




Player Guide

2018

2017 New England

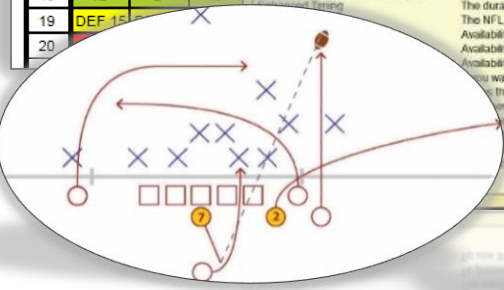


RUSHING PLAYS					PASSING PLAYS				
# ON DICE	1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MEDIUM	8 LONG	9 SIDE LINE
10	DEF 5X	DEF 5	6	OFF 10	1	QT	DEF 5	OFF 5*	
11	11*	12	OFF 10						
12	10	B	B						
13	4	10	11						
14	6	5	8						
15	4	4	-6						
16	8	-2	2						
17	DEF 5	OFF 5	2						
18	12	2*	2						
19	DEF 15								
20									

	B	QT	
	44*	1	10

Rules and Settings

Name	Description	Value
Red Zone Defense	Passes from within the Red Zone that go beyond the end line are incomplete. Intercept	1
Yardage Factors	Advanced Rule #4. When Tracking is turned on and Yardage Factors are also turned	0
Fourth Down Difficulty	Advanced Rule #3 appears in the 1979 rules edition. This rule adds difficulty to any 4t	0
Punt Roll/Yards Adjustment	This number is subtracted from the offensive die roll to determine how far the ball rolls	15
AI Coffin/Punt Adjustment	When determining coffin yards the avg. punt distance of the team is compared to the	10
Minimum FG Success Rate	When the LOS for a FG attempt is beyond the 30 and is greater than the avg FG dist.	0.4
Home Field Advantage - Power Rating	Advanced Rule #13. Home Field Advantage adds the Home Field Advantage points to	0
Tracking	Advanced Rule #10. C	
Negative Pass Play	With the introduction	
Home Field Advantage - 3rd Down	Advanced Rule #11	
Home Field Advantage - 4th Down	Advanced Rule #12	



2017 Philadelphia

	# 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	1	(1)	(4)	(2)	-2		(4)	(13)		-2
STD.	2					(1)			QT	
4-3-4	3	(4)	(-1)	4		8	-1		9	
3-4-4	4	-3	2	25	(16)			INT 10		QT
	5	F 8	(0)	(16)	12		INT 4	INT 12	34	QT
B	1		-3		(2)	-2		(18)		
RUSH	2	-4								
MIDDLE	3	(-1)	-2	(0)	(2)	(13)			12	3
4-4-3	4		(-1)	-3	3		(10)	QT		-3
5-3-3	5	(-2)	(-1)	9	(0)			QT	34	

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Overview



Welcome to Data-Driven Football!

Data-Driven Football (DDF) is a retrospective football simulation that allows players to engage in head-to-head game play, representing their favorite NFL teams from any desired past season. Each team is represented in the form of offense, defense and special teams *charts* (plus several supplemental charts used in *advanced* play).

Each team's charts are created by compiling the team's play-by-play results across all regular season games, then summarizing those results in the charts' individual play outcomes. The result is a highly accurate representation of the team's statistical strengths and weaknesses on offense, defense, and special teams.

2017 Philadelphia Eagles Passing Plays Chart

The combination of the team charts and DDF game play features captures the flow of NFL football so well that players will actually *feel the intensity* of live NFL games while rolling their dice.

DDF offers two game formats: a traditional board game version and a PC game version. The board game allows two players to play head-to-head as coach of any two current or past-season teams. The PC game also allows two players to go head-to-head, while the computer handles all of the game's "chores" like rolling the dice, looking up plays on the team charts, managing the scoreboard, etc. But the PC game lets a player to go head-to-head against the computer, where the computer coaches a team and makes all of the same play-calling decisions of a human player. It also lets the player sit back and watch as the computer plays head-to-head against itself, coaching two teams, or even the same team.

This guide focuses primarily on the DDF board game, but the same rules and features apply to both.

Throughout this guide, most of the examples—and there are many of them!—use the team charts for the Super Bowl LII teams, the **2017 Philadelphia Eagles** and **2017 New England Patriots**. Those charts are listed in [Appendix A](#), and are also available free for download from DDF's web site, www.DataDrivenFootball.com. It's best to print a copy of the team charts and the **priority chart**, and refer to them while using this guide. [Appendix A](#) also includes the teams' advanced play **chart supplements**.

2014 NFL Draft Chart

DDF games provide several *advanced play* features that, while not strictly required, certainly help enhance game play and produce a more realistic simulation. These features typically involve additional dice rolls and the use of *supplemental* charts. Samples of these supplemental charts are included in [Appendix G](#).

Finally, if you have suggestions on how we can improve your DDF game experience, or improve this guide, please feel free to contact me at Ron@DataDrivenFootball.com.

Ron Pizarz, Jr.
Data Driven Football

Basic vs. Advanced Play

You can play the DDF board game two different ways: **basic play** or **advanced play**.

In *basic play*, players use their team's standard offense, defense and special teams charts, but do not use any of the supplemental team charts.

In *advanced play*, players use both the standard team charts and supplemental charts. (Note: The DDF PC game includes the supplemental charts and provides *settings* for enabling or disabling some of the advanced play features.)

Basic play is a simpler and (typically) faster way to play the board game, as it requires less dice rolls and fewer charts to consult. Advanced play requires a more thorough understanding of the game's rules and generally takes longer to complete a game, but offers a more accurate and realistic game experience—your game's results will more accurately reflect the actual game performance the two teams. As you become more comfortable using basic play, consider using the advanced play features to enhance your game experience.

The advanced play features are mentioned throughout the guide, but are described in detail in the [Advanced Play](#) section. Samples of the supplemental charts used with the advanced play features are included in [Appendix A](#) and [Appendix G](#).



Deciding whether to use basic play or advanced play need not be an all-or-none choice. You and your opponent can decide to use a *subset* of the advanced play features. Be sure to agree beforehand which advanced play features you want to use during the game.

Game Basics

This section covers the basics for how to play the DDF board game. Be sure to understand this section before moving on to the more advanced game features.

Game Components

The DDF board game includes these components:

- Three special six-sided dice for use with the Offensive and special teams charts:
 - One black die with these face values:

1	2	2	3	3	3
---	---	---	---	---	---
 - One yellow die with these face values:

0	0	1	2	3	4
---	---	---	---	---	---
 - One white die with these face values:

0	1	2	3	4	5
---	---	---	---	---	---
- Two special, six-sided dice for use with the Defensive chart:
 - One red die with these face values:

1	1	1	2	2	3
---	---	---	---	---	---
 - One green die with these face values:

0	0	0	0	1	2
---	---	---	---	---	---
- A special 10-sided die (face values 0 to 9) for use with some *advanced play* options.
- A football field game board or mat.
- A football marker to show the ball's position on the field.
- A first down marker to show the distance to a first down.
- A scorepad to keep track of the score, clock time, timeouts remaining, etc. See the [Using the Scorecard](#) section and [Appendix B](#) for more details.
- A set of NFL team charts. [Appendix A](#) contains the standard and supplemental team charts for the **2017 New England Patriots** and **2017 Philadelphia Eagles** (the Super Bowl LII teams).
- The **Priority Chart**, showing how to combine a play's offensive and defensive results. See [Appendix D](#).
- The **Play Result Legend**, showing the different play results and their meaning. See [Appendix C](#).
- A **Squib Kick** chart, showing the results for a squib kick. See the [Squib Kick Option](#) section and [Appendix F](#) for more details.
- Supplemental play charts. [Appendix A](#) contains the supplemental team charts for the *2017 New England Patriots* and *2017 Philadelphia Eagles*. [Appendix G](#) contains samples of the “generic” supplemental charts that are not team-specific (they apply to all teams in the same season).
- A set of defensive formation selection cards. These are used by the defensive player to “lock in” their defensive formation choice. See the section, [Selecting Plays and Formations](#), for more details.

Team Charts

Each player selects a team chart representing that team's play results across a single (regular) season. Your team's charts may be in printed form or electronic form (as a PDF file). Each team chart contains these three primary play charts:

Offense	Contains the team's offensive play results. This chart contains a column for each of the nine standard offensive plays (1-LINE PLUNGE to 9-SIDELINE), plus a B (Breakaway) and QT (Quarterback Trapped) column. The chart contains 30 rows, numbered 10 to 39, for the offensive dice totals. See the Play Results section for more details. The # ON DICE column to the right of the QT column also serves as the offense's Fumble Recovery chart, color-coded to indicate whether or not the offense recovers a fumble. See the Fumbles section for more details.								
Defense	Contains the team's defensive play results. This chart is divided into six sections, one for each of the six defensive formations (A-STANDARD to F-BLITZ). Each section contains nine columns, one for each of the standard offensive plays; and five rows, one for each of the defensive dice totals. See the Play Results section for more details.								
Special Teams	Contains the team's special teams play results. This chart contains these columns: <table> <tr> <td>Kickoff</td><td>Fumble Return</td></tr> <tr> <td>Kickoff Return</td><td>Interception Return</td></tr> <tr> <td>Punt</td><td>Field Goal</td></tr> <tr> <td>Punt Return</td><td>PAT Kick (# ON DICE)</td></tr> </table>	Kickoff	Fumble Return	Kickoff Return	Interception Return	Punt	Field Goal	Punt Return	PAT Kick (# ON DICE)
Kickoff	Fumble Return								
Kickoff Return	Interception Return								
Punt	Field Goal								
Punt Return	PAT Kick (# ON DICE)								

Like the offense chart, the special teams chart's columns contains 30 rows, numbered 10 to 39, for the offensive dice totals. See the [Special Teams](#) section for more details..

Each team also includes four secondary play charts for use by the defense. These charts are located to the right of the special teams chart. Each of these charts consists of a single column of five cells, numbered 1 to 5, matching the defensive dice totals:

Kick Coverage	(<i>basic play</i>) Reflects the kicking team's ability to affect the return team's <i>Kickoff Return</i> play result. See the Kickoffs section for more details.
Punt Coverage	(<i>basic play</i>) Reflects the punting team's ability to affect the return team's <i>Punt Return</i> play result. See the Punts section for more details.
QT Containment	(<i>advanced play</i>) Reflects the defense's ability affect the offense's play result following a QT (<i>Quarterback Trapped</i>) result. See the Quarterback Trapped and Quarterback sections for more details.
FG Adjustment	(<i>advanced play</i>) Reflects the defense's ability to affect the offense's <i>Field Goal</i> play result. See the Field Goals and Enforce Between Downs Penalties

A 15-yard penalty against the offense or defense can be called for a foul committed during the play, such as , or for a foul committed at the end of the play (between downs), such as .

To accurately simulate these situations, a supplemental **Enforce Between Downs** chart is provided. This chart is a generic chart that applies to all teams in a given season. [Appendix H](#) contains the *Enforce Between Downs* chart for the 2017 season.

The chart lists two sets of offensive dice totals

If an **OFF 15** or **DEF 15** foul is committed *during the play*, the penalty is resolved the same as most other penalties: the defense can either accept the penalty and decline the final play result, or decline the penalty and accept the final play result.

If an **OFF 15** or **DEF 15** foul is committed *after the play*, the penalty is enforced at the end of the play (between downs); the final play result stands, and the penalty yardage is added to or subtracted from the play result's yardage.

See the [OFF 10 Penalties](#) and [DEF 15 Penalties](#) section for more details.

Examples:

- A) Philadelphia's ball, 2nd and 7 on New England's 44-yard line. The PHI player calls **9-SIDELINE**, while the NE player calls **F-BLITZ** formation. The PHI player rolls an 11, **OFF 15..** The PHI player rolls again, this time a 24: **7..** The NE player rolls a 1: **-1**. The two results are added together to produce the final result: **6..**, a 6-yard completion to NE's 38-yard line. In *basic* play, all **OFF 15** fouls are committed during the play. That means the defense can either accept or decline the penalty. If the NE player accepts the penalty, the final result is PHI's ball, 2nd and 22, on their own 41-yard line. If the NE player declines the penalty, the final result is PHI's ball, 3rd and 1, on NE's 38-yard line.
- B) (*advanced play*) Same as (A), but this time the PHI player rolls the offensive dice, a 34, and consults their *Enforce Between Downs* chart. Since the dice total 34 is not one of the listed offensive dice totals, the foul occurred during the play. The NE player can accept or decline the penalty, the same as (A).
- C) (*advanced play*) Same as (B), but this time the PHI player rolls a 22 and consults their *Enforce Between Downs* chart. Since the dice total is one of the *Enforce Between Downs* chart's offensive dice totals, the foul was committed *between downs* (after the play ended). The final play result stands (a 6-yard gain to NE's 38-yard line). The 15-yard penalty is subtracted from the play's ending yard line (NE's 38-yard line). Final result: PHI's ball, 3rd and 19, on their own 47-yard line.

Field Goal Influences sections for more details.

See [Appendix A](#), which contains the offense, defense and special teams charts (as well as the advanced play supplemental charts) for the 2017 New England Patriots and 2017 Philadelphia Eagles.

Using the Scorecard

The scorecard is used to keep track of the score, the clock, timeouts and a few other advanced things like play call quotas. Use a new scorecard for each new game. [Appendix B](#) lists a blank scorecard.

Begin by filling in the team names (don't forget to include the season with the name if you're using teams in different seasons).

Use the top section of the scorecard to record the score (per quarter) and keep track of the remaining timeouts (per half).

Manage the game clock by crossing off the number of 10-second intervals used by each completed play. [Appendix E](#) contains a copy of the **Play Timings** chart.

If you are using *advanced* play, use the bottom section of the scorecard to keep track of how many times you've called each of your nine offensive plays (once you've called a play the maximum number of times, you can no longer call that play). See the [Play Call Quotas](#) section for more details.

Using the Offensive and Defensive Dice

Before playing the game, be sure you understand how to use the game dice and interpret their values.

The player controlling the offense or special teams (kickoffs, punt returns, field goals, etc.), rolls the three offensive dice—the **black**, **white**, and **yellow** dice—to determine their play result. To compute the offensive dice total, multiply the black die's face value by 10, then add the white and yellow dice face values:

$$\text{Offensive Dice Total} = (10 \times \text{Black}) + \text{White} + \text{Yellow}$$

For example, if the offensive dice are rolled and show these values:



Then the dice total is: $(2 \times 10) + 4 + 0 = 24$.

The offensive dice can generate totals between 10 and 39. [Appendix I](#) lists each of the possible offensive dice totals and its probability.

The player controlling the defense rolls the two defensive dice—the **red** and **green** dice—to determine their play result. To compute the defensive dice total, simply add the two face values together:

$$\text{Defensive Dice Total} = \text{Red} + \text{Green}$$

For example: if the two defensive dice are rolled and show these values:



Then the dice total is $2 + 1 = 3$.

The defensive dice can generate totals between 1 and 5. [Appendix I](#) lists each of the possible defensive dice totals and its probability.

Selecting Plays and Formations

Both players select from the same set of offensive plays, special teams plays and defensive formations.

The offensive player can choose from any of these nine standard plays—four rushing and five passing—found on their team's *offense play chart*:

<u>Running Plays</u>	<u>Passing Plays</u>
1—LINE PLUNGE	5—SCREEN
2—OFF TACKLE	6—SHORT
3—END RUN	7—MEDIUM
4—DRAW	8—LONG
	9—SIDELINE

Note that the offense play chart includes two additional columns: the **B** (Breakaway) and **QT** (Quarterback Trapped) columns to the right of the 9-SIDELINE column. These do not represent offensive plays that can be selected; instead they are used when the offensive or defensive play result is **B** or **QT**. See the [Breakaways](#) and [Quarterback Trapped](#) sections for more details.

NOTE: Restrictions apply to the use of certain standard offensive plays based on field position; see the [Play Call Restrictions](#) section for more details. Also, play selection is limited when you are using *play usage quotas*; see the [Play Call Quotas](#) section in the [Advanced Play](#) section.

The offensive player (the player whose team is in possession of the ball) can also choose from these plays from their team's *special teams play chart*:

Kickoff	Fumble Return
Kickoff Return	Interception Return
Punt	Field Goal
Punt Return	PAT Conversion

The defensive player (the player whose team is not in possession of the ball) can choose from these six formations, found on their team's *defense play chart*:

A—STANDARD (4-3-4, 3-4-4)
B—RUSH MIDDLE (4-4-3, 5-3-3)
C—RUSH WIDE (6-2-3, 5-3-3)
D—PASS NICKEL (3-3-5)
E—PASS DIME (3-2-6)
F—BLITZ

NOTE: On older team charts the defensive formations B to E were named differently:

B—SHORT YARDAGE (6-1-4 or 7-1-3)
C—SPREAD (4-4-3)
D—PASS PREVENT SHORT (3-3-5)
E—PASS PREVENT LONG (3-3-5)

See [Appendix A](#), which contains the offense, defense and special teams charts (as well as the advanced play supplemental charts) for the **2017 New England Patriots** and **2017 Philadelphia Eagles**.

Dice Roll Probabilities

It's worth mentioning that in DDF games, not all dice totals are created equal. Each offensive and defensive dice total has its own probability, with some totals occurring more (or less) frequently than others. For example, the offensive dice total 35 has an 8.33% chance of occurring (18 out of 216 rolls), while the dice total 19 has only a 0.46% chance of occurring (1 out of 216 rolls).

[Appendix I](#) lists each of the offensive and defensive dice totals, and the probability of that total occurring.

Why should you care about dice total probabilities? Because you may be tempted, when trying to decide which play or formation to select, to scan a chart's column looking for "mostly green" (good for the offense, bad for the defense) or "mostly red" (good for the defense, bad for the offense) results. That approach may not get you the results you want, because every cell in an offensive play column or defensive formation column has its own probability of occurring.

For example, suppose you are playing for the 2017 Philadelphia Eagles, and are trying to decide whether or not to call the 3-END RUN play. In looking down that column, you notice there's an **F O** result (a fumble at the line of scrimmage) in the column, at dice total 39. How concerned should you be that your play result will be a fumble? In consulting the [Offensive Dice Roll Totals](#) table in [Appendix I](#), you see that dice total 39 occurs, on average, only three times in every 216 dice rolls (1.39%); a very low chance of occurring. Of course, that doesn't mean a won't roll a 39 the next time you roll the dice, or that you won't roll a 39 the next two times you roll the dice; it just means that the probability of a 39 occurring across many offensive dice rolls is very small.

As a second example, suppose you are again playing for the 2017 Philadelphia Eagles and considering calling 9-SIDELINE but notice there are five cells in the column with the result **■**, indicating an incomplete pass, for dice totals 33 to 37. What are the odds of you rolling the offensive dice and coming up with a **■** result? By adding together the five dice totals' probabilities from the [Offensive Dice Roll Totals](#) table, you can calculate that probability: 33.33%, or 72 out of 216 rolls. That means you can expect to see a **■** result for the 9-SIDELINE play about once in every three dice rolls.

The real power of Data Driven Football is that all these play results and dice probabilities are statistically accurate, based on each team's actual performance during a season. So if you are coaching the 2017 Philadelphia Eagles, you have a 48.1% chance of completing a sideline pass (104 out of 216), but if you are coaching the 2017 New England Patriots, you have a higher 58.3% chance of completing a sideline pass (126 out of 216 rolls).

Unlike the three offensive dice that can produce 30 different dice totals (10 to 39), the two defensive dice can only produce five totals, 1 to 5. That's why there are only five play results for each offensive play-defensive formation combination on the defense play chart. The defensive dice total probabilities range from 33.33% (12 out of 36) for dice total 1, to 2.78% (1 out of 36) for dice total 5. The dice totals 1 to 3 have a combined probability of 88.9% (32 out of 36 rolls), while dice totals 4 and 5 have a combined probability of only 11.1% (4 out of 36 rolls). So when choosing a defensive formation, pay more attention to the play results for dice rolls 1 to 3, since they have an almost 9-in-10 chance of occurring compared to dice rolls 4 and 5.

The 10-side die has 10 faces numbered 0 to 9 and is used in several *advanced play* situations. Each face value has an equal chance of occurring (1 in 10, or 10%). The 10-sided die is especially useful when you need a way to produce a 1-, 2- or 3-digit number. For example, if you are playing the DDF game in *solitaire* mode and you want to choose an offensive play based on your team's Pass/Rush Ratio (found on your team's **supplemental** chart), you can roll the 10-sided die twice to produce a 2-digit number between 00 and 99. If your 2-digit total is less than your team's Pass/Rush Ratio, you should call a pass play; otherwise you should call a run play.

Plays from Scrimmage

In a typical play from scrimmage, the offensive player secretly selects a play, while the defensive player secretly selects a formation. The defensive player finds the matching formation's card and sets it face-down on the table. Next, the offensive player announces their selected play, and, at the same time, the defensive player turns over their formation card, revealing their selected formation.

Once the offensive and defensive players' choices are revealed, both players roll their dice—the offensive player rolls their black, white and yellow offensive dice, while the defensive player rolls their red and green defensive dice— and looks up their dice totals on their team's offense play chart and defense play chart.

The offensive player finds their dice total (10 to 39) in the **# ON DICE** column to the left of their offense chart, then looks across that row to find the play result cell under their selected play's column (1 to 9).

Meanwhile, the defensive player finds their selected formation section (A through F) on their defense chart, looks up their dice total (1 to 5) in the **# ON DICE** column within that section, then then looks across that row to find the play result cell under the offensive player's selected play column (1 to 9).



There are many different types of play results on the offensive and defense charts. If you're new to the game, spend some time browsing the team charts and referencing the Play Result Legend in [Appendix B](#) to understand them and familiarize yourself with their meaning. The next section describes the various play results in detail.

Example:

New England is on offense; Philadelphia is on defense. The NE player selects the **2-OFF TACKLE** play, while the PHI player selects the **B-RUSH MIDDLE** formation. The NE player rolls the three offensive dice: **3** **2** **1**, a total of 33 (30 + 2 + 1); the PHI player rolls the two defensive dice: **2** **1**, a total of 3 (2 + 1).

The NE player consults their offense play chart, finds the dice total 15 in the **# ON DICE** column, then looks across that row and finds the cell under the 2-OFF TACKLE column. That cell contains **7**, indicating a 7-yard gain.

At the same time, the PHI player consults their defense play chart, finds the **B-RUSH MIDDLE** section and dice total 1 in the **# ON DICE** column, then looks across that row and finds the cell under the 2-OFF TACKLE column. That cell contains **-2**, indicating a 2-yard loss.






At this point, each player has determined their own play result, but not the final play result.

To determine the final play result, the players must consult the **priority chart** (see [Appendix D](#)) to determine how to combine the individual play results. In some cases, the two results' yardages are added together (as is the case in the above example), while in other cases one play result overrides the other, becoming the final play result.

The Priority Chart








As described earlier, both players consult the **priority chart** (see [Appendix D](#)) to combine their individual play results into a single, final play result.

The priority chart and all team charts use standard colors to help you interpret the play results:

-  Green cells indicate a positive play result (good for the offense)
-  Red cells indicate a negative play result (good for the defense)
-  White (blank) cells indicate “no gain” or “no change”
-  Black cells indicate an incomplete pass
-  Yellow cells indicate a penalty

The priority chart consists of 12 rows and 10 columns, where the rows represent the *offensive* play results and the columns represent the *defensive* play results. To determine the final play result, find the matching *offensive* play result in the leftmost column, then find the matching *defensive* play result in the topmost row. The cell at the intersection of the row and column is the final play result’s “key.”

The various offensive and defensive play results are summarized and explained in the **Play Result Legend**. A copy of that legend is listed in [Appendix C](#).

Continuing the earlier example, where the offensive play result is  (a 7-yard gain) and the defensive play result is  (a 2-yard loss), the offensive result type is , indicating a yardage gain (the # means “any positive yardage”), while the defensive result type is , indicating a yardage loss (the # means “any negative yardage”). The intersection of the offensive  row and defensive  column is the cell containing the key , indicating that the two yardages should be added together to produce the final play result. Adding the offensive play result’s yardage (7) and the defensive play result’s yardage (-2) produces the final play result: a 5-yard gain.

In the case of special teams plays (kickoffs, punts, punt returns, field goals, etc.), only the offensive player (the player in possession of the ball) rolls the dice and looks up the result on their special teams chart; that result is the final play result (the priority chart is not used). Depending on the play, such as a kickoff or punt, the defense may then respond by rolling their dice and looking up the *next* play result on their special teams chart (kickoff return, punt return, etc.).



Normally you’ll only need to consult the priority chart once each play to determine a play’s final result. However, some play results may require you and your opponent to roll the dice and consult the priority chart a second, or even a third, time.

Completing a Play

Once a play's final result is determined, proceed as you would in an actual football game (while observing NFL rules):

- Move the ball to its new field position by moving the football marker.
- Increase the down counter on the scorecard, or reset it to 1 in the case of a 1st down or change of possession.
- In case of a first down, move the first down marker ("move the chains").
- Adjust the game clock to reflect the time remaining in the quarter, by marking off the number of 10-second intervals used by the last play (see the [Game Clock](#) section for more details).
- If either team scored, update the score on the scorecard.
- When the game clock reaches 00:00, reset the clock to 15:00 and advance the quarter (use a coin to cover the quarter indicator on the scorepad).

Game play continues using the same process described above. The remainder of this guide explains in detail the various types of plays and results.



Play Results

This section describes the various types of offensive and defensive play results, and how to use the **priority chart** to determine the final play result.

The game's priority chart is listed in [Appendix D](#). Be sure to print a copy of the priority chart keep it close by—it's an essential part of the game.

As described earlier, during normal play the offensive and defensive players each roll their dice and produce their own offensive and defensive play results. The priority chart is then used to combine the two results into a single play outcome.

When both play results are numeric yardage values, such as **8** (an 8-yard gain), **-1** (a one-yard loss), or **0** (no gain), the priority chart indicates **ADD**, instructing you to add the two yardages together to produce the final play yardage.

In some cases, the offensive or defensive play result takes *priority* over, or *overrides*, the other play result, becoming the final result (the other play result is discarded). For example, if the offensive play result is **14** and the defensive play result is **(3)** (the parentheses indicate a "forced" 3-yard gain), the two results are not added together; instead, the defensive play result overrides the offensive result. The final play result is a 3-yard gain.

For the majority of play results, the priority chart instructs you to either add the two results' yardages together, or to use one result as the final result. However, there are certain offensive and defensive play result combinations where the priority chart instructs you to do something different. For example, if the offensive play result is **INT 12** (an interception 12 yards downfield), and the defensive play result is **(TD)** (a "forced" touchdown), the final play result is neither the offensive or defensive result; instead, the final result is **0**, an incomplete pass.

As another example, if the offensive play result is **INT 12** (an interception 12 yards downfield), and the defensive play result is **INT 6** (an interception 6 yards downfield, the priority chart shows **INT < #**, indicating an interception at the smaller of the two interception yardages. The final play result is **INT 6**.

The next few sections explain in detail the various play results found on the offensive, defensive and special teams charts, and how they are used with the priority chart to determine the play's final outcome.



Gains and Losses (and No Gains)

If the offensive and defensive play results are positive numbers on a green background, or negative numbers on a red background (without parenthesis), or a white box (0 yards), then the two numbers are added together to produce the final play result.

NOTE: For passing plays (6-SHORT to 9-SIDELINE), a gain, loss or “no gain” result indicates that the pass was completed.

Examples:

In each of these examples, New England has the ball, 2nd and 13, at their own 37-yard line.

- A) The NE player calls **6-SHORT** and rolls the offensive dice, a 30. The result is 13, a 13-yard completed pass. The PHI player selects **D-PASS NICKEL** and rolls a 1: 4, a 4-yard completed pass. The priority chart indicates that an offensive # result and defensive # result should be added together. The combined result is a completed pass for a 17-yard gain. Final result: NE’s ball, 1st and 10, on PHI’s 46-yard line.
- B) The NE player calls **2-OFF-TACKLE** and rolls a 16: -2, a 2-yard loss. The PHI player selects **A-STANDARD** and rolls a 4: 2, a 2-yard gain. The priority chart indicates that an offensive # result and defensive # result should be added together. The combined result is a 0-yard gain (no gain). Final result: NE’s ball, 3rd and 13, on their 37-yard line.
- C) The NE player calls **3-END RUN** and rolls a 36: , no gain. The PHI player selects **B-RUSH MIDDLE** and rolls a 4: -3, a 3-yard loss. The priority chart indicates that an offensive result and defensive # result should be added together. The combined result is a 3-yard loss. Final result: NE’s ball, 3rd and 16, on their 34-yard line.
- D) The NE player calls **7-MEDIUM** and rolls a 27: 12, a 12-yard completed pass. The PHI player selects **E-PASS DIME** and rolls a 3: , no gain. The priority chart indicates that an offensive # result and defensive result should be added together. The combined result is a completed pass for 12 yards. Final result: NE’s ball, 3rd and 1, on their 49-yard line.



You can interpret a defensive result as either “0 yards” or “no impact,” since it neither adds nor subtracts yardage to the offense’s play result, nor does it override the offense’s play result. In effect, the defensive result does not affect the offensive play result.



Forced Gains and Losses

A number in parenthesis, found on the defensive and coverage teams charts, indicates a “forced” gain or loss, and generally overrides the opponent’s play result (their result is discarded).

On passing plays (5-SCREEN to 9-SIDELINE), a defensive (#) or (#) result indicates a completed pass for the yardage inside the parentheses (measured from the line of scrimmage). Other than a penalty, the only offensive play result that overrides a defensive (#) or (#) result is INT # (interception).

Examples:

- A) Philadelphia has the ball, 1st and 10, on New England’s 44-yard line. The PHI player, on offense, calls **2-OFF TACKLE**, while the NE player chooses the **A-STANDARD** formation. The PHI player rolls a 21: (6), a 6-yard gain. The NE player rolls a 3: (1), a “forced” 1-yard gain. According to the priority chart, a defensive (#) result overrides an offensive # result. Final result: NE makes the stop, negating PHI’s 6-yard gain result and instead holding them to a 1-yard gain. PHI’s ball, 2nd and 9, on NE’s 43-yard line.
- B) The Eagles have the ball, 1st and 10, on their own 20-yard line. The PHI player calls **6-SHORT** and rolls a 13: (9) (incomplete pass). The NE player selects **C-RUSH WIDE** formation and rolls a 3: (9). The priority chart indicates that the defensive (#) result overrides the offensive’s (9) result. Final result: Philadelphia completes the pass for a 9-yard gain. PHI’s ball, 2nd and 1, on their 29-yard line.
- C) After winning the coin toss, Philadelphia elects to receive. New England kicks off from their 35-yard line (based on the NFL’s current kickoff spot). The NE player rolls a 36 and consults the **KICKOFF** column on their special teams chart: (64), a 64-yard kickoff to PHI’s 1-yard line. The PHI player, now on offense, rolls the offensive dice, a 17, and consults the **KICKOFF RETURN** column on their special teams chart: (35), a 35-yard return! But wait ... the NE player rolls the defensive dice, a 4, and consults their **Kick Coverage** chart (to the right of their special teams chart): (16), a forced 16-yard return. The priority chart indicates NE’s (#) result takes priority over Phi’s # kickoff return result. Final outcome: PHI’s 35-yard kickoff return is overridden by NE’s 16-yard return result. PHI’s ball, 1st and 10, on their 17-yard line.



Breakaways

Breakaways result when an offensive running back breaks through the defensive line and into the defense's secondary, typically resulting in a big gain.

Breakaways are indicated by a **B** result on the offense play chart's running plays (1-LINE PLUNGE to 4-DRAW).

If the offensive result is **B**, the offensive and defensive players consult the priority chart as usual to determine the final play result (use the **B** offensive play result row on the chart). If the final result is **ADD**, the offensive player rolls their dice again and consults their team's **B** (Breakaway) column (to the right of the 9-SIDELINE column) to determine the offensive play yardage, then adds that result to the defensive play result's yardage to produce the final play result.

Examples:

In each of these examples, Philadelphia has the ball, 1st in 10, on their own 31-yard line. The PHI player calls **2-OFF TACKLE** and rolls a 22: **B**, a breakaway.

- A) The NE player selects **C-RUSH WIDE** formation and rolls a 2: , no gain. The priority chart indicates ADD for a **B** offensive result and a defensive result. To determine the offensive yardage, the PHI player rolls the dice again, a 27, and consults their offense chart's **B** (Breakaway) column: **14**, a 14-yard gain. Final result: PHI rushes for a 14-yard gain. PHI's ball, 1st and 10, on their 45-yard line.
- B) The NE player calls **B-RUSH MIDDLE** rolls a 3: **-2**, a 2-yard loss. The priority chart indicates to add the **B** offensive result and **#** result. The PHI player rolls the dice again, a 34, and consults their offense chart's **B** column: **22**, a 22-yard gain. Final result: PHI rushes for a 20-yard gain. PHI's ball, 1st and 10, on NE's 49-yard line.
- C) The NE player calls **B-RUSH MIDDLE** rolls a 3: **(-1)**. The priority chart indicates a defensive **(#)** result overrides an offensive **B** result. The PHI player need not roll their dice again to resolve the **B** result, since that result is overridden by NE's **(-1)** result. Final result: NE stops PHI's breakaway gain and turns it into a 1-yard loss. PHI's ball, 2nd and 11, at their 30-yard line.
- D) The NE player chooses **D-PASS NICKEL** formation and rolls a 2: **3**. The priority chart indicates to add the two results together. The PHI player rolls the dice again, a 39, and consults their offense chart's **B** column: **46**, a 46-yard gain. Final result: a big 49-yard gain. PHI's ball, 1st and 10, at NE's 20-yard line.



Quarterback Trapped

Many NFL games are won or lost on the defense's ability to put pressure on a quarterback during pass plays, and a quarterback's ability to evade the defense's pass rush.

The **QT** play result can appear on either the offensive or defensive team chart, for any of the passing plays (5-*SCREEN* to 9-*SIDELINE*). The **QT** result indicates a strong defensive pass rush pressuring the quarterback, resulting in either a sack (loss) or the quarterback scrambling to escape the defense's pass rush.

In the case where the **QT** result overrides the other team's play result, the offensive player rolls the dice again and consults their offense play chart's **QT** column (next to the **B** (Breakaway) column) to determine the final play result.

Examples:

In the next few examples, Philadelphia has the ball, 1st and 10, on their own 37-yard line.

- A) The PHI player calls **7-MEDIUM**, while the NE player selects **A-STANDARD** formation. The PHI player rolls a 36: **17**; the NE player rolls a 2: **QT**. Since **QT** has priority over **#**, the PHI player rolls their dice again, a 22, and consults their **QT** column to determine the final play result: **-10**. Final result: the Eagles' quarterback is sacked for a 10-yard loss. PHI's ball, 2nd and 20, on their 27-yard line.
- B) The PHI player calls **8-LONG** and rolls a 23: **QT**. The NE player chooses **E-PASS DIME** formation and rolls a 4: **INT 22**, an interception 22 yards downfield. The priority chart indicates that the defensive **INT #** result takes priority over the offensive **QT** result. Final result: NE intercepts at their 41-yard line.

At this point play continues with the NE player rolling the offensive dice and consulting the **Interception Return** column on their special teams chart to determine the result of the interception return. See the [Interception](#) section for more details.

- C) The PHI player calls **6-SHORT**, while the NE player selects **F-BLITZ** formation. The PHI player rolls a 10: **QT**. The NE player rolls a 2: **7**, a 7-yard completion. The priority chart shows the offensive **QT** result has priority over the defensive **#** result, so the PHI player rolls the offensive dice again, a 35, and consults their **QT** column to find the final play result: **3**. Final result: PHI's quarterback scrambles for a 3-yard gain. PHI's ball, 2nd and 7, on their 40-yard line.

Advanced Play Option: QT Containment

In example C above, the PHI quarterback's ability to evade NE's pass pressure and rush for a gain is based solely on PHI's QT column, without accounting for how skilled the NE defense might be in "containing" PHI's quarterback in such situations. To make game play more realistic, you can use the optional **QT Containment Chart**, located to the right of the special teams chart, to see if the defense is able to contain the quarterback's scrambling ability.

See the [Quarterback](#) section for more details on how to use this feature.



The **QT Containment chart** is called the **Quarterback Run (QR)** chart on older team charts and located below the special teams chart.

Advanced Play Option: Defensive Sack Rate

A second advanced play chart, called the ***Defensive Sack Rate Adjustment chart***, is similar to the *QT Containment* chart in that reflects a defense's ability (or lack of ability) to sack a trapped quarterback for a loss. When a **QT** play result indicates the quarterback was sacked for a loss, or escaped and scrambled for a gain, the ***Defensive Sack Rate Adjustment*** chart can be used to negate the sack and turn it into a gain, or negate the gain and turn it into a loss (sack), depending on the defense's sack rate compared to other teams.

See the [Defensive Sack Rate](#) section for more details.

Advanced Play Option: QB Great Protection

A third advanced play supplemental chart, called the ***QB Great Protection chart***, reflects the offensive line's ability to protect the quarterback during a passing play. When the play result is **QT**, the offensive player can roll the offensive dice and consult their QB Great Protection chart to try to cancel the **QT** play result.

See the Protecting [the Q](#) section for more details.



Interceptions

An **INT #** result indicates an interception, and can appear on either the offense or defense play charts. The # yardage indicates the point of interception, measured from the line of scrimmage.

As always, the priority chart shows how an **INT #** result should be combined with (or override) the opposing team's play result. The priority chart's rules for interceptions are more complicated than most other play results:

- A defensive **INT #** result takes priority over all offensive play results except:

OFF #, **DEF #** and **PI #** (penalties override all other play results).

INT #. When *both* the offensive and defensive play result is **INT #**, the final outcome is an interception. The point of interception is the *shorter* of the two **INT #** results' yardages.

- An offensive **INT #** result takes priority over all defensive play results except:

(#) and **TD** (forced gain and forced TD). The final outcome in this case is **(#)**, an incomplete pass.

(#) (forced loss). The final outcome is an interception **INT #**. The point of interception is the *shorter* of the offensive **INT #** and defensive **(#)** yardages.

When an interception occurs, first move the ball to the point of interception (the yardage shown in the **INT #** result, as explained above). The intercepting team's player (now on offense) rolls the *offensive* dice, and consults the **Interception Return** column on their special teams chart to determine the interception return's result. Move the ball accordingly, based on the return result's yardage. If the return result is a penalty, proceed as you would for any other penalty (see the [Penalties](#) section for details).

If the point of interception is beyond the opponent's end zone, mark the point of interception 9 yards deep in the end zone.

If the point of interception is within the intercepting team's end zone, and the return fails to advance the ball out of the end zone, the result is a touchback. NOTE: The intercepting team must roll the dice and consult the **Int return** column—they do not have the option to take a touchback.

If the original play result was a penalty against the defense (for example, pass interference), the interception is negated if the penalty occurred before the snap, or the offensive player accepts the penalty. See the [Penalties](#) section for more details.



Whenever a post-snap penalty occurs, be sure to make note of the original line of scrimmage *before* generating a final play result. It can sometimes be difficult to assess the penalty if you've moved the ball marker following an interception.

Advanced Play Option: QB Good Decision

The **QB Good Decision chart** reflects a quarterback's "smart" decision-making during passing plays, holding onto the ball or throwing it away when no receivers are open, thus avoiding an interception.

See the [Quarterback Good Decisions](#) section for more details.

Examples:

- A) The Patriots have the ball, 2nd and 10, on the Falcon's 13-yard line. The NE player calls **7-MEDIUM**. The PHI player selects **E-PASS DIME** formation. The NE player rolls a 30: **24**, while the PHI player rolls a 4: **INT 9**. The priority chart indicates an **INT #** result takes priority over a **#** result. The ball is moved to the point of interception, the PHI 4-yard line. Next, the PHI player rolls the offensive dice to determine the interception return's result, a 25: **7**. Final result: Philadelphia's ball, 1st and 10, on their 11-yard line.
- B) The Patriots have the ball, 2nd and 10, on the Falcon's 24-yard line. The NE player calls **7-MEDIUM**. The PHI player selects **F-BLITZ** formation. The NE player rolls a 30: **24** (a completed 24-yard pass for a touchdown). PHI rolls a 5: **INT 26**, an interception 2 yards deep in NE's end zone. The **INT #** result takes priority over the **#** result. The PHI player then rolls the offensive dice and consults their *Interception Return* column to determine the interception return's result, a 28: (no return). Final result: A touchback. PHI's ball, 1st and 10, on their 20-yard line.
- C) Same as (B). Following the interception, the PHI player rolls the offensive dice for the interception return, a 21: **7**, a 7-yard interception return. Final result: PHI's ball, 1st and 10, on their 5-yard line.
- D) New England has the ball, 3rd and 10, at their 30-yard line. The NE player calls 8-LONG and the PHI player selects **D-PASS NICKEL** formation. The NE player rolls a 19: **INT 57**. The PHI player rolls a 4, **INT 38**. The priority chart indicates an interception at the smaller of the two result yardages, in this case the **INT 38** result. The point of interception is the PHI 32-yard line. The PHI player rolls the offensive dice for the interception return, a 23: **5**. Final result: PHI's ball, 1st and 10, on their 37-yard line.



Incomplete Passes

A ■■■ result indicates an incomplete pass, and can appear on both the offensive and defense charts. As with all results, the priority chart determines how to combine a ■■■ result with the opponent's play result.

If the final play result is ■■■, the line of scrimmage is unchanged and the down is increased (if the incomplete pass occurred on 4th down, the defense takes possession).



The priority chart's rules for combining a ■■■ result with the opponent's result are not obvious. In some cases the priority chart's final play result is ■■■, even though neither the offensive nor defensive play result is ■■■. As always, pay close attention to the priority chart when resolving offensive and defensive play results.

Examples:

In these examples, Philadelphia has the ball, 1st and 10, on their own 20-yard line:

- A) The PHI player calls **7-MEDIUM** and rolls a 34: ■■■. The NE player selects **A-STANDARD** formation and rolls a 1: ■■■. Based on the priority chart, ■■■ takes priority over ■■■. Final result: Incomplete pass. PHI's ball, 2nd and 10, on their 20-yard line.
- B) The PHI player calls **7-MEDIUM** and rolls a 12: 15. The NE player selects **D-PASS NICKEL** formation and rolls a 2: ■■■. The priority chart indicates ■■■ takes priority over #. Final Result: Incomplete pass. PHI's ball, 2nd and 10, on their 20-yard line.
- C) The PHI player calls **7-MEDIUM** and rolls a 24: ■■■. The NE player selects **B-RUSH MIDDLE** formation and rolls a 3: (13). The priority chart indicates (#) takes priority over ■■■. Final result: A 13-yard completed pass. PHI's ball, 1st and 10, on their 33-yard line.



Fumbles

F # fumble results can appear on a team's offense, defense and special teams charts. **F #** results on a team's *offense chart* reflect the offense's tendency to fumble the ball, while **F #** results on a team's *defense chart* reflect the defense's ability to cause the opposing team to fumble.

Fumbles, like most turnover results, generally take priority over the opponent's play result.

To resolve a **F #** result, first move the ball the yardage indicated in the fumble result—if no yardage is specified, the fumble occurred at the line of scrimmage—then the offensive player rolls the offensive dice and consults their **Fumble Recovery** chart to determine if the offense or the defense recovered the fumble.

The offense's **Fumble Recovery** chart shares the # ON DICE column to the right of the **QT** (Quarterback Trapped) column. That column's cells are color-coded to indicate whether the offense recovered or lost the fumble: a ■ cell indicates the offense recovered the fumble, while a ■ cell indicates the offense lost the ball (the defense recovered). The *Fumble Recovered/Ball Lost* dice ranges are also printed vertically to the right of the # ON DICE column.

A fumble that travels into the defense's end zone or beyond—treat fumbles beyond the end zone as 9 yards deep in the end zone—is a live ball. If the offense recovers, the result is a touchdown; if the defense recovers, the result is a touchback. A fumble in or beyond the offense's end zone is also a live ball. If the offense recovers, the defense scores a safety. If the defense recovers, the defense scores a touchdown.

Whichever team recovers the fumble can return it by rolling the offensive dice and consulting the **Fumble Return** column on their special teams chart. Roll the offensive dice and move the ball from the spot of the fumble, according to the Fumble Return result's yardage.

Advanced Play Option: Defensive Fumble Recovery

A secondary Defense Fumble Recovery chart reflects the defense's ability to influence the offense's fumble recovery result. See the [Defensive Fumble Recovery](#) section and Example D below.

Examples:

- A) New England has the ball, 1st and 10, at midfield. The NE player calls **1-LINE PLUNGE** and rolls a 36: 3. The PHI player chooses **A-STANDARD** formation and rolls a 2: F 8. An **F #** result takes priority over #. The result is a fumble at PHI's 42-yard line.

The NE player rolls the offensive dice again and consults their **Fumble Recovery** chart. The chart shows that NE recovers the fumble for dice totals 10 to 32 and 37, and PHI recovers for dice totals 33 to 36, 38 and 39. The PHI player rolls a 35: PHI recovers.

The PHI player (now on offense) rolls the offensive dice, a 23, and consults the **Fumble Return** column in their special teams chart: 4, indicating a fumble return of 4 yards. Add the 4 yards to the point where the fumble was recovered (PHI's 42-yard line). Final result: PHI's ball, 1st and 10, on their 46-yard line.

- B) Philadelphia has the ball, 1st and 10, at midfield. The PHI player calls **2-OFF TACKLE** and rolls a 29: F 0. The NE player chooses **E-PASS DIME** formation and rolls a 3: (9). The priority chart indicates that a **F #** result takes priority over a (#) result, but at the defensive yardage result. The result is a fumble 9 yards downfield, at NE's 41-yard line. Follow the same fumble recovery process explained in example A.

- C) The Eagles have the ball, 1st and 10, at midfield. The PHI player calls **4-DRAW** and rolls a 26: **B**. The NE player chooses **D-PASS NICKEL** formation and rolls a 4: **F-5**. An **F#** result takes priority over **B**, so the PHI player does not roll the dice or consult their B (Breakaway) column. Instead, move the ball to the point of the fumble (5 yards behind the line of scrimmage), the PHI 45-yard line, and follow the same fumble recovery process explained in example A.
- D) (advanced play) Continuing example A (NE recovers the fumble, with a 4-yard fumble return). In *advanced play*, the PHI player rolls the offensive dice, a 27, and consults their supplemental *Defense Fumble Recovery* chart: **NG**, indicating that PHI, not NE, recovered the fumble, erasing NE's 4-yard fumble recovery return. At this point PHI has recovered its own fumble at NE's 42-yard line. The PHI player then rolls the 10-sided die, a 6, to see if the offense is able to return the fumble. Since the value is greater than 0, PHI is not entitled to a fumble return. Final result: PHI's ball, 2nd and 2, at NE's 42-yard line.



Touchdowns

The **TD** and **(TD)** play results indicate a touchdown by the offense or receiving team. For these results the actual yardage gained to reach the end zone does not matter.

An offensive **TD** result takes priority over a defensive gain or loss result (**#**, **#** or **□**), but is overridden by all other defensive play results.

The **(TD)** (forced touchdown) result only appears on defense play charts, and in most cases results in a touchdown. However, there are certain offensive play results that override a defensive **(TD)** result. As always, pay close attention to the priority chart to determine the final play outcome.

Examples:

In each example below, the Patriots have the ball, 1st and 10, on their own 32-yard line.

- A) The NE player calls **7-MEDIUM** and rolls a 22: **■**. The PHI player selects **C-RUSH WIDE** formation and rolls a 5: **(TD)**. The priority chart indicates that **(TD)** overrides **■**. Final result: Touchdown NE.
- B) The NE player calls **8-LONG** and rolls an 18: **TD**, a touchdown! The PHI player selects **D-PASS NICKEL** and rolls a 4: **INT 38**. The priority chart indicates that a defensive **INT #** result takes priority over an offensive **TD** result. Final result: NE's touchdown is erased by PHI's interception at their own 30-yard line. The PHI player next rolls the offensive dice and consults their **Interrupt Return** column on their special teams chart to determine the interception return result.

Special Teams Play Results

This section describes the various *special teams* play results. These results are found on each team's **special teams chart**.



Kickoffs

Kickoffs occur at the start of each half and following a touchdown, field goal or safety.

To kick off, the kicking team's player places the ball on the kicking team's 35-yard line (based on the current NFL kickoff spot, see below), rolls the *offensive* dice, and consults the **Kickoff** column on their special teams chart. Move the ball the number of yards indicated in the Kickoff column's result.

If the kick lands in the return team's end zone (the goal is part of the end zone), the return team has the option to either return the ball, or down the ball for a touchback. If the ball lands beyond the return team's end zone, the result is an automatic touchback (no return).

To return the kick, the return team's player rolls the offensive dice and consults the **Kickoff Return** column on the special teams chart, moving the ball the number of yards indicated. In response, the kicking team's player rolls the defensive dice and consults its **Kick Coverage** chart, located to the right of the special teams chart (directly below the **Kickoff Return** column on older team charts), and determines if there is any change to the Kickoff Return result.

NOTE: If the result is a penalty, the return team's player rolls again to determine the return yardage, and the penalty will (usually) be assessed from the end of the return.

Examples:

- A) New England is kicking off from their 35-yard line. The NE player rolls the offensive dice, a 28: **70**, a 70-yard kickoff, putting the ball 5 yards deep in PHI's end zone. The PHI player decides not to return the ball and instead takes a knee in the end zone, a touchback. Final result: PHI's ball, 1st and 10, on their own 25-yard line.
- B) New England is kicking off from their 35-yard line. The NE player rolls the offensive dice, a 13: **71**, a 71-yard kickoff, putting the ball 6 yards deep in PHI's zone. PHI, hoping for a big return, decides to run it out. PHI rolls the offensive dice, a 14, and consults their **Kickoff Return** column: **25**, a 25-yard return to PHI's 19-yard line. While the PHI player consulted their **Kickoff Return** chart, the NE player rolled the defensive dice, a 2, and consulted their **Kick Coverage** chart: ☐, indicating no change. Final result: PHI's ball, 1st and 10, on their 19-yard line.
- C) Philadelphia is kicking off from their 35-yard line. The PHI player rolls the offensive dice, a 32: **68**, a 68-yard kickoff 3 yards deep in NE's end zone. The NE player rolls the offensive dice for the return, a 31: **TD**, touchdown! But wait... The PHI coverage team may be able to change the return result. The PHI player rolls the defensive dice, a 3, and consults their **Kick Coverage** chart: **(25)**. The priority chart indicates a defensive **(#)** result takes priority over an offensive **TD** result. The PHI coverage team saves the day. Final result: NE's ball, 1st and 10, on their 22-yard line.

Kickoff Yard Line

The NFL has moved the kickoff yard line several times over its history:

Before 1974:	40-yard line
1974-1993:	35-yard line
1994-2010:	30-yard line
2011-present:	35-yard line

In addition, starting with the 2017 season, the NFL moved the starting line of scrimmage following a *kickoff touchback*, from the return team's 20-yard line to its 25-yard line.



If you are playing with older team charts, be sure to use the correct the kickoff yard line and kickoff touchback yard line.



Squib Kick Option

A squib kick is low, line-drive kickoff that usually bounces around on the ground before it can be picked up by a member of the return team. Squib kicks are used when the kicking team does not want to risk a big return (the kick's distance is short enough so the ball is fielded by one of the receiving team's slower players, instead of their faster kick returners).

To perform a squib kick, the kicking team's player announces, "squib kick" and moves the ball 50 yards downfield (to the return team's 15-yard line, based on the current NFL kickoff spot). The return team's player rolls the offensive dice and consults the **Squib Kick Return** chart (shared by all teams) instead of the standard Kickoff Return column on the special teams chart. The Squib Kick chart is located to the right of the *Legend* and *Time Chart*.

[Appendix F](#) contains the **2017 Squib Kick** chart.

Example:

Philadelphia, following a touchdown, kicks off from their own 35-yard line with 40 seconds left in the half. The PHI player announces, "squib kick," and moves the ball to PHI's 15-yard line. The PHI play now rolls the offensive dice, a 22, and consults the **Squib Kick** chart: **16**, indicating a 16-yard squib kick return. Final result: PHI's ball, 1st and 10, on their 31-yard line.



Onside Kick Option

An onside kick is a short, bouncing kick, intended to travel the required 10 yards (after 10 yards it's a free ball) before hopefully being recovered by the kicking team. Onside kicks are used when the kicking team is behind and needs to quickly regain possession of the ball following a score, typically when time is running out in the game. Onside kicks are low-percentage plays—most of the time the return team recovers the free ball, and in great field position.

To attempt an onside kick, the kicking team's player announces, "onside kick" and immediately moves the ball 12 yards downfield, to their own 47-yard line (based on the NFL's current kickoff spot). They then roll the offensive dice. If the dice total is in the range **13 to 20**, the onside kick **succeeds** (the kicking team recovers). For all other dice totals (10 to 12 and 21 to 39) the onside kick **fails** (the return team recovers). Either way, team that recovers the free ball takes over, 1st and 10, at the kicking team's 47-yard line.

Example:

- A) New England, after scoring a touchdown, is behind 17-10 with only 1:40 left on the clock. The NE player announces, “onside kick” and moves the ball to NE’s 47-yard line. The NE player then rolls the offensive dice again: 15. Since the dice total falls in the 13 to 15 range, the onside kick succeeds (NE recovers the free ball). Final result. NE has the ball again, 1st and 10, on their own 47-yard line, with 1:40 left to try to score a touchdown and tie the score.

Additional Kickoff Notes

- In some cases, the kicking team may have been assessed a penalty on their preceding scoring play, where the penalty yardage places the ball ahead of or behind the normal kickoff starting yard line.
- An **OFF 40** penalty result in the Kickoff column indicates the kicking team kicked the ball out of bounds. No **Kickoff Return** dice rolls occur. The return team takes possession of the ball, 1st and 10, on their own 40-yard line. See the [OFF 40 Penalties](#) section for more details.
- An **OFF 5** result in the Kickoff column indicates offsides against the kicking team. The return team has the option of either accepting the penalty and having the kicking team kick off again from 5-yards behind the previous kickoff yard line, or declining the penalty and accepting the **Kickoff Return** result.
- Penalties during a kickoff return are always enforced, and in most cases enforced from the end of the return. See the [Spot Foul Penalties on Returns](#) section for more details.
- Fumbles during a kickoff return are resolved the same as any other fumble: Mark off the fumble yardage and process the fumble recovery. See the [Fumbles](#) section for more details.



Punts

Punts are handled like kickoffs in that the offensive player rolls the offensive dice to determine the punt result, then the return team, now on offense, rolls the offensive dice to determine the punt return result.

While most punts occur on 4th down, the offensive player can elect to punt on any down.

To punt, the offensive player rolls their dice, consults the **Punt** column in the special teams chart, and marks off the punt yardage from the line of scrimmage.

If the punt result's yardage result includes an asterisk, such as **43***, the punt landed out of bounds and cannot be returned.

If the punt result's yardage puts the ball on or beyond the return team's goal line, the result is a touchback, with no punt return.

To return a punt, the return team's player rolls the offensive dice and consults the **Punt Return** column on their special teams chart. At the same time, the punting team's player (now on defense) rolls the defensive dice and consults their **Punt Return Coverage** chart, located to the right of the special teams chart. Use the priority chart to combine the two results into the final punt return result.

NOTE: On earlier team charts the *Punt Return Coverage* chart is located directly below the *Punt Return* column on the special teams chart.

Examples:

- A) Philadelphia has the ball, 4th and 8 on their own 31-yard line. The PHI player decides to punt, rolls the offensive dice, a 19: **47**, a 47-yard punt to NE's 22-yard line. Since the punt is returnable, the NE player rolls the offensive dice, a 15: **6**, a 6-yard return. At the same time the PHI player rolls the defensive dice, a 1, and consults their **Punt Coverage** chart: **-1**, a 1-yard loss. The final return yardage is 5 yards. Final result: NE's ball, 1st and 10, on their 27-yard line.
- B) The Patriots have the ball, 4th and 11, on their own 40-yard line. The NE player decides to punt and rolls the offensive dice, a 28: **41***, a 41-yard punt that lands out of bounds, with no return. Final result: PHI's ball, 1st and 10, on their 19-yard line.
- C) New England has the ball, 4th and 2, on their own 33-yard line. The NE player decides to punt and rolls the offensive dice, a 24: **42**, a 42-yard punt to PHI's 25-yard line. The PHI player rolls the offensive dice, a 37: **FC**, a fair catch. Since the result was a fair catch, the NE player does not roll the defensive dice or consult their *Punt Coverage* chart. Final result: PHI's ball, 1st and 10, on their 25-yard line.



Pooch Punt Option

A pooch punt is a high, short punt, intended to give the kicking team more time to get downfield and swarm the punt returner. The punter intentionally shortens his kick with the hope of pinning the defense deep in their own territory or preventing a long punt return.

To use the pooch punt option, the punting team's player simply announces, "pooch punt" and the number of yards to reduce the punt's distance (called the *pooch yardage*). Any pooch yardage value can be used but must be announced before the offensive player rolls the offensive dice. The offensive player then rolls the dice and

consults the **Punt** column on their special teams chart to determine the punt yardage, then subtracts the pooch yardage from the punt yardage total.

The punting team's player can reduce the pooch punt's distance by any yardage amount they want. If the pooch yardage is less than 10 yards, the defense has the option of returning the punt. If the pooch yardage is 10 yards or greater, the result is a fair catch (or the punt going out of bounds), with no return option.

There are no restrictions on when the pooch punt option can be used, although it is generally used only when the punting team is in the opponent's territory.

Examples:

- A) The Eagles have the ball, 4th and 5, on New England's 39-yard line. The PHI player elects to punt. Since the majority of punts from this field position would carry the ball into NE's end zone, the PHI player announces, "pooch punt, 8 yards." The PHI player rolls the offensive dice, a 38: **36**, indicating a 36-yard punt, and subtracts the announced pooch yardage (8), reducing the punt's total yardage to 28 yards. The point of reception is NE's 11-yard line. Since the pooch yardage is less than 10 yards, the NE player has the option to return the punt, and decides to do so. The NE player (now on offense) rolls the offensive dice, a 23: **8**. The PHI player (now on defense) rolls the defensive dice, a 2, and consults their Punt Coverage chart: ☐, indicating no change to NE's punt return yardage. The NE player moves the ball 8 yards from the point of reception, to NE's 19-yard line. Final result: NE's ball, 1st and 10, on their own 19-yard line.
- B) Same as (A), but this time the PHI player announces, "pooch punt, 12 yards." The PHI player rolls the offensive dice, a 38: **36**, a 36-yard punt, less the pooch yardage (12), resulting in a 24-yard punt to NE's 15-yard line. Since the pooch yardage is greater than 10 yards, the result is a fair catch with no return. Final result: NE's ball, 1st and 10, on their 15-yard line.

NOTE: When the pooch punt option is announced with a pooch yardage of 10 yards or greater, the return team can neither return the punt nor use the *Let It Roll* option, explained in the next section.



Use the Pooch Punt option when the punt is likely to travel into the receiving team's end zone (for a touchback). Generally, if the line of scrimmage is between midfield and the receiving team's 35-yard line (depending on the punter's strength), a pooch punt will be beneficial. You may also want to consider a pooch punt if you are facing a dangerous punt returner.



Let it Roll Option

Following a punt, the return team can avoid touching the ball and instead let it roll, with the hope that the ball will bounce backward, toward the punting team, or bounce forward, into the return team's end zone, resulting in a touchback (and giving them the ball on their 20-yard line).

The **Let It Roll** option can only be used if the punt lands *on or beyond* the return team's 10-yard line.

To use the option, after the punting team's player determines the punt result and marks off its yardage, the return team's player announces, "let it roll." The return team's player then rolls the defensive dice *and* the 10-sided die. The defensive dice total indicates the direction of the roll: backward, toward the punting team, or forward, toward the return team's end zone. The 10-sided die total indicates how many yards the ball rolls/bounces forward or backward. The table below shows the possible dice combinations:

Defensive Dice Total	Roll Direction	10-Sided Die Value	
2 or 3	Forward	0	10 yards
		1-9	1-9 yards
1, 4 or 5	Backward	0	0 yards (no roll)
		1-9	1-9 yards

Note that if the 10-sided die's value is 0, its meaning depends on the direction of the roll. For forward rolls, a 0 value indicates the ball rolled forward 10 yards; for backward rolls, a 0 value indicates the ball did not roll (0 yards).

Examples:

- A) Philadelphia's ball, 4th and 6, on their own 40-yard line. The PHI player decides to punt and rolls a 26: **55**, a 55-yard punt to NE's 5-yard line. The NE player announces, "let it roll." The NE player rolls the defensive dice, a 3, and the 10-sided die, a 5. The above table indicates the ball rolled forward 5 yards, to NE's goal line (part of the end zone). Final result: Touchback. NE's ball, 1st and 10, on their 20-yard line.
- B) Philadelphia's ball, 4th and 10, on the NE 48-yard line. The PHI player decides to punt and announces, "pooch punt, 5 yards," reducing the punt total yardage by 5 yards. The PHI player rolls the offensive dice, a 19: **47**, a 47-yard punt, less 5 yards, resulting in a 42-yard punt to NE's 6-yard line. Because the pooch punt yardage is less than 10, the NE player can return the punt, but instead announces, "let it roll." The NE player rolls the defensive dice, a 2, and the 10-sided die, a 5. The above table indicates the ball rolled forward 5 yards, to NE's 1-yard line, before being downed by PHI. Great punt! Final result: NE's ball, 1st and 10, on their 1-yard line.
- C) Philadelphia's ball, 4th and 5, on NE's 46-yard line. The PHI player decides to punt, rolls the offensive dice, a 38: **36**, a 36-yard punt to NE's 10-yard line. The NE player announces, "let it roll," and rolls the defensive dice, a 1, and the 10-sided die, a 0. The above table indicates that the ball rolled backward 0 yards (did not roll) and was instead downed at NE's 10-yard line. Final result: NE's ball, 1st and 10, on their own 10-yard line.

Note that in Example C, if the defensive dice total had been 2 or 3, the ball would have rolled forward 10 yards into NE's end zone, resulting in a touchback.

Punt Penalties

If the punting team's *Punt* column's result is **OFF #**, the return team has the option to assess the penalty from the line of scrimmage and force the punting team to replay the down, or assess the penalty at the end of the return. If the punting team's *Punt* column's result is **DEF #**, the punting team has the option to either accept or decline the penalty.

If the return team's *Punt Return* column's result is **OFF #** (against the return team), process the punt return and then assess the penalty from the end of the return, moving the ball backward. See the [Spot Foul Penalties on Returns](#) section for circumstances that require you to determine the spot of the foul when assessing the penalty.

Note that penalties during a punt return *are always assessed* regardless of the return result, such as a fair catch or a fumble.

If a penalty occurs on both the punt and the punt return, the penalties are offsetting: Replay the down.

Blocked or Fumbled Punt Attempts

A **BLK #**, or **F #** result in the *Punt* column indicates either a blocked punt or the punter fumbled the snap. In either case move the ball the yards indicated (usually negative) and then follow the fumble recovery process described in the *Fumbles* section.

NOTE: If the blocked or fumbled punt occurs on 4th down, even if the punting team recovers the ball, they lose possession of the ball on downs.

A blocked punt cannot be returned by the return team. If the **BLK #** result's yardage is positive, follow the Fumble Recovery process and consider the punt as downed at the point of the fumble recovery.

Example:

Philadelphia has the ball, 4th and 5, on their own 33-yard line. The PHI player elects to punt and rolls the offensive dice, a 17: **BLK -14**, a blocked punt resulting in a fumble 14 yards behind the line of scrimmage. The spot of the fumble is PHI's 19-yard line. The PHI player rolls the offensive dice again, a 30, and consults their Fumble Recovery chart to determine which team recovered the fumble. The dice total 30 indicates that NE recovered the fumble. Final result: NE's ball, 1st and 10, on PHI's 19-yard line.



Field Goals

To attempt a field goal, the offensive player rolls the offensive dice and consults the **Field Goal** column in the special teams chart.

If the result's yardage is equal to or greater than the distance from the line of scrimmage to the defender's goal line, the attempt is successful. If the yardage value is less than the distance from the *line of scrimmage* to the defender's goal line, the attempt fails. In addition, if the Field goal result is **NG**, the attempt fails.

NOTE: All field goal yardages are measured from the line of scrimmage to the defender's goal line, not from the point of the kick (usually 8 yards behind the line of scrimmage) to the goal posts (on the defender's end line).

If the field goal attempt fails, the opposing team gains possession of the ball, 1st and 10, at the point of the kick, **8 eight yards behind the line of scrimmage**. If the new line of scrimmage is inside the defender's 20-yard line, move the line of scrimmage to the 20-yard line.

NOTE: The offensive player cannot attempt a field goal that exceeds the maximum yardage listed in their team's Field Goal column (measured from the line of scrimmage).



The shortest and longest field goal yardages are displayed in **bold** in your team's *Field Goal* column.

Field Goal Penalties

If a penalty is called during a field goal attempt, resolve the penalty the same as usual. See the [Penalties](#) section for more details.

Blocked or Fumbled Field Goal Attempts

Blocked and fumbled field goal attempts are handled the same as blocked and fumbled punts. See the [Blocked or Fumbled Punt Attempts](#) section for more details.

Advanced Play Option: Defensive Field Goal Adjustment

The advanced play **Field Goal Adjustment** chart reflects a defense's ability to influence an offense's field goal results. This chart captures stadium effect, blocked-kick ability, icing the kicker, etc. See the [Enforce Between Downs](#) Penalties

A 15-yard penalty against the offense or defense can be called for a foul committed during the play, such as , or for a foul committed at the end of the play (between downs), such as .

To accurately simulate these situations, a supplemental **Enforce Between Downs** chart is provided. This chart is a generic chart that applies to all teams in a given season. [Appendix H](#) contains the *Enforce Between Downs* chart for the 2017 season.

The chart lists two sets of offensive dice totals

If an **OFF 15** or **DEF 15** foul is committed *during the play*, the penalty is resolved the same as most other penalties: the defense can either accept the penalty and decline the final play result, or decline the penalty and accept the final play result.

If an **OFF 15** or **DEF 15** foul is committed *after the play*, the penalty is enforced at the end of the play (between downs); the final play result stands, and the penalty yardage is added to or subtracted from the play result's yardage.

See the [OFF 10 Penalties](#) and [DEF 15 Penalties](#) section for more details.

Examples:

- D) Philadelphia's ball, 2nd and 7 on New England's 44-yard line. The PHI player calls **9-SIDELINE**, while the NE player calls **F-BLITZ** formation. The PHI player rolls an 11, **OFF 15..** The PHI player rolls again, this time a 24: **7..** The NE player rolls a 1: **-1**. The two results are added together to produce the final result: **6..** a 6-yard completion to NE's 38-yard line. In *basic* play, all **OFF 15** fouls are committed during the play. That means the defense can either accept or decline the penalty. If the NE player accepts the penalty, the final result is PHI's ball, 2nd and 22, on their own 41-yard line. If the NE player declines the penalty, the final result is PHI's ball, 3rd and 1, on NE's 38-yard line.
- E) (*advanced play*) Same as (A), but this time the PHI player rolls the offensive dice, a 34, and consults their *Enforce Between Downs* chart. Since the dice total 34 is not one of the listed offensive dice totals, the foul occurred during the play. The NE player can accept or decline the penalty, the same as (A).
- F) (*advanced play*) Same as (B), but this time the PHI player rolls a 22 and consults their *Enforce Between Downs* chart. Since the dice total is one of the *Enforce Between Downs* chart's offensive dice totals, the foul was committed *between downs* (after the play ended). The final play result stands (a 6-yard gain to NE's 38-yard line). The 15-yard penalty is subtracted from the play's ending yard line (NE's 38-yard line). Final result: PHI's ball, 3rd and 19, on their own 47-yard line.

Field Goal Influences section for more details.

Examples:

- A) New England has the ball, 4th and 9, on Philadelphia's 25-yard line. The NE player decides to attempt a field goal, rolls the offensive dice, a 33, and consults the **Field Goal** column on their special teams chart: **36**, a distance of 36 yards from scrimmage. Since the distance exceeds the distance from the line of scrimmage to PHI's goal line (25 yards), the attempt is good.
- B) New England has the ball, 4th and 9, on PHI 24-yard line. The NE player decides to attempt a field goal and rolls the offensive dice, an 18: **20**. The kick's distance is less than the distance from scrimmage to PHI's goal line, so the attempt is no good. Philadelphia takes over possession at the point of the kick, 8 yards behind the line of scrimmage. Final result: PHI's ball, 1st and 10., at their own PHI 31-yard line.



Point After Touchdown (PAT)

After scoring a touchdown, the scoring team can decide to either kick the extra point (a one-point conversion) or “go for two” (a 2-point conversion).

To attempt a PAT kick, the scoring team’s player rolls the offensive dice and consults the **# ON DICE** column to the right of their special teams chart. If the cell corresponding to the rolled dice total is white (for example, **18**), the attempt is successful; if the cell is red (e.g., **37**), the attempt failed. NOTE: There is no yardage values associated with kicked extra points.

If the scoring team’s player decides to try a two-point conversion, the ball is placed at the defense’s 2-yard line (based on current NFL rules) and play proceeds like any other play from scrimmage. If the offense gains 2 yards (reaching the defender’s end zone), the attempt is successful and the offense is awarded two points. If the offense fails to reach the defender’s end zone, the attempt fails.

NOTE: Prior to the 2015 season, if the defense gained possession of the ball during a PAT conversion attempt, whether a blocked kick, a fumble or an interception, the play was declared dead and the attempt unsuccessful. Starting with the 2015 season, if the defense gains possession during the conversion attempt and successfully carries the ball into the offense’s end zone, the defense is awarded two points (like a safety).

PAT Penalties

If a penalty occurs during a two-point conversion attempt, process the penalty the same as any other regular play from scrimmage, replaying the attempt if necessary.



If the offense, while attempting a 2-point conversion, is assessed a penalty (moving the ball back from the 2-yard line), the offense can choose to instead go for a one-point kick conversion. In that case, the penalty is assessed at the 15-yard line (the yard line for kick conversions). Use the **Field Goal** column in this case to determine the kick attempt’s success.

Examples:

- A) Philadelphia scores a touchdown. The PHI player decides to kick the extra point. The PHI player rolls the offensive dice, a 34. The ‘34’ cell in the # ON DICE column shows **25**. Final result: PHI’s PAT kick attempt is good.
- B) Same as (A), but this time the PHI player rolls the offensive dice, a 25, and consults their # ON DICE column: **34**. Final result: PHI’s PAT kick attempt is no good.
- C) The Patriots score a touchdown. The NE player decides to go for a 2-point conversion. The ball is placed on PHI’s 2-yard line. The NE player calls **2-OFF TACKLE** and rolls the offensive dice, a 15: **4**. The PHI player chooses **B-RUSH MIDDLE** and rolls the defensive dice, a 1: **-3**. Final result: PHI stops NE at their 1-yard line; the conversion attempt fails.



Penalties

As in actual NFL football, penalties play a major part of Data Driven Football games and produce some of the more interesting game results. The NFL rules for fouls and penalties are complicated, so pay close attention to this section to apply penalties correctly in your games.

This section describes penalties and how to apply them; but cannot possibly cover every penalty-related situation. If you are unsure how a penalty should be applied, check the NFL's penalty rules and procedures.

There are three general types of penalty results:

- OFF #** Indicates a penalty called against the offense.
- DEF #** Indicates a penalty called against the defense.
- PI #** Indicates a pass interference penalty called against the defense.

Penalty results only appear on a team's offense play chart and special teams chart's *Kickoff*, *Kickoff Return*, *Punt*, *Punt Return* and *Field Goal* columns. Penalty results always take priority over all defensive play results.

Some penalty results are fixed-yardage penalties, like **OFF 5** and **DEF 15**, while others are variable-yardage penalties, like **PI 14**. In most (but not all) situations, the penalty yardage is measured from the line of scrimmage.

Depending on the type of penalty, the offensive player rolls the offensive dice again and determines the final play result, just as in a normal play from scrimmage. Once the final play result is known, the non-penalized team can choose to either accept the penalty and ignore the final play result, or decline the penalty and accept the final play result.



If the play result is a penalty, be sure to make note of the penalty type and yardage before rolling the offensive dice again to generate a new play result. It's easy to lose track of a penalty if the generated play result causes multiple different actions (e.g., a penalty followed by an interception, then an interception return followed by another penalty, etc.).

Some penalties, such as *pre-snap* penalties and *intentional grounding* penalties, are the final play result; no further dice are rolled and any other offensive or defensive play result is ignored.

If, following a penalty result, the next dice roll produces another penalty result, and that penalty is against the *other* team (the team that was not assessed the first penalty), the result is **offsetting penalties**. When offsetting penalties occur, both penalties are canceled, 10 seconds is run off the clock, and the down is replayed from the same line of scrimmage.



Not all offensive/defensive penalties offset each other. Check the NFL rules when determining whether penalties called against both teams are offsetting, while following the procedures below.

If the second dice roll results in another penalty result against the *same* team, the player continues rolling the dice until the result is a non-penalty or a penalty against the other team. In the case of multiple penalties called against the same team, the defense can accept any one of the offensive penalties.

In *basic* play, all spot-of-foul penalties (e.g., **OFF 10**, offensive holding) on plays from scrimmage are assessed from the line of scrimmage, the play does not count, and the opposing team has the option to accept or decline the penalty. This is handled slightly differently than in the NFL. In *advanced* play, you can apply the same rules as the NFL, as explained below.

If a penalty yardage would cause the ball to be spotted more than distance to the goal line, the penalty yardage assessed is half the distance to the goal line. For example, if the offense, with the ball on their own 8-yard line, is called for a 5-yard penalty, the ball is placed on their 4-yard line (half the distance to the goal line), since the penalty's yardage (5 yards) is more than half the distance to the goal line (4 yards). If the adjusted penalty yardage would place the ball at a ½ yard increment, place the ball at the next yard line toward midfield (*away* from the goal line).

The next few sections describes each of the offensive and defensive penalties and how to process them.

Offensive Penalties

There are five possible offensive penalty results:

OFF 5	A 5-yard offensive penalty
OFF 10	A 10-yard offensive penalty
OFF 15	A 15-yard offensive penalty
OFF 40	A spot-of-foul penalty for a kickoff that lands out of bounds
OFF #*	A #-yard intentional grounding penalty

The next few sections explain each of the above offensive penalties in more detail.

OFF 5 Penalties

The OFF 5 penalty indicates a 5-yard penalty assessed against the offense for any of these fouls:

Illegal Shift	Offside
Illegal Formation	Illegal Touch Pass
False Start	Ineligible Downfield Pass
Delay of Game	Illegal Substitution
Illegal Motion	

An OFF 5 penalty can be called against the offense either prior to the ball being snapped, or after the ball is snapped.

In *basic* play, all OFF 5 penalties are called prior to the snap. The assessed penalty results in a 5-yard loss (or half the distance to the goal line if inside the offense's 10-yard line), with the down repeated. No time is run off the clock, and players are free to select a new play/formation.

Advanced Play Option: Pre- and Post-Snap Penalties

In *advanced* play, the offensive player rolls the dice again and consults their supplemental **Line of Scrimmage Penalty Check** chart to determine if the 5-yard offensive penalty was called before or after the snap. See the [Pre- and Post-Snap Penalties](#) section for more details.

Examples:

In these examples New England has the ball, 1st and 10, on their own 20-yard line. The NE player calls **1-LINE PLUNGE** and rolls a 39, OFF 5.

- A) Since all **OFF 5** penalties in *basic* play are called prior to the snap, no further dice are rolled and NE is assessed the 5-yard penalty from the line of scrimmage. Final result: NE's ball, 1st and 15, at their own 15-yard line. Players can either stick with their selected play/formation or choose new ones.
- B) (*advanced play*) The NE player rolls the offensive dice, a 17, and consults the **OFF 5** column in their supplemental *Line of Scrimmage Penalty* chart: **Pre**, indicating a pre-snap penalty. As in (A), assess the 5-yard penalty and replay the down. Final result: NE's ball, 1st and 15, on their 15-yard line.
- C) (*advanced play*) The NE player rolls the offensive dice, a 21, and consults the **OFF 5** column in the supplemental *Line of Scrimmage Penalty* chart: **Post**, indicating the penalty was called *after* the snap. The NE player rolls the offensive dice again, a 16: **8**, an 8-yard gain. The PHI player selects **C-RUSH MIDDLE** formation and rolls the dice, a 2, **-4**, a 4-yard loss. The final play result is a 4-yard gain. The PHI player can either accept the penalty: NE's ball, 1st and 15 on their 15-yard line; or decline the penalty and accept the play result: NE's ball, 2nd and 6, on their 24-yard line. The PHI player accepts the penalty, so the final play result is ignored. Final result: NE's ball, 1st and 15 on their 15-yard line.

OFF 10 Penalties

The **OFF 10** penalty result indicates a 10-yard penalty assessed against the offense for any of these fouls:

Holding	Offensive Pass Interference
Illegal Block	Illegal Use of the Hands
Tripping	

All **OFF 10** fouls occur *after* the ball is snapped. Both players continue rolling their dice and generate a final play result. The defensive player then has the option to accept the penalty and ignore the final play result, or decline the penalty and accept the final play result.

Advanced Play Option: Offensive Holding

A special situation occurs when the offense is called for holding during a pass play and the quarterback is in the offense's end zone. The result is a safety against the offense. To correctly simulate this situation (a pass play with the line of scrimmage on or inside the offense's 5-yard line), the offensive player rolls the offensive dice again and consults their team's supplemental **Holding Penalty** chart to see if the penalty was called for offensive holding or for some other type of 10-yard offensive foul). See the [Offensive Holding Penalties](#)

The supplemental **Offensive Holding Penalty Determination** chart is used to determine if an **OFF 10** penalty was called for **offensive holding** or for another type of offensive foul.

This matters in the situation where the offense is called for holding during a passing play and the quarterback is in the offense's end zone. In such a situation the penalty is assessed as a safety against the offense.

The **Offensive Holding Determination** chart is a "generic" chart—the same chart applies to all teams in the same season—that consists of a list of offensive dice totals that indicate an **OFF 10** penalty is for holding.

[Appendix G](#) shows the **Offensive Holding Determination** chart for the 2017 season.

The **Offensive Holding Determination** chart is used only when all of the following conditions are true:

- The offensive play is one of the passing plays (5-SCREEN to 9-SIDELINE),
- The line of scrimmage is on or inside the offense's 5-yard line,

- The play result is an **OFF 10** penalty.

If all of the above conditions are true, the offensive player rolls their dice and consults the *Offensive Holding Determination* chart for their team's season. If the dice total matches any of the dice totals listed in the chart, then the 10-yard penalty is called for holding, resulting in a safety against the offense.

See the [OFF 10 Penalties](#) section for more details.

Examples:

In these examples the Eagles have the ball, 3rd and 13, on their own 4-yard line.

- A) The PHI player calls **6-SHORT** and rolls the dice, a 27: **OFF 10**, then rolls again for the offensive play result, a 15: **7**. The NE player selects **C-RUSH WIDE** formation and rolls a 2: **1**. The final play result is a 7-yard completed pass to PHI's 11-yard line.

Since all of the conditions listed above are true, the PHI player rolls the offensive dice again, a 27, and consults the 2017 *Offense Holding Penalty Determination* chart. The dice total 27 matches one of the totals listed in the chart (10, 11, 13-33), so the penalty result is a safety against PHI. The NE player obviously accepts the penalty. Final result: NE is awarded 2 points for the safety and PHI kicks off (free kick) from their 20-yard line.

- B) Same as (A), but this time the PHI player rolls a 12 and consults the 2017 *Offense Holding Penalty Determination* chart. Since the dice total does not match any of the totals listed in the chart, the penalty is not for holding. The penalty result is a 10-yard penalty (not a safety) against PHI. The NE player accepts the penalty. Since the ball is on PHI's 4-yard line, the penalty is marked off at half the distance to the goal line. Final result: PHI's ball, 3rd and 15, from their 2-yard line.

section and [Appendix GError! Reference source not found.](#) for more details.

Examples:

- A) Philadelphia's ball, 1st and 10, on their own 3-yard line. The PHI player calls **3-END RUN** and rolls an 11: **OFF 10**, then rolls again to determine the offensive play result, a 22: **2**. The NE player selects **F-BLITZ** formation and rolls a 3: **1**. The final play result is a 2-yard gain. The NE player can either accept the penalty: PHI's ball, 1st and 11, on their 2-yard line (half the distance to the goal line, the 1½-yard line, rounded up to the 2-yard line), or decline the penalty: PHI's ball, 2nd and 8 on their 5-yard line. The NE player decides to decline the penalty, since it only resulted in a 1-yard loss and lets PHI replay the down.
- B) New England's ball, 2nd and 7, on their own 32-yard line. The NE player calls **3-END RUN** and rolls a 28: **OFF 10**, then rolls again, a 34: **B** (Breakaway). The PHI player selects **F-BLITZ**, and rolls a 1: **(8)**. The priority chart indicates **(#)** overrides **B**, so the final play result is an 8-yard gain (the offensive player need not roll again and consult their **B** (Breakaway) column). The PHI player can either accept the penalty: NE's ball, 2nd and 17 on their 22-yard line, or decline the penalty: NE's ball, 1st and 10 on their 40-yard line. An easy choice!
- C) New England's ball, 2nd and 7, on their own 32-yard line. The NE player calls **1-LINE PLUNGE** and rolls a 28: **OFF 10**, then rolls again, a 25: **6**. The PHI player chooses **A-STANDARD** formation and rolls a 5: **F 8**, a fumble! The priority chart indicates **F #** takes priority over **#**, so the final result is a fumble at NE's 40-yard line. To see who recovers, the NE player rolls the offensive dice, a 34, and checks their *Fumble Recovery/Lost Ball* chart (the color-coded # ON DICE column to the right of the QT column and the vertical text to the right of that column). The # ON DICE column shows **34**, indicating that NE lost the ball and PHI recovered. The PHI player can either accept the penalty: NE's ball, 2nd and 17, on their 22-yard line (the fumble result is ignored);

or decline the penalty: PHI recovers the fumble and takes possession, PHI's ball, 1st and 10, on NE's 40-yard line. An even easier choice!

In *advanced* play, the PHI player also rolls their dice and consults their supplemental **Defense Fumble Recovery** chart to determine if the defense can overturn the offensive fumble recovery result. See the [Defensive Fumble Recovery](#) section for more details.

- D) Philadelphia's ball, 3rd and 13, on their own 5-yard line. The PHI player calls **7-MEDIUM** and rolls the dice, a 39: **OFF 10**, . then rolls again, a 30: **16**. The NE player selects **C-RUSH WIDE** formation and rolls a 3: . The final play result is a 16-yard completed pass. Because all **OFF 10** penalties during passing plays are holding penalties in *basic* play, and the line of scrimmage is on or inside PHI's 5-yard line, the penalty result is a safety against PHI. The NE player obviously accepts the penalty.

In *advanced* play, the PHI player rolls the offensive dice again and refers to their team's supplemental **Holding Penalty** chart to see if the penalty is for holding or another type of foul. See the [Offensive Holding Penalties](#)

The supplemental **Offensive Holding Penalty Determination** chart is used to determine if an **OFF 10** penalty was called for **offensive holding** or for another type of offensive foul.

This matters in the situation where the offense is called for holding during a passing play and the quarterback is in the offense's end zone. In such a situation the penalty is assessed as a safety against the offense.

The *Offensive Holding Determination* chart is a "generic" chart—the same chart applies to all teams in the same season—that consists of a list of offensive dice totals that indicate an **OFF 10** penalty is for holding.

[Appendix G](#) shows the *Offensive Holding Determination* chart for the 2017 season.

The *Offensive Holding Determination* chart is used only when all of the following conditions are true:

- The offensive play is one of the passing plays (5-SCREEN to 9-SIDELINE),
- The line of scrimmage is on or inside the offense's 5-yard line,
- The play result is an **OFF 10** penalty.

If all of the above conditions are true, the offensive player rolls their dice and consults the *Offensive Holding Determination* chart for their team's season. If the dice total matches any of the dice totals listed in the chart, then the 10-yard penalty is called for holding, resulting in a safety against the offense.

See the [OFF 10 Penalties](#) section for more details.

Examples:

In these examples the Eagles have the ball, 3rd and 13, on their own 4-yard line.

- C) The PHI player calls **6-SHORT** and rolls the dice, a 27: **OFF 10**, then rolls again for the offensive play result, a 15: **7**. The NE player selects **C-RUSH WIDE** formation and rolls a 2: . The final play result is a 7-yard completed pass to PHI's 11-yard line.

Since all of the conditions listed above are true, the PHI player rolls the offensive dice again, a 27, and consults the 2017 *Offense Holding Penalty Determination* chart. The dice total 27 matches one of the totals listed in the chart (10, 11, 13-33), so the penalty result is a safety against PHI. The NE player obviously accepts the penalty. Final result: NE is awarded 2 points for the safety and PHI kicks off (free kick) from their 20-yard line.

- D) Same as (A), but this time the PHI player rolls a 12 and consults the 2017 *Offense Holding Penalty Determination* chart. Since the dice total does not match any of the totals listed in the chart, the penalty is not for holding. The penalty result is a 10-yard penalty (not a safety) against PHI. The NE player accepts the penalty. Since the ball is on PHI's 4-yard line, the penalty is marked off at half the distance to the goal line. Final result: PHI's ball, 3rd and 15, from their 2-yard line.

section and [Appendix G](#) for more details.

OFF 15 Penalties

The **OFF 15** penalty result indicates a 15-yard penalty assessed against the offense for any of these fouls:

Personal Foul	Face Mask
Unnecessary Roughness	Taunting
Unsportsmanlike Conduct	

An **OFF 15** foul always occurs *after* the ball is snapped; both players must roll their dice and generate a final play result. How the 15-yard penalty is assessed depends on *when* the foul committed: either during the play, or after the play (between downs).

Advanced Play Option: Enforce Between Downs

In *basic play*, all **OFF 15** fouls occur *during* the play. In *advanced play*, the offensive player rolls the dice again and consults the supplemental *Enforce Between Downs* chart to determine when the offensive foul occurred. See the [Enforce Between Downs Penalties](#) section and [Appendix H](#) for more details.

If an **OFF 15** foul occurs on a scoring play, its penalty yardage is assessed on the ensuing kickoff, by moving the kickoff yard line to the scoring team's 20-yard line (based on the NFL's current kickoff spot).

Examples:

- A) Philadelphia's ball, 2nd and 7 on New England's 44-yard line. The PHI player calls **9-SIDELINE**, while the NE player calls **F-BLITZ** formation. The PHI player rolls an 11, **OFF 15**. The PHI player rolls again, this time a 24: **7**. The NE player rolls a 1: **-1**. The two results are added together to produce the final result: **6**, a 6-yard completed pass to NE's 38-yard line. In basic play, all **OFF 15** penalties occur during the play. That means the defense can either accept or decline the penalty. If the NE player accepts the penalty, the final result is PHI's ball, 2nd and 22, on their own 41-yard line. If the NE player declines the penalty, the final result is PHI's ball, 3rd and 1, on NE's 38-yard line.

OFF 40 Penalties

The **OFF 40** penalty result appears only in the special teams chart's **Kickoff** column. It indicates that the kicking team kicked the ball out of bounds (a foul). No further dice are rolled, and the receiving team takes possession of the ball at their own 40-yard line.

Example:

Philadelphia is kicking off from their 35-yard line. The PHI player rolls an 18: **OFF 40**, indicating the kick went out of bounds at the New England's 40-yard line. The *Kickoff* and *Kickoff Return* columns are not used. Final result: NE's ball, 1st and 10, at their 40-yard line.

OFF #* Penalties

The **OFF #*** penalty result only appears in the offense chart's pass play columns (5-SCREEN to 9-SIDELINE). It indicates that the quarterback committed an *intentional grounding* foul, with the spot of the foul # yards behind the line of scrimmage.

When an **OFF #*** penalty result occurs, no further dice are rolled and the final play result is an incomplete pass, a loss of the penalty's yardage (measured from the line of scrimmage), and loss of down.

If the assessed penalty yardage puts the ball inside or beyond the offense's end zone, the result is a *safety* against the offense.

Examples:

- A) Philadelphia has the ball, 3rd and 7, on their own 40-yard line. The PHI player calls **7-MEDIUM** and rolls a 10: **OFF 12***, indicating that the QB, while being pursued, and while still "in the pocket", threw the ball away, resulting in an intentional grounding penalty. No further dice are rolled. The penalty's yardage (12) indicates the pass was thrown from 12 yards behind the line of scrimmage. Final play result: PHI's ball, 4th and 19, on their own 28-yard line.
- B) The Eagles have the ball, 2nd and 19, on their own 8-yard line. The PHI player calls **7-MEDIUM** and rolls a 10: **OFF 12***, an intentional grounding penalty. The penalty's yardage (12) indicates the QB threw the ball from within the offense's end zone. Final result: A safety against PHI (NE is awarded 2 points).

NOTE: Because intentional grounding penalties include a loss of down, an intentional grounding penalty called against the offense on 4th down results in the defense taking over possession of the ball, 1st and 10, at the spot of the foul.

Defensive Penalties

There are five possible offensive penalty results:

DEF 5	A 5-yard defensive penalty
DEF 5X	A 5-yard defensive penalty with automatic first down
DEF 15	A 15-yard offensive penalty
PI #	A pass interference penalty # yards beyond the line of scrimmage

The next few sections explain each of the defensive penalties in more detail.

DEF 5 Penalties

The DEF 5 penalty result indicates a 5-yard penalty assessed against the defense for any of these fouls:

- Offside
- Encroachment
- Too many men on the field

Similar to the OFF 5 penalty, a DEF 5 penalty can be called either *prior to* the snap or *after* the snap. You can use either basic play or advanced play to determine *when* the penalty was called.

In *basic* play all DEF 5 penalties are called before the snap. The assessed penalty results in a 5-yard gain (or half the distance to the goal line if inside the defense's 10-yard line), with the down repeated. No time is run off the clock, and players are free to select a new play/formation.

Advanced Play Option: Pre- and Post-Snap Penalties

In *advanced play*, the defensive 5-yard penalty can be called either before or after the snap. To determine which, the offensive player rolls the dice again and consults their supplemental **Line of Scrimmage Penalty Check** chart to determine if the 5-yard penalty was called against the defense before or after the snap. See the [Pre- and Post-Snap Penalties](#) section for more details.

Examples:

- A) The Patriots have the ball, 1st and 10, on their own 37. The NE player calls **4-DRAW** and rolls a 12: DEF 5. Since basic play is being used, the penalty is assumed to have been called prior to the snap. No further dice are rolled, the PHI player's play result is ignored and the 5-yard penalty is measured from the line of scrimmage. Final result: NE's ball, 1st and 5, on their 42-yard line. No time is run off the clock, and both players select a new play/formation and replay the down.
- B) (*advanced play*) Same as (A), but after the DEF 5 result, the offensive player rolls the offensive dice again and consults the DEF 5 column of the supplemental **Line of Scrimmage Penalty Check** chart. The result is **Post**, indicating the penalty was called after the ball was snapped. Both players roll their dice to determine the final play result. The NE player rolls a 31: -4. The PHI player, in **C-RUSH WIDE** formation, rolls a 3 (2). The priority chart indicates a defense (#) result overrides an offensive # result, so the final play result is a 2-yard gain. The NE player can now choose to either accept the penalty—NE's ball, 1st and 5, on their own 42—or decline the penalty—NE's ball, 2nd and 8, on their own 39. Easy choice!

- C) (*advanced play*) Same as (B), but this time the NE player rolls the offensive dice following the **Post** result, and rolls a 23: **OFF 5**. The result is offsetting penalties (**DEF 5** and **OFF 5**). No further dice are rolled and 10 seconds are run off the clock. Final result: NE replays the down, 1st and 10, on their 37-yard line.

DEF 5X Penalties

The **DEF 5X** penalty result indicates the 5-yard defensive penalty with automatic first down, and is called for one these fouls:

Defensive Holding
Illegal Use of Hands
Illegal Contact

When a **DEF 5X** penalty result occurs, both players must roll their dice and generate a final play result.

The **DEF 5X** penalty is assessed differently, depending on the offense's play call:

- For running plays (*1-LINE PLUNGE* to *4-DRAW*), the penalty's yardage is assessed at the play's ending yard line, or at the original line of scrimmage if the play result is a loss.
- For passing plays (*5-SCREEN* to *9-SIDELINE*), the offense can either accept the penalty—add the penalty yardage (5) to the line of scrimmage and an automatic first down—or decline the penalty and accept the play result instead.

If a **DEF 5X** penalty result occurs on a scoring play, assess the penalty yardage (5) on the ensuing kickoff by changing the kickoff yard line from the 35- to the 40-yard line (based on the NFL's current kickoff spot).

Examples:

- A) New England's ball, 3rd and 6, on their own 40-yard line. The NE player calls **2-OFF TACKLE** and rolls 19: **DEF 5X**. The NE player rolls again to determine play outcome, a 26: **-1**. The PHI player is in **A-STANDARD** formation and rolls 1: . The final play result is **-1**, a one-yard loss. Since there was a loss on the play, the 5-yard penalty is assessed from the line of scrimmage. Final result: NE's ball, 1st and 10, on their own 45-yard line.
- B) New England's ball, 3rd and 8, on their own 40-yard line. The NE player calls **2-OFF TACKLE** and rolls 19: **DEF 5X**. The NE player rolls again, a 21: **2**. The PHI player is in **E-PASS DIME** formation and rolls a 3: . The final result is **2**, a 2-yard gain to NE's 42-yard line. Because the foul occurred on a running play, the penalty yardage is assessed at the end of the running. Final result: NE's ball, 1st and 10, on their own 47-yard line.
- C) New England's ball, 3rd and 8, on their own 40-yard line. The NE player calls **6-SHORT** and rolls 10: **DEF 5X**. The NE player rolls again, a 37: **11**. The PHI player is in **E-PASS DIME** formation and rolls a 2: . The final result is **11**, a completed 11-yard pass. The NE player can accept the penalty—since this is a pass play, the penalty yardage is assessed from the line of scrimmage: NE's ball, 1st and 10 on their own 45-yard line—or decline the penalty and accept the play result: NE's ball, 1st and 10, on PHI's 49-yard line. An easy choice.
- D) New England's ball, 3rd and 8 on own 40. The NE player calls **6-SHORT** and rolls 10: **DEF 5X**. The NE player rolls again, a 34: , an incomplete pass. The PHI player is in **E-PASS DIME** formation and rolls 3: **-3**. The play result is an incomplete pass. The NE player can either accept the penalty—NE's ball, 1st and 10, on their own 45-yard line—or decline the penalty and accept the play result: incomplete pass, NE's ball, 4th and 8 on their own 40-yard line. Another easy choice

DEF 15 Penalties

The **DEF 15** penalty result indicates the defense committed one of these fouls:

Roughing the Passer	Horse Collar
Unsportsmanlike Conduct	Face Mask
Unnecessary Roughness	

A **DEF 15** penalty results in an automatic 1st down for the offense.

When the offense play result is **DEF 15**, the offensive player rolls the offensive dice again to determine their play result, and both players consult the priority chart to determine the play's final outcome. The penalty is then assessed from the end of the play.

NOTE: If a turnover occurs (e.g., an interception or recovered fumble), the play result is ignored and the penalty is assessed from the line of scrimmage.

A **DEF 15** foul always occurs *after* the ball is snapped; both players must roll their dice and generate a final play result. How the 15-yard penalty is assessed depends on *when* the foul committed: either during the play, or after the play (between downs).

Advanced Play Option: Enforce Between Downs

In *basic play*, all **DEF 15** fouls occur *during* the play. In *advanced play*, the defensive player rolls the dice and consults the supplemental *Enforce Between Downs* chart to determine when the defensive foul occurred. See the [Enforce Between Downs Penalties](#) section and [Appendix H](#) for more details.

If a **DEF 15** penalty occurs on a scoring play, mark off the penalty's yardage on the ensuing kickoff by moving the kickoff yard line to the 50-yard line (based on the NFL's current kickoff spot).

Examples:

- A) New England's ball, 2nd and 1, on Philadelphia's 40-yard line. The NE player calls **8-LONG** and rolls 15, **DEF 15**. The NE player rolls again, a 13, **QT**, the rolls again to determine the QT result, a 35: **-9**. The PHI player is in **D-PASS NICKEL SHORT** formation and rolls 1: . The final play result is a sack for a 9-yard loss. After the sack is marked off (to the PHI 49-yard line), assess the 15-yard penalty. Final result: NE's ball, 1st and 10, on PHI's 34-yard line.
- B) New England's ball, 2nd and 1, on Philadelphia's 40-yard line. The NE player calls **8-LONG** and rolls 15, **DEF 15**. The NE player rolls again, a 30: **INT 46**. The PHI player is in **D-PASS NICKEL SHORT** formation and rolls 1: . The final play result is an interception 6 yards deep in PHI's end zone. The interception is nullified by the PHI personal foul, and the penalty yardage is assessed from the line of scrimmage. Final result: NE's ball, 1st and 10, on PHI's 25-yard line.

PI # Penalties

The **PI #** penalty result only appears in the offense chart's pass columns (5-SCREEN to 9-SIDELINE) and indicates a pass interference foul by the defense. The yardage specified indicates the spot of the foul, measured from the line of scrimmage. If the **PI #** penalty's yardage extends into or beyond the defense's end zone, the ball is placed on the defense's 1-yard line.

A **PI #** penalty is handled the same as other defensive penalties: the offensive player can either accept or decline the penalty. A **PI #** penalty, when accepted, always results in an automatic first down.

When the offensive play result is a **PI #** penalty, the offensive player rolls the dice again to determine the offensive play result, and combines that result with the defensive player's result (by consulting the priority chart) to produce the final play result. The offensive player can then choose to either accept the penalty (and decline the final play result) or decline the penalty (and accept the final play result).

Examples:

- A) Philadelphia's ball, 2nd and 8, at midfield. The PHI player calls 7-MEDIUM and rolls 20: **PI 12**. The PHI player rolls again, a 14: **36**. The NE player is in **E-PASS DIME** formation and rolls a 1: **1**. The final play result is **1**, an incomplete pass. The PHI player accepts the pass interference penalty. Final result: PHI's ball, 1st and 10, at NE's 38-yard line.
- B) New England's ball, 1st and 10, at Philadelphia's 40-yard line. The NE player calls **8-LONG** and rolls 11: **PI 43**. The NE player rolls again, a 17: **20**. The PHI player is in **E-PASS DIME** formation and rolls a 5: **INT 43**, an interception 3 yards deep in PHI's end zone. The final play result is **INT 43**. The PHI player (obviously) accepts the pass interference penalty. Final result: PHI's ball, 1st and 10, on PHI's 1-yard line.
- C) New England's ball, 1st and 10, at Philadelphia's 40-yard line. The NE player calls **8-LONG** and rolls 28: **PI 38**. The NE player rolls again, a 2: **31**, a 31-yard completed pass. The PHI player selects **C-RUSH WIDE** formation and rolls a 4: **(TD)**. The final play result is **(TD)**. The NE player (obviously) declines the penalty. Final result: PHI's safety interfered with NE's receiver at the 9-yard line, who still caught the ball and ran it in for a touchdown!



Special Teams Penalties

Penalties can occur in any of the special teams chart's **Kickoff**, **Kickoff Return**, **Punt**, **Punt Return** and **Field Goal** columns. Any of the penalty types described in the earlier sections (except **PI #**) can occur.

When a penalty is called during a special teams play, determine the play's final outcome, as you would any other post-snap penalty, and assess the penalty's yardage from the end of the play.

See the [Special Teams](#) section for more details.

Spot Foul Penalties on Returns

If an **OFF 10** penalty occurs during special teams return plays (kick return, punt return, interception return, fumble return, etc.), and the penalty 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.

Examples:

- A) New England fields a punt at their own 34-yard line. The NE player rolls the offensive dice, a 24, and consults their *Punt Return* chart: **OFF 10**. The NE player rolls again, an 11, and consults their *Punt Return* chart: **40**, a 40-yard return to PHI's 26-yard line. Since the 40-yard return is more than half the distance from the point of reception to PHI's goal line—the midpoint is $66 \div 2 = \text{PHI's 33-yard line}$ —the spot of the foul is the midpoint: PHI's 33-yard line, not PHI's 26-yard line (the end of NE's return). The 10-yard penalty is assessed at PHI's 33-yard line. Final result: NE's ball, 1st and 10, on PHI's 43-yard line.
- B) Same as (A), but this time the NE player rolls the dice, a 29, and consults their *Punt Return* chart: **20**, a 20-yard return to PHI's 46-yard line. Since the 20-yard return is less than half the distance from the point of reception to PHI's goal line—the midpoint is $66 \div 2 = \text{PHI's 33-yard line}$ —the penalty is assessed at PHI's 46-yard line (the end of NE's return). Final result: NE's ball, 1st and 10, at PHI's 36-yard line.



Managing the Game Clock

A manual game clock, maintained on the game scorepad, is used to simulate the official game clock used in NFL games. At the start of each quarter, the game clock is reset to 15:00 (15 minutes), and is “run” by decreasing its time at the end of each play. The amount of time decreased depends on the last play’s result.

To determine a play’s elapsed time, refer to the **Play Timing Chart** in [Appendix E](#), then check off the number of elapsed seconds on the scorepad.

All plays use between 0 and 40 seconds, in multiples of 10 seconds. Most running plays and completed passes that remain inbounds use 40 seconds. Other plays use less. For example, a completed inbounds pass uses 40 seconds, but an incomplete pass uses only 10 seconds. A successful PAT kick conversion uses no seconds (the clock remains stopped following a touchdown).

The offensive or defensive player can call a timeout at the end of a play (assuming they have any timeouts remaining) to reduce the play’s elapsed time to 10 seconds.

Also, the offensive player, following a play that normally uses 40 seconds, can announce, “no huddle” or “spike ball” (described in the next two sections) to reduce the previous play’s elapsed time to 20 seconds.

If a play’s final result includes an asterisk (*), indicating the play ended out of bounds, and there are 2 minutes or less remaining in the first half (02:00 or less), or 5 minutes or less remaining in the second half (05:00 or less), the play’s elapsed time is **10 seconds** (the clock remains stopped after the play); otherwise the play’s duration is **30 seconds** (the clock is restarted after the play).

Note that touchbacks, PAT conversion attempts (both one- and two-point attempts) and pre-snap penalties use *no time* (the clock remains stopped).

If a play’s duration would cause the remaining time to go from above to below 2 minutes in either half, mark off only enough time on the scorecard to stop the clock at 2:00. For example, if a running play is completed inbounds with 2:20 left on the clock at the end of the 4th quarter, reduce the clock by 20 seconds (instead of 40 seconds), stopping the clock at 2:00 (the 2-minute mark).

If a play’s duration reduces the clock to 0:00 at the end of any quarter, the quarter ends. At the end of the 1st and 3rd quarters, reset the clock to 15:00, move the ball to the same yard line at the opposite end of the field, and resume play. At the end of the half, reset the clock to 15:00. The team that received the ball at the start of the game now kicks off to start the 3rd quarter. At the end of the 4th quarter the game is over unless the score is tied, in which case a new coin toss is used to decide which team will kick off or receive to start the overtime.



If the game goes into overtime, reuse the scorecard’s timing boxes from the 1st quarter for the overtime.

When crossing off the 1st quarter time boxes during overtime, use a different strikethrough mark for overtime than the ones you used for the 1st quarter—for example, use “/” marks during regulation, and “\” marks during overtime).

Advanced Play Option: Reducing Standard Play Times

The values in the *Play Timing* chart are designed so that the *average* number of plays per game is comparable to actual NFL plays per game. However, constantly reducing the game clock by 40 seconds following each normal play can result in too few plays per game compared to NFL play statistics.

To compensate, you can choose to reduce every third 40-second play to 30 seconds. Doing so gains 10 seconds every three 40-second plays, increasing the number of plays per game and improving the game's realism.



When using this feature, use a different strikethrough mark for 40-second plays when crossing off the time boxes (e.g., use “+” for 40-second plays and “/” for all other plays); doing so makes it easier to see when three 40-second plays occur.

Special Situations

This section describes various “special” play situations and how to process them.



Timeouts

Timeouts are used to stop the clock and conserve game time but can also be used when the quarterback or defensive captain “don’t like what they see” and need extra time to come up with a better play or formation.

Each team is allocated three timeouts at the start of each half, and only one timeout can be called per play.

Following an inbounds play that uses more than 10 seconds, either player can announce, “timeout.” A timeout can be called before or after the offensive play/defensive formation choices are revealed, but each case is handled differently:

- If a timeout is called before the play/formation choices are revealed, then the previous play consumes only 10 seconds. The player that called timeout reduces their timeout count by one (strike through the appropriate timeout digit on the scorecard). Both players then proceed to choose their offensive play and defensive formation, and play continues as normal.
- If a timeout is called after the play/formation choices are revealed, the previous play’s time is not reduced (the time remaining on the game clock cannot be changed once the play/formation choices are revealed) but both players are then free to choose a new play/ formation (or stick with their previous selection if they want).

NOTE: Calling timeout *after* the play/formation choices are revealed is identical to calling an **audible**, except that calling a timeout reduces your available *timeouts* count, while calling an audible reduces your available offensive/defensive *audibles* count. See the [Audibles](#) section for more details

Examples:

- The Patriots have the ball, 1st and goal, on Philadelphia’s 27-yard line, with the clock showing 00:20 in the first half. NE has one timeout remaining. A 6-yard completion takes NE to PHI’s 21-yard line. Normally, time would expire (30 or 40 seconds for the inbounds pass play). Instead, the NE player calls their final timeout (before any choices are revealed). Because of the NE timeout, only 10 seconds is run off the clock for the previous completed pass play. Final result: 00:10 remaining on the clock, enough time for NE to kick a field goal.
- The Eagles have the ball, 1st and 10, on the Patriot’s 8-yard line, with the clock showing 1:20 in the second half. New England has one timeout and no defensive audibles remaining. The play/formation choices are revealed: the PHI player selected **3-END RUN**; the NE player has chosen **D-PASS NICKEL**. The NE player recognizes the mismatch calls their final timeout. The last play’s time is unchanged, but both players can now select a different offensive play and defensive formation, giving the NE player a better chance to stop the PHI player from scoring.



No-Huddle Offense

When the offense needs to conserve time, they can run their ***no-huddle offense***, where they eliminate the huddle and instead run either a pre-assigned play or a play called at the line of scrimmage (an audible).

To use the no-huddle option, the offensive player announces “*no huddle*” following a play that used more than 20 seconds. By calling “no huddle,” the previous play’s time is reduced to 20 seconds.



Since the *no-huddle offense* option reduces the previous play’s time to 20 seconds, this option only makes sense if the previous play consumed more than 20 seconds.

NOTE: The offensive player must call “*no huddle*” before the offensive play and defensive formation choices are revealed. Once the player’s play/formation choices are revealed, the previous play’s time cannot be changed.

To prevent players from “over using” the *No-Huddle* option, each team is allocated a ***No Huddle Quota***—the maximum number times they use the *no-huddle* option in a game. The *No Huddle* quota is listed at the bottom of each team’s supplemental charts sheet.

Each time the offensive player calls “*no huddle*,” they must reduce their remaining *no-huddle* option count by one. Once the count reaches zero, the player can no longer use the *No-Huddle* option.

Example:

Philadelphia has the ball, 1st and 10, on the Patriot’s 17-yard line, with the clock showing 00:40 in the half. PHI is out of timeouts but has 8 *no-huddle* options available. The next play from scrimmage results in a completed 5-yard pass. Normally the completed pass play would consume 40 seconds, ending the half, but the PHI player calls, “*no huddle*.” As a result, only 20 seconds are run off the clock for the completed pass. The PHI player reduces their *no-huddle* options count to 7. Final result: PHI’s ball, 2nd and 5, on NE’s 12-yard line, with the clock showing 00:20, enough time for PHI to go for the touchdown or kick a field goal.



Spiking the Ball

Spiking the ball works similar to the *Hurry-Up offense*, explained above. After an inbounds play, the offensive player announces “spike,” which reduces the previous inbounds play’s duration to 10 seconds. The play’s result is an incomplete pass and loss of down.



Use the *Spike* option to conserve time when down is not important, and you want to preserve your *No-Huddle* allocation.

Example:

The Patriots have the ball, 1st and 10, at Philadelphia’s 42-yard line, trailing 27-19 in the 4th quarter, with the clock showing 00:30 in the 4th quarter. NE has no timeouts remaining. The next play results in a 12-yard inbounds completion, to PHI’s 30-yard line. Since the receiver remained inbounds, the play would normally consume 40 seconds, ending the game. The NE player calls “spike,” reducing the time for the completed pass to 10 seconds. Final result: NE’s ball, 1st and 10, at PHI’s 30-yard line, with the clock showing 00:20, enough time to run one or two more plays.



QB Kneel

When the offense is ahead near the end of the game and the defense has no more timeouts, the quarterback can take the snap and immediately kneel, resulting in a 1-yard loss and loss of down, but keeping the clock running. This is often called, “running out the clock.”

To use this option, the offensive player announces, “*kneel*.” No dice are rolled, and the clock is reduced by 40 seconds. The final play result is **-1**, a 1-yard loss.

Example:

The Eagles have the ball, 1st and 10, at their own 42-yard line, leading 22-17, with the clock showing 1:10 left in the game. New England has no timeouts remaining. The PHI player announces, “*kneel*.” Final result: PHI’s ball, 2nd and 11, at their 41-yard line, with the clock now showing 00:30. PHI repeats the *QB Kneel* option, running out the clock and winning the game.



Intentional Safety

In some rare instances the offense may decide to intentionally take a safety rather than running a play. Teams sometimes do this when ahead near the end of a game and pinned deep in their own territory, to deny the defense a chance to force a turnover or return a punt. Teams have also taken an intentional safety following a fumble by kicking the loose ball out the back of their end zone, preventing the defense from scoring a touchdown.

To use this tactic, the offensive player simply announces “*safety*.” No dice rolls occur, 2 points are awarded to the defense, 40 seconds are taken off the clock, and play continues with the offense kicking off from their 20-yard line.

Example:

New England has the ball, 1st and 10, at their own 2-yard line, leading 27-18. The clock shows 00:50 left in the game. Philadelphia has no timeouts remaining. To avoid the risk of a fumble or interception, the NE player calls “*safety*,” resulting in a safety. Final result: NE leads 27-20, with 0:10 left on the clock. NE kicks off from their 20-yard line, hoping PHI does not return it for a touchdown.



Plays Ending in the End Zone and Beyond

Sometimes a play's final yardage puts the ball into or beyond the offense's or defense's end zone. Follow these rules to place the ball correctly:

- The **end zone** is 10 yards deep, starting at the goal line and extending for 9 yards. If a play's yardage puts the ball on the goal line, it is *in the end zone*.
- The **end line** is 10 yards behind the goal line and is *beyond the end zone*. If a play's yardage puts the ball on the end line, it is *beyond the end zone*.
- If a completed pass's yardage extends beyond the defense's end zone, the result is a **touchdown** (see the Play [Call Restrictions](#) section below for limits on certain pass plays near the defender's end zone).
- If an interception occurs beyond the defense's end zone, mark the point of interception **9 yards deep in the end zone**.
- If a kickoff extends beyond the receiving team's end zone, the result is a **touchback**, with no option to return the ball.
- If a fumble occurs in the defense's end zone, the ball is live. If the offense recovers, the result is a **touchdown**. If the defense recovers, the result is a **touchback**.
- If a fumble occurs in the offense's end zone, the ball is live. If the offense recovers, the defense scores a **safety**. If the defense recovers, the result is a **touchdown**.
- If a fumble occurs *beyond* the offense's or defense's end zone, treat it as a fumble 9 yards deep in the end zone and follow the fumble rules described above.



Play Call Restrictions

Normally an offensive player can choose any of their nine standard plays. However, certain restrictions apply when the ball is near the defense's goal line:

Play	Line of Scrimmage	Restriction
8-LONG pass	On or inside defense's 20-yard line	Not allowed
7-MEDIUM pass	On or inside defense's 10-yard line	Not allowed
4-DRAW	On or inside defense's 3-yard line	Not allowed
3-END RUN 4-DRAW 5-SCREEN pass	On or inside defense's 5-yard line	Reduce result by 1 yard*

**This restriction is optional but makes game play more realistic: When a team is near the defense's goal line, the offense has fewer options, and the defense "digs in," resulting in shorter gains.*

Play calls can also be limited by using the *advanced play* **Play Call Quotas** feature. See the [Play Call Quotas](#) section for more details.



Unusual Plays

As a general rule, if situations arise that are not specifically covered in this guide, refer to the NFL rules as a guideline on how to apply the game mechanics. The game mechanics work very well in managing the interactions between the offense, defense, and special teams.

When a situation occurs not explicitly covered in this player guide, please send email to

Ron@DataDrivenFootball.com

Please describe the situation as completely as possible. We'll try to include it in a future version of the guide .

Advanced Play Features

All of the features described in this section are optional. They are designed to improve the game’s overall realism and accuracy. You can use some or all of the features when playing a game.

As you use these features more and more, you’ll find they become easier and faster to implement. Many DDF game players consider these features an essential part of their game play, producing results that mimic real NFL games and the teams they coach.



When playing the board game with another player, be sure to agree beforehand which advanced features will be used.

Many of the advanced play features rely on the use of **supplemental play charts**. Most of the charts are *per team* charts, meaning each team has its own supplemental chart, based on its own play statistics for a given season, while a few are *generic* charts, meaning they apply to all teams for a given season.

[Appendix A](#) includes the supplemental charts for the 2017 New England Patriots and 2017 Philadelphia Eagles.

[Appendix G](#) and [Appendix H](#) include samples of the “generic” (non-team specific) supplemental charts.



Some of the supplemental charts used with these *advanced play* features are not available for older team charts. If your team does not include a specific supplemental chart, use the *basic play rules* instead.

Many of the advanced play features require *both* players to use some combination of the offensive, defensive and 10-sided dice. To make game play faster and easier, it’s best if each player has their own complete set of dice. You can purchase additional dice sets on the DDF web site, datadrivenfootball.com.

The next several sections describe each of the *advanced play* feature in detail, including the feature’s supplemental chart.

Power Ratings

A team’s **Power Rating**—a number located in the upper left corner of a team’s offensive play chart (or located above the **B** and **QT** columns on older charts)—indicates its overall strength. *Power Rating* is used to calculate the “point spread” between two teams when playing against each other. The DDF PC game uses point spread to help improve the computer’s play selection.

For example, the 2016 Pittsburgh Steelers have a power rating of 224.0, while the 2016 Miami Dolphins have a power rating of 219.5. When matched against each other, the point spread is $224.0 - 219.5$, or 4.5 points in favor of the Steelers, meaning the Steelers are favored to win by 4.5 points. (To “beat the spread,” Pittsburgh must win by at least 5 points.)

Although team power ratings are not used during board game play, you and your opponent can decide to use power ratings to help “level the playing field” when coaching two teams with unequal strengths. For example, if you were to pit the 2016 Atlanta Falcons (Power Rating 230.0) against the 2016 Arizona Cardinals (Power Rating 223), you could calculate the point spread (7.0 in favor of the Falcons) and then agree that the Falcons must beat the Cardinals by more than 7 points to get the win. If the Falcons win by less than 7 points (or lose), then the Cardinals get the win. (You can decide what to do if the Falcons win by exactly the point spread: treat it as a tie game, assign the win to the Cardinals, flip a coin, etc.)

Containing the Quarterback

When the final result on a pass play is **QT**, it indicates that the quarterback is trapped by the defense's pass rush. The offensive player then rolls the offensive dice again and consults their offense chart's *QT column* to determine if the quarterback is sacked (a **#** result) or scrambled for a gain (a **#** result).

A quarterback's ability to evade the defense's pass pressure and scramble for a gain is based solely on the offensive team's *QT* column, without accounting for the defense's ability to "contain" the quarterback in such situations. To make game play more realistic, you can use the optional **QT Containment chart**, located to the right of your team's special teams chart, to see if the defense is able to contain the quarterback's scrambling ability.

NOTE: The **QT Containment** chart is called the **Quarterback Run (QR)** chart on earlier team charts and located below the special teams chart.

The *QT Containment chart* is used only if the final play result from the offense's *QT* column is a gain (**#**). If the result from the *QT* column is anything else (a loss, no gain, a fumble, etc.), do not use the *QT Containment chart*; instead use the play result from the *QT* column.

To use this feature, the defensive player rolls the defensive dice and consults their *QT Containment chart* to produce a new defensive play result. That result is then combined with the result from the offense's *QT* column to produce the final play result.

Examples:

In each of these examples, the Patriots have the ball, 1st and 10, on their own 40-yard line. The NE player calls **7-MEDIUM**, while the PHI player selects **B-RUSH MIDDLE** formation.

- A) The NE player rolls a 25: **19**; the PHI player rolls a 4: **QT**. Since **QT** has priority over **#**, the NE player rolls their dice again, a 35, and consults their *QT* column to determine the final play result: **-8**. Since the *QT* column's result is a loss, the PHI player does not roll the defensive dice or consult their *QT Containment chart*. Final result: New England's quarterback is sacked for an 8-yard loss. NE's ball, 2nd and 18, on their 32-yard line.
- B) Same as (A), but this time the result from the NE player's *QT* column is **1**, indicating that the NE quarterback escaped and scrambled for a 1-yard gain. Since the *QT* chart's result is a gain, the PHI player rolls the defensive dice, a 3, and consults their *QT Containment chart*: **-2**. The priority chart shows adding the *QT* column's **1** result and the *QT Containment chart*'s **-2** result. Final result: NE's quarterback is sacked for a 1-yard loss; NE's ball, 2nd and 11 on their 39-yard line.
- C) Same as (B), but this time the PHI player rolls the defensive dice, a 4, and consults their *QT Containment chart*: **(10)**. The priority chart indicates that the defensive **(10)** result overrides the offensive **1** result. Final result: NE's quarterback scrambles for a 10-yard gain; NE's ball, 1st and 10, at midfield.
- D) Same as (B), but this time the PHI player rolls the defensive dice, a 3, and consults their *QT Containment chart*: **□**. The priority chart indicates that the **□** result has no effect on the *QT* column's **1** result. Final result: NE's quarterback scrambles for a 1-yard gain; NE's ball, 2nd and 9, on their 41-yard line.

See the [Quarterback Trapped](#) section for more details.

Defensive Sack Rate Adjustment

When the offensive or defensive play result is **QT** for a passing play, it indicates that the quarterback has been trapped. The quarterback then rolls the offensive dice and consults the **QT** column on their offense play chart to determine whether the quarter back was sacked (a **#** result) or scrambled for a gain (a **#** result).

Because some defenses are better at sacking quarterbacks than others, a supplemental **Defensive Sack Rate Adjustment chart** is provided for each team. This chart is used only when the play result is **QT**.

For teams that are better than average in sacking the quarterback, *Defensive Sack Rate Adjustment chart* is used to override an offensive **#** result following a **QT** result and replace it with a **#** result (indicating the quarterback was sacked). For teams that are worse than average in sacking the quarterback, the chart is used to override an offensive **#** result following a **QT** result and replace it with a **#** result (indicating the quarterback escaped the sack and scrambled or a gain).

The *Defensive Sack Rate Adjustment* chart contains one or more of these results:

- SCK** Indicates the quarterback is sacked, overriding the offense's QT column's result.
- QR** Indicates the quarterback scrambled, overriding the offense's QT column's result.
- ☐ No change, the offense's QT column's result is the final result.

A team's *Defensive Sack Rate Adjustment* chart may contain one or more **SCK** results, one or more **QR** results, or all ☐ results. It will not contain both **SCK** and **QR** results.

If the chart contains one or more **SCK** cells, that means the team's defense is *more* likely to sack the quarterback than the average defense. If it contains one or more **QR** cells, that means the team's defense is *less* likely to sack the quarterback than the average defense. If the chart contains only ☐ results, that means the team's defense is *average* in sacking the quarterback (this is rare; generally, a team's defense produces more or less sacks than the average).



If your team's *Defensive Sack Rate Adjustment* chart contains only ☐ results, you can ignore the chart (the defense is unable to override the offense's QT result).

When a **QT** play result occurs, whether it came from the offense play chart or the defense play chart, the defensive player rolls the *offensive* dice and consults their *Defensive Sack Rate Adjustment* chart. The result depends on the QT result:

If the QT column's play result is a loss

If the QT column's play result is **-#** (the quarterback was sacked), the defensive player rolls the *offensive* dice and consults their Sack Rate Adjustment chart. If the chart's result is **QR**, that result overrides the offense's **-#** result and means the quarterback escaped the sack and instead scrambled for a gain. To determine the yardage gain, find the **QR Yards** listed in the column heading of the offense's *Defensive Sack Rate Adjustment* chart.

If the chart's result is anything other than **QR**, use the original QT column's **-#** result.

If the QT column's play result is a gain

If the QT column's play result is **#** (the quarterback escaped the sack and rushed for a gain), the defensive player rolls the *offensive* dice and consults their *Defensive Sack Rate Adjustment* chart. If the chart's result is

SCK, that result overrides the offense's **#** result and means the quarterback was sacked for a loss. To determine yardage loss, find the *SCK Yards* listed in the column heading of the offense's *Defensive Sack Rate Adjustment* chart.

If the chart's result is anything other than **SCK**, use the original QT column's **#** result.

See the [Quarterback Trapped](#) section for more details.

NOTE: There two other *advanced* play charts associated with **QT** play results, the **QT Containment** chart and the **QB Great Protection** chart. See the [Quarterback](#) and [Protecting the Quarterback](#) sections for more details and examples.

Examples:

(Different teams are used in example A, since the *Defensive Sack Rate Adjustment* chart for both the 2017 New England Patriots and 2017 Philadelphia Eagles contains no **QR** cells.)

- A) The 2016 Patriots are playing the 2016 Falcons, with the Patriots on offense. The offensive play result is **QT** (it could also be the defensive play result). The NE player rolls the offensive dice, a 33, and consults their QT column: **-8**, indicating NE's quarterback is sacked for an 8-yard loss. The ATL player then rolls the offensive dice, a 34, and consults their *Defensive Sack Rate Adjustment* chart. The result is **QR**, indicating the Falcon's defense missed the sack opportunity, allowing NE's quarterback to escape. The *QR Yds* value in NE's *Defensive Sack Rate Adjustment* chart column heading is **+6**. Final result: NE's quarterback escaped ATL's pass rush and scrambled for a 6-yard gain.
- B) The 2017 Patriots are playing the 2017 Eagles, with the Eagles on offense. The defensive play result is **QT** (it could also be the offensive play result). The PHI player's rolls the dice, a 27, and consults their QT column: **7**, indicating PHI's quarterback escaped NE's pass rush and scrambled for a 7-yard gain. The NE player then rolls the offensive dice, a 15, and consults their *Defensive Sack Rate Adjustment* chart: **SCK**, indicating NE's defense sacked the PHI quarterback, overriding the QT result's 7-yard gain. The *Sack Yds* value in NE's *Defensive Sack Rate Adjustment* chart column heading is **-7**. Final result: PHI's quarterback is sacked for a 7-yard loss.



When the defense overrides a QT *gain* result with a **SCK** result, changing the gain into a sack/loss, use the *SCK yards* listed in the column heading of the defense's *Defensive Sack Rate Adjustment* chart. When the defense overrides a QT loss result with a **QR** result, changing the loss into a gain, use the *QR yards* listed in the column heading of the offense's *Defensive Sack Rate Adjustment* chart.

NOTE: If the original offensive or defensive play result is a *fumble*, and the re-roll of the offensive dice produces a **QT** result, follow the steps above to resolve the QT result, then proceed to process the fumble. See the [Fumbles](#) section for more details.

Pre- and Post-Snap Penalties

Some 5-yard penalties, like illegal motion by the offense and encroachment by the defense, are called before the ball is snapped, stopping play immediately. The supplemental **Line of Scrimmage Penalty Check** chart is used to determine if an **OFF 5** or **DEF 5** penalty is called *before* the snap or *after* the snap.

The chart contains two columns, one for **OFF 5** penalties and one for **DEF 5** penalties.

This chart appears with each team's supplemental charts, and is only used when the play result is an **OFF 5** or **DEF 5** penalty.

If the play result is **OFF 5**, the offensive player rolls the offensive dice and consults the **OFF 5** column in their *Line of Scrimmage Penalty Check* chart.

If the play result is **DEF 5**, the defensive player rolls the offensive dice and consults the **DEF 5** column in their *Line of Scrimmage Penalty Check* chart.

If the chart's result is **Pre**, then the penalty was called *before* the snap. No further dice are rolled, and the 5-yard penalty is assessed against the offending team (a 5-yard loss for an **OFF 5** penalty; a 5-yard gain for a **DEF 5** penalty). The down is replayed.

If the chart's result is **Post**, then the penalty was called *after* the snap. Proceed as you would with any other penalty (roll the dice to determine the play result, then give the non-offending team player the choice to accept or decline the penalty).



In some team's *Line of Scrimmage Penalty Check* chart, the chart's **OFF 5** or **DEF 5** column may contain all **Pre** results. In that case, you do not need to roll the offensive dice or consult the column; the penalty is a pre-snap penalty.

See the [OFF 5 Penalties](#) and [DEF 5 Penalties](#) sections for more details.

Examples:

In each of the examples the Eagles have the ball, 2nd and 4, at their own 41-yard line. The PHI player calls **2-OFF TACKLE**, while the NE player chooses **A-STANDARD** formation.

- A) The PHI player rolls the offensive dice, a 27: **OFF 5**. To determine if the penalty was called before or after the snap, the PHI player rolls the offensive again, a 20, and consults their *Line of Scrimmage Penalty Check* chart: **Pre**, indicating that the penalty was called before the snap. No further dice are rolled and the penalty is assessed as a 5-yard loss for PHI, with the down replayed. Final result: PHI's ball, 2nd and 9, at their 36-yard line.
- B) Same as (A), but this time the PHI player rolls a 13 and consults their *Line of Scrimmage Penalty Check* chart: **Post**, indicating that the penalty was called after the snap. The PHI player rolls their dice again, a 36, and consults their **2-OFF TACKLE** column: **5**. The NE player rolls the defensive dice, a 4, and consults their **A-STANDARD** formation's **2-OFF TACKLE** column: **4**. The combined result is a 9-yard gain. The NE player accepts the 5-yard penalty against PHI. Final result: PHI's ball, 2nd and 9, at their 36-yard line.
- C) The PHI player rolls the offensive dice, an 11: **DEF 5**. To determine if the penalty was called before or after the snap, the PHI player rolls the offensive again, a 20, and consults their *Line of Scrimmage Penalty Check* chart: **Pre**, indicating that the penalty was called before the snap. No further dice are rolled and the penalty

is assessed as a 5-yard loss for PHI, with the down replayed. Final result: PHI's ball, 2nd and 9, at their 36-yard line.

- D) Same as (C), but this time the PHI player rolls a 10 and consults their *Line of Scrimmage Penalty Check* chart: **Post**, indicating that the penalty was called after the snap. The PHI player rolls their dice again, an 18, and consults their **2-OFF TACKLE** column: **-6**. The NE player rolls the defensive dice, a 2, and consults their **A-STANDARD** formation's **2-OFF TACKLE** column: **0**. The final play result is a 6-yard loss. The NE player declines the penalty. Final result: PHI's ball, 2nd and 10, at their 35-yard line.

NOTE: The above examples do not include the use of the **Defense Penalty Influence** chart by the defensive player to either produce a new **OFF 5** or **DEF 5** penalty result or cancel an existing **OFF 5** or **DEF 5** penalty result. See the [Defensive Penalty Influences](#) section for more details.

Offensive Holding Penalties

The supplemental **Offensive Holding Penalty Determination** chart is used to determine if an **OFF 10** penalty was called for **offensive holding** or for another type of offensive foul.

This matters in the situation where the offense is called for holding during a passing play and the quarterback is in the offense's end zone. In such a situation the penalty is assessed as a safety against the offense.

The *Offensive Holding Determination* chart is a "generic" chart—the same chart applies to all teams in the same season—that consists of a list of offensive dice totals that indicate an **OFF 10** penalty is for holding.

[Appendix G](#) shows the *Offensive Holding Determination* chart for the 2017 season.

The *Offensive Holding Determination* chart is used only when all of the following conditions are true:

- The offensive play is one of the passing plays (5-SCREEN to 9-SIDELINE),
- The line of scrimmage is on or inside the offense's 5-yard line,
- The play result is an **OFF 10** penalty.

If all of the above conditions are true, the offensive player rolls their dice and consults the *Offensive Holding Determination* chart for their team's season. If the dice total matches any of the dice totals listed in the chart, then the 10-yard penalty is called for holding, resulting in a safety against the offense.

See the [OFF 10 Penalties](#) section for more details.

Examples:

In these examples the Eagles have the ball, 3rd and 13, on their own 4-yard line.

- E) The PHI player calls **6-SHORT** and rolls the dice, a 27: **OFF 10**, then rolls again for the offensive play result, a 15: **7**. The NE player selects **C-RUSH WIDE** formation and rolls a 2: . The final play result is a 7-yard completed pass to PHI's 11-yard line.

Since all of the conditions listed above are true, the PHI player rolls the offensive dice again, a 27, and consults the 2017 *Offense Holding Penalty Determination* chart. The dice total 27 matches one of the totals listed in the chart (10, 11, 13-33), so the penalty result is a safety against PHI. The NE player obviously accepts the penalty. Final result: NE is awarded 2 points for the safety and PHI kicks off (free kick) from their 20-yard line.

- F) Same as (A), but this time the PHI player rolls a 12 and consults the 2017 *Offense Holding Penalty Determination* chart. Since the dice total does not match any of the totals listed in the chart, the penalty is not for holding. The penalty result is a 10-yard penalty (not a safety) against PHI. The NE player accepts the penalty. Since the ball is on PHI's 4-yard line, the penalty is marked off at half the distance to the goal line. Final result: PHI's ball, 3rd and 15, from their 2-yard line.

Enforce Between Downs Penalties

A 15-yard penalty against the offense or defense can be called for a foul committed during the play, such as , or for a foul committed at the end of the play (between downs), such as .

To accurately simulate these situations, a supplemental **Enforce Between Downs** chart is provided. This chart is a generic chart that applies to all teams in a given season. [Appendix H](#) contains the *Enforce Between Downs* chart for the 2017 season.

The chart lists two sets of offensive dice totals

If an **OFF 15** or **DEF 15** foul is committed *during the play*, the penalty is resolved the same as most other penalties: the defense can either accept the penalty and decline the final play result, or decline the penalty and accept the final play result.

If an **OFF 15** or **DEF 15** foul is committed *after the play*, the penalty is enforced at the end of the play (between downs); the final play result stands, and the penalty yardage is added to or subtracted from the play result's yardage.

See the [OFF 10 Penalties](#) and [DEF 15 Penalties](#) section for more details.

Examples:

- G) Philadelphia's ball, 2nd and 7 on New England's 44-yard line. The PHI player calls **9-SIDELINE**, while the NE player calls **F-BLITZ** formation. The PHI player rolls an 11, **OFF 15**. The PHI player rolls again, this time a 24: **7**. The NE player rolls a 1: **-1**. The two results are added together to produce the final result: **6**, a 6-yard completion to NE's 38-yard line. In *basic* play, all **OFF 15** fouls are committed during the play. That means the defense can either accept or decline the penalty. If the NE player accepts the penalty, the final result is PHI's ball, 2nd and 22, on their own 41-yard line. If the NE player declines the penalty, the final result is PHI's ball, 3rd and 1, on NE's 38-yard line.
- H) (*advanced play*) Same as (A), but this time the PHI player rolls the offensive dice, a 34, and consults their *Enforce Between Downs* chart. Since the dice total 34 is not one of the listed offensive dice totals, the foul occurred during the play. The NE player can accept or decline the penalty, the same as (A).
- I) (*advanced play*) Same as (B), but this time the PHI player rolls a 22 and consults their *Enforce Between Downs* chart. Since the dice total is one of the *Enforce Between Downs* chart's offensive dice totals, the foul was committed *between downs* (after the play ended). The final play result stands (a 6-yard gain to NE's 38-yard line). The 15-yard penalty is subtracted from the play's ending yard line (NE's 38-yard line). Final result: PHI's ball, 3rd and 19, on their own 47-yard line.

Field Goal Influences

The special teams chart's **Field Goal** column reflects the field goal unit's ability to kick field goals, but doesn't reflect a defense's ability to influence the field goal unit's success.

The defensive **Field Goal Adjustment** chart, located to the right of the special teams chart represents the defense's ability to limit a field goal unit's success, including factors like stadium effect, blocked-kick ability, icing the kicker, etc.

The *Field Goal Adjustment* chart is only used for field goal attempts when the **line of scrimmage is on or inside the defense's 31-yard line** (the actual field goal distance is 49 yards or less). The chart's result overrides only a **#** result from the offense's **Field Goal** column. If the offensive result is anything else (**BLK #**, **F #**, **NG** or a penalty result), do not use the *Field Goal Adjustment* chart.

To use the chart, the defensive player, while the offensive player is rolling their dice, rolls the defensive dice and consults their *Field Goal Adjustment* chart. If the result is **G**, the field goal attempt is good, overriding the offensive result. If the result is **NG**, the attempt is no good, overriding the offensive Field Goal result. If the result is , the offensive result stands.



If your team's *Field Goal Adjustment* chart contains only results, your defense is unable to override the offensive team's Field Goal result. In that case there is no need for you to roll the defensive dice or consult your *Field Goal Adjustment* chart.

See the [Field Goals](#) section for more details.

Examples:

- A) New England has the ball, 4th and 5, on the Eagle's 33-yard line. The NE player decides to attempt a field goal and rolls the offensive dice, a 37: **40**. Since the play result's yardage is greater than the line of scrimmage (33), the attempt is good. Since the line of scrimmage is beyond PHI's 31-yard line, the PHI player cannot use their *Field Goal Adjustment* chart, so the play result stands. Final result: NE's field goal attempt is good.
- B) The Eagles have the ball, 4th and 8, on New England's 27-yard line. The PHI player decides to attempt a field goal and rolls the offensive dice, a 37: **35**. Since the play result's yardage is greater than the line of scrimmage (27), the attempt is good. Since the line of scrimmage is inside NE's 31-yard line, the NE player rolls the defensive dice, a 2, and consults their *Field Goal Adjustment* chart: , indicating that the play result stands. Final result: PHI's field goal attempt is good.
- C) Same as (C), but this time the NE player rolls the defensive dice, a 4, and consults their *Field Goal Adjustment* chart: **NG**, indicating that the field goal attempt is no good (and overriding the offensive Field Goal column's result). Final result: PHI's field goal attempt is no good.
- D) The Eagles have the ball, 4th and 5, on New England's 27-yard line. The PHI player decides to attempt a field goal and rolls the offensive dice, an 18: **NG**. Since the line of scrimmage is inside NE's 31-yard line, the NE player rolls the defensive dice, a 1, and consults their *Field Goal Adjustment* chart: **G**, indicating that the field goal attempt is good (and overriding the offensive Field Goal column's **NG** result). Final result: PHI's field goal attempt is good.

Defensive Penalty Influences

If you examine a team's defense play chart you'll notice that the chart includes no penalty results. That means all of the offensive and defensive penalty results are generated from a team's offense and special teams charts.

When compiling a team's penalty statistics across a season, it's clear that some team's defenses commit more or fewer fouls, and of different types, than other teams' defenses. For example, a defense with aggressive defensive backs and safeties are likely to commit *more* pass interference fouls than other teams, while their defensive line may be more disciplined and commit *fewer* offsides or encroachment fouls than other teams.

To more accurately simulate a defense's ability to commit more or fewer defensive penalties, a **Defensive Penalty Influence** chart is provided.

The *Defensive Penalty Influence* chart is used in two different ways:

1. To determine if a team has committed a defensive foul, overriding the offensive play result.
2. To determine if a team's defense can cancel a defensive penalty play result.

NOTE: This chart only applies to plays on the offense chart (1-LINE PLUNGE to 9-SIDELINE), not to plays on the special teams chart.

The *Defensive Penalty Influence* chart provides a separate column for each of the four defensive penalty types: **DEF 5**, **DEF 5X**, **DEF 15** and **PI**. Each column contains ☐ cells indicating "no change"; **DEF #** and/or **PI X** cells indicating a *forced* defensive penalty; or **XDEF** or **XPI** cells indicating a *canceled* defensive penalty.

NOTE: The chart's **PI** column is only used for the **6-SHORT** to **9-SIDELINE** passing plays. If a **PI X** result appears in the dice total's row for the **1-LINE PLUNGE** to **4-DRAW** running plays, or the **5-SCREEN** passing play, ignore it.

Each column in the chart contains:

- All ☐ cells. This indicates that the team's defense committed the *average* number of fouls of that type. The 2017 New England Patriots' chart contains all ☐ cells in the DEF 5X column.
- One or more yellow **DEF #** cells. This indicates that the team's defense committed *more* than the average number of fouls of that type. The 2017 Philadelphia Eagles' chart includes one **DEF 5** cell in the DEF 5 column, one **DEF 5X** cell in the DEF 5X column, but no **DEF 15** cells in the DEF 15 column or **PI X** cells in the PI column.
- One or more orange **XDEF** or **XPI** cells, indicating that the team's defense committed *less* than the average number of fouls of that type. The 2017 Philadelphia Eagles' chart includes several **XDEF 5** cells in the DEF 5 column, several **XDEF 15** cells in the DEF 15 column, and several **XPI** cells in the PI column, but no orange cells in the DEF 5X column.



A column in the *Defensive Penalty Influence* chart will never contain *both* yellow and orange cells, since a team's defense cannot commit more *and* less fouls than the average number of fouls of that type.

Determining if a Defensive Penalty Occurred

To determine if the defense has committed a foul, the defensive player rolls the *offensive* dice *at the start of every play from scrimmage*, finds the dice total in the # ON DICE column of the Defensive Penalty Influence chart, then looks across that row to see if any column contains a **DEF #** penalty result.

If the dice total's row contains a **DEF 5**, **DEF 5X**, **DEF 15**, or **PI X** penalty result, that result becomes the final play result. Process the result the same as if the result had come from the offense play chart.

If the dice total's row includes more than one defensive penalty result, say, a **DEF 5** result in the *DEF 5* column and a **PI X** cell in the *PI* column, flip a coin or use the 10-sided die to randomly select the penalty result to use. (Remember to ignore a **PI X** result for any plays except 6-SHORT to 9-SIDELINE.)



On 6-SHORT to 9-SIDELINE passing plays, if the dice total's row in the chart includes both a **PI X** result and one of the other **DEF #** result, give higher odds to the **PI X** penalty by rolling the 10-sided die and use the **PI X** result for any die value 4 or higher (giving it a 60% probability).

PI X Penalties

If the result from the *Defense Penalty Influence* chart is **PI X**, the result is a pass interference penalty against the defense. To determine the X yardage, roll the 10-sided die and refer to the following table:

Play	Die Rolls	X Yardage
6-SHORT	1	Die value (0 to 9 yards)
7-MEDIUM	1	Die value + 9 (9 to 18 yards)
8-LONG	2	Sum of dice values + 19 (19 to 37 yards)
9-SIDELINE	2	Sum of dice values (0 to 18 yards)

Examples:

- A) New England has ball, 1st and 10, on their own 20-yard line. The NE player calls **3-END RUN**. The PHI player (on defense) rolls the *offensive* dice, a 34, and checks their *Defensive Penalty Influence* chart (it's necessary to check the chart, since the chart includes a **DEF 5** and **DEF 5X** result). The row for dice total 34 includes all ☐ results, meaning the defense did not generate a defensive penalty. Both players roll their dice and consult their offense and defense charts as normal to produce their play results.
- B) Same as (a), but this time the PHI player (on defense) rolls the *offensive* dice, a 19, and checks their *Defensive Penalty Influence* chart (it's necessary to check the chart, since it includes a **DEF 5** and **DEF 5X** result). The row for dice total 19 includes a **DEF 5X** result. The defensive play result is a 5-yard penalty against PHI with an automatic first down.
- C) The 2017 New England Patriots are playing the 2016 New Orleans Saints. New England has the ball, 1st and 10, on their 20-yard line. The NE player calls **9-SIDELINE**, while the NO player selects **D-PASS NICKEL**. The NO player first rolls the *offensive* dice, a 29, and checks their *Defensive Penalty Influence* chart. The row for dice total 29 includes a **PI X** result in the *PI* column, indicating a defensive pass interference penalty X yards downfield. Since the offensive play is 9-SIDELINE, the NO player rolls the 10-sided die twice, a 3 and a 6, and adds the values together to determine the X yardage: 9 yards. Final result: NO is called for pass interference 9 yards downfield, at NE's 29-yard line. Both players then roll their dice to determine the final play result. Once the final play result is determined, the NE player can decide to accept or decline the pass interference penalty.

Note that in example C above, it was necessary to use the 2016 New Orleans Saints' *Defensive Penalty Influence* chart because neither the 2017 New England Patriots' nor the 2017 Philadelphia Eagles' *Defensive Penalty Influence* chart included any **PI X** results.

Determining if a Defensive Penalty is Canceled

To determine if a team's defense *cancels* an existing penalty result from the offense chart, consult the *Defensive Penalty Influence* chart if and only if:

- The play result is a *defensive* penalty (DEF # or PI #), and
- The *Defensive Penalty Influence* chart contains one or more XDEF # or XPI # “cancel” cells in the column corresponding to the defensive penalty result.

The defensive player rolls the offensive dice and consults the column in their *Defensive Penalty Influence* chart that matches the penalty result (e.g., the DEF 5 column if the penalty result is DEF #). If the dice total's row contains an orange XDEF # or XPI # result, then the defensive penalty is canceled. The offensive player rolls their dice again and comes up with the new offensive play result.

NOTE: If a defensive penalty is canceled, the offensive player must continue with the same play choice.

Examples:

- A) New England has ball, 1st and 10, on their own 20-yard line. The NE player calls **7-MEDIUM** and rolls an 18: DEF 15. To determine if the 15-yard defensive penalty is canceled, the PHI player rolls the offensive dice, a 33, and consults their *Defensive Penalty Influence* chart. The DEF 15 column contains a ☐ Cell for dice total 33, so the DEF 15 result stands. Play continues as normal following a 15-yard defensive penalty.
- B) Same as (A), but this time the PHI rolls the offensive dice, a 23, and consults their *Defensive Penalty Influence* chart. The DEF 15 column contains a XDEF 15 cell for dice total 23, canceling the DEF 15 result. The NE player roll their dice again to come up with a new offensive play result. Play then continues as normal.



You might notice that the *Defensive Penalty Influence* charts contain more XDEF # and XPI # (cancel) cells than DEF # and PI # penalty cells. That's because the chart's XDEF # and XPI # cells only apply to offensive DEF # and PI # play results, while the chart's DEF # and PI # penalty cells apply to *all* offensive play results.



Defensive Fumble Recovery

Normally when a fumble occurs, the offensive player rolls their dice and consults their **Fumble Recovery** chart to see if they recovered the fumble or lost the ball. However, that doesn't account for the *defense's* ability to recover fumbles.

Because defenses are *not* equally skilled in recovering fumbles, the defensive player, following a fumble result, can roll the *offensive* dice and consult their supplemental **Defense Fumble Recovery** chart to see if their fumble recovery result *overrides* the offense's fumble recovery result.

A sample *Defense Fumble Recovery* chart is shown in [Appendix A](#). The *Defense Fumble Recovery* chart contains these three results:

- G The defense recovers the fumble (overrides the offensive fumble recovery result)
- NG The offense recovers the fumble (overrides the offensive fumble recovery result)
- The offensive result stands.

If the offense's Fumble Recovery chart's result indicates that the offense recovered the fumble *and* the defense's *Defense Fumble Recovery* chart contains at least one G result (meaning the defense is above average in recovering fumbles), the defensive player rolls the *offensive* dice and checks their *Defense Fumble Recovery* chart. If the result is G, then the defense recovers the fumble, overriding the offense's fumble recovery result. If the result is NG or , the offense's fumble recovery result stands.

If the offense's *Fumble Recovery* chart's result indicates that the offense lost the ball (the defense recovered) *and* the defense's *Defense Fumble Recovery* chart contains at least one NG result (meaning the defense is below average in recovering fumbles), the defensive player rolls the *offensive* dice and checks their *Defense Fumble Recovery* chart. If the result is NG, the offense recovers the fumble, overriding the offense's fumble recovery result. If the result is G or , the offense's fumble recovery result stands.



If the offense's Fumble Recovery result indicates that the offense recovered the fumble and the defense's *Defense Fumble Recovery* chart contains no G results, ignore the chart (the chart's result cannot override the offense chart's result). Likewise, if the offense's *Fumble Recovery* chart's result indicates the offense lost the fumble (the defense recovered) and the defense's *Defense Fumble Recovery* chart contains no NG results, ignore the chart (the chart's result cannot override the offense's Fumble Recovery chart's result).

See the [Fumbles](#) section for more details.

Examples:

- E) Philadelphia has the ball, 1st and 10, at midfield. The PHI player calls **1-LINE PLUNGE** and rolls a 36: 6. The PHI player chooses **D-PASS NICKEL** formation and rolls a 5: F 4. Since a F # result takes priority over #, the result is a fumble at NE's 46-yard line.

The PHI player rolls the offensive dice again, a 21, and consults their **Fumble Recovery** chart. The chart indicates the offense recovers the fumble for dice totals 12 to 29, and loses the ball for dice totals 10, 11 and 30 to 39. The dice total 21 means PHI recovers its own fumble.

Normally, the defensive player might be able to change the fumble result, by rolling the offensive dice and consulting their *Defense Fumble Recovery* chart. Unfortunately, NE's *Defense Fumble Recovery* chart contains no **G** results (indicating the defense recovers the fumble), so NE is unable to change the fumble recovery result.

To determine if PHI is able to return its own recovered fumble, the PHI player rolls the 10-sided die, a 5. The die value 5 indicates no fumble return. Final result: PHI's ball, 2nd and 6, on NE's 46-yard line.

- F) Same as (A) (PHI recovers the fumble), but this time the PHI player rolls the 10-sided die, a 0, indicating a fumble return is allowed. The PHI player rolls the offensive dice, a 23, and consults the **Fumble Return** column in their *special teams chart*: **4**, a 4-yard fumble return (from the point of the fumble). Final result: PHI's ball, 2nd and 2, on NE's 42-yard line.
- G) Same as (A) (a fumble at NE's 46-yard line), but this time the PHI player rolls a 33 and consults their **Fumble Recovery** chart. The dice total 33 means PHI loses the fumble and the Patriots recover.

But NE's *Defense Fumble Recovery* chart contains some **NG** results, meaning NE could still lose the fumble. The NE player rolls the offensive dice, a 23, and consults their *Defense Fumble Recovery* chart: ☐, indicating no change to the fumble recovery result (NE recovers the fumble).

Since the defense can always return a fumble, the NE player (now on offense), rolls the offensive dice, a 23, and consults their *Fumble Return* column: ☐, indicating no fumble return yardage. Final result: NE's ball, 1st and 10, on their 46-yard line.

- H) Same as (B) (NE recovers the fumble), but this time the NE player rolls the offensive dice, a 33, and consults their *Defense Fumble Recovery* chart: **NG**, indicating that PHI recovered the fumble, overriding the result from PHI's *Fumble Recovery* chart.

Next, the PHI player rolls the 10-sided die, a 0, to see if they can return the fumble. The die value 0 indicates a fumble return is permitted (0 is the only value that allows the offense to return a recovered fumble). To determine the fumble return's yardage the PHI player rolls the offensive dice, a 22, and consults their **Fumble Return** column: **TD**. Final result: PHI scores a touchdown after recovering its own fumble!



Offensive Fumble Returns

Normally, when the offense recovers its own fumble, an offensive player simply falls the ball, with no fumble return. But occasionally an offensive player is able to pick up the loose ball and run for a gain.

To simulate this, follow this extra step whenever the offense recovers its own fumble:

The offensive player rolls the 10-sided die. If the die's value is **0**, the offense returns the fumble: the offensive player rolls the offensive dice again and consults their **Fumble Return** column on the special teams chart to determine the fumble return's result.

If the die's value is any other value (**1 to 9**), the offense does not return the fumble: spot the ball at the point of the fumble, and proceed as normal.

Examples:

A) New England has the ball, 2nd and 9, at their own 47-yard line. The NE player calls 2-OFF TACKLE and rolls a 21: **4**, a 4-yard gain. The PHI player selects C-RUSH WIDE and rolls a 5: **F0**, a fumble at the line of scrimmage. The **F0** result overrides the **4** result. The NE player rolls the offensive dice, a 28, and consults their Fumble Recovery chart: **4**, indicating that NE recovered the fumble. The PHI player rolls the offense dice, a 25, and consults their supplemental Defense Fumble Recovery chart: ☐, indicating no change to the fumble recovery result (NE recovers the fumble).

Next, the NE player rolls the 10-sided die, a 3, to see if they can return the fumble. The die value 3 indicates no fumble return. Final result: NE recovers its own fumble at the line of scrimmage. NE's ball, 3rd and 9, at their 47-yard line.

B) Same as (A), but this time the NE player rolls the 10-sided die, a 0. The die value 0 indicates a fumble return is permitted (0 is the only value that allows the offense to return a recovered fumble). To determine the fumble return's yardage, the NE player rolls the offensive dice, a 22, and consults their **Fumble Return** column. Unfortunately, NE's Fumble Return column contains all ☐ results. Final result: NE recovers its own fumble at the line of scrimmage (same as (A)). NE's ball, 3rd and 9, at their 47-yard line.



Play Call Quotas

One of Data Driven Football's objectives is to provide players with a game experience that matches their team's actual performance over a season. The supplemental **Maximum Play Usage** chart is intended to prevent players from "over using" certain offensive plays.

Players on offense tend to call "successful" plays significantly more often than their team would during the season. The *Play Call Quotas* feature prevents that from happening, and makes the game more interesting, as players have to "manage" their play calls.

The *Maximum Play Usage* chart lists each of the nine offensive plays (1-LINE PLUNGE to 9-SIDELINE) and the maximum number of times that play can be called during a game. At the start of a new game, each player circles the assigned quota for each of their offensive plays on the game scorecard (see the [Using the Scorecard](#) section). Following each play from scrimmage, the offensive play's usage count is increased by one on the scorecard. Once a play's usage count reaches the circled maximum, the offensive player can no longer call that play.

NOTE: Offensive plays that result in a penalty also count toward that play's remaining call count, even if the penalty is accepted.

These play call quotas are based on a team's play call frequency across a season. For each of the nine offensive plays, the total number of times that a play is called is recorded for each game during the regular season. The *maximum* of each call across all games played becomes the call quota for that play.

For example, if your call quota for the 2-OFF TACKLE play is 13, that means your team ran that play a maximum of 13 times in one or more of its regular season games, but never ran that play more than 13 times in any of its games.

If a game enters overtime, add 25% of each play's original quota (round up/down as necessary) to its remaining play count.



Although there is no *Minimum Play Usage* chart, you should call each offensive play at least once during a game, to reflect actual team play.

Example:

New England has the ball, 3rd and goal, on the Eagles 3-yard line. The NE player calls **1-LINE PLUNGE** and rolls a 32: **4**, enough for a touchdown. The PHI player selects **C-RUSH WIDE** formation and rolls a 1: **-2**. Final result: a 2-yard gain, 4th and goal, at PHI's 1-yard line. Prior to that play the NE player had called the **1-LINE PLUNGE** play 16 times. The last play call brings that total to 17, matching NE's per-game quota for that play. The NE player cannot call the **1-LINE PLUNGE** play again and must instead choose from one of the other eight offensive plays.



Short Pass–Big Play

Some teams have talented tight ends and wide receivers who can turn short-yard completions into big gains.

Starting with the 2011 season, the offense chart's **6-SHORT** column will display one or more yardage values in **bold**. If the offensive play result for a 6-Short play is a yardage gain displayed in bold, the offensive player rolls their dice again, consults the supplemental **Short Pass–Big Play** chart, and uses the yardage from that chart in place of the yardage listed in the *Short Pass* column.

NOTE: The offensive *Short Pass–Big Play* chart's play result does not override the defensive play result. Regardless of the outcome from the *Short Pass–Big Play* chart, both players must still consult the priority chart to determine the final play result.

Examples:

In these examples New England has the ball, 3rd and 10, at Philadelphia's 47-yard line.

- A) The NE player calls **6-SHORT** and rolls a 35: **16** (the 16 is bolded). Meanwhile the PHI player selects **E-PASS DIME** and rolls a 2: . Because the offensive result is bolded, the NE player rolls the offensive dice again, a 21, and consults their *Short Pass–Big Play* chart: **30**. The **30** result replaces the **16** result as the offensive play result. The priority chart indicates that the offensive and defensive results should be added together, resulting in a 30-yard completion. Final result: NE's ball, 1st and 10, on PHI's 17-yard line.
- B) Same as (A), but this time the PHI player rolls a 1: **(8)**. The priority chart indicates that the defensive **(8)** result overrides the offensive **30** result (from the offensive player's *Short Pass–Big Play* chart). Final result: NE's ball, 4th and 2, at PHI's 39-yard line.



If your 6-SHORT play's result is **#** (bolded), wait until the defensive play result is known before rolling the dice again and consulting your *Short Pass–Big Play* chart. If the defensive result overrides your play result, no extra dice roll is needed.



Muffed Snaps

Each season a few teams experience a *muffed snap*, where the snap to the quarterback is mishandled, resulting in a fumble.

To improve game accuracy and allow for the possibility of a muffed snap, a **Muffed Snaps Percentage** is assigned for each team. This value is the probability of a muffed snap for a single play from scrimmage.

Muffed snaps are very rare: in the 2017 regular season no team had more than four muffed snaps across the entire season, and many had none. So while the use of this feature may not result in *any* muffed snaps during a game, the occurrence of a muffed snap can affect the game's outcome, the same as any other fumble.

NOTE: This feature only applies to the nine standard plays from scrimmage, not to punts or field goal attempts—those charts include their own fumble results.

Each team's muffed snaps percentage value is always less than 1%, with values like 0.125%, 0.190%, 0.095% and 0.0%. The muffed snaps percentage value 0.125% means the offense muffed a snap 125 times in 100,000 snaps, or a little more than once per 1,000 snaps.

Beginning with the 2017 season, each team is also assigned a **Muffed Snap Rating (MSR)**. A team's MSR represents the number of times the team muffed a snap per 1,000 snaps. The MSR is always a 3-digit number with two leading zeros. The highest MSR to date is 006.



If your team's MSR is 000, that means your team had no muffed snaps during its season (or very close to zero), so you can ignore this feature while on offense. If your team's MSR is 001 or higher, read on.

To use the **Muffed Snaps** feature, the offensive player, at the start of every run or pass play from scrimmage, rolls the 10-sided die, following the steps below, to determine if the snap is muffed:

1. Roll the 10-sided die. If the die's value is any value other than 0, STOP—the snap is **not muffed**. Otherwise continue with step 2.
2. Roll the 10-sided die again. If the die's value is any value other than 0, STOP—the snap is **not muffed**. Otherwise continue with step 3.
3. Roll the 10-sided die a third time and compare its value to the last digit of your team's MSR. If the die's value is *greater than* or equal to the last digit of your team's MSR, the snap is **not muffed**. If the die's value is *less than* the last digit of your team's MSR, the snap is **muffed**.



Because muffed snaps are so rare, you will usually only have to roll the 10-sided die once, or at most twice, to determine if a snap was muffed.

If you own three 10-sided dice—you'll need two of the same color and one of a different color—you can roll the three dice together. If the two same-colored dice are both 0 and the third die's value is less than the last digit of your team's MSR, then the snap is muffed. For all other dice values, the snap is not muffed.

If the snap is not muffed, proceed with play as normal.

If the snap is muffed, do not roll any dice. The final play outcome is **F-1**, a fumble one yard behind the line of scrimmage: Process the fumble as you would any other fumble (see the [Fumbles](#) section for details).

Examples:

In each of the follow examples, the Eagles have the ball, 1st and 10, on their own 37-yard line. Philadelphia's MSR is **002**.

- A) The PHI player rolls the 10-sided die, a 5. Since the die's value is not 0, the snap is not muffed. Both players roll their dice and play proceeds as normal.
- B) The PHI player rolls the 10-sided die, a 0. Since the die's value is 0, the PHI player must roll the die again, this time a 4. Since the die's value is not 0, the snap is not muffed, and play proceeds as normal.
- C) The PHI player rolls the 10-sided die, a 0, requiring a second roll of the die. The PHI player rolls again, another 0. Since both rolls produced a 0, a third roll is required. The third roll is a 6. Since 6 is greater than the last digit of PHI's MSR (2), the snap is not muffed. (Note that any 3rd roll value 2 or greater would mean the snap is not muffed.)
- D) Same as (C), but this time the PHI player rolls a 1 on the third roll of the 10-sided die. Since 1 is less than the last digit of PHI's MSR (2), the final play outcome is a muffed snap, a fumble at PHI's 36-yard line. Play proceeds as it would for any other fumble result. (Note that only a 3rd roll value of 0 or 1 would mean the snap is muffed.)

Examples C and D illustrate the case where the offensive player must roll the 10-sided die three times. That's because they rolled a 0 on each of their first two rolls. The odds of that happening is 1 in 100 (1%).



If you're curious as to *why* this 10-sided die sequence works, example D illustrates what has to happen to produce a muffed snap for PHI's MSR (2): You must: Roll a 0 on the 1st die roll (1 in 10, probability 0.1); Roll a 0 on the second die roll (1 in 10, probability 0.1); Roll either a 0 or 1 on the third die roll (2 in 10, probability 0.2). So the probability of producing a muffed snap is $0.1 * 0.1 * 0.2$, or 0.002 (2 in 1,000), the same probability as PHI's MSR (2 muffed snaps in 1,000 snaps). Muffed snaps are so rare that your team's MSR doesn't even come into play until *after* you've successfully rolled a 0 on the first two rolls of the die.

Converting Muffed Snaps Percentage to Muffed Snaps Rating

If you are playing with a team chart prior to 2017, your chart includes a *Muffed Snaps Percentage* but does not include a *Muffed Snaps Rating* (MSR). In such cases you'll need to convert your team's *Muffed Snaps Percentage* value to its equivalent 3-digit MSR. To do that, follow the steps below (using 0.175% as an example):

1. Drop the % sign and leading 0 to the left of the decimal point (0.175% → .175)
2. Move the decimal point one place to the right (.175 → 1.75)
3. Round the decimal number to the nearest whole number (1.75 → 2)
4. Add two leading zeros (2 → 002)

The table below shows some conversion examples:

Muffed Snaps %	Step 1	Step 2	Step 3	MSR
0.261%	.261	2.61	3	003
0.190%	.190	1.90	2	002
0.133%	.133	1.33	1	001
0.147%	.147	1.47	1	001
0.025%	.025	0.25	0	000
0.0%	.000	0.00	0	000



Audibles

Audibles are an optional feature that can be used with either the board or PC game. Usage differs slightly between the two, but both achieve the same effect: to provide a way for the offense or defense, just prior to the ball's snap, to change their planned play or formation.

At the start of a game each team is allocated 0 to 3 offensive and 0 to 3 defensive audibles. This allocation is based on each team's offensive and defensive performance (i.e., the stronger the offense, the more offensive audibles allocated).

The *Audibles* feature is easy to use. At the start of a play from scrimmage, once the selected offensive play and defensive formation are revealed but before any dice are rolled, the offensive or defensive player (but not both) can call an audible, provided they have at least one audible remaining. Once an audible is called, *both* players are free to choose a new play or formation (or stick with their original choice). The new selections are then revealed, the dice are rolled, the results combined, and play proceeds as normal. The team that called the audible reduces its offensive or defensive audible count by one. Once a player's offensive or defensive audible count reaches zero, the player can no longer call that type of audible.

NOTE: In critical play situations, one player or both players may want to call an audible for the same play from scrimmage. That's allowed, so long as the player calling the audible has any remaining audibles.

Examples:

- A) Philadelphia is on offense. The PHI player has two offensive audibles remaining. The PHI player calls **1-LINE PLUNGE**; the NE player chooses **B-RUSH MIDDLE** formation. Before any dice are rolled, the PHI player recognizes that NE's defense has a good chance to stop their line plunge play and instead calls "*audible*." The PHI player then selects **3-END RUN**, while the NE player sticks with its original **B-RUSH MIDDLE** formation. Play continues as normal. The PHI player now has one offensive audible remaining.
- B) New England is on offense. The PHI player has one defensive audible remaining. After both teams reveal their choices, PHI finds itself with "8 in the box" (**B-RUSH MIDDLE**) against the NE player's **8-LONG** pass play. The PHI player calls "*audible*." Both players select new plays: the NE player next selects **2-OFF TACKLE**, while the PHI player selects **C-RUSH WIDE** formation. Play continues as normal. The PHI player now has no defensive audibles remaining.

Notice in example A the NE player chose to not change their original formation after the PHI player called the audible. That's certainly allowed. The intent of the audible is to allow either team to change its selected play or formation when it recognizes an unfavorable match-up, without knowing which new play or formation the opposing team might select.



Since each team is allocated at most three offensive and three defensive audibles per game (it may be less; see [below](#)), audibles should be called sparingly, and only in critical play situations.

NOTE: A player can also call timeout after the play/formation choices are revealed. Doing so doesn't reduce the previous play's time, but it does allow both players to select a new play/formation. See the [section](#) for more details.

PC Game Audibles

In the PC game, the offensive team's player is prompted to call an audible if the game detects a mismatch between the selected plays that is detrimental to the offense. Defensive audibles work the same way: the defensive team's

player is prompted to call an audible if the game detects a mismatch between the selected plays that is detrimental to the defense.

NOTE: In the PC game, it is possible (but rare) for a “false mismatch” to occur. That is, a player may be prompted to call an audible, even though the selected offensive and defensive plays are not mismatched. This is intentional (just because a defense is showing blitz does not mean that they *will* blitz. A player, when prompted to call an audible, cannot know for certain if the situation calls for an audible.)

Allocating Audibles

Each team’s chart supplement sheet lists the maximum number of offensive and defensive audibles (between 0 and 3) that can be called during a single game. The supplement sheet also includes a **Home Field Advantage** value and a **Road Adjustment** value for each team, which affect the audibles’ allocation, as explained below.



Home Field Advantage and Road Adjustment

Crowd noise can impact the visiting team’s ability to call audibles and communicate play call signals. To simulate this, each team is assigned a **Home Field Advantage** (HFA) value, in the range 0 to 3, based its home win-loss record. Teams that perform better at home receive a higher HFA value, while teams that perform worse at home receive a lower HFA value. A home team’s HFA value is used to *reduce* the visiting team’s offensive and defensive audible allocations.

Additionally, each team is assigned a **Road Adjustment** (RA) value, in the range 0 to 2, reflecting how well the team plays on the road (its *away* win-loss record). This value is used to *increase* a visiting team’s offensive and defensive audible allocations.

NOTE: Very few teams have a **Road Adjustment** value greater than 0.

To determine a team’s offensive and defensive audible allocations:

- When playing at home:** Use the team’s offensive and defensive audible allocation “as is” (no adjustment).
- When playing on the road:** Start with the team’s offensive and defensive audible allocations, then *decrease* each value by the *home team’s HFA* value, then *increase* those values by the team’s **Road Adjustment** value. If the resulting allocation is greater than 3, change it to 3; if the resulting allocation is less than 0, change it to 0.



Because a visiting team’s audibles are adjusted, but not the home team’s, the home team will, in most cases, have more audibles allocated than the visiting team, giving them an advantage when playing at home.

Examples:

A) San Diego @ Kansas City:

Team	Audible	Starting Value	- KC HFA	+ SD RA	= Final Value
KC (home)	Offense	2	n/a	n/a	2
	Defense	2	n/a	n/a	2
SD (visitor)	Offense	3	-2	+1	2
	Defense	2	-2	+1	1

KC, the home team, is allocated 2 offensive and 2 defensive audibles, with no adjustments. Because KC performed reasonably well at home, it is assigned the HFA value 2.

SD, the visiting team, is assigned 3 offensive and 2 defensive audibles. KC's HFA value (2) reduces those audibles, resulting in 1 offensive and 0 defensive audibles. But because SD plays well on the road, its RA value is 1, which increases their offensive and defensive audibles by one, resulting in a final allocation of 2 offensive and 1 defensive audible.

B) Green Bay @ Baltimore:

Team	Audible	Starting Value	- BAL HFA	+ GB RA	= Final Value
BAL (home)	Offense	0	n/a	n/a	0
	Defense	3	n/a	n/a	3
GB (visitor)	Offense	2	-3	+0	0
	Defense	1	-3	+0	0

BAL, the home team, is allocated 0 offensive and 3 defensive audibles, with no adjustments. GB, the visiting team, is allocated 2 offensive and 1 defensive audible.

GB's RA value, 0, has no effect on its offensive and defensive audibles. BAL's strong home field advantage (HFA = 3) reduces GB's offensive and defensive audible to zero.

C) Baltimore @ Cleveland:

Team	Audible	Starting Value	- CLE HFA	+ BAL RA	= Final Value
CLE (home)	Offense	0	n/a	n/a	0
	Defense	0	n/a	n/a	0
BAL (visitor)	Offense	0	-0	+1	1
	Defense	3	-0	+1	3

CLE, at home, is allocated 0 offensive and 0 defensive audibles, with no adjustments. Since CLE has no home field advantage (HFA = 0), it does not affect BAL's audibles.

BAL, the visiting team, is allocated 0 offensive and 3 defensive audibles. BAL did well on the road, so its RA value is +1, increasing its offensive audibles from 0 to 1, but does not increase its defensive audibles, which is already at the maximum (3).



Protecting the Quarterback

Some teams have strong, quick offensive lines that provide outstanding pass protection for their quarterback, resulting in much lower-than average sack rates.

The **QB Great Protection** chart is found on each team's Supplement sheet. It is used by the offense during a pass play, when the final play result is **QT** (Quarterback Trapped), indicating that the defense is threatening to sack the quarterback. In that case, the offensive player rolls the offensive dice again and consults their *QB Great Protection* chart:

- If the matching cell is **QT**, the **QT** result stands (play continues with the offensive player rolling the offensive dice again and consulting their offense chart's QT column to determine the final result).
- If the matching cell is **XQT**, the defensive **QT** result is canceled (changed to **QT**) and the *offensive* play result becomes the new final play result.



Most teams have "average" pass rush protection, so their *QB Great Protection* chart contains no **XQT** cells. If your team's chart contains only **QT** cells, you can ignore this feature.

NOTE: There are two other *advanced play* charts involved with **QT** play results, the **QT Containment** chart and the **Sack Rate Adjustment** chart. If you are using these charts together with the *QB Great Protection* chart, be sure to consult the charts in this order:

1. *QB Great Protection* chart
2. *QT Containment* chart (see the [Power Ratings](#)
3. A team's **Power Rating**—a number located in the upper left corner of a team's offensive play chart (or located above the **B** and **QT** columns on older charts)—indicates its overall strength. *Power Rating* is used to calculate the "point spread" between two teams when playing against each other. The DDF PC game uses point spread to help improve the computer's play selection.

For example, the 2016 Pittsburgh Steelers have a power rating of 224.0, while the 2016 Miami Dolphins have a power rating of 219.5. When matched against each other, the point spread is $224.0 - 219.5$, or 4.5 points in favor of the Steelers, meaning the Steelers are favored to win by 4.5 points. (To "beat the spread," Pittsburgh must win by at least 5 points.)

Although team power ratings are not used during board game play, you and your opponent can decide to use power ratings to help "level the playing field" when coaching two teams with unequal strengths. For example, if you were to pit the 2016 Atlanta Falcons (Power Rating 230.0) against the 2016 Arizona Cardinals (Power Rating 223), you could calculate the point spread (7.0 in favor of the Falcons) and then agree that the Falcons must beat the Cardinals by more than 7 points to get the win. If the Falcons win by less than 7 points (or lose), then the Cardinals get the win. (You can decide what to do if the Falcons win by exactly the point spread: treat it as a tie game, assign the win to the Cardinals, flip a coin, etc.)

4. Containing the Quarterback section)
5. *Defensive Sack Rate Adjustment* chart (see the [Defensive Sack Rate Adjustment](#) section)

Example:

(In these examples the 2016 New York Giants charts are used, since neither the 2017 Patriots' *QB Great Protection* chart nor the 2017 Eagle's *QB Great Protection* chart contain any **XQT** results.)

- A) The 2016 New York Giants are playing the 2017 Philadelphia Eagles. The Giants have the ball, 1st and 10, on their own 20-yard line. The NYG player calls **7-MEDIUM** and rolls the offensive dice, a 17: **19**. The PHI player selects **D-PASS NICKEL** formation and rolls the defensive dice, a 4: **QT**. The defensive **QT** result overrides the offensive **19** result.

Before the NYG player rolls the offensive dice again and consults their **QT** column (to determine the QT result), the NYG player first rolls the offensive dice, a 15, and consults their *QB Great Protection* chart to see if they can cancel the **QT** result. The chart's result is **XQT**, canceling PHI's **QT** result and making the offensive **19** result the final play result. Final result: NYG's ball, 1st and 10, on their 39-yard line.

- B) Same as (A), but this time the NYG player rolls a 22 and consults their *QB Great Protection* chart: ☐, indicating the **QT** result stands. To resolve the **QT** result, The NYG player rolls the offensive dice again, a 27, and consults their offense chart's *QT* column: **-6**, a sack and 6-yard loss. Final result: NYG's ball, 2nd and 16, at their 14-yard line.

See the [Quarterback Trapped](#) section for more details.



Quarterback Good Decisions

Some teams have outstanding quarterbacks who make smart passing decisions—avoiding throwing into heavy secondary coverage, finding an open alternate receiver, or simply throwing the ball away—resulting in very low interception rates.

The supplemental **QB Good Decision** chart reflects a team’s ability to “counter” a defense’s interception skills.

The **QB Good Decision** chart is used during a passing play, when the *defensive* play result is **INT #**, and that result is the final play result (overrides the offensive play result).

NOTE: Do not use the **QB Good Decision** chart if the *offensive* play result is **INT #**.

If the defensive play result is **INT #**, the offensive player rolls the offensive dice and consults their **QB Good Decision** chart:

- If the chart’s cell is ☐, the **INT #** result stands.
- If the chart’s cell is **XINT**, the defensive **INT #** result is canceled (changed to ☐) and the *offensive* play result becomes the new final play result.



Most teams have “average” QB good decision skills: their **QB Good Decisions** chart will not contain any **XINT** cells. If your team’s **QB Good Protection** chart contains only ☐ cells, you can skip this feature.

Examples:

(In these examples the 2016 Dallas Cowboys chart is used, since neither the 2017 Patriots’ **QB Good Decisions** chart nor the 2017 Eagle’s **QB Good Decisions** chart contain any **XINT** results.)

In each of these examples, Dallas is playing the 2017 Philadelphia Eagles. Dallas has the ball, 1st and 10, on the Eagle’s 27-yard line.

- A) The DAL player calls **9-SIDELINE** and rolls the offensive dice, a 28: **23***, a completed 23-yard pass ending out of bounds. The PHI player selects **D-PASS NICKEL** formation and rolls the defensive dice, a 5: **INT 9**, an interception 9 yards downfield. The defensive **INT 9** result overrides the offensive **23*** result.

To see if the interception result is canceled, the DAL player rolls the offensive dice, a 15, and consults their **QB Good Decision** chart: **XINT**. The defensive **INT 9** result is canceled and the offensive **23*** result becomes the final play result. Final result: DAL’s ball, 1st and 10, on PHI’s 4-yard line.

- B) Same as (A), but this time the DAL player rolls the offensive dice, a 29, and consults their **QB Good Decision** chart: ☐. The defensive **INT 9** result stands. Play proceeds following the standard rules for interceptions.

See the [Interceptions](#) section for more details.



Protecting the Ball

Some team's running backs are better than others in protecting the ball and avoiding fumbles. The supplemental **Ball Protection chart** recognizes such teams.

When the defensive result is a **F #**, indicating a fumble # yards from the line of scrimmage, and that result overrides the offensive play result, the offensive player rolls the offensive dice again and consults their *Ball Protection* chart. If the result is **XF**, the defensive **F #** is canceled and replaced with the defensive result **(#)**, where # is the yardage from the **F #** result. The priority chart is then consulted to combine the new defensive play result with the offensive play result.

If your team's supplemental *Ball Protection* chart contains no **XF** cells (all cells), then your team's ball protection skills are average. In this case, ignore the *Ball Protection* feature.

Examples:

(In example A the result from New England's *Ball Protection* chart is "fake." That's because no 2016 or 2017 team's *Ball Protection* chart contains any **XF** cells.)

- A) New England has the ball, 3rd and 1, on their own 35-yard line. The NE player calls **1-LINE PLUNGE** and rolls the offensive dice, a 22: **4**, a 4-yard gain. Meanwhile the PHI player selects **A-STANDARD** formation and rolls the defensive dice, a 5: **F 8**, indicating a fumble at NE's 41-yard line. Before determining which team recovers the fumble, the NE player rolls the dice, a 19, and consults their *Ball Protection* chart: **XF**. The defensive **F 8** result is canceled and changed to **(8)**, a forced 8-yard gain. Since a defensive **(#)** result overrides an offensive **#** result, the final play result is an 8-yard gain. Final result: NE's ball, 1st and 10, at their own 43-yard line.
- B) Same as (A), but this time the NE player rolls the offensive dice, a 27, and consults their *Ball Protection* chart: , indicating that the defensive **F 8** fumble result stands. The NE player rolls the dice again to determine if they recovered or lost the fumble, and play proceeds following the standard rules for fumbles.

See the [Fumbles](#) section for more details.

Appendix A: Sample Team Charts

Appendix A-1: 2017 New England Patriots Offense Play Chart

2017 New England

<div> <div>RUSHING PLAYS</div> <div>PASSING PLAYS</div> </div>												
# ON DICE	1	2	3	4	5	6	7	8	9		B	QT
LINE PLUNGE	OFF TACKLE	END RUN	DRAW	SCREEN	SHORT	MEDIUM	LONG	SIDE-LINE				
10	DEF 5X	DEF 5	6	OFF 10	1	QT	DEF 5	OFF 5*			44*	1
11	11*	12	OFF 10	7	OFF 5	1	25	54	PI 12		13	-4
12	10	B	B	2	DEF 5	9	20	DEF 15	25		20	7
13	4	10	11	3	15	DEF 5X	11				14	-2
14	6	5	8	8	11	5*	QT	25			22	4
15	4	4	-6	2	4	11*	26	52	18		44*	-7
16	8	-2	2	3	-4	OFF 10	DEF 5X	QT	20*		31*	F -12
17	DEF 5	OFF 5	2	3	18	OFF 5	OFF 5	QT	OFF 5		13	-6
18	12	2*	2	DEF 5	1	DEF 15	DEF 15	TD	OFF 10		13	-6
19	DEF 15	DEF 5X	2	3		OFF 5*	53	INT 57	F 22		13	-6
20	-1	3	12	10	27*	9	33	PI 17			13	-1
21	2	6	7	3	5		OFF 10	26	19*		16*	F -8
22	4	2	9*		23	2		30	17*		17	-6
23	B	B	6	OFF 10	-1	7	14	38	7		22	-9
24	7	3	-1	6	-2		DEF 5X	DEF 5X	6		20	6
25	6	3	4	9	11	10	19		16		25	F -4
26	4	4	OFF 5	2		3			13		15	-6
27	2	2	2	3	5	12*	12	DEF 5	15		13	F -6
28	OFF 10	OFF 10	OFF 10	OFF 5	9		18*	OFF 15	DEF 5		13	F -7
29	-3	-4	2	3	1	DEF 5	OFF 10*	OFF 10	OFF 15		13	-6
30	2	2	8	3	1	13	24	22*	DEF 5X		13	-7
31	9	9	2	2	OFF 10	4	13	27	11		14	-8
32	3	-1	-2	-1	5	8	17		9*		31*	-3
33	1	7	5	7	1	6	21	PI 33			13	-7
34	5	1	B	1	7	5	16				16*	
35			1	5	3	16					14	-8
36	3	8		4	2				5		25	-5
37	2	5	3*	2					4*		13	-6
38	2	2	DEF 5	DEF 5X	-3		22	43*	22		13	-6
39	OFF 5	-3	-3*	3	F 8			OFF 5	QT		13	1



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Fumble Recovered 10-32,37 * Lost Ball 33-36,38,39

Appendix A-2: 2017 New England Patriots

Defense and special teams play charts

2017 New England

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	# ON DICE	1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MEDIUM	8 LONG	9 SIDE LINE	Kickoff	Kickoff Return	Punt	Punt Return	Fumble Return	Int Return	Field Goal	# On Dice	Kick Covg.	# ON DICE
A STD. 4-3-4 3-4-4	1	(6)	(4)	(6)	(7)					1	OFF 5	23	OFF 5	7			23	10	(15)	1
	2					1	(3)	QT			54	21	40	40		6	30	11		2
	3	(3)	(1)	-1	(3)	-7	3	(16)	(24)	(6)	69	27	60	OFF 15			30	12	(18)	3
	4		4	(24)				(35)	QT		71	27	36	15			32	13		4
	5	22	(0)		F-5	-5	QT	18	(47)		65	16	34	12		8	40	14		5
B RUSH MIDDLE 4-4-3 5-3-3	1		(0)	(4)	(5)	-3					75	71	50	6		12	30	15	Punt Covg.	
	2	-3									62	20	36	10			30	16		
	3	(0)	(-1)	(4)	(9)		(10)	(13)	-2	(5)	75	20	51*	F 0			28	17	(5)	1
	4	5	3			(-8)		-5		(23)	72	23	OFF 5	5			NG	18		2
	5	(8)		53			QT		(42)	5	50	23	46	14			30	19	-5	3
C RUSH WIDE 6-2-3 5-3-3	1		(2)	(1)	(7)			-3			67	23	OFF 15	13			30	20	(-1)	4
	2					-6					75	23	53	1		20	33	21		5
	3	-2	(1)	-3	(6)		(9)			(10)	58	13	OFF 5	9		30	30	22	QT Contain	
	4	(0)		(7)		1		(31)	QT		61	14	39	8		30	30	23		
	5	(-1)	(13)		F-5	1	(13)		(TD)	(13)	62	17	42	OFF 10		39	32	24		1
D PASS NICKEL 3-3-5	1	5			4	-4	1				67	15	48	11		8	40	25		2
	2		3							(15)	60	20	27*	2			30	26	(7)	3
	3			(8)	(9)	-1	QT		11	QT	75	23	DEF 5	2			30	27		4
	4	22	7	(12)	F-5			QT	INT 26		70	23	41*	OFF 10			30	28		5
	5	F 4		(TD)	20		(15)	(23)	QT	(31)	OFF 15	23	46*	20			30	29	FG ADJ	
E PASS DIME 3-2-6	1	(5)			1	6				(9)	63	21	DEF 5	FC			30	30		
	2										65	TD	57	FC			33	31	G	1
	3	(10)	(9)	(7)	(13)		(9)			2	67	25	44	OFF 10		20	44	32		2
	4			(10)	2		-4	QT	INT 22	QT	59	15	54			6	44	33	NG	3
	5	13	7	(TD)	23			F 12	INT 24		68	19	46	FC		1	44	34	G	4
F BLITZ	1	(4)	1	(5)	(13)	6		3	9	-1	66	24	35	FC		-2	44	35	G	5
	2						7				64	20	38	FC		12	44	36		
	3	(5)	(-2)		(4)	-1	-2		QT	(4)	75	4	52	FC			33	37		
	4		(0)	(-1)	F-5					6	75	26	53	-1		39	40	38		
	5	(12)	14	(-1)	(1)		(18)	(24)	INT 49	(15)	57	71	26*	33			40	39		

Appendix A-3: 2017 New England Patriots

Advanced Play Charts

2017 New England (supplement)

# On Dice	Offensive Supplemental Charts				Defensive Supplemental Charts							Penalty	
	Short Pas	QT, INT, F Cancellation Charts			Def. Sack	Defense	Defense Penalty Influence				Line of Scrimmage		
	Big Play	QB Great	QB Good	Ball	SCK/QR	Fumble					Penalty Check		
	35	Protection	Decision	Protection	-7/+5	Recovery	DEF 5	DEF 5X	DEF 15	PI	OFF 5	DEF 5	
10	30						XDEF 5		XDEF 15	XPI	Post	Pre	
11	26						XDEF 5		XDEF 15	XPI	Post	Pre	
12	15						XDEF 5		XDEF 15	XPI	Post	Pre	
13							XDEF 5		XDEF 15	XPI	Pre	Pre	
14	17*						XDEF 5		XDEF 15	XPI	Pre	Pre	
15	24				SCK		XDEF 5		XDEF 15	XPI	Pre	Pre	
16	15						XDEF 5		XDEF 15	XPI	Pre	Pre	
17	17*						XDEF 5		XDEF 15	XPI	Pre	Pre	
18	15						XDEF 5		XDEF 15	XPI	Pre	Pre	
19	15						XDEF 5		XDEF 15	XPI	Post	Pre	
20	15						XDEF 5		XDEF 15	XPI	Pre	Pre	
21	30						XDEF 5		XDEF 15	XPI	Pre	Pre	
22	-1						XDEF 5		XDEF 15	XPI	Pre	Pre	
23	27						XDEF 5		XDEF 15	XPI	Pre	Pre	
24	14*						XDEF 5		XDEF 15	XPI	Pre	Pre	
25	14*						XDEF 5		XDEF 15		Pre	Pre	
26	-2						XDEF 5		XDEF 15		Pre	Pre	
27	15						XDEF 5				Pre	Pre	
28	15										Pre	Pre	
29	15										Pre	Pre	
30	15										Pre	Pre	
31	18					NG					Pre	Pre	
32						NG					Pre	Pre	
33	17*					NG					Pre	Pre	
34	16					NG					Pre	Pre	
35	19*										Pre	Pre	
36	27*										Pre	Pre	
37	22										Pre	Pre	
38	26										Pre	Pre	
39	27*										Pre	Pre	

Play Call Distribution Analysis

Chart	1	2	3	4	5	6	7	8	9
Play Call Totals	170	144	94	34	49	303	120	112	95
Maximum Play Usage Quota	17	17	11	4	6	30	11	13	9

Pass/Rush Ratio

Pass % 61
Rush % 39

Solitaire Charts

1	2	3	4	5	6	7	8	9
1-38%	39-71%	72-92%	93-100%	1-7%	8-52%	53-70%	71-86%	87-100%

Home Field Advantage	Road Adj.	Offense Audible	Defense Audible
2	3	3	0

No Huddle Quota: 16
Muffed Snap: 0.095%
Muffed Rating: 001

Appendix A-4: 2017 Philadelphia Eagles Offense Play Chart

2017 Philadelphia

	RUSHING PLAYS				PASSING PLAYS				
230.0	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	F 35	DEF 15	OFF 15	12	INT -3	QT	PI 13	DEF 15	9
11	DEF 5	DEF 5X	OFF 10	2	32	DEF 5X	18	INT 29	OFF 15
12	2	1	6	OFF 5	19*		15	DEF 5X	19*
13	OFF 5	7	OFF 5				DEF 5	22	12*
14	3	9	10	9	28	1	22	QT	13*
15	1	5	-2	4	17	7	DEF 5X	36	OFF 5
16	11	OFF 10	6	2		OFF 5	DEF 5X	46*	QT
17	B	DEF 5	12*	DEF 5	24		OFF 5	32	32
18	9	-6	DEF 15	2		DEF 15	DEF 15	DEF 5	DEF 5
19	12	F 30	DEF 5X	2			30		9
20	-2	1	9	11	22*	3		27	24*
21	2	6	-4	6	DEF 5	10		53	15
22	B	B	8	8	-1	11*	12	24*	QT
23	2	B	-1	1		5	11	QT	14*
24	2	4		-1	7	4			7
25	5	-1	2	5	4	QT			11
26	2	1	11	B			QT	TD	10
27	-1	OFF 5	6	2	1	OFF 10	15	20	OFF 10
28	8	1	DEF 5	9	8*	DEF 5	24	QT	5
29	2	F 0	-5	2	-3	3	OFF 15	OFF 16*	DEF 15
30	2	1	OFF 10	2		2*	16		4*
31	7	-3	-3	6	14	12	QT		9*
32		-2	1	7	10	9*		PI 36	16
33	1	2	3	3		8	14		
34	4	3	4*	-2					
35	3		B	4	1	12	10		
36	6	5	5	6	15	6	17		
37	1	2	7	2	OFF 10		13		
38	10	1	OFF 10	2				OFF 5	DEF 5X
39	OFF 10	OFF 15	F 0	F 14	OFF 5		OFF 10	38	PI 10



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B	QT	
30	12	10
37*	F -1	11
46	1	12
30	-4	13
68*	7	14
21	1	15
71	-14	16
71	22*	17
17	3	18
68	12	19
14*	3*	20
14*	17	21
13	-10	22
14*	-8	23
17	5	24
15	-9	25
16	14	26
14	7	27
37*	-3	28
14*	-16	29
19	-5	30
26*	12	31
20*	-1	32
18	F -6	33
22	-7	34
21	3	35
22	-6	36
14	11*	37
14	4	38
46	24*	39

Fumble Recovered 12-29 * Lost Ball 10,11,30-39

Appendix A-5: 2017 Philadelphia Eagles

Defense and special teams play charts

2017 Philadelphia

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	# ON DICE	1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MEDIUM	8 LONG	9 SIDE LINE	Kickoff	Kickoff Return	Punt	Punt Return	Fumble Return	Int Return	Field Goal	# On Dice	Kick Covg.	# ON DICE
A	1	(1)	(4)	(2)	-2		(4)	(13)		-2	70	18	47	FC		1	30	10		1
	2					(1)			QT		62	19	OFF 5	13		50	33	11		2
	3	(4)	(-1)	4		8	-1		9		72	23	45	8	8		NG	12	(25)	3
	4	-3	2	25	(16)			INT 10		QT	OFF 5	27	45	22	37	59	10	13	(14)	4
	5	F 8	(0)	(16)	12		INT 4	INT 12	34	QT	74	25	30	FC	9	17	30	14		5
B	1		-3		(2)	-2		(18)			69	25	50	5		59	30	15		
	2	-4									73	28	61	2			24	16		
	3	(-1)	-2	(0)	(2)	(13)			12	3	65	35	BLK -14	19		F 2	30	17	-1	1
	4		(-1)	-3	3		(10)	QT		-3	OFF 40	27	62	4			30	18		2
	5	(-2)	(-1)	9	(0)		QT		34		75	OFF 10	47	FC			30	19		3
C	1	-2	(0)		(1)		(9)		1		56	OFF 10	47	76			30	20	-6	4
	2									-3	71	22	47	FC		19	15	21	4	5
	3	(0)	(4)	(-1)	(4)	(9)		(13)			67	28	47	8	TD	50	30	22	QT Contain	
	4	(-1)	2	(-3)		(22)	QT	(14)		3	66	18	58	9	4	5	30	23		
	5	(3)	F 0	(14)	(-2)			(TD)	QT		75	17	46	3		4	30	24	(5)	1
D	1	(2)			(1)		4		-10		65	14	41	7		7	30	25	-2	2
	2		(3)	(2)				(12)			58	23	55	F 0	20	F 2	30	26		3
	3			4		(7)					59	OFF 10	50	FC	8	19	DEF 15	27	(10)	4
	4	3	(-1)	12	(17)	(23)	QT	QT	INT 38	-4	70	OFF 10	OFF 10	F 10	9		30	28	(7)	5
	5	(1)	(-1)	17	(11)	INT -1	QT	(50)		INT 1	75	OFF 10	OFF 15	10			35	29	FG ADJ	
E	1		(3)		(3)		-1	10			61	OFF 10	48	FC		TD	33	30		
	2			(3)		-2		(11)			71	35	40	FC		14	33	31		1
	3					(1)	(10)		-15	-2	68	12	44	1		15	43	32		2
	4	(4)	(-1)	(17)	10	(-3)	(2)	INT 9	INT 33	QT	63	24	43	FC			43	33		3
	5		(-1)	7	11			INT 16			70	27	52	FC		37	43	34	NG	4
F	1	(1)		(8)	1					5	75	22	49	OFF 10			43	35	G	5
	2							QT			64	15	37			13	43	36		
	3	(0)	(-2)	(-1)	6	(10)		(21)	12	-3	75	19	42	FC		1	35	37		
	4	31	(4)	7	15	(34)	(13)	INT 8	QT	11	72	OFF 10	36	15		17	35	38		
	5		(20)	(-4)	48	-6	INT 14	INT 26	40	QT	60	22	47	17			35	39		

Appendix A-6: 2017 Philadelphia Eagles

Advanced Play Charts

2017 Philadelphia (supplement)

	Offensive Supplemental Charts				Defensive Supplemental Charts						Penalty	
# On Dice	Short Pass	QT, INT, F Cancellation Charts			Def. Sack	Defense Fumble	Defense Penalty Influence				Line of Scrimmage	
	Big Play	QB Great	QB Good	Ball	SCK/QR	Recovery					Penalty Check	
	31,35	Protection	Decision	Protection	-7/+8		DEF 5	DEF 5X	DEF 15	PI	OFF 5	DEF 5
10	16									XPI	Post	Post
11	20								XDEF 15	XPI	Post	Post
12	28								XDEF 15	XPI	Post	Post
13	20								XDEF 15	XPI	Post	Post
14	-2								XDEF 15	XPI	Post	Post
15	16								XDEF 15	XPI	Pre	Post
16	28								XDEF 15	XPI	Pre	Pre
17	13								XDEF 15	XPI	Pre	Pre
18					SCK				XDEF 15	XPI	Pre	Pre
19	18					G		DEF 5X	XDEF 15	XPI	Pre	Pre
20	14								XDEF 15	XPI	Pre	Pre
21	25								XDEF 15	XPI	Pre	Pre
22	-1								XDEF 15	XPI	Pre	Pre
23	-2								XDEF 15	XPI	Pre	Pre
24	15*								XDEF 15		Pre	Pre
25	24								XDEF 15		Pre	Pre
26	-3								XDEF 15		Pre	Pre
27	14								XDEF 15		Pre	Pre
28	14								XDEF 15		Pre	Pre
29	13						DEF 5		XDEF 15	XPI	Pre	Pre
30	23*								XDEF 15		Pre	Pre
31	13										Pre	Pre
32	15*					G					Pre	Pre
33	18					G					Pre	Pre
34						G					Pre	Pre
35	13					G					Pre	Pre
36											Pre	Pre
37	14*										Pre	Pre
38	14					G					Pre	Pre
39	14										Pre	Post

Play Call Distribution Analysis

Chart	1	2	3	4	5	6	7	8	9
Play Call Totals	157	91	129	54	46	302	125	103	92
Maximum Play Usage Quota	18	11	15	6	5	30	13	12	11

Pass/Rush Ratio

Pass % 61
Rush % 39

Solitaire Charts

1	2	3	4	5	6	7	8	9
1-36%	37-57%	57-88%	89-100%	1-7%	8-52%	53-71%	72-86%	87-100%

Home Field Advantage	Road Adj.	Offense Audible	Defense Audible
3	3	2	2

No Huddle Quota: 16
Muffed Snap: 0.190%
Muffed Rating: 002

Appendix B: Game Scorecard

Listed below is the scorecard used for each new DDF game you play.

TEAMS						1	2	3	4	Final	Timeouts		
											1	2	3
											1	2	3
											1	2	3
											1	2	3

1st Quarter						2nd Quarter						3rd Quarter						4th Quarter					
15:00	14:50	14:40	14:30	14:20	14:10	15:00	14:50	14:40	14:30	14:20	14:10	15:00	14:50	14:40	14:30	14:20	14:10	15:00	14:50	14:40	14:30	14:20	14:10
14:00	13:50	13:40	13:30	13:20	13:10	14:00	13:50	13:40	13:30	13:20	13:10	14:00	13:50	13:40	13:30	13:20	13:10	14:00	13:50	13:40	13:30	13:20	13:10
13:00	12:50	12:40	12:30	12:20	12:10	13:00	12:50	12:40	12:30	12:20	12:10	13:00	12:50	12:40	12:30	12:20	12:10	13:00	12:50	12:40	12:30	12:20	12:10
12:00	11:50	11:40	11:30	11:20	11:10	12:00	11:50	11:40	11:30	11:20	11:10	12:00	11:50	11:40	11:30	11:20	11:10	12:00	11:50	11:40	11:30	11:20	11:10
11:00	10:50	10:40	10:30	10:20	10:10	11:00	10:50	10:40	10:30	10:20	10:10	11:00	10:50	10:40	10:30	10:20	10:10	11:00	10:50	10:40	10:30	10:20	10:10
10:00	9:50	9:40	9:30	9:20	9:10	10:00	9:50	9:40	9:30	9:20	9:10	10:00	9:50	9:40	9:30	9:20	9:10	10:00	9:50	9:40	9:30	9:20	9:10
9:00	8:50	8:40	8:30	8:20	8:10	9:00	8:50	8:40	8:30	8:20	8:10	9:00	8:50	8:40	8:30	8:20	8:10	9:00	8:50	8:40	8:30	8:20	8:10
8:00	7:50	7:40	7:30	7:20	7:10	8:00	7:50	7:40	7:30	7:20	7:10	8:00	7:50	7:40	7:30	7:20	7:10	8:00	7:50	7:40	7:30	7:20	7:10
7:00	6:50	6:40	6:30	6:20	6:10	7:00	6:50	6:40	6:30	6:20	6:10	7:00	6:50	6:40	6:30	6:20	6:10	7:00	6:50	6:40	6:30	6:20	6:10
6:00	5:50	5:40	5:30	5:20	5:10	6:00	5:50	5:40	5:30	5:20	5:10	6:00	5:50	5:40	5:30	5:20	5:10	6:00	5:50	5:40	5:30	5:20	5:10
5:00	4:50	4:40	4:30	4:20	4:10	5:00	4:50	4:40	4:30	4:20	4:10	5:00	4:50	4:40	4:30	4:20	4:10	5:00	4:50	4:40	4:30	4:20	4:10
4:00	3:50	3:40	3:30	3:20	3:10	4:00	3:50	3:40	3:30	3:20	3:10	4:00	3:50	3:40	3:30	3:20	3:10	4:00	3:50	3:40	3:30	3:20	3:10
3:00	2:50	2:40	2:30	2:20	2:10	3:00	2:50	2:40	2:30	2:20	2:10	3:00	2:50	2:40	2:30	2:20	2:10	3:00	2:50	2:40	2:30	2:20	2:10
2:00	1:50	1:40	1:30	1:20	1:10	2:00	1:50	1:40	1:30	1:20	1:10	2:00	1:50	1:40	1:30	1:20	1:10	2:00	1:50	1:40	1:30	1:20	1:10
1:00	:50	:40	:30	:20	:10	1:00	:50	:40	:30	:20	:10	1:00	:50	:40	:30	:20	:10	1:00	:50	:40	:30	:20	:10

Visitor Play Usage:

Line	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Off Tackle	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
End Run	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Draw	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Screen	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Short	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Short	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Medium	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Long	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Sideline	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22

Home Play Usage:

Line	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Off Tackle	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
End Run	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Draw	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Screen	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Short	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Short	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Medium	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Long	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Sideline	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22

***Note circle maximum available from the Quota chart. A player can no longer use a play once the quota is reached.**

See the [Using the Scorecard](#) section for more details.

Appendix C: Play Result Legend

The legend below lists the various play result types and their meaning. Be sure to consult the **priority chart** (see [0](#)) to determine how combine the offensive and defensive play results.

Play Result	Description
#	Offensive #-yard gain; kick, punt or field goal distance
#	Offensive #-yard loss; missed extra point
B	Breakaway on running play (consult <i>Breakaway</i> column)
	Offensive no gain; defensive no impact
TD	Touchdown
QT	Quarterback trapped on passing play (consult <i>QT</i> column)
INT #	Interception # yards from scrimmage
F #	Fumble # yards from scrimmage
	Incomplete pass*
FC	Fair Catch , no return*
(#)	Defense-forced #-yard offensive gain
(#)	Defense-forced #-yard offensive loss
(TD)	Defense-forced touchdown
BLK #	Blocked field goal or punt
G	Field gol attempt is good; defense recovers fumble [†]
NG	Field goal attempt is no good; defense loses fumble [†]
#*	#-yard gain out of bounds*; #-yard punt out of bounds [†]
OFF #	#-yard offensive penalty
OFF #*	#-yard intentional grounding penalty
DEF #	#-yard defensive penalty
PI #	Defensive pass interference penalty
SCK	Quarterback sacked, overrides QT result
QR	Quarterback escapes sack, overrides QT result
#	(Bold #) Short pass goes for big yards [†] ; longest/shortest FG distance
XDEF #	Cancels DEF # penalty result [†]
XPI	Cancels PI # penalty result [†]
XF	Cancels F # fumble result [†]
Pre	Pre-snap penalty (OFF 5 and DEF 5 penalties only) [†]
Post	Post-snap penalty (OFF 5 and DEF 5 penalties only) [†]

* Reduced play timing (see the *Play Timing chart* in [Appendix E](#)).

[†] Advanced play result

Appendix D: Priority Chart

		Defensive Play Result									
		#	#		(#)	(#)	(TD)	QT	INT #	F #	
Offensive Play Result	#	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	Fair catch on punt return — Overrides punt coverage team result									
	OFF # DEF # PI #	Penalty — Consult <i>Player Guide</i> for resolution details									
	OFF #*	Intentional Grounding — Final play result, no further rolls									

F > #	Fumble at larger of two play results' yardages.	INT < #	Interception at smaller of two play results' yardages.	F in EZ	Fumble in end zone.
F < #	Fumble at smaller of two play results' yardages.	F @ DEF	Fumble at defensive play result's yardage.		

Appendix E: Play Timing Chart

Listed below is the **Play Timing** chart for determining the amount of time consumed by a completed play.

Play	Time (in secs.)
Running plays and completed passes	40
Running plays and completed passes*	30
Plays followed by the <i>Hurry-Up</i> option	20
Plays followed by the <i>Spike Ball</i> play	20
Plays resulting in a change of possession	10
Plays involving a penalty (accepted or declined)	10
Incomplete passes	10
Plays followed by a called timeout	10
Scoring plays (touchdown, field goal or safety)	10
Out-of-bounds plays inside 2 mins. of 1 st half or 5 mins. of 2 nd half	10
Touchbacks	0
Pre-snap penalties (false start, offsides, etc.)	0
PAT conversion attempts (one-point and two-point)	0

*See the [Advanced Play Option](#) section for details on using the advanced timing option.

Appendix F: Squib Kick Chart

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

The return team's player uses the **Squib Kick** chart in place of the **Kickoff Return** chart after the offensive player has announced, "squib kick."

A squib kick's distance is always 50 yards, placing the ball on the return team's 15-yard line (based on the NFL's current kickoff spot).

To the left is the Squib Kick chart for the **2017 season** (applies to all 2017 teams).

See the [Squib Kick](#) section for more details.

Appendix G: Sample Holding Penalty Determination Chart

The supplemental **Holding Penalty Determination** chart is used to determine if an **OFF 10** penalty was called for **offensive holding** or for another type of offensive foul.

This matters in the situation where the offense is called for holding during a passing play and the quarterback is in the offense's end zone. In such a situation the penalty is assessed as a safety against the offense.

The *Holding Penalty Determination* chart applies to all teams for a given season (each team does not have its own chart). The chart shown below is for the 2017 season.

2017 HOLDING PENALTY DETERMINATION CHART	
	<u>Holding Penalty Dice Rolls</u>
Passing Play	10, 11, 13 – 33

The chart shows that, for the offensive dice totals 10, 11 and 13 to 33, an **OFF 10** penalty is for offensive holding. For all other dice totals (12 and 34 to 39), an **OFF 10** penalty is not for offensive holding.

See the [OFF 10 Penalties](#) and [Offensive Holding Penalties](#)

The supplemental **Offensive Holding Penalty Determination** chart is used to determine if an **OFF 10** penalty was called for **offensive holding** or for another type of offensive foul.

This matters in the situation where the offense is called for holding during a passing play and the quarterback is in the offense's end zone. In such a situation the penalty is assessed as a safety against the offense.

The *Offensive Holding Determination* chart is a “generic” chart—the same chart applies to all teams in the same season—that consists of a list of offensive dice totals that indicate an **OFF 10** penalty is for holding.

[Appendix G](#) shows the *Offensive Holding Determination* chart for the 2017 season.

The *Offensive Holding Determination* chart is used only when all of the following conditions are true:

- The offensive play is one of the passing plays (5-SCREEN to 9-SIDELINE),
- The line of scrimmage is on or inside the offense's 5-yard line,
- The play result is an **OFF 10** penalty.

If all of the above conditions are true, the offensive player rolls their dice and consults the *Offensive Holding Determination* chart for their team's season. If the dice total matches any of the dice totals listed in the chart, then the 10-yard penalty is called for holding, resulting in a safety against the offense.

See the [OFF 10 Penalties](#) section for more details.

Examples:

In these examples the Eagles have the ball, 3rd and 13, on their own 4-yard line.

- G) The PHI player calls **6-SHORT** and rolls the dice, a 27: **OFF 10**, then rolls again for the offensive play result, a 15: **7**. The NE player selects **C-RUSH WIDE** formation and rolls a 2: **1**. The final play result is a 7-yard completed pass to PHI's 11-yard line.

Since all of the conditions listed above are true, the PHI player rolls the offensive dice again, a 27, and consults the 2017 *Offense Holding Penalty Determination* chart. The dice total 27 matches one of the totals listed in the chart (10, 11, 13-33), so the penalty result is a safety against PHI. The NE player obviously accepts the penalty. Final result: NE is awarded 2 points for the safety and PHI kicks off (free kick) from their 20-yard line.

- H) Same as (A), but this time the PHI player rolls a 12 and consults the 2017 *Offense Holding Penalty Determination* chart. Since the dice total does not match any of the totals listed in the chart, the penalty is not for holding. The penalty result is a 10-yard penalty (not a safety) against PHI. The NE player accepts the penalty. Since the ball is on PHI's 4-yard line, the penalty is marked off at half the distance to the goal line. Final result: PHI's ball, 3rd and 15, from their 2-yard line.

section for more details.

Appendix H: Sample Enforce Between Downs Chart

The **Enforce Between Downs** chart is used to determine *when* a foul occurred: during the play or at the end of the play (between downs).

NOTE: Unlike most of the supplemental charts, the *Enforce Between Downs* chart is a “generic” chart that applies to all teams in the same season.

Listed below is the *Enforce Between Downs* chart for the 2017 season:

2017 Enforce Between Downs Chart

Enforce Between Downs Dice Rolls

Offense 11-33

Defense 11-32

Use to determine if OFF/DEF 15 penalty is dead ball and enforced between downs, or if it occurred during play.

The chart lists two dice total ranges, one for *offensive* penalties and the other for *defensive* penalties. If the rolled dice total falls within the listed dice total range, then the foul occurred *after* the play. Otherwise the foul occurred *during* the play.

See the [Enforce Between Downs Penalties](#) section for more details.

Appendix I: Dice Roll Probabilities

The charts below list the offensive and defensive dice totals and the probability of each total occurring. See the section [Using the Offensive and Defensive Dice](#) for details on how to use the offensive and defensive dice and interpret their totals.

Offensive Dice Roll Totals

Roll Total	Occurrences (out of 216)	Probability %	
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%	← Minimum
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%	← Maximum
35	18	8.33%	← Maximum
36	12	5.56%	
37	9	4.17%	
38	6	2.78%	
39	3	1.39%	
Total	216	100.00%	

Defensive Dice Roll Totals

Roll Total	Occurrences (out of 36)	Probability %	
1	12	33.33%	← Maximum
2	11	30.56%	
3	9	25.00%	
4	3	8.33%	
5	1	2.78%	← Minimum
Total	36	100.00%	

Appendix J: Support

The best way to have your questions answered is to send email to:

Ron@DataDrivenFootball.com

You can download a PDF version of this *Player Guide* from our website:

www.DataDrivenFootball.com/Downloads/DDFRules.pdf

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