicking team will gain possession at that spot, otherwise the receiving team will take possession.

## Scoring / Winning

If a pass or run is equal to or longer than the distance to the goal line, it is a touchdown. Touchdowns are worth seven points (PAT's are automatic), field goals are worth three, and safeties are worth two. To attempt a two-point conversion, play a normal down from the two yard line. To keep track of the score, teams will place the scoring rings over the scoreboard numbers that reflect their score. The team with the most points at the end of the game wins! If the game is tied, the game will count as a tie. (teams may also choose to play with overtime rules of their choice)

