Priority Chart

Defensive Play Result

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

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

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

Legend

Code	Description
#	Offense gains yards
#	Offense loses yards (missed extra point)
B	Breakaway, consult breakaway
	0 yards
TD	Touchdown regardless of yardage
QT	Quarterback trapped, consult QT chart
INT #	Interception occurs at yardage indicated
F #	Fumble occurs at yardage indicated
	Incomplete pass
FC	Fair Catch - always overrules
(#)	Offense gains yards - overrules
(#)	Offense loses yards - overrules
BLK	Blocked FG/Punt
G	FG is good
NG	FG is no good
(TD)	Touchdown regardless of yardage - overrules
#*	Play goes out of bounds - check timing rules
OFF	Penalty on offense - follow specific penalty rules
OFF #*	Intentional Grounding - always overrules
DEF	Penalty on defense - follow specific penalty rules
PI	Pass interference
SCK	Defense Sack Override - automatic sack
QR	Defense Missed Sack - QB automatic escape
#	**Bold** number, Short Pass Big Play
XDEF	Cancel defensive penalty
XPI	Cancel pass interference
XF	Cancel Fumble - defense does not force fumble
DEF	Defense Recovers Fumble
OFF	Offense Recovers Fumble

Timing Chart

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

* Consult rules for enhanced timing option

Defensive Sack Adjustment Priority Chart

Offensive QT Chart Result	Defensive Play Result: QR	SCK		XF	F
#	OFF QT #	Sack - Def. Yds	OFF QT #	OFF QT # No Fum	OFF QT F # Fumble
#	OFF QR YDS	OFF QT #	OFF QT #	OFF QT # No Fum	OFF QT F # Fumble
	OFF QR YDS	Sack 0 Yards	Sack 0 Yards	Sack 0 Yards No Fum	Sack F 0 Yards Fumble

OFF QT # - means use the offense QT chart as usual
OFF QR YDS - Use offenses QR yards
Sack 0 Yards is exactly that. Bascially no change
OFF QT F# - means use offense QT chart but convert to Fumble
OFF QT # No Fum - means use offense QT chart, but cancel fumble and use yardage only

2020

Squib Kick

# ON DICE	Result
10	12
11	12
12	30
13	24
14	5
15	22
16	19
17	F 0
18	12
19	51
20	12
21	16
22	14
23	1
24	6
25	11
26	4
27	20
28	12
29	12
30	7
31	8
32	15
33	
34	10
35	13
36	9
37	18
38	17
39	OFF 10