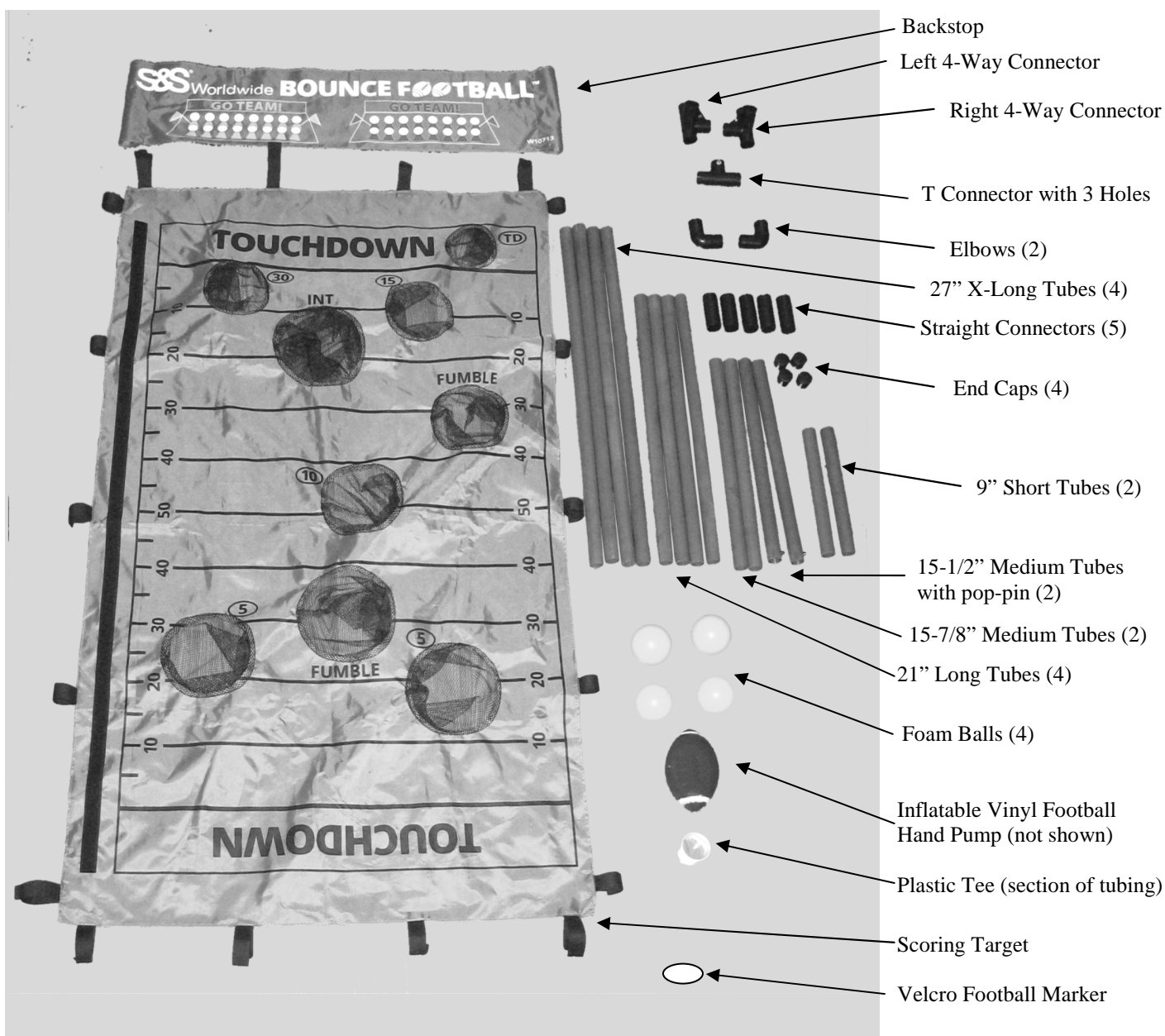


W10713 Bounce Football Instructions

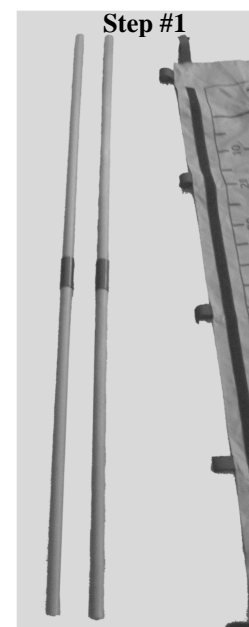


Assembly Instructions:

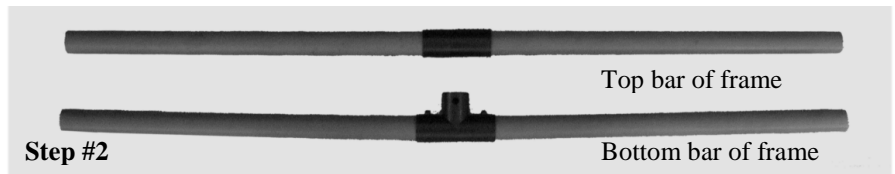
The above photo and text show the parts required for the assembly of the target and frame. The tubing for the frame is green. Additional tubing that is used for the removable goal post is yellow. All connectors and end caps are black.

Assemble Frame:

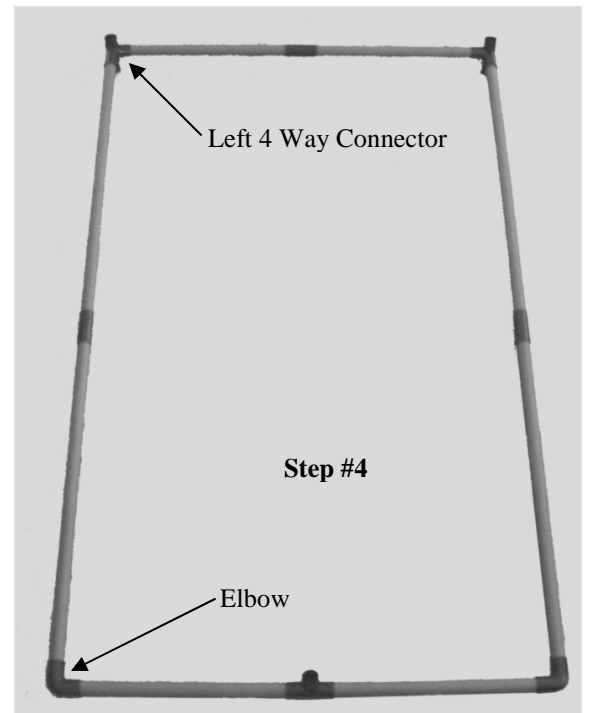
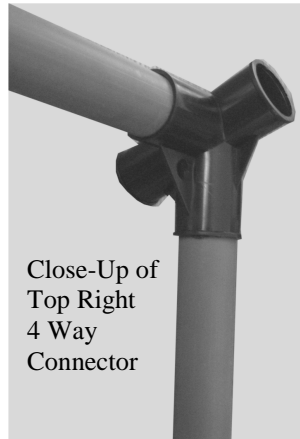
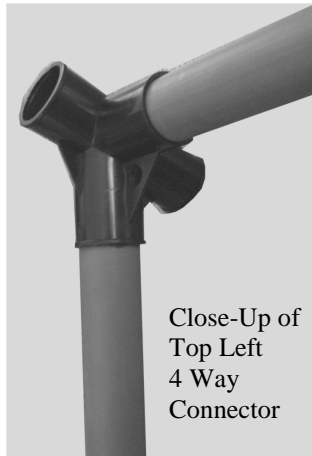
1. Using the 4 X-Long tubes and 2 straight connector make two long poles that will be used as the sides of the frame that support the target as shown the image labelled Step #1.



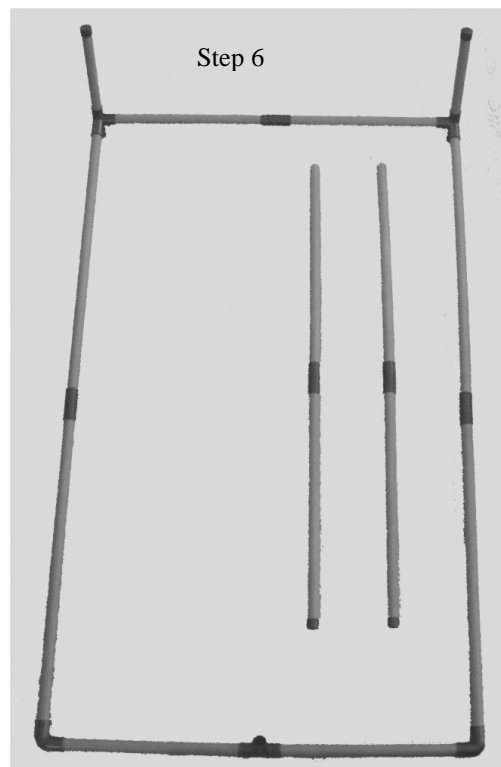
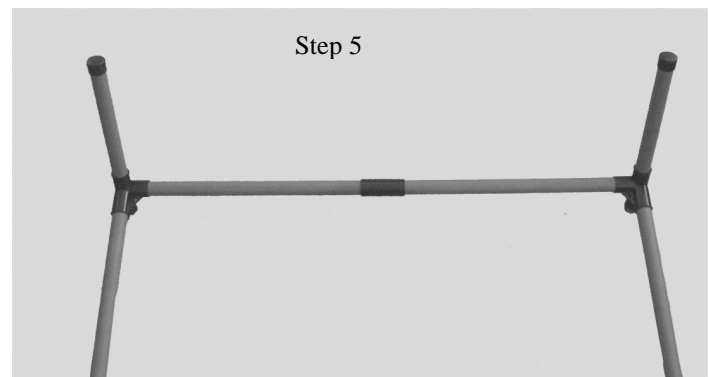
2. Using 2 Medium tubes without pop-pins and one straight connection assemble the top bar of the frame.
3. Using 2 Medium tubes with a pop-pin connector and the T with 3 holes, assemble the bottom bar of the frame as shown.



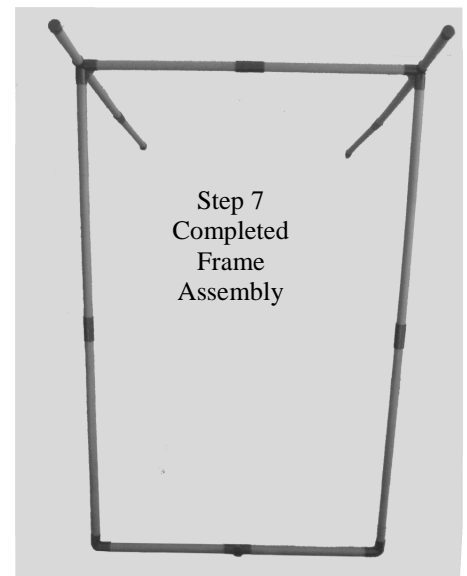
4. Connect sides of the frame from step #1 with the top bar and bottom bar of the frame using 2 elbows, the left 4 way connector and the right 4 way connector as shown.



5. Insert a short pole into the top side of the left and right 4 Way connectors and put a cap on both open ends of the tubes.



6. Assemble the legs as shown in the photo to the left using 2 long tubes, 1 straight connector and 1 cap per leg.
7. Insert a leg assembly into the bottom of the 4 way connectors to complete the frame assembly.



Assembly of the Field Goal Post:

All tubing for the field goal assembly is yellow.

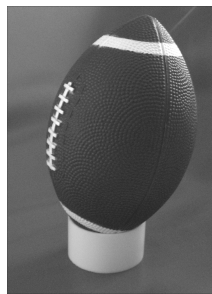
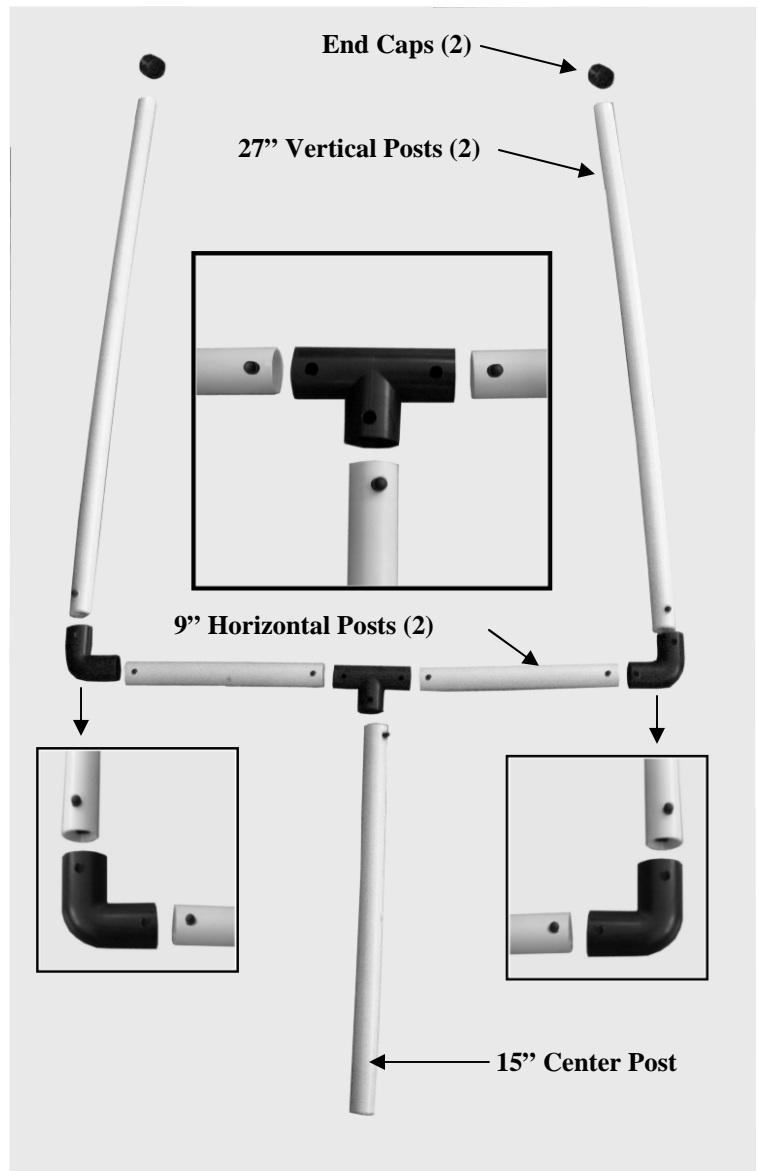
Layout the components as shown in the image to the right. Align the pop-pins on each post with the corresponding holes in the elbows and T connectors.

Push end caps onto open ends of the vertical post.

The field goal posts are not used during most of the game. They are only used when players decide to try to kick a filed goal.

To use the field goal post, insert the center post into the T connector on the bottom bar of the target frame until the pop-pin comes out of the hole in the T connector. Rotate the center post until it is vertical.

To kick the ball, use the small white piece of plastic tubing as a ball holder as shown below.



Instructions for Playing Bounce Football

Note: Players will need to know the basic rules of football to understand and use the rules below. Many kids ages 10 and over will generally have a sufficient understanding of the rules of real football to play Bounce Football.

1. **Starting** – The youngest player goes first. The opposing player puts the ball marker with the “Velcro” stick bottom on the 30 yard line and moves the marker for his opponent as required.
2. **Winning** – The first player to score 21 points wins the game. A player can score points by moving the ball marker across the goal line, kicking an extra point or kicking a field goal.
3. **Scoring a Touchdown** – A touchdown is scored when a player advances the Velcro ball marker across the opponents goal line. Thus the player going first would need to move the ball from their 30 yard line, 70 yards (or more) and across the goal line at the other end of the field.
4. **Moving the ball** – To move the ball down the field a player must bounce one of the foam balls on the floor and then into one of the pockets on the target that has a number 5, 10, 15, 30 or TD printed next to the pocket. Players can stand as close to or as far away from the target as desired when bouncing the ball. Each bounce ball is considered a “play” for that team. A ball that ends up in the pocket with 5, 10, 15 or 30 next to it has completed a pass for that number of yards and the ball marker is moved that number of yards down the field. A ball that lands in the pocket with the TD beside it, scores a Touchdown! A player that successfully moves the ball down the field (without a turnover on down, a fumble or interception) onto or over the opponent’s goal line also scores a touchdown. A touchdown is worth 6 points.
5. **Extra Point** – After a touchdown, a player is allowed to try to score one additional point, by kicking an extra point. An extra point is attempted by placing the ball in the tee one stride (step) away from the goal post. The goal posts are inserted into the frame and the player that scored the touchdown then tries to kick the ball through the goal post.
6. **Incomplete Pass** – A ball that does not land in any pocket is considered an incomplete pass or a run with no gain. A player must advance the ball 10 yards within 4 plays (4 bounced balls). If they do not advance the ball 10 yards, it is considered a turnover on downs and the other player takes possession of the ball at that location on the field. If a player has not advanced the ball 10 yards in 3 plays, they can decide to either punt the ball or go for a field goal on fourth down.
7. **Punting** - To punt, the player simply states “I’m punting”. The ball is then moved 40 yards down the field and the opponent takes over. If moving the ball 40 yards would result in the ball being in the end zone, the ball is moved to the opponent’s 20 yard line and they start from the 20.
8. **Kicking a Field Goal** – A player can only kick a field goal if the ball is on the 50 yard line or closer than 50 yards to the opponents goal line. Basically you are not allowed to attempt to kick a field goal that would be over 50 yards. To kick a field goal, insert the field goal post into the frame. The kicking the field goal then stands with their back to the goal post and takes one stride (step) for each 10 yards from which they are attempting the field goal. For example, a player who has the ball at their opponent’s 35 yard line would take 3 and ½ steps. The player then places the tee at that location and puts the ball on the tee. The player then tries to kick the ball off the tee and through the goal post. Like in real football, balls that bounce off the post and still go through them count as a successful field goal attempt. Similarly the vertical post on the field goal post are assumed to extend infinitely upward and a ball that goes between the vertical post, but well above them is also considered a successful field goal. A field goal is worth 3 points.
9. **Fumbles** – If the ball lands in the pocket with “FUMBLE” printed beside it, the opponent takes over the ball at the position where it is currently located.
10. **Interception** – If the ball lands in the pocket with “INT” printed next to it. An attempted pass has been intercepted. In this case the ball is moved 10 yards closer to the goal that the player that landed the ball in the INT pocket was trying to reach and then their opponent takes over the ball from that position. If the 10 yards would result in the ball being on the goal line or in the end zone, the opponent takes over the ball from their own 20 yard line.

Options:

Easier Scoring: The legs for the target can be shortened by just using one just one of the leg sections instead of two. The target will now be at less of a vertical incline. This makes it a little easier to get the balls in a pocket, since they are more likely to roll off the target and into a pocket.

Even Easier Scoring: Instead of bouncing the balls off the floor, have the players stand (or sit) about 2 feet away from the target and allow them to toss the balls onto the target.

Other Games:

These are other games that can be played by anyone whether they know the rules of football or not.

Gain the Most Yards: For 2 or more players. The goal post are not used or installed in this game. Each player bounces the 4 balls and tries to land them in the pockets. The player with the highest “yards” total wins. Interception and Fumble pockets count as -10 yards. Touchdown counts as 50. If a player bounces the ball and misses a pocket it counts as a “try” and zero yards. If 2 or more players tie, each player bounces one ball and the player with the most yards wins.

Field Goal Kicking Contest: For 2 or more players. Mark off spots in approximately 3 foot increments away from the frame with the goal post installed. Each player gets one attempt to kick a field goal from the closest mark to the goal post. Those that miss are eliminated. All those that successfully kicked from the closest spot, try a 2nd kick at the next spot further away from the goal post. Play continues until only one kicker is left. If there is a tie, either declare multiple winners or allow the player’s that tied to try another kick from the distance that they just missed until there is a single winner.

