

PREHISTORIC FOOTBALL LEAGUE – 2004 SCORING SCHEDULE

Description	Points
Offensive and Defensive Scoring	
Touchdowns (Overtime scores count double) Less than 40 yards 40 yards or more	6 12
Offensive Points	
Point(s) After Touchdown One Point Conversion Two Point Conversion – Passing Two Point Conversion - Rushing or Receiving	1 2 4
Field Goals (Overtime scores count double) Less than 40 yards 40 - 49 yards 50 yards or more	3 6 9
Rushing or Receiving Yards 0 - 49 yards 50 - 74 yards 75-99 yards 100-134 yards 135-164 yards 165-199 yards More: 200-234=12, 235-264=14, 265-299=16, 300-334=18, 335-364=20, 365-399=22, 400 & up=24	0 2 4 6 8 10 more at left
Passing 0 - 199 yards 200-249 yards 250-299 yards 300-334 yards 335-364 yards 365-399 yards More: 400-434=12, 435-464=14, 465-499=16, 500-534=18, 535-564=20, 565-599=22, 600 & up=24	0 2 4 6 8 10 more at left
Combined Yards Bonus Points (in addition to yardage totals) 50 yards rushing & 50 yards receiving 75 yards rushing & 75 yards receiving 100 yards rushing & 100 yards receiving 50 yards rushing or receiving & 200 yards passing 75 yards rushing or receiving & 250 yards passing 100 yards rushing or receiving & 300 yards passing	2 4 6 2 4 6
Defensive Points (includes defense and special teams)	
Sack Turnover (fumble recovery or interception) Safety	1 1 6
Yards Allowed (total team yards allowed passing & rushing) (only one) a) Team holds opponent under 200 yards b) Team gives up more than 199 yards and less than 250 yards	6 3
Points Allowed (includes Off., Def. & Sp. Teams scores and includes OT) a) Team shuts out opponent (does not combine with the following) b) Team does not allow a TD (can combine with c) c) Team only allows 9 points or less (can combine with b)	12 6 3