

FRED'S TABLE FOOTBALL GAME© (FTF)

Original works created by: Ashur Givargis, January 25, 2024 (REVISED: May 18, 2025)

FRED'S TABLE FOOTBALL GAME © RULES

SECTION 1:

BASIC PLAY:

THIS GAME HAS NO TIME LIMIT. GAME CAN BE PLAYED BY FOUR PLAYERS, ALTERNATING ROUNDS. THE GAME IS SEPARATED INTO FOUR DISTINCT QUARTERS. EACH QUARTER IS PLAYED BY TWO DIFFERENT TEAMS. EACH TEAM WILL PLAY ALL FOUR QUARTERS AND EVERY ROUND. EACH QUARTER HAS TWO ROUNDS/POSSESSIONS PER TEAM. EACH TEAM STARTS WITH FOUR DOWNS (4 BALLS). EACH BALL IS A DOWN. TEAMS WILL ALTERNATE ROUNDS/POSSESSIONS. HOLES ON THE TABLE ARE CALLED SPOTS.

BALLS MUST BOUNCE, ONLY ONCE, ON THE FLOOR AND ONTO THE TABLE/FIELD. IF THE BALL DOES NOT REACH THE TABLE IN ONE BOUNCE, THE DOWN IS OVER. IF THE BALL SETTLES ON THE TABLE WITH NO MOVEMENT, AND WITHOUT DROPPING IN A SPOT, THE DOWN IS OVER. MAKE SURE NOT TO INTEREFERE WITH THE BALL UNTIL IT COMES TO A COMPLETE STOP. IF THE BALL FALLS OFF THE TABLE, THE DOWN IS OVER. IF THE BALL DROPS IN A SPOT, THE PLAYER'S TURN IS OVER. FOLLOW THE RULES FOR EACH SPOT LISTED IN SECTION 4.

THE 20 YARD LINE, THE 50 YARD LINE, AND 1ST AND GOAL ARE CALLED STEPS. TEAMS MOVE UP AND DOWN STEPS BASED ON THE SPOT THE BALL DROPS INTO. SEE SECTION 4. ALL FIRST DOWN SPOTS ARE VOID WHEN A PLAYER IS AT 1ST AND GOAL/FIRST MARKER.

THE TEAM WITH POSSESSION IS THE OFFENSE. THE TEAM WITHOUT IS THE DEFENSE. THE DEFENSE IS RESPONSIBLE FOR RETRIEVING THE BALLS AND KEEPING SCORE. BOTH TEAMS ARE RESPONSIBLE FOR KEEPING TRACK OF ROUNDS AND WHERE SCORES ARE PLACED, DUE TO EXTENDED PLAY, WHEN BALLS DROP INTO THE SAFETY, INTERCEPTION, PICK-6, OR FUMBLE SPOTS. SEE SECTION 4.

FRED WILL NOT ALLOW ANY SPOTS TO BE ALTERED, REMOVED OR RE-ARRANGED. FRED WILL NOT ALLOW ANY RULES BE ADDED OR ALTERED IN THE GAME. IF A PLAYER ENDS UP WITH BACK-TO-BACK POSSESSIONS, THE UNPLAYED ROUND ALWAYS STARTS AT THE 20 YARDS LINE/THIRD MARKER.

SECTION 2:

SET UP AND BEGINNING OF PLAY:

FROM THE FRONT EDGE OF THE TABLE/FIELD, MEASURE 36 INCHES (3 FEET), ON THE FLOOR, AND PLACE THE FIRST MARKER/STEP, LABLED 1ST AND GOAL. ON THE FLOOR, MEASURE 36 INCHES FROM THE FIRST MARKER/STEP, AND PLACE THE SECOND MARKER, LABELED 50 YARD LINE (6 FEET). ON THE FLOOR, MEASURE 36 INCHES FROM THE 50 YARD LINE, AND PLACE THE THIRD MARKER/STEP, LABELED 20 YARD LINE (9 FEET).

SELECT A DISTINCT NAME FOR EACH TEAM. FLIP A COIN TO DECIDE WHO GOES FIRST. THE TEAM THAT WINS THE COIN TOSS IS TEAM A, AND WILL GO FIRST FOR THE FIRST TWO QUARTERS. THE TEAM THAT LOSES THE COIN TOSS WILL BE TEAM B, AND WILL GO FIRST FOR THE LAST TWO QUARTERS.

SECTION 3:

GAME PLAY:

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THE TEAM THAT WINS THE COIN TOSS WILL START THE FIRST QUARTER, ROUND ONE/FIRST POSSESSION AT THE 20 YARD LINE/THIRD MARKER. THE TEAM THAT LOSES THE COIN TOSS WILL START THE THIRD QUARTER, ROUND ONE/FIRST POSSESSION AT THE 20 YARD LINE/THIRD MARKER. TEAMS WILL BOUNCE THE BALLS ON THE FLOOR AND ONTO THE TABLE/FIELD. IF NOTHING FALLS, IT'S SECOND DOWN, AND SO FORTH. TIE GAME REPLACES FREE PLAY ONLY DURING THE SECOND ROUND OF THE FOURTH QUARTER, AND APPLIES TO BOTH TEAMS. IN BOTH ROUNDS OF THE FOURTH QUARTER, AT LEAST ONE BALL MUST LEGITIMATELY LAND ON THE TABLE. OTHERWISE, THE OPPOSING TEAM IS AWARDED 6 POINTS. INTERCEPTIONS, FUMBLES, AND SAFETY'S MAY RESULT IN BACK-TO-BACK POSSESSIONS IF THE OPPOSING TEAM HAS NOT YET PLAYED THEIR ROUND. SEE SECTION 5.

ALTHOUGH TEAMS CAN ELECT TO PLAY ONE GAME, IT IS RECOMMENDED TO PLAY THREE GAMES. GAME ONE IS A PLAYOFF GAME WITH TWO DISTINCT TEAMS. GAME TWO IS A PLAYOFF GAME WITH TWO DIFFERENT TEAMS. THE WINNING TEAMS OF EACH OF THE TWO GAMES WILL PLAY A CHAMPIONSHIP GAME. YOU CAN ALSO PLAY THIS SCENARIO WITH UP TO EIGHT PLAYERS, ALTERNATING ROUNDS. FOR EXAMPLE: TWO PLAYERS PER TEAM. PLAYERS DECIDE WHO WILL PLAY ALL ROUND ONE'S AND WHO WILL PLAY ALL ROUND TWO'S, THROUGHOUT THE GAME. KEEP SCORE USING THE PAPER SCORE SHEET, ELECTRONIC SCOREBOARD, OR DOWNLOAD THE APP BY SCANNING THE QR CODE.

ON FOURTH DOWN:

FIELD GOALS CAN ONLY BE ATTEMPTED ON FOURTH DOWN AT THE 50 YARD LINE/SECOND MARKER OR 1ST AND GOAL/FIRST MARKER. FIELD GOALS DO NOT BOUNCE ON THE FLOOR. RATHER, FIELD GOALS MUST BOUNCE, ONLY ONCE, ON THE TABLE/FIELD AND PASS THROUGH THE GOAL POST. THE TEAM ON OFFENSE MUST DECLARE WHAT OPTION THEY ARE ATTEMPTING PRIOR TO BOUNCING THE BALL. ALL SPOTS ARE NOT APPLICABLE DURING FIELD GOAL ATTEMPTS.

OPTION 1: THE TEAM ON OFFENSE CAN DECIDE TO PUNT, FORFEITING THE FOURTH BALL/DOWN. THE OPPOSING TEAM WILL START THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER.

OPTION 2: THE TEAM ON OFFENSE CAN DECIDE TO GO FOR IT, BOUNCING THE FOURTH BALL ONTO THE TABLE. IF THE OFFENSE IS UNSUCCESSFUL, IT'S A TURNOVER ON DOWNS, AND THE OPPOSING TEAM WILL START THEIR POSSESSION FROM THE SAME STEP/MARKER ATTEMPT WAS MADE.

OPTION 3: THE TEAM ON OFFENSE CAN DECIDE TO ATTEMPT A FIELD GOAL. IF THE OFFENSE IS UNSUCCESSFUL, IT'S A TURNOVER ON DOWNS, AND THE OPPOSING TEAM WILL START THEIR POSSESSION FROM THE SAME STEP/MARKER ATTEMPT WAS MADE.

INTERCEPTIONS, FUMBLES, AND SAFETY'S DO NOT COUNT AGAINST ANY ROUNDS NOT YET TAKEN. ALL ROUNDS MUST BE PLAYED. TEAMS MAY KEEP ADDING POINTS, IN THE SAME ROUND, IF BALLS KEEP DROPPING IN THESE SPOTS. ALL OF THESE SPOTS MAY RESULT IN BACK-TO-BACK POSSESSIONS. SEE SECTION 5 FOR SCENARIOS.

INTERCEPTIONS/FUMBLES: THE TEAM ON OFFENSE LANDS IN INTERCEPTION/FUMBLE. THE OPPOSING TEAM WILL START THEIR POSSESSION FROM THE SAME STEP/MARKER THE INTERCEPTION/FUMBLE TOOK PLACE. THE OPPOSING TEAM WILL GET TWO BALLS/DOWNS TO

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SCORE POINTS, STARTING ON THIRD DOWN. INTERCEPTIONS/FUMBLES DO NOT COUNT AGAINST A TEAM'S ROUNDS.

SAFETY: THE TEAM ON OFFENSE LANDS IN SAFETY. THE OPPOSING TEAM ADDS 2 POINTS TO THE SAME ROUND THE SAFETY TOOK PLACE. THE OPPOSING TEAM WILL GET TWO BALLS/DOWNS, STARTING ON THIRD DOWN, TO SCORE POINTS AND WILL START THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. SAFETY'S DO NOT COUNT AGAINST A TEAM'S ROUNDS.

PICK-6: THE TEAM ON OFFENSE LANDS IN PICK-6. THE OPPOSING TEAM ADDS 6 POINTS TO THE SAME ROUND THE PICK-6 TOOK PLACE. THE OPPOSING TEAM WILL IMMEDIATELY ATTEMPT AN EXTRA POINT. IF THE EXTRA POINT IS SUCCESSFUL, ADD ONE ADDITIONAL POINT. IF THE TEAM BENEFITING FROM THE PICK-6 HAS NOT YET PLAYED THEIR ROUND, THEY TAKE POSSESSION AT THE 20 YARD LINE/THIRD MARKER, THUS CAUSING BACK-TO-BACK POSSESSIONS. PICK-6'S DO NOT COUNT AGAINST A TEAM'S ROUNDS. SEE SECTION 5 FOR SCENARIOS.

OVERTIME: THE SCORE IS EQUAL AFTER THE FOURTH QUARTER, ROUND 2. FLIP A COIN TO DECIDE WHO GOES FIRST. THE WINNER OF THE COIN TOSS WILL START THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. EACH TEAM WILL HAVE FOUR BALLS/DOWNS PER ROUND. EACH TEAM MUST PLAY AT LEAST ONE ROUND. IF THE GAME REMAINS TIED, KEEP PLAYING UNTIL THERE IS A WINNER. SEE SECTION 5 FOR SCENARIOS.

SECTION 4:

STEPS/SPOTS: YELLOWS (Y) ARE GOOD FOR THE OFFENSE. REDS (R) ARE BAD. BLUE IS GOOD OR BAD.

1 ST AND GOAL/FIRST MARKER:	PLACE 3 FEET FROM THE FRONT OF THE TABLE. MUST BOUNCE ONE TIME ON THE FLOOR.
50 YARD LINE/SECOND MARKER:	PLACE 6 FEET FROM THE FRONT OF THE TABLE. MUST BOUNCE ONE TIME ON THE FLOOR.
20 YARD LINE/THIRD MARKER:	PLACE 9 FEET FROM THE FRONT OF THE TABLE. MUST BOUNCE ONE TIME ON THE FLOOR. FIRST QUARTER, FIRST ROUND AND THIRD QUARTER, FIRST ROUND MUST START HERE.
TOUCHDOWN (Y):	6 POINTS AWARDED, PLUS ATTEMPT AT AN EXTRA POINT OR TWO POINT CONVERSION.
EXTRA POINT (1 POINT):	PLAYER STANDS AT THE FRONT EDGE OF THE TABLE. CAN ONLY BE ATTEMPTED AFTER A TOUCHDOWN. MUST BOUNCE ONE TIME ON THE TABLE AND GO THROUGH THE GOAL POST.
2-POINT-CONVERSION:	PLAYER STANDS AT THE FRONT EDGE OF THE TABLE. CAN ONLY BE ATTEMPTED AFTER A TOUCHDOWN. MUST BOUNCE ONE TIME ON THE TABLE AND GO THROUGH ONE OF THE 2-POINT-CONVERSION SPOTS.

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FIELD GOAL (3 POINTS):	CAN ONLY BE ATTEMPTED ON FOURTH DOWN AT THE 50 YARD LINE/SECOND MARKER OR 1 ST AND GOAL/FIRST MARKER. MUST BOUNCE ONE TIME ON THE TABLE AND GO THROUGH THE GOAL POST.
DEFLECTION (R):	STAY AT THE CURRENT STEP/MARKER. LOSS OF DOWN.
DELAY OF GAME (R):	MOVE BACK ONE STEP/MARKER. REPEAT DOWN.
FALSE START (Y):	MOVE UP ONE STEP/MARKER. REPEAT DOWN.
FIRST DOWN (Y):	MOVE UP ONE STEP/MARKER. RESTORE ALL FOUR BALLS/DOWNS. SPOT IS VOID WHEN PLAYER IS AT MARKER 1/STEP 1/20 YARD LINE.
FREE PLAY / TIE GAME (B):	FREE PLAY IS A DEFENSIVE OFFSIDES PENALTY, THUS CREATING A FREE PLAY FOR THE OFFENSE. OFFENSE MUST HAVE AN AVAILABLE BALL/DOWN. ON THE NEXT BALL/DOWN ONLY, ALL RED SPOTS BECOME TOUCHDOWNS. TIE GAME REPLACES FREE PLAY ONLY DURING THE SECOND ROUND OF THE FOURTH QUARTER, AND APPLIES TO BOTH TEAMS. IF THE BALL DROPS INTO TIE GAME, THE LOSING TEAM'S SCORE BECOMES EQUAL TO THE WINNING TEAM. DURING OVERTIME, FREE PLAY IS ACTIVE AGAIN.
FUMBLE/TURNOVER (R):	OPPOSING TEAM WILL TAKE OVER AT THE SAME STEP/MARKER THE FUMBLE TOOK PLACE. OPPOSING TEAM WILL GET TWO BALLS/DOWNS, STARTING ON THIRD DOWN, TO SCORE POINTS. ANY POINTS WILL BE ADDED TO THE SAME ROUND THE FUMBLE TOOK PLACE. FUMBLES DO NOT COUNT AGAINST OPPOSING TEAM'S ROUNDS.
FUMBLE-6 (R):	OPPOSING TEAM ADDS 6 POINTS TO THE SAME ROUND THE FUMBLE-6 TOOK PLACE. OPPOSING TEAM WILL IMMEDIATELY ATTEMPT AN EXTRA POINT OR 2-POINT-CONVERSION. FUMBLE-6'S DO NOT COUNT AGAINST OPPOSING TEAM'S ROUNDS.
HOLDING (R):	MOVE BACK ONE STEP/MARKER. REPEAT DOWN.
INCOMPLETE PASS (R):	STAY AT THE CURRENT STEP/MARKER. LOSS OF DOWN.
INTENTIONAL GROUNDING (R):	MOVE BACK ONE STEP/MARKER. LOSS OF DOWN.
INTERCEPTION (R):	OPPOSING TEAM WILL TAKE OVER AT THE SAME STEP/MARKER THE INTERCEPTION TOOK PLACE. OPPOSING TEAM WILL GET TWO BALLS/DOWNS, STARTING ON THIRD DOWN, TO SCORE POINTS. ANY POINTS WILL BE ADDED TO THE SAME ROUND THE INTERCEPTION TOOK PLACE. INTERCEPTIONS DO NOT COUNT AGAINST A TEAM'S ROUNDS.

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PASS INTERFERENCE (Y):	MOVE UP TO 1 ST AND GOAL/FIRST MARKER. FIRST DOWN.
PICK-6 (R):	OPPOSING TEAM ADDS 6 POINTS TO THE SAME ROUND THE PICK-6 TOOK PLACE. OPPOSING TEAM WILL IMMEDIATELY ATTEMPT AN EXTRA POINT OR 2-POINT-CONVERSION. PICK-6'S DO NOT COUNT AGAINST OPPOSING TEAM'S ROUNDS.
QUARTERBACK SACK (R):	MOVE BACK ONE STEP/MARKER. LOSS OF DOWN.
RECEPTION (Y):	MOVE UP ONE STEP/MARKER. PLAY NEXT DOWN.
ROUGHING THE PASSER (Y):	MOVE UP ONE STEP/MARKER. FIRST DOWN.
SAFETY (R):	OPPOSING TEAM ADDS 2 POINTS TO THE SAME ROUND THE SAFETY TOOK PLACE. OPPOSING TEAM GOES ON OFFENSE AT THE 20 YARDS LINE/THIRD MARKER AND WILL GET TWO BALLS/DOWNS, STARTING ON THIRD DOWN, TO SCORE POINTS. SAFETY'S DO NOT COUNT AGAINST OPPOSING TEAM'S ROUNDS.

SECTION 5:

GAME PLAY SCENARIOS:

INTERCEPTION/FUMBLE SCENARIOS:

SCENARIO 1: IT'S ROUND 1 FOR TEAM A. TEAM B HAS NOT PLAYED ROUND 1. TEAM A LANDS IN INTERCEPTION/FUMBLE. TEAM B WILL START THEIR POSSESSION FROM THE SAME STEP/MARKER THE INTERCEPTION/FUMBLE TOOK PLACE. TEAM B WILL GET TWO BALLS/DOWNS TO SCORE POINTS. TEAM B LANDS ONE OF THE TWO BALLS INTO INTERCEPTION/FUMBLE, THUS CAUSING ANOTHER INTERCEPTION/FUMBLE. TEAM A WILL GET POSSESSION BACK AND START FROM THE SAME STEP/MARKER THE INTERCEPTION/FUMBLE TOOK PLACE. TEAM A WILL GET TWO BALLS/DOWNS TO SCORE POINTS. SINCE THE INTERCEPTION/FUMBLE TOOK PLACE IN ROUND 1, IF ANY POINTS ARE SCORED, TEAM A WILL ADD THEM TO ROUND 1. THIS WILL CONTINUE AS LONG AS BALLS LAND IN INTERCEPTION/FUMBLE. ANY POINTS SCORED IN THIS SCENARIO ARE ADDED TO ROUND 1 ONLY. THE SAME SCENARIO ALSO APPLIES TO ROUND 2. NO MATTER WHAT HAPPENS, TEAM B WILL STILL PLAY THEIR ROUND 1.

SCENARIO 4: IT'S ROUND 1 FOR TEAM B. TEAM A HAS ALREADY PLAYED ROUND 1. TEAM B LANDS IN INTERCEPTION/FUMBLE. TEAM A WILL START THEIR POSSESSION FROM THE SAME STEP/MARKER THE INTERCEPTION/FUMBLE TOOK PLACE. TEAM A WILL GET TWO BALLS/DOWNS TO SCORE POINTS. IF TEAM A SCORES POINTS, TEAM A WILL ADD THEIR POINTS TO ROUND 1 AND PLAY ROUND 2 STARTING AT THE 20 YARD LINE/THIRD MARKER. THIS SCENARIO MAY RESULT IN BACK-TO-BACK POSSESSIONS FOR TEAM A.

SCENARIO 2: IT'S ROUND 2 FOR TEAM A. TEAM B HAS NOT PLAYED ROUND 2. TEAM A LANDS IN INTERCEPTION/FUMBLE. TEAM B WILL START THEIR POSSESSION FROM THE SAME STEP/MARKER THE INTERCEPTION/FUMBLE TOOK PLACE. TEAM B WILL GET TWO

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BALLS/DOWNS TO SCORE POINTS. IF TEAM B SCORES POINTS, THEY WILL ADD THEIR POINTS TO ROUND 2, AND THEN PLAY ROUND 2 STARTING AT THE 20 YARD LINE/THIRD MARKER. IF TEAM B FAILS TO SCORE POINTS, THEY WILL PLAY ROUND 2 STARTING AT THE 20 YARD LINE/THIRD MARKER. ANY POINTS SCORED IN THIS SCENARIO ARE ADDED TO ROUND 2 ONLY. THIS SCENARIO MAY RESULT IN BACK-TO-BACK POSSESSIONS FOR TEAM B.

SCENARIO 3: IT'S ROUND 2 FOR TEAM B. TEAM A HAS ALREADY PLAYED ROUND 2. TEAM B LANDS IN INTERCEPTION/FUMBLE. TEAM A WILL START THEIR POSSESSION FROM THE SAME STEP/MARKER THE INTERCEPTION/FUMBLE TOOK PLACE. TEAM A WILL GET TWO BALLS/DOWNS TO SCORE POINTS. IF TEAM A SCORES POINTS, THEY WILL ADD THEIR POINTS TO ROUND 2, ALREADY PLAYED, AND THAT ENDS THE QUARTER. IF TEAM A FAILS TO SCORE POINTS, THAT ENDS THE QUARTER.

SCENARIO 4: IT'S ROUND 2 FOR TEAM B. TEAM A HAS ALREADY PLAYED ROUND 2. TEAM B LANDS IN INTERCEPTION/FUMBLE. TEAM A WILL START THEIR POSSESSION FROM THE SAME STEP/MARKER THE INTERCEPTION/FUMBLE TOOK PLACE. TEAM A LANDS ONE OF THE TWO BALLS INTO INTERCEPTION/FUMBLE, THUS CAUSING ANOTHER INTERCEPTION/FUMBLE. TEAM B WILL GET THE BALL BACK AND START FROM THE SAME STEP/MARKER THE INTERCEPTION/FUMBLE TOOK PLACE. TEAM B WILL GET TWO BALLS/DOWNS TO SCORE POINTS. SINCE THE INTERCEPTION/FUMBLE TOOK PLACE IN ROUND 2, IF ANY POINTS ARE SCORED, TEAM B WILL ADD THEM TO ROUND 2. ANY POINTS SCORED IN THIS SCENARIO ARE ADDED TO ROUND 2 ONLY. ONCE THIS SCENARIO ENDS THE QUARTER ENDS.

SAFETY SCENARIOS:

SCENARIO 1: IT'S ROUND 1 FOR TEAM A. TEAM B HAS NOT PLAYED ROUND 1. TEAM A LANDS IN SAFETY. TEAM B ADDS 2 POINTS TO THE SAME ROUND THE SAFETY TOOK PLACE, ROUND 1. TEAM B WILL GET TWO BALLS/DOWNS TO SCORE POINTS AND WILL START THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. IF TEAM B SCORES POINTS, TEAM B WILL ADD THEIR POINTS TO ROUND 1 AND PLAY ROUND 1 STARTING AT THE 20 YARD LINE/THIRD MARKER. THIS SCENARIO MAY RESULT IN BACK-TO-BACK POSSESSIONS FOR TEAM B. NO MATTER WHAT HAPPENS, TEAM B WILL STILL PLAY ROUND 1.

SCENARIO 2: IT'S ROUND 1 FOR TEAM A. TEAM B HAS NOT PLAYED ROUND 1. TEAM A LANDS IN SAFETY. TEAM B ADDS 2 POINTS TO THE SAME ROUND THE SAFETY TOOK PLACE, ROUND 1. TEAM B WILL GET TWO BALLS/DOWNS TO SCORE POINTS AND WILL START THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. TEAM B LANDS ONE OF THE TWO BALLS INTO SAFETY, THUS CAUSING ANOTHER SAFETY. TEAM A WILL GET POSSESSION BACK AND ADDS 2 POINTS TO THE SAME ROUND THE SAFETY TOOK PLACE, ROUND 1. TEAM A WILL GET TWO BALLS/DOWNS TO SCORE POINTS AND WILL START THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. IF ANY POINTS ARE SCORED, TEAM A WILL ADD THEM TO ROUND 1. ANY POINTS SCORED IN THIS SCENARIO ARE

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ADDED TO ROUND 1 ONLY. NO MATTER WHAT HAPPENS, TEAM B WILL STILL PLAY ROUND 1.

SCENARIO 3: IT'S ROUND 1 FOR TEAM B. TEAM A HAS ALREADY PLAYED ROUND 1. TEAM B LANDS IN SAFETY. TEAM A ADDS 2 POINTS TO THE SAME ROUND THE SAFETY TOOK PLACE, ROUND 1. TEAM A WILL GET TWO BALLS/DOWNS TO SCORE POINTS AND WILL START THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. IF TEAM A SCORES POINTS, TEAM A WILL ADD THEIR POINTS TO ROUND 1 AND PLAY ROUND 2 STARTING AT THE 20 YARD LINE/THIRD MARKER. THIS SCENARIO MAY RESULT IN BACK-TO-BACK POSSESSIONS FOR TEAM A.

SCENARIO 4: IT'S ROUND 2 FOR TEAM A. TEAM B HAS NOT PLAYED ROUND 2. TEAM A LANDS IN SAFETY. TEAM B ADDS 2 POINTS TO THE SAME ROUND THE SAFETY TOOK PLACE, ROUND 2. TEAM B WILL GET TWO BALLS/DOWNS TO SCORE POINTS AND WILL START THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. IF TEAM B SCORES POINTS, TEAM B WILL ADD THEIR POINTS TO ROUND 2, AND PLAY ROUND 2 STARTING AT THE 20 YARD LINE/THIRD MARKER. IF TEAM B FAILS TO SCORE POINTS, TEAM B WILL PLAY ROUND 2 STARTING AT THE 20 YARD LINE/THIRD MARKER. ANY POINTS SCORED IN THIS SCENARIO ARE ADDED TO ROUND 2 ONLY. THIS SCENARIO MAY RESULT IN BACK-TO-BACK POSSESSIONS FOR TEAM B.

SCENARIO 5: IT'S ROUND 2 FOR TEAM B. TEAM A HAS ALREADY PLAYED ROUND 2. TEAM B LANDS IN SAFETY. TEAM A ADDS 2 POINTS TO THE SAME ROUND THE SAFETY TOOK PLACE, ROUND 2. TEAM A WILL GET TWO BALLS/DOWNS TO SCORE POINTS AND WILL START THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. IF TEAM A SCORES POINTS, TEAM A WILL ADD THEIR POINTS TO ROUND 2 AND THAT ENDS THE QUARTER. IF TEAM A FAILS TO SCORE POINTS, THAT ENDS THE QUARTER.

SCENARIO 6: IT'S ROUND 2 FOR TEAM B. TEAM A HAS ALREADY PLAYED ROUND 2. TEAM B LANDS IN SAFETY. TEAM A ADDS 2 POINTS TO THE SAME ROUND THE SAFETY TOOK PLACE, ROUND 2. TEAM A WILL GET TWO BALLS/DOWNS TO SCORE POINTS AND WILL START THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. TEAM A LANDS ONE OF THE TWO BALLS INTO SAFETY, THUS CAUSING ANOTHER SAFETY. TEAM B ADDS 2 POINTS TO THE SAME ROUND THE SAFETY TOOK PLACE, ROUND 2. TEAM B WILL GET TWO BALLS/DOWNS TO SCORE POINTS AND WILL START THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. SINCE THE SAFETY TOOK PLACE IN ROUND 2, IF ANY POINTS ARE SCORED, TEAM B WILL ADD THEM TO ROUND 2. ANY POINTS SCORED IN THIS SCENARIO ARE ADDED TO ROUND 2 ONLY. THAT ENDS THE QUARTER.

PICK-6 SCENARIOS:

SCENARIO 1: IT'S ROUND 1 FOR TEAM A. TEAM B HAS NOT PLAYED ROUND 1. TEAM A LANDS IN PICK-6. TEAM B ADDS 6 POINTS TO THE SAME ROUND THE PICK-6 TOOK PLACE, ROUND 1. TEAM B WILL IMMEDIATELY ATTEMPT AN EXTRA POINT OR TWO-POINT CONVERSION. IF THE EXTRA POINT OR TWO-POINT CONVERSION IS SUCCESSFUL, TEAM B WILL ADD ONE POINT OR TWO POINTS, RESPECTIVELY, TO ROUND 1. TEAM B

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WILL PLAY ROUND 1 STARTING THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. THIS SCENARIO MAY RESULT IN BACK-TO-BACK POSSESSIONS FOR TEAM B.

SCENARIO 2: IT'S ROUND 1 FOR TEAM B. TEAM A HAS ALREADY PLAYED ROUND 1. TEAM B LANDS IN PICK-6. TEAM A ADDS 6 POINTS TO THE SAME ROUND THE PICK-6 TOOK PLACE, ROUND 1. TEAM A WILL IMMEDIATELY ATTEMPT AN EXTRA POINT OR TWO-POINT CONVERSION. IF THE EXTRA POINT OR TWO-POINT CONVERSION IS SUCCESSFUL, TEAM A WILL ADD ONE POINT OR TWO POINTS, RESPECTIVELY, TO ROUND 1. TEAM A WILL PLAY ROUND 2 STARTING THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. THIS SCENARIO MAY RESULT IN BACK-TO-BACK POSSESSIONS FOR TEAM A.

SCENARIO 3: IT'S ROUND 2 FOR TEAM A. TEAM B HAS NOT PLAYED ROUND 2. TEAM A LANDS IN PICK-6. TEAM B ADDS 6 POINTS TO THE SAME ROUND THE PICK-6 TOOK PLACE, ROUND 2. TEAM B WILL IMMEDIATELY ATTEMPT AN EXTRA POINT OR TWO-POINT CONVERSION. IF THE EXTRA POINT OR TWO-POINT CONVERSION IS SUCCESSFUL, TEAM B WILL ADD ONE POINT OR TWO POINTS, RESPECTIVELY, TO ROUND 2. TEAM B WILL PLAY ROUND 2 STARTING THEIR POSSESSION AT THE 20 YARD LINE/THIRD MARKER. THIS SCENARIO MAY RESULT IN BACK-TO-BACK POSSESSIONS FOR TEAM B.

SCENARIO 4: IT'S ROUND 2 FOR TEAM B. TEAM A HAS ALREADY PLAYED ROUND 2. TEAM B LANDS IN PICK-6. TEAM A ADDS 6 POINTS TO THE SAME ROUND THE PICK-6 TOOK PLACE, ROUND 2. TEAM A WILL IMMEDIATELY ATTEMPT AN EXTRA POINT OR TWO-POINT CONVERSION. IF THE EXTRA POINT OR TWO-POINT CONVERSION IS SUCCESSFUL, TEAM A WILL ADD ONE POINT OR TWO POINTS, RESPECTIVELY, TO ROUND 2. THAT ENDS THE QUARTER. THIS SCENARIO MAY RESULT IN BACK-TO-BACK POSSESSIONS FOR TEAM A.

OVERTIME SCENARIOS:

SCENARIO 1: THE FIRST POSSESSING TEAM SCORES A TOUCHDOWN. GAME IS OVER.

SCENARIO 2: THE FIRST POSSESSING TEAM SCORES A FIELDGOAL. OPPOSING TEAM FAILS TO SCORE. GAME IS OVER.

SCENARIO 3: THE FIRST POSSESSING TEAM SCORES A FIELDGOAL. OPPOSING TEAM SCORES A TOUCHDOWN. GAME IS OVER.

SCENARIO 4: THE FIRST POSSESSING TEAM SCORES NO POINTS. OPPOSING TEAM SCORES ANY POINTS. GAME IS OVER.

SCENARIO 5: THE FIRST POSSESSING TEAM SCORES A FIELDGOAL. OPPOSING TEAM SCORES A FIELDGOAL. SUDDEN DEATH. NEXT TEAM TO SCORE WINS.

SCENARIO 6: THE FIRST POSSESSING TEAM SCORES NO POINTS. OPPOSING TEAM SCORES NO POINTS. SUDDEN DEATH. NEXT TEAM TO SCORE WINS.

SCENARIO 7: THE FIRST POSSESSING TEAM LANDS IN PICK-6 OR FUMBLE-6. GAME IS OVER.

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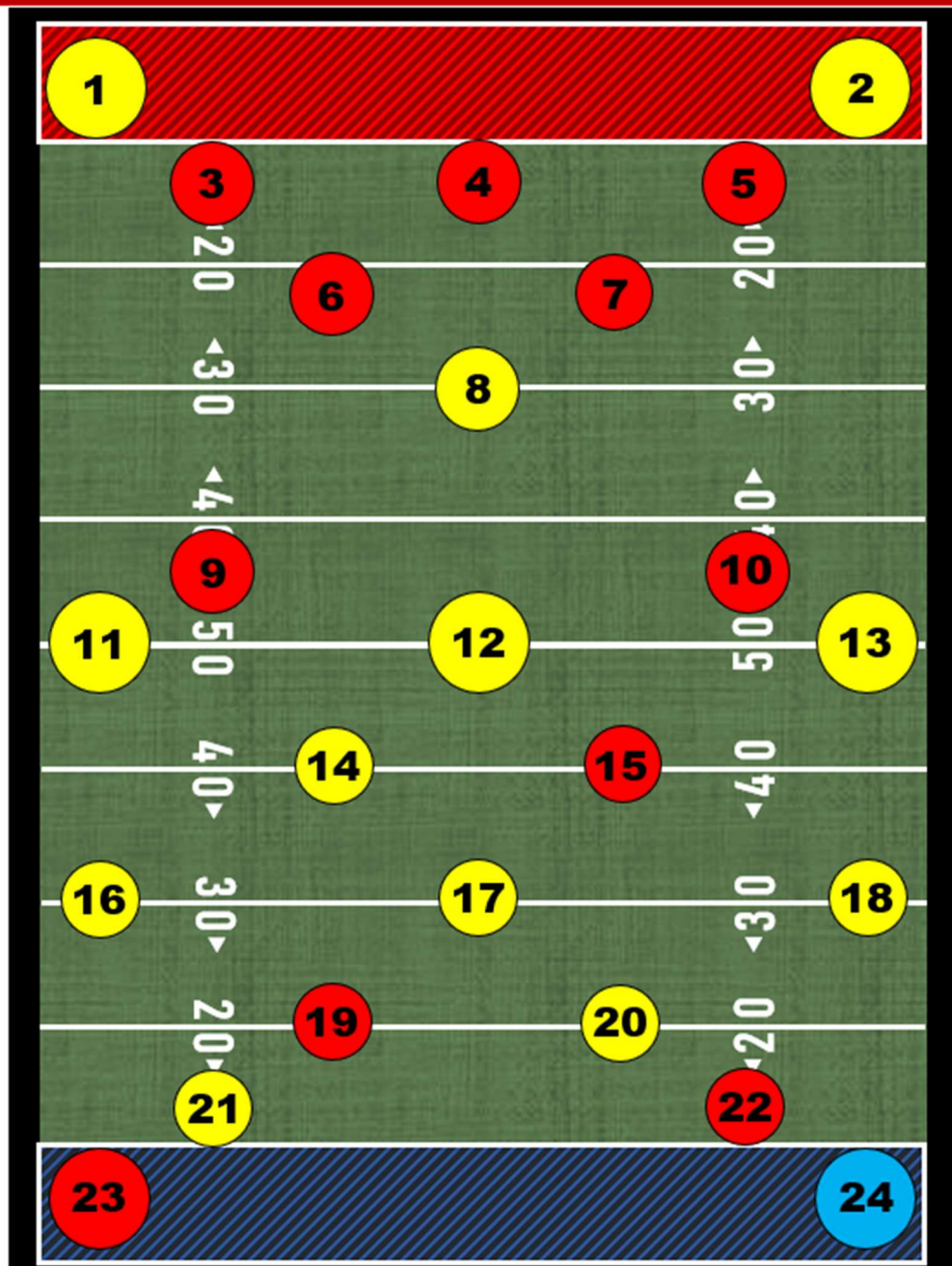
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SECTION 6:

TABLE LAYOUT / SPOT COUNTS: DEFLECTION (1), DELAY OF GAME (1), FALSE START (1), FIRST DOWN (3), FREE PLAY / TIE-GAME (1), FUMBLE/TURNOVER (1), FUMBLE-6 (1), HOLDING (1), INCOMPLETE PASS (1), INTENTIONAL GROUNDING (1), INTERCEPTION (1), PASS INTERFERENCE (1), PICK-6 (1), QUARTERBACK SACK (1), RECEPTION (1), ROUGHING THE PASSER (1), SAFETY (1), TOUCHDOWN (5)

	1 st Quarter		2 nd Quarter		3 rd Quarter		4 th Quarter		
Team	R1	R2	R1	R2	R1	R2	R1	R2	Total
Team 1	7	3							10
Team 2	7	0							7

1. TOUCHDOWN
2. TOUCHDOWN
3. INTERCEPTION
4. INTENTIONAL GROUNDING
5. DELAY OF GAME
6. HOLDING
7. INCOMPLETE PASS
8. FIRST DOWN
9. FUMBLE / TURNOVER
10. PICK-6
11. TOUCHDOWN
12. RECEPTION
13. FALSE START
14. ROUGHING THE PASSER
15. DEFLECTION
16. FIRST DOWN
17. FIRST DOWN
18. PASS INTERFERENCE
19. QUARTERBACK SACK
20. TOUCHDOWN
21. TOUCHDOWN
22. SAFETY
23. FUMBLE-6
24. FREE PLAY/TIE GAME



SECTION 7:
SCORE SHEET

FRED'S TABLE FOOTBALL

Team	1ST		2ND		3RD		4TH		TOTAL
	R1	R2	R1	R2	R1	R2	R1	R2	

FRED'S TABLE FOOTBALL GAME© (FTF)

Original works created by: Ashur Givargis, January 25, 2024 (REVISED: May 18, 2025)

SECTION 8:

ALTERNATIVE GAME PLAY OPTIONS THAT CAN BE PERFORMED SEPARATELY OR IN COMBINATION. FOR EXAMPLE, BOTH TEAMS COULD AGREE ON USING OPTION 2, OPTION 4, AND OPTION 5b:

OPTION 1:

ADD A MONETARY, OR OTHER REWARD TO ANY OR ALL TOUCHDOWN SPOTS.

OPTION 2:

ADD A MONETARY, OR OTHER REWARD FOR WINNERS AND/OR LOSERS OF THE GAME.

OPTION 3:

PLAY FRED'S TABLE FOOTBALL GAME © AS A TOURNAMENT. TOURNAMENTS CANNOT USE OPTION 5. TOURNAMENTS MAY KEEP A VARIETY OF STATISTICS.

OPTION 4:

PLAY FRED'S TABLE FOOTBALL GAME © WITH A TIME LIMIT.

OPTION 5 (EXCLUDING FREE PLAY/TIE SPOT):

- a) BEFORE THE GAME STARTS, BOTH TEAMS AGREE TO PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR BOTH TEAMS, DURING THE ENTIRE GAME.
- b) BEFORE THE GAME STARTS, BOTH TEAMS AGREE TO PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR BOTH TEAMS, DURING THE FIRST TWO QUARTERS AND A DIFFERENT, OR SAME SPOT, FOR THE REAMINING QUARTERS.
- c) BEFORE THE GAME STARTS, THE WINNER OF THE COIN TOSS PLACES FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR BOTH TEAMS, DURING THE ENTIRE GAME.
- d) BEFORE THE GAME STARTS, THE WINNER OF THE COIN TOSS MUST CHOOSE WHO GOES FIRST. THE TEAM THAT GOES FIRST GETS TO PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR BOTH TEAMS, DURING THE FIRST TWO QUARTERS (FIRST AND SECOND QUARTER). THE OPPOSING TEAM GETS TO THE PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR BOTH TEAMS, DURING THE LAST TWO QUARTERS (THIRD AND FOURTH QUARTER).

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- e) BEFORE THE GAME STARTS, THE WINNER OF THE COIN TOSS MUST CHOOSE WHO GOES FIRST. THE TEAM THAT GOES FIRST GETS TO PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR THEIR TEAM ONLY, DURING THE FIRST TWO QUARTERS (FIRST AND SECOND QUARTER). THE OPPOSING TEAM GETS TO THE PLACE FRED'S TOKEN IN ANY SPOT ON THE TABLE TO MAKE IT NULL AND VOID, FOR THEIR TEAM ONLY, DURING THE LAST TWO QUARTERS (THIRD AND FOURTH QUARTER).
- f) PLAY FRED'S FOOTBALL GAME © IN A FULLY AUTOMATED AND ELECTRONIC VERSION.

WE HOPE YOU FIND COUNTLESS HOURS OF PHYSICAL PLAY, EXERCISE, EXCITEMENT, ENTERTAINMENT, COMPETITION, BONDING, FRIENDSHIP, FUN, LAUGHTER, STRESS RELIEF, FREEDOM AND LIBERTY PLAYING FRED'S TABLE FOOTBALL GAME ©.

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