



# MSHA Football

## A Team-based Knowledge Challenge Game



The coin has been tossed and it's time for kick-off! In *MSHA Football*, participants test their knowledge on a variety of mining health and safety topics and best practices. The game increases accessibility and encourages participation among learners, using a popular sports game as a vehicle for teamwork and competition. A game session typically lasts 20-30 minutes.

*MSHA Football* may be used as a pre-test to identify strengths and weaknesses from prior training or as a post-test to explore topics covered in the current course. It may be used as an evaluation tool, to determine the effectiveness of training for the day's learning objectives. Finally, the game also allows instructors to initiate discussions around key topics and is easily modified with new challenge questions.

### Game Pieces

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**Question Card Deck** (57 cards) – Provides challenge questions covering a variety of training topics. While on offense, a team must answer challenge questions to make football plays.

**Play Card Deck** (50 cards) – Provides a variety of football plays. Play cards are randomly drawn to advance the ball on the field and score points.

**Credits Card** (1 card) – May be used as either a play penalty (-10 yards) or wildcard question at the instructor's discretion.

**Scoreboard Visual** – A score-keeping mechanism and/or football board (e.g. the *MSHA Football* app) may be helpful to track game progress. A 20 second timer is also recommended for the play clock.

### Objectives

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**Score the most points!** – A team wins the game by obtaining the highest football score. Participants advance the ball by correctly answering challenge questions within the time limit (i.e. 20 sec. play clock).

We encourage awarding a prize for the winning team, as well as a certificate stating that the team members have won the *MSHA Football* Championship for that training class. To make the reward worthwhile, we recommend a prize such as a lottery scratch ticket for each winning member.

### Game Rules

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*MSHA Football* approximates the rules of real Football. Divide the class into two teams. Each team will take turns playing on offense and answering challenge questions to advance the ball down the field. A **Coin Toss** may be used to determine the team that will start on offense. It is the instructor's job to serve as referee, facilitating game play and determining correct and incorrect answers.

On the kickoff, the offense starts at their 20-yard line. When the offense answers a **Question Card** correctly, and within **20 seconds** (the play clock), it may draw a card from the **Play Card** deck. Note that a question card can be used to facilitate discussion; the instructor can intervene to require additional details as necessary.

The **Play Card** determines the offense's next play. The football advances until that team scores or relinquishes possession. There are three ways to score points:

- 1) **Big Play:** A Touchdown card immediately results in **7 points**.
- 2) **Long Drive:** A series of Run + Pass cards that moves the ball to the end-zone results in **7 points**.
- 3) **Field Goal:** A field goal card immediately results in **3 points**.

The offense may also lose possession of the football (i.e. commit a turnover) without scoring. A turnover may happen in one of four ways:

- 1) **Defensive Stop:** The offense is unable to answer a question correctly within the 20 sec play clock.
- 2) **Fumble Lost:** The offense draws a Fumble (recovered by defense) card.
- 3) **Pass Interception:** The offense draws an Interception card.
- 4) **Field Goal Blocked:** The offense draws a Field Goal (blocked) card.

When the offense either scores or loses the ball through a Defensive Stop, the other team takes over on their own 20-yard line; this rule simulates a successful kickoff or punt, respectively. When a fumble, interception, or field goal block occurs, the other team takes over gameplay on the **current** yard line.

The game ends (i.e. the clock runs out) when all questions in the deck have been answered. The team with the highest score at the conclusion of the game is named the winner. Note that game time may be extended or reduced by increasing or decreasing the number of Question Cards, respectively.

## Using in Class

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*MSHA Football* may be played at various stages of a training class. For instance, the game may be played prior to a lunch break or right after the return from lunch as a way to keep the participants energized and motivated. The game may also be played at the conclusion of the day as a synthesis activity. *MSHA Football* is a great way to encourage participation in the learning process regardless of literacy level or language barriers.

Since the introduction of the *MSHA Football* game in 2020, it has been a great success. In a recent class, we received a standing ovation from the class for keeping their attention throughout the day. Many participants have commented that it was a worthwhile experience and the highlight of their training day.

## Credits

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