

Math Facts Football

Take out the face cards from a deck. Aces are equal to 1. After shuffling the cards, take turns flipping over two cards. Multiply the cards together and find the product in the list below.

Play starts on the twenty yard line. This is a first down. You then have four tries to get to ten yards further up the field from where the first down was. If you don't think that you will make it on your fourth try, you can punt instead. After you have made it past the ten yards, the new goal is ten yards from where you ended up, not ten yards from your previous goal. A fumble or interception means that the other team gets the ball wherever the ball was. Teams move in opposite directions on the field. Players decide how many times through the deck is a quarter.

To kick a field goal, you must be within the forty-five yard line. If you are within the thirty yard line, flip over two cards. If the product is even, then the field goal made it. If you are between the thirty yard line and the forty-five yard line, then the field goal is good if the product is odd. After a touchdown, flip over one card. The point after attempt is good, unless you flip over a six. To punt, flip over one card. Add on the value of the card to forty yards. That is the distance of the punt. If you are within one yard of a first down or a touchdown, then you can try a QB sneak. Flip over two cards, if the product is even, then the QB ran successfully for one yard. If the product is odd, then there was zero yards gained. QB sneaks can only be tried on third and fourth down. A desperation pass for the endzone may be tried at the end of the first half or the end of the game. The person must say that they are trying for the endzone. Then if the last two cards, are the same number, then a touchdown was made for the last play.

1	Running play - One yard gain
2	Short screen pass - Two yard gain
3	Short run up the middle - Three yard gain
4	Short pass to the sideline - Four yard gain
5	Pass over the middle - Five yard gain
6	Tight end pass - Six yard gain
7	Touchdown pass
8	Quarterback scramble – eight yard gain
9	Pass to the wide receiver - Nine yard gain
10	Sacked – five yard loss
12	Incomplete pass
14	Running back screen pass - Five yard gain
15	Good run on the left side - Six yard gain
16	Great pass to the wide receiver - Thirty yard gain
18	Defense swarms - One yard loss
20	Incredible run by the running back - Twenty yard gain
21	Short fullback run - Three yard gain
24	The safety pounds the receiver - Incomplete pass
25	Hook pattern - Seven yard gain
27	Good run up the middle - Five yard gain
28	Fullback pounds through the line - Two yard gain
30	Short halfback pitch - Three yard gain
32	Short run - Two yard gain
35	Fumble
36	Pass on the sideline - Four yard gain
40	Sideline run out of bounds - Three yard gain
42	Interception
45	The blitz was on - Zero yard gain
48	Caught out of bounds – zero yard gain
49	Interception
50	Blitz - sacked – Ten yard loss
54	Wide receiver pulls one down - Eight yard gain
56	The running back pounds it through - Four yard gain
60	Tackled on the line - One yard gain
63	Tight end pulls it down over the middle - Ten yard gain
64	Fumble
70	Difficult sideline catch - Two yard gain
72	Quarterback scramble – four yards
80	Short catch with a great run after - Fifteen yard gain
81	The wide receiver overpowers the safety - Twelve yard gain
90	Short running back catch across the middle - Five yard gain
100	The quarterback launches a bomb down the sideline - Sixty yard gain

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Endzone