

Priority Chart

		Defensive Play Result								
Offensive 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>#
	F #	F #	F #	F #	F>#	F@Def#	F in EZ	F #	INT #	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

Legend

Code	Description
#	Offense gains yards
#	Offense loses yards (missed extra point)
B	Breakaway, consult breakaway
	0 yards
TD	Touchdown regardless of yardage
QT	Quarterback trapped, consult QT chart
INT #	Interception occurs at yardage indicated
F #	Fumble occurs at yardage indicated
	Incomplete pass
FC	Fair Catch - always overrules
(#)	Offense gains yards - overrules
(#)	Offense loses yards - overrules
BLK	Blocked FG/Punt
G	FG is good, Fumble Recovered
NG	FG is no good, Fumble Lost
(TD)	Touchdown regardless of yardage - overrules
#*	Play goes out of bounds - check timing rules
OFF	Penalty on offense - follow specific penalty rules
OFF #*	Intentional Grounding - always overrules
DEF	Penalty on defense - follow specific penalty rules
PI	Pass interference
SCK	Defense Sack Override - automatic sack
QR	Defense Missed Sack - QB automatic escape
#	Bold number, Short Pass Big Play, Long/Short FG
XDEF	Cancel defensive penalty
XPI	Cancel pass interference

Timing Chart

Time (sec.)	Play
40	Running plays and completed passes
30	Running plays and completed passes*
20	Plays followed by Hurry-Up offense play
20	Plays followed by a spike ball play
10	All plays involving change of possession
10	All plays involving a penalty (accepted or declined)
10	Incomplete passes
10	Plays followed by a timeout
10	Any scoring play - TD, FG, or Safety
10	Out of bounds play within 2 min. half, 5 min. Game
0	Touchbacks
0	Pre-snap penalties (false start, etc.)
0	PATs
0	Two-point conversions

* Consult rules for enhanced timing option

2016

Squib Kick

# ON DICE	Result
10	17
11	4
12	22
13	3
14	28
15	10
16	F 0
17	43
18	-1
19	DEF 15
20	12
21	13
22	16
23	18
24	12
25	10
26	20
27	13
28	19
29	OFF 10
30	5
31	13
32	15
33	9
34	6
35	
36	11
37	8
38	13
39	17