

HOLDING
Against the Defense

- Offense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move forward **5 yards** from the line of scrimmage, automatic first down.



2R

ILLEGAL SHIFT
Against the Offense

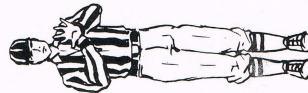
- Defense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move back **5 yards** from the line of scrimmage. Down replayed.



4R

ILLEGAL USE OF THE HANDS
Against the Offense

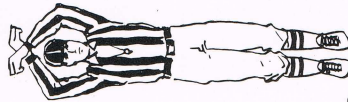
- Defense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move back **10 yards** from the line of scrimmage. Down replayed.



3R

PERSONAL FOUL
Against the Defense

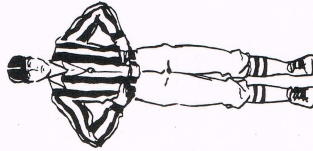
- Offense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move forward **15 yards** from the line of scrimmage, automatic first down.



7R

OFFSIDE
Against the Defense

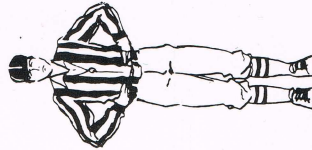
- Offense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move forward **5 yards** from the line of scrimmage. Down replayed.



9R

OFFSIDE
Against the Offense

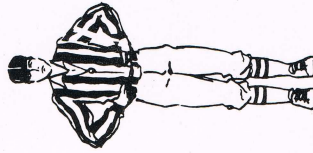
- Defense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move back **5 yards** from the line of scrimmage. Down replayed.



10R

ENCROACHMENT (NO CONTACT)
Against the Defense

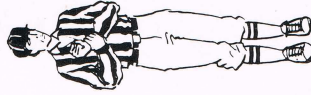
- Offense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move forward **5 yards** from the line of scrimmage. Down replayed.



5R

HOLDING
Against the Offense

- Defense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move back **10 yards** from the line of scrimmage. Down replayed.



12R

ILLEGAL PROCEDURE
Against the Offense

- Defense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move back **5 yards** from the line of scrimmage. Down replayed.



6R

(PERSONAL FOUL)
CLIPPING
(BELOW THE WAIST)
Against the Offense



13R

- Defense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move back **15 yards** from the line of scrimmage. Down replayed.

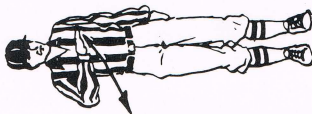
TRIPPING
Against the Defense



8R

- Offense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move forward **10 yards** from the line of scrimmage, automatic first down.

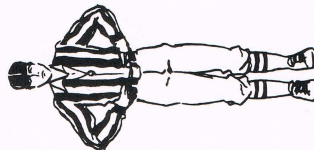
ILLEGAL MOTION
Against the Offense



1R

- Defense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move back **5 yards** from the line of scrimmage. Down replayed.

OFFSIDE
Against the Defense



11R

- Offense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move forward **5 yards** from the line of scrimmage. Down replayed.

RUNNING



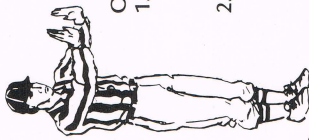
TM © 1982, 1983, 1985
Patent #4,524,979
by Football Fever, Inc.

PENALTY

If Sack, draw the next card.

PASS INTERFERENCE
Against the Defense

- Offense has the option of:
1. Declining the penalty and accepting the results of the play.
Down counts, OR
 2. Accepting the penalty. Automatic first down at the point the pass was complete, incomplete, or intercepted.



8P

ILLEGAL PROCEDURE
Against the Offense

- Defense has the option of:
1. Declining the penalty and accepting the results of the play.
Down counts, OR
 2. Accepting the penalty. Offense must move back **5 yards** from the line of scrimmage, down replayed.



4P

If Sack on play, no penalty.

(PERSONAL FOUL)
ROUGHING THE PASSER
Against the Defense

- Offense has the option of:
1. Declining the penalty and accepting the results of the play.
Down counts, OR
 2. Accepting the penalty. Offense must move forward **15 yards** from the line of scrimmage, automatic first down.



7P

INELIGIBLE RECEIVER
DOWNFIELD
Against the Offense

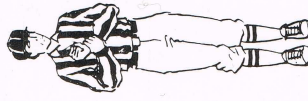
- Defense has the option of:
1. Declining the penalty and accepting the results of the play.
Down counts, OR
 2. Accepting the penalty. Offense must move back **10 yards** from the line of scrimmage, down replayed.



5P

HOLDING
Against the Offense

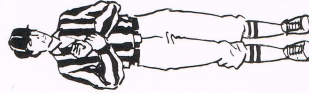
- Defense has the option of:
1. Declining the penalty and accepting the results of the play.
Down counts, OR
 2. Accepting the penalty. Offense must move back **10 yards** from the line of scrimmage, down replayed.



1P

HOLDING
Against the Offense

- Defense has the option of:
1. Declining the penalty and accepting the results of the play.
Down counts, OR
 2. Accepting the penalty. Offense must move back **10 yards** from the line of scrimmage, down replayed.



11P

If Sack, draw the next card.

PASS INTERFERENCE
Against the Defense

- Offense has the option of:
1. Declining the penalty and accepting the results of the play.
Down counts, OR
 2. Accepting the penalty. Automatic first down at the point the pass was complete, incomplete or intercepted.



3P

ILLEGAL MOTION
Against the Offense

- Defense has the option of:
1. Declining the penalty and accepting the results of the play.
Down counts, OR
 2. Accepting the penalty. Offense must move back **5 yards** from the line of scrimmage, down replayed.

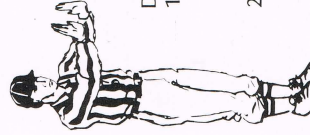


2P

If Sack, draw the next card.

PASS INTERFERENCE
Against the Offense

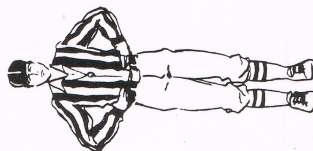
- Defense has the option of:
1. Declining the penalty and accepting the results of the play.
Down counts, OR
 2. Accepting the penalty. Offense must move back **10 yards** from the line of scrimmage, down replayed.



9P

OFFSIDE
Against the Defense

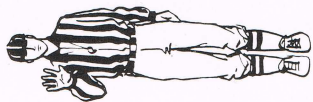
- Offense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move forward **5 yards** from the line of scrimmage, down replayed.



13P

ILLEGAL CONTACT
Against the Defense

- Offense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move forward **5 yards** from the line of scrimmage, automatic first down.



6P

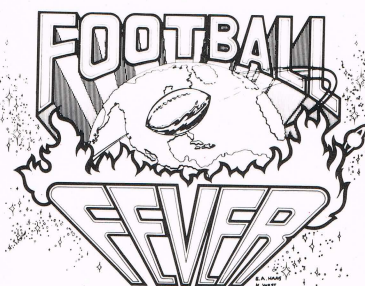
HOLDING
Against the Defense

- Offense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move forward **5 yards** from the line of scrimmage, automatic first down.



10P

PASSING

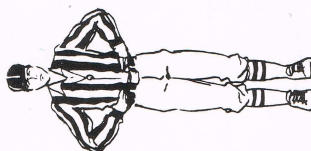


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Patent #4,324,895
by Football Fever, Inc.

PENALTY

OFFSIDE
Against the Offense

- Defense has the option of:
1. Declining the penalty and accepting the results of the play. Down counts, OR
 2. Accepting the penalty. Offense must move back **5 yards** from the line of scrimmage, down replayed.



12P

If Free Kick, draw the next card.

HOLDING

Against the Offense

Defense has the option of:

1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
2. Accepting the penalty. Offense must move back **10 yards** from the previous spot. If free kick or extra point attempt, rekick. If punt or field goal attempt, down replayed.



5K

If Free Kick, draw the next card.

HOLDING

Against the Offense

Defense has the option of:

1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
2. Accepting the penalty. Offense must move back **10 yards** from the previous spot. If free kick or extra point attempt, rekick. If punt or field goal attempt, down replayed.



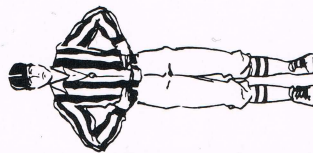
3K

OFFSIDE

Against the Defense

Offense has the option of:

1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
2. Accepting the penalty. Offense must move forward **5 yards** from the previous spot. If free kick or extra point attempt, rekick. If punt or field goal attempt, down replayed.



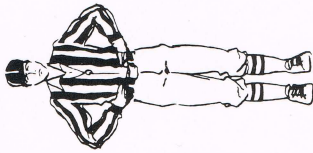
13K

OFFSIDE

Against the Defense

Offense has the option of:

1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
2. Accepting the penalty. Offense must move forward **5 yards** from the previous spot. If free kick or extra point attempt, rekick. If punt or field goal attempt, down replayed.



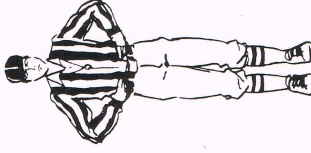
8K

OFFSIDE

Against the Offense

Defense has the option of:

1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
2. Accepting the penalty. Offense must move back **5 yards** from the previous spot. If free kick or extra point attempt, rekick. If punt or field goal attempt, down replayed.



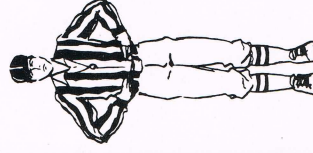
7K

OFFSIDE

Against the Defense

Offense has the option of:

1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
2. Accepting the penalty. Offense must move forward **5 yards** from the previous spot. If free kick or extra point attempt, rekick. If punt or field goal attempt, down replayed.



12K

If Free Kick, draw the next card.

If Block on Play, no penalty.

ROUGHING THE KICKER

Against the Defense

Offense has the option of:

1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
2. Accepting the penalty. Offense must move forward **15 yards** from the previous spot. If extra point attempt, rekick. If punt or field goal attempt, automatic first down.



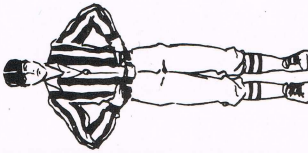
1K

OFFSIDE

Against the Offense

Defense has the option of:

1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
2. Accepting the penalty. Offense must move back **5 yards** from the previous spot. If free kick or extra point attempt, rekick. If punt or field goal attempt, down replayed.



6K

If Free Kick, draw the next card.

If Block on Play, no penalty.

RUNNING INTO THE KICKER

Against the Defense

Offense has the option of:

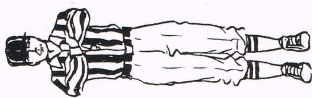
1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
2. Accepting the penalty. Offense must move forward **5 yards** from the previous spot. If extra point attempt, rekick. If punt or field goal attempt, automatic first down.



2K

**TOO MANY PLAYERS
ON THE FIELD
Against the Offense**

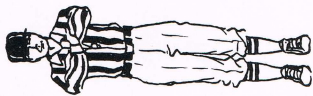
- Defense has the option of:
1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
 2. Accepting the penalty. Offense must move back **5 yards** from the previous spot. If free kick or extra point attempt, rekick. If punt or field goal attempt, down replayed.



9K

**TOO MANY PLAYERS
ON THE FIELD
Against the Defense**

- Offense has the option of:
1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
 2. Accepting the penalty. Offense must move forward **5 yards** from the previous spot. If free kick or extra point attempt, rekick. If punt or field goal attempt, down replayed.



10K

If Free Kick, draw the next card.

**HOLDING
Against the Defense**

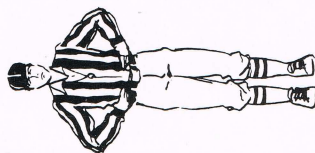
- Offense has the option of:
1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
 2. Accepting the penalty. Offense must move forward **5 yards** from the previous spot. If free kick or extra point attempt, rekick. If punt or field goal attempt, automatic first down.



4K

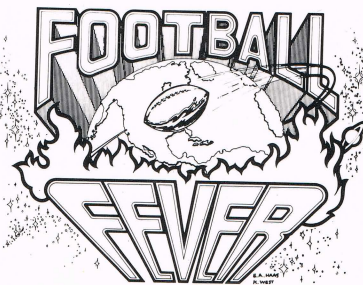
**OFFSIDE
Against the Offense**

- Defense has the option of:
1. Declining the penalty and accepting the results of the kick. Kick and/or down counts, OR
 2. Accepting the penalty. Offense must move back **5 yards** from the previous spot. If free kick or extra point attempt, rekick. If punt or field goal attempt, down replayed.



11K

KICKING



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Patent #4,254,875
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PENALTY

ILLEGAL USE OF THE HANDS
Against the Offense

- Defense has the option of:
1. Declining the penalty and accepting the results of the return,
OR
 2. Accepting the penalty. Offense must move back **10 yards** from the end of the return.



3

(PERSONAL FOUL)
ILLEGAL BLOCK
BELOW THE WAIST
Against the Defense

- Offense has the option of:
1. Declining the penalty and accepting the results of the return,
OR
 2. Accepting the penalty. Offense must move forward **15 yards** from the end of the return, automatic first down.



5

HOLDING
Against the Offense

- Defense has the option of:
1. Declining the penalty and accepting the results of the return,
OR
 2. Accepting the penalty. Offense must move back **10 yards** from the end of the return.



2

TRIPPING
Against the Defense

- Offense has the option of:
1. Declining the penalty and accepting the results of the return,
OR
 2. Accepting the penalty. Offense must move forward **10 yards** from the end of the return, automatic first down.



7

TRIPPING
Against the Offense

- Defense has the option of:
1. Declining the penalty and accepting the results of the return,
OR
 2. Accepting the penalty. Offense must move back **10 yards** from the end of the return.



8

HOLDING
Against the Offense

- Defense has the option of:
1. Declining the penalty and accepting the results of the return,
OR
 2. Accepting the penalty. Offense must move back **10 yards** from the end of the return.



13

ILLEGAL USE OF THE HANDS
Against the Defense

- Offense has the option of:
1. Declining the penalty and accepting the results of the return,
OR
 2. Accepting the penalty. Offense must move forward **5 yards** from the end of the return, automatic first down.



4

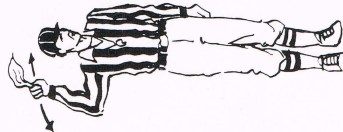
HOLDING
Against the Defense

- Offense has the option of:
1. Declining the penalty and accepting the results of the return,
OR
 2. Accepting the penalty. Offense must move forward **5 yards** from the end of the return, automatic first down.



9

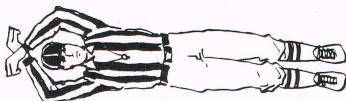
NO PENALTY
FLAG DROPPED IN ERROR



1

(PERSONAL FOUL)
HELMET TACKLE
Against the Defense

- Offense has the option of:
1. Declining the penalty and accepting the results of the return,
OR
 2. Accepting the penalty. Offense must move forward **15 yards** from the end of the return, automatic first down.



12

(PERSONAL FOUL)
**CLIPPING
(BELOW THE WAIST)**
Against the Offense

- Defense has the option of:
1. Declining the penalty and accepting the results of the return,
OR
 2. Accepting the penalty. Offense must move back **15 yards** from the end of the return.



11

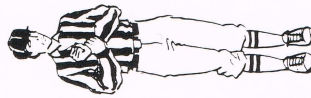
(PERSONAL FOUL)
**ILLEGAL BLOCK
BELOW THE WAIST**
Against the Offense



6

- Defense has the option of:
1. Declining the penalty and accepting the results of the return,
OR
 2. Accepting the penalty. Offense must move back **15 yards** from the end of the return.

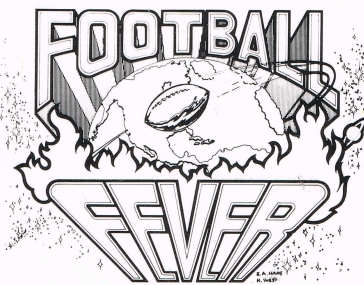
HOLDING
Against the Defense



10

- Offense has the option of:
1. Declining the penalty and accepting the results of the return,
OR
 2. Accepting the penalty. Offense must move forward **5 yards** from the end of the return, automatic first down.

RETURNING



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PENALTY