

PREHISTORIC FOOTBALL LEAGUE – 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 (Overtime scores count double) 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
Passing Yards 0 - 199 yards 200-249 yards 250-299 yards 300-334 yards More: 335-364=8, 365-399=10, 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 more at left
Rushing or Receiving Yards 0 - 49 yards 50 - 74 yards 75-99 yards 100-134 yards More: 135-164=8, 165-199=10, 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 more at left
Reception Points (see note below) 0 - 2 catches 3 - 5 catches 6 - 8 catches 9 or more catches <u>Note: Reception Points only apply when the points for Receptions exceeds the points for Receiving Yards (excluding bonus points). Therefore, Reception Points are not in addition to yardage points, but are instead of. This category does not change Combined Yards Bonus points.</u>	0 1 3 6
Combined Yards Bonus Points (in addition to Yardage and Reception points) 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
Net Yards Allowed (team yards allowed [passing+rushing-sacks]) (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) (only one applies) a) Less than 7 points scored (per quarter, excludes overtime) b) No points allowed (per quarter, excludes overtime) c) Shutout for entire game including overtime	1 2 12 total