FOOTBALL GAME INCORPORATING AN ECCENTRICALLY WEIGHTED ROLLABLE DISC

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ABSTRACT OF THE DISCLOSURE

A longitudinally inclined rectangular board, with adjustable legs, representing a football playing field for teaching football, and a plurality of defensive game pieces such as figurines to be set in certain areas on the field at lower portion of the board and a plurality of rollable offensive game pieces such as off-balanced disks representing runs, passes, and kicks, which are rolled down the board to be stopped by the placement of certain of the defensive game pieces. Around the lower edge of the board there are provided trough compartments or pockets into which the offensive game pieces roll for obtaining different scores. Along opposite sides of the board are markers movable in numbered rows of holes or plastic strips for indicating the number of downs, plays, yardage gains, location of the ball, quarters, and score. The board also may be provided with recesses for drinks and/or ash trays.

BACKGROUND OF THE INVENTION

In reviewing the history of simulated football game type devices, it appears that in most of the prior art games, simplicity was emphasized at the sacrifice of completeness. The symbolism provided in the prior devices was lacking and failed to produce a feeling of realism in the participants. Serious football enthusiasts and those interested in learning more about the sport itself found little or no similarity between the game devices and the sport of football.

SUMMARY OF THE INVENTION

Generally speaking, the football game teaching device is usually operated by at least two people and comprises a board, such as a table top supported by a set of different or adjustable length legs, and which has a longitudinally inclined top surface. An offensive area located at the upper end of the board has a relatively large section designated as a release zone upon which a rollable offensive disk, selected from a plurality of different weight, size, shape and/or distinguishable disks, may be directed and released by the offensive participant or player. These disks each may carry indicia or marks, such as colors, to designate specific types of plays such as running, passing or kicking. The disks are each designed to have an affinity or roll down an incline in a curved path and/or to be tipped or deflected more readily toward one side than the other.

Located on the downward half of the board is a defense zone in which defensive members, such as a group of eleven figurines, are deployed on designated starting position spots. Some of these defensive members are designated as active defensive pieces which are passively hand movable, and other pieces are designated as defensive pieces which are not passively hand movable. Jointly these defensive pieces are used to stop, intercept or otherwise impair the downward progress of the rolling offensive disk. The passively hand movable defense members each have indicia or marks such as colors, which designate a relationship to one or more of the marked or colored offensive disks. This relationship is used to indicate which of the hand movable defensive pieces may be used in active defense of a particular play. The defensive pieces which do not have a mark or a color related to the offensive disk selected and used on a particular play, may not be manually moved during that particular play.

The defense area of the game board may be divided into discrete sections and surrounding pockets having various assigned gains of yardage for each respective type of play with the amount of yardage gained generally increasing in the direction of the downward slope of the table. An offensive gain or score on a play may be made if the offense disk after being released rolls down to and stops on one of these valued sections or in one of the pockets.

At convenient locations around the field playing area, tallying means are provided such as plastic filled grooves in which pronged indicators may be selectively inserted and positioned along various rows of numbers to indicate such things as ball location, remaining distance to be gained for a first down, number of quarters remaining to be played, number of plays, and related information. In addition the total score of each participating team may be recorded on two pairs of twin rotatable numbered adjacent disks.

OBJECTS OF THE INVENTION

It is the object of this invention to produce a teaching device that creates by its combined stimuli a realistic atmosphere in which football enthusiasts may enjoy many of the thrills usually experienced by the players and spectators at a regulation football game.

It is another object of this invention to produce a device by which football enthusiasts may learn many of the rudiments of regulation football.

It is another object of this invention to produce a device which is both physically and mentally challenging, wherein the participants may learn to act quickly and decisively and develop hand and eye coordination while manipulating the individual pieces of our representative football game device.

It is another object of this invention to produce a teaching device for football wherein opposing participants may each manually direct their respective and selectable representative offensive and defensive game pieces through an infinite variety of plays.

It is another object of this invention to produce a football game device wherein hand movable defensive pieces deployed on the playing table are selectively used by one player to intercept, stop or impair the progress of offensive game pieces selected by another player from a plurality of off balanced disks having an affinity to roll down a slightly inclined surface in a curved path and to fall or be deflected more readily in one direction than another as they move through different marked scoring areas or zones and, if not stopped, into scoring pockets.

It is another object of this invention to produce a football game device wherein the representative game pieces carry indicia showing the dependent relationship between each defense piece and at least one of the offensive pieces.

It is another object of this invention to produce a football game device wherein protruding indicia are provided for insertion into soft plastic filled grooves along a line of values adjacent the edge of the playing board whereby summary data of the plays may be readily tallied as in regulation football.

BRIEF DESCRIPTION OF THE VIEWS

The above mentioned and other features and objects of this invention and the manner of attaining them will
become more apparent and the invention itself will be best understood by reference to the following description of an embodiment of the invention taken in conjunction with the accompanying drawings, wherein;

FIG. 1 is an end perspective view of one embodiment of the game board of this invention with the playing pieces in playing position and two seated players being shown in dotted lines therein;

FIG. 2 shows an enlarged top plan view of the football game board shown in FIG. 1 showing the discrete areas, pockets, spots, and scoring indicia thereon;

FIG. 3 shows a side view of the football game board shown in FIG. 1 showing its adjustable supporting legs of different lengths affecting its longitudinal incline;

FIG. 4 is an enlarged sectional view of the game board shown in FIG. 2 taken along line IV—IV, thereof;

FIG. 5 is an enlarged sectional view of the game board shown in FIG. 2 taken along line V—V thereof;

FIG. 6 is an enlarged broken away section of the game board shown in FIG. 2 taken laterally of the segmented trough along line VI—VI, thereof;

FIG. 7 is an enlarged broken away section of the game board shown in FIG. 2 taken longitudinally of the compartmented end trough along line VII—VII, thereof;

FIG. 8 is an enlarged side view of aovable offensive game pieces;

FIG. 9 is a sectional view of the game piece shown in FIG. 8 taken along line IX—IX, thereof;

FIG. 10 is an enlarged perspective view of a stationary defensive game piece showing a figure in a crouched position;

FIG. 11 is an enlarged elevation view of a stationary defensive game piece showing a figure in an upright position;

FIG. 12 is an enlarged perspective view of a movable defensive game piece;

FIG. 13 is an enlarged elevation view of a football location indicator;

FIG. 14 is an enlarged perspective view of a ten yard marker;

FIG. 15 is an enlarged perspective view of a "down" indicator;

FIG. 16 is an elevation view of the "quarter" marker peg; and

FIG. 17 is an enlarged perspective view of one of a pair of score recording disks.

**DETAILED DESCRIPTION OF PREFERRED EMBODIMENTS**

(I) The board

Referring to the drawings, FIGS. 1, 2 and 3, show a rectangular game board 10 including a surrounding rim 20 and an upper end 22 and a lower end 25, supported by depending leg members 30 and 33 of two lengths which may be affixed by thread means adjacent the four corners of the underside of the game board 10. Legs 30 are longer and are attached to the upper end 22 of the game board while the shorter legs 33 are attached to the lower end. Preferably a means for altering the degree of incline is provided such as threadedly adjustible feet (see FIG. 3) by which the length of each leg may be varied so that the game board 10 may be longitudinally inclined at the desired angle and leveled laterally even when placed on an uneven or unleveled surface, and/or to increase or decrease the incline to speed up or slow down the rolling disks and speed of playing.

(II) The playing field

A generally rectangular simulated football playing field 39 is laid out on the surface of game board 10. The upper approximately half portion of the playing field designated as the offensive end 40 is defined by boundary lines such as a lateral line 42 near the upper end of the game board, longitudinal right side line 44, longitudinal left side line 46 and a lateral line 48 located below midfield, which line 48 divides the playing field 39 into offensive 40 and defensive 51 ends or portions or halves. The defensive end 51 of the field is defined by the lateral line 48 and a broad U-shaped compartmented or pocketed trough 53 surrounding the lower end of the field.

(II-A) The offensive zone

A rectangular region defined by longitudinal right side line 44 and left side line 46 and lateral lines 42 and 50 located in the uppermost portion of the offensive zone 40 is designated as the release zone 58. A participant may release a rollable offensive game piece 60 (see FIGS. 8 and 9) from within this zone after directing the rollable piece 60 to roll towards scoring areas located in and pockets around the defensive zone 51.

Two lateral lines 59 further divide the remainder of the offensive zone 40 into three equal areas also bordered at their sides by longitudinal lines 44 and 46. The offensive zone 40 is separated from defensive zone 51 by lateral line 48.

A code legend 61 which identifies the relationship between the markings or colors on the rollable pieces 60 and the specific types of plays such as passing, running, and kicking, may be located in rectangular area 62 in the upper central portion of the release zone 58 of the playing field 39.

(II-B) The defensive and scoring zone

Downward from line 48 and adjacent its central portion is a contrastingly colored frontal defensive zone designated herein as the Red Zone 65, wherein the stationary game pieces 67 and 69 (see FIGS. 10 and 11) are deployed upon six marked or contrastingly colored and numbered positioned locating spots 71. The balance of the defensive zone 51 is divided into six sections by two lateral lines 73 and a longitudinal bisecting line 75. Each of the four corner sections of the defensive zone 51 contain marked or contrastingly colored and numbered positions or locating spots 77 for locating movable defensive game pieces 79 (see FIG. 12). A fifth positioning spot 81 located along the longitudinal line 75 is shared by the two intermediate sections of the defensive zone 51 and is also used to locate a movable defensive game piece 79. Adjacent the sides and ends of the defensive zone 51 is a belt of walled containers or pockets, such as a compartmented trough 53 into which an offensive disk 60 may enter provided it has not been stopped elsewhere along its route.

Separate sets 89, 91, 93 and 95 of three marked or color coded score values, which are related to marks or colors of the offensive game members 60, may be displayed on each of the three lateral divisions of the defensive zone 51 as well as on the Red Zone division 65. Lying along the lower line of the Red Zone 65 partially within the Red Zone and partially without may be another set of marks or color coded score values 97. Lying outwardly from each section of the segmented trough 53 is a set 99, 101, 103, 105, 107, or 109 of marks or color coded score values corresponding to each pocket. The score values of these sets give the yardage gained for the differently marked or colored rollable pieces 45 for each zone, section and pocket on or into which they may come to rest on each play. Generally these score values increase going down the playing field. Goal posts 3 (see FIGS. 1 and 3) may be inserted in hole 113 in the rim 20 adjacent the lower corners of the center scoring pocket 108.

(III) The game pieces

(A) The rollable offensive pieces.—The rollable offensive game piece 60 may have an affinity when rolled, to roll in a curved path and to be deflected more readily to one side than the other. This effect may be produced by providing a recess 114 (see FIGS. 8 and 9) on one side and a protruding section 115 on the opposite side of the
disk thereby moving its center of gravity outward to one side of the disk. The different offensive disks 60 may vary in weight and size from each other, and corresponding to the type of play, such as for example, a disk marked for kicking may be heavier and/or larger than one for running, since by a kick more yardage is usually gained than by a run. Thus, a plurality of such off balanced offensive disks 60 may be provided, and each disk may by different and/or carry a distinguishing marking representing a particular type of football play, such as a color red for passing, blue for running, and white for kicking.

(b) The defensive pieces.—A plurality of defensive game pieces 67 having a generally totalizing eleven digits in number, may be provided for use in stopping, deflecting or otherwise impairing the progress of an offensive disk 60 in its journey down the playing field 39. The game pieces may comprise realistic appearing figurines 118, 119 and 121, respectively, depicting football players in various defensive attitudes. Each of the figurines may be mounted upon a generally circular base 123 or 125 for stability. The figurines 118 of stationary defense pieces 67 shown in FIG. 10 which may be denoted by jersey numbers "2", "3", "4", and "5", are in a crouched position depicting linemen ready to charge the opponent. The figurines 119 depicting end line men 69 shown in FIG. 11, which may be denoted by jersey numbers "1" and "6", are in an upright position. The figurines 118 and 119 are mounted individually upon smaller bases 123 which correspond in size to the size of the numbered position spots 71 in the Red Zone 65. The other defensive and movable game pieces 79 having figurines 121 may carry jersey marking numbers "7", "8", "9", "10", and "11", which correspond to similar markings on the position spots 77 and 81. These movable upright figurines 121 may depict linebackers in an upright attitude and may be mounted upon larger bases 125 which correspond to the size of the large positioning spots 77 and 81, located in the defense zone 51 outside the Red Zone 65. The movable defense pieces 79 may carry one or more markings such as colors which are related to the colors of one or more of the rollable offensive pieces 60. The manner in which the game board, the game pieces, and the relationships between them are used is explained in a subsequent Section V entitled "Operation."

(IV) The score keepers

At the upper end of the game board 10 between the rim 20 and the playing field 39, tallying devices may be provided to record the summary data resulting from each play. And the rim 20 and left side line marker is one of such devices designated as a ball location indicator 128 which may be used to indicate the relative location of a foot ball with respect to its distance from either goal line of the football field. The ball location indicator 128 includes a row of numbers 130 starting with "0" at both ends and meeting midway at "50", having coincident therewith a means 132 for holding at selectable locations a pronged indicator 134 (see FIG. 13), such as a replica of a football 156 which has a depending prong 137 and may have a pointer 138 thereon. The means 132 for holding the indicator 134 may be a series of, say one hundred, holes, or may be a groove (see FIGS. 1, 2 and 5) containing a puncturable resilient plastic material, such as a self-healing silicon compound, which is capable of withstanding repeated insertions of the prong 137 on the indicator 134 without appreciable damage.

A similar row of holes or a plastic filled groove 140 (see FIGS. 1, 2 and 5) coincident with the other side of the aforementioned row of numerals 130 may be provided for selectively positioning a double pronged indicator 142 (see FIG. 14) having spaced prongs 143, spaced equally apart, length of the row of numerals 130 and representing the ten yards of a football field, which usually is the amount of gain which must be made in four downs or less by each player to retain the ball. This double pronged indicator 142 is known as a first down marker and may carry an arrow 144 to indicate the direction of offensive play. Lateral line segments 146 depicting yardage markings may intercept the row of numerals 130 and extend beyond the holes or plastic filled grooves 132 and 140 (see FIG. 5) to assist in the accurate placement of markers 134 and 142 in these holes or grooves.

On the side of the game board 10 between rim 20 and the right side line 44 of the playing field 39 may be a means designated as a play counter 148 for indicating the number of plays completed in each quarter portion of the football game, which means 148 includes a row of consecutive numbers coincident with a row of holes or a plastic filled straight groove 152 (see FIGS. 1 and 2). Lateral lines 154 may span the area between the row 150 of numbers and the plastic filled groove 152 to assist in the accurate positioning of an indicator 156 (see FIGS. 1 and 15) relative to any particular number of the group of numbers in the row 152. The indicator 156 may be a rotatable cube 158 with a prong 159 perpendicular to the bottom surface which prong is for insertion into a hole or the plastic filled groove 152 opposite the particular number of plays completed up to a total of, say thirty. The cube 158 has consecutively numbered vertical sides "1" through "4." The number of each side may be also shown again on the top surface of the cube adjacent the side showing that particular number. The number of downs completed of a set of four downs may be indicated by first establishing an arbitrary direction, therewith, such as towards one opponent, and then rotating the cube 158 so that the particular down being played faces in that direction.

A means for recording the number of quarters of the game which have been played may include a short plastic filled groove 160 (see FIGS. 2 and 4), a row of consecutive numbers "1" through "4" coincident therewith, and a pronged indicator peg 162 (see FIG. 16). This quarter recorder may be located adjacent the uppermost end of right side line 44.

Total recording game may be located at the offensive end 22 of the game board 10 between rim 20 and upper lateral line 42 of the playing field 39. The score recording means includes two pairs of equal size rotatable disks 163 and 164 (see FIGS. 1, 2 and 17), with one disk 163 of each pair being consecutively numbered from "0" through "9" in a clockwise direction and the other disk 164 of each pair being similarly numbered in a counter clockwise direction. Each disk 163 and 164 may have a means for rotating it, such as a turning knob 168 on the top or numbered side of the disk, and connected thereto an integral shaft or pin 170 which extends through and beyond a hole in the center of the disk. A pair of holes 172 (see FIG. 5) sized to fit the shafts or pins 170 and spaced apart a center distance equal to or slightly in excess of the diameter of a disk, are provided in a top of the game board 10 near both the right and left side of the upper end of the playing field 39. The shafts 170 of the pair of disks may be inserted into their respective holes 172 and rotated individually or together by their turning knobs 168 to adjacently align the numbers of each disk to selectively indicate numbers from "00" through "99." Arrows 174 (see FIG. 2) pointing in opposite directions longitudinal of the football field may be provided at the upper end of the game board with one adjacent each side line 44 and 46 to indicate to the participants or players, who may be seated at the sides, the direction of the opponent's goal with respect to the ball location 128 and first down marking means 142.

The upper end 22 of the game board 10 also may be provided with recesses 180 (see FIGS. 2 and 4) for one or more ash trays 181, (see FIG. 3), bottles 182 (see FIG. 1) or the like.
(V) Operation

(1) The football game board 10 is first set up in a laterally level and longitudinally inclined position with the offensive end 22 of the field slightly higher than the defensive end 25, by placing the longer legs 30 at the offensive end and the shorter legs 33 at the defensive end.

(2) Next the eleven defense men comprised of six stationary linemen 65 and 69, jersey numbers "1" through "6" and five hand movable linebackers 79, jersey numbers "7" through "11" must be placed in their designated starting position spots. (See FIGS. 1, 2, 10, 11 and 12)

(3) This game is started by the player in possession the ball selecting a rolling disk 60 of the color designated for the desired play as shown by the color code legend 61, red for passing, white for kicking, blue for running, then releasing it from any selected point in the Release Zone at the upper end of the playing field.

(4) When the disk 60 rolls into the defensive area 51 the defensive player may take defensive action designed to stop the offense and gain possession of the ball. This is done by sliding a linebacker 79 into a position along the anticipated path of the rolling disk 60 so that the forward movement of the disk 60 will be stopped or impaired when it strikes a defensive piece. Not all the defensive pieces are hand movable linebackers and some of the movable pieces are restricted to their respective areas as will be subsequently explained in sections "5," "6," and "7."

(5) Six of the defensive pieces (jersey numbers "1," "2," "3," "4," "5," and "6") are hereinafter called linemen and are permanently stationed on their respective positioning spots 71 in the Red Zone 65, located immediately behind the offensive zone line 48. These linemen must not be manually moved during a play. (See FIGS. 1, 2, 10, 11 and 12)

(6) The five remaining defensive pieces (jersey numbers "7," "8," "9," "10," and "11") are hereinafter called linebackers and are permissively hand movable. Two of these defense men ("7" and "10") are located on spots 77 on one side of the defense zone center line 75 and two ("8" and "11") are located on spots on the other side.

The defensive action of both pair is restricted to the area in their respective side of the center line. (A fifteen yard penalty may be imposed if the defense player moves any of these four linebackers completely across the center line.)

(7) The remaining hand movable defensive piece ("9") is located on a spot 81 along defensive centerline 75 at a point midway between the Red Zone 65 and the scoring slots 53 at the end of the field 39. This linebacker may be moved during play anywhere within the defensive zone 51 except in the Red Zone 65.

(8) No portion of any linebacker may be moved during play into the offensive zone 40 or Red Zone 65 area occupied by the non-hand movable linemen.

(9) When one of the linebackers is moved completely away from his home spot 77 or 81 by the defensive player, it constitutes a defensive move.

(10) The defensive player is limited to one defensive move for each play. However the move is deemed to be continuous as long as the defense player's hand remains on the linebacker selected. At the conclusion of a play, if a linebacker is resting in the home spot of another linebacker it may be a five yard penalty.

(11) In all cases the defensive player's hand must be taken away from the linebacker prior to the time of impact.

(12) The defensive player may not throw, drop or otherwise impel a linebacker against an offensive disk 60.

(13) Generally the opposing players will take positions on opposite sides of the playing field which may be chosen by the player who loses the toss. He is given first choice of which side of the table he desires, and he, in turn, will kick-off to his opponent by releasing a white disk within the designated Release Zone. The kick is deemed to be made from his own forty yard line.

(14) Rules regarding number of downs, possession of the ball and score values are the same as in regular football, except that the quarters and overtime periods are cut by the number of plays, with thirty plays constituting a quarter. The opposing players may choose to change sides of the playing field at the end of each quarter or at the end of the half, whichever they prefer.

(15) The inclination of the playing field may be adjusted to increase or decrease the speed of a reliable offensive disk 60, in accordance with the skill of the players. The best results will be obtained if the playing field is kept waxed and free from dust.

(V-A) Running plays (blue disk)

(16) When the offensive player selects a blue disk for a running play, the defensive player's defensive action is limited to the movement of one of the linebackers ("7," "8," or "9") which have a blue color marking on their bases 125.

(17) In all running plays (blue disk) involving circumstances other than those mentioned in "18(a)" and "18(b)" below, the offensive member disk is deemed to be tackled, with the gain on the play indicated by the blue color coded number for the area in which the disk comes to rest.

(18) The defensive player may cause the offensive team to FUMBLE the ball on a running play under either of two sets of circumstances, namely:

(a) When the offensive disk (blue disk) misses the Red Zone 65 and is finally downed on the field after striking either linebacker "7" or "8" or "9".

(b) When the offensive disk (blue disk) goes through the Red Zone 65 and is finally downed completely within the lowest area of the defensive zone 51 after striking linebacker "9" whose base 125 also must be entirely within the lowest area of the defensive zone 51.

Under both of these circumstances the defensive player is deemed to have recovered the ball.

(V-B) Passes (red disk)

(19) When the offensive player selects a red disk for a passing play, the defensive player's defensive action is limited to the movement of one of the linebackers "9," "10," or "11," which have a red color on their bases 125.

(20) In all passing plays (red disk) involving circumstances other than those mentioned in "21(a)" and "21(b)" below, the pass is deemed complete, with the gain on the play indicated by the red, color-coded number for the area in which the disk comes to rest.

(21) The defensive player may INTERCEPT a pass on a passing play (red disk) when either of two sets of circumstances prevail, namely:

(a) When the offensive disk (red disk) misses the Red Zone 65 and is finally downed on the field after striking linebackers "10" or "11," or

(b) When the offensive disk (red disk) goes through the Red Zone 65 and is finally downed completely within the lowest area of the defensive zone 51 after striking either linebacker "10" or "11," whose base 125 also must be entirely within its half of said area.

(V-C) Kicks (white disk)

(22) When the offensive player selects a white disk for a kick play, the defensive player's defensive action is limited to the movement of one of the linebackers "9," "10," or "11," which have a white color on their bases 125.

(23) When the KICK-OFF (white disk) goes into or through the Red Zone 65, the length of the kick is indicated by the white color coded numbers for the area in which the disk comes to rest. If this yardage, when added to the starting point (forty yard line), places the
ball behind the receivers goal line, the receiver may elect to:
(a) take the ball on his own twenty yard line, first down coming up and ten yards to go, or
(b) attempt to run (blue disk) the ball back, and if no yardage gain is made on the attempted run-back, the play is considered to be a safety with two points going to the kicking team.

(24) When the KICK-OFF (white disk) misses the Red Zone, the receiver may elect to:
(a) take the ball on his own forty yard line, first down coming up and ten yards to go, or
(b) demand that his opponent kick-off again with a five yard penalty.

(25) On all PUNTS involving circumstances other than those mentioned in "26(a)" and "26(b)" below, the yardage of the kick is indicated by the color coded number for the area in which the disk comes to rest, subject to a run-back by the receiver.

(26) The receiving team may block a PUNT and take possession of the ball at the line of scrimmage under either of two sets of circumstances, namely:
(a) When the punt (white disk) misses the Red Zone and is finally downed on the field after striking any of the linebackers "9," "10," or "11," or
(b) When the punt (white disk) goes through the Red Zone and is finally downed completely within the lowest area of the defensive zone 51 after striking linebacker "8" whose base 125 also must be entirely within the end-area.

(27) If a punt or kick-off (white disk) goes into or through the Red Zone and goes into one of the touchdown slot segments of the trough 53 or the total yardage gained by the punt or kick-off places the ball behind the goal line and there is no gain on the run back (blue disk), it is considered to be a SAFETY with two points going to the kicking team. The opposing team then kicks off from its twenty yard line.

(28) A LONG FIELD GOAL attempt (white disk) may be made when the offensive team is fifty yards or less from the opponent's goal. The offensive player must declare his intention to attempt a long field goal and the defensive player must leave all defensive pieces on their position spots and must not touch any of them during this play. A long field goal is scored if the kick (white disk) rolls into the slot segment of the trough 53 directly behind the defensive zone centerline 75 or between the goal-posts 111.

(29) A SHORT FIELD GOAL attempt (white disk) may be scored when the offensive team is thirty yards or less from the opponent's goal. After the offensive player declares his intention to attempt a short field goal, the defensive player must move linebacker "9" directly behind linebacker "7." The defensive player must leave all defensive pieces on their position spots and must not touch any of them during this play. A short field goal is scored if the white disk rolls into the slot directly behind the defense zone centerline 75 or between the goal-posts 111.

(V-D) Scoring
(S1) The yardage gain for runs, passes, and kicks is designated by sets of color coded numbers located at the slot segments of the trough 53 and on the subdivisions of the playing field. When any portion of the offensive disk comes to rest on the playing field, the gain on the play is determined by the highest scoring area which it touches, except when a portion of the disk remains in the Red Zone which has a specific set of score values for a situation in which the offensive disk is partially within the Red Zone and partially within the defensive zone. If the disk drops off the playing field into the scoring slots surrounding the defensive end of the field, the gain is determined by the highest scoring slot containing a part of the disk.

(S2) If an offensive disk designating a running (blue) or pass (red) play lands in the touchdown slot on a legal play, it constitutes six points.

(S3) If the offensive player moves down field by successive yardage gains until he crosses the opponent's goal line, it constitutes six points (being on the opponent's goal line is not enough; he must go across the goal line).

(S4) An extra point after touchdown constitutes one point.

(S5) A field goal constitutes three points.

(S6) Illegal INTERFERENCE with a rolling disk is an automatic three point score for the aggrieved party.

(S7) Ball location and direction of play indicator. A strip with yardage markings is provided along a sideline of the playing field, into which the single prong of a ball location indicator 134 may be inserted in a groove 135 at a point which designates the proper location of the football at the end of each play.

The ball location indicator also has an arrow 138 which may be used to indicate the direction of play.

The ball location indicator should be moved every time there is a gain or loss on the play.

(S8) Ten yard marker.

Adjacent to the strip for the ball location indicator is another strip which is provided for the ten yard marker 142 which has two prongs spaced apart an equivalent of ten yards. One of the prongs is to be inserted into the strip at a point coincident with the ball location. Ten yards are marked off by inserting the second prong into the strip at a point upfield from the first prong. An arrow 144 is provided atop the marker which indicates the direction of play. The marker should be changed in direction if less than ten yards are gained in four downs. Its position should be changed whenever ten yards or more are gained in four downs or less.

(S9) Number of plays marker and down indicator.

The play counter is provided with a single prong 159 which may be inserted in the play counter strip at a point opposite the number corresponding to the number of plays that have been completed. The counter should be moved immediately after each play (a kick-off does not constitute a play).

The play counter has a rotatable cube 158 with the numbers "1," "2," "3," and "4," and a means 164 to indicate the quarter being played.

It should be advanced one number after each set of thirty plays is completed.

(S10) Quarter indicator.

A quarter indicator is provided with numbers "1," "2," "3," and "4," and a means 164 to indicate the quarter being played.

It should be advanced one number after each set of thirty plays is completed.

(S11) Score indicators.

Twin disk score keepers are provided for both the Home Team and the Visiting Team. Both disks of each set have numbers "0," "9" inclusive. At the beginning of play, both score indicators are set with the zeros of each disk adjacent to each other ("0"). As points are scored, the score should be immediately tallied
by rotating one or both of the adjacent disks until the desired sum is shown by adjacent numerals. The twin disk score keepers will each record any total score ranging from "000" to "900". (S12) It is recommended that upon completion of each
5 position, the ball, the points scored, if any, the number of downs, etc. be recorded before any defensive

of offensive disk is restored to playing position.

(V-E) Penalties

(P1) If an offensive player does not merely release the disk 60, but pushes or adds any impetus to the disk, a five yard penalty may be imposed.

(P2) An offensive player is allowed to stop and re-start his disk three times, provided it has not left the Release Zone. If he re-starts the disk more than three times, or if he starts the disk after it has left the Release Zone 58, a five yard penalty may be imposed for each re-start.

(P3) It an offensive disk 60 misses the Red defense Zone 65 and the defensive player does not make a move against it, a five yard penalty may be imposed against the offensive.

(P4) If a defensive player knocks over one of the defensive pieces, a five yard penalty may be imposed for each defensive piece so knocked over.

(P5) If a defensive player moves a linebacker beyond the front defense zone line 48, a five yard penalty may be imposed.

(P6) At the conclusion of a play, if a linebacker is resting in the home positioning spot of another linebacker it is a five yard penalty.

(P7) If the base portion 125 of any linebacker rests in the Red Zone 65 at the end of the play, a fifteen yard penalty may be imposed.

(P8) If the base portion 125 of any linebacker "7", "8", "10", and "11" is completely out of its respective side of the defensive zone at the end of a play, a fifteen yard penalty may be imposed.

(P9) If any two defensive pieces are moved during a play completely away from their respective spots, a fifteen yard penalty may be imposed against the defensive player.

(P10) If any lineman 65 or 69 is manually moved by the defensive player, a fifteen yard penalty may be imposed.

(P11) If the defensive player still has his hand on the tackling linebacker when the offensive disk strikes, a fifteen yard penalty may be imposed on the defensive player.

(P12) If a defensive player manually moves either linebacker "7" or "8" to defend against a pass or kick play, a fifteen yard penalty may be imposed.

(P13) If a defensive player manually moves either linebacker "10" or "11" to defend against a running play, a fifteen yard penalty may be imposed.

(P14) If a player in any manner other than with a properly manipulated linebacker seeks to deflect, stop or otherwise interfere with the rolling disk, a three point penalty may be imposed against the interfering player. Unnecessary movement of the playing board may constitute illegal interference.

While there is described above the principles of this invention in connection with specific apparatus, it is to be clearly understood that this description is made only by way of example and not as a limitation to the scope of this invention as such.

What is claimed is:

1. A teaching device for football comprising:
(a) an inclined top surface,
(b) a plurality of discrete areas defined by a plurality of markings on said surface, and
(c) score tallying means; and
(2) a plurality of individually movable game pieces comprising:
(a) an off-balance rollable disk member for rolling down said inclined surface, and
(b) a plurality of slidable figurines depicting football players for placement and movement on said surface to interfere with said disk as it rolls down said surface.

2. A football game comprising:
(1) an inclined surface having discrete areas indicated thereon,
(2) a rollable disk weighted to one side so as to have an affinity to be deflected in one direction more readily than another when freely rolling down said inclined surface over said areas,
(3) a plurality of movable interference game pieces to be placed and moved over said surface in certain of said areas to interfere with said freely rolling disk, and
(4) movable score tallying means mounted on said surface adjacent said areas.

3. A teaching device for football comprising:
(1) an inclined board having identifying markings corresponding to those on a football field,
(2) a plurality of manually movable pieces corresponding to the men of a football team in defensive positions identified on said board.
(3) a rollable disk weighted to one side so as to have affinity to be deflected in one direction more readily than another when freely rolling down said inclined surface over said areas, said disk corresponding to a moving football for rolling down the incline of said board and which is for manual release by the offensive team player and which is to be stopped by moving a movable piece into the path of travel of said disk to stop said disk,
(4) a plurality of separate pockets having yardage gain identifying markings around the edge of the lower half of said inclined board for receiving said disk,
(5) ball location marking means on said board, and
(6) play and down indicator marking means on said board.

4. A device according to claim 3 including a plurality of different disks for different type plays with the ball (passes, runs and kicks).

5. A device according to claim 4 wherein said different disks are three and correspond to passing, running and kicking plays.

6. A device according to claim 3 wherein said play and down indication means comprises a rotatable cube with the four down numbers thereon, said cube being placed on a pin, and means on said board for holding said pin into separately indicated positions corresponding to each play of four downs.

7. A device according to claim 3 wherein said ball location marking means comprises a ten yard marking means movable between ten yard indications along a scale provided therefore along one side of said board.

8. A device according to claim 3 wherein said marking means on said board comprises grooves in said board along marking indicia, said grooves being filled with a plastic material, and indicator means having depending prongs for insertion into said plastic material.

9. A teaching device for football comprising:
(1) an inclined board having identifying markings corresponding to those on a football field,
(2) a plurality of manually movable pieces, corresponding to the men of a football team in defensive positions identified on said board some of which may be manually movable by the defensive player,
(3) a plurality of rollable game piece means so constructed to have erratic paths of travel corresponding to a moving football for rolling down the incline of said board and one of which is for manual release by the offensive team player and which is to be stopped by moving a movable piece into the path of travel of said rollable game piece means to stop said rollable game piece means, said piece being movable only, after said rollable game piece means has been
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13 released for rolling by the offensive player and before said rollable game piece means contacts said movable piece,

(4) a plurality of separate pockets having yardage gain identifying markings around the end and side edges of the lower half of said inclined board for receiving said rollable game piece means including a center pocket corresponding to a scoring play,

(5) ball location marking means along one side of said board, and

(6) play and down indication marking means along one side of said board, and

(7) separate score indicators on said board for each team.

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