

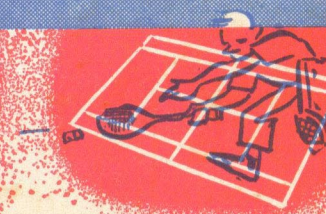
AGCA
ARCHIVES



- SOCCER
- SOFTBALL
- HANDBALL
- HOCKEY
- BADMINTON

Rules and Playing Field Dimensions

ACTION GAMES



- BASEBALL
- FOOTBALL
- TENNIS
- BASKETBALL
- VOLLEYBALL
- AND OTHERS

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FOOTBALL

Number of Players: 22, 11 on each team.

Team consists of: 1 center, 2 guards, 2 tackles, 2 ends, 1 quarterback, 2 halfbacks, 1 fullback.

Object of Game: To advance ball over opponents goal line. Field of Play: Gridiron. Illustrated on opposite page.

Divisions: Game is divided into 15 minute quarters.

Start of Game: The "Kick-off." Captains of opposing teams toss a coin. The winner of the toss gets his choice of goals and whether his team will kick the ball or receive it.

Downs: The team with the ball must advance it 10 yards in every four downs or lose it to opponents. A down is declared when player with the ball touches at least one knee to the ground or when a pass touches the ground before being caught.

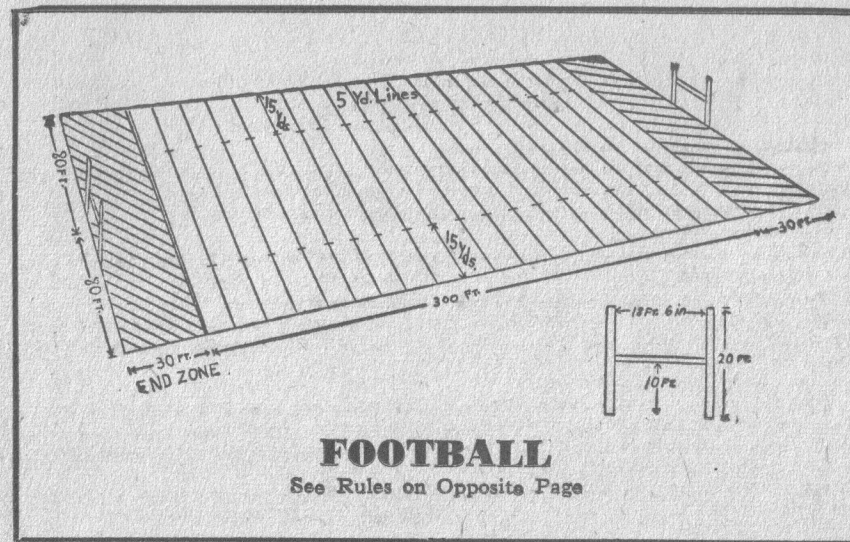
Pass: Throwing the ball through the air.

Touch-Down: Crossing opponents goal line by carrying or passing. Counts 6 points and gives scoring team a chance to "try for extra point."

Try for Extra Point: Teams line up on 5 yard line. Scoring team tries to cross goal line by passing or running or to kick the ball over the goal post crossbar keeping between the uprights. If they succeed it counts 1 point.

Field Goal: A drop or place kick from any point in the playing field which soars over the crossbar and between the uprights. Counts 3 points.

Safety: When a player downs the ball behind his own goal line after a member of his team caused it to be there. Counts 2 points for opponents.



FOOTBALL

See Rules on Opposite Page

SIX MAN FOOTBALL

Number of Players: 12, 6 on each team.

Team consists of: Left end, center, right end, quarterback, left halfback, right halfback.

Object of Game: Same as in regular football.

Field of Play: Illustrated on opposite page.

Length of Game: 10 minute quarters, 12 minute rest between halves plus a 3 minute warm-up period.

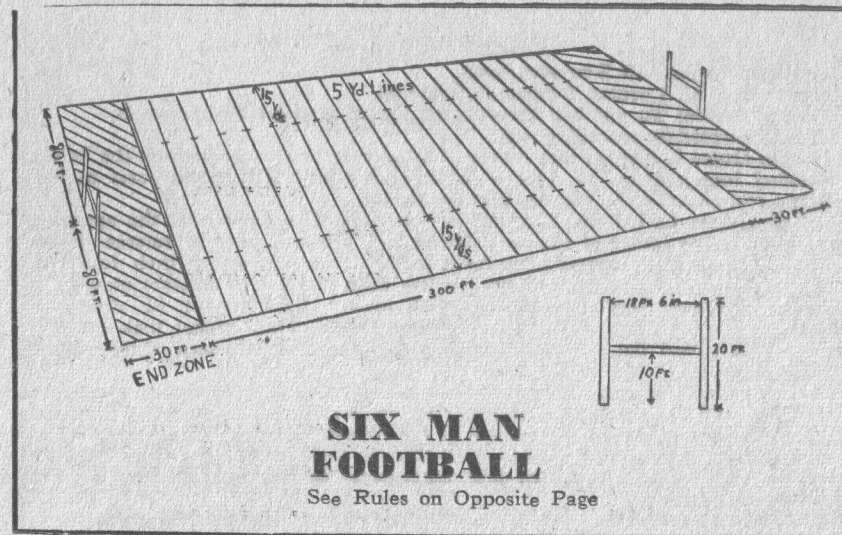
Downs: A team must advance the ball 15 yards in 4 downs.

Scoring: Touchdown counts 6 points, field goal counts 4 points, try for extra point counts 2 points. Whenever a team has a 45 point lead the game is automatically ended.

Start of Play: Kick-off.

Method of Play: After the ball is snapped from the center, the receiver of the snap MUST either (1) kick (2) forward pas (3) make a clear pass to another player. Receiver of the snap cannot carry the ball across the line of scrimmage until after a clear pass has been made.

Passes: All players of both teams are eligible to catch a forward pass.



BASKETBALL

Number of Players: 10, 5 on each team.

Team consists of: 1 center, 2 forwards, 2 guards.

Object of Game: To put ball through the basket guarded by opponents.

Court: Illustrated on preceding page.

Division: Game is divided into halves of 20 minutes each. Sometimes the halves are divided into quarters of 6 or 8 minutes each with a 2 minute rest period. There is a rest period of 10 minutes between halves.

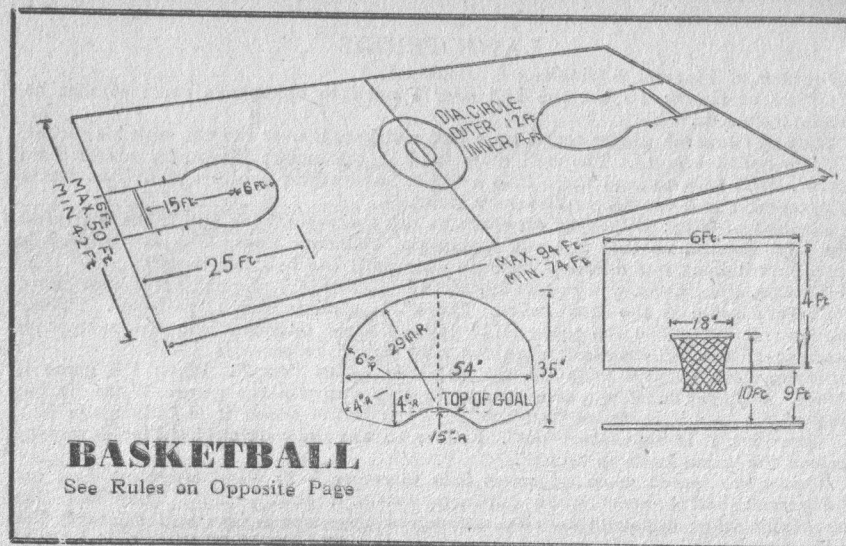
Start of Game: Called the "toss-up" or "jump". The centers on the opposing teams stand in the center of the floor facing each other. As the referee tosses the ball in the air, both centers jump for it trying to tap it to one of their forwards. Neither center may catch the ball until it has been touched by another player.

Method of Play: Players advance the ball toward their basket by dribbling, bouncing, passing, rolling or batting with open hand. They cannot kick the ball or hit it with closed fist. Players cannot take more than one step while holding the ball.

Fouls: Personal fouls are called when a player tries to prevent an opponent's advance by pushing, tripping, charging, striking, tackling or holding. A personal foul gives the person fouled a free shot at the basket, called a "free throw."

Scoring: Each time a team puts the ball through their basket they score 2 points. After each such basket the scored-upon team puts the ball in play, from a point under their own basket.

Each time a player makes good on a penalty "free throw" one point is scored.



LAWN TENNIS

Number of Players: 2 (singles); 4 (doubles).

Object of Game: To bat the ball over a net into opponent's court so that he cannot return it.

Start of Game: A player tosses up a ball and bats it over the net with his racket. This is called serving. The ball must land in the square diagonally across from server. If it fails to land there it is a "fault" and server serves again. Two faults in succession and the server forfeits a point.

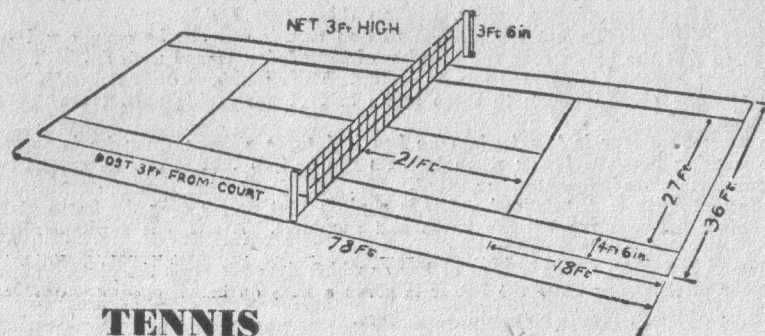
Method of Play: Opponent attempts to bat the serve back across the net, after the first bounce, so that it lands within the boundary lines. The first player in turn bats it back but does not have to wait until the ball has bounced.

Scoring. First point won counts 15, second 15, third 10. Fourth point wins game.

Server's score is the first called. "Love" is used to mean "nothing". Should server win first strike the score is 15 love. Should opponent win the next point score is 15 all. If opponent wins the next point the score is 15-30.

When both players have 40 the game is called "duce". When the game is "duce" a player must win two strokes in a row to win the game. When he has one of the two it is called "advantage." If it is the server it is "advantage in", if opponent, it is "advantage out". Failure to win the next stroke after advantage brings the game back to "duce".

Points are scored when opponent fails to return ball; when opponent does not let served ball bounce; when opponent serves a double fault; when ball hits opponent; when opponent touches net; when opponent strikes ball before it has crossed the net.



TENNIS

See Rules on Opposite Page

BASEBALL

Number of Players: 18, 9 on each team.

Team consists of: Pitcher, Catcher, First Baseman, Second Baseman, Third Baseman, Shortstop, Center fielder, Right fielder, Left Fielder.

Object of Game: To bat the pitched ball so that it can not be caught and far enough so that the batter may run to a base before being tagged with the ball.

Division: Baseball is divided into 9 innings. Each inning is divided into halves. Each team is given chances to score in its half of the inning until three "outs" have been made.

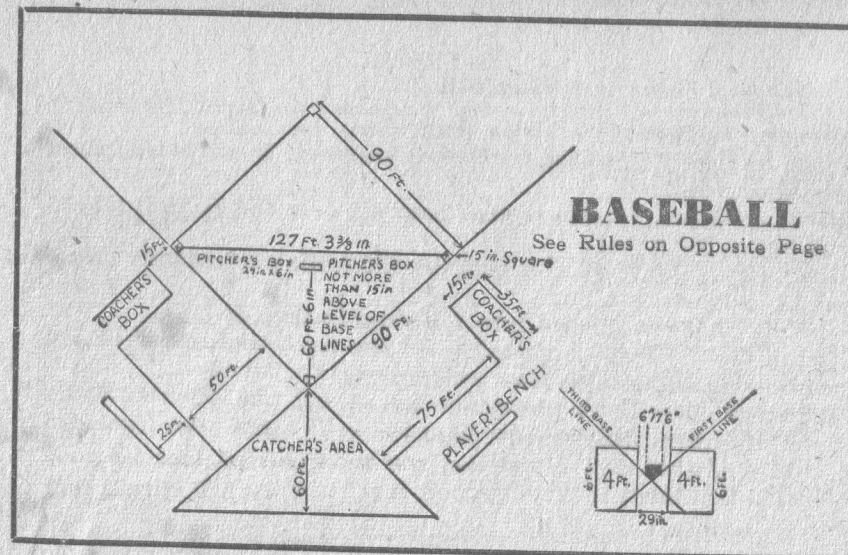
An Out: A player is "out" when he has had three strikes; when he is tagged while running between bases; when he bats the ball so that it can be caught by an opponent before it touches the ground.

Balls and Strikes: A "Called" strike is a pitch that passes over the home plate at a height between the batter's knees and shoulders. A strike is a pitched ball at which the batter swings and misses.

A "ball" is a pitch which is high or low or which does not cross the plate. When a pitcher pitches four balls the batter is given a base on balls.

Method of Play: Needs no explanation here.

Scoring: Each time a player advances around the bases and back to home plate he scores a "run" which counts 1 point.



SOFT BALL

Number of Players: 20, 10 on each team.

Team consists of: Pitcher, catcher, 3 basemen, 3 outfielders, short fielder, shortstop.

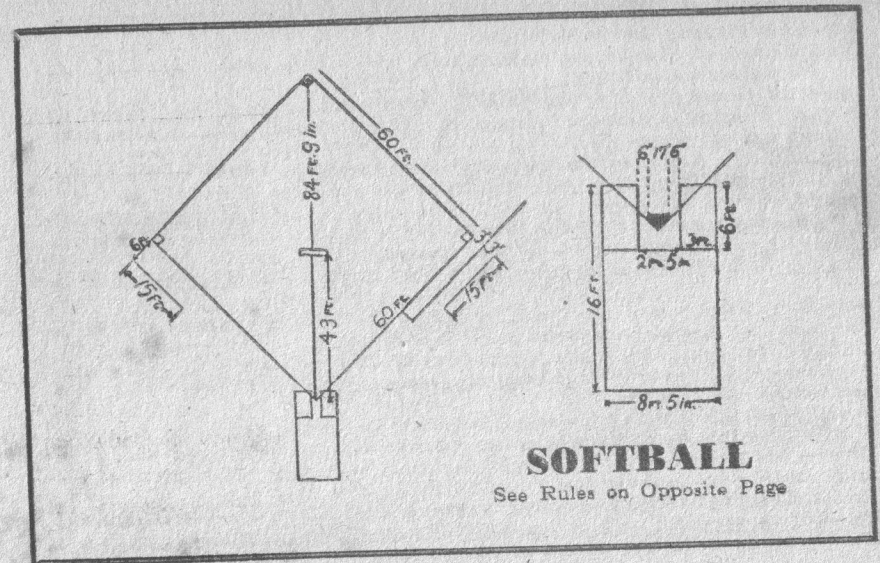
Object of Game: Same as regular baseball, only the game is played with a larger, softer ball.

Field of Play: Soft ball diamond. See illustration on opposite page.

Division: Game is divided into 7 innings instead of nine.

Start of Game: Game is started when one team takes the field and a member of the opposing team enters the batter's box.

Method of Play: Same as regular ball except that pitcher usually uses the underhand throw. Also, base runners cannot take foot from bag until a pitched ball has passed the batter; if he does, he's out. If a batted ball lands in "fair" ground, it is "fair" even if it rolls foul.



SOCCER

Number of Players: 22, 11 on each team.

Team consists of: 2 fullbacks, 3 halfbacks, 5 forwards, goalkeeper.

Object of Game: To advance the ball across opponents goal line at a point between the goal posts and under the cross bar.

Field of Play: Soccer Field. Illustrated on opposite page.

Division: The game is divided into 45 minute halves with a 5 minute rest period.

Start of Game: Winner of toss has option of kicking or choosing goal. Ball is placed in center of the field and kicked in direction of opponent's goal. Ball must advance the length of its circumference. No opponent may approach the ball and no player can cross the center of the field until after the kick-off.

Method of Play: After the kick-off players continue to kick the ball back and forth until a goal has been scored or a foul committed. After a goal the losing team kicks off.

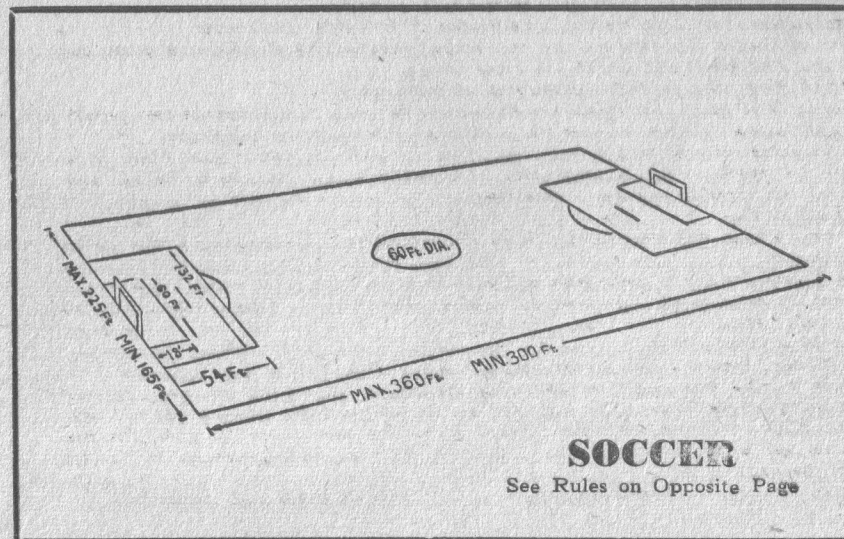
The Throw-In: When ball goes out of bounds it is thrown in by a player on the team opposite to the one that put it out. The player stands on the line with ball in both hands, over his head. Thrower cannot touch the ball until it has been touched by another player.

Goal-Kick: When the ball passes behind the goal line without scoring a goal it is kicked in by the opposing goal keeper or fullback from a point in the goal area nearest which it went over. No opposing player can be within 10 yards of the ball.

Corner-Kick: When a defending player kicks the ball across the goal line the opponents get a corner-kick at the goal. No opposing player can be within 10 yards of the ball.

Scoring: Each goal counts one point.

Officials: A referee, two linesmen.



VOLLEY BALL

Number of Players: 12, 6 on each team.

Object of Game: To prevent ball from touching the floor or below the hips of a player and to pass it across the net to opponents.

Volley Ball Court: Illustrated on preceding page.

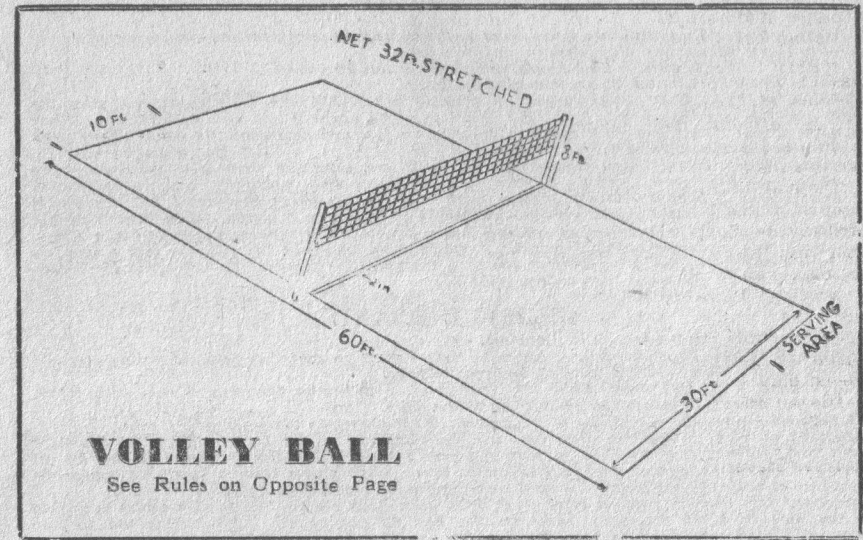
Division: The game has no periods. Each game is terminated when one team has 15 points provided they also have a 2 point lead over opponents.

Start of Game: Teams take positions on opposite sides of the net. A server stands with both feet behind his own backline, tosses the ball in the air and bats it forward across the net. The ball cannot touch the net or a player on the server's team.

Method of Play: After the serve players on the opposing team hit the ball to keep it in the air and then bat it back over the net. This continues until the ball strikes the floor, goes out of bounds, or strikes a player below the hips. The ball may touch the net in being batted back. Players cannot bat the ball twice in succession.

Scoring: Points are scored by the serving team only. When the serving side loses they lose the service. Points are scored when ball is not returned or when an illegal play is made. The serving side loses the serve when server fails to make a legal serve; when they fail to return the ball; when a player makes an illegal play.

Illegal Plays: Catching or holding the ball, reaching over the net, serving out of order, touch the net while ball is in play, entering opponent's court, delaying the game, batting the ball twice in succession, striking the ball while supported by another player.



HORSE SHOES

Number of Players: 2.

Object of Game: To pitch horse shoes closer to the stake than opponent can.

Court: Horse shoe court illustrated on opposite page.

Length of Game: A game is played until one player scores 50 points.

Start of Play: Pitchers toss to see who pitches first.

Method of Play: First pitcher stands in pitching box and pitches both shoes, one after the other, into the opposite pitching box. He then leaves the pitcher's box and his opponent pitches his horse shoes. They then both move to the opposite box and determine the score. They pitch from this box to the opposite box.

Scoring: When thrown shoe strikes another, both are measured from new position. Shoe closest to the stake scores 1 point. If both shoes are closer than opponent's, 2 points are scored. A ringer scores 3 points. If both players have a ringer, no points are scored but the player whose other shoe is closer scores 1 point. A double ringer scores 6 points. If both have double ringers, no points are scored. If one player has a double ringer and his opponent has a ringer, the player with 2 ringers scores 3 points. A ringer must be about the stake so that a straight-edge can touch both heel calks without touching the stake. "Leaners" do not count more than a shoe touching the stake but lying on the ground.

SHUFFLE BOARD

Number of Players: 2 (singles), 4 (doubles).

Object of Game: To shove disks to opposite end of court so that they land in scoring areas.

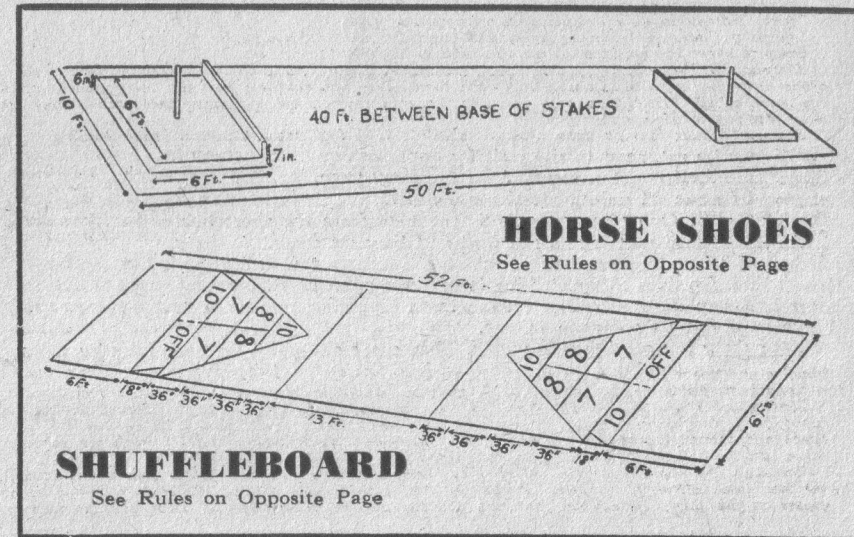
Court: Shuffle Board court illustrated on opposite page.

Equipment: 8 circular disks, (four red, four blue), 6 inches in diameter; 4 cues with 5-foot handles and heads 3 1/2 inches wide, curved to fit the disks.

Length of Game: Game consists of 50 points. First player to score 50 points wins.

Method of Play: When two play they use the same end of the court. Player on the right plays first, shoving one disk. It is then opponent's turn. The disk is placed in the 10 off space and shoved across the court to the scoring area. Each player tries to knock his opponent's disks into the 10 off space and his own disks into a higher scoring space.

Scoring: The score is counted after all 8 disks have been played. Each disk scores according to the area in which it rests. Disks on the line do not count. Disks which fail to stop closer to the player's deadline than the opposite one must be removed from play at once.



SINGLE WALL HANDBALL

Number of Players: 2 (singles)—4 (doubles).

Object of Game: To bounce a small rubber ball against a smooth surface wall so that it cannot be returned to the wall by opponent.

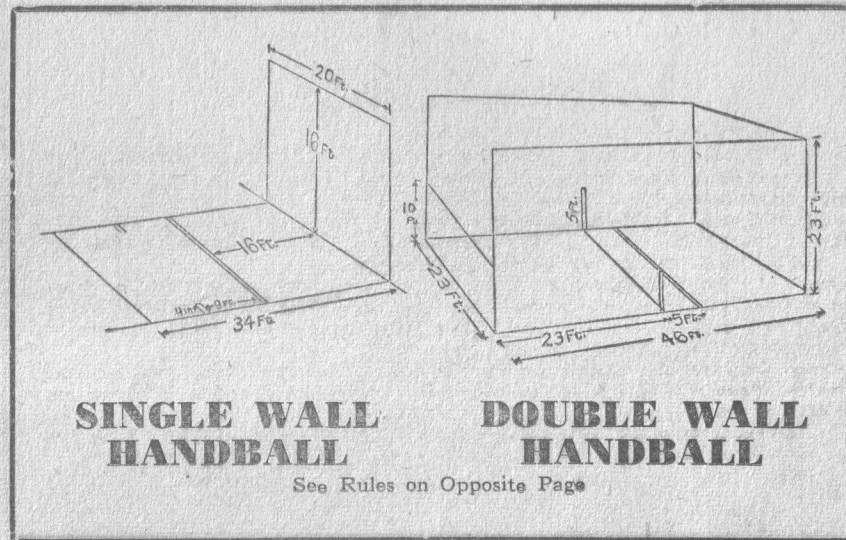
Court: Handball court illustrated on opposite page.

Length of Game: 21 points constitute a game.

Start of Game: One player stands 9 feet back from the short line and strikes the ball with his fist so that it hits the wall and bounces away.

Method of Play: Opponent must return the ball to the wall after it has recrossed the short line. He does so by striking it with his open hand. He may strike it before or after it has made one bounce on the floor. Opposing players or teams return the ball alternately until someone misses.

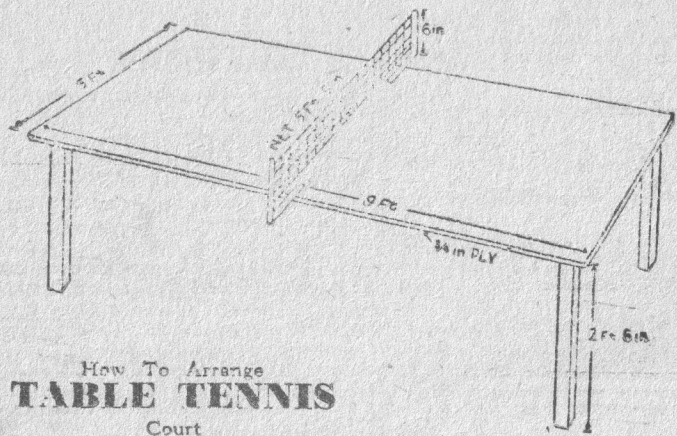
Scoring: Only the serving side scores. They score one point for each miss by their opponents. When serving side misses they lose the serve. Servers are out when the serve goes beyond the side lines; if the served ball hits him, or his partner (in doubles); if 2 long, 2 short or a long and short ball are served in succession; if a partner serves out of turn.



**SINGLE WALL
HANDBALL**

**DOUBLE WALL
HANDBALL**

See Rules on Opposite Page



How To Arrange
TABLE TENNIS
Court