

Strat-O-Matic Football Rules

2011 Card Season

Revised 12-21-2012

2011 Season Cards

This set of rules encompasses all rules previously found in the rule booklet and on the roster sheets, as well as the newly introduced rules and optional rules adopted by the League Rules Committee. In addition some rules found within the official Strat-O-Matic Computer rules have been deleted or modified to better suit play within this league.

INTRODUCTION

First and foremost all rules of football apply. If a conflict occurs concerning a particular aspect of the game use common sense to resolve the dispute applying the rules of the NFL. If the exact rule is not known at that time try to find the answer in a timely manner and if a solution is not reached resolve the dispute by a die roll and continue play. **It is after all just a game.**

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IMPORTANT CHANGES TO THE RULES FROM THE PAST SEASONS

The following are notable rule changes. Read the full explanation in each section for a detailed explanation of each change.

2011 Season Cards Rule Changes:

New overtime rules. (Page 7)

Allowable teams have been updated. (Page 7)

Advancing Loose Ball (Page 12) and Advancing Loose Ball Chart (Page 36)

Offense formation definition updates and rules clarification on using Blocking Backs (Pages 23-26)

Defensive Pass Interference and Intentional Grounding Penalties defined. (Page 27) (Chart on Page 37)

2010 Season Cards Rule Changes:

Squib kicks have been changed to Strat-o-matics new squib kick rule. Ignore the old squib kick chart. (Page 9)

Fair Catch fumble has been clarified. If a fumble occurs roll another die and 1-3 = fumble. 4-6 = no fumble. (Page 13)

Added FG attempts for kicks longer than kickers stated yardage on the specialist card. (Page 13)

A pass rush will not occur if the defense calls run. Ignore the black die if the defense calls run. (Page 15)

The 'Dump off' rule has had guessed wrong references removed. (Page 16)

The Safety Blitz rule was updated and clarified. The rule has not changed but specifics were confusing. (Page 22)

Blocking Back offense has had an update to restrict using some HB's as blocking backs. (Page 24)

A player listed as running back can play blocking back if the team has a blocking back listed on the roster. (Page 26)

The new Team Interception Return chart and the updated Pass Rush charts are attached to the rules. (Pages 42-44)

2009 Season Cards Rule Changes:

The outside linebacker can now double team the third or fourth wide receiver.

In the last two minutes of a half the offensive coach has more options of when to snap the ball. See Offensive Clock Control.

We will now use the team individual interception returns.

You can now return an onside kick.

On 4th down run containment applies if there are more than 2 yards to go for the 1st down or TD. 3rd down remains the same.

2008 Season Cards Rule Changes:

When changing from a 2 wide receiver set to a one wide receiver set either wide receiver (SE or FL) may be taken out. This may result in a SE temporarily playing in the Flanker position or vice versa. Note that you must inform the defensive coach when you make this change and he can then change cornerback coverage responsibilities.

On long pass plays the offense may try to get out of bounds. If successful move the play clock only one space if more than 2 minutes remain in a half or two spaces on the 2 minute clock if less than 2 minutes remain in a half.

Whoever wins the opening coin toss may now elect to defer to the second half. This is an NFL rule change.

We have changed the play calling procedure to represent the way most players call plays. Previously, the defensive player did not have to reveal if he was double teaming or keying on a running back until after the offensive player's last chance to call a time out. Since most defensive coaches move their free safety or linebackers to the double team box or simply call run – key when setting up their defense the offensive player may now call time out after these selections are revealed.

There is a new Penalty chart in the chart section. Use this chart for the 2008+ cards.

There is a new Fumble chart for Quarterback and Receiver fumbles. Use the fumble rating on the team card on the QB/Receiver fumble chart to determine the actual ranges to determine if a fumble has occurred.

The 8 column is now the minimum any player can roll on for injuries regardless of player position.

There is a new chart for determining what plays can be challenged.

Our rules have stated for years that the control die should be white only. However we have been lenient on enforcing this rule. Rather than make it mandatory we would like to suggest that we adhere to this rule. Optional now, but highly recommended.

2007 Season Cards Rule Changes:

When an offense is in a one back formation and there are three or more wide receivers anytime the offense runs the ball on a control die roll of 1 the play is considered guessed right regardless of the actual call by the defense.

The onside kick chart has been updated

When an offense uses the slowdown offense any play can be called.

When a defense switched from a 4-3 to a 3-4 the defensive lineman pass rush is reduced by 1 not halved

When a flat/look-in pass is thrown to an open zone the play is considered guessed wrong by the defense except if there is at least one linebacker blitzing with a four man line or at least two linebackers blitzing with a three man line and if there is no more than one player double teaming then this rule does not apply.

LEAGUE SETUP

ALLOWABLE TEAMS

All Teams will be allowed in the league for the 2011 season cards.

Any coach may keep the team they played last season. If a coach wishes to change teams they must draft a new team according to the following procedures. Every returning coach has to announce if they are going to keep their team from last year or enter the draft. The order of the draft will be in the following order. Returning coaches draft first. Draft order will be. The coach that has kept his team in the longest continuous number of seasons gets first pick regardless of record. The next pick is the coach with the second longest streak and so on. In case of a tie then the tie will be broken by how they finished in the previous season with the coach with the better record going first. After all returning coaches draft then new coaches will draft in the order of numbers drawn out of a hat. Returning coaches must announce their desire to change teams prior to the start of the new season or the team selection day. In addition certain teams have been grandfathered, meaning if the team ever comes available then the player may change to this team even if the team made the playoffs. A list of grandfathered teams is available from the rules committee upon request.

DESIGNATED NIGHT OF PLAY

Wednesday night is the preferred night of gaming at Hobbytown USA, South Pointe. If the game cannot be played at that time a makeup game must be scheduled ASAP. Any game can be played at an alternative site if both players agree. If either coach objects then the game must be played at Hobbytown USA.

It is very important that you make every effort to contact your opponent if you cannot play when scheduled. We have several people coming in from out of town and it is annoying if the opponent is not there as planned. If it is discovered that an individual is not making every effort to contact their opponents and it happens twice the Arbitration Board will meet to determine what needs to be done. This could include a ban from the playoffs, forfeiture of the game, another player running the team for that game or if severe enough until the end of the season, and being banned from playing in any future football leagues.

ARBITRATION BOARD

The following people will serve on the board to handle rules questions and to settle any major dispute that may arise. A minimum of 3 will be needed to settle major disputes. They will not serve on the board if they are involved in the dispute. They are: Kevin Heidtbrink, Greg Champoux, Dale Hayes, Thom Walla, and Jim Dunn.

LANGUAGE

Foul language will **NOT** be tolerated. If foul language is used after being warned you will risk being kicked out of the league and not being invited back. We are in a public facility and need to provide a family atmosphere. Good sportsmanship is strongly encouraged by everyone. A 15 yard penalty may be issued for foul language uttered above a whisper at the determination of the opposing coach unless it happens more than once in an evening. It then becomes mandatory.

THE SEASON AND PLAYOFF TIEBREAKERS

The league will be two conferences with two divisions per conference. Ten teams will be eligible for the playoffs, the two division champions and three wild cards from each conference. The two division winners and wild card with best record will have a bye the first week. The two wild card teams with the 4th & 5th best record will play in wild card week. The division winner with the best record will play the winner of the wild card playoff while the other division winner and wild card play. NFL playoff tiebreakers are in effect for this league.

A season will consist of an 11 game schedule with each team playing every other team in their division at least once.

OVERTIME RULES

Should the game end in a tie after regulation then one more overtime period will be played. The start of the extra period starts with a coin toss (or dice roll) to determine who gets to choose first. The winning coach can elect to receive or kickoff. Both coaches get 2 timeouts. There are no challenges in overtime. If the entire 15 minutes of overtime is played without either team scoring then the game ends in a tie. Each team must have the opportunity to possess the ball unless the team that has the ball first scores a touchdown on its initial possession or the defense scores a safety. Play continues in sudden death until a winner is determined, and the game automatically ends upon any score (by safety, field goal, or touchdown). The try is not attempted if a touchdown is scored. Playoffs only: If the first overtime period ends in a tie then subsequent overtime periods will be played until a winner is determined.

GAME SETUP

SETTING UP THE GAME

Set up the game board with all the defensive men clearly identified to the opposing coach. Each coach should identify the spot where his starting offensive players will reside. All substitutes should be placed clearly aside to avoid confusion. If there are injuries they should be identified at this time to avoid confusion, especially if the defensive square does not reflect the change. For instance a defensive lineman's replacement could have the same defensive number but the pass rush not visible to the offensive coach might be different. The offensive player is responsible for clearly identifying his lineup to the defensive coach. If the offensive coach does not clearly separate his players before calling a play and proceeds to roll the dice then the defensive coach can decide who is playing during that play.

DICE DEFINITIONS AND ALLOWABLE DICE

Each offensive coach will be required to present one black die, designated as the pass rush die, one yellow die, designated as the penalty die, one white control die, and two results dice of any other color except white, black, or yellow. The control die must be of a sufficiently different color from the results dice to be clearly distinguishable. If a player has separate punt return dice or other special dice he rolls under special circumstances then these should be kept a suitable distance away from the other dice to avoid confusion.

The offensive coach is required to use clearly readable pip dice for play. No alternate images are allowed for any side of any die. You cannot use dice that have the pip on one side replaced by a skull for instance. All dice used must be opaque and may not be speckled or transparent. In addition the pips must be of a color sufficient to offset the color of the die. For instance you cannot use black dice with black pips even if the pips are clearly identifiable. If you are not using suitable dice and your opponent requests you replace them, you have only yourself to blame, you must change to suitable dice. No complaints please.

DICE THROWN PREMATURELY

Dice thrown before the previous results have been implemented on the field of play is acceptance by the opponent that he acknowledges the results of the play. For instance: Player A punts the ball. Player B immediately rolls his return dice. When the punt yardage is marked off player B then realizes that the punt went into the end zone. If he had not rolled the dice he could have downed the ball in the end zone and taken the ball on the 20. However since he rolled the dice before he knew the yardage of the punt he must return it from the location caught in the end zone. If the punt yardage is sufficient to send the ball through the end zone then there is no return.

TRADING

Trading of players is not allowed.

HOW TO PLAY

UPDATE YOUR ADVANCE PLAY SELECTOR

Before beginning play you will need to make the following changes to the advance play selector.

- Add "Draw Play HB", "Draw Play FB", and "Draw Play QB" to the play selector, or to indicate a draw play place a dot on the ball carrier and one dot on the RUN circle of the defensive selection circles.

KICKOFF

Each player rolls two (2) dice to determine who kicks off and who receives. The winner of the dice roll may elect to kickoff, receive, or defer to the second half; the loser gets the choice at the start of the second half. If the winner defers to the second half, the loser selects to kick or receive. The coach that did not select at the beginning of the game, selects to kick or receive at the start of the second half. To kickoff select your team's specialist card. Roll two dice and a penalty die (Yellow), and read the results underneath the kickoff portion. **The kickoff is normally from the kicking teams' 35 yard line.** If that is modified by a penalty you must adjust the result on the chart accordingly. See Kickoff after Penalty below. The number following the result indicates which opposing back has received the kickoff. If a reading of touchback occurs it is assumed that the ball goes out of the end zone and cannot be returned.

KICKOFF RETURN

The coach receiving the kickoff selects his team's specialist card and rolls two dice. Use the total of the results dice to read the results underneath kickoff return for the proper receiving back. Kickoffs caught on or behind the goal line may be run back or brought out to the 20 yard line-the offensive coach must declare his intention before rolling any dice for runback results.

KICKOFF RETURN FOR TOUCHDOWN

If a touchdown (TD) reading occurs, roll the control die. If it is a 1 through 5 then accept the touchdown. However, if the result is a 6 then roll three dice (1 control die and 2 results dice) on the Variable Long Gain Chart for the play results.

KICKOFF AFTER PENALTY

An automatic touchback is now a returnable kick minus whatever yards the penalty was against the kicking team. Example; a 5 yard penalty makes a touchback read -5 yards in the end zone with the option to down the kick. A 15 yard penalty makes a touchback read from the 5 yard line instead. **Penalties against the receiving team are added to the kickoff. A kickoff from the 40 for instance, would add 5 yards to the result instead. If the adjusted result of the kickoff goes beyond the end line of the end zone or a touchback reading occurs, consider it a touchback.**

ONSIDE KICKOFF

When a team decides to try an onside kick use the new Onside Kickoff chart found in these rules instead of the one found on the X-Chart. Refer to the Onside Kickoff chart in the same fashion as kickoffs. **The kickoff is normally from the kicking team's 35 yard line.** If that is modified by a penalty you must adjust the result on the chart accordingly. To attempt an onside kickoff, the coach simply declares his intention. The kicking team is considered to be the defense when reading the chart. **The receiving team can return the ball on the loose ball chart. Kicking team cannot advance the ball.**

SQUIB KICK

A team may use a squib kick instead of a normal or onside kick anytime during the game. The kicking team must announce this prior to rolling the dice for the kick.

On the kickoff, add 20 yards to the stated yard line (e.g. the 25-yard line instead of the 5) and touchbacks are eliminated. Those kicks come down at the 10-yard line instead.

On the return, subtract 15 yards from the stated result (no return can be less than 0 yards or more than 30) – unless the result is Touchdown. While automatic TDs are eliminated, a Touchdown reading results in a Long Gain. That means squib kickoffs reduced Touchdown chances by almost 95 percent.

(Since squib kickoffs are almost always handled by up-backs rather than the deep men, do not count the return yards on squib kickoffs as part of the deep men's statistics, even though their cards are used to determine the return yardage.)

PLAY CALLING SEQUENCE

Each coach should have in his possession an advanced play selector. Use circular disks (found on the perforated sheets) to mark selections, and then reveal your respective choices as described below. Here is the sequence of play.

- Offense selects formation & subs and optionally announces he is in the Shotgun. See the Offensive Formations chart. The offense can also choose to punt or kick a field goal at this point.
- Defense selects formation & subs. See the Defensive Formation chart.
- Offense selects play (Hidden from opponent). Select one of the plays on the advance play selector and also designates the ball carrier or intended Receiver. If the offense is punting or attempting a field goal they must announce that to the opposing coach at this point.
- Defense selects either a pass or run defense, selects either a Double-Team or key on a running back on his play selector, and moves his men to any zone allowable. If the offense is punting or attempting a field goal the defense must announce if it is going try for a block or a safe punt at this point.
- Offense can call a timeout at this point. If not they indicate they are ready to snap the ball.
- Defense can call a timeout at this point.
- If a timeout is called by either team then restart the play sequence from the beginning.
- Defense reveals his play selector and announces his play.
- Offense reveals his play selector and announces his play.
- Offensive player rolls dice and play proceeds.

OFFENSIVE AND DEFENSIVE PLAYER RATINGS

The offensive and defensive players' numerical values (found on both sides of the Offensive and Defensive Rating card) come into play in the following on certain readings found on the advanced defense cards. For example, on a running play the reading "OFFENSIVE C +7 OR +3" is found on the defensive card. Refer to the offensive center's (C) run block rating, found on the Advanced Offensive and Defensive Rating Card to the right of his name. If the rating is equal or greater than the control die reading the offense has run for 7 yards. If the offensive center's rating is less than the control die reading the offense has gained only 3 yards. For this example let's assume the run block rating of the offensive center is 5 and the control die rolled is a 4. Since the rating is greater than the control die reading of 4 it is a 7 yard gain. The same procedure is applied to the defensive player ratings. For example say the reading "DEFENSIVE LEFT TACKLE +1 OR +6" is rolled and the control die is a 5. You must determine whether the Left Tackle stopped the play. If his defense number (number to the right of his position found on the Defensive Rating Card) is less than 5 a six yard gain results. However if his defense number is 5 or better, the play gains one yard. It is to be noted the greater the ability

ratings of the offensive player the more yardage gained; whereas the greater the ability ratings of the defensive player the less yardage gained. You may also determine the correct amount of yardage by always accepting the first yardage figure for either an offensive or defensive player if the player's ability is equal or better than the control die number. If the rating of an offensive outside tackle, guard, or end is needed, use the player's rating on the side the play has been directed. For example if you call a run around Right End and the reading is outside tackle, refer to your Right Tackle's rating.

In throwing a short pass, a quotation similar to the following may occur, DEFENDER X OR +15. To determine the identity of the defender covering the play, refer to the top right hand corner of the intended Receiver's card. Let us say that the short pass was intended for the Tight End, and the control die reading is 4. The defender is the Strong Safety. If the Strong Safety's rating is 4 or better the pass is incomplete. If his rating is less than four the pass is completed for 15 yards. In all of the above situations the control die determines the required ability rating needed. Any readings of linebacker in zone or defensive back in zone would follow the same procedure for determining play results. NOTE: Refer to the Offensive Formation chart for further details regarding coverage responsibilities.

RUNNING PLAY CALLED BY THE OFFENSE

There are three basic running plays: Lineback, Off Tackle, and End Run. To find the result of a run the offensive coach rolls four dice, the control die, the two results dice and the yellow penalty die. Read the control die separately from the result dice total. IF THE CONTROL DIE YIELDS a 1, 2, or 3 value you would look at the card of the offensive back involved in the play. IF THE CONTROL DIE YIELDS is 4, 5, or 6 YOU LOOK AT THE DEFENSIVE CARD OF THE TEAM CURRENTLY PLAYING DEFENSE, referring to that section of the card that indicates the selected offensive play. The resulting totaled die roll refers to the series of numbers (2-12) located within each column for either the offensive player card or the team defensive card. As an example let us say the offense called for an End Run, the defense guessed pass, and a control die 3 and results dice total of 4 was rolled. You would look under the running back's card under END RUN-WRONG column (since the defense called pass). You would refer to the number 4 (results dice total) in that column for the result. (+4 would indicate a 4 yard gain). If the Defense had guessed run instead of pass the play would have been guessed right and you would look at the END RUN-RIGHT column for the result. Under the same circumstances, if the dice roll yielded a white 5 and a colored dice total of 6, the defensive coach would refer to his team defensive card under END RUN number 6 for the play result. Please note that on the defensive card, it makes no difference whether the play was guessed right or wrong. The only thing that matters on the defensive cards is the number of linebackers (or the Free Safety) in the zone at which the play is directed.

PASS PLAY CALLED BY THE OFFENSE

There are three kinds of passes: Flat pass (which includes look-in pass), Short pass, and Long pass. Let us say that the offensive coach calls a flat pass to his Tight End and the defense called a run and did not move any players on defense. THE PLAY IS GUESSED WRONG. The dice roll yielded a control die of 2 and results dice total of 5. The offensive player refers to the Quarterback card underneath the column FLAT PASS WRONG to the number 5. Say the result is +8. This is a completed pass for eight yards. If the defensive coach had guessed pass the offensive coach would look at the column FLAT PASS RIGHT to get the result. Let us say there is nothing printed in the proper space, this would indicate an incomplete pass. If the control die number is 4,5, or 6 you look at the defensive card of the team currently playing defense, referring to that section of the card that indicates the selected play. If the control die had revealed a 4 and the results dice a total of 6, the defensive coach would refer to his defensive card underneath FLAT PASS to number 6 to find the results of the play. In all passing situations when the control die is 1, 2, or 3 always refer first to the Quarterback card, not the intended Receiver. Look at the Receiver card if the results of the Quarterback card or the defensive card results in the word RECEIVER. In this case you would then refer to the intended Receiver card. The offensive player would roll four (4) dice and look under FLAT PASS-RIGHT of the Receiver card for the final result (see Receiver fumbles for more detail).

LOOK-IN PASSES

When throwing a look-in pass refer to FLAT PASS for results. As a look-in pass must gain yardage all look-in passes of 0 or minus yardage are considered incomplete.

INSTANT REPLAY

Each coach can challenge two plays a game, or three if he wins the first two. The Instant Replay Challenge chart lists the plays that may be challenged. A coach must merely announce they are challenging the ruling. That coach then rolls a single six sided die. On a one (1) the play is overturned and the opposite result is implemented. On a roll of two (2) to six (6) the initial play stands and the challenging coach loses a timeout. If a coach no longer has any timeouts they may not challenge a call. For example an offensive coach calls a play that results in a split number for a fumble. After rolling for a fumble the result can be challenged by either coach regardless of whether it resulted in a fumble or not. NOTE: Fumble possession rolls and field goal/extra points, per NFL rule cannot be challenged.

RECEIVER READING AND RECEIVER FUMBLES

When the reading RECEIVER comes up roll 4 dice. The two results dice, the control die and the black pass rush die. Using the total of the results dice refer to the appropriate column on the intended Receiver's card to see if the pass was completed. If the pass was completed and the control die is 1 a fumble may occur. Check the black die. If the black die is equal to or lower than the Receiver and

QB fumble rating then a fumble has occurred. The Receiver and QB Fumble rating is found at the bottom of the Offensive Team Rating card. Use that rating on the QB/Receiver fumble chart to determine the actual receiver fumble range. For example the Quarterback throws the ball and it comes up Receiver. The offensive player rolls 4 dice. Two results dice, a control die and the black die. The Receiver card indicates a catch. The control die reading is 1. The team has a fumble rating of 1-3 and the black die reading of 2 occurs. The Receiver has fumbled at the point of the catch. A black die number of 3,4,5 or 6 would not yield a fumble in this example. If a fumble occurs follow the fumble procedures outlined below.

OTHER READINGS THAT ARE FOUND ON PLAYER AND DEFENSIVE CARDS

- Must Run – roll two dice and refer to the Quarterback’s Must Run section (found on reverse side of his passing card).
- Short Gain – roll two dice and refer to the Short Gain section on X Chart.
- Long Gain – ignore the Long Gain chart found on the X Chart. Roll three dice and refer to the variable Long Gain chart. There are 3 lines within each box of the grid. Use the neutral field line for the result as we do not determine home and away games.
- Split Numbers – Always roll two dice in split number situation. An example can be found on most running back cards under END RUN RIGHT number 5. Say the reading on the card was F+1, 2-9, +1, 10-12. If the dice roll is 2-9 inclusive there is a fumble (F) with a one yard gain. If the die roll is 10-12 inclusive there is ONLY a one yard gain. Most fumbles and interceptions occur in split number situations.
- Double Reading – On most running back cards there are some readings in parentheses. Ignore the results in parentheses as these relate strictly to the elementary version of the game.
- X – Incomplete pass (also a blank space on player or defensive cards).
- F – Abbreviation for fumble. In most fumble situations it will be necessary to roll the dice twice. The first roll determines if a fumble has occurred (split number situation); the second roll indicates which team recovers the fumble.
- Int – Abbreviation for Interception. In most interception situations the dice must be rolled twice. The first roll determines if an interception has occurred (split number situation), the second roll determines the interception return.

INTERCEPTION RETURNS

When an interception occurs refer to the new **INDIVIDUAL TEAM INTERCEPTION RETURN CHART** for the runback. Alternatively the defense can decide not to try an interception return and accept possession of the ball at the point of the interception (this eliminates the possibility of a fumble). **To determine the return yardage roll two dice and cross-reference the number with your team. The number is the yards returned. A result of a TD is a touchdown. On a flat pass, not look-in, a roll of 3 or 9 is a touchdown.** If you wish to determine who recorded the interception another die roll is necessary. Roll two dice and refer to the Interception Determination chart to see which defensive player has intercepted the ball. In cases where the highest rating determines who intercepts the ball randomly choose between players who are tied. If a player who is not in the game is listed, or no defender qualifies, then roll 1 die and credit the following with the interception 1:lcb 2:rcb 3-4:ss 5-6:fs.

INTERCEPTION RETURN FUMBLES

Note that on the new INDIVIDUAL TEAM INTERCEPTION RETURN CHART a fumble occurs on 11 designated by F+. The return yardage after the + is marked off and a fumble occurs at that spot. Roll normally to determine who recovers the fumble. Either team may advance the ball on the loose ball chart. There is no fumble if the return crossed the goal line.

FUMBLES

Once a fumble has occurred roll two dice to see which team has possession of the football. If the dice roll is 2-6, 11 or 12 then the team that lost possession recovers its own fumble. If the dice roll is 7 to 10 the opposing team recovers the fumble. If you wish to determine which player recovered the fumble another die roll is necessary. Roll two dice and refer to the appropriate Fumble Recovery Chart to see which player has made the recovery. After recovering the ball the player can advance the ball – see the Advancing Loose Ball Chart. In cases where the highest rating determines who recovers the ball randomly choose between players who are tied. If a player who is not in the game is listed, or no defender qualifies then roll the dice again. For fumbles that occur on kickoffs or punt returns, if the offense recovers credit the return man with the fumble recovery. If the defense recovers then randomly choose between all players rated “linebacker” or “Defensive Back”. **Note: On 4th down only the ball carrier can recover a fumble and advance the ball.**

FUMBLE INTO ENDZONE

It is possible on a fumble number to get a reading of plus yardage that would carry the ball into the end zone. If the reading occurred on the offensive cards then a touchdown occurs with no fumble. If the reading occurs on the defensive cards then it is assumed the ball was fumbled before the ball entered the end zone and rolled forward. Roll the dice to determine who recovers the ball in a normal fashion. **Note if this occurs on a fourth down play then you must determine who recovered the ball as only the ball carrier can recover the fumble. Otherwise it is not a touchdown and the ball goes over to the defensive team with a touchback.** A Receiver fumble will not occur if the yardage of the completion takes the ball into the end zone.

FUMBLES ON THE KICKOFF RETURN

If a fumble reading occurs on a kickoff return refer to the control die reading or if three dice were not thrown then throw another die. If it is a 1, 2, or 3 then accept the fumble reading. However if it is a 4, 5, or 6 then ignore the fumble reading and instead just apply the stated yardage.

ADVANCING LOOSE BALLS

Whenever a loose ball is recovered (after fumbles or blocked kicks) the team that recovers has the option to either fall on the ball or try to advance it. If you wish to try to advance then roll 2 dice and refer to the Advancing Loose Ball chart.

NOTE ON FUMBLES RECOVERED BY THE OFFENSE: On fourth down or during the last two minutes of either half or when attempting a 2-point conversion, the ball may be advanced only by the fumbling player. If another offensive player recovers in any of these situations the ball is considered down at that point. Note this may still result in a 1st down. Note that in this chart there is a separate section for fumbles recovered by the defensive team following a sack, or a fumble by a receiver, since those two situations show a significant statistical increase in return yardage compared to other situations.

PUNTS AND BLOCKING PUNTS

BLOCKING PUNTS

Refer to the punting section of the specialist card in the same fashion as kickoffs. To punt the offensive coach announces that he will punt. The defense then announces if it will try to block the punt. If the defense attempts to block the punt then roll 2 dice and add a +1 to the dice roll result. A modified roll of 13 is always a block. Whenever a punt is blocked it must be recovered. Use the Blocked Kick Chart to determine which team recovers the ball. The team that recovers the ball can attempt to advance the ball – see the Advancing Loose Ball Chart. If the defensive team attempts to block the punt but does not succeed, then they cannot opt to return the ball. In this instance the defensive team can only opt for a fair catch (see FAIR CATCH OPTION) or let the ball roll (see LETTING THE BALL ROLL).

COFFIN CORNER PUNT

This kick can only be used when on the opponent's side of the field. Follow the above punting procedure but before rolling the dice announce this is a coffin corner punt. After rolling for the punt and determining the initial punt distance roll all four dice. Add the control die together with the two results dice and subtract this distance from the punt giving the adjusted point distance. If the black die is a 4-6 then the punt stays in bounds and it may be returned. If the black die is a 1-3 then the punt goes out of bounds at the adjusted yardage. If the adjusted yardage punt distance reaches the goal line, or it goes out of bounds past the goal line, then a touchback occurs (no return is possible). Example: Say the ball is on the 35 yard line and a coffin corner punt is attempted. The initial roll indicates a punt of 43 yards to the #1 back. Do not attempt a runback yet. Instead roll all four dice. Let's say a black 1 along with the other three dice total of 15 (3+6+6) (this is the yardage to subtract from the initial punt distance). $43-15=28$ therefore this is a 28 yard punt that goes out of bounds at the 7 yard line. Had the black die been a 4-6 then the ball would not have gone out of bounds and the #1 or #2 punt return man could have elected to return it, depending on who the return man was in the first place indicated by the initial punt roll.

POOCH PUNTS

This kick can only be used when on the opponent's side of the field. The kicking team declares before rolling for the punt that he wants to attempt a pooch punt. Roll on the punter's chart to determine how far the ball is kicked. Then roll to see how short the kick is by subtracting the roll of 3 6-side dice from the kick. The punt return man can then decide to return the punt, let the ball roll or use the fair catch option. On the pooch punt return a dice roll of 7, 8 or 12 will automatically result in a fair catch. Example – a pooch punt is declared at the 36 yard line and a punt of 44 yards is rolled. The punting team then rolls 3 dice and subtracts the total of 3+5+5 for as total subtraction of 13 yards. The net of 31 yards (44-13) is applied putting the ball on the 5 yard line. The return team decided to return the kick and rolls a 7 resulting in a fair catch instead of the stated yardage normally on the defensive card.

LETTING THE BALL ROLL

After the ball is punted the receiving team can decide to let the ball roll or field it. If he decides to let the ball roll throw one die and on a 1-3 the defense will down the ball at that spot. On a roll of 4-6 the ball will roll. If the ball rolls, throw three dice, one control die and two results dice. Add the two results dice together to get the yardage rolled. The control Die determines which direction the ball bounces. If the control die is a 1 the ball bounces backwards toward the initial line of scrimmage, if the die is 2-6 the ball bounces forward.

PUNT RETURNS

Refer to the PUNT RETURN section of the specialist card in the same fashion as KICKOFF RETURNS. A coach can decide if he wants his punt return man to attempt to return the punt or let it bounce. If he decides to try to return it, then roll all three dice when referring to the punt return column.

FAIR CATCH OPTION

Roll one six-sided die. On a 1-3 a fair catch is made by the designated return man. On a 4-5 the ball will roll. On a 6 the ball is downed at that point. In the case of a fair catch the receiving team still has to roll for a fumble possibility. If a fumble occurs on either a kickoff or punt roll another die. On a 1-3 a fumble occurs. On a 4-6 no fumble occurs and a fair catch is the result.

SAFE PUNT RUSH

On a punt the defensive coach can declare a safe punt rush. This coach must declare this prior to the dice being rolled for the punt. A safe punt rush has the following effects: ignore any running into or roughing the kicker penalties, subtract one (1) from the punt die roll, and a blocked kick is no longer possible so re-roll any blocked kick result.

EXTRA POINTS and FIELD GOALS

Refer to the proper section of the specialist card. To determine whether a field goal is successful consult that portion of the field goal chart that coincides with your scrimmage line. If you are keeping statistical records, record field goal attempts 17 yards behind the scrimmage line, though you are referring to the scrimmage line for results.

All field goal attempts missed from beyond the 20 yard line will result in the defensive team taking possession of the ball at the spot of the kick, which is 7 yards behind the line of scrimmage. (NOTE: Prior to the 1994 season the ball would be spotted at the line of scrimmage) On any field goal attempted and missed where the spot of the kick is on or inside the 20 yard line, the ball will revert to defensive team at the 20 yard line. Starting with the 1994 season the offense can opt to go for a two point conversion from the 2 yard line (pass or run) instead of trying to kick an extra point.

The sequence for kicks is as follows: The offense announces that it will kick a field goal or extra point. Roll three dice when trying for the field goal or PAT. If the control die is a 1 and the results dice total 12 then the kick is blocked, regardless of whether or not it would have been good. Otherwise refer to the two results dice to determine if the kick was good. If the kick was blocked then a roll of 12 'no good' is considered to have been blocked by defense instead. (CLARIFICATION: If the results dice total 12 and the kick is listed as "good" then the kick is not blocked unless a 1 has been rolled on the control die). If a PAT is blocked then the play is whistled dead. If a field goal attempt is blocked roll two dice again and refer to the Blocked Kick Chart. If the defense recovers they can attempt to advance the ball – see the Advancing Loose Ball Chart. If the Offense recovers the defense takes possession of the ball at the point of recovery.

You can attempt a field goal that is longer than the listed range on the place kicker's card, as long as it is not longer than 63 yards when spotted (7 yards behind the line of scrimmage). Roll three die (control +2). Kick is good if the results dice total is 2.

SAFETIES

A safety occurs on all plays where a loss of yardage brings the ball back to the offensive team's goal line or beyond. For instance, if a -2 result occurs on the 2-yard line that is considered a safety. After a safety the team that was scored upon puts the ball in play with a "free kick" from the 20 yard line. NFL teams almost always punt in this situation. The punting card should be used for this kick. Obviously a blocked punt cannot happen, so if the reading occurs then re-roll the dice. Add 15 yards to the results as the punter is assumed to be standing on the line of scrimmage as opposed to behind it. Use the kickoff return card of the receiving team for the return.

TIMING RULES

PLAY CLOCK

The play clock is found on the playing field, 60 spaces as marked in 15-second intervals. The timing of each play is as follows:

- Move two spaces or thirty seconds for all plays with the following exceptions: incomplete passes, all punts and kickoffs, field goal attempts, penalties, injuries, sacks, and touchdowns.

Move only one space or 15 seconds for these exceptions. Also timeouts may be used to reduce the timing of any play to 15 seconds or the movement of one space. Each team is allowed 3 timeouts per half.

OUT OF BOUNDS

During the last 5 minutes of each half a player can try to get out of bounds on certain plays. The play must be an End Run, flat pass (not a look-in), Must Run, short pass, long pass, or sack. The offense should indicate if he wants to get out of bounds prior to rolling the dice. NOTE: For ease of play once a coach has decided to attempt to get out of bounds, this is assumed to be the default unless he

indicates to the opposing coach that he no longer wishes to try to get out of bounds. If the control die is 1-3 then the player gets out of bounds and the clock moves just 15 seconds or one space. If the control die is a 4-6 then he was not able to get out of bounds so the play takes 30 seconds or two spaces (the coach can still take a timeout or have the Quarterback spike the ball to save time). When a reading of “Receiver” occurs on pass plays roll all three dice again and determine the result of the play. If it is a reception check for the possible fumble prior to determining if the player makes it out bounds (see fumble rules for Receiver Fumbles). If the ball was not fumbled then use the same control die reading to determine if he was able to get out of bounds. Note: This option can only be used for plays that would normally take 30 seconds or two spaces off the clock (when playing with penalties plays take just 15 seconds or one space already).

2-MINUTE CLOCK

In the last 2 minutes of each half switch over to the 2:00 minute clock. The clock is divided into 18 sections, each of which takes about 7 seconds. For plays that take 15 seconds move the clock two spaces (or “ticks”). For plays that take 30 seconds move the clock 4 ticks. For incomplete passes move the clock one tick. Plays that go out of bounds always move the clock just one tick except move 2 ticks for a long pass. Prior to moving the clock at the end of each play one of the following strategies may be employed. Note: The minimum time that any play can take after these adjustments is 1 tick, and you cannot use more than one of these strategies on any given play.

- The offensive team can call “hurry up”. The play that just occurred will take one less tick off the clock.
- The offensive team can spike the ball. The play that just occurred will take 2 less ticks off the clock.
- The offensive team can call a slowdown offense in which certain plays take 6 ticks rather than 4.
- Either team can call a timeout. The play will take only one tick off the clock.

CHANGE OF POSSESSION

Since the clock stops on change of possession, all changes of possession plays use 15 seconds on the regular game clock and one tick on the 2:00 clock.

TIMING OF SACKS

In the NFL a sack stops the clock however inside the last 2:00 of each half the clock is restarted after the ball is set. Therefore sacks use 15 seconds on the regular game clock and 3 ticks on the 2:00 clock.

QB SPIKE

Use when you wish to stop the clock without a timeout in the last two minutes of a half. At the end of each play the QB has a chance to spike the ball. First reduce the previous play timing by two ticks (down to a minimum of 1 tick). Then roll three dice; if the control die is a 1 and the results dice total 12 the ball is fumbled. The fumble occurs 1 yard behind the line of scrimmage. Roll for recovery. The clock moves 4 ticks on a fumble recovered by the offense, 1 tick if the defense recovers. If the ball is not fumbled then the team hurries to the line and the QB spikes the ball – this does not take an additional tick. The spike does not count as an attempted pass in the game statistics. The offense loses a down and play continues. *Ignore any injury results on this play. The only penalty that can occur are offsides on the specialist cards (both offense and defense), ignore any other penalty result.*

HURRY UP OFFENSE

On plays where the clock continues to run the offense can elect to “hurry-up”. First reduce the previous play timing by 1 tick. Since the offense has hustled to the line of scrimmage neither team can make substitutions or change their formations (however, the offense can choose whether to use the Shotgun and the defense can choose whether or not to Safety Blitz). Play continues as normal. This strategy cannot be used after a change of possession, incomplete pass or timeout. This option can only be used in the last 2 minutes of each half.

QB TAKES A KNEE

You can have your Quarterback take the snap and kneel down to help run out the clock at the end of the game. To do this roll three dice. If the control die is a 1 and the results dice total is 12 then the ball is fumbled. The fumble occurs one yard behind the line of scrimmage. Roll for recovery. The clock moves 4 ticks on a fumble recovered by the offense, 1 tick if the defense recovers. If the ball is not fumbled then consider this play a 1 yard loss and move the clock 6 ticks (or 1 tick if a timeout is taken by the defense). This play can only be used in the last two minutes of the game. *Ignore any injury results on this play. The only penalty that can occur are offsides on the specialist cards (both offense and defense), ignore any other penalty result.*

SLOWDOWN OFFENSE

During the last two minutes of either half the offensive team can declare a slowdown offense. During a slowdown offense any play may be called. Any run or completed pass will take six (6) ticks rather than four (4). Every other result takes the usual amount of ticks.

OFFENSIVE CLOCK CONTROL

During the last two minutes of either half the when the team is in a slow down offense they can decide when to snap the ball or call time out. Examples: With the clock running they could call a time out immediately, 1 tick is marked off, let it run

between 2-6 ticks before calling time out. If they want to run another play they have to decide what to do such as spike, kneel, hurry up, etc. and then run the play or if they are in a slow down offense decide how much time is run off the clock, obeying minimums, before snapping the ball. So if the clock is running they could elect to let 4, 5, or 6 ticks run off the clock before snapping the ball. If they let 6 ticks run off the clock without snapping the ball or calling time out they would get a delay of game penalty and the clock would stop. Essentially it allows a team with say 6 ticks still on the clock to run the clock all the way down to 1 tick and before calling a time out and then attempting a field goal rather than having to kick it with 2 ticks left and allow the other team at least a kickoff return.

USE OF TIMEOUTS

Either side can call a timeout anytime during the game. See Play Calling Sequence for a detailed explanation on how to call a timeout during this step.

PASS RUSH, QB SACK AND DUMP-OFF RULES

The pass rush system is based on the individual blocking abilities of linemen and running backs and the pass rush ability of defensive linemen and linebackers.

DETERMINING A PASS RUSH

The black die is rolled at the beginning of each play. The black die is not rolled with any additional dice rolls generated from the initial roll. A pass rush will occur on any pass, if the defense guesses pass on a black die roll of one (1) or two (2). **Note: There is no pass rush if the defense calls run. This is a change from our previous seasons.**

Let us assume a black die reading of 2, a control die of 4, and the results dice total of 6 is rolled in a short pass situation guessed correctly by the defense. A three-step process begins:

1. Identify involved players – refer to the left-hand side of both offensive and defensive rating cards with the control die number. In regards to the offensive rating card, refer to the proper column based on the opponent's defense (3-4 or 4-3).
2. Once the players are identified – refer to the pass rush ability rating for the involved defensive player and the pass block ability rating for the involved offensive player. Their values may be found to the left of each involved player's name on the rating card.
3. Refer to the Advanced Pass Rush Chart – for results utilizing involved player ratings and the results dice total.
4. There is a new pass rush chart with the results divided into long, short, and flat passes. Please use the appropriate section when checking for a sack. **Also note there is a normal pass rush chart and a safety blitz pass rush chart. Use the appropriate chart.**

For example (assuming the above dice roll results and a 4-3 defense) a control die 4 indicates the defensive Right End (found on the left hand side of the defensive team's rating card) and the offensive left tackle (found in the 4-3 column of the offensive team's rating card). Referring to the ability values of each player, let us assume that the defensive Right End is an 8 pass rusher and the offensive tackle is a 5 pass blocker. Refer to the Advanced Pass Rush chart. Please note that the series of numbers going down the left side of the chart refer to the pass blocking ratings and the numbers across the top refer to the pass rush ratings. The numbers within the chart are based on the result of the dice rolled and would indicate whether a sack has occurred. Find the correct combination of the pass block rating and pass rush rating and read across to the right of the results dice total for the result. In this instance a results dice total of 6 for an 8 pass rusher and a 5 pass blocker reveals a sack. The offensive coach would then roll two dice to get the yards lost on the sack and two dice to see if a fumble has occurred (see SACK YARDAGE LOST & POSSIBLE FUMBLE). If the results dice total had been a 10 instead of a 6 no sack would occur. As the Quarterback was not sacked in this instance, the offensive coach then determines if they will go to the dump off or continue the play. If they elect to go to the dump off then refer to the dump off section of the rules. If they decide to continue the play roll the control die and the results die and refer to the play as normal. Exception: Any reading on the QB card is on the Double-Teamed column. Any reading of Receiver from the defensive cards is on the guessed right column.

Several superior pass rushers have two ratings – Their normal rating and an asterisk rating (for example (7*) 12). Refer to his normal rating (in this instance 12) when he becomes the involved player via his position being identified by the control die reading. Refer to the asterisk rating if the control die reading indicates an asterisk. Use this particular player's rating of 7 in this instance. If two players on a defensive team have asterisk ratings and an asterisk rating player's ability is required, alternate them.

NO SACK OCCURS IF:

- There are no players in the defensive lineup with an asterisk rating and an asterisk rating is needed.
- There are no linebackers blitzing and the required rating is that of the "highest rated blitzing linebacker" (high LB).
- There are 0 or 1 linebacker(s) blitzing and the required rating is that of the "second highest rated blitzing linebacker" (second high LB).

Please refer to the "blitzing Linebacker Adjustment Chart" to determine how linebacker(s) can increase the rating of the individual pass rusher. For example, in a 3-4 defense with the highest blitzing linebacker (whose pass rating is 4) as the indicated pass rusher,

two additional blitzing linebackers would increase his rating to 6. However, blitzing linebackers have no effect on the pass rush rating within their own 10-yard line. For example, with the offense on the opponent's 9 yard line, blitzing linebackers would add nothing to the rating of the indicated player. Also you do not count the indicated pass rusher as a blitzing linebacker when determining the adjustment.

SACK – YARDAGE LOST & POSSIBLE FUMBLE

If a sack occurs, roll all four dice again. The dice total result will yield the yardage lost. For example if the dice total result was 11, there is an 11 yard loss on the sack. If a 1 comes up on the control die a possible fumble may occur. Refer to the rolled black die number to see if a fumble has occurred. You would look at the Receiver and QB Fumble Rating found on the bottom of the Offensive Team Rating card and use that rating on the QB/Receiver fumble chart. For example, if a team has a fumble rating of 1-3 the QB fumble rating is 1-5 and a black die reading of 2 occurs, the team has fumbled. A black die number of 6 would not yield a fumble. If a fumble occurs, roll two dice to see who has recovered it. (See the Fumble section of the rules).

OTHER NOTES

- In a passing situation, if a defender is in the act of blitzing and his ability rating is needed to determine the results of the play the pass is automatically completed for the stated yardage.
- Linebackers must be blitzing in order to be credited with a sack.
- If an offensive player's pass block rating is needed, but that player is the target of the pass, then use "0" for the pass block rating since he is no longer at the line of scrimmage.

FLAT PASS - PASS RUSH

It is now possible for a sack on a flat pass. A flat pass sack follows the same rules as a regular sack with the following exceptions.

- The defense must call pass
- There must be at least five (5) defensive players on the line of scrimmage. (Any combination of linemen, linebackers or the Free Safety).
- Use the flat pass line on the pass rush chart for the chances if a rush occurs.
- Sacks cannot occur on dump offs because the sack chance was already missed when initially rolling the dice on a long or short pass attempt.
- **A safety blitz sack situation for flat passes only occurs on a roll of 1 or 2.**
- If there is no sack re-roll the control die and the results dice to get the result of the play.

DUMP-OFF PASSES

On a short or long pass attempt a Dump-Off Pass may occur. If there is a pass rush (a roll of one (1) or two (2) on the black die if the defense called pass) and there actually is a player rushing the passer, and no sack occurs, the offensive player may elect to continue the play or attempt a Dump-Off Pass. **If the defense calls a safety blitz a dump-off can only occur if the black die is a 1 or 2. Resolve the play normally if the results are a 3, 4, or 5 on the black die.**

If the offensive coach elects to continue the play (i.e. the short or long pass) roll the control die and results dice again. Resolve the play normally except than any results read off the Quarterbacks card will be considered Double-Teamed and any Receiver results will be read off of the guessed right column.

If the offensive coach elects to throw a Dump-Off Pass roll one die to determine which zone the Dump-Off Pass is thrown. On a control die reading of one (1) or four (4) the pass is thrown to the offensive left Flat Pass Zone, on a roll of two (2) or five (5) the Look-in Zone, and on a roll of three (3) or six (6) the offensive right Flat Pass Zone. Roll another die to determine which Receiver is the target of the pass. These results correspond to the listing of Receivers to the right of the Long Pass Zone. Reading from left to right a roll of one (1) would be the Halfback, two (2) the Fullback, three (3) the Flanker, four (4) the Split End, Five (5) the Tight End, and on a roll of six (6) wrap around to the Halfback. If the offensive formation replaces one (or more) of these positions the Dump-Off Pass would be thrown to the replacement at that position. For example, if the offense goes to a full house formation the Flanker is replaced with a third running back. If the Flanker position is the target of the Dump-Off Pass (on a die roll of three (3)) the player who replaced him (the third running back) would be the target of the pass. If the die roll indicates the target of the original pass simply shift one (1) spot to the right (wrap around if necessary) to get the target of the pass. The Dump-Off Pass also cannot be thrown to a Double-Teamed Receiver so if the die roll indicates a Double-Teamed Receiver or the original target of the pass simply shift one spot to the right until you get a Receiver that is not Double-Teamed nor the original target of the play and use that Receiver.

Now roll the control die and the results dice to determine the results of the play (do not reroll these dice). The flat pass or look-in pass is resolved normally. All players are considered to be occupying the zone they are in for man in zone purposes. The results from the Quarterback and Receiver cards are considered to be guessed right. A Dump-Off pass thrown to an open zone is considered guessed wrong. However if the defense has 1 LB blitzing in a 4 man line or 2 LB's blitzing in a 3 man line and the pass is thrown to an open zone then the play is guessed right as per the rule change on blitzing LB's and open zones. Exception: If a LB is double teaming a receiver and no other defender has been moved to the flat zone the play is considered guessed wrong on the QB and Receiver cards as per the LB double team rule. Also note: A receiver that does not have a defender is considered open as per the open receiver rule.

EXCEPTION: In the last 30-seconds of each half never use the Dump-Off Pass rule. Instead follow the normal short pass or long pass rules to determine the outcome of the pass. **NOTES:** This rule does not apply unless a 1 or 2 is rolled on the pass rush die. This rule also does not apply when the offensive team is inside the 10-yard line.

DEFENSIVE FORMATIONS

DEFENSIVE FORMATION CHART

The Defensive Formation Chart summarizes all of the information found in this section. It tells you detailed specifics about each defensive player's role in each type of defense. For example, reading down the column "DIME 3-2-6" you will see note number 24. Further down the chart you will find that note 24 indicates that the defense must guess pass to use this formation, and that it cannot be used inside the defensive 20 yard line.

4-3 DEFENSE

This is the standard defense used by most teams. Here is how the players are positioned on the playing board:

- Left End and Left Tackle – in the areas marked Left End and Left Tackle respectively.
- Right End and Right Tackle – In the areas marked Right End and Right Tackle respectively.
- Left Linebacker – in the Flat Pass Zone on the left side of the playing board.
- Right Linebacker – in the Flat Pass Zone on the right side of the playing board.
- Middle Linebacker – in the Look-in Zone.
- Cornerback's and Strong Safety – in the short pass zone.
- Free Safety – in the long pass zone.

The above formation provides you with ample strength in all areas. Note that all players are defending specific areas or zones against certain types of plays. The number of players defending each zone is obvious with the exception of the Lineback and Off Tackle zones. The left Tackle Defensive Zone consists of the blitz area left of the Left Tackle and the Left Tackle zone. The Right Tackle zone consists of the blitz area right of the Right Tackle and the Right Tackle zone. The Lineback Zone consists of both tackles and the blitz area found between the tackles. Note the difference in your defensive cards – they are divided into two or three sections instead of just one, as in the elementary game. Each section represents the number of linebackers defending a zone. You would therefore refer to column indicating the number of linebackers defending that particular zone in which the offensive team has attacked. Also note that you have 10 offensive play selections on your advanced play selector – several of which attack the right or left side of the defense.

You may move the following 4 defensive players as follows:

- Free Safety – (normally stationed in the long pass zone) may be moved to the short pass zone or any other zone.
- Middle Linebacker – (normally stationed in the Look-in Zone) may be moved to the blitz areas directly left, right, and between both tackles, or to either flat zone.
- Left Linebacker – (normally stationed in the left side Flat Pass Zone) may be moved to the blitz areas found directly left of the Left Tackle and Left End or the Look-in Zone.
- Right Linebacker – (normally stationed in the right side Flat Pass Zone) may be moved to the blitz areas found directly right of Right Tackle and Right End or the Look-in Zone.

3-4 DEFENSE

The 3-4 defense is set up the same as the 4-3 defense with the following exceptions: The left and Right Tackles are replaced by a nose tackle that is placed in the Lineback blitz area (blitz area located between left and Right Tackle). The Middle Linebacker is replaced by 2 inside linebackers who are designated left inside and right inside linebackers. The left inside linebacker must play in the left part of the Look-in Zone next to the Left Outside Linebacker and the right inside linebacker must play in the right part of the Look-in Zone next to the Right Outside Linebacker.

When playing with 4 linebackers, the inside linebackers may be moved into either the tackle spot or the tackle blitz area on their side of the field. The tackle spot guards against Lineback and off-tackle runs only. The tackle blitz area guards against Off Tackle runs & can be used to blitz. Accordingly the left inside linebacker may move into the Left Tackle spot to guard against a Lineback or Off Tackle run only. He may also move into the Left Tackle blitz area to guard against an Off Tackle run or to blitz. He may also be moved into the left flat pass area to assist the Left Outside Linebacker or to provide flat pass coverage if the Left Outside Linebacker blitzes. The right inside linebacker would follow the same rules for the right side of the defense.

The inside linebackers may only blitz when they play in their respective blitz areas. For example with both inside linebackers blitzing (each located in the Off Tackle blitz areas) a Lineback would result in a reading of zero linebackers. With both outside linebackers blitzing or Double-Teaming and the inside linebackers playing in the Flat Pass Zone the running backs are still defended by the

outside linebackers. **Therefore on any short or long pass to running backs in this situation, if a reading of defender occurs, the pass is automatically completed for the stated yardage.** If one inside linebacker is removed the remaining inside linebacker becomes a Middle Linebacker who may move according to the 4-3 defense.

Please note that the Left Linebacker is the same as the Left Outside Linebacker and the Right Linebacker is the same as the Right Outside Linebacker. For example on the Fullback's card it indicates that the Left Linebacker is assigned to cover the Fullback for short and long passes. In the 3-4 defense this refers to the Left Outside Linebacker. Also note that substitutes designated as linebacker may play both inside and outside linebacker.

SWITCHING BETWEEN THE 3-4 AND 4-3

You may switch between a 3-4 and a 4-3 anytime and you do not have to call pass when you switch. In pass situations refer to the chart found on the roster sheet. In addition follow these rule changes:

- **TEAMS THAT NORMALLY PLAY A 4-3 SWITCHING TO A THREE MAN LINE:** Use whichever tackle you prefer as the nose tackle.
- If the reading "defensive RT", "defensive LT", or "defensive tackle" is called for refer to the rating of the player who occupies the nose tackle position, however subtract 1 from his defensive rating.
- When a Lineback or Off Tackle occurs with two linebackers in the zone refer to the "1 LB" column on the team defensive cards.
- When a Lineback or Off Tackle occurs with 0 or 1 linebackers in the zone refer to the "0 LB" column on the team defensive cards.
- Using a colored pencil make these changes on the defensive card, to be used only when playing the 3-4: Put a □ symbol on the Lineback 0 LB roll of 7, a □□ symbol on the Lineback 0 LB roll of 8, and a □ symbol on the Off Tackle 0 LB roll of 8. (These are used in lieu of the existing □ symbol which is used when playing the 4-3 defense).
- *Decrease the pass rush ratings of all Lineman by one (1).*
- Use the 3-4 style pass rush when determining which defender will try for a sack (refer to the team defensive ratings card of a team that plays a 3-4 under the heading "3-4 DEF" to make this determination).
- ◆ **TEAMS THAT NORMALLY PLAY A 3-4 SWITCHING TO A 4 MAN LINE:** Move the nose tackle to one of the tackle positions and insert another tackle at the other position. Take out 1 of the inside linebackers of your choice. The remaining inside linebacker becomes the Middle Linebacker.
- ◆ If the reading "defensive NT" comes up on a results dice roll of 5 refer to the rating of the player who occupies the Right Tackle position; however subtract 1 from his defensive rating.
- ◆ If the reading "defensive NT" comes up on a results dice roll of 9, refer to the rating of the player that occupies the Left Tackle position; however subtract 1 from his defensive rating.
- ◆ Using a colored pencil, make the following changes on the defensive card. To be used only when playing a 4-3. Ignore the □ symbol found on a Lineback 0 LB roll of 7, replace the □□ symbol found on the Lineback 0 LB roll of 8 with a □ symbol and ignore the □ symbol found in the Off Tackle 0 LB roll of 8.
- ◆ Increase the pass rush ratings of all players by 1.
- ◆ Use the 4-3 style pass rush when determining which defender will try for a sack (refer to the team defensive ratings card of a team that normally plays a 4-3 under the heading "4-3 DEF" to make this determination).

By using these adjustments all defensive formations may be used by any team, whether they normally play a 4-3 defense or a 3-4 defense.

A player's defensive rating is not reduced if he has a rating at the position he is switching to. Take for example a player who is starting at LT on a team that normally uses the 4-3. If he is also rated as a nose tackle then use the rating that was assigned to him when switching to a 3-4. However if he is not rated at NT then follow the above instructions by subtracting 1 from his defensive rating. NOTE: "Tackle" is used to describe a player who is rated to play either LT or RT (it does not mean he is rated to play NT).

3-3-5 NICKEL DEFENSE

Starting with a 3-4 defense, replace one of the inside linebackers with a defensive back. Place an additional defensive back in the short or long pass zone. As per earlier rules the remaining inside linebacker becomes a Middle Linebacker and may move accordingly. When utilizing this alignment, the defensive coach may call a pass or run defense. The fifth defensive back will be responsible for any wide Receiver not covered by a defender. This can be used by a team that normally plays a 4 man line (see adjustments above).

You may move the following 4 defensive players as follows:

- Free Safety – (normally stationed in the long pass zone) may be moved to the short pass zone or any other zone.
- Middle Linebacker – (normally stationed in the Look-in Zone) may be moved to the blitz areas directly left, right, and between both tackles, or either flat zone.
- Left Linebacker – (normally stationed in the left side Flat Pass Zone) may be moved to the blitz areas found directly left of the Left Tackle and Left End, or Look-in Zone.
- Right Linebacker – (normally stationed in the right side Flat Pass Zone) may be moved to the blitz areas found directly right of Right Tackle and Right End, or Look-in Zone.

- **In order to call run in a 3-3-5 the free safety must be placed on the line of scrimmage.**
- Regardless of where the middle linebacker is positioned in the look-in zone any box or double box result adds 10 yards to the play result. (Except inside the defensive 10 yard line)

4-2-5 NICKEL DEFENSE

Starting with a 4-3 defense, replace Middle Linebacker with a defensive back that may be placed in the long or short pass zones. When utilizing this defense the defensive coach may call a pass or a run defense. The fifth defensive back will be responsible for any wide Receiver not covered by a defender. After the offensive coach has selected his play, the defense might consider moving the Free Safety into the Look-in Zone to keep the defense honest. This can be used by a team that normally plays a 3 man line (see adjustments above).

You may move the following 3 defensive players as follows:

- Free Safety – (normally stationed in the long pass zone) may be moved to the short pass zone or any other zone.
- Left Linebacker – (normally stationed in the left side Flat Pass Zone) may be moved to the blitz areas found directly left of the Left Tackle and Left End, or the Look-in Zone.
- Right Linebacker – (normally stationed in the right side Flat Pass Zone) may be moved to the blitz areas found directly right of Right Tackle and Right End, or the Look-in Zone.

3-2-6 DIME DEFENSE

Starting with a 3-4 defense, remove the two inside linebackers and replace them with two defensive backs (which can be rated as LCB, RCB, SS, FS, CB, or DB). These replacement defensive backs are extra defensive backs that normally will be placed in the short and long pass zones. You must call “pass” defense when in this defense. This can be used by a team that normally plays a 4 man line (see adjustments above). Whenever the defense plays 6 defensive backs they should initially position 4 in the short pass zone and 2 in the Long Pass Zone. You cannot use this formation inside the defensive 20 yard line.

You may move the following 3 defensive players as follows:

- Free Safety – (normally stationed in the long pass zone) may be moved to the short pass zone or any other zone.
- Left Linebacker – (normally stationed in the left side Flat Pass Zone) may be moved to the blitz areas found directly left of the Left Tackle and Left End, or Look-in Zone.
- Right Linebacker – (normally stationed in the right side Flat Pass Zone) may be moved to the blitz areas found directly right of Right Tackle and Right End, or Look-in Zone.

4-1-6 DIME DEFENSE

Starting with a 4-3 defense, remove any two linebackers and replace them with two defensive backs (who can be rated as a LCB, RCB, SS, FS, CB, or DB). The sole remaining linebacker is initially placed in the Look-in Zone (even outside linebackers are eligible to play the Look-in Zone since this is a pass prevent defense and outside linebackers are typically good at defending the pass). This linebacker can be moved to the blitz areas directly left, right and between both tackles and to either flat zone. He is responsible for covering the Fullback. The nickel-back is responsible for covering the Halfback. You must call “pass” defense when in this defense. This can be used by a team that normally plays a 3-man line (see adjustments above). Whenever the defense plays 6 defensive backs they should initially position 4 in the short pass zone and 2 in the long pass zone. You cannot play this defense inside the defensive 20 yard line.

You may move the following 2 defensive players as follows:

- Free Safety – (normally stationed in the long pass zone) may be moved to the short pass zone or any other zone.
- Middle Linebacker – (normally stationed in the Look-in Zone) may be moved to the blitz areas directly to the left, the right, between both tackles, or into either Flat Pass Zone.

5-6 DEFENSE

The setup for this defense is slightly different, based upon the base defense normally used by a team.

- If starting with a 4-3, replace 3 linebackers with a defensive tackle and 2 defensive backs. Place the defensive tackle in the Lineback blitz area (he is the NT) and place 1 defensive back in the short pass zone and 1 defensive back in the long pass zone.
- If starting with a 3-4, replace the 4 linebackers with 2 defensive tackles and 2 defensive backs. Place the defensive tackles in the left-tackle and Right Tackle areas, place 1 defensive back in the short pass zone and 1 defensive back in the long pass zone.

You may move the following defensive player as follows:

- Free Safety – (normally stationed in the long pass zone) may be moved to the short pass zone or any other zone.

When utilizing this defense, the defensive coach must call a pass defense. In a pass rush situation, increase the rating of the indicated player by 1 (for example a defensive end with a pass rush rating of 6 becomes a 7). Use the 5-6 Pass Rush chart for pass rush situations. The Halfback and Fullback are covered by the extra defensive backs. Whenever the defense plays 6 defensive backs they should initially position 4 in the short pass zone and 2 in the long pass zone. You cannot use this formation inside the defensive 20 yard line.

DEFENSIVE STRATEGIES AND RULES

KEYING ON A RUNNING BACK OR A QUARTERBACK

The offense may run a particular back as frequently as desired. To combat this the defensive coach may key the runner. To key a runner place the disc on the appropriate defense (found on the advanced play selector). In order to use the KEY column the defense must correctly key the running back and there must be at least one defender (Linebacker or Free Safety) in the blitz zone where the run occurs. If the key is applied correctly the offensive coach refers to the KEY COLUMN for that particular play on the back's card actually running the ball. Of course you would refer to his KEY column if the control die is 1,2, or 3. If the key is applied to the wrong back refer to the WRONG COLUMN for that particular play on the back's card actually running the ball. In keying on a back, the defense will stop a team from running a certain back frequently. Even though you key correctly, this maneuver does not affect results derived from the defensive cards – only manpower in the zone does. To further strengthen your defense against a run you should bring up one or more linebackers to the anticipated running zones. (this is particularly true when keying). When you key on a back you must call a run defense.

If the correct running back is keyed but the defensive zone is empty then use the “right” column when referring to the running back's card. NOTE: *In a 3-4 defense all of the open areas in a zone must be filled with linebackers or the Free Safety to use the keyed column, this means both tackle spots for a line buck or both the tackle and tackle blitz spots for an Off Tackle run.* Reminder: Quarterbacks can also be keyed.

DOUBLE TEAMING A RECEIVER

The offense may pass to any intended Receiver as frequently as it desires. To combat this, the defensive coach may Double-Team any Receiver. This is accomplished by placing the disc on the appropriate defense, (found on your advanced play selector), and sliding your Free Safety or Defensive Back with no coverage responsibilities on the game board over the Double-Teamed Receiver (found on the game board at the ride hand side of the long pass zone). When you Double-Team a Receiver you must call a pass defense.

If you select the correct Receiver the following rules apply:

- The Free Safety or Defensive back moves automatically into the zone the pass has been thrown. For example if a short pass is thrown, move the Free Safety or DB into the Short Pass Zone. This increases your manpower in the attacked zone.
- The offensive coach must refer to the RECEIVER DOUBLE-TEAMED COLUMN (Rec 2-tmd) FOR THAT TYPE OF PASS ON HIS QUARTERBACK'S CARD. Of course this would only occur if the control die reads 1,2, or 3.
- If a reading of DEFENDER or DEFENSIVE BACK IN ZONE occurs, the pass is automatically considered incomplete.
- If a reading of RECEIVER occurs, refer to the 2-tmd column on the Receiver's card.

IF YOU FAIL TO SELECT THE PROPER RECEIVER, the Free Safety or Defensive Back used to double team is considered out of the play and is not considered in any defensive zones. IF THE QUARTERBACK'S CARD COMES INTO PLAY, YOU WOULD REFER TO THE RIGHT COLUMN FOR THAT SPECIFIED PASS.

Defensive Backs can Double-Team any opponent. Follow the same rules as described above. You cannot Double-Team with a defensive back that has coverage responsibilities. Only one defensive back may Double-Team at a time, however the Free Safety can also Double-Team so that a total of 2 receivers may be Double-Teamed.

PASS PREVENT DEFENSE

This defense allows one or two linebackers to drop back (out of the Flat Pass Zone or Look-in Zone) into deep double-coverage. To use the Pass Prevent defense you must call a pass defense.

In order to prevent the offensive coach from throwing short or long passes you may Double-Team his Flanker, Split End, and/or Tight End with your linebackers in the following manner: The LLB or LOLB can Double-Team the Flanker. The RLB or ROLB can Double-Team the Split End. The MLB and Inside Linebackers can Double-Team Tight Ends, but when using the 3-4 defense the linebacker must be on the same side of the field as the Tight End he is Double-Teaming. **Outside Linebackers may now Double-Team additional Wide Receivers the offense has added. To select a receiver simply move the OLB to the appropriate Double Teamed box on the game board using the HB box as the 3rd WR and the FB box as the 4th WR. The TE box would be the 5th WR if it comes to that.**

If the offense throws a short or long pass to a Receiver who is Double-Teamed by a linebacker the following rules apply:

- The offense must refer to the Receiver Double-Teamed column (Rec 2-tmd) for that type of pass on his Quarterback's card. Of course this would only occur if the control die reads 1, 2, or 3.
- If a reading of DEFENDER or DEFENSIVE BACK IN ZONE occurs, the pass is automatically considered incomplete.
- Unlike Double-Teaming with the Free Safety or Defensive Back, if a Linebacker Double-Teams correctly, he does not move into the zone into which the pass has been thrown.
- If a reading of RECEIVER occurs, refer to the RIGHT column on the Receivers card instead of the Double-Teamed (Rec 2-tmd column)

A Maximum of two Linebackers may Double-Team at any one time, however the Free Safety can also Double-Team if you wish, so that as many as 3 opponents may be Double-Teamed when using the pass prevent defense. **It is important to remember that when they Double-Team, Linebackers drop back and leave their Flat Pass Zone or Look-in Zone open – even to the man they are Double-Teaming. Note: This means the QB and Receiver cards are considered Guessed Wrong if the zone is open.** Linebacker Double-Teaming is effective against short and long passes only. That is why this rule is referred to as “Pass Prevent Defense”.

IF THE PROPER RECEIVER IS NOT SELECTED the linebacker is considered out of the play and is not counted in any defensive zone. If a linebacker’s rating is needed in regards to a Receiver other than the one he has Double-Teamed, the pass is automatically completed for the stated yardage.

Note: You might find the “dime” defensive packages (3-2-6 and 4-1-6) preferable to this defense, as they more closely resemble the types of pass prevent defenses currently being used in professional football.

OTHER DOUBLE-TEAMING & PASS PREVENT RULES

If the ball is thrown to a Receiver who is not Double-Teamed then all defenders who are Double-Teaming are considered out of the play and are not counted in any defensive zones. In this case you refer to the RIGHT column for the Quarterback and Receiver.

- You cannot mix-and-match Linebacker and Defensive Back Double-Teaming. You can either Double-Team with any one or two Linebackers (plus the Free Safety, if you choose) or you can Double-Team with a single Defensive Back (plus the Free Safety, if you choose)
- Reassigning coverage responsibilities – If a Linebacker with coverage responsibilities is used to Double-Team another player, or is blitzing, his opponent is left open. You can use the Free Safety or an extra DB to “Double-Team” this receiver. Actually what you are doing is reassigning this DB as the primary defender, however some Double-Teaming rules still apply. If the ball is thrown to this Receiver then the Defensive Back automatically moves into the zone where the pass has been thrown. Refer to the Defensive Back’s defensive rating when a reading of DEFENDER occurs. Also refer to the RIGHT column on both the Quarterback and Receiver cards. If the ball is not thrown to this Receiver then the DB is out of the play and not counted in any defensive zones.
- When a Linebacker Double-Teams a Receiver, he automatically vacates his Flat Pass Zone to all Receivers (including the Receiver he has Double-Teamed). Therefore, if a pass is thrown to the vacated Flat Pass Zone, one refers to FLAT PASS 0-MEN with one exception: If the Free Safety or extra DB is “Double-Teaming” the Receiver normally assigned to that linebacker (see preceding bullet point “reassigning coverage responsibility”), then refer to FLAT PASS- ONE MAN.
- Add +2 to the pass rush rating of defensive players if the correct Receiver is Double-Teamed either by a Linebacker, Free Safety, or Defensive back.

SHORT YARDAGE DEFENSE

In order to prevent the offensive coach from gaining a first down in a short yardage situation, you may setup your defense in the following manner. After the offense has selected its play, call a short yardage run defense and move all of your Linebackers into selected blitz areas; straddle both Cornerbacks between the Flat Pass Zone on their side and the short pass zone; straddle your Strong Safety between the look-in pass zone and the Short Pass Zone; and move the Free Safety into the Short Pass Zone.

Your Cornerbacks are now responsible for the flat pass and the Strong Safety for the look-in pass. Thus, if a flat or look-in pass is thrown, and the control die is a 4,5, or 6 refer to the FLAT PASS-ONE MAN. If a short pass or long pass is thrown, and the control die is 4,5, or 6 refer to SHORT PASS-3 MEN and LONG PASS-0 MEN respectively. If a reading of “LB in zone” occurs on an attempted flat or look-in pass, use the Left Cornerback’s defensive rating for the left-flat zone, the Strong Safety’s defensive rating for the Look-in Zone, and the Right Cornerback’s defensive rating for the right-flat zone.

Reduce all Defensive Backs ratings by one, including “Linebacker in Zone” readings since the Cornerbacks and Strong Safety are responsible for covering the Flat Pass Zone or Look-in Zone. Since the linebackers are on the line of scrimmage the HB & FB are considered Open for passes.

When you use the Short Yardage Defense you must call a run defense. You cannot key on a running back when using this defense. This defense cannot be used inside the 10-yard line (you don’t need this defense inside your own 10, the Linebackers are always positioned on the line of scrimmage since they do not have to cover the Flat Pass Zone or Look-in Zone).

SAFETY BLITZ

The Safety Blitz must be pre-announced by saying Showing Blitz. After the offensive coach has announced they are ready the defensive player may call pass and move any defensive back to any open zone on the line of scrimmage. Any defensive back may blitz. There must be at least three men in the short pass zone so if there are fewer than three after the blitz is called the defense must move the Free Safety or an extra defensive back into that zone. **If the FS or a DB actually blitzes, the effects of the blitz are as follows.**

The blitzing defensive back is considered to be a (10*) 0 rated pass rusher.

Treat the blitzing defensive back as a zero (0) rated linebacker in zone reading against a run.

A pass rush will occur on a die roll 1-5. (Note: a Dump-Off may only occur on an initial Black die roll of 1-2)

The defensive back does count as a blitzing linebacker for additions to the pass rush chart.

If a defensive back with coverage responsibilities blitzes his man is considered open.

Against a long pass always consider the Long Pass Zone to have zero (0) men in it no matter how many men are in it except when inside the defensive 20 yard line, in which case consider it to have 1 man in it

If a pass rush occurs use the new safety blitz chart instead of the regular pass rush chart.

If the initial roll is a sniper scope on the defensive cards it is an automatic Long Gain even if the FS or a DB is not blitzing.

THIRD DOWN AND 5 YARDS OR MORE

To prevent the offense from running in obvious passing situations always refer to the guessed RIGHT column on the running back cards on third down if there are 5 or more yards to go for a first down or touchdown. This includes draw plays.

FOURTH DOWN AND 3 YARDS OR MORE

In today's NFL most teams will pass when attempting a 4th down conversion with 3 or more yards to go. To reflect this, always use the guessed RIGHT column on the running back card on 4th down if the distance is 3 yards or more to go for a first down or touchdown. This includes draw plays.

SYMBOLS FOUND ON DEFENSIVE CARDS

□ - If the □ symbol follows a run and a linebacker or Free Safety is not playing behind attacked area, an additional 10 yard gain results. If the result is a Short Gain add 10 yards to the result of the Short Gain. If a linebacker or Free Safety is positioned behind an attacked area, use stated yardage for result of play. Disregard □ if ball is within the opponent's ten-yard line.

When using a 3-4 defensive formation if the □ symbol appears in the Off Tackle run column there must be an inside linebacker or Free Safety in the Look-in Zone on the same side of the field that the run is directed to in order to prevent the additional 10 yard gain. When using the 3-3-5 defensive formation if the □ symbol appears in the Off Tackle formation always add 10 yards to the result of the play no matter where the Middle Linebacker is positioned.

□□ - Found under Lineback on teams that play a 3-4 defense. This rule is the same as □ symbol with the following exception. There must be two linebackers or one linebacker plus the Free Safety playing behind the attacked area or an additional 10 yard gain results. Disregard □□ symbol if the ball is within the opponent's ten-yard line.

DEFENDER X OR SHORT GAIN

On the defensive cards the Defender X or 15 has been changed to Defender X or Short Gain. All other rules remain the same for defensive back ratings.

DEFENSIVE BACKS

Wide Receivers can only be covered by defensive backs, so you must have enough DB's in the game to cover all Wide Receivers on the field. In both the 3-3-5 and 4-2-5 one linebacker is removed for a defensive back. With the 3-2-6 and 4-1-6 two linebackers are removed for defensive backs.

If the replacement defensive back(s) does not have coverage responsibilities then they can be moved to any passing zone on the board, but not a blitz zone on the line of scrimmage unless they are the back blitzing on a Safety Blitz. If they are moved into the Flat Pass Zone or Look-in Zone consider them an additional linebacker for purposes of determining the number of linebackers in the zone. They can also be used to Double-Team Receivers (see Double-Teaming rules below).

Defensive backs with assigned coverage responsibilities cannot Double-Team. They must be placed in the short pass zone or the long pass zone. However, if you place a defensive back that is assigned coverage in the Long Pass Zone then the player they are assigned to cover is considered to be open if they are the target of a pass in the Flat Pass Zone, Look-in Zone, or Short Pass Zone.

You can never place more than 4 defensive backs in the Short Pass Zone or 2 in the Long Pass Zone. **Exception: You may bring in additional DB's and play them in the short pass zone if the offense has gone to a 4 or 5 wide receiver set to prevent them from being 'open' for flat and short passes. The additional DB's must be assigned to cover the 4th or 5th WR. The short pass zone is still considered to only have 4 men and the DB's in the zone are not counted in any other zone.**

Whenever there are two defensive backs in the long pass zone the defense must guess pass.

Players rated as Cornerback must play Cornerback, players rated as Safeties must play one of the Safety positions. A player rated as a defensive back may play either position.

FREE SAFETY

Against most offensive formations the Free Safety is not assigned coverage. If the Free Safety has coverage responsibilities he must be placed in the Short Pass Zone or Long Pass Zone and he cannot Double-Team or key a runner. If he does not have coverage responsibilities then he can be moved to any area on the board. **Remember if he is placed in the Long Pass Zone and a flat or short pass is thrown to the receiver he is assigned to cover the receiver is considered to be open.**

If he is moved into the Flat Pass Zone or Look-in Pass Zone, or he is placed on the line of scrimmage, consider him an additional linebacker for purpose of determining the number of linebackers in the zone. If “LB in zone” occurs on a run consider his defensive rating against the run to be 0.

He can also be used to Double-Team a Receiver. When using certain offensive formations (for example 3 running backs and 2 Tight Ends) the Free Safety automatically moves into the zone where the pass was thrown. However if the Free Safety is not positioned in either the Short Pass Zone or Long Pass Zone then this does not occur.

When Safety Blitzing the Free Safety can be placed anywhere on the line of scrimmage (he can blitz from any blitz spot or an open tackle or end spot).

LINEBACKER SHIFTING

A Middle Linebacker can be moved to either Flat Pass Zone. Inside Linebackers can move outside to the Flat Pass Zone on his side of the field. Outside Linebackers can move into the Look-in Zone. Refer to the Defensive Formation Chart for complete details of allowable linebacker movement. You can never place more than 2 defenders in a Flat Pass Zone or Look-in Zone. *It is important to remember that only players stated as Outside Linebackers can cover Halfback's or Fullback's on short or long passes. So if a middle linebacker moves to a Flat Pass Zone and his rating is needed when a short or long pass is thrown to a running back then the pass is automatically completed for the stated yardage. The running back is not considered open if a pass is thrown to a Flat Pass Zone as the linebacker in zone rating still applies.*

LINEBACKERS ON THE DEFENSIVE LINE

If a linebacker who has coverage responsibilities moves up to the line of scrimmage (to blitz or play the run) then his man is considered to be open for a pass. Exception: Inside the defensive 10-yard line linebackers must be positioned on the line of scrimmage. In this case his man is not considered open unless the linebacker Double-Teams another Receiver.

OPEN RECEIVERS

If a pass is thrown to a Receiver left open (because his coverage man is positioned on the line of scrimmage, positioned in the Long Pass Zone, is a linebacker who is Double-Teaming another player, or is an outside linebacker that has moved to the Look-in Zone) these penalties apply. For a flat pass or look-in pass always refer to the guessed WRONG column on the Receiver card (do this even if the Pass was correctly guessed by the defense). For short or long passes when an open Receiver gets a reading of “defender” from the defensive card it automatically results in a completed pass for the stated yardage.

SPECIAL RULES REGARDING FLAT/LOOK-IN PASSES

Whenever a flat pass or look-in pass is thrown to an unoccupied zone read the results from the guessed wrong column. However: If there is at least one (1) linebacker blitzing with a four (4) man line or two (2) linebackers blitzing with a three (3) man line and no more than one player is double-teaming then this rule does not apply. This applies anytime the defense calls pass, including a dump-off pass. Note: A LB Double teaming a receiver and leaving his zone open refer to the guessed wrong column on the QB and Receiver.

ASSIGNING OTHER PLAYERS TO COVER LINEBACKER RESPONSIBILITIES

Should an outside linebacker be given other responsibilities his primary coverage duties may be assigned to another player by moving them to the vacant zone. *Note a defensive back moved to a flat zone vacated by an outside linebacker will pick up coverage responsibilities for the halfback or fullback, but a middle linebacker moved to a Flat Pass Zone will not pick up coverage responsibilities for short or long passes thrown to the halfback or fullback. The halfback or fullback will be open on flat, short, and long plays. Any player moved to a Flat Pass Zone will be considered the linebacker in zone for passes thrown to that zone.*

OFFENSIVE FORMATIONS

OFFENSIVE FORMATION CHART

The Offensive Formation Chart summarizes all of the information found in this section. It details substitutes for the various offenses (compared to the standard Pro Set) and notes about each specific offense. For instance you can easily see that when using a “Tight End” offense you substitute the 2nd Tight End for the Split End. By reading down the column, you see “FS FL ZONE”, “PASS RUSH –1”, and “OFF Onside End” applies to this offense. They are described further down the chart (“PASS RUSH –1” is not described – it simply means to subtract 1 from the Pass Rush ratings when checking for a sack).

STANDARD PRO SET

The standard Pro Set offense includes a Halfback, Fullback, Flanker, Split End, and Tight End. This is a well balanced offense that is used by a majority of teams. No adjustments are necessary when playing with this formation. **A BB may play in the FB position and is covered by the LLB or LOLB.**

BLOCKING BACK OFFENSE – 1 HB

Using the standard Pro Set, designate one of the two backs as the “blocking back”. The designated player must be rated as a back (HB, FB, RB, or BB) or as a “Tight End” and he must have a Run Block Rating of 4 or greater. When using this offense the blocking back cannot run the ball. **Decrease all defensive player’s Pass Rush Rating by 1 (the minimum adjusted rating is 1).** If the Offensive Onside End reading occurs on the left side then use the blocking back’s rating. If a Tight End is used as the Blocking Back his Pass Block rating is a 0. In order to run this formation you must have a player that is actually rated as a blocking back and it is stated on his card or on the offensive player card. **If a running back is listed as Halfback only and has a "0" Run Block rating then he cannot play Blocking Back. If a Halfback only has a "4", "5" or "6" Run Block rating, and he is positioned at Blocking Back, then reduce his Run Block rating by 1.** The player listed as a blocking back does not have to be on the field to use this formation. **The HB is covered by the RLB and the BB is covered by the LLB. Note a BB Offense is the only formation where a TE can play in the BB position.**

BLOCKING BACK OFFENSE – 1 FB

Using the standard Pro Set, designate one of the two backs as the “blocking back”. The designated player must be rated as a back (HB, FB, RB, or BB) or as a “Tight End” and he must have a Run Block Rating of 4 or greater. When using this offense the blocking back cannot run the ball. **Decrease all defensive player’s Pass Rush Rating by 1 (the minimum adjusted rating is 1).** If the Offensive Onside End reading occurs on the left side then use the blocking back’s rating. If a Tight End is used as the Blocking Back his Pass Block rating is a 0. In order to run this formation you must have a player that is actually rated as a blocking back and it is stated on his card or on the offensive player card. **If a running back is listed as Halfback only and has a "0" Run Block rating then he cannot play Blocking Back. If a Halfback only has a "4", "5" or "6" Run Block rating, and he is positioned at Blocking Back, then reduce his Run Block rating by 1.** The player listed as a blocking back does not have to be on the field to use this formation. **The FB is covered by the LLB and the BB is covered by the RLB. Note a BB Offense is the only formation where a TE can play in the BB position.**

FOUR WIDE RECEIVER OFFENSE – 1 HB

Replace the Tight End with a third wide Receiver (he is covered by the SS) and replace a running back with a fourth wide Receiver (he is covered by the FS unless the defense goes to a dime or nickel package in which case the extra defensive back covers him). Indicate to the defensive coach that the remaining back is playing in the HB position. Reduce all Run Block ratings by 1. Increase all Pass Rush ratings by 1. **The HB is covered by the RLB.**

If the running back runs the ball, and for example, a reading of “blocking back +5 or +1” occurs then the run is for 1 yard since he does not have another back in the game to block for him. If the running back is the intended pass Receiver and “blocking back” comes up as the indicated pass blocker, *use 0 as the blocking rating.* For all other situations where the blocking back’s rating is needed use the running backs rating instead.

If the offense runs the ball in this formation on a control die roll of 1 the play is considered guessed right regardless of the defensive call. Exception on 3rd down and 5 or more yards to go or 4th down and 3 or more yards to go for a first down or touchdown the run is guessed right regardless of the control die result.

FOUR WIDE RECEIVER OFFENSE – 1 FB

Replace the Tight End with a third wide Receiver (he is covered by the SS) and replace a running back with a fourth wide Receiver (he is covered by the FS unless the defense goes to a dime or nickel package in which case the extra defensive back covers him). Indicate to the defensive coach that the remaining back is playing in the FB position. Reduce all Run Block ratings by 1. Increase all Pass Rush ratings by 1. **A BB can play in the FB position.**

If the running back runs the ball, and for example, a reading of “blocking back +5 or +1” occurs then the run is for 1 yard since he does not have another back in the game to block for him. If the running back is the intended pass Receiver and “blocking back” comes up as the indicated pass blocker, *use 0 as the blocking rating.* For all other situations where the blocking back’s rating is needed use the running backs rating instead.

If the offense runs the ball in this formation on a control die roll of 1 the play is considered guessed right regardless of the defensive call. Exception on 3rd down and 5 or more yards to go or 4th down and 3 or more yards to go for a first down or touchdown the run is guessed right regardless of the control die result. **No matter whether a FB or BB is in the backfield either is covered by the LLB.**

THREE WIDE RECEIVERS – 1 HB

Replace a running back with a third wide Receiver (Split End or Flanker). The remaining running back is a HB. In passing situations the Free Safety is responsible for the third wide Receiver. The Free Safety may not Double-Team another player when defending against the third wide Receiver. If an additional defensive back is inserted into the lineup the Free Safety is relieved of this responsibility. Reduce each individual offensive lineman's and blocking back's run block rating by 1. **The HB covered by the RLB.**

If the running back runs the ball, and for example, a reading of "blocking back +5 or +1" occurs then the run is for 1 yard since he does not have another back in the game to block for him. If the running back is the intended pass Receiver and "blocking back" comes up as the indicated pass blocker, *use 0 as the blocking rating*. For all other situations where the blocking back's rating is needed use the running backs rating instead.

If the offense runs the ball in this formation on a control die roll of 1 the play is considered guessed right regardless of the defensive call. Exception on 3rd down and 5 or more yards to go or 4th down and 3 or more yards to go for a first down or touchdown the run is guessed right regardless of the control die result.

THREE WIDE RECEIVERS – 1 FB

Replace a running back with a third wide Receiver (Split End or Flanker). The remaining running back is a FB. In passing situations the Free Safety is responsible for the third wide Receiver. The Free Safety may not Double-Team another player when defending against the third wide Receiver. If an additional defensive back is inserted into the lineup the Free Safety is relieved of this responsibility. Reduce each individual offensive lineman's and blocking back's run block rating by 1. **A BB can play in the FB position.**

If the running back runs the ball, and for example, a reading of "blocking back +5 or +1" occurs then the run is for 1 yard since he does not have another back in the game to block for him. If the running back is the intended pass Receiver and "blocking back" comes up as the indicated pass blocker, *use 0 as the blocking rating*. For all other situations where the blocking back's rating is needed use the running backs rating instead.

If the offense runs the ball in this formation on a control die roll of 1 the play is considered guessed right regardless of the defensive call. Exception on 3rd down and 5 or more yards to go or 4th down and 3 or more yards to go for a first down or touchdown the run is guessed right regardless of the control die result. **No matter whether a FB or BB is in the backfield either is covered by the LLB.**

THREE WIDE RECEIVERS, TWO RUNNING BACKS

Replace Tight End with a third wide Receiver. Procedure is identical to three wide Receivers one running back except the Strong Safety would be responsible for the third wide Receiver in passing situations, permitting the Free Safety freedom of movement. If the blocking backs ability rating is needed on a run by a Quarterback use the rating of the highest rated back. **A BB may be used in the FB position and is covered by the LLB. HB is covered by the RLB.**

THREE RUNNING BACKS, TWO TIGHT ENDS

Replace the Flanker and Split End with a third back and second Tight End respectively. Left Cornerback and right Cornerback are assumed to be covering third running back and second Tight End in pass situations respectively. Increase each individual offensive lineman's run block rating by 1 (maximum is 6). **A player rated as Blocking Back may be used in the FB position and is covered by the LLB.**

Decrease all defensive players Pass Rush Rating by 1 (the minimum adjusted rating is 1). In passing situations the Free Safety automatically moves into the zone (except when he is Double-Teaming) in which the pass has been thrown to any Receiver. If the defensive coach is playing a short yardage defense and a short pass is thrown, assume the short pass to be defended by 4 men. If a blocking back's ability rating is needed on a run use the higher rated of the remaining two backs. If the rating is needed on a pass, use the highest rated blocking back.

TIGHT END OFFENSE

Replace the Split End or Flanker with a second Tight End. Play continues on a normal basis with one exception: If a pass is thrown to the Flanker position the Free Safety (except when Double-Teaming another Receiver) automatically moves into zone in which pass has been thrown. This is not a Double-Team nor is previous defense call of run or pass affected. For example, with the Free Safety positioned in the short pass zone, a long pass is thrown to the Flanker. The Free Safety automatically moves into the Long Pass Zone. The aforementioned described movement only occurs with passes to the Flanker position. The right Cornerback is assumed to be covering the second Tight End. Decrease all defensive players Pass Rush Rating by 1 (the minimum adjusted rating is 1). **A player rated as Blocking Back may be used in the FB position and is covered by the LLB.**

TWO TIGHT ENDS, TWO WIDE RECEIVERS, ONE RUNNING BACK

Replace one running back with a second Tight End. The Right Outside Linebacker is responsible for covering the second Tight End. **The remaining running back, even if they are a true HB, plays in the Fullback position and is covered by the LLB.** Decrease all defensive players' Pass Rush Rating by 1 (the minimum adjusted rating is 1). **A player rated as BB can be used in the FB position.**

If the running back runs the ball, and for example, a reading of “blocking back +5 or +1” occurs then the run is for 1 yard since he does not have another back in the game to block for him. If the running back is the intended pass Receiver and “blocking back” comes up as the indicated pass blocker, *use 0 as the blocking rating*. For all other situations where the blocking back’s rating is needed use the running backs rating instead.

NOTE: Ignore the Rule Revision printed on the roster sheet for the “Two Tight Ends, Two Wide Receivers, One Running Back” offense. You may key on a running back at any time (we have done away with the “no-key offense”). Unlike the rule on the roster sheet, a player who is rated only at Blocking Back cannot be used as the second Tight End. Note: We have also added a separate “Blocking Back Offense” – see above.

FULL HOUSE BACKFIELD

Replace the Flanker or Split End with a third running back. Play follows normal procedure with two exceptions: If a pass is thrown to the Split End position, the Free Safety automatically moves into the zone except when he is Double-Teaming another Receiver, increase all individual offensive lineman’s and blocking back’s run block rating by 1 (maximum rating is 6). The left Cornerback is assumed to be covering the third running back in passing situations. If the blocking back’s ability rating is needed on a run, use the higher rated of the two remaining backs. If the blocking back’s ability rating is needed on a pass, use the highest rated blocking back.

A player rated as Blocking Back may be used in the FB position and is covered by the LLB.

OFFENSIVE PLAYS AND RULES

INSIDE THE 20-YARD LINE

The offensive team may not throw a long pass, flat pass or look-in pass inside the opponent’s 10-yard line. They may not throw a long pass inside the opponent’s 20 yard line (see next section for an exception to this rule).

THROWING FOR THE END ZONE BETWEEN THE 10 AND 19-YARD LINE

This option may be used at any time during the game, although it will be used most often late in the game when you need to throw for the end zone. For example say you are trailing by a touchdown and it is 4th and goal from the 17 yard line with time running out. Outside the defensive 20-yard line this is not a problem because you can throw a long pass. Inside the defensive 10-yard line is also not a problem because a short pass will always reach the end zone. However, between the 10 and 19-yard lines you sometimes find you cannot score, even with most short pass completions. When in this situation you can “throw for the end zone”. When doing so you use the long pass column to determine the outcome of the play (this is an exception to the rule that states that a long pass cannot be thrown inside the 20 yard line). Due to the compressed field always refer to the “2 MEN” column on the team defensive card when “throwing for the end zone” (Exception: against a Safety Blitz refer to the “1 MAN” column).

DRAW PLAY

When selecting the draw play you must call a Lineback or Off Tackle run. If the defense guesses “pass” then all linebackers positioned on the line of scrimmage have been fooled on the play – remove them from the playing board before determining the results of the play. However if the defense guesses “run” then the defense has diagnosed the play properly. In this case refer to the keyed column on the running backs card and the maximum LB column on the defensive cards. This would be ‘1 LB’ column for teams that normally play a 4-3 defense, and the “2 LB” column for teams that normally play a 3-4 defense. Third and fourth down rules still apply when using the draw play. The draw play can be used with the Shotgun, but only with Lineback runs. It cannot be used inside the opponents’ 10-yard line since linebackers are always on the line of scrimmage in that area of the field. Normal rules still apply for the □ and □□ symbols when using the draw play. If the wrong player is keyed when using the draw play you still refer to the “keyed” column because the defense has correctly guessed “Run”. Note: The draw play is designed to be effective against a defense that is calling Pass and blitzing the Middle Linebacker or inside linebackers.

SHOTGUN

Can be used with any formation (announce it with formation). Decrease all Pass Rush ratings by 1. When using the Shotgun the only runs allowed are Lineback (by any RB or QB), Lineback draw plays, and QB End Runs.

BLANK RECEIVER LONG COLUMNS

If a Receiver’s Long column is totally blank (no readings in the right or wrong column) then he is not eligible to be the target of a long pass. This rule does not apply to short passes because virtually any player should be able to get 15 or so yards down the field to receive a pass.

ADJUSTING RUN BLOCK RATINGS

In all situations where you must adjust a player’s run block rating, be aware that these ratings increase from 0 to 4, 4 to 5, and 5 to 6.

BLOCKING BACKS

On offense players rated as BB (or Blocking Back) cannot run the ball unless they have a running card. They must then play the Fullback position. The player designated as the Blocking Back in a Blocking Back offense cannot run the ball even if they have a running card. A player rated as Blocking Back can play in the FB position in any offensive formation and can run the ball if they have a running card.

In all two running back formations the blocking back is considered to be the running back not carrying the ball, or who is not the intended pass Receiver. For example, say a player rated as a HB (Halfback) is in the backfield with a player who is rated BB (blocking back). Say the BB runs the ball and the reading is “blocking back +5 or +1” occurs. The blocking back, for the purposes of this play is the HB since he is not carrying the ball. If the Quarterback carries the ball the blocking back is considered to be the higher rated blocker.

PLAYERS RATED AS “RUNNING BACK”

An offense player rated as “Running Back” can play Halfback, Fullback, or Blocking Back. (May play blocking back with a run block rating of zero)

PENALTY SYSTEM

The penalty system is an optional feature employed by this league. The utilization of the penalty system necessitates the use of a fourth die. The fourth die or penalty die (special yellow die) is rolled at the beginning of each play (kick, pass, or run). For each play, the penalty die is not rolled with any additional dice rolls generated from the initial roll. On a given roll, if the penalty die reading is 1, a penalty MAY occur. Complete the play before attempting to establish the results of the penalty. Once the play is completed, roll only the results and control dice. If the control die reading is 1, 2, or 3 refer to the penalty section of the offensive team’s specialist card. If the control die reading is 4, 5, or 6, refer to the penalty section of the defensive team’s specialist card. In each instance the results dice total refers to the series of numbers found in the penalty section of the specialist card. The following readings can be found in the penalty section of the specialist card:

- OFFSETTING PENALTIES – Penalties called on both teams, thereby nullifying the play.
- BLANK READING – No penalty occurs. Play results are not affected.
- OFFSIDES* or OPPONENT OFFSIDES* - The team not penalized may accept the penalty (5yds) thereby nullifying the play. Any penalty reading followed by an asterisk found on the specialist card indicates an option for the team not penalized. It is assumed that either the defensive or offensive player lined up offsidess. This is not illegal procedure or encroachment. They are handled on the penalty chart. *EXCEPTION: An offsidess against the offense is now considered a false start and is not declinable, nor may either team call a timeout to negate the play. No time is run off the clock in this instance.*
- NUMBER ONE to NUMBER SEVEN – Indicates a penalty against the team whose penalty section of the specialist card is being read. For example, on an End Run, a reading of number two occurs to the team playing defense. Refer to the penalty chart to the type of play (run) and the penalized team’s present field situation (defense). The result is a personal foul. If there is no asterisk following the penalty reading, the penalty is automatically added on to the results of the play.
- OPPONENT NUMBER ONE to NUMBER SEVEN – Indicates a penalty against the team whose penalty section of the specialist card is NOT being read. Refer to the penalty chart for the penalized team in the same manner as above.

There are certain situations where the total yardage of a penalty cannot be marked off. These situations pertain to both the offense and defense and result in the penalty becoming half the distance to the goal line.

- A 15-yard penalty occurring within the 30-yard line (29-yard line to goal line).
- A 10-yard penalty occurring within the 20-yard line (19-yard line to goal line).
- A 5-yard penalty occurring within the 10-yard line (10-yard line to goal line).

In these situations half the distance to the goal line (rounding down) is marked off. For example, if a 5-yard penalty occurs on the offensive team on their 5-yard line, move the ball back to the 3-yard line. **This rule does not apply to defensive pass interference which at the spot of the penalty unless the penalty reaches or exceeds the goal line in which case the ball is spotted at the 1-yard line. See the new chart where the spot of the defensive pass interference occurs to determine how many yards are marked off.**

An updated penalty chart is included with the computer game rules. Use this in lieu of the one found on the X-Chart. This new chart takes into account changes in the penalty rules that have occurred since the original penalty chart was published. Other notes:

- Only plays marked by the pound sign (#) negate the play, so the play CANNOT be accepted. All other plays can be accepted or declined by the opposing team.
- Offside on the Special Team Card CAN be declined and the play accepted!
- Assessment of penalty on extra point or 2pt conversion: If the penalty is on the defensive team the offense can retry from the 1-yard line or enforce the penalty on the kickoff. If the penalty is on the offensive team options are to redo the play (use field goal range for the proper yardage for the PAT) or to enforce the penalty on the kickoff.
- On kickoffs and punts roll the yellow penalty die only one time – on the roll for the kick. On the return the yellow penalty die is not rolled.

- For a penalty on a two point conversion use the section relative to offense or defense for the play (Run or Pass), not the extra point section.
- If the offense reveals his play and the play selected is determined to be illegal (flat pass inside opponents 10-yard line for instance) they can call timeout and select another play. If they have no timeouts left or do not wish to use a timeout then it is a delay of game penalty and 5-yards will be marked off.
- Ignore any concluding line of scrimmage penalties that occur on scoring plays or when a turnover occurs.
- **For intentional grounding there are some special rules when the line of scrimmage is inside the 10 yard line. Since the spot of the foul may have occurred in the end zone roll two dice like you would for a sack. If the distance subtracted from the yard marker for the line of scrimmage would put the ball in the end zone then the QB is in the end zone when he threw the pass and it is scored as a safety. If the distance does not reach the goal line the penalty is half the distance to the goal and loss of down.**

INJURY AND FATIGUE RULES

HOW TO DETERMINE INJURIES

If a three dice roll (control and results dice) results in a triple number (for example three 5's), an injury has occurred. After the play has been resolved, refer to the X-Chart and roll two dice and look under the column indicated by the initial triple number roll. This roll will indicate which player is injured. Then consult the new injury chart included in these rules. First use the Injury rating chart to determine a rating for the injured player. For a running back do both calculations and use the higher of the two ratings. Use the rating and roll on the Number of games injured chart and get the injury result. If the result is a reading of balance of game only then roll one die to determine the number of quarters a player is out for. A 1 indicates the balance of the quarter with all other results adding one quarter to the results. Example: A player is injured in the 1st quarter. On a balance of game result the die roll is a three. He would miss the remaining time in the first quarter, the second quarter, and third quarter, but would return in the fourth quarter. Should the game go into overtime(s) treat this as another quarter(s) for injury purposes. For players not included on the chart assume a minimum rating of a 12 or 8 if they are listed as a sub.

Any player listed as a starter on the team card uses the 12 column minimum. For instance, starting FB's normally don't have many rush attempts or pass receptions on their card so they use the 12 column minimum. Starting Offensive linemen, and all defensive starters use the 12 column. Any player listed as a backup that doesn't have an individual card, like backup defensive players use the 8 column. All other skill positions that have an individual card are figured as follows. **Exception: If the calculated column is less than 8 for backups use the 8 column instead. Note: This is a rule change from last year.**

On the last page of the rules just above the number of games injured chart is another chart telling you how to figure what chart to roll on.

Example: Tony Gonzalez caught 73 passes. To figure out how many games he is injured for consult the Injury Rating Chart. Look for TE and a 16 game season because that's how many games he actually played in, not how many our season consists of. For TE's it says divide his catches by 3. Do so rounding up you get 25. The highest chart you can roll on is 15 so you roll on that chart. After rolling two dice consult the 15 column and the most Tony Gonzalez can be injured for is the Balance of game.

Now let's look at backup QB, Damon Huard. He attempted 244 passes during the season. So again consulting the Injury Rating Chart you see that for QB's you divide his attempts by 30 for a 16 game schedule. So you divide 244 by 30 rounding up and get 9. So roll on the 9 column of the Number of Games Injured chart to find the length of injury.

[Sidebar] Strat-o-matic does not list QB's on the team card so according to the rules they do not qualify for the minimum 12 column for injuries. Normally most QB's would roll on at least the 12 column unless they were injured for an extended time during the season so it really won't come up unless a team had multiple QB's during the season.

Okay, now for Running Backs: An injury occurs and Larry Johnson is the injured player. Running backs can have two different ratings as they have both pass receptions and rushing attempts. In order to not penalize a running back that was primarily a Receiver you figure both sides of his card and roll on the higher column. To figure what chart to roll on first divide the number of rush attempts (416) by 20 getting 21 and then the number of receptions (41) by 3 getting 14. Use the higher column to determine the length of the injury. The higher number is 21 so you'd roll on the 15 column as that's the highest you can roll on. Remember if the running back is listed as a starter on the team card the lowest column he can roll on is the 12 column regardless of the actual pass receptions or rush attempts he made. This insures that FB's are not unduly penalized.

All defensive players listed as starters on the Team card and all offensive linemen listed as starters on the Team card roll on the 12 column if injured. All offensive linemen and all defensive players listed as backups on the Team card roll on the 8 column if injured.

INJURIES TO SPECIALISTS

An injured player with specialist duties will have the following modifications. The specialist card is not removed from play. Instead treat any number on a punt return specialist card as reading fair catch with the following exceptions. His fumble number and opponent numbers are accepted. On a kick return card accept the fumble number and opponent return numbers. Roll three dice to determine the yardage on any other number found on his card. Credit the kickoff or punt return yardage to any running back or Receiver.

PLAYER FATIGUE

Fatigue – the top players in the relevant position will not suffer fatigue. Backup players will suffer fatigue if used while the starter in that position is healthy. To find out how many attempts the player can make before they are fatigued take the number of attempts and divide by 10, rounding fractions up. Any attempt after the maximum will cause the reading on the player's card to be on the right column even when guessed wrong. Example: A player has 34 rushing attempts. Divide 34 by 10 and you have 3.4 and round up to 4. This will allow you to run this backup player 4 times without fatigue. On the 5th attempt you will start using the GUESSED RIGHT column on his card if required. If at any time the starter gets injured ignore the fatigue on the second string player.

The Split End with the most receptions will be considered the first string Receiver and will not suffer fatigue. The second string Split End will suffer fatigue if used while the first string player is healthy. The same holds true for Tight Ends and Flankers with their backups.

Because some teams use running backs as specialists at either running or pass catching it is possible to have one Halfback being considered as first string for running and another for receiving. Figure out who the first strings are per position for each aspect of the game. Please point out to your opponent which running backs are first string at what. Exception the running back with the most carries will not get fatigued running or receiving the ball.

If used in a formation that calls for an extra player of that position no fatigue will take place. Example 2 Tight End set. Fatigue will occur at the division of 10.

All fatigued players will use only their guessed right column on their cards regardless of circumstances.

QUARTERBACK END RUN LIMITS

Quarterbacks are allowed an unlimited number of runs. However, each QB is limited to a certain number of End Runs per game without becoming fatigued. For Quarterbacks divide the number of attempts by 32. For instance a QB who had 57 running attempts in a 16 game season would be allowed 2 End Runs per game ($57/32=1.8$ which is rounded up to 2). After the second run that player may not attempt any more End Runs in that game. Quarterbacks can Must Run or Lineback an unlimited number of times during a game.

PLAYER SUBSTITUTIONS

PLAYER POSITIONING

Players must play the positions listed on their card on the offensive/defensive rating card.

QUARTERBACK SUBSTITUTIONS

If a Quarterback is replaced in the game for any reason other than injury the replacement must remain in the game until the end of that possession. In other words you cannot replace a Quarterback for one play. The new Quarterback will have to remain in the game until they score, punt or turn the ball over, unless the Quarterback is injured. If injured he may re-enter the game when the injury allows, even if the same drive is still going on.

SWITCHING DEFENSIVE BACKS

The defense can flip Cornerbacks to allow the better defender to cover the better Receiver. You are not able to switch the Strong Safety. The Free Safety cannot switch unless he is assigned to cover an extra Receiver. *Against a two wide Receiver, one Tight End offense the Strong Safety must cover the Tight End. When the offense switches to a two Tight End offense the Strong Safety can cover either of the Tight Ends. The other Tight End will be covered by a linebacker or Cornerback depending on who the second Tight End was substituted in for. The defensive coach must announce any coverage shift prior to the offensive coach calling a play.*

TIGHT END SWITCHING SIDES

The Tight End may switch from the right side of the offensive line to the left side of the offensive line. The offensive coach must inform the defensive coach of the change BEFORE the defense makes his call. The strong safety still covers the Tight End.

ABBREVIATIONS

BB – Blocking Back
C – Center
D,DEF – Defense, Defensive
ER – End Run
F – Fumble
G – Guard
Int – Interception
LB – Lineback
LCB – Left Cornerback
LE – Left End
LG – Left Guard (when position) or Long Gain (when play result)
LILB – Left Inside Linebacker
LLB – Left Linebacker
LOLB – Left Outside Linebacker
LT – Left Tackle
MLB – Middle Linebacker
NT – Nose Tackle
O – Offensive
OT – Off Tackle
RCB – Right Cornerback
RE – Right End
Rec 2-tmd – Receiver Double-Teamed
RG – Right Guard
RILB – Right Inside Linebacker
RLB – Right Linebacker
ROLB – Right Outside Linebacker
RT – Right Tackle
SG – Short Gain
SS- Strong Safety
T – Tackle
TE – Tight End

IMPORTANT REMINDERS AND CLARIFICATIONS

- Inside the defensive 20-yard line
 - ❖ The offense may not throw a long pass (see “Throwing for the End Zone between the 10 and 19 yard line” for an exception to this rule).
 - ❖ The defense may not use formations with 6 defensive backs (dime packages)
 - ❖ No defenders are placed in the Long Pass Zone. Up to 5 defensive backs can be used and placed in the short pass zone, you can use the 5th player for other duties, if not assigned coverage (such as Double-Teaming, Safety Blitzing, keying a running back or to help cover a flat zone).
- Inside the defensive 10-yard line
 - ⊕ The offense may not throw a long pass, flat pass, or look-in pass
 - ⊕ The offense may not use the Draw Play
 - ⊕ The defense may not use formations with 6 defensive backs (dime packages) or the short yardage formation.
 - ⊕ No defenders are placed in the Long Pass Zone. Up to 5 defensive backs can be used and placed in the short pass zone. You can use the 5th player for other duties if not assigned coverage (such as Double-Teaming, Safety Blitzing, or keying a running back).
 - ⊕ No defenders are placed in the Flat Pass Zone or Look-in Zone. Linebackers must be placed on the line of scrimmage, however they can still be used to Double-Team.
 - ⊕ Do not make an adjustment for blitzing linebackers on the Super Advanced Rush chart.
 - ⊕ Ignore the □ and □□ symbols.
 - ⊕ The Dump-Off rule is not in effect.
- All look-in pass results of 0 or minus yardage are considered incomplete.
- If the appropriate number is rolled on the black pass rush die in a pass rush situation (short, long or flat pass where the defense has called pass) first resolve the sack attempt. If no sack then follow the Dump-Off rule.
- Yardage figures for runs or passes that touch or exceed the goal line are considered touchdowns.
- All passes that exceed the back of end zone should be considered a touchdown. For example a 13 yard short pass (as read from the cards) from the 1 yard line is considered a 1 yard touchdown. (This is because the listed yardage also includes yards advanced after the ball is caught).
- According to NFL rules, a touchdown occurs when a player crosses the goal line. If a fumble occurs at or past the goal line then the result is a touchdown if the fumble is on the offensive cards. If the fumble occurred on the defensive cards treat it as a fumble. For instance, if a team is on the 3-yard line and an “F +3” occurs on the running back card that is considered a touchdown. If a reading of ” F +3” occurs on the defensive cards then treat it as a fumble.
- () – Disregard all reading found in parenthesis on running back cards.
- The □ symbol requires one man in the Flat Pass Zone behind the running zone attacked. If not then add 10 yards to the play. The □□ requires two men. If not add 10 yards. NOTE: IGNORE THESE SYMBOLS INSIDE THE DEFENSIVE 10-YARD LINE.
- The “sniper scope” reading is used with the Safety Blitz rules.
- Returns from the end zone (kickoff, interceptions) that fall short of the 1-yard line are considered to be touchbacks.
- When adding to and subtracting from the Run Block Rating remember the ratings have the following sequence: 0, 4, 5, and 6. If the rating was 4 and you needed to subtract one then the rating to use is 0.
- A safety occurs on all plays where a loss of yardage brings the ball back to the offensive goal line or beyond. For example if a –2 result occurs from the 2 yard line that is considered a safety.
- Interception returns and loose ball returns are always optional. Instead of attempting a return the team has possession can elect to fall on the ball (the play is dead at that point).
- If an interception indicates yardage beyond the back of the end zone then the ball is intercepted at the back of the end zone and the player who intercepts it cannot attempt a return (it is a touchback).
- For interceptions that occur anywhere between the goal line and the back of the end zone an interception return can be attempted. If the return yardage does not bring the ball beyond the goal line then a touchback occurs.

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CHARTS

OFFENSIVE FORMATION CHART

Coverage	Pro Set	Tight End	Full House	3 WR 1 RB	3 WR 2 RB	3 RB 2 TE	2 TE, 2 WR 1RB	4 WR	Blocking Back
LLB/LOLB	FB	FB	FB	3 rd WR*	FB	FB	FB	4 th WR*	FB+
RLB/ROLB	HB	HB	HB	3 rd WR*	HB	HB	2nd TE	4 th WR*	HB+
LCB	FL	FL	3rd RB	FL	FL	3rd RB	FL	FL	FL
RCB	SE	2 nd TE	SE	SE	SE	2 nd TE	SE	SE	SE
SS	TE	TE	TE	TE	3rd WR	TE	TE	3rd WR	TE
ADJUSTMENTS									
FS FL Zone		X							
FS SE Zone			X						
FS Any Zone						X			
Pass Rush +1								X	
Pass Rush -1		X				X	X		
Run Block +1			X			X			
Run Block -1				X	X			X	
BB High Run			X		X	X			
BB High Pass			X			X			
BB Lower				X			X	X	
BB Back 1				X			X		
BB Back 2								X	
Short Yard						X			
Off Outside End		X				X	X		X

* = Coach replaces either FB or HB with the WR, he is covered by the FS or extra DB

+ = Coach designates the Blocking Back, He must be a +4 run blocker. He cannot run the ball.

ADJUSTMENTS	DESCRIPTION
FS FL Zone	If the FS is in the long or short pass zone he automatically moves into the zone attacked on passes to the Flanker
FS SE Zone	If the FS is in the long or short pass zone he automatically moves into the zone attacked on passes to the Split End
FS Any Zone	If the FS is in the long or short pass zone he automatically moves into the zone attacked on any pass thrown
BB High Run	Use the highest BB Run Block rating (excluding the ball carrier)
BB High Pass	Use the highest BB Pass Block Rating (excluding the Receiver)
BB Lower	If the blocking back's rating is needed in a running situation accept the lower yardage figure unless it is the QB who is running the ball.
BB Back 1	If the Blocking back is the Receiver and BB comes up as pass blocker an automatic sack occurs if there is an asterisk rated player on the defensive line of scrimmage.
BB Back 2	If BB comes up as pass blocker an automatic sack occurs
Short Yard	If defense is short yard & short pass is thrown assume Short Pass Zone to be defended by 4 men
Off Outside End	2nd Tight End's or blocking back's block rating utilized for all readings of offense outside end (left side)

DEFENSIVE FORMATION CHART

Defender	3-4	Nickle	Dime	Prvnt	Sht Yd		4-3	Nickle	Dime	Prvnt	Sht Yd		5-6
		3-3-5	3-2-6	3-4	3-4			4-2-5	4-1-6	4-3	4-3		n/a
LLB/LOLB	FB,4	FB,4	FB,4	FB,11	1,13		FB,4	FB,4	n/a	n/a	n/a		n/a
LILB	1,6	n/a	n/a	1,6,16	1,13		n/a	n/a	n/a	n/a	n/a		n/a
MLB	n/a	1,3	n/a	n/a	n/a		1,3	n/a	FB,3	1,3,16	1,13		n/a
RILB	1,7	n/a	n/a	1,7,16	1,13		n/a	n/a	n/a	n/a	n/a		n/a
RLB/ROLB	HB,5	HB,5	HB,5	HB,12	1,13		HB,5	HB,5	n/a	HB,12	1,13		n/a
LCB	FL,14	FL,14	FL,14	FL,14	FL,14		FL,14	FL,14	FL,14	FL,14	FL,14		FL,14
RCB	SE,14	SE,14	SE,14	SE,14	SE,14		SE,14	SE,14	SE,14	SE,14	SE,14		SE,14
SS	TE,14	TE,14	TE,14	TE,14	TE,14		TE,14	TE,14	TE,14	TE,14	TE,14		TE,14
FS	1,2	1,2	1,2	1,2	1,14		1,2	1,2	1,2	1,2	1,14		1,2
Extra DB1	n/a	1,10	1,10	n/a	n/a		n/a	1,10	HB,8	n/a	n/a		HB, 8
Extra DB2	n/a	N	1,15	n/a	n/a		n/a	n/a	1,15	n/a	n/a		FB,9
Other notes			24	21	22,23				24	21	22,23		24,25
NUMBER	NOTES												
1	Has no coverage responsibilities												
2	Starts in long, can move to any other zone, may be used to Double-Team or Safety Blitz												
3	Starts in look-in, can move to blitz areas directly left, right, and between both tackles and to either flat zone												
4	Starts in left side Flat Pass Zone, can move to blitz areas found directly left of Left Tackle and Left End or lookin zone												
5	Starts in right Flat Pass Zone, can move to blitz areas found directly right of Right Tackle and Right End or lookin zone												
6	Starts in left part of Look-in Zone next to lolb, can be move to Left Tackle spot, the Left Tackle Blitz area or the left side flat pass area												
7	Starts in right part of Look-in Zone next to rolb, can be moved to Right Tackle spot, the right-tackle blitz area, or the right side flat-pass area												
8	Starts in short zone, can be moved to long zone												
9	Starts in long zone, can be moved to short zone												
10	Starts in short zone, can move to any pass zone, may be used to Double-Team a Receiver												
11	May be used to Double-Team (if so then FB is uncovered)												
12	May be used to Double-Team (if so then HB is uncovered)												
13	Must be moved to a blitz area												
14	Put in short zone, cannot be moved												
15	Starts in long zone, can move to any pass zone, may be used to Double-Team a Receiver												
16	May be used to Double-Team a Tight End (in 3-4 the Tight End must be on the same side of the Field)												
21	Must call "pass" defense												
22	Must call "run" defense. Cannot be used inside defensive 10 yard line. Cannot key a running Back with this defense. Since the linebackers are up on the line the HB & FB are considered open for passes, flat passes always have 1 man, short passes have 3 men and Long passes have 0 defenders												
23	Reduce all DB ratings by one, including the "linebacker in zone" readings since the Cornerbacks and Strong Safety are responsible for covering the Flat Pass Zone and Look-in Zone												
24	Must call "pass" defense, Cannot be used inside the defensive 20-yard line												
25	Increase all pass rush ratings by one												

OFFENSIVE FUMBLE RECOVERY CHART

ROLL	SACK FUMBLE	LINEBUCK & MUST RUN FUMBLE	OTHER RUN FUMBLE	RECEIVER FUMBLE
2	Tight End	Tight End	Center	Center
3	Halfback	Flanker	Tight End	Left Guard
4	Left Tackle	Left Tackle	Other side Guard	Left Tackle
5	Left Guard	Left Guard	Quarterback	Halfback
6	Quarterback	Fullback/Blocking Back	Same Side Guard	Split End
7	Center	Quarterback	Halfback	Tight End
8	Right Guard	Center	Same Side Tackle	Flanker
9	Right Tackle	Halfback	Fullback/Blocking Back	Fullback/Blocking Back
10	Fullback/Blocking Back	Right Guard	Other side Tackle	Right Tackle
11	Split End	Right Tackle	Split End	Right Guard
12	Flanker	Split End	Flanker	Quarterback

DEFENSIVE FUMBLE RECOVERY TABLE

ROLL	SACK FUMBLE	LINEBUCK & MUST RUN FUMBLE	OTHER RUN FUMBLE	RECEIVER FUMBLE
2	LT/NT	LLB/LOLB	Highest rated LB	LLB/LOLB
3	LT/NT	LLB/LOLB	LT/NT	MLB/ROLB
4	MLB/ROLB	MLB/ROLB	LE	LCB
5	LE	LE	LLB/LOLB	Defender
6	LLB/LOLB	LT/NT	MLB/ROLB	FS
7	Defender who sacked QB	Keying FS, MLB or highest rated inside LB	Highest rated outside LB	Defender who is Double-Teaming OR Primary defender
8	RLB/ROLB	RT/NT	MLB/RILB	SS
9	RE	RE	RLB/ROLB	Defender
10	MLB/RILB	MLB/RILB	RE	RCB
11	RT/NT	RLB/ROLB	RT/NT	MLB/RILB
12	RT/NT	RLB/ROLB	Highest rated LB	RLB/ROLB

QB/RECEIVER FUMBLE RATINGS ADJUSTMENT CHART

Team Rec/QB Fumble Rating	QB Rating	Receiver Rating
0	1	0
1	1-2	1
1-2	1-4	1
1-3	1-5	1-2
1-4	1-6	1-3
1-5	1-6	1-4
1-6	1-6	1-5

SACK REASSIGNMENT TABLE (OPTIONAL)

ADJUSTED PASS RUSH RATING	Original player gets sack	Reassign to another player
8	2-10	11-12
9	2-9	10-12
10	2-8,12	9-11
11	2-7,11,12	8-10
12 or higher	2-7	8-12

BLOCKED KICK CHART

ROLL	RESULT
2	Offense recovers 2 yards behind line of scrimmage
3	Offense recovers 5 yards behind line of scrimmage
4	Offense recovers 12 yards behind line of scrimmage
5	Defense recovers 7 yards behind line of scrimmage
6	Defense recovers 11 yards behind line of scrimmage
7	Defense recovers 9 yards behind line of scrimmage
8	Defense recovers 11 yards behind line of scrimmage
9	Defense recovers 6 yards behind line of scrimmage
10	Defense recovers 8 yards behind line of scrimmage
11	Defense recovers 13 yards behind line of scrimmage
12	Defense recovers 15 yards behind line of scrimmage

Note: the team that recovers can attempt to advance the loose ball

ADVANCING LOOSE BALL

ROLL	QB SACK OR RECEIVER FUMBLE	ALL OTHER CIRCUMSTANCES
2	Long Gain	Short Gain
3	+34	0
4	Short Gain	+7
5	+1	+1
6	-1	-1
7	+3	+3
8	-2	-2
9	0	0
10	+3 Fumble (Roll for Recovery)	+3 Fumble (Roll for Recovery)
11	+23	+8
12	Touchdown	Long Gain

Note: Use the first column only on the initial recovery by the defense.

BLITZING LINEBACKER ADJUSTMENT CHART

Number of Linebackers blitzing in addition to indicated player	3-4 Defense increase Pass Rush rating of indicated player	4-3 Defense increase Pass Rush rating of indicated player
1	+0	+2
2	+2	+4
3	+4	+6
4	+6	N/A

5-6 PASS RUSH CHART

DIE	DEF	OFF
1	DLE	ORT
2	DLT	ORG
3	NT	OC
4	DRT	OLG
5	DRE	OLT
6	*	BB

ON-SIDE KICKOFF

ROLL	RESULT
2	The ball travels 12 yards and is recovered by the defense
3	The ball travels 15 yards and is recovered by the defense
4	The ball travels 19 yards and is recovered by the offense
5	The ball travels 9 yards and is recovered by the offense
6	The ball travels 18 yards and is recovered by the offense
7	The ball travels 11 yards and is recovered by the offense
8	The ball travels 14 yards and is recovered by the offense
9	The ball travels 13 yards and is recovered by the offense
10	The ball travels 16 yards and is recovered by the offense
11	The ball travels 17 yards and is recovered by the defense
12	The ball travels 10 yards and is recovered by the defense

DEFENSIVE PASS INTERFERENCE YARDAGE

ROLL	SHORT PASS (Short Gain Table)	LONG PASS
2	20 yards	31 yards
3	19 yards	30 yards
4	18 yards	29 yards
5	17 yards	28 yards
6	16 yards	27 yards
7	15 yards	26 yards
8	14 yards	25 yards
9	13 yards	24 yards
10	12 yards	23 yards
11	11 yards	22 yards
12	10 yards	21 yards

Note: Defensive pass interference is a spot foul. Mark off the results in the chart above from the original line of scrimmage even if it would exceed half the distance to the goal where appropriate. If the result of the yards marked off results in the spot of the penalty being in the end zone the ball is placed at the 1 yard line instead.

INTERCEPTION DETERMINATION CHART (OPTIONAL)

ROLL	FLAT/LOOK-IN	SHORT	LONG
2	Highest rated LB in zone; if no LB in zone then defender	Defender	FS if in zone; if FS is not in zone then defender
3	Defender	FS if in zone; if FS is not in zone then defender	Defender
4	Highest rated LB in zone; if no LB in zone then defender	Defender	FS if in zone; if FS is not in zone then defender
5	Defender	FS if in zone; if FS is not in zone then defender	Defender
6	Highest rated LB in zone; if no LB in zone then defender	Defender	FS if in zone; if FS is not in zone then defender
7	DL nearest zone (if look-in pass vs. 4 man line randomly choose between LT & RT)	Highest rated DB in zone (if tied randomly choose between them)	Highest rated DB in zone; (if tied randomly choose between them)
8	Highest rated LB in zone; if no LB in zone then defender	Defender	FS if in zone; if FS is not in zone then defender
9	Defender	FS if in zone; if FS is not in zone then defender	Defender
10	Highest rated LB in zone; if no LB in zone then defender	Defender	FS if in zone; if FS is not in zone then defender
11	Defender	FS if in zone; if FS is not in zone then defender	Defender
12	Highest rated LB in zone; if no LB in zone then defender	Defender	FS if in zone; if FS is not in zone then defender

INTERCEPTION RETURN CHART

ROLL	RESULT
2	Touchdown
3	If flat pass – touchdown, otherwise +15
4	+25
5	+20
6	+12
7	0
8	+4
9	If flat pass – touchdown, otherwise +10
10	+13
11	+22 fumble
12	Touchdown

INJURY RATING CHART

PLAYER	12 game season	14 game season	16 game season
HB, FB, RB	HIGHER OF RUSH ATTEMPTS/ 15 OR RECEPTIONS/2	HIGHER OF RUSH ATTEMPTS/17 OR RECEPTIONS/2.5	HIGHER OF RUSH ATTEMPTS/20 OR RECEPTIONS/3
QB	PASS ATTEMPTS/20	PASS ATTEMPTS/2	PASS ATTEMPTS/30
TE/BB SE/FL	RECEPTIONS/2 RECEPTIONS/3	RECEPTIONS/2.5 RECEPTIONS/4	RECEPTIONS/3 RECEPTIONS/5

NUMBER OF GAMES INJURED

ROLL	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
2	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	1/2	1/2	1/2
3	NO	NO	NO	NO	NO	NO	NO	NO	NO	1/2	1/2	1/2	1/2	Bal	Bal	Bal
4	NO	NO	1/2	1/2	1/2	1/2	1/2	1/2	1/2	Bal	Bal	Bal	Bal	1	1	1
5	NO	1/2	1/2	1/2	1/2	1/2	Bal	Bal	Bal	1	1	1	1	2	2	2
6	NO	1/2	Bal	Bal	Bal	Bal	Bal	Bal	Bal	1	2	2	2	3	3	4
7	1/2	Bal	Bal	Bal	Bal	Bal	1	1	2	3	3	3	4	5	6	6
8	1/2	Bal	Bal	Bal	1	1	2	2	3	4	5	5	6	6	7	7
9	Bal	Bal	1	1	2	2	3	3	4	4	5	6	6	7	8	9
10	Bal	1	1	2	3	3	4	4	5	5	6	7	8	9	10	11
11	Bal	1	2	2	3	4	5	5	6	6	7	8	9	10	11	12
12	Bal	1	2	3	4	5	6	6	7	8	9	10	11	12	13	14

No = no injury, 1/2 = remainder of half, Bal = balance of this game only, A number equals the number of games in addition to this game. Note: The minimum column will be 8 regardless of player position.

REPLAY CHALLENGE CHART

PLAY	DEFINITION	EXAMPLE	CHALLENGE
Fumble	Split Number on card. *	F+1 2-7, +1 8-12	YES
Fumble	Team Fumble ratings QB & Rec *	1-2 Fumble 3-6 No Fumble	YES
Fumble	No Split Number on card.	F+1 or Team fumble rating	NO
Fumble	Possession of Fumble Recovery	2-6, 11, 12 OFF, 7-10 DEF	NO (NFL rule)
Interception	Split Number on card. #	Int +11 2-5, 11 & 12, +11 6-10	YES
Interception	No Split Number on card.	Int +11	NO
Reception	Split Number on card	+13 2-3, X 4-12	YES
Reception	Defender rating needed.	Defender X or short gain	NO
FG or XP	Field Goal or Extra Point attempt	Good 2-7, No Good 8-12	NO (NFL rule)
Out of Bounds	Punt or out of bounds attempt.	Out of Bounds 1-3, in bounds 4-6	NO
Sack	QB sacked on pass rush chart	Sack 2-7, 11	NO
Onside Kick	Onside Kick recovery	Refer to onside kick chart	NO

* - You may challenge Fumbles only if the result is a fumble. You may not challenge if the result was not a fumble. (NFL rule)

- You may challenge regardless of whether the result was originally intercepted or ruled incomplete.

VARIABLE LONG GAIN CHART

ROLL	LOC	1	2	3	4	5	6
2	Road	81	77	74	83	86	89
	Neutral	91	87	84	TD	TD	TD
	Home	99	96	94	TD	TD	TD
3	Road	66	71	68	70	67	69
	Neutral	76	81	78	80	77	79
	Home	86	91	88	90	87	89
4	Road	57	56	58	55	59	54
	Neutral	67	66	68	65	69	64
	Home	77	76	78	75	79	74
5	Road	38	39	36	37	40	41
	Neutral	48	49	46	47	50	51
	Home	58	59	56	57	60	61
6	Road	35	31	32	30	33	34
	Neutral	39	35	36	34	37	38
	Home	43	39	40	38	41	42
7	Road	31	32	30	33	30	31
	Neutral	35	33	31	34	30	32
	Home	39	34	32	35	30	33
8	Road	32	35	31	33	34	30
	Neutral	42	45	41	43	44	40
	Home	52	55	51	53	54	50
9	Road	45	42	46	43	47	44
	Neutral	55	52	56	53	57	54
	Home	65	62	66	63	67	64
10	Road	53	49	50	52	48	51
	Neutral	63	59	60	62	58	61
	Home	73	69	70	72	68	71
11	Road	63	61	65	64	60	62
	Neutral	73	71	75	74	70	72
	Home	83	81	85	84	80	82
12	Road	TD	TD	TD	TD	TD	TD
	Neutral	TD	TD	TD	TD	TD	TD
	Home	TD	TD	TD	TD	TD	TD

2 MINUTE CLOCK

2:00	1:52	1:45	1:37	1:30	1:22	1:15	1:07	1:00
:52	:45	:37	:30	:22	:15	:08	:01	:00

PENALTY CHART

Number	Situation	Type of Penalty	Description With Yards
RUN – OFFENSE			
1	LB Run	Holding	10 yards from original line of scrimmage
	OT, End Run	Clipping	15 yards from original line of scrimmage
2,3,4,5		Holding	10 yards from original line of scrimmage
6,7		False Start	5 yards from original line of scrimmage (#)
RUN –DEFENSE			
1,2,3,4		Personal foul Roughing	15 yards from concluding line of scrimmage
5		Neutral Zone Infraction	5 yards from original line of scrimmage
6,7		Illegal use of hands	5 yards from original line of scrimmage (if loss) or concluding line of scrimmage (if gain) and first down.
All PASS and ATTEMPTED (e.g. Must Run, Sack) PASS SITUATIONS – OFFENSE			
1	Completed Pass	Off. Pass interference	10 yards from original line of scrimmage
	Incomplete Pass	Intentional Grounding *	10 yards from original line of scrimmage <i>plus loss of down</i>
	Must Run, Sack	Holding	10 yards from original line of scrimmage
2,3,4,5,6		Holding	10 yards from original line of scrimmage
7	Incomplete Pass	Intentional Grounding *	10 yards from original line of scrimmage <i>plus loss of down</i>
7	Completed Pass, Must Run, or sack	Illegal Procedure	5 yards from original line of scrimmage (#)
ALL PASS and ATTEMPTED (e.g. Must Run, Sack) PASS SITUATIONS – DEFENSE			
1,2,3,4,5	Incomplete short or long pass.	Defensive pass interference *	Short pass – X yards from original line of scrimmage <i>plus first down. See Defensive pass interference chart for yards</i> Long pass – X yards from original line of scrimmage <i>plus first down. See Defensive pass interference chart for yards</i>
	Completed pass or incomplete flat pass	Personal Foul – Roughing	15 yards from original line of scrimmage (if loss) or <i>concluding line of scrimmage (if gain) plus first down.</i>
	Intercepted pass	Defensive pass interference *	X yards from original line of scrimmage <i>plus first down.</i> X = point where pass was intercepted.
	Must Run or Sack	Personal Foul – Roughing	15 yards from original line of scrimmage (if sack or loss) or <i>concluding line of scrimmage (if gain) plus first down.</i>
6		Illegal Contact	5 yards from original line of scrimmage <i>plus first down</i>
7		Holding	5 yards from original line of scrimmage <i>plus first down</i>
KICKOFF, PUNTS, FIELD GOALS, and EXTRA POINT ATTEMPTS – OFFENSE (kicking team)			
1	Kickoff, Punt	Flagrant Face Mask	15 yards from concluding line of scrimmage
	FG & XP Att	Holding	10 yards from original line of scrimmage
2	Kickoff, Punt	Illegal use of hands	5 yards from concluding line of scrimmage
	FG & XP Att	Holding	10 yards from original line of scrimmage
3,4,5,6,7		Offsides	5 yards from original line of scrimmage <i>play can be accepted.</i> Note: This can be enforced on K/O if during XP attempt
KICKOFFS ,PUNTS, FIELD GOALS and EXTRA POINT ATTEMPTS – DEFENSE (receiving team)			
1	Kickoff return	Illegal block	10 yards from concluding line of scrimmage NOTE: use 50 yd line if return is greater (1 st /10@40)
	Punt Return	Illegal Block	10 yards from where returner caught punt
	FG & XP	Offsides	5 yards from original line <i>play can be accepted</i>
2	Kickoff Return	Illegal Block	10 yards from <i>concluding</i> line of scrimmage NOTE: use 35 yd. Line if return greater (1 ^{s/10} @ 25)
	Punt Return, FG or XP Attempt	Roughing the kicker	15yards from original line of scrimmage <i>plus first down</i> Note: this can be enforced on K/O if during XP attempt.
3,4,5,6,7	Kickoff Return	Illegal Block	10 yards from concluding line of scrimmage Note: use 25 yd. Line if return is greater (1 st /10 @ 15)
	Punt Return, FG or XP attempt	Running into kicker	5 yards from original line of scrimmage Note: This can be enforced on K/O if during XP attempt

* - See Penalty section for special rules.

INDIVIDUAL TEAM INTERCEPTION RETURNS

	Bears	Bengals	Bills	Broncos	Browns	Buccaneers	Cardinals	Chargers
2	44	75	37	15	29	TD	0	64
3	15	15	15	15	15	15	15	15
4	TD	2	43	2	0	0	0	5
5	0	TD	0	18	5	0	49	7
6	1	-2	33	0	0	0	17	26
7	0	15	12	TD	28	28	16	0
8	10	7	0	0	24	12	0	21
9	10	10	10	10	10	10	10	10
10	0	0	TD	55	4	TD	0	45
11	F+8	F+15	F+21	F+16	F+3	F+8	F+16	F+2
12	36	TD	4	0	0	43	1	TD
	Chiefs	Colts	Cowboys	Dolphins	Eagles	Falcons	Giants	Jaguars
2	1	25	43	55	TD	TD	0	30
3	15	15	15	15	15	15	15	15
4	TD	6	5	7	4	50	0	25
5	4	TD	16	34	20	0	19	-4
6	5	27	3	14	13	4	-1	28
7	25	0	37	0	0	14	25	11
8	17	0	15	20	31	23	0	0
9	10	10	10	10	10	10	10	10
10	0	32	0	39	6	27	0	-3
11	F+3	F+13	F+11	F+5	F+14	F+2	F+9	F+8
12	59	15	TD	TD	35	TD	31	22
	Jets	Lions	Packers	Panthers	Patriots	Raiders	Rams	Ravens
2	10	22	60	5	TD	73	TD	73
3	15	15	15	15	15	15	15	15
4	TD	17	11	0	38	0	27	0
5	2	9	38	9	0	1	0	4
6	42	30	0	20	21	15	4	8
7	20	TD	0	24	12	24	15	0
8	0	0	8	21	5	0	11	32
9	10	10	10	10	10	10	10	10
10	11	34	TD	15	0	62	51	16
11	F+35	F+4	F+8	F+1	F+17	F+3	F+3	F+9
12	99	99	76	53	TD	2	TD	TD
	Redskins	Saints	Seahawks	Steelers	Texans	Titans	Vikings	49ers
2	TD	0	94	1	TD	97	3	48
3	15	15	15	15	15	15	15	15
4	30	TD	9	29	29	4	0	31
5	9	0	TD	9	0	0	52	11
6	0	25	5	0	0	22	17	0
7	0	0	20	0	5	30	31	23
8	0	-7	33	12	11	9	32	0
9	10	10	10	10	10	10	10	10
10	20	6	0	33	38	TD	0	4
11	F+26	F+2	F+15	F+10	F+10	F+7	F+14	F+21
12	TD	42	77	5	42	8	0	TD

ADVANCED PASS RUSH CHART

Advanced Pass Rush Chart													modified 1/10/2012		
	17-15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	L	2-7,12	2-6,9	2-6,12	2-5,11,12	2-5	2-4,12	2-3	2,12	0	0	0	0	0	0
7	S	2-6,8	2-6,11	2-5,9	2-5,12	2-4,11,12	2-4	2,12	2	0	0	0	0	0	0
	F	2-5	2-4,11,12	2-4,11	2-4	2-3,11	2-3	2	0	0	0	0	0	0	0
	L	Sack	2-11	2-9,11	2-8,11,12	2-8	2-7,12	2-6,9	2-6,12	2-5,11,12	2-5	2-4,12	2-3	2,12	0
5	S	2-10	2-9,11	2-8,11,12	2-8	2-7,11	2-6,12	2-6,11	2-6	2-5,11	2-4,11,12	2-4	2,12	2	0
	F	2-5,9	2-5,11,12	2-5,11	2-5,12	2-5	2-4,11	2-4,12	2-4	2-3,11	2-3,12	2-3	2	0	0
	L	Sack	Sack	2-11	2-9,11	2-8,11,12	2-8	2-7,12	2-6,9	2-6,12	2-5,11,12	2-5	2-4,12	2-3	2,12
4	S	2-10	2-10	2-9,11	2-8,11,12	2-8	2-7,11	2-6,12	2-6,11	2-6	2-5,11	2-4,11,12	2-4	2,12	2
	F	2-5,9	2-5,9	2-5,11,12	2-5,11	2-5,12	2-5	2-4,11	2-4,12	2-4	2-3,11	2-3,12	2-3	2	0
	L	Sack	Sack	Sack	2-11	2-9,11	2-8,11,12	2-8	2-7,12	2-6,9	2-6,12	2-5,11,12	2-5	2-4,12	2-3
3	S	2-10	2-10	2-10	2-9,11	2-8,11,12	2-8	2-7,11	2-6,12	2-6,11	2-6	2-5,11	2-4,11,12	2-4	2,12
	F	2-5,9	2-5,9	2-5,9	2-5,11,12	2-5,11	2-5,12	2-5	2-4,11	2-4,12	2-4	2-3,11	2-3,12	2-3	2
	L	Sack	Sack	Sack	Sack	2-11	2-9,11	2-8,11,12	2-8	2-7,12	2-6,9	2-6,12	2-5,11,12	2-5	2-4,12
2	S	2-10	2-10	2-10	2-10	2-9,11	2-8,11,12	2-8	2-7,11	2-6,12	2-6,11	2-6	2-5,11	2-4,11,12	2-4
	F	2-5,9	2-5,9	2-5,9	2-5,9	2-5,11,12	2-5,11	2-5,12	2-5	2-4,11	2-4,12	2-4	2-3,11	2-3,12	2-3
	L	Sack	Sack	Sack	Sack	Sack	Sack	Sack	Sack	2-11	2-9,11	2-8,11,12	2-8	2-7,12	2-6,9
0	S	2-10	2-10	2-10	2-10	2-10	2-10	2-10	2-10	2-10	2-9,11	2-8,11,12	2-8	2-7,11	2-6,12
	F	2-5,9	2-5,9	2-5,9	2-5,9	2-5,9	2-5,9	2-5,9	2-5,9	2-5,9	2-5,11,12	2-5,11	2-5,12	2-5	2-4,11

Pass Rush Modifiers

Pass Rush Modifiers

Pass Blocking Charts

# Of		4-3	# Of		3-4	4-3		Offense	3-4		Offense	5-6		Offense
Blitzers	Defense		Blitzers	Defense		DEFENSE	Blocking		DEFENSE	Blocking		DEFENSE	Blocking	
1	+2		1	0		1	DLE	ORT	1	DLE	ORT	1	DLE	OGT
2	+4		2	+2		2	DLT	ORG	2	2ND HI LB	ORG	2	DLT	ORG
3	+6		3	+4		3	DRT	OLG	3	NT	OC	3	NT	OC
4+	+6		4	+6		4	DRE	OLT	4	HI LB	OLG	4	DRT	OLG
						5	HI LB	OC	5	DRE	OLT	5	DRE	OLT
						6	*	BB	6	*	BB	6	*	BB

+2 is added if the correct receiver is doubleteamed.

-1 if defense switched from 4-3 to 3 man line.

Must have 5 men on the line for a pass rush on a FLAT pass to occur.

Pass rush occurs on a 1 or 2 guessed RIGHT on Flat passes with 5 rushers.

Pass rush will occur only on a 1 or 2 on Flat passes with safety blitz.

Pass rush will not occur on Flat, Short, or Long passes guessed WRONG.

Pass rush occurs on a 1 through 5 guessed RIGHT on Short and Long passes

if the safety or another defensive back is blitzing on an announced safety blitz.

PASS RUSH DIE ADJUSTMENT CHART

# OF MEN RUSHING	DIE ROLL FOR PASS RUSH
Defense Calls RUN on SP or LP	N/A
3-5 MEN on SP or LP CALLED PASS	1-2
5+ MEN FP/LIP CALLED PASS	1-2
ANNOUNCED SAFETY BLITZ WITH FS OR DB BLITZING	1-5

IF SAFETY BLITZ IS CALLED GO TO SAFETY BLITZ PASSRUSH CHART

ADVANCED SAFETY BLITZ PASS RUSH CHART

Safety Blitz Chart													modified 1/10/2012		
	17-15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
L	2-6,11	2-6,12	2-6	2-5,11,12	2-5,11	2-5	2-4,11,12	2-4,11	2-4,12	2-3,11	2-3,12	2,12	2	0	0
7 S	2-6	2-5,9	2-5,11,12	2-5,11	2-5,12	2-4,11,12	2-4,11	2-4,12	2-4	2-3,10	2,3	2	0	0	0
F	2-5	2-4,11,12	2-4,11	2-4,12	2-3,11	2,3	2,12	2	0	0	0	0	0	0	0
L	2-7,11	2-7,12	2-7	2-6,9	2-6,11,12	2-6,11	2-6,12	2-5,9	2-5,11,12	2-5,11	2-5	2-4,11	2-4,12	2-4	2-3,11
5 S	2-7	2-6,8	2-6,10	2-6,11	2-6,12	2-6	2-5,9	2-5,11,12	2-5,11	2-5,12	2-4,11,12	2-4,12	2-4	2-3,11	2,3
F	2-6	2-5,9	2-5,11	2-5,12	2-5	2-4,11	2-4,12	2-4	2-3,11	2-3,12	2,3	2,12	2	0	0
L	2-7,11	2-7,11	2-7,12	2-7	2-6,9	2-6,11,12	2-6,11	2-6,12	2-5,9	2-5,11,12	2-5,11	2-5	2-4,11	2-4,12	2-4
4 S	2-7	2-7	2-6,8	2-6,10	2-6,11	2-6,12	2-6	2-5,9	2-5,11,12	2-5,11	2-5,12	2-4,11,12	2-4,12	2-4	2-3,11
F	2-6	2-6	2-5,9	2-5,11	2-5,12	2-5	2-4,11	2-4,12	2-4	2-3,11	2-3,12	2,3	2,12	2	0
L	2-7,11	2-7,11	2-7,11	2-7,12	2-7	2-6,9	2-6,11,12	2-6,11	2-6,12	2-5,9	2-5,11,12	2-5,11	2-5	2-4,11	2-4,12
3 S	2-7	2-7	2-7	2-6,8	2-6,10	2-6,11	2-6,12	2-6	2-5,9	2-5,11,12	2-5,11	2-5,12	2-4,11,12	2-4,12	2-4
F	2-6	2-6	2-6	2-5,9	2-5,11	2-5,12	2-5	2-4,11	2-4,12	2-4	2-3,11	2-3,12	2,3	2,12	2
L	2-7,11	2-7,11	2-7,11	2-7,11	2-7,12	2-7	2-6,9	2-6,11,12	2-6,11	2-6,12	2-5,9	2-5,11,12	2-5,11	2-5	2-4,11
2 S	2-7	2-7	2-7	2-7	2-6,8	2-6,10	2-6,11	2-6,12	2-6	2-5,9	2-5,11,12	2-5,11	2-5,12	2-4,11,12	2-4,12
F	2-6	2-6	2-6	2-6	2-5,9	2-5,11	2-5,12	2-5	2-4,11	2-4,12	2-4	2-3,11	2-3,12	2,3	2,12
L	2-7,11	2-7,11	2-7,11	2-7,11	2-7,12	2-7	2-6,8	2-6,9	2-6,11	2-6,12	2-6	2-5,9	2-5,11,12	2-5,11	2-5,12
0 S	2-7	2-7	2-7	2-7	2-6,8	2-6,9	2-6,11,12	2-6,11	2-6,12	2-6	2-5,8	2-5,9	2-5,11,12	2-5,11	2-5,12
F	2-6	2-6	2-6	2-6	2-6	2-6	2-6	2-6	2-6	2-6	2-5,11	2-5,12	2-5	2-4,11,12	2-4,11

Pass Rush Modifiers

Pass Rush Modifiers

Pass Blocking Charts

# Of		4-3	# Of		3-4	4 - 3		Offense	3 - 4		Offense	5 - 6		Offense
Blitzers	Defense		Blitzers	Defense		DEFENSE	Blocking		DEFENSE	Blocking		DEFENSE	Blocking	
1	+2		1	0		1	DLE	ORT	1	DLE	ORT	1	DLE	OGT
2	+4		2	+2		2	DLT	ORG	2	2ND HI LB	ORG	2	DLT	ORG
3	+6		3	+4		3	DRT	OLG	3	NT	OC	3	NT	OC
4+	+6		4	+6		4	DRE	OLT	4	HI LB	OLG	4	DRT	OLG
						5	HI LB	OC	5	DRE	OLT	5	DRE	OLT
						6	*	BB	6	*	BB	6	*	BB

+2 is added if the correct receiver is doubleteamed.

-1 if defense switched from 4-3 to 3 man line.

Must have 5 men on the line for a pass rush on a FLAT pass to occur.

PASS RUSH DIE ADJUSTMENT CHART

Pass rush occurs on a 1 or 2 guessed RIGHT on Flat passes with 5 rushers.

OF MEN RUSHING

DIE ROLL FOR PASS RUSH

Pass rush will occur only on a 1 or 2 on Flat passes with safety blitz.

Defense Calls RUN on SP or LP

N/A

Pass rush will not occur on Flat, Short, or Long passes guessed WRONG.

3-5 MEN on SP or LP CALLED PASS

1-2

Pass rush occurs on a 1 through 5 guessed RIGHT on Short and Long passes if safety or another defensive back is blitzing on an announced safety blitz.

5+ MEN FP/LIP CALLED PASS

1-2

ANNOUNCED SAFETY BLITZ WITH FS OR DB BLITZING

1-5

IF NO SAFETY BLITZ IS CALLED GO TO REGULAR ADVANCED PASSRUSH CHART