Data-Driven Football

Rules

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Overview

Welcome to Data-Driven Football! Data-Driven Football is a retrospective football simulation engine that answers the question "What changes to offensive or defensive game plans would change a given team's win-loss record?" or "Did the best team win the Super Bowl?" Using the NFL's play-by-play data from all regular season games and statistical analysis each team's strengths and weaknesses on offense, defense, and special teams are captured and summarized into a team data chart (Team Chart). The combination of the team data and play resolution framework captures the flow of NFL football so well game participants will feel the *intensity* during critical situations. The platform offers two formats: a PC software version and a hard copy board game version. Throughout the rules, *all* demonstration examples reference the team charts (2008 Arizona Cardinals and 2008 Pittsburgh Steelers) and Priority Chart found in the Appendices section. These sample team charts are also available free for download from www.DataDrivenFootball.com. I recommend having a hard copy of these team charts and Priority Chart available while reading the rules. Also, certain plays involve optional charts that while not required enhance game play. If a rule is optional, it will include a sample of the optional chart. Feel free to refer to the Supplemental and Optional charts packet when the rulebook refers indicates the rule is optional.

Components

For use with the board game:

- 3 special, six-sided dice for use on Offense and Special Teams
    - Black die with following face values: 3, 3, 3, 2, 2, 1
    - Yellow die with following face values: 0, 0, 1, 2, 3, 4
    - White die with following face values: 0, 1, 2, 3, 4, 5
- 2 special, six sided dice for use on Defense
    - Red die with following face values: 1, 1, 1, 2, 2, 3
    - Green die with following face values: 0, 0, 0, 0, 1, 2
- Football field game board or mat
- Football marker
- First down marker
- Scoreboard or Score pad
- NFL Team Charts
- Supplemental Play Resolution Charts (Priority Chart, Squib Kick Chart, etc.)
- Defensive formation selection cards
- 10 sided die

Game Play - Basics

Computing Dice Roll Values

Prior to playing, you need an understanding on how to interpret dice rolls. Use the black, white, and yellow dice when playing on offense or special teams. To compute the dice roll total roll all three dice simultaneously, multiply the black die value by 10, and then add the result to the white and yellow dice sum. *Formula*: (Black Die * 10) + White Die + Yellow Die. Example:

The total is (2 x 10) + 4 + 0 = 24 (these dice generate values between 10 and 39)

The red and green dice are used when on defense. To compute the dice roll total roll both dice simultaneously and

sum the face values. *Formula:* Red Die + Green Die. Example: The total is 2 + 0 = 2 (these dice generate values between 1 and 5)

Play Selection

All teams have the same offensive plays and defensive formations to choose from. The offensive player has nine plays, four rushing and five passing: 1-Line Plunge, 2-Off Tackle, 3-End Run, 4-Draw; 5-Screen, 6-Short Pass, 7-Medium Pass, 8 Long Pass, 9 Sideline Pass. The defensive player has six formations: A – Standard (4-3, 3-4), B- Rush – Jam Middle, C – Rush Wide, D – Pass Nickel, E – Pass Dime, F – Blitz.

Each player evaluates the game situation and privately selects the play or formation they intend to use. When the defensive player makes a final decision, he secretly chooses the defensive formation selection card, and sets the card face down on the table. The offensive player verbally announces the play, and the defensive player flips the formation selection card over revealing his choice. Now that the offensive play and defensive formation are known proceed to outcome determination.

Outcome Determination

Players roll their respective dice and then perform a cross-reference lookup using their team's relevant chart, the play or formation chosen, and dice roll total. Example Outcome Determination:
Assume Arizona is on offense and Pittsburgh is on defense. The Cardinals call play 6 – Short Pass and the Steelers call formation A – Standard. The Arizona dice roll total is 16 and the Pittsburgh dice roll total is 3. Referring to Arizona's offense chart, dice roll total row 16, column 6 – short pass indicates a cell with a green background and a value of 5. Referring to Pittsburgh's defense chart, formation A, dice row total row 3, column 6 – Short Pass indicates an empty box. Each team has determined *their* outcome for the play. To determine the final play outcome the Priority Chart (Appendix B) determines precedence (see below). As a general statement, boxes with green backgrounds represent positive results, red background represent negative numbers. If the offense rolls a penalty outcome (an outcome with a yellow box) make note of the penalty, and continue rolling to determine the play result. Proceed to precedence resolution.

Precedence Resolution

To determine the play's outcome cross-reference each team's outcome type on the Priority Chart (see Appendix B). The Priority Chart determines outcome *precedence* based on the outcome *types* (e.g. numeric yardage, interception, penalty, incomplete, etc.). Defensive outcome types are across the top row, and offensive outcome types are along the left hand column. In the example above both outcome types are numeric (a blank box is 0) therefore, the priority chart indicates to 'ADD' the values. The result from the example above is a completed pass play gaining 5 yards (5 + 0). In most cases Precedence Resolution occurs only once for each play. Certain outcomes dictate multiple Priority Chart consultations. When combining special team's outcomes the offense is the team with the ball, and the defense is the team without the ball.

Record Play Result

To record the play's result follow these guidelines while observing NFL rules:

- Record change in field position by moving the football
- Record elapsed time (see Timing chart)
- Increment the down (use coin to cover quarter indicator on scorepad), in case of first down "move the chains"
- Record scoring if applicable

Repeat the process.

Game Play – Precedence Resolution Details

In most cases both play outcomes will be numeric values that the summation of both values yields the final play outcome. In some cases, precedence of one outcome overrides the other team's outcome, and/or outcome determination requires multiple die rolls and chart cross-referencing.

Number #

If the offense and defense both have numeric results (numbers, positive or negative, without parenthesis or a white box, which is 0 yards) then adding the two numbers yields the final result. An offensive gain of 3 yards and a -1 result from the defense is a 2 yard net gain. This summation occurs when both the offense and defense have outcomes to compare.

Number in Parenthesis - (#)

The Parenthesis result is primarily found on the defensive or coverage team charts, and in most cases will take precedence and override the offensive result, changing the yardage outcome. On pass plays, the defensive, (#), represents a completed pass. The only offensive result (aside from penalties) that does not take priority over a defensive (#) is an INT.

Examples:

A) Arizona on offense calls Off Tackle – play 2, and Pittsburgh selects A formation. Arizona player rolls a 31, 8-yard gain. Pittsburgh player rolls a 2, (1). Priority chart indicates (#) takes precedence therefore the defense makes the stop changing the 8-yard gain to a 1 yard gain.

B) After winning the toss, Arizona elects to receive. The Steeler player rolls a 33, 69-yard kickoff to the one. Arizona player rolls for the return, 39 – TD! But wait – the Pittsburgh coverage team rolls the defensive dice, a 4, consulting the kick coverage chart (just below or next to the special teams chart) finds a (12). A (#) takes priority over the offensive TD result, final outcome is a 12-yard return out to the 13.

C.) ARZ ball 1st and 10 on their own 20, calls short pass, rolls a 10, black box – incomplete. PIT is in 'C' formation rolls a 1, (9). Priority chart indicates (#) overrules so pass is complete, 9-yard gain.

Breakaway - B

A Breakaway outcome type may occur on offensive running plays, and represents the event when a running back breaks free from the line of scrimmage and reaches the secondary resulting in minimum gain of 13 yards. When the offense encounters a 'B' outcome roll the offensive dice a second time and reference the 'B' chart to determine the offensive outcome. In terms of precedence, a 'B' result is equivalent to a numeric result.

Examples:

1) Arizona on offense play call – 3 End Run, Pittsburgh on defense formation - C Rush Wide

Arizona player rolls the dice, result is 31, Breakaway! The Arizona player rolls the dice again, result 34. Cross-referencing Arizona's 'B' chart with a 34 dice roll result yields a 14 yard outcome.

* The Steelers are in 'C' formation. Let's look a couple of defensive outcomes and the impact on play resolution.

Defensive Outcome: Dice Roll 2

Cross-referencing the Steeler defensive chart Formation C – Roll 2 with the column 3-End Run yields an empty box. We know from our basic example the Priority Chart indicates to 'ADD' an offensive numeric value, 14 yards, to an empty box, 0. The final result in this case is 14 + 0, or a 14 yard gain.

Defensive Outcome: Dice Roll 3

Cross-referencing the Steeler defensive chart formation C – Roll 3 with the column 3-End Run yields a (-1) red background. The priority chart indicates the defensive outcome, (#) a number in parenthesis -1 in our example, takes *precedence* over the offensive outcome. The final result in this case is a loss of 1 yard.

* Assuming Pittsburgh is in Formation E - Pass Dime Prevent
Defensive Outcome: Dice Roll 1
Cross-referencing the Steeler defensive chart formation E – Roll 1 with the column 3-End Run yields a -1 red background. The offensive and defensive outcome types are numeric, and once again, the Priority Chart indicates to 'ADD' results so the final result in this case is 14-1, 13 yards.

Quarterback Trapped – QT
The 'QT' outcome type can occur on both offensive and defensive charts, and represents significant pass rush either resulting in a sack or the QB scrambling. In cases when the 'QT' outcome type takes precedence, meaning it is the final result of the play, the offensive play rolls the offensive dice again and cross-references the QT chart.

Examples:
Use this game situation, Arizona ball 1st and 10 on their own 37 for the following results.
A.) Arizona on offense play call - 7 Medium Pass, Pittsburgh on defense formation F - Blitz
Arizona dice roll – 34, outcome 18-yard completion. Pittsburgh dice roll – 3, outcome QT.
Using the Priority Chart to cross-reference an offensive numeric value outcome type with a defensive QT outcome type indicates the QT outcome type takes precedence. The Arizona player rolls the dice an additional time, result 13, and consults the QT chart outcome -10. Final result is a sack for a 10-yard loss, 2nd down and 20 on the 27.

B.) Arizona on offense play call - 7 Medium Pass, Pittsburgh on defense formation F - Blitz
Arizona dice roll – 18, outcome 'INT 18' red. Pittsburgh dice roll – 3, outcome QT.
The Priority Chart indicates the offensive outcome type, INT # (Interception), takes precedence. The final result is an interception therefore there is no need to determine the QT result.

C.) Same as A with different QT roll, Arizona on offense play call - 7 Medium Pass, Pittsburgh on defense formation F – Blitz. Arizona dice roll – 34, outcome 18-yard completion. Pittsburgh dice roll – 3, outcome QT.
The Arizona player rolls the dice, 28, consults the QT chart, 8-yard positive gain. The circumstance where a QB scrambles from the pocket and gains yardage triggers an additional defensive cross-reference.

Defensive QB Containment (optional)
Defenses are not equally skilled in containing the QB when the QB scrambles out of the pocket. In Example C, Warner manages to escape the rush and run for 8 yards. The defensive player needs to perform an additional defensive dice roll and cross-reference using the QR chart, and then a Precedence Resolution check using the offensive QT outcome type and the defensive QR outcome type. Continuing with our example:
i.) The Pittsburgh player rolls the defensive dice, result 3, references the 'QR' chart finding a -2 yard loss numeric outcome type. At this point, the final result is determined by checking the Priority Chart. Two numeric outcomes, 8-yard gain and -2 yard loss are added resulting a Warner scrambling for 6 yards, 2nd down and 4 on the 43.

ii.) The Pittsburgh player rolls the defensive dice, result 1, references the 'QR' chart finding a (5) green. A defensive parenthesis result takes precedence over the offensive numeric result. The final result is Warner scrambles for a 5-yard gain 2nd down and 5 on the 42.
iii.) PIT consults the QR chart after rolling a 5 – blank result. No change to Warner's 8-yard scramble, 2nd and 2 on the ARZ 45.

It is important to consult the QR chart ***only*** when the QT result is a positive gain.

Defensive Sack Rate Adjustment (optional, highly recommend, sample chart found in this section)
Due to how QT results occur this chart is similar to defensive penalties, FG adjustment, and defensive fumble recoveries in that it "redistributes" sacks across defenses. What this means is once a QT occurs a defense either

generates more sacks than other defenses, generates the mean sacks (if exactly average), or generates fewer sacks. A defense's chart will either have:

- Red 'SCK' result(s) – Sack
- Green 'QR' result(s) – Scramble
- All white boxes – No change

The 'SCK' result indicates a defense that is more likely to sack the QB than the average defense. The 'QR' result indicates a defense is great at pressuring the QB, but has trouble finishing with the sack and is less likely to sack the QB than the average defense. All white boxes indicates the defense is exactly average (rare… usually there is some variance).

Once a QT result occurs, regardless of source offense or defense, the defense consults the 'Defense Sack Rate Adjustment' chart by rolling the offensive dice while the offense is consulting the QT chart. Here are the possible scenarios:

<u>Offense QT result is a sack (<= 0 yards)</u>
Only a 'QR' Defense Sack Rate Influence result overrides the sack. If the defense rolls a 'QR' it overrules and allows the QB to escape. To determine yardage cross-reference the *offense* and 'QR Yds.'. Example: the '10 Steelers are playing the '10 Ravens, Steeler ball. A QT occurs (could be from either chart), the PIT player consults the QT chart as usual and finds a sack, -10 yard loss. The BAL player rolls the offensive dice, 13, consults the 'Defense Sack Rate Influence' chart and finds a 'QR'. The Raven defense "misses" the sack, and overrides the sack changing it to a scramble. Locate PIT, find QR Yds., 12 yards, mark off the scramble. If you use the 'QR Def.' optional chart the defense can roll again to influence the yardage. A blank or 'SCK' has no impact, use the sack found on the offense's QT chart.

<u>Offense QT result is a scramble (> 0 yards)</u>
Only a 'SCK' Defense Sack Rate Influence result overrides the scramble. If the defense rolls a 'SCK' it overrules and sacks the QB. To determine yardage cross-reference the *defense* and 'Sack Yds.'. Example: the '10 Steelers are playing the '10 Ravens, Raven ball. A QT occurs (could be from either chart), the BAL player consults the QT chart as usual and finds a scramble, 6 yard gain. The PIT player rolls the offensive dice, 37, consults the 'Defense Sack Rate Influence' chart and finds a 'SCK'. The Steeler defense has a fierce rush and sacks the QB, overrides the scramble changing it to a sack. Locate PIT, find Sack Yds., -7 yards, mark off the sack. A blank or 'QR has no impact, use the gain found on the offense's QT chart.

If a fumble occurs in either case process the result as described above *then process the fumble.* The full chart is found in the supplemental charts section included with the board game.

Sample Defense Sack Rate Adjustment Chart:

#	BAL	PIT
10		
11		
12		
13	QR	
14	QR	
15	QR	
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		SCK
35		SCK
36		SCK
37		SCK
38		SCK
39		SCK
Sack Yds.	-7	-7
QR Yds.	7	12

Interception – INT #

Interceptions occur on both the offensive and defensive charts. In most cases, the INT outcome type will take precedence. An INT result from the defensive chart always (except penalties) overrides the offensive result. An offensive INT only changes if the defensive result is either (#) or (TD) in which case the final result is an INC. In the case both teams produce, an INT result obviously an INT is the final outcome, but the shorter of the two yardages is used. To process an interception move the ball down the field according to the yardage distance with the INT result. This indicates the point of interception. Direction changes for the change of possession, and the defensive player rolls the *offensive* dice, and consults the 'INT RET' chart to return the interception. ***When the point of interception is beyond the opponent's end line the interception is assumed to occur 9 yards deep in the end zone***. If an interception, return fails to advance the ball out of a team's own end zone it is a touchback. The defense must consult the interception return column. The defense does not have the option to take a touchback.

For the following examples the assume Steeler ball, 2nd and 10 on Arizona's 27 yard line. Also, assume PIT is calling the Long Pass – play 8.

Examples:

A) Arizona calls formation 'D'. PIT rolls a 25, 31-yard gain, and ARZ rolls a 5, INT 43. The priority chart indicates the INT from the defense takes precedence. First, the point of interception is determined and in this case is beyond the end line, which converts to 9 yards deep. The Arizona player rolls the offensive dice to determine the return, 27 white box, or 0 yard return – Touchback. 1st and 10 Arizona ball on their 20.

B) Arizona calls formation 'F'. PIT rolls a 25, 31 yard gain, and ARZ rolls a 5, INT 29. The INT takes precedence with the point of interception 2 yards deep in the end zone. The Arizona player rolls the offensive dice for the return, 37, 9 yard return. 1st and 10 Arizona ball on the 7.

C) Arizona is in 'A' formation, PIT rolls a 25, 31 yard gain, ARZ rolls a 4 INT 25. The INT takes priority. ARZ rolls for a return, 23, 6 yard return. 1st and 10 ARZ ball on their 8 yard line.

Incomplete – Black Box

An INC outcome can reside on offensive and defensive charts. When the INC result takes priority, the pass is incomplete. Let's assume ARZ ball 1st and 10, on their own 20 for the following examples:

A.) ARZ calls medium pass, rolls 36, black box, INC. PIT is in 'A' formation and rolls a 2, white box. Priority Chart indicates result is INC. 2nd and 10.

B.) ARZ calls medium pass, rolls 33, 15-yard gain. PIT is in 'A' formation and rolls a 4, black box, INC. Priority Chart indicates defense result takes priority, final result is incomplete. 2nd and 10.

C.) ARZ calls medium pass, rolls 36, black box, INC. PIT is in 'A' formation and rolls a 3, -4 yard loss red box. Priority Chart indicates Incomplete overrules. Note the defensive yardage result (loss or gain) is ignored. 2nd and 10.

In most cases, a defensive INC result will most likely overrule. Pay close attention to the Priority Chart when resolving INC results.

Fumbles – F #

Fumbles can occur on almost any chart. Defense charts have fumble outcomes representing the ability to force fumbles. Fumbles (and any turnover result for that matter) will usually take precedence. The process to resolve a fumble is move the ball the yardage indicated in the F result (if no yardage number is specified assume 0 yards), and then consult the offense's fumble recovery chart *and* the defense's fumble recovery chart. The offense's fumble recovery chart is vertical text found along the right side of the QT chart, or the right-most column indicating die rolls are color-coded – green is recovered, red lost ball. The defense's recovery chart is a separate supplemental chart (please consult the additional documentation found with the defensive fumble recovery chart for further details). The team that recovered the fumble can return the fumble using the Fumble Return chart (located on Special Teams chart). Roll the offensive dice and record any yardage appropriately.

Fumbles that travel into the opponent's end zone or exceeds the opponent's end line (treat as 9 yards deep) are a live ball. If the offense recovers it is a touchdown, defense recovers, touchback. Fumbles in your end zone or beyond your end line are also live. If the offense recovers, the defense scores a safety. If the defense recovers, the defense scores a touchdown.

Examples:

Assume ARZ ball at midfield, 1st and 10.

A.) ARZ calls an End Run, rolls 29, 'F 8' result. PIT defense is in 'F' formation and rolls a 5 '+6' yards. Consulting the Priority Chart indicates the Fumble is the final result the ball is on the PIT 42 yard line after the 8 yards indicated by the fumble yardage. Now, fumble recovery charts are consulted. ARZ players rolls the offensive dice again – if the roll is 10-26, ARZ recovers, 2nd and 2 on the PIT 42, 27-39 ARZ loses the fumble and PIT recovers – turnover, PIT ball on their 42. Only when the defense recovers is there a return of the fumble. The PIT defense rolls the offensive dice, 31, and consults the Fumble Return column finding a 4-yard return. 1st and 10 PIT ball on their 46. Since defenses are *not* equally skilled in recovering fumbles the defensive player also consults their defensive fumble recovery chart *and can only override and change the offensive fumble recovery result.* The defensive fumble recovery chart will *have either* 'G' results, 'NG' results, or white boxes. Continuing with the example above if Arizona recovered *and* PIT's defensive recovery chart has 'G' results on it the PIT defense rolls the *offensive* dice and checks for a 'G' result. If a 'G" result occurs the defense overrides the offensive recovery and PIT gains possession (this outcome indicates a defense that is above average defense in recovering fumbles). If Arizona lost

possession *and* PIT's defensive recovery chart contains 'NG' results PIT rolls the *offensive* dice consults the defensive recovery chart and determines if the 'NG' result occurs. If so, the defense botched the recovery and ARZ would retain possession (this outcome indicates a defense that is below average in recovering fumbles). Any other combination on the defensive recovery chart: white box, offense loses possession with a 'G' result, or offense retains possession with a 'NG' results in the same outcome as the offensive recovery result.

B.) ARZ calls an End Run, rolls 29, 'F 8' result. PIT defense is in 'F' formation and rolls a 1, (1). The Priority Chart indicates the fumble occurs, *but at the defensive yardage result.* Move the ball to the PIT 49 and follow the recovery process in ex. A above.

C.) ARZ calls an End Run, rolls 37, 'B' Breakaway, PIT defense is in 'C' formation and rolls a 5, 'F 3'. The PIT defense forces a fumble! Move the ball 3 yards downfield to the PIT 47, and follow the recovery process in ex. A above.

Touchdown – TD, (TD)
The 'TD' outcomes represent a play where the offensive player (or return man) beats the entire defense and the yardage distance to the end zone does not matter. When the offense obtains a 'TD" outcome the defense must roll an outcome that overrides the offense – a yardage adjustment does not have an impact – otherwise it is a touchdown. The (TD) result is only on defense charts, and in most cases results in a touchdown.

Examples:
A.) PIT ball 1st and 10 on own 32. PIT calls Long Pass roll is 12, TD. ARZ is blitzing, rolls a 2, white box, Touchdown PIT.

B.) PIT ball 1st and 10 on own 32. PIT calls Medium Pass roll is 27, black box – incomplete. ARZ is in B formation, roll is a 4, (TD). Priority Chart indicates (TD) overrules, Touchdown PIT.

Special Teams Plays

Kickoffs
Place the ball at the 35-yard line (if you are playing with older seasons be sure to confirm the yard line), and the kicking team rolls the *offensive* dice, consults the kickoff special teams chart. Moves the ball the number of yards indicated. If the ball is on the goal line or in the end zone the return team has the option to down the ball for a touchback. To return the kick the return team rolls the *offensive* dice and consults the special teams kickoff return chart moving the ball the number of yards indicated. If the return team is returning the ball, the kicking team rolls the *defensive* dice and consults the kick coverage special teams column (located directly below the kickoff return column or on the far right side of the special teams chart and has kick covg. Cell header) and determines if there is a modification to the return. If the return encounters a penalty in the return column, the return team rolls again to determine the return yardage, and the penalty will be assessed from the end of the return.

Examples (assume ARZ won the toss and elects to receive):
A.) PIT rolls the offensive dice, 37, a 70-yard kickoff to the goal line. The ARZ player knows PIT has a good coverage team and decides to take the touchback.

B.) PIT rolls the offensive dice, 36, a 72-yard kickoff, 2 yards in the end zone. ARZ is hoping for a big return since they are behind, and decide to run it out. ARZ rolls the *offensive* dice, 15, a 14-yard return. Since the kick was 2 yards deep ARZ returned the ball to the 12. While ARZ was consulting their return chart PIT was rolling the *defensive* dice, 2 roll, and consulting the kick coverage chart – white box no modification to ARZ's return.

C.) PIT rolls the offensive dice, 31, a 68-yard kickoff to the ARZ 2 yard line. ARZ rolls for the return, 39, TD! But, wait the PIT coverage team may have a chance to modify the result – a 1 roll, (20). What is the final result? Consult the

Priority Chart as in all other offensive and defensive play outcomes. In this case a defensive (#) result takes priority and the PIT coverage team saves the day, 20 yard return is the result out to the ARZ 22, 1st and 10. Had the PIT coverage team's outcome been only a yardage adjustment the TD result would stand per the priority chart.

Squib Kickoff
A squib kick is used when the kicking team does want to risk a big return. To utilize a Squib kick the kicking team verbally announces their intention, and moves the ball 50 yards downfield. The return uses the Squib Kick return chart (supplemental chart that all teams use) rather than the standard kick return column.

Onside Kickoff
To attempt an onside kickoff the kicking team verbally announces their intention, moves the ball 12 yards downfield, rolls the offensive dice, and if the roll is 13-20 inclusive the onside kick is successful.

Additional Notes:
* Penalties during the return are always enforced, and in most cases enforced from the end of the return. See Special Situations where Spot of Foul is determined when assessing penalties that occur during a return. An OFF 40 penalty found on the kickoff chart is the kicking team kicked the ball out of bounds, no further rolls occur, and the return team obtains possession at their own 40-yard line. OFF 5 on the kickoff chart is offsides and the return team has the option to rekick or keep play result.

* Fumbles are resolved as any other fumble. The fumble yardage is marked off, and then the fumble recovery process occurs (refer to Fumbles section above).
* Kicks exceeding the end line are automatic touchbacks. This circumstance can happen due to penalty assessment from prior scoring play or some kickers having values exceeding 80 yards.

Punts
If the offense elects to Punt, the offensive dice are rolled and the player consults the Special Teams Punt chart. Punt yardage is marked off, and the return team is able to return the punt. If the punt yardage result has an '*' the punt went out of bounds and cannot be returned. To return a punt the return team rolls the offensive dice and consults the special teams punt return chart. The punting team rolls the defensive dice and consults the punt return coverage chart (either found directly below the punt return chart or to the far right of the special teams chart with the 'punt covg' cell header). Consult the Priority Chart to determine the final return result. A punt that travels to the goal line or into the opponent's end zone is an automatic touchback. If the return encounters a penalty in the return column, the return team rolls again to determine the return yardage, and the penalty will be assessed from the end of the return.

Examples:
A.) ARZ ball 4th and 8 on own 31-yard line. ARZ player decides to punt, rolls the offensive dice, 38, a 45-yard punt to the PIT 24. PIT can return this punt and rolls the offensive dice, 11, 17-yard return. While PIT is rolling to determine return yardage, ARZ rolls the defensive dice, 4, -9 yard adjustment with the coverage team. The final return yardage is 17-9 or 8 yards putting the ball on the PIT 32, 1st and 10.

B.) ARZ ball 4th and 11 at midfield. ARZ punts rolling a 27 on the offensive dice, '32*' yard punt out of bounds no return. PIT does not have an opportunity to return the punt since it went out of bounds. 1st and 10 for PIT, ball on their own 18.

C.) PIT ball 4th and 2 on their own 33. PIT decides to punt, rolls the offensive dice, 35, 41-yard punt to the ARZ 26. ARZ rolls the offensive dice, 38, 'FC' – fair catch. Since a fair catch was called PIT does NOT consult the punt coverage chart as the 'FC' result always takes precedence.

Pooch Option

Prior to rolling the punting team may elect to reduce the punt's distance by any yardage amount, and for amounts 10 yards or more the punt is considered, downed or out of bounds and no return is possible. Use this option when the punting team is in opponent's territory, but there are not restrictions when to use it. To use the option the punting team verbally announces the amount of yards to reduce the distance by, and subtracts this amount from the punt yardage found on the chart.

Examples:

A.) ARZ ball 4 and 5 on PIT 39. ARZ decides to punt, and since the majority of punt outcomes would carry the ball into the PIT end zone the ARZ player decides to use the pooch punt, and announces to shorten the punt by 8 yards. The ARZ player rolls the offensive dice, 10, 36-yard punt, less the 8 yards changing the punt yardage to 28 yards. ARZ player moves the ball to the PIT 11 (not the result the ARZ player was looking for - the goal is to pin inside the 10). PIT decides to return the punt, rolls the offensive dice, 24, 8-yard return. ARZ checks the punt coverage chart, rolls the defensive dice, 2, white box, no adjustment. PIT moves the ball 8 yards up field to reflect the return, 1st and 10 PIT on own 19.

B.) Same situation as above, but in this case the ARZ player decides to shorten the punt distance by 12 yards. ARZ rolls the offensive dice, 16, 46-yard punt, less 12 yards for the pooch, meaning a 34 yard punt. Since the pooch yards were >= 10 no return is possible, and ARZ downs the ball on the PIT 5 yard line (notice the return team does not even have the option to let the ball roll – see below). 1st and 10, PIT ball on their own 5, nice punt!

Use the pooch punt when the majority of punts will travel into the end zone. Usually, if the line of scrimmage you are punting from is between the opponents 35 and midfield (depending on the punter's strength) it will be beneficial to use the pooch punt. The other time you may want to consider a pooch punt is you are facing a dangerous return man.

Let it Roll Option

The return team has the option to not return the punt *if it lands inside their 10 yard line (inclusive)* thus avoiding turnover risk. After the Punting team determines and marks off punt yardage, the return team verbally announces they are letting the ball roll. The return team then rolls the 10-sided die along with the defensive dice. The 10-sided die indicates how many yards the ball rolls. If the defensive dice total is three the ball bounces backwards. A '0' on the 10-sided die indicates 10 yards when rolling forward, 0 yards if rolling backward. Mark off the roll yardage, and if the added yardage causes the punt to travel into the end zone a touchback occurs, otherwise the ball is considered downed by the punting team.

Examples:

A.) ARZ ball on their own 40, 4th and 6. ARZ punts, rolls the offensive dice, 24, 56-yard punt. The punt travels to the PIT 4 yard line, and PIT decides to let it roll. The PIT player rolls the 10 sided die '5', and defensive dice, total 3 – the ball rolls 5 yards, and into the end zone, touchback. PIT ball 1st and 10 on their 20.

B.) ARZ ball on the PIT 48, 4th and 10. ARZ punts and decides to use the pooch option shortening the punt by 5 yards. ARZ rolls the offensive dice, 22, 47-yard punt less 5 yards results in a 42 yard punt. ARZ moves the ball to the PIT 6 yard line, and PIT has the option to return the punt (pooch yards were < 10). PIT decides to let it roll. PIT rolls the 10 sided die '5', defensive dice total 2, the ball rolls 5 yards down to the PIT 1, and is downed by ARZ. What a punt! 1st and 10 on the 1, PIT ball.

C.) ARZ ball on the PIT 46, 4th and 5. ARZ decides to punt, rolls the offensive dice, 35, 46 yard punt, to the PIT 10 yard line. PIT decides to let the punt roll, and rolls the 10 sided die '0', and the defensive dice total,3! The 3 indicates the ball does not roll, but instead bounces backward. The ball bounces straight up in the air (because '0' on the 10 sided die --- any other number indicates the amount of yardage the ball bounced backward), and is downed at the PIT 10 yard line. In this example had the defensive dice total been any other value the ball rolls into the end zone, touchback.

Penalties
If an OFF penalty result is rolled on the Punting team's punt chart the penalty is on the punting team, and the return team has the option to assess the penalty from the line of scrimmage and force the punting team to kick again, or assess the penalty to the end of the return. If a DEF penalty result occurs off the punt chart the punting team has the option to decline or accept.

If an OFF penalty result occurs on the return team's punt return chart the penalty is on the return team. Process the return then assess the penalty from the end of the return moving the ball backward. Please consult the Special situations section for circumstances that require you to determine the spot of the foul when assessing the penalty. Penalties during the return *are always assessed* regardless of the return outcome, such as a fair catch or fumble/muff.

If a penalty occurs on the punt and punt return chart the penalties offset, replay the down.

Blocked, Fumbled punt attempt
A BLK, or F result on the Punt chart indicates either a blocked punt (BLK) or the punter fumbles (F). In either case move the ball the yards indicated (usually negative) and then follow the fumble recovery process discussed in the fumble section above. Even if the punting team recovers the ball, they will lose possession on downs. A blocked punt is never returnable by the return team and in the case the blocked punt has positive yardage use the fumble recovery process and consider the punt downed at the point of recovery.

Fumble/Muff punt return
A fumbled or muffed punt return is resolved just like any other fumble. Move the ball the number of yards, and use the fumble recovery process described above.

Field Goals
To attempt a field goal the offensive rolls the offensive dice and consults the special teams Field Goal chart. If the yardage outcome is equal to or greater than the *line of scrimmage,* the attempt is successful. A yardage value less than the *line of scrimmage* is unsuccessful. If the attempt is not successful, the opposing team obtains possession *at the point of the kick assumed eight yards behind the line of scrimmage*. If the new line of scrimmage after an unsuccessful attempt is inside the 20, move the line of scrimmage to the 20.

Penalties
Resolve penalties no differently than regular scrimmage plays.

Blocked, Fumbled FG attempt
Refer to the blocked, fumbled section under punts and follow the same procedure.

NG
If the outcome is 'NG' in a red box the attempt is unsuccessful.

Defensive FG Adj. chart
Near the special teams chart there is a FG Adj. chart. This chart represents a defenses capability to influence the outcome of a FG. This chart captures stadium influence, FG block ability, icing the kicker, etc. While the offense is rolling the defense rolls the defensive dice. If the result is a 'G' the kick is automatically Good overriding any and all offensive results. If the result is 'NG' the kick is automatically No Good overriding any and all offensive results.
Examples:
A.) PIT ball, 4th and 9 on ARZ 25 yard line. PIT decides to attempt the FG, rolls the offensive dice, 33, consults the FG chart, and determines the distance is 36 yards. The 36-yard result exceeds the current line of scrimmage, the

25, indicating a successful attempt.

B.) PIT ball, 4th and 9 on ARZ 24 yard line. PIT decides to attempt the FG, rolls the offensive dice, 32, consults the FG chart, and determines the distance is 24 yards. The 24-yard result equals the current line of scrimmage indicating a successful attempt.

C.) PIT ball, 4th and 9 on ARZ 24 yard line. PIT decides to attempt the FG, rolls the offensive dice, 18, consults the FG chart, and determines the distance is 20 yards. The kick's distance is less than the line of scrimmage resulting in an unsuccessful attempt. Move the line of scrimmage to the ARZ 31 where ARZ gains possession, 1st and 10.

Point After Touchdown (PAT), Two-Point Conversion
After scoring a touchdown the scoring decides do they want to kick a PAT or go for a two point conversion. To attempt a PAT the scoring team rolls the offensive dice, and uses the Special Teams chart '#On Dice' column to locate the number rolled. If the box is white, the attempt is successful. A red box indicates an unsuccessful attempt. If the scoring team decides to try a two-point conversion the line of scrimmage is the two-yard line, and the attempt is resolved like any other play. If the offense gains two yards they are awarded two points otherwise the attempt fails. Assess penalties on the two-point attempts in the same manner as regular scrimmage plays and then replaying the down. If the scoring team decides to kick the PAT *after an offensive penalty being assessed on a two point conversion attempt the field goal column is used to determine success.*

Example:
A.) ARZ is kicking the PAT and rolls the offensive dice. A roll of 13 is unsuccessful, all other rolls successful.

Penalties

As a general statement, follow the same penalty procedures as the NFL.

During play outcome determination the offense may roll a penalty result. When this happens check the type of penalty below, and determine what to do next. Depending on the type of penalty the offense may continue to roll to determine the result of the play, or certain types of penalties are always the final result and no further rolls are made (and the defensive result is ignored). If another penalty occurs continue rolling to determine the play's outcome (unless the penalty type is the type of penalty that is always the final outcome – pre-snap penalties or Intentional Grounding always are always the final outcome – no further rolls needed).

When rolling again to determine the play outcome if a penalty on the opposing team occurs this creates offsetting penalties. When offsetting penalties occur a play outcome does not need to be determined, 10 seconds runs off the clock, and the down is replayed. Not all penalties offset. Follow NFL rules when determining offsetting penalties while following the procedures below.

For all line of scrimmage penalties, the non-penalized team has the option to decline and keep the play result, or accept, assess the penalty from the line of scrimmage, and replay the down. To keep penalty resolution simple spot of foul penalties (offensive holding, OFF 10) on scrimmage plays are assessed from the line of scrimmage, the play does not count, and the opposing team has the option to accept or decline. This is handled slightly differently than the NFL to keep penalty resolution simple, but an update to offensive holding (OFF 10) will soon follow.

If in any of the following examples or penalty types the line of scrimmage is less than double the penalty yards calculate the penalty yardage to assess using half the distance to the goal. If the line of scrimmage is your 8-yard line and your team is on offense and incurs a 5-yard penalty the yardage assessed if 4 yards, half the distance to the goal. If the yardage assessed requires using a ½ yard increment adjust the line of scrimmage to the yard line

closest to the 50.

OFF 5

A 5-yard penalty on the offense is represents any of the following: Illegal Shift, Illegal Formation, False Start, Delay of Game, Illegal Motion, Offside, Illegal Touch Pass, Ineligible Downfield Pass, and Illegal Substitution. These penalties may occur prior to the snap or after the snap. There are two game play modes when processing 'OFF 5' penalties: Basic and Full-Featured.

Basic Mode

Basic mode assumes all 'OFF 5' penalties are prior to the snap. If you are using Basic Mode, assess the penalty (defense does not have a choice), *do not record any time expiring*, down remains the same and players reset play calls moving onto the next play.

Full-Featured Mode

While the majority of 'OFF 5' penalties are prior to the snap some are not. To determine if the 'OFF 5' penalty is prior to the snap the player on offense rolls the offensive dice, consults the pre-snap penalties supplemental chart, and locates the number in the appropriate column. If the number is found in the Pre-Snap column, assess the penalty, *do not record any time expiring*, down remains the same and players reset play calls moving onto the next play. If the number is found in the Scrimmage Play column, the offensive and defensive players continue rolling and determine the play's outcome. After determining the play's outcome, the defensive player has the option to accept or decline. If the defense accepts the penalty, assess the yardage, and replay the down. If the defense declines, the play stands and the down increments. In either case, :10 seconds is run off the clock.

Examples (assume PIT ball 1st and 10 on their own 20):

A.) Basic Mode PIT calls Line Plunge, rolls a 28, 'OFF 5'. In Basic Mode, this is a pre-snap penalty so assess PIT with a 5 yard penalty and replay the down, 1st and 15. Ignore the ARZ outcome.

B.) Full-Featured Mode PIT calls Line Plunge, rolls a 28, 'OFF 5'. PIT rolls the offensive dice, consults the pre-snap supplemental chart, and finds the roll in the pre-snap column. This penalty occurs prior to the snap, assess the 5 yard penalty, and replay the down, 1st and 15. Ignore the ARZ outcome.

C.) Full-Featured Mode PIT calls Line Plunge, rolls a 28, 'OFF 5'. PIT rolls the offensive dice, consults the pre-snap supplemental chart, and finds the roll in the Scrimmage Play column. PIT rolls again, 16, 6-yard gain. ARZ chose 'A' formation, rolls the dice, 3, -1 yard. Both results are numeric so they are added together yielding a 5-yard gain. ARZ has the option to accept the penalty, 1st and 15 on 15, or decline and take the result of the play 2nd and 5 on 25. ARZ accepts, penalty is assessed and 1st down is replayed.

OFF 10

This penalty can be any of the following: Holding, Illegal Block, Tripping, Offensive Pass Interference, or Illegal Use of the Hands. In all cases, both players continue rolling to determine the play's outcome. The defense has the option to accept or decline these penalties. The need know the specific penalty in certain instances, holding on a pass play when the QB is in the end zone is a Safety, requires an additional reference lookup resulting in a Basic Mode and Full Featured Mode when resolving the 'OFF 10' penalty. Any pass play when the line of scrimmage is on or inside a team's own 5 yard line requires additional processing.

Examples:

A.) ARZ ball 1st and 10 on their 3 yard line. ARZ calls End Run, rolls a 22, 'OFF 10', rolls again to determine the play's outcome, 32, 2-yard gain. PIT is Blitzing formation 'F', rolls a 1, white box. Final play result is (2 + 0), 2-yard gain. PIT can accept 1st and 11 on the 2 (1 yard penalty – half the distance to the goal) or decline 2nd and 8 on the 5.

B.) PIT ball 2nd and 7 on their own 32 PIT calls the Draw, rolls a 39, 'OFF 10', rolls again, 34, 'B' – Breakaway, rolls

again, 27, consults the 'B' chart, 13 yard gain. ARZ is Blitzing 'F', rolls a 4, (15). Priority chart indicates a defensive (#) result overrules the 'B', final play result is 15 yard gain. ARZ can accept the penalty, 2nd and 17 on PIT 22, or decline 1st and 10 on PIT 47. Easy choice here, ARZ accepts (maybe the big gain was because of the holding!).

C.) PIT ball 2nd and 7 on their own 32. PIT calls the Draw, rolls a 39, 'OFF 10', rolls again, 17, 6-yard gain. ARZ is in 'A' formation and rolls a 5, 'F 0' – forced fumble! Priority chart indicates the defensive forced fumble takes precedence and is the final result. Following Fumble processing rules, PIT rolls the offensive dice to determine who recovers, 36. Checking their Fumble Recovery chart (text along the right side of the offense chart or the color-coded #on dice column they determine ARZ recovers the fumble (actually ARZ rolls also, but for purposes of this example I am omitting the defenses influence in recovering the fumble). ARZ can accept the penalty, 2nd and 17 on PIT 22 and PIT retains possession, or decline turnover ARZ obtains possession, 1st and 10 on PIT 32. Another easy choice!

D.) ARZ ball 3rd and 13 on their own 5. ARZ calls Medium, rolls the dice, 28, 'OFF 10' rolls again, 26, 16-yard gain. PIT is in 'C' formation, rolls a 3, white box. If you are using basic mode the assumption is all 'OFF 10' penalties are holding penalties and in this example PIT scores a Safety. If you are using full-featured mode ARZ rolls the offensive dice again, refers to the 'Holding Penalty Determination' supplemental chart and locates the roll value. If the chart indicates the penalty is holding, then PIT scores a safety. If the chart indicates the penalty is not holding PIT has the option to accept or decline.

OFF 15

The 'OFF 15' penalty represents the following penalties: Personal Foul, Unnecessary Roughness, Unsportsmanlike Conduct, Face Mask, and Taunting. With an 'OFF 15' penalty a play outcome must be *always* be determined. How to assess this penalty depends on when the penalty occurs (during the play or after the play), and once again leads us to two resolution modes: basic and full-featured. A personal foul during the play resolves normally as the opposing team can accept or decline. A personal foul after the play is *enforced between downs,* and the result of the play always stands. Also, assess any personal foul penalty that occurs on a scoring play on the ensuing kickoff.

Examples:

A.) Basic Mode – ARZ ball, 2nd and 6 on the PIT 44 yard line. ARZ calls sideline, rolls an 18, 'OFF 15', ARZ rolls again, 13, to determine the play result, 7-yard gain. PIT called 'D' formation, rolls a 2, -5 yards. The two outcomes are added together for a 2-yard gain. In basic mode all 'OFF 15' penalties occur during the play. This means the defense must accept or decline the penalty. PIT can accept the penalty, 2nd and 21 on ARZ 41, or decline 3rd and 4 on PIT 42.

B.) Full-Featured Mode – Using the example in A, ARZ rolls the offensive dice after the play outcome is determined and refers to the 'Enforce Between Downs' supplemental chart. The chart indicates when the penalty occurs. If the penalty occurs during the play PIT accepts or declines (no different than basic mode), but if the penalty occurs between downs the play stands, and then the penalty is assessed leaving ARZ with a 3rd and 19 ball on ARZ 43.

OFF 40

The 'OFF 40' penalty occurs only on kickoffs when the kicking team kicks the ball out of bounds. When encountering this result make no further die rolls, and the receiving team obtains possession on their 40-yard line.

OFF #*

If the penalty outcome has an asterisk after the number, it represents an Intentional Grounding penalty. This penalty is only on the offensive passing charts for obvious reasons. When an Intentional Grounding penalty occurs, no further die rolls are necessary, the pass play is incomplete and you assess the Intentional Grounding penalty. Additionally, a loss of down occurs. If the penalty yardage moves the line of scrimmage on a team's goal line or inside the end zone the defense scores a safety.

Example:
A.) ARZ ball 2nd and 19 on their own 8. ARZ calls Medium pass, rolls a 10, and finds an 'OFF 12*' intentional grounding penalty. The play result is automatically an incomplete pass, the PIT result is ignored, and the 12 yard penalty places the line of scrimmage inside ARZ's end zone, Safety PIT.

DEF 5
The 'DEF 5' penalty represents Offside, Encroachment, or 12 men on the field. Similar to the 'OFF 5' penalty the 'DEF 5' penalty can occur prior to the snap or after the snap. Again, depending on how you want to play there are two modes to resolving this type penalty: basic and full-featured. Basic mode assumes all 'DEF 5' penalties occur prior to the snap. Assess the penalty, no time runs off the clock, and players reset their plays to replay the down. In full-featured mode, the offense continues rolling to determine the play outcome, and the offense may have the option of accepting or declining.

Examples:
A.) Basic Mode- PIT ball 1st and 10 on own 37. PIT calls the Draw, rolls a 12, 'DEF 5'. No further rolls are made, ignore ARZ's outcome, assess the 5 yard penalty, 1st and 5 on PIT 42, and reset calls to replay the down. No time runs off the clock.

B.) Full-Featured Mode- Same as example A, but after PIT identifies the 'DEF 5' penalty players continue rolling to determine the play result. PIT rolls a 31, -4 – a 4-yard loss, ARZ in 'C' formation rolls a 3, (2). Priority chart indicates defense (#) overrides meaning a 2-yard gain is the play outcome. PIT now has the choice to accept the penalty, 1st and 5 on own 42, or decline 2nd and 8 on own 39.

C.) Full-Featured Mode- Using example B, rather than PIT rolling a 31 when rolling for the offense's outcome the re-roll number is a 23, 'OFF 5'. Offsetting penalties, no further rolls needed, run 10 seconds off the clock, and replay the down, 1st and 10 on own 37.

DEF 5X
The 'DEF 5X' penalty represents Defensive Holding, Illegal Use of Hands or Illegal Contact. In all cases, this penalty results in an automatic first down for the offense. After identifying a 'DEF 5X' penalty a play outcome must be determined. Depending on the offensive play type (run or pass) determines how to assess the penalty. When this penalty occurs on a running play assess the penalty yards from the end of the play (or line of scrimmage if the play lost yards). When this penalty occurs on a pass play the offense can either accept the penalty, receive the automatic first down, and assess the penalty yards from the line of scrimmage OR decline the penalty and use the play result instead. If this penalty occurs on a scoring play, assess the penalty yardage on the ensuing kickoff.

Examples:
A.) PIT ball 3rd and 6 on own 40. PIT calls Off Tackle, rolls a 19, DEF 5X, rolls again, 26, to determine play outcome, -1 yard – loss of a yard. ARZ is in 'A' formation rolls, 1, white box. Final play result is a one yard loss. Since there was a loss on the play assess the penalty yards from the line of scrimmage. 1st and 10 PIT on own 45.

B.) PIT ball 3rd and 8 on own 40. PIT calls Off Tackle, rolls a 19, DEF 5X, rolls again, 21, 2-yard gain. ARZ in E formation rolls a 3, white box. Final play result is a 2-yard gain. Because the penalty is on a running play the yardage is added from the end of the run. 1st and 10 PIT ball on own 47.

C.) PIT ball 3rd and 8 on own 40. PIT calls Short Pass, rolls a 10, DEF 5X, rolls again, 37, to determine play outcome, 11-yard gain. ARZ is in 'E' formation and rolls a 2, white box. Play result is an 11-yard completion. PIT has a choice accept the penalty, which because this is a pass the penalty yardage is assessed from the line of scrimmage, 1st and 10 on PIT's own 45, or decline the penalty and use the play result, 1st and 10 on ARZ 49.

D.) PIT ball 3rd and 8 on own 40. PIT calls Short Pass, rolls a 10, DEF 5X, rolls again, 34, Incomplete. ARZ is in 'E' formation, rolls a 3, -3 yards, play result is incomplete (per priority chart). PIT has a choice to accept the penalty, 1st and 10 on PIT 45, or decline and use the play result incomplete, 4th and 8 on own 40.

DEF 15

The 'DEF 15' penalty indicates one of the following penalties: Horse Collar, Face Mask, Unnecessary Roughness, Unsportsmanlike Conduct, and Roughing the Passer. When the offense encounters a DEF 15 penalty the offense rolls again to determine play outcome. The play will always stand (unless a turnover occurs in which case the play result is ignored and penalty yards are assessed from the line of scrimmage), and the penalty yards are assessed from the end of the play. This penalty entitles the offense to an automatic 1st down. If this penalty occurs on a scoring play, assess the penalty yardage on the ensuing kickoff.

Examples:

A.) PIT ball 2nd and 1 on ARZ 40. PIT calls Long Pass, rolls a 15, DEF 15, rolls again 13, QT, rolls again to determine QT result, 35, -9 yards – sack loss of 9. ARZ is in 'D' formation, rolls a 1, white box final play result is a sack for a 9 yard loss. After the sack is marked off, assess the penalty yardage resulting in 1st and 10 ball on the ARZ 34.

B.) PIT ball 2nd and 1 on ARZ 40. PIT calls Long Pass, rolls a 15, DEF 15, rolls again 30, INT 46, ARZ is in 'D' formation, rolls a 1, white box final play result is an INT. The interception is nullified by the personal foul, penalty is assessed from the line of scrimmage, 1st and 10 on ARZ 25, PIT retains possession.

PI #

A PI penalty represents Pass Interference. This penalty works like the other line of scrimmage penalties when the offense has choice of play result or the penalty. When a PI penalty occurs the offense rolls again to determine the play outcome. Based on the outcome the offense can decide to accept or decline. When the penalty yardage extends into the end zone (or beyond the end line – treat as 9 yards deep in the end zone) spot the ball on the one-yard line. This penalty entitles the offense to an automatic first down.

Defensive Penalty Supplemental Chart (optional)

The Defensive Penalties Supplemental Chart is optional, and will improve defensive penalty accuracy. The chart portrays each defense's propensity to commit penalties by penalty type. This distinction is very important as the data suggests defenses commit different types of penalties at different rates. Defense's with aggressive cornerbacks may be prone to pass interference penalties, but their defensive line may be disciplined and commit very few encroachment penalties. Here is 2006 St. Louis Rams Defensive Penalty Chart:

# On Dice	St. Louis Rams			
	DEF 5	DEF 5X	DEF 15	PI
10	DEF 5		XDEF 15	
11			XDEF 15	PI X
12			XDEF 15	
13			XDEF 15	
14			XDEF 15	
15			XDEF 15	
16			XDEF 15	
17			XDEF 15	
18			XDEF 15	
19		DEF 5X		
20			XDEF 15	
21			XDEF 15	
22			XDEF 15	
23			XDEF 15	
24			XDEF 15	
25			XDEF 15	
26			XDEF 15	
27			XDEF 15	
28			XDEF 15	
29			XDEF 15	
30			XDEF 15	
31			XDEF 15	
32			XDEF 15	
33				
34				
35				
36				
37				
38			XDEF 15	
39				

The first noteworthy feature, as already mentioned, is the type of penalty listed across the top of the chart. This chart has two basic outcomes: penalty outcomes (identified by the existing penalty results) and cancel penalty outcomes (identified by the *new* "XDEF" or "XPI" result). Each team's chart is designed based on penalty rates by type, and will vary by team. Looking at St. Louis' chart one can derive they committed more DEF 5, DEF 5X, and PI penalties than the average defense (due to penalty results in the respective columns), but fewer DEF 15 penalties than the average defense (due to cancel penalty results in DEF 15 penalty type column). By penalty type, either a defense will have a penalty result OR a cancel penalty result. These results are mutually exclusive by type meaning you will NOT see a DEF and a XDEF result in the same penalty column. A defense either commits more penalties on average OR less penalties on average by type. In addition, please note chart results are determined rolling *offensive* dice

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This chart only applies to line of scrimmage offensive plays, not special team's plays. I also suggest have an extra set of offensive and defensive dice available for both players at all times as this will speed up result determination. Chart usage is dependent on the types of results on chart.

To determine if the defense commits a penalty based on the *defense's* penalty chart the defensive player must roll the offensive dice once every play and perform a lookup if ***any*** defensive penalty type column contains a penalty

result. Using St. Louis as an example and assuming they are on defense the player will need to roll the offensive dice and check the chart because St. Louis commits a DEF 5 on a 10 roll, a PI penalty on an 11 roll, or a DEF 5X penalty on 19 roll. For each offensive play from scrimmage when St. Louis is on defense the defensive player will roll the offensive and defensive dice. The defensive result is determined as usual, and the defensive penalty result is determined using the offensive dice. In St. Louis' case if a 10, 11, or 19 is rolled by the *defensive* player the St. Louis defense commits a penalty and the result is processed exactly the same manner as if the result came from the offensive chart. The PI penalty column is only referenced on passing plays with yardage being determined using the variable yardage method and the pass play. If a die roll could result in more than one defensive penalty use a random method (flipping a coin) with each outcome having an equal chance to determine which penalty result to use. If a PI penalty result shares a roll with other defensive penalties, and the current play is a pass I suggest slightly increasing the likelihood of the PI penalty.

To determine if the defense cancels a penalty (because they are a disciplined defensive team) consult this chart if: the offensive chart play result is a defensive penalty AND the defensive penalty chart contains a XDEF (or XPI for pass interference penalties) result for that type of penalty. Continuing with our example, let's assume St. Louis' opponent is on offense and the result from the offensive chart is a DEF 15 penalty. The St. Louis defensive player rolls the offensive dice (which they should be doing anyway as described earlier), and if they roll a 10-18, 20-32, or 38 the DEF 15 penalty on the offensive chart is cancelled and the original play result is used AS IF the defensive penalty was never rolled. This chart is only consulted when the offense rolls a defensive penalty, which is why there are more XDEF results than DEF results (because charts with XDEF results are only consulted when a penalty occurs, and charts with DEF penalty results are consulted on *every* offensive play).

During Special Teams
Consult the special teams section for details, but as a general statement determine the play's outcome in all cases, and then assess the penalty from the end of the play.

Special Situations

Clock Management
In many cases, teams need to use timeouts, run plays differently to conserve or run the clock. This section discusses clock management options.
Call Timeout
Each team gets 3 timeouts per half (as denoted on the score pad). After an inbounds play that runs more than 10 seconds off the clock, either team may choose to call timeout. If either team calls timeout *only 10 seconds is run off the clock for the inbounds play that just completed.* Strikethrough the appropriate box on the score pad reflecting one less time available for the appropriate team.

Example:
PIT ball 1st and goal on the ARZ 7 yard line. :20 seconds remain until the half, and PIT has one timeout remaining. A 6 yard completion takes PIT to the one yard line – normally time would expire (30 or 40 seconds run off for an inbounds play), but calls their final timeout meaning only :10 seconds is run off for the completed pass. PIT now has time to kick the FG.

Hurry-Up Offense
When the offense needs to conserve time they have the option to run the hurry-up offense. Each team has a quota indicating the number of hurry-up plays they can run (consult the no huddle supplement chart). After an inbounds play, the offense announces prior to running the next play that they are running the hurry-up offense. By announcing the hurry-up offense *only :20 seconds is run for the play that just ended.* Deduct one from the team's no huddle allocation. One a team uses their allocation they can no longer run the hurry-up offense.

Example:
PIT ball 1st and goal on the ARZ 7 yard line. :30 seconds until halftime, PIT is out of timeouts. The next play from scrimmage is a completed pass to the ARZ 3 yard line. Normally, time would expire but PIT declares they are going no huddle meaning only :20 seconds is run for the completed pass. :10 remains giving PIT time to kick the FG.

QB Kneel
When the offense wants to run the clock they simply announce the QB is taking a knee. No die rolls occur, and the clock runs. This play results in a one yard loss.

Spike Ball
Spiking the ball works identically to the Hurry-Up offense. After an inbounds play, the offense simply announces they are going to spike the ball changing the inbounds play time to :10 seconds. No die rolls occur. Increment the down for the incomplete pass.

Use Spike Ball when down is not important, and you want to preserve your no huddle allotment.

Elect Safety
In some cases, it may be advantageous for the offense to take a safety rather than running play. To use this tactic the player simply announces their intention awarding the opponent a safety. No die rolls occur, and play continues with the ensuing kickoff from the 20.

Muffed Snap
Each year a few teams experience a material number of muffed snaps. For the purists who want all game aspects represented a supplemental chart displaying die roll values that indicate a muffed snap is available. To use the Muffed Snap supplemental chart the offensive dice are rolled ***prior*** to rolling for play outcomes. If a muffed snap occurs resolve as if the result is a F -1 result.

Goal Line, End Line, and Red Zone Impact
* If the yardage for a completed pass exceeds the opponents end line the result is a touchdown.
* If the interception exceeds the end line, treat the point of interception 9 yards deep in the end zone.
* Kickoffs beyond the end line are automatic touchbacks with no option to return.
* Fumbles where the yardage carries into the end zone, but does not exceed the end line are a live ball with the fumble occurring prior to the goal line. If the offense recovers, it is a TD. If the defense recovers, it is a touchback.
* Fumbles where the yardage exceeds the end line are touchdowns.
* By definition, the point of reception for a long pass is a minimum of 20 yards downfield. This means a Long Pass is ***not available to the offense when on or inside the opponents 20 yard line.***

* When on or inside the opponents 5 yard line ***the End Run, Draw, and Screen pass incur a -1 yard deduction after the play is completely resolved***. This *is an optional rule*, but one worth considering. When teams are that close to the goal line the offense has fewer options, and these plays are rarely called from this point on the field.
* When on or inside the 3 yard line the Draw play is not allowed to be called. NFL teams do not use the Draw play from this part of the field, and neither should you.

Spot Foul Penalties
If an 'OFF 10' occurs during special teams play involving a return (kick return, punt return, int. return, fumble return, etc.) that exceeds more than half the distance from the start of the return to the opponent's goal line, the penalty is assessed from the mid-point.

Example:
A.) A punt is fielded at the return teams own 34-yard line. The return team rolls an 'OFF 10' penalty, then rolls

again to determine the return yardage, a 46 yard punt return to the opponent's 20-yard line. Since the 46-yard return exceeds the opponent's 33-yard line (which represents the mid-point from the beginning of the return to the goal line), the spot of the foul is the 33-yard line not the end of the return (in this case the 20-yard line). Assess the 10 yard penalty from the 33-yard line, the return team has 1st and 10 on the opponent 43.

Rare Plays

As a general statement, when questions arise follow NFL rules as a guideline on how to *apply the game mechanics*. The game mechanics work very well in managing the interactions between offense, defense, and special teams. When a situation occurs that is not explicitly discussed (email me so I can add it) and find a similar type of play and use the same mechanic to resolve.

Timing

To record time elapsing refer to the Timing Chart, determine the current play's duration, then check off the number of seconds from the scorepad. Many plays are :10 seconds: incomplete passes, plays involving a turnover or change of possession (punt, kick, FG), plays when a timeout is called, offensive play results with an askerisk with under 2:00 minutes remaining until half or within 5 minutes of the end of the game, or a scoring play. No time elapses on Extra points, two point conversions, and pre-snap penalties. All other inbounds plays that do not meet any of the other descriptions are :40 seconds. An optional, full-featured timing suggestion is to record *only :30 seconds* every 3rd inbounds play. At :40 seconds per play the total number of plays is too few.

When using the full featured timing method use different strikethrough indicators for :10 and :40 sec. plays when marking off the time boxes make it easier to track when the 3rd inbounds play occurs.

If at the end of regulation it is a tie score, and the game goes into overtime you can reuse the timing boxes in the 1st quarter for overtime. When recording time and crossing off timing boxes on the score sheet use \ for regulation, / for overtime, and perhaps | to denote the 3rd inbounds play.

Optional Rules

The following rules are optional, but I always recommend using as many features as possible. These rules will have chart that is included with the Supplemental and Optional Charts document.

Maximum Play Call Usage

One of this game's objectives is to demonstrate the full range of possible outcomes given a team's performance. This charts intent is to prevent over usage of a play. Players have a tendency to call a successful play significantly more often than what is realistic. I highly recommend this chart if you want the most realistic simulation this game offers. This chart shows the maximum number of times a given play can be called by an offense. When the offensive player calls a play simply deduct one from the value listed (use a separate tally sheet). *If the count reaches zero the offensive player can no longer call that play.* Additionally, I recommend that players call each play at least once.

Short Pass – Big Play

Starting with the 2011 season, the Short Pass column on offenses will have one or more bold numbers. If a bold number results on a short pass play the offense rolls the offensive dice again, consults the Short Pass – Big Play chart and uses the outcome on this chart in place of the result found on the team chart. If you want to save the extra roll and not use this chart, then use the original yardage result. *I strongly recommend using this chart.*

Home Field Advantage and Audibles

Audibles

The first aspect of capturing Home Field Advantage (HFA) is describing the use of audibles. Audibles are optional and can be used with the PC version or the traditional board game. The usage will differ slightly between the two, but both achieve the desired effect. Each team receives 0-3 offensive and defensive audibles per game. The number each team receives is based on offensive and defensive performance respectively (ie. the stronger the offense the higher the number of offensive audibles). After both players have called their play, and play resolution has started either player may get prompted to make an audible decision. This occurs when there is a mismatch in play call. The offensive coach would get prompted when the ("QB reads the following formation mismatch at the line of scrimmage") offensive player has called play "9" and the defensive player has called "C" (and the offensive team has audibles available). The offensive player then has the option to change the play selection or call a timeout (preserving the audible, but uses a timeout). If the offensive player changes the play call, resolve the play normally using the audibled play call and then deduct 1 from the remaining offensive audibles. Defensive audibles work the same way except the play call combinations that prompt the defensive player are different. An example of when the defensive player would get prompted would be ("the defensive captain reading the offensive formation mismatch at the line of scrimmage") the offense calling play "8" and the defense called "B". It is also possible that a "false read" occurs. A small percentage of the time (10%), a player will get prompted to audible even though a mismatch is not existent. Just because a defense is showing blitz does not mean they are blitzing. The player who has the audible decision has no way of knowing if they have "misread" the formation or if an audible should be called. The maximum number of audibles a team can receive, after adjusting for HFA (see below), is 3 and the minimum is 0.

Home Field Advantage

Crowd noise impacts the visiting team's ability to call audibles and communicate play call signals. Based a team's home record it receives a HFA adjustment value. Teams who perform better at home receive a higher adjustment, and the value of the adjustment will range from 0-3. This adjustment ***reduces*** the visiting team's number of offensive and defensive audibles. Additionally, a few teams perform well on the road. Each team receives a Road Adjustment ranging from 0 to 2 (very few teams will have a non-zero value) based on their road record. This *adds* to the number of offensive and defensive audibles a team receives when playing on the road. Remember, after you adjust for HFA/Road Adj the minimum number of audibles is 0 and the maximum is 3.

Please refer to the following HFA/Audible sample chart for these examples:

SD @ KC – San Diego travels to KC for a divisional matchup.

Visitor	Audible	Beg. Value (SD)	- HFA Adj (KC)	+ Road Adj (SD)	= Final Audibles
SD	Offense	3	-2	+1	=2
SD	Defense	2	-2	+1	=1

KC, performed reasonably well at home and have a HFA adj. value of 2. SD comes to town and their starting off. & def. audibles are 3/2 respectively. SD starting audibles values are reduced by KC's adjustment of 2, but SD was a good road team adding 1 audible back to both offense and defense. No adjustments are made to KC's audibles.

GB @ BAL

Visitor	Audible	Beg. Value (GB)	-HFA Adj (BAL)	+ Road Adj (GB)	= Final Audibles
GB	Offense	2	-3	+0	=0
GB	Defense	1	-3	+0	=0

GB's offensive and defensive audibles are totally eliminated by BAL home field advantage.

BAL @ CLE

Visitor	Audible	Beg. Value (BAL)	-HFA Adj (CLE)	+Road Adj (BAL)	= Final Audibles
BAL	Offense	0	-0	+1	=1
BAL	Defense	3	-0	+1	=3

BAL did well on the road, and receives a 1 road adjustment. CLE has no home field advantage. BAL's road adjustment gives them 1 offensive audible, but BAL's defensive audibles remains unchanged at the maximum 3.

For board game players follow this protocol when using HFA/Audibles:
After players reveal their plays each player has the option of using one of their audibles (assuming they have some remaining), or a player can burn one of their timeouts. For the following examples assume ’06 SD is visiting ’06 KC (refer to existing HFA/Audible documentation for specific values and calculations).

Example #1 Offensive:
San Diego has 2 offensive audibles and after the offense and defense reveal their plays (1 vs B), but before dice are rolled SD realizes KC is about to stop them and decides to audible. BOTH players now choose different plays, and play proceeds as usual. Once either coach requests an audible no other audibles can be used until the next down. So in this example if the play calls resulting from the audible are E vs 8 SD the play must be resolved using the audible calls. SD now has only 1 audible remaining. Alternatively, SD could’ve chosen to call timeout (assuming they had some remaining) thus saving their audible for later use.

Example #2 Defensive
Using the same teams as example 1. SD has one defensive audible. After both players reveal their plays, the SD defense is caught with 8 in the box 8 vs B. SD decides to audible. BOTH players re-select their plays, and the audibles yield 2 vs B. The play is then resolved. Again, SD alternatively could’ve called a timeout (assuming they had one remaining).

Notice in the defensive example SD called an audible, but did NOT change their play. This is perfectly acceptable. The intent of the audible is to force unfavorable play match-ups to possibly change based on team specific HFA data and Off/Def performance.

Appendices

Appendix A – 2008 Arizona Cardinals and 2008 Pittsburgh Steelers Team Charts - 2008 Cardinals Offense

2008 Arizona

	<----------RUSHING PLAYS---------->				<----------PASSING PLAYS---------->				
	1	2	3	4	5	6	7	8	9
# ON DICE	LINE PLUNGE	OFF TACKLE	END RUN	DRAW	SCREEN	SHORT	MEDIUM	LONG	SIDE-LINE
10	6	2	B	10	15*		OFF 12*	30*	OFF 10
11	2	11	6	12	DEF 15	DEF 5	DEF 5X	PI 21	DEF 5
12	4	3	12	7	-2	DEF 5X	27	DEF 5	6*
13	OFF 5	OFF 10	7	-1	19		21	75	7
14	1	1	OFF 15	3	11	14	36	28*	22*
15	12	-1	-1	8	6	OFF 5	19	46	12
16	8	9	6	7	5	5	30	38	5*
17	OFF 10	DEF 5	10	DEF 5	DEF 5	33		PI 22	DEF 15
18	3	10	OFF 15	6	9	DEF 15	INT 16	20	OFF 15
19	OFF 15	DEF 15	3	B		F 9	INT 21	OFF 15	DEF 5X
20	-2	-4	-6	-4	-4	18	PI 12	58	7
21	1	OFF 5	OFF 5	1	15	OFF 10	13	22	OFF 5
22	6		OFF 10	OFF 5	-1	12	DEF 5	OFF 5	17
23	-1	3	5*	B	OFF 5	4	OFF 5		9
24	2	2	1*	2				25	11*
25	1	1	-3	3				32	10*
26		5	9*	-2	12	3	16		6*
27	1	3	-2	1	9*	5	23	44	2
28	5	6	11	12	13	16	OFF 10	39	15*
29	F -3	-3	F 8	F 0	OFF 10*	INT 8	DEF 15	INT 42	PI 21
30	1	3	B	1		10	17	TD	
31	4	8	B	9		11	11		
32	2	2	3	2	4	6		56	
33	3	4	1		3	9	15		
34			2	4	1	8	18		
35	3	1	4	5	5		16		
36	2	B		1	7	7		34	
37	5	3	B	2	6	1			
38	1	7	B	-3	2	5	14	40*	
39	B	-2	*	1	OFF 10	22	OFF 15	INT 27	3

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225		
B	QT	
18	-10	10
14	8	11
23	11	12
16	-10	13
35	F -3	14
13*	F -6	15
13*	F -2	16
13	F -2	17
17	F -12	18
13	F -3	19
13	F -7	20
13	-7	21
18	F -4	22
15	F -7	23
16	-5	24
16	F -12	25
14	F -5	26
23	-7	27
35	8	28
30	-6	29
13	-7	30
30	-9	31
17	-7	32
17	F -8	33
14	-7	34
30	-6	35
13	-7	36
13	-3	37
13	-7	38
13	11	39

Fumble Recovered 10-26 * Lost Ball 27-39

2008 Pittsburgh

	<----------RUSHING PLAYS---------->				<----------PASSING PLAYS---------->					233		
	1	2	3	4	5	6	7	8	9			
# ON DICE	LINE PLUNGE	OFF TACKLE	END RUN	DRAW	SCREEN	SHORT	MEDIUM	LONG	SIDE-LINE	B	QT	
10	*	DEF 5	2*	DEF 15	9	DEF 5X	38	OFF 5*		16	F -10	10
11	OFF 5	12	9	-5	-2	19	OFF 5	PI 43	11	24*	F 6	11
12	B	6	7	DEF 5	DEF 5		22	TD	17*	31	2	12
13	OFF 10	1	3	2	OFF 10	5*	INT 16	QT	DEF 5	31		13
14	3	OFF 5	DEF 15	8	22	12	DEF 5	DEF 5	5	34	1	14
15	2	8	OFF 5	-3	4	2	11	DEF 15	OFF 5	19	-5	15
16	6	-3	7	B	18	F 9	10	32	24*	32*	-12	16
17	10	10	-4	6	9	21		20	14	19	17*	17
18	DEF 5	2	DEF 5	9	8	DEF 5	OFF 15	49	PI 12	15	-7	18
19	B	DEF 5X	DEF 5	3	DEF 15		23	INT 53	OFF 15	32*	9	19
20	4	9	B	-2		OFF 10	DEF 5	37	DEF 15	13	5	20
21	7	OFF 10	6	2	OFF 5	6	OFF 10	50	12*	13	7*	21
22	-1	1	5*	3	-2	OFF 5		OFF 5		19*	-7	22
23	6	-2	2	OFF 5	-3	4	17		7	13*	-4	23
24		5	1	4	3	QT	16		16*	32	F -5	24
25	4		2	5	7	9	13	31	8	15	7	25
26	-3	-1		10		2		48		27	-7	26
27		7	-3	2		13			6	13	3	27
28	OFF 5	5	4*	8		DEF 15	18	PI 38	QT	13	F -9	28
29	8	11*	6	11		INT 4	26	41	QT	13	F 0	29
30		6	8	2		15	14	INT 46	10	13	-7	30
31	2	1	6	-4	8	10	21		19	20	-1	31
32	4	2	1	2		6				15*	9	32
33	2		OFF 10			7				16	-8	33
34	1	3	4	B						13	-6	34
35	3	4	-1	3	4		QT			13	-9	35
36	5	2	B	6	5		19	OFF 10		13	F -6	36
37		B	3	1	1	11	15	QT	QT	17	-8	37
38	11	3	10	-1	2	25	14	QT	13	24*	-2	38
39	9	2	6*	OFF 10	QT	QT	27	47	9	34	-7	39

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Fumble Recovered 10-22,24-32 * Lost Ball 23,33-39

2008 Arizona

	# ON DICE	1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MEDIUM	8 LONG	9 SIDE-LINE
A STANDARD 4-3-4	1		-3	(6)		4		(19)	-3	-5
	2				(0)	2	(5)			
	3	(3)	-1			3			(31)	(16)
	4	(1)	F 2	8	-1		QT	QT	INT 25	
	5		(20)	F -2	F 0	(TD)	F 1	INT 10		
B SHORT YARDAGE 6-1-4 or 7-1-3	1	(0)			(1)	3	7	4		
	2		(0)				2			8
	3	-3	(-1)	(1)	(2)				(40)	
	4			8	-3	(-5)		(TD)	(30)	(14)
	5		F -1			QT	INT 3	QT		
C SPREAD 4-4-3	1	(1)	(1)	(1)		-1	-2			
	2		(1)			-1		(19)		
	3			-1	(2)				(30)	(11)
	4	(3)		(0)		(10)	(4)	7	(TD)	-4
	5	9	12				QT	INT 14	INT 29	QT
D PASS PREVENT SHORT 3-5-3	1	2	2	3		4	-5			
	2			(6)	3			(12)		
	3	1				4				
	4	(13)	18	(16)			QT	QT	(28)	QT
	5	F -7				(19)	QT	F 21	INT 43	INT 14
E PASS PREVENT LONG 3-3-5	1	4		2	1		-2			(11)
	2				-1					
	3		5	9		7	-3			
	4	2	1			(42)			QT	QT
	5			F -1	-1		F 7	INT 21	INT 43	F 6
F BLITZ	1	1	-2			13		1	-6	-3
	2					7	4			
	3		(3)		(8)				QT	
	4	(3)		(-3)	(15)		(26)	QT		QT
	5	F -7		F -1		(27)	QT	INT 18	INT 29	QT

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Kickoff	Kickoff Return	Punt	Punt Return	Fumble Return	Int Return	Field Goal	# On Dice
79	38	36	13	13	1	27	10
64	10	29*	1	16		NG	11
71	35	43*	OFF 15	TD	6	31	12
59	27	41	8	16	9	24	13
65	29	23*	15		34	BLK -32	14
79	14	DEF 5	FC	13	39	DEF 5	15
56	27	OFF 5	25	TD	F 13	31	16
OFF 5	55	55	4			27	17
74	35	DEF 5	21		40	31	18
71	18	45	F 0		OFF 15	31	19
73	18	59	-4		F 13	31	20
63	6	40	22		F 13	28	21
66	24	47	2	3	39	31	22
67	18	39			6	31	23
71	17	56	OFF 10		TD	37	24
70	26	50	FC		40	27	25
62	24	51	7	2	34	31	26
60	1	32*	FC			27	27
58	38	50*	DEF 5			31	28
48	22	23*	15		TD	31	29
76	20	45	11			31	30
75	OFF 10	40			OFF 15	DEF 5	31
69	22	52	-2			30	32
75	16	38	OFF 10	11	28	27	33
73	21	48	10		16	28	34
72	25	36	3		OFF 15	37	35
70	23	42	17		1	30	36
74	19	43	FC		9	30	37
78	34	45	FC			18	38
OFF 40	TD	34*	5			29	39

QR

6
-6
5

Special Teams

1		11
4		
2		
		-9
44		24

Defense

		1
		2
		3
		4
		5

2008 Pittsburgh

	# ON DICE	1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MEDIUM	8 LONG	9 SIDE-LINE
A STANDARD 4-3-4	1	-3		(2)		-2	-4			-4
	2	-2	(1)		(1)				-10	
	3							-4	(20)	
	4	(1)		(2)	(1)	(12)	QT			(10)
	5		F -3		8		INT 7	QT	INT 38	
B SHORT YARDAGE 6-1-4 or 7-1-3	1	(0)	(0)	(1)		-3				-3
	2				-4			(12)	(20)	
	3	(1)	(1)	(1)	-3					(17)
	4	(-1)		(0)				(25)		
	5		(0)		9	QT	F 5			
C SPREAD 4-4-3	1	-1	(1)	(-1)	-1	-8	(9)		-4	
	2	(2)			1			-4		
	3		(1)	(-1)		-5				-5
	4				(0)	(17)		(12)		
	5		F 3				QT		INT 24	INT 4
D PASS PREVENT SHORT 3-5-3	1	(2)	(5)		4			-3	-12	
	2			(3)			-3			-5
	3					-4				
	4	(14)	(5)	(15)		(17)	INT 3	QT	QT	INT 15
	5				17		INT -1	INT 13	INT 24	QT
E PASS PREVENT LONG 3-3-5	1	(2)	(3)	-1			-2			-5
	2				3				-14	
	3		1			2	-4			-2
	4		1		8	14	(16)		INT 32	QT
	5			6				INT 13	INT 39	
F BLITZ	1			(1)	3			-6	QT	
	2	(0)							-16	
	3		(3)		3	5	QT	QT		QT
	4	(-2)	(-3)	(-4)	(13)	(20)			(20)	(12)
	5		6	6			(15)	INT 13	INT 39	QT

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Kickoff	Kickoff Return	Punt	Punt Return	Fumble Return	Int Return	Field Goal	# On Dice
67	7	F -18	35	2	6	OFF 5	10
OFF 40	27	24*	17		21	30	11
61	F 14	DEF 5	12		25	32	12
75	43	43	23		25	30	13
58	31	30*	1		19	28	14
54	26	53	8		33	15	15
71	DEF 15	46	2		32	32	16
74	39	55	-4		F 0	34	17
79	31	43	FC	2	89	20	18
65	26	F -18	35		F 0	32	19
79		DEF 5	13	-2	33	32	20
55	16	36	3		F 0	OFF 5	21
59	17	49	FC		6	21	22
73	16	32			1	33	23
65	22	41	8		OFF 10	31	24
65	24	OFF 5	FC		23	31	25
59	14	28*	OFF 15	18	89	27	26
57	24	48	FC		TD	21	27
67	OFF 15	43*	11		19	32	28
65	7	41*	29		12	32	29
60	13	35	-3		DEF 15	32	30
68	19	45	FC	4	18	29	31
64	OFF 10	44	OFF 10			24	32
69	27	38	FC			36	33
66	18	51	4			28	34
77	21	41	5		12	29	35
72	23	39	F 0			31	36
70	20	33	FC	7	14	32	37
63	22	34	6		21	21	38
74	12	61	-2		DEF 15	NG	39

QR

(5)
-2
-2
(4)

Special Teams

(20)		(5)
		-3
(12)		(0)
(15)		

Defense

		1
		2
		3
		4
		5

Appendix B – Priority Chart

Priority Chart

Defensive Play Result

	#	#		(#)	(#)	(TD)	QT	INT #	F #	
#	ADD	ADD	ADD	(#)	(#)	(TD)	QT	INT #	F #	
#	ADD	ADD	ADD	(#)	(#)	(TD)	QT	INT #	F #	
B	ADD	ADD	ADD	(#)	(#)	(TD)	QT	INT #	F #	
	ADD	ADD	ADD	(#)	(#)	(TD)	QT	INT #	F #	
TD	TD	TD	TD	(#)	(#)	(TD)	QT	INT #	F #	
QT	QT	QT	QT	(#)	(#)	(TD)	QT	INT #	F #	
INT #	INT #	INT #	INT #	INT<#			INT #	INT<#	F>#	INT #
F #	F #	F #	F #	F>#	F@Def#	F in EZ	F #	INT #	F #	F #
				(#)	(#)	(TD)	QT	INT #	F #	
FC	FC is fair catch result on punt returns and always overrules punt coverage team outcome									
	Penalty - any yellow box, OFF, DEF, PI - consult rules for resolution details									
OFF *	An OFF penalty ending w/ asterisk is intentional grounding and is the final outcome, no further rolls necessary									

A < symbol indicates to use the smaller yardage outcome of the two results
A > symbol indicates to use the larger yardage outcome of the two results

Appendix C – Die Roll Probabilities

Offense Dice

DieRoll	Probability	Pct.
10	2	0.93%
11	3	1.39%
12	4	1.85%
13	5	2.31%
14	6	2.78%
15	6	2.78%
16	4	1.85%
17	3	1.39%
18	2	0.93%
19	**1**	**0.46%**
20	4	1.85%
21	6	2.78%
22	8	3.70%
23	10	4.63%
24	12	5.56%
25	12	5.56%
26	8	3.70%
27	6	2.78%
28	4	1.85%
29	2	0.93%
30	6	2.78%
31	9	4.17%
32	12	5.56%
33	15	6.94%
34	**18**	**8.33%**
35	**18**	**8.33%**
36	12	5.56%
37	9	4.17%
38	6	2.78%
39	3	1.39%
	216	100.00%

Defense Dice

DieRoll	Probability	Pct.
1	12	33.33%
2	11	30.56%
3	9	25.00%
4	3	8.33%
5	1	2.78%
	36	100.00%

Appendix D – Support and FAQs

The best way to get your questions answered is to send me an email:

Ron@DataDrivenFootball.com

When updates to rules are made you can download an electronic copy from the website:

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