



# 7-a-side

# Dice Football

# QUICK START GUIDE

Please read through this guide carefully before (or as) you play the game for the first time. It will help you get a handle on the basic concepts of game play.

## 7-a-side American Football

# Basic Concepts

- The game uses 3 dice (at times 1 or 2 dice)
- The Field is 60 yards long and there are 7 player on the field per side.
- Quarters are 10 mins long (14 'plays' each).
- Both teams have equal strength players.
  - This game is about the choices you make as coach/quarterback.
- Each Defender has one 'defensive' attempt per game – Sack, Forced Fumble, Intercept or Blocked Kick/Punt.

# Offensive Charts

On Offense you may choose to Run the Ball or Pass the ball.

## OFFENSE

### RUSHING

1 (RED) Dice	
1	Rush for yards
2	Rush for yards
3	Rush for yards
4	Rush for yards
5	Rush for yards
6	Tackle for Loss

### RUSH FOR YARDS

2 Dice
Add the two Dice together

Double 6 = Touch Down

Refer to the  
***Tackle for Loss***  
chart

### PASSING

1 (RED) Dice	
1	Completed
2	Completed
3	Completed
4	Completed
5	Incomplete
6	Incomplete

### RECEIVING YARDS

2 Dice
Multiply two Dice together

Double 6 = Touch Down

Play over

# Defensive Charts

## 7-a-side American Football

### DEFENSE

#### TACKLE FOR LOSS

2 Dice
Use lowest Dice for Yards Lost

When Offense rolls a **Tackle for Loss** (6) on a Running Play

#### FORCED FUMBLE

1 Dice	DL	LB	DB
1			FF
2	FF	FF	
3			
4			
5			
6			

You may choose a **Force Fumble attempt** after any ball carrying play.

*NOTE: Your choice of position player to make the play will influence your chance of success.*

4, 5 or 6 Fumble Recovery  
Ball is dead on Recovery

#### INTERCEPT

1 Dice	DL	LB	DB
1	INT		
2		INT	INT
3			
4			
5			
6			

You may choose an **Intercept attempt** before any Passing play.

*NOTE: Your choice of position player to make the play will influence your chance of success.*

Multiply 2 Dice for Yards  
Double 6 = Touch Down

#### SACK

1 Dice	DL	LB	DB
1			SK
2	SK	SK	
3			
4			
5			
6			

You may choose a **Sack attempt** before any Passing play.

*NOTE: Your choice of position player to make the play will influence your chance of success.*

Add 3 Dice for Yards Lost  
Sacked in EndZone = Safety

# Special Teams Charts

SPECIAL TEAMS																															
<p>KICK OFF</p> <p>3 Dice</p> <p>Choose 1 Dice x 10 + Total of the other 2 Dice</p> <p>If all dice are lower than a 4 = TB</p>	<p>ON SIDE KICK</p> <p>3 Dice</p> <p>All dice must be a <i>4 or less</i> to recover ball.</p> <p>at Midfield</p>	<p>KICK OFF RETURN</p> <p>3 Dice</p> <p>Multiply the highest two dice together.</p> <p>Double 6 = Touch Down</p>	<p>BLOCK (FG or XP)</p> <table> <tr> <th>1 Dice</th><th>DL</th><th>LB</th><th>DB</th></tr> <tr> <td>1</td><td>BK</td><td>BK</td><td>BK</td></tr> <tr> <td>2</td><td></td><td></td><td></td></tr> <tr> <td>3</td><td></td><td></td><td></td></tr> <tr> <td>4</td><td></td><td></td><td></td></tr> <tr> <td>5</td><td></td><td></td><td></td></tr> <tr> <td>6</td><td></td><td></td><td></td></tr> </table> <p>Ball is dead on Block</p>	1 Dice	DL	LB	DB	1	BK	BK	BK	2				3				4				5				6			
1 Dice	DL	LB	DB																												
1	BK	BK	BK																												
2																															
3																															
4																															
5																															
6																															
<p>FIELD GOAL</p> <p>2 Dice (use highest dice)</p> <p>Highest Dice x 10 + Second Dice</p> <p>Double 1 = Field Goal Any Distance</p>	<p>PUNTING</p> <p>2 Dice</p> <p>Choose 1 Dice x 10 + Second Dice</p> <p>Also a Free Kick after Safety</p>	<p>PUNT RETURN</p> <p>2 Dice</p> <p>Multiply two Dice together</p> <p>Double 6 = Touch Down</p>	<p>QB KNEEL</p> <p>No roll required</p> <p>Kneel to end a half or the game.</p>																												

# 7-a-side Dice Football

## Game Kick Off

### KICK OFF - Denver

**ROLLS: 6, 6, 1**

Refer to game charts

$(6 \times 10) + (6+1) = 67$  yards

### RETURN – SEATTLE

### Choose Touchback

Seattle will start at its own 20.

**NOTE:** The field is only 60 yards in total length, so Kick Off is from the kicking teams own goal line.

**NOTE:** To save space, Kick Offs and Kick off Returns are not recorded in the list of plays unless there is a Touchdown return!

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dice sports .com

7-a-side Dice Football

**Seattle**

**Denver**

**GAME 1**

**1st QUARTER**

**2nd QUARTER**

**3rd QUARTER**

**4th QUARTER**

**MIN DOWN POS**

**MIN DOWN POS**

**MIN DOWN POS**

**MIN DOWN POS**

**1-10 SEA20**

**67**

**DEFENSE**

**OFFENSE**

**KICKS**

**DE**

**NT**

**LB**

**WR**

**QB**

**RB**

**TE**

**DE**

**NT**

**LB**

**WR**

**QB**

**RB**

**TE**

**KICKOFFS**

**PUNTS**

**FIELD GOALS**

**EXTRA POINTS**

**KICK RETURNS**

**PUNT RETURNS**


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[www.BoxScoreDiceSports.com](http://www.BoxScoreDiceSports.com)

## SEATTLE PASS ATTEMPT

**ROLLS: 5, 5, 2**  
*Refer to game charts*  
**5** = Incomplete pass

**Result:**  
**2-10 Own20**



**7-a-side Dice Football**

FG	END ZONE	5	10	15	20	25	30	25	20	15	10	5	END ZONE	FG
----	----------	---	----	----	----	----	----	----	----	----	----	---	----------	----

FG	END ZONE	5	10	15	20	25	30	25	20	15	10	5	END ZONE	FG
----	----------	---	----	----	----	----	----	----	----	----	----	---	----------	----

### Seattle

1 2 3 4 OT FINAL

SCORE 0

DEFENSE

WR

DB

NT

DE

LB

DB

KICKERS

PUNTS

FIELD GOALS

EXTRA POINTS

KICK RETURNS

PUNT RETURNS

RUSH

REC

### 1st QUARTER

MIN	DOWN	POS
10:00	1-10	SEA20
9:30	2-10	SEA20
9:00		
8:30		
8:00		
7:30		
7:00		
6:30		
6:00		
5:30		
5:00		
4:30		
4:00		
3:30		
3:00		
2:30		
2:00		
1:30		
1:00		
0:30		
0:00		

### 2nd QUARTER

MIN	DOWN	POS
10:00		
9:30		
9:00		
8:30		
8:00		
7:30		
7:00		
6:30		
6:00		
5:30		
5:00		
4:30		
4:00		
3:30		
3:00		
2:30		
2:00		
1:30		
1:00		
0:30		
0:00		

### 3rd QUARTER

MIN	DOWN	POS
10:00		
9:30		
9:00		
8:30		
8:00		
7:30		
7:00		
6:30		
6:00		
5:30		
5:00		
4:30		
4:00		
3:30		
3:00		
2:30		
2:00		
1:30		
1:00		
0:30		
0:00		

### 4th QUARTER

MIN	DOWN	POS
10:00		
9:30		
9:00		
8:30		
8:00		
7:30		
7:00		
6:30		
6:00		
5:30		
5:00		
4:30		
4:00		
3:30		
3:00		
2:30		
2:00		
1:30		
1:00		
0:30		
0:00		

### Denver

1 2 3 4 OT FINAL

SCORE 0

DEFENSE

WR

DB

NT

DE

LB

DB

KICKERS

PUNTS

FIELD GOALS

EXTRA POINTS

KICK RETURNS

PUNT RETURNS

RUSH

REC

### GAME 1

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# 7-a-side Dice Football

Seattle: 2nd-10 Own20

## PASS ATTEMPT

*Denver choose not to attempt an Intercept or Sack.*

**ROLLS: 2, 5, 6**

Refer to game charts

**2** = Completed pass

5 x 6 = 30 Yards

*Denver choose not to attempt Forced Fumble at the end of the play.*

**Result:**  
**1-Goal Denver 10**

7-a-side Dice Football

Seattle

1	2	3	4	OT	FINAL
0					0

MIN	DOWN	POS
10:00	1-10	SEA20
9:15	2-10	SEA20
8:30	1-6	DEN10
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

1st QUARTER

MIN	DOWN	POS
10:00	1-10	SEA20
9:15	2-10	SEA20
8:30	1-6	DEN10
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

2nd QUARTER

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

Denver

1	2	3	4	OT	FINAL
0					0

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		



# 7-a-side Dice Football

Seattle: 1st-G DEN10

## RUN ATTEMPT

**ROLLS: 3, 1, 6**

Refer to game charts

**3** = Rush for Yards

1 + 6 = 7 Yards Gained

**Denver Attempt a Forced Fumble (end of Run).**

Defensive End Rolls a **3**

**3** = Forced Fumble

Recovery Roll is a 5

**5** = Fumble Recovery Offense

By the Right Guard.

Seattle retains the ball.

**Result:**

**2-Goal Denver 6**

**NOTE:** You choose who will attempt Forced Fumbles and/or Recoveries.

See game charts

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7-a-side Dice Football

1	2	3	4	OT	RIVAL
0					0

1	2	3	4	OT	RIVAL
0					0

1	2	3	4	OT	RIVAL
0					0

1	2	3	4	OT	RIVAL
0					0

1	2	3	4	OT	RIVAL
0					0

1	2	3	4	OT	RIVAL
0					0

1	2	3	4	OT	RIVAL
0					0

FG	END ZONE	5	10	15	20	25	30	25	20	15	10	5	END ZONE	FG
----	----------	---	----	----	----	----	----	----	----	----	----	---	----------	----

Seattle

1st QUARTER

MIN	DOWN	POS
10:00	1-10	SEA20
9:15	2-10	SEA20
8:30	1-6	DEN10
7:45	2-6	DEN3
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

3rd QUARTER

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

2nd QUARTER

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

4th QUARTER

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

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Denver

GAME I

1	2	3	4	OT	RIVAL
0					0

1	2	3	4	OT	RIVAL
0					0

1	2	3	4	OT	RIVAL
0					0

1	2	3	4	OT	RIVAL
0					0

1	2	3	4	OT	RIVAL
0					0

1	2	3	4	OT	RIVAL
0					0

1	2	3	4	OT	RIVAL
0					0

# 7-a-side Dice Football

Seattle: 2nd-G DEN3

## RUN ATTEMPT

**ROLLS: 4, 3, 3**

Refer to game charts

4 = Rush for Yards

3 + 3 = 6 Yards Gained (only need 3 for the Touchdown)

Denver do not choose to attempt to Block the Extra Point attempt, so it is an automatic conversion.

**Result:**  
**TOUCH DOWN 6+1**

*NOTE: You can choose a 2 point conversion from the 2 Yard line using the normal passing or rushing play options.*

7-a-side Dice Football

FG		END ZONE										END ZONE		FG													
		5	10	15	20	25	30	25	20	15	10	5															
<div> <div> <div>Seattle</div> <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>DT</div> <div>FINAL</div> </div> </div> <div> <div>SCORE</div> <div>7</div> </div> </div>														<div> <div>1st QUARTER</div> <div> <div>MIN</div> <div>DOWN</div> <div>POS</div> </div> <div> <div>10:00</div> <div>1-10</div> <div>SEA20</div> </div> <div> <div>9:15</div> <div>2-10</div> <div>SEA20</div> </div> <div> <div>8:30</div> <div>1-6</div> <div>DEN10</div> </div> <div> <div>7:45</div> <div>2-6</div> <div>DEN3</div> </div> <div> <div>7:00</div> <div></div> <div></div> </div> <div> <div>6:15</div> <div></div> <div></div> </div> <div> <div>5:30</div> <div></div> <div></div> </div> <div> <div>4:45</div> <div></div> <div></div> </div> <div> <div>4:00</div> <div></div> <div></div> </div> <div> <div>3:15</div> <div></div> <div></div> </div> <div> <div>2:30</div> <div></div> <div></div> </div> <div> <div>1:45</div> <div></div> <div></div> </div> <div> <div>1:00</div> <div></div> <div></div> </div> <div> <div>0:15</div> <div></div> <div></div> </div> </div>													

# 7-a-side Dice Football

Seattle: Kick Off

## KICK OFF - Seattle

**ROLLS: 2, 3, 2**

Refer to game charts

All dice are less than 4 so it's an automatic Touchback and 60 Yard Kick.

## RETURN – Denver

**NA**

Denver will start at its own 20.

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7-a-side Dice Football

**Seattle**

1 2 3 4 OT FINAL

SCORE 7 7

RUSH

WR

DB

LB

FR

REC

30

OUTSIDE

KICKOFFS

PUNTS

FIELD GOALS

EXTRA POINTS

KICK RETURNS

PUNT RETURNS

60

**1st QUARTER**

MIN	DOWN	POS
10:00	1-10	SEA20
9:15	2-10	SEA20
8:30	1-6	DEN10
7:45	2-6	DEN3
7:00	1-10	DEN20
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

**2nd QUARTER**

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

**3rd QUARTER**

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

**4th QUARTER**

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

**Denver**

1 2 3 4 OT FINAL

SCORE 0 0

RUSH

WR

DB

LB

FR

REC

OUTSIDE

KICKOFFS

PUNTS

FIELD GOALS

EXTRA POINTS

KICK RETURNS

PUNT RETURNS

67

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# 7-a-side Dice Football

Denver: 1st-10

Own20

**RUN ATTEMPT**

**ROLLS: 6, 6, 6**

Refer to game charts

6 = Tackle for a loss

6 and 6 = Use lowest dice for  
Yards lost.

Both are 6 so it's a 6 yard loss.

*Seattle choose not to attempt a  
Forced Fumble at the end of  
this play.*

**Result:**

**2nd-16 Own14**

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7-a-side Dice Football

**Seattle**

**1st QUARTER**

MIN	DOWN	POS
10:00	1-10	SEA20
9:15	2-10	SEA20
8:30	3-6	DEN10
7:45	2-6	DEN3
7:00	1-10	DEN20
6:15	2-16	DEN14
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

**2nd QUARTER**

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

**3rd QUARTER**

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

**4th QUARTER**

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

**Denver**

**GAME 1**

1	2	3	4	OT	RIVAL
0					0

**Field Position**

**Seattle**

**Denver**

**Special Teams**

**KICKOFFS**

**PUNTS**

**FIELD GOALS**

**EXTRA POINTS**

**KICK RETURNS**

**PUNT RETURNS**

## Own14

## PASS ATTEMPT

**Seattle choose not to attempt an Intercept or Sack.**

**ROLLS: 2, 5, 2**

*Refer to game charts*

**2** = Completed Pass

5 x 2 = 10 Yard Catch.

***Seattle choose not to attempt a Forced Fumble at the end of this play.***

## Result:

### 3rd-6 Own24

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# 7-a-side Dice Football

Denver: 3-6 Own24

## PASS ATTEMPT

*Seattle attempt an Interception with a Defensive Back.*

Defensive Back Rolls a 5  
Failed attempt.

**ROLLS: 2, 4, 1**

Refer to game charts

2 = Completed Pass  
4 x 1 = 4 Yard Catch.

*Seattle choose not to attempt a Forced Fumble at the end of this play.*

**Result:**  
**4th-2 Own28**

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**7-a-side Dice Football**

**Seattle**

**Denver**

**GAME 1**

**1st QUARTER**

MIN	DOWN	POS
10:00	1-10	SEA20
9:15	2-10	SEA20
8:30	1-6	DEN10
7:45	2-6	DEN3
7:00	1-10	DEN20
6:15	2-16	DEN14
5:30	3-6	DEN24
4:45	4-2	DEN28
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

**2nd QUARTER**

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

**3rd QUARTER**

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

**4th QUARTER**

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

**Scoreboard:**

**Seattle:** 7 (1st), 7 (Final)

**Denver:** 0 (1st), 0 (Final)

**Special Teams:**

**Seattle:** KICKOFFS: 60, PUNTS: , RELO BOALS: , EXTRA POINTS: , KICK RETURNS: , PUNT RETURNS:

**Denver:** KICKOFFS: 67, PUNTS: , RELO BOALS: , EXTRA POINTS: , KICK RETURNS: , PUNT RETURNS:

**Game Play:**

**Seattle:** RB 7, 3T, WR, DB, LB, NT, DE, FF, LB, DE, DB

**Denver:** RB -6, WR, DB, LB, NT, DE, FF, LB, DE, DB

**Rolls:** 2, 4, 1

**Result:** 4th-2 Own28

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## 7-a-side Dice Football

Denver: 4th-2 Own28

### FIELD GOAL ATT

Seattle choose not to attempt a Blocked FG.

$32 + 17y = 49y$  FG attempt.

**ROLLS: 3, 5**

Refer to game charts

5 is the highest dice

$5 \times 10 + 3 = 53$

Field Goal is GOOD!

**Result:**

**Field Goal**

7-a-side Dice Football

Seattle

SCORE	1	2	3	4	OT	FINAL
7						7

MIN	DOWN	POS
10:00	1-10	SEA20
9:15	2-10	SEA20
8:30	1-6	DEN10
7:45	2-6	DEN3
7:00	1-10	DEN20
6:15	2-16	DEN14
5:30	3-6	DEN24
4:45	4-2	DEN28

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

KICKOFFS	60								
PUNTS									
FIELD GOALS									
EXTRA POINTS									
KICK RETURNS									
PUNT RETURNS									

FB	END ZONE	5	10	15	20	25	30	25	20	15	10	5	END ZONE	FB
----	----------	---	----	----	----	----	----	----	----	----	----	---	----------	----

1st QUARTER

MIN	DOWN	POS
10:00	1-10	SEA20
9:15	2-10	SEA20
8:30	1-6	DEN10
7:45	2-6	DEN3
7:00	1-10	DEN20
6:15	2-16	DEN14
5:30	3-6	DEN24
4:45	4-2	DEN28

3rd QUARTER

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

2nd QUARTER

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

4th QUARTER

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

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Denver

GAME 1

SCORE	1	2	3	4	OT	FINAL
3						3

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

KICKOFFS	67								
PUNTS									
FIELD GOALS	49G								
EXTRA POINTS									
KICK RETURNS									
PUNT RETURNS									



## KICK OFF - Denver

$$(5 \times 10) + (2+4) = 56 \text{ yards}$$


## RETURN – SEATTLE

Multiply  $5 \times 5 = 25$  yard return.

**Denver choose not to attempt a Forced Fumble at the end of the play.**

## Result:

## Seattle will start at their own 29



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7-a-side Dice Football

FB    END ZONE    5   10   15   20   25   30   25   20   15   10   5    END ZONE    FB

### Seattle

1	2	3	4	OT	FINAL
7					7

**SCORE**

**DEFENSE**

**REC**

**WR**

**DB**

**LB**

**DE**

**NT**

**FB**

**RB**

**3T**

**FR**

**LG**

**C**

**RG**

**REC**

**30**

### Denver

1	2	3	4	OT	FINAL
3					3

**SCORE**

**DEFENSE**

**REC**

**WR**

**DB**

**LB**

**DE**

**NT**

**FB**

**RB**

**-6**

**FR**

**LG**

**C**

**RG**

**REC**

**4**

### 1st QUARTER

MIN	DOWN	POS
10:00	1-10	SEA20
9:15	2-10	SEA20
8:30	1-6	DEN10
7:45	2-6	DEN3
7:00	1-10	DEN20
6:15	2-16	DEN14
5:30	3-6	DEN24
4:45	4-2	DEN28
3:15	1-10	SEA29
2:30		
1:45		
1:00		
0:15		

### 2nd QUARTER

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
3:15		
2:30		
1:45		
1:00		
0:15		

### 3rd QUARTER

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
3:15		
2:30		
1:45		
1:00		
0:15		

### 4th QUARTER

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
3:15		
2:30		
1:45		
1:00		
0:15		

### Special Teams

KICKOFFS	60
PUNTS	
FIELD GOALS	
EXTRA POINTS	
KICK RETURNS	25
PUNT RETURNS	

### Special Teams

KICKOFFS	67	56
PUNTS		
FIELD GOALS	49G	
EXTRA POINTS		
KICK RETURNS		
PUNT RETURNS		

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## PASS ATTEMPT

**Result:**  
**1st-Goal SEA 9**

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*We have skipped over two incomplete passes by Denver.*

*Seattle attempt a Sack with a Line backer.*

*Line backer* Rolls a **3**,  
**3 = Sack!**

Roll 3 dice for Yards lost  
3, 6, 2 = 11 yard loss.

***Seattle choose not to attempt a Forced Fumble (on the QB) at the end of this play.***

**Result:**  
**4th and Goal SEA 20**

Seattle have prevented a certain  
Touchdown with a timely  
Quarterback Sack.

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Jason Staben © 2014

# 7-a-side Dice Football

Seattle: 4th-10 Own20

We have jumped to the 7:45 min mark of the second quarter.

## PUNT ATTEMPT

Denver choose not to attempt a Blocked Punt.

**ROLLS: 6, 5**

Highest dice is 6

$6 \times 10 + 5 = \text{max } 65 \text{ Yard Kick}$

Officially a 50 Yard Kick out the back of the End Zone.

Result=Touchback

**Result:**

**Denver's Ball**

**1ST and 10 DEN 20**

7-a-side Dice Football

Seattle

SCORE	1	2	3	4	OT	FINAL
7						7

MIN	DOWN	POS
10:00	1-10	SEA20
9:15	2-10	SEA20
8:30	1-6	DEN10
7:45	2-6	DEN3
7:00	1-10	DEN20
6:15	2-16	DEN14
5:30	3-6	DEN24
4:45	4-2	DEN28
4:00	1-10	SEA29
3:15	1-6	SEA9
2:30	2-6	SEA9
1:45	3-6	SEA9
1:00	4-6	SEA20
0:15	1-10	SEA20

MIN	DOWN	POS
10:00	2-5	SEA25
9:15	3-6	SEA24
8:30	4-10	SEA20
7:45	1-10	DEN20

MIN	DOWN	POS
10:00		
9:15		
8:30		
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MIN	DOWN	POS
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MIN	DOWN	POS
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MIN	DOWN	POS
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MIN	DOWN	POS
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MIN	DOWN	POS
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MIN	DOWN	POS
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MIN	DOWN	POS
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4:45		
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3:15		
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1:45		
1:00		
0:15		

MIN	DOWN	POS
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9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
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3:15		
2:30		
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0:15		

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		
6:15		
5:30		
4:45		
4:00		
3:15		
2:30		
1:45		
1:00		
0:15		

MIN	DOWN	POS
10:00		
9:15		
8:30		
7:45		
7:00		

# 7-a-side Dice Football

## End Of Game

The game ends with Seattle running down the clock in the last quarter and kicking a Field Goal to win the game.

## BASIC STATS

### SEATTLE

#### OFFENSE:

QB: 11/15, 131 Yards, 1 TD, 1 Int.

WR1: 5 Rec, 51 Yards

WR2: 6 Rec, 82 Yards, 1 TD

RB: 15 Car, 74 Yards, 3 TDs

#### DEFENSE:

LB2: 1 sack

### DENVER

#### OFFENSE:

QB: 6/11, 113 Yards 2 TD

WR1: 3 Rec, 61 Yards, 1TD

WR2: 3 Rec, 52 Yards 1 TD

RB: 6 Car, 26 Yards, 1 TDs

#### DEFENSE:

DE1: 1 Forced Fumble

LB1: 1 sack

DB2: 1 Intercept

7-a-side Dice Football

	1	2	3	4	OT	FINAL
SCORE	7	7	7	10		31

SEATTLE

	1	2	3	4	OT	FINAL
SCORE	7	7	7	10		31

SEATTLE

	1	2	3	4	OT	FINAL
SCORE	7	7	7	10		31

SEATTLE

	1	2	3	4	OT	FINAL
SCORE	7	7	7	10		31

FG	END ZONE	5	10	15	20	25	30	25	20	15	10	5	END ZONE	FG
----	----------	---	----	----	----	----	----	----	----	----	----	---	----------	----

1st QUARTER

MIN	DOWN	POS
10:00	1-10	SEA20
9:15	2-10	SEA20
8:30	1-6	DEN10
7:45	2-6	DEN3
7:00	1-10	DEN20
6:15	2-16	DEN14
5:30	3-6	DEN24
4:45	4-2	DEN28
4:00	1-10	SEA29
3:15	1-6	SEA9
2:30	2-6	SEA9
1:45	3-6	SEA9
1:00	4-6	SEA20
0:15	1-10	SEA20

2nd QUARTER

MIN	DOWN	POS
10:00	2-5	SEA25
9:15	3-6	SEA24
8:30	4-10	SEA20
7:45	1-10	DEN20
7:00	2-2	DEN28
6:15	1-10	SEA9
5:30	1-10	SEA9
4:45	2-2	SEA17
4:00	1-10	DEN23
3:15	2-10	DEN23
2:30	3-10	DEN23
1:45	1-10	DEN11
1:00	2-7	DEN8
0:15	1-10	SEA18

DENVER

	1	2	3	4	OT	FINAL
SCORE	6	10	14	0		30

DENVER

	1	2	3	4	OT	FINAL
SCORE	6	10	14	0		30

DENVER

	1	2	3	4	OT	FINAL
SCORE	6	10	14	0		30

DENVER

	1	2	3	4	OT	FINAL
SCORE	6	10	14	0		30

# 7-a-side American Football

## Tied Games (simple)

When a game is tied, a simple tie breaker procedure can be followed using Field Goals.

1. Toss a coin to see who has the first attempt.  
*The team who kicks first has a 'huge' advantage!*
2. The first team kicks from the 32 yard line (49 Yard Kick).
3. If they make it the game is over, if they miss, then the other team gets a go.

If both teams miss, then it is a tied game.

## Tied Games (standard)

Play out a 5<sup>th</sup> Quarter (new score sheet) Overtime.

1. Each team gets at least one possession, unless the first team scores a touchdown or a defensive play scores a touchdown.
2. Once each team has had one possession then any score can win the game.

If no one scores (or scores are still level) at the end of overtime, then it is a tied game.

**Enjoy the game:** If you have any questions, please email me at  
[jason@staben.com.au](mailto:jason@staben.com.au)