Dec. 18, 1956 P. FOLGER 2,774,597

FOOTBALL GAME APPARATUS

Filed Aug. 19, 1953

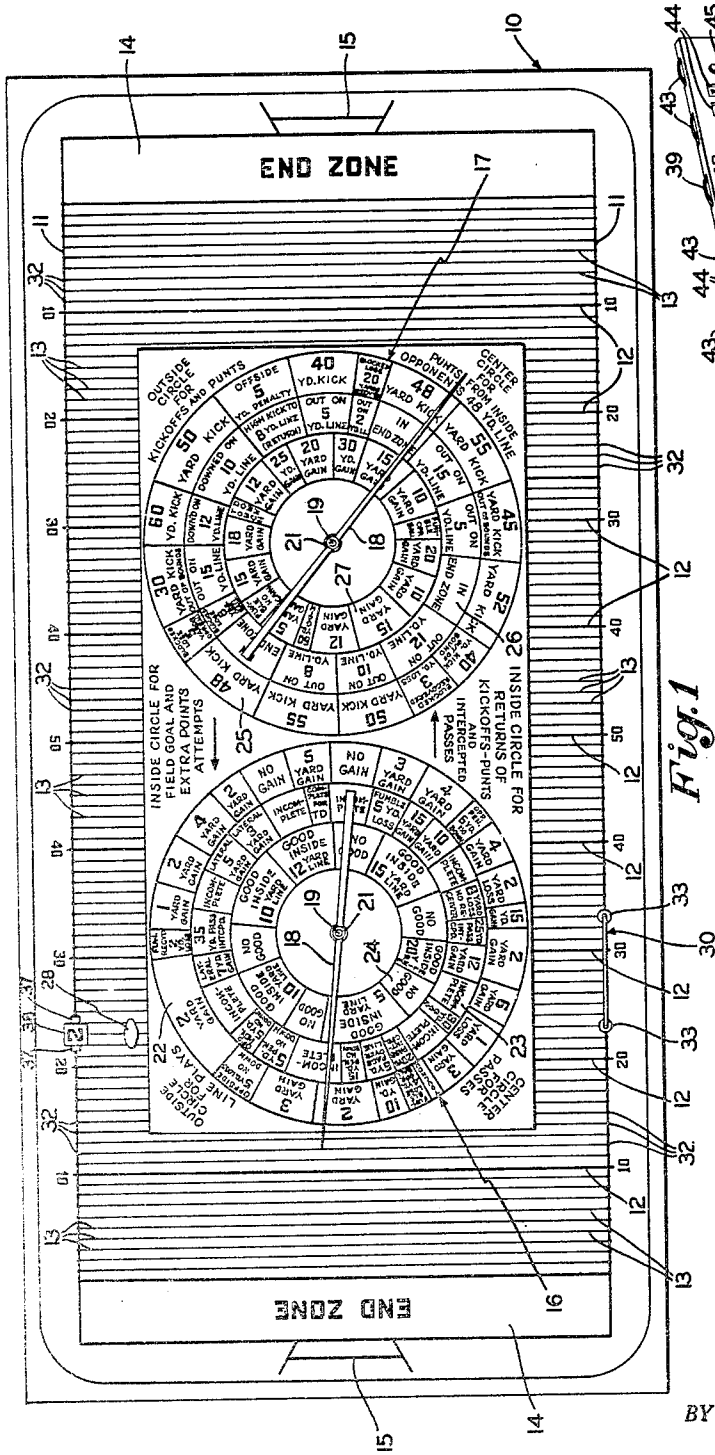


Fig. 1

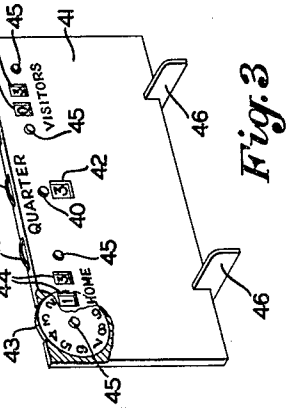


Fig. 3

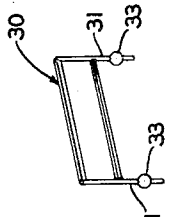


Fig. 4

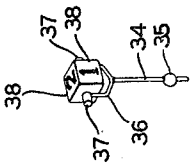


Fig. 5

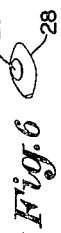


Fig. 6

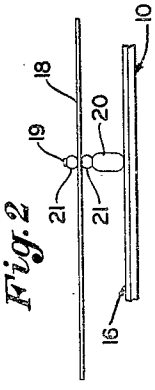


Fig. 2

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FOOTBALL GAME APPARATUS

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6 Claims. (Cl. 273—94)

The invention relates to table football game apparatus designed to enable two players to play, upon a board simulating a football gridiron, a game paralleling in all respects the game of football as played by actual players of collegiate and professional football teams.

A principal object of the invention is to provide a game board and associated apparatus so designed and constructed that all plays which may occur in an actual football game may be carried out on the apparatus.

Another object is to provide in conjunction with the game board, a plurality of dials and spinners representing kick-offs, punts, punt returns, intercepted pass returns, line plays, passes and field goals or extra point attempts, and spinners associated with said dials for indicating the various plays.

A further object of the invention is to provide, in combination with a board having a gridiron or football field represented thereon, a distance marker simulating the chain used in actual football games, to indicate whether the side in possession of the ball has made a first down, the marker being movable along the board as the game progresses.

A still further object is to provide a small football movable along the board to indicate the position at the start of each play.

Another object is to provide a marker for indicating first, second, third and fourth downs.

Still another object of the invention is to provide a miniature score board for indicating the score of each side and the quarter being played.

The above objects together with others which will be apparent from the drawing and following description, or which may be later referred to, may be attained by constructing and operating the game board and associated apparatus in the manner hereinafter described in detail and illustrated in the accompanying drawing, in which;

Fig. 1 is a plan view of a game board constructed in accordance with the invention, showing thereon the two triple dials with spinners for indicating the various plays attempted;

Fig. 2 a fragmentary edge elevation of a portion of the game board, showing one of the spinners in side elevation;

Fig. 3 a detached, perspective view of the miniature score board;

Fig. 4 a detached, perspective view of the distance marker;

Fig. 5 a detached, perspective view of the indicator for downs; and,

Fig. 6 an inverted perspective view of the miniature football.

Referring now more particularly to the embodiment of the invention illustrated, in which similar numerals refer to similar parts throughout, the board, upon which the game is adapted to be played, is indicated generally at **10**.

This board may be made of heavy cardboard, fibre board or other suitable flat, rigid, sheet like material, rectangular in shape, and has thereon a representation of an actual football field or gridiron.

To this end, the side lines are indicated at **11**, and between them are located the perpendicular or transverse ten-yard lines **12**, which are numbered consecutively from each end toward the center, in the usual manner as upon an actual football field, and in the intervening spaces are located the one-yard lines **13**. An end zone **14** is located at each end of the playing field or gridiron thus formed, in each of which is the representation of goal posts **15**.

A pair of triple concentric dials, each provided with a spinner, are provided for indicating the various plays which may be attempted by the side in possession of the ball, and for the purpose of simplicity these dials may be located upon the central portion of the game board.

As shown in Fig. 1, these two triple dials are indicated generally at **16** and **17**, and each comprises three concentric circles and a single spinner or indicating hand **18**, journalled so as to spin freely upon a concentric, upright post **19**. This post is fixed at its lower end in the board **10**, and has a spacing sleeve **20** surrounding its lower portion and spacing balls **21** loosely mounted on the post above and below the spinner or hand **18**, so that the same will have free action on the post.

The triple dial **16** comprises the outer circle **22** for line plays, the intermediate circle **23** for passes, and the inner circle **24** for field goal and extra point attempts. In the same manner, the other triple dial **17** comprises the outer circle **25** for kickoffs and punts, the intermediate circle **26** for punts from inside opponent's 48-yard line, and the inner circle **27** for returns of kickoffs, punts and intercepted passes.

The movable player piece **28** simulates a football, and may be flattened on its underside, as indicated at **29** in Fig. 6, so that it will remain in any position to which it may be moved upon the board, such as shown in Fig. 1, to indicate the position of the "team" having possession of the ball at the time.

A distance marker, indicated generally at **30**, may be arranged to be moved along the side lines **11** on the board, from time to time as the ball is advanced, to indicate whether the side in possession of the ball has made a first down.

This distance marker is of a length corresponding to the distance between the ten yard lines **12** on the board, and has at each end a post **31** adapted to be inserted in any of the apertures **32** in the side lines **11**, coinciding with the one yard lines **13** on the board. In order to limit the extent to which the ends of the posts **31** may be inserted into the apertures **32**, shoulders **33** may be located at spaced points from the lower ends of the posts for contact with the top surface of the board when the distance marker is positioned thereon.

A "down" indicator, as shown in detail in Fig. 5, is provided for indicating first, second, third or fourth down, as the game progresses. This device comprises the upright post **34**, having a shoulder **35** near its lower end, for insertion into one of the openings **32** along the side lines, preferably on the opposite side of the playing field from the distance marker **30**.

The upper end of the post **34** is forked, as at **36**, and provided with the journal members **37**, upon which the block or cube **38** is journalled. This block has the numerals 1, 2, 3 and 4 on four successive faces, to indicate 1st, 2nd, 3rd and 4th down, and as the block is rotated upon its journals the uppermost face indicates the "down" after each play. As shown in Fig. 1, the down indicator shows "2nd down" and ten yards to go, indicating that there was no gain on the preceding play.

In Fig. 3 is shown a score board upon which the quarter

being played is indicated and the score for each side is also shown. To indicate the quarter, a disc **39** is journalled as at **40** in the rear of the front face of the score board **41** and provided with numerals from 1 to 4, adapted to be selectively displayed through an opening **42** in the board.

The scores of both sides are indicated at opposite sides of the "quarter" indicator, each of these score indicating devices comprising a pair of discs **43**, each having numerals from 0 to 9 thereon, adapted to be selectively displayed through openings **44** in the front face of the score board.

Each disc **43** may be independently rotated upon its pivot **45** to the proper position, so as to display any desired numeral through the corresponding opening **44**. As shown in Fig. 3, the score is 13 to 3 in the 3rd quarter of the game. Any suitable base members, such as shown at **46**, may be provided for holding the score board in upright position.

With the thought in mind that in an actual football game the element of luck, as well as skill, plays a part in the scoring, this game has been designed to provide a well balanced game which requires decisions in various cases, as well as luck in the spin of an indicator. The plays and final scores are planned as closely as possible to parallel an actual football game.

The rules for playing the game are as follows; players may set a predetermined time limit of 10, 12 or 15 minute quarters. The ball **28** is put in play at the beginning of each half, and after each score from the kicker's 40-yard line, except in case of a safety when the team scored upon kicks off to the opponent on its own 20-yard line, and the outer circle **25** of the dial **17** is used for the kick off. An out-of-bounds kick should be kicked over with a 5-yard penalty. Blocked kicks are to be ignored on a kickoff, and the spinner for the dial **17** is respun and read upon the outer circle **25** of said dial.

This outer circle **25**, of the dial **17**, is also used for all punts until play is carried within the opponent's 48-yard line. A punt going into the end zone gives the opponent the option of a touchback putting the ball into play on the 20-yard line, or spinning the hand **18** of the dial **16** and reading on the inner circle **24** of said dial for the return of the punt.

The intermediate kicking circle **26** of the dial **17** is to be used when a punting play is called within opponent's 48-yard line. On kicks "in end zone" the opponent puts the ball in play, first and ten, on his own 20-yard line. On kicks "out on 5-yard line" or other specified line, the opponent puts the ball in play at that point with no runback. The inner circle **27** of this same dial is used for runback of punts and intercepted passes, where such runback is permitted or elected on option plays.

In a series of downs, the player must specify on each play, before spinning the hand or indicator, what play he is calling, such as "line play," "pass play," "field goal," "punt," etc., and find the result of the play in the proper circle of the dial for that purpose.

On a pass play that is intercepted, the opponent has the option of calling it an incomplete pass and therefore a down, or of accepting the interception and spinning the return indicator to determine where he takes possession of the ball with first down. If a pass is intercepted in the end zone, the opponent has the option of taking a touchback and putting the ball in play, first and ten, on the 20-yard line, or of spinning the return indicator and counting the yards returned, beginning at the goal line.

As an example of the above, if a player attempts a fourth down pass from opponent's 30-yard line, and the spinner stops at "35-yard pass intercepted," by accepting the interception the opponent may take the ball on the 20-yard line, or he may spin the proper spinner for return yardage. But, by calling the pass incomplete he automatically takes possession of the ball on the 30-yard line from where the play originated.

Since the goal posts **15** on the board **10** are indicated as 10 yards behind the goal line, as in scholastic football, there is no provision for scoring field goals when play originates outside of opponent's 20-yard line, and therefore they should not be attempted from beyond this point. If attempted field goal is unsuccessful the opponent takes possession of the ball, first and ten, on the 20-yard line.

In case of a penality, neither player can be penalized beyond his own 1-yard line. All distances should be calculated from the line of scrimmage and should cross the goal line to be considered in the end zone.

The "ball" **28** is moved upon the board to the proper position after each play, in the same manner as in an actual football game, and the distance marker **30** is moved to the proper point at each first down. The cube or block **28** of the "down" indicator is turned after each play to indicate the 1st, 2nd, 3rd or 4th down, as the case may be.

Scoring is the same as in regular football, a touchdown counting 6, point after touchdown 1, field goal 3 and safety 2. These scores, as made are indicated upon the dials **43** of the score board **41**, and the quarters are likewise indicated upon this scoreboard by proper manipulation of the dial **39**.

From the above description and reference to the drawing it will be evident that the game apparatus disclosed herein provides for the playing of a game simulating in all respects an actual football game, the players deciding at the time what kind of a play is to be attempted, and then spinning the proper spinner and reading the result of the spin on the proper circle of the designated dial.

While a particular embodiment of the invention has been illustrated and described, various modifications may obviously be made without departing from the true spirit and scope of the invention which is intended to be defined in the appended claims.

In the foregoing description, certain terms have been used for brevity, clearness and understanding, but no unnecessary limitations are to be implied therefrom beyond the requirements of the prior art, because such words are used for descriptive purposes herein and are intended to be broadly construed.

Moreover, the embodiments of the improved construction illustrated and described herein are by way of example, and the scope of the present invention is not limited to the exact details disclosed.

Having now described the invention or discovery, the construction, the operation, and use of preferred embodiments thereof, and the advantageous new and useful results obtained thereby; the new and useful constructions, and reasonable mechanical equivalents thereof obvious to those skilled in the art, are set forth in the appended claims.

I claim:

1. In a game apparatus, a board having a simulated football field thereon having end zones at opposite ends and side lines at opposite sides, an oblong panel of less length and less width than the simulated football field imposed upon said simulated football field and spaced from the ends and sides thereof and lines indicating 1-yard lines extending transversely from one side line to the other throughout the spaces between the end zones and ends of said panel and extending transversely from each sideline to the adjacent side of the panel throughout the length of the panel, apertures in the side lines at the intersections therewith of each of the 1-yard lines, a pair of dials upon the panel having indicia thereon representing all types of plays which may occur in a football game, each dial comprising three concentric circles, the circles on one dial representing kickoffs and punts, punt returns and intercepted pass returns, the circles on

the other dial representing line plays, passes, and field goal and extra point attempts, a rotatable spinner hand concentrically mounted upon each dial for selectively indicating the play upon any of the three circles thereon, an individual playing piece simulating a football movably supported upon the simulated football field and movable thereon at the will of a player in accordance with the result of a spin of either of said rotatable spinning hands, and a distance marker of a length equal to the spacing between ten of said 1-yard lines and having depending post portions for insertion into any equally spaced pair of said apertures in the side lines.

2. In a game apparatus, a board having a simulated football field thereon having end zones at opposite ends and side lines at opposite sides, an oblong panel of less length and less width than the simulated football field imposed upon said simulated football field and spaced from the ends and sides thereof and lines indicating 1-yard lines extending transversely from one side line to the other throughout the spaces between the end zones and ends of said panel and extending transversely from each sideline to the adjacent side of the panel throughout the length of the panel, apertures in the side lines at the intersections therewith of each of the 1-yard lines, a pair of dials upon the panel having indicia thereon representing all types of plays which may occur in a football game, each dial comprising three concentric circles, the circles on one dial representing kickoffs and punts, punt returns and intercepted pass returns, the circles on the other dial representing line plays, passes, and field goal and extra point attempts, a rotatable spinner hand concentrically mounted upon each dial for selectively indicating the play upon any of the three circles thereon, an individual playing piece simulating a football movably supported upon the simulated football field and movable thereon at the will of a player in accordance with the result of a spin of either of said rotatable spinning hands, and a distance marker of a length equal to the spacing between ten of said 1-yard lines and having depending post portions for insertion into any equally spaced pair of said apertures in the side lines, and a down marker comprising a vertical post insertable into any one of said apertures and having at its upper end a fork, and a cube journalled on a horizontal axis within said fork and having markings on four successive faces thereof.

3. In a game apparatus, a board having a simulated football field thereon having end zones at opposite ends and side lines at opposite sides, an oblong panel of less length and less width than the simulated football field imposed upon said simulated football field and spaced from the ends and sides thereof, and lines indicating 1-yard lines extending transversely from one side line to the other throughout the spaces between the end zones and ends of said panel and extending transversely from each sideline to the adjacent side of the panel throughout the length of the panel, apertures in the side lines at the intersections therewith of each of the 1-yard lines, a pair of dials upon the panel having indicia thereon representing all types of plays which may occur in a football game, each dial comprising three concentric circles, the circles on one dial representing kickoffs and punts, punt returns, and intercepted pass returns, the circles on the other dial representing line plays, passes, and field goal and extra point attempts, a rotatable spinner hand concentrically mounted upon each dial for selectively indicating the play upon any of the three circles thereon, an individual playing piece simulating a football having a flat lower surface movably supported upon the simulated football field and movable thereon at the will of a player in accordance with the result of a spin of either of said rotatable spinning hands, and a distance marker of a length equal to the spacing between ten of said 1-yard lines and having depending post portions for insertion into any equally spaced pair of said apertures in the side lines, and a down marker comprising a vertical post insertable into any one of said apertures and having at its upper end a fork, and a cube journalled on a horizontal axis within said fork and having markings on four successive faces thereof.

4. In a game apparatus, a board having a simulated football field thereon having end zones at opposite ends and side lines at opposite sides, an oblong panel of less length and less width than the simulated football field imposed upon said simulated football field and spaced from the ends and sides thereof, and lines indicating 1-yard lines extending transversely from one side line to the other throughout the spaces between the end zones and ends of said panel and extending transversely from each side line to the adjacent side of the panel throughout the length of the panel, apertures in the side lines at the intersections therewith of each of the 1-yard lines, a pair of dials upon the panel having indicia thereon representing all types of plays which may occur in a football game, each dial comprising three concentric circles, the circles on one dial representing kickoffs and punts, punt returns, and intercepted pass returns, the circles on the other dial representing line plays, passes, and field goal and extra point attempts, a rotatable spinner hand concentrically mounted upon each dial for selectively indicating the play upon any of the three circles thereon, an individual playing piece simulating a football having a flat lower surface movably supported upon the simulated football field and movable thereon at the will of a player in accordance with the result of a spin of either of said rotatable spinning hands, and a distance marker of a length equal to the spacing between ten of said 1-yard lines and having depending post portions for insertion into any equally spaced pair of said apertures in the side lines, and a down marker comprising a vertical post insertable into any one of said apertures and having at its upper end a fork, and a cube journalled on a horizontal axis within said fork and having markings on four successive faces thereof, each of said vertical posts having a shoulder spaced from its lower end for limiting the penetration of the post into the apertures.

5. In a game apparatus, a board having a simulated football field thereon having end zones at opposite ends and side lines at opposite sides, an oblong panel of less length and less width than the simulated football field imposed upon said simulated football field and spaced from the ends and sides thereof, and lines indicating 1-yard lines extending transversely from one side line to the other throughout the spaces between the end zones and ends of said panel and extending transversely from each side line to the adjacent side of the panel throughout the length of the panel, apertures in the side lines at the intersections therewith of each of the 1-yard lines, a pair of dials upon the panel, each dial comprising three concentric circles, the circles on one dial representing kickoffs and punts, punt returns, and intercepted pass returns, the circles on the other dial representing line plays, passes, and field goal and extra point attempts, a rotatable spinner hand concentrically mounted upon each dial for indicating upon any of the three circles thereon, an individual playing piece simulating a football movably supported upon the simulated football field and movable thereon at the will of a player in accordance with the result of a spin of either of said rotatable spinning hands, and a distance marker of a length equal to the spacing between ten of said 1-yard lines and having depending post portions for insertion into any equally spaced pair of said apertures in the side lines, and a down marker comprising a vertical post insertable into any one of said apertures and having at its upper end a fork, and a cube journalled on a horizontal axis within said fork and having markings on four successive faces thereof, and a score board having openings therein and discs journalled on the rear surface thereof and provided with

numerals adapted to be selectively displayed through said openings to indicate the scores of the players.

6. In a game apparatus, a board having a simulated football field thereon having end zones at opposite ends and side lines at opposite sides, an oblong panel of less length and less width than the simulated football field imposed upon said simulated football field and spaced from the ends and sides thereof, and lines indicating 1-yard lines extending transversely from one side line to the other throughout the spaces between the end zones and ends of said panel and extending transversely from each side line to the adjacent side of the panel throughout the length of the panel, apertures in the side lines at the intersections therewith of each of the 1-yard lines, a pair of dials upon the panel, each dial comprising three concentric circles, the circles on one dial representing kickoffs and punts, punt returns, and intercepted pass returns, the circles on the other dial representing line plays, passes and field goal and extra point attempts, a rotatable spinner hand concentrically mounted upon each dial for indicating upon any of the three circles thereon, an individual playing piece simulating a football movably supported upon the simulated football field and movable thereon at the will of a player in accordance with the result of a spin of either of said rotatable spinning

hands, and a distance marker of a length equal to the spacing between ten of said 1-yard lines and having depending post portions for insertion into any equally spaced pair of said apertures in the side lines, and a down marker comprising a vertical post insertable into any one of said apertures and having at its upper end a fork, and a cube journalled on a horizontal axis within said fork and having markings on four successive faces thereof, and a score board having openings therein and discs journalled on the rear surface thereof and provided with numerals adapted to be selectively displayed through said openings to indicate the scores of the players, and the quarter of the game being played.

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