

BIG PLAY FOOTBALL

This is a football statistical simulation game that takes into account some of the detailed information that STATS compiles on football players today. I have tried to keep this game simple with just one extra chart needed along with the two for the teams you are playing. All that is needed is 1 20-sided die and 2 10-sided dice.

Here are some basic rules for the game. I will refer to the roll of dice as 1d20 (one twenty-sided dice), 1d10 (one ten-sided dice) and 2d10 (two ten-sided dice read as 1-100). The examples I will use will be from only the New England Patriots team chart to make it easier.

There are random number sheets available that have all the roll numbers you would need to complete a play per line.

PLAY CALLING:

The boxes in the upper right-hand corner of the charts have numbers that correspond to the type of plays called by teams in certain down and distance situations. Roll 1d20 and check the proper down and distance chart. If the roll is \leq # than a run is called. (Ex. On first and 10 a roll of 1-12 is a run, 13-20 is a pass)

This is optional as you can call your own play.

RUNNING PLAY:

STEP 1: a) Roll 2d10 to check who the runner will be from the ATT section.

b) Roll 1d20 to check who the key defender will be on the play, look under the RUN 1st section of the defense chart depending on the play.

I. Some rolls will give you a player directly

II. If the initial roll falls in the 2nd roll chart area roll the 1d20 again and look in the RUN 2nd column for the defender.

III. Rolls 19-20 are possible penalties. (PENALTY SECTION) Roll 1d20 and use the RUN 2nd column section to get the defender.

STEP 2: Roll 1d20 to check for possible TFL, BIG or SG.

- If roll is in the TFL range of the defender than it's a tackle for loss. Certain runners have a TFL rating that adds or subtracts from this range. If it is a tackle for loss (STUFF) roll 1d10 and check the STUFF chart for yardage lost. A roll of 0 requires you to roll again and that is the number of yards lost. (0=-10, 4=-4, 6=-6, ect)
(Ex. Bruschi is the defender, Dillon is the runner: A roll of 1-2 is a Stuff for Bruschi. Rolling the 1d10 you get a 4, checking the STUFF chart that's a 1 yard loss.)
(Ex. Bruschi is the defender, Pass is the runner. You must now roll a 1 for Pass to be stuffed because Pass has a -1 TFL rate)
- Players with a 0* can get a TFL only if the offensive player has a +1 or higher as their TFL rate. Any defensive player with a blank under these can never get a TFL.
- If the roll is in the SG range of the runner than it's a short gain run. If the roll is in the SG range than roll 1d10 and add this number to 10 to get the gain. Also add in the defenders RUN rate. The minimum gain on this kind of play is 10 yards.
(Ex. Bruschi is the defender. Dillon is the runner and the roll is 18-19, then Dillon gets a short gain. A roll of the 1d10 gets a 4, Bruschi has a rate of -3, than it's a 11 yard gain (10+4-3))
- If the roll is a 20 than it's a BP run. Roll 1d20 and refer to the BP RUN chart. Add in defender adjustments.
(Ex. Dillon gets a BIG run. Bruschi is the defender. The 1d20 roll is a 6. Dillons BIG rate is a 4. (((6*4)+10)-3) is a 31 yard gain.

STEP 3: If none of the above situation occur than it's a regular run. Roll 1d10 and add that number to the runners AVG rate and also add in the defenders RUN rate. The minimum on this kind of run is 0 yards, the max is 9 yards.

(Ex. Dillon (-2) has a regular run against Vlabel (-1). A roll of 6 gets a 3 yard gain (6+(-2)+(-1)=3). Same players again but the rolled number is a 1. It's a no gain. (1+(-2)+(-1)=-2) However, the minimum gain is 0 yards.

- When checking for yardage on a regular run (0-9 yard gain) if the 1d10 roll is an odd number and the ADJUSTED GAIN IS LESS THAN 0 YARDS then it is a gain of 1 yard instead. All even-numbered

1d10 rolls that end in a LOSS OF YARDAGE remain a no gain. Remember the minimum on a regular run is 0 yards. Consider a natural 0 as an even number.

(Ex. Dillon (-2) runs against Vrabel (-1). On a regular run the 1d10 roll is a 1. Since this is an odd number and the adjusted gain $(1-2-1=-3)$ is LESS than 0 the gain is 1 yard.

Dillon runs again on Agnew and the 1d10 roll is a 3. The roll is odd but the adjusted gain is exactly 0, not less than, so its still a no gain.

When checking for the yardage part of the play, whether it is a regular, BIG, short gain or a stuff, roll the other 1d10 to get a number that checks for a FUMBLE or OUT-OF-BOUNDS play. (explained later)

PASSING PLAYS:

STEP 1: a) Roll 2d10 to check who the runner will be from the REC section.

b) Roll 1d20 to check who the key defender will be on the play, look under the PASS 1st section of the defense chart.

I. Some rolls will give you a player directly

II. If the initial roll falls in the 2nd roll chart area roll the 1d20 again and look in the PASS 2nd column for the defender.

III. Rolls 19-20 are possible penalties. (PENALTY SECTION) Roll 1d20 and use the PASS 2nd column section to get the defender.

STEP 2: Roll 1d20 to check for possible Sack or Pass Defended.

- If roll is in the SCK range of the defender than it's a sack. Some QB's have a SCK rate that adds or subtracts from the defenders range. Roll 1d10 and that gives yards lost, if roll is 0 than roll again and take that number plus 10 to get yards lost. (Roll 0 then roll 3 is a 13 yard loss)

(Ex. Warren is the defender, a roll of 1-4 is a sack. Roll 1d10 and you roll a 4. 5 yard loss.)

(Ex. With Davey at QB Warrens' sack range goes down 1 (1-3) because of Daveys' -1 SCK rate)

- Players with a 0* can get a SCK rating only if the offensive player has a +1 or higher as their SCK rate. Any defensive player with a blank under these can never get a sack.
- If roll is in PD range of the defender than it's a pass defended by the defensive player possible interception. Roll 1d20 and check the defenders INT range. QB's have a INT rate that will add or subtract from the defenders INT range. If the 1d20 falls inside the adjusted range it is an interception otherwise it is just an incomplete pass.
(Ex. Bruschi again as the defender, a roll of 19-20 is a pass defended by Bruschi)
- If a player intercepts the pass then uses the TURNOVER RETURN chart. Yardage of the interception is determined by chart below:
(Ex. Brady passing, Bruschi defender. Bruschi rolls to get a PD in the 19-20 range. He may have picked this off. Roll 1d20 again and a roll of 1-10 (Brady INT rate 0) and Bruschi intercepts otherwise its incomplete.

Point-of-interception: on an interception the point is determined by the position the interceptor.

- DL: Roll 1d20 -10
- LB: Roll 1d20
- DB: Roll 1d20 *2

That would give DL from -9 to 10 yards downfield. LB's 1-20 and DB 2-40 yards downfield.

STEP 3: If neither of the above occur roll 2d10 to get a number from 1-100. Read the QB chart from left to right.

- If the number is \leq SCR of the QB than it's a QB scramble. Go to STEP 2 of the running play and play it out like any other run by the QB except that the 1d20 roll is only to check for a BIG or SG. No TFL is to be checked on a scramble.
- If the number is \leq BP of the QB than it's a BIG play. The receiver on the play has a BP rate that will add or subtract from this number. On a BP roll 1d10 and times that by the receivers BIG rate +20 to get the yardage on the play.

(Ex. Brady passes to Givens the BP range for this combo is 10-18, 10 because that's 1 above the SCR rate and 18 because that's Brady's BP (16) plus Givens's (+2) BP rate. If the roll was an 11 then it's a BIG play. Roll 1d10 and say you get a 5, that times Givens's (4) BIG rate +20 is 40 yards. $((5 \times 4) + 20)$).

- If the number is \leq COM of the QB than it's a complete pass. The defender on the play has a PASS rate that will raise or lower this number. On a COM play roll 1d20 and add in the receivers AVG rate plus the DEFENSIVE PASS AVG number to get the yardage of the pass.

(Ex. Brady passes to Givens, Bruschi key defender. Brady's COM rate (75) goes up to 77 because of Bruschi's +2 PASS rate. Say you still rolled a 56. That's a complete pass to Givens. Rolling the 1d20 you roll a 11 the pass is good for 16 yards because the 1d20 dice roll of 11 plus Givens's (+4) AVG rate plus NE DEFENSIVE PASS AVG (+1) is 16.)

- If the number is $>$ COM of the QB than it's an incomplete pass.

When checking for the yardage part of the play, whether it's a completed pass or a sack, roll the other 1d10 to get a number that checks for a FUMBLE or OUT-OF-BOUNDS play. (explained later)

KICKOFFS

STEP 1: Roll 2d10 to get a number from 1-100 and roll 1d20.

- Check the 2d10 to see if the number falls in the range for OB (out-of-bounds kickoff) which is brought back to the 40 yard line. Or is in the TB (touchback range) brought out to the 20 yard line. Neither have returns.
- If above those ranges (TB-OB) then the ball comes down at the yard line of the number rolled with the 1d20 plus or minus the KO rate of the kicker.) A roll with KO adjustment that takes the ball into the endzone must be returned from that deep in the endzone

(Ex. Vinatieri kicks off and the 2d10 number is 27, above the TB range so it's a normal kickoff. The 1d20 roll is a 6, that with Vinatieri -4 KO rate places the ball at the 2 for the return. $(6 \text{ yard line} - 4 = 2 \text{ YL.})$)

(Ex. Vinatieri kicks off and the 1d20 roll is a 1, this means the return starts from 3 yards deep in the endzone with Vinatieri -4 KO rate.)

STEP 2: Roll 2d10 to get 1-100 number and roll 1d20 for the kick return.

- Check the 2d10 to get who the return man is looking at the ATT and BP columns of the Kick Return section of the receiving team.
 - a) If the number falls in the range of a players ATT column then check the KICK RETURN chart with the number rolled with the 1d20.

Roll 1-15 = Return is 11 to 25 yards with the return mans AVG added in as well as the kickers RET rate.

(Ex. Vinatieri kick, Johnson is the return man from the goal line. The 1d20 roll is a 6. Home returns the ball 18 yards. 16 yards from a 6 roll on the chart + Johnson's AVG (+0) + Vinatieri's RET (+2))

Roll 16-18 = Reroll the 1d20 add this number to 20 and the AVG of the return man and the kickers RET rate.

(Ex. Vinatieri kicks, say Johnson is the return man from the goal line. The 1d20 roll is a 16. You reroll the 1d20 and get an 11. Johnson returns the ball 33 yards. $(20 + 11 + \text{Johnson's AVG (+0)} + \text{Vinatieri RET (+2)})$)

Roll 19-20 = Possible Penalty (PENALTY SECTION) Reroll 1d20 and check the chart again for return yardage.
 - b) If the 1-100 number falls in the return mans BP column. Roll 1d10 and times that number by the return mans BIG rate and add 40 yards.

(Ex. A roll of 75 with the 2d10 gets Johnson a BP return. Rolling a 1d10 you roll a 4. With Johnson's 6 BIG rate times 4 you get 24, add this to 40 and you get a 64 yard return.)

When checking for the yardage part of the play, whether it's a regular return or BP return, roll a 1d10 to get a number that checks for a FUMBLE or OUT-OF-BOUNDS play. (explained later)

PUNTING

STEP 1: Roll 2d10 to get 1-100 number and roll 1d20.

- Depending on where you are kicking from use the appropriate section of the punters chart and check if the number falls in the ranges for the yard line.
 - BLK: The punt is blocked use the 1d20 to see how where behind the line of scrimmage the ball is recovered at. Use the Fumble Recovery procedure (FUMBLE SECTION) to get the recovering team.
(A BLK occurs, the 1d20 roll is a 7, the ball is recovered by whoever 7 yards behind the line-of-scrimmage)
 - TB: Touchback, the ball is brought back out to the 20 yard line. No distance roll needed.
 - OB: Out-of-bounds, the ball is kicked out-of-bounds for no return.
 - DN: Ball is downed by the kicking team. No return.
 - FC: The ball is fair caught by the receiving team.
 - Above all ranges: The ball is returnable by the receiving team.
- If the yard line being kicked from is from the kicking teams own 1 to own 49 yard line the distance of the kick is determined by the PUNT chart. Use the 1d20 roll.

Roll 1-18 = That is the amount of yards added to the punter's AVG rate to get the distance.
(Ex. Miller punting and the the 1d20 roll is a 5. Add 5 to his AVG rate (32) to get a punt of 37 yards.)

Roll 19-20 = LNG punt, roll 1d10 and times that number by the punter's LNG rate and add 40 yards.
(Ex. Miller is punting and the 1d20 roll is a 20, LNG punt. Rolling the 1d10 gets a 7. Times the 7 by Miller's LNG rate of 3 = 21 add this to 40 to get a 61 yard punt.)
- If the yard line being kicked is from midfield on the opposing team side of midfield the 1d20 roll determines which yard line the ball comes down at. Balls inside the 10 have a couple different rules for FC and DN.

(Ex. Miller punts from the opposing teams 48 yard line. A roll of 12 means the ball comes down at the 12 yard line, depending on the 2d10 roll the ball is DN, OB, or FC)

 - A ball landing inside the 8 yard line that is suppose to be FC instead is let go by the receiving team thus becoming a ball downed (DN).
 - A ball landing inside the 10 (9 to 1 yard line) that is suppose to be downed is subject to a roll of a 1d10. That number is how far the ball bounces farther.
(Ex. Miller punts from the opposing teams 48 yard line. A roll of 6 means the ball comes down at the 6. If the the 2d10 roll determined that it was a FC or DN than roll 1d10. Say that roll is a 7-9 then the ball bounces into the endzone. A roll of 4, however, would mean the ball is finally downed at the 2. (6-4=2)

STEP 2: Roll 2d10 to get 1-100 number and roll 1d20 for the punt return.

- Check the 2d10 to get who the return man is looking at the ATT and BP columns of the Punt Return section of the receiving team.
 - If the number falls in the range of a players ATT column then check the PUNT RETURN chart with the number rolled with the 1d20.

Roll 1-15 = Return is 1 to 15 yards with the return mans AVG added in as well as the punters RET rate.
(Ex. Miller punts, Faulk is the return man. The 1d20 roll is a 6. Faulk returns the ball 7 yards. 6 yards from a 6 roll on the chart + Faulk's AVG (-2) + Miller's RET (+3)

Roll 16-18 = Reroll the 1d20 add this number to 10 and the AVG of the return man and the kickers RET rate.
(Ex. Miller punts, say Faulk is the return man. The 1d20 roll is a 16. You reroll the 1d20 and get an 11. Faulk returns the ball 22 yards. (10 + 11 + Faulk's AVG (-2) + Miller's RET (+3))

Roll 19-20 = Possible Penalty (PENALTY SECTION) Reroll 1d20 and check the chart again for return yardage.
 - If the 1-100 number falls in the return mans BP column. Roll 1d10 and times that number by the return mans BIG rate and add 30 yards.
(Ex. A roll of 67 with the 2d10 gets Faulk a BP return. Rolling a 1d10 you roll a 4. With Faulk's 2 BIG rate times 4 you get 8, add this to 30 and Millers' RET (+3) you get a 41 yard return.)
 - If the 1-100 number falls in the return mans FC column than it's a fair catch. NO FUMBLE ROLL.

When checking for the yardage part of the play , whether it's a regular return or BP return , roll a 1d10 to get a number that checks for a FUMBLE or OUT-OF-BOUNDS play. (explained later)

PENALTIES

STEP 1: Whenever a penalty occurs you wait for the play to end to determine the flag. Depending on which team the penalty was on there may need to be an adjustment to the teams PENALTY range.

- a) On running and passing plays the offense has a +2 adjustment to their PENALTY range while the defense has a -2 adjustment.
- b) On kicking plays the kicking team has a -5 adjustment while the return team has a +5 to the PENALTY range of the teams.
- Whenever a penalty check comes up and after the play has ended a roll of 1d20 is required to see if there is indeed a flag on that team. The number rolled is checked against the PENALTY rate of the team with any additions or subtractions from the rate as stated above. If the rolled number is higher than the range than no penalty is called on that team for that play.
(Ex. During a running play by New England an OFF PENALTY CHECK is rolled when determining the key defender. After the play you roll 1d20 and check it against the PENALTY rate of the Patriots with a +2 added to the rate because they are the offensive team making the range 1-21.)
(Ex. During a New England punt a KT (kicking team) PENALTY comes up. With the -5 added to the 1-19 rate because of New England being the kicking team (-5) makes it a 1-14 roll necessary for a penalty to be called.)

STEP 2: If its determined that a penalty was called on a team look up the proper PENALTY CHART section and roll 1d20 to get the type of penalty called.

- a) Pass Interference yardage is determined by checking where the yardage the receiver on the play would have gotten during a normal completion. That is, roll 1d20 and add the receivers AVG rate to get the yardage of the penalty.

PASS INTERFERENCE YARDAGE:

- Check for intended receivers yardage and times it by 2.
Ex. Givens is the intended receiver and a pass interference call is made. A 1d20 is rolled like if had caught the ball and you add in his AVG (+2) then times it by 2. Say you roll a 16 with the 1d20 and with Givens's +2 AVG rate gives you 18. Times that by 2 and the pass interference call is for 36 yards.

FUMBLE / OUT-OF-BOUNDS (OOB) ROLL

- When checking for the yardage on any play whether it be a return, reception or running play roll an extra 1d10 to get a possible fumble or play that ends OOB.
 - a) A roll of 8 or 9 means that a play ends OOB. 10 second play.
 - b) A roll of a lower number is a possible fumble. The fumble rates of most ball carriers are low, like 1 thru 5, however some QB's and return men can be a lot higher. If the number rolled is say a 0 then you will likely need to roll again to check for a fumble. Consider the 0 to be the first digit in a 1-100 range meaning a number 1-9. A roll of a 1 would be a possible range from 10-19. The key defender on the play might also have a FF (forced fumble) rate that can change the rate of the ball carrier on run and pass plays. Two 0's would be 100 so no fumble.
(Ex. Dillon carries the ball against Vince Wilfork. When getting the yardage of the run you roll a 0 with the extra 1d10 used to determine fumbles/OOB, possible fumble. Dillon has a FUM rate of 1 while Farr has a FF rate of +3 so you need to reroll the 1d10 and if you roll a 1-4 (4 because 1 + 3=4) then it's a fumble)
(Ex. Dillon catches a pass against Bruschi. When getting the yardage of the reception you roll a 0 with the extra 1d10 used to determine fumbles/OOB, possible fumble. Dillon has a FUM rate of 1 but Bush has a FF rate of -3 so no fumble can occur here. Even if you roll another 0 with the 1d10 that would be considered 100 not 0 so no fumble.)
 - c) Remember, some QB's and return men can have FUM rates that go into the 10-29 range with the key defender FF rate added in so a roll of a 1 or 2 with the extra 1d10 fumble/OOB might require a check to see if it's a fumble. There are no key defenders on return plays.
(Ex. Brady is sacked by Wilfork, when checking to see the distance lost on the play roll an extra 1d10 (fumble/OOB roll), if you get a 0 its an automatic fumble, a roll of a 1 would require a reroll of the 1d10 because Brady's FUM rate (10) when sacked by Wilfork who's FF rate (+3) brings Brady's rate up to 13.)

The fumble recovery is determined rolling a 1d20 and checking the range. The OFR (offense fumble recovery) rate is added to the DFR (defensive fumble recovery) rate. If the roll falls in the adjusted OFR range then the offense recovers the ball.

TURNOVER RETURN

- After a turnover that requires a return roll a 1d20. This roll is affected by the returning defensive players RET rate. Take his rating and add it to the roll cross-referencing it with the TURNOVER RETURN chart to get the yardage of the return.

(Ex. Harrison picks off a pass. The 1d20 roll used to determine the return is an 9. Harrison has a RET rate of -4 which makes the roll a 5. Checking 5 against the TURNOVER RETURN chart produces a return of 5 yards.)

FIELD GOALS AND EXTRA POINTS

- Roll a 1d20 to check for a penalty. Only a roll of 19(OFF+2) or 20(DEF-2) matter here. Use the RUNNING penalty chart to find which penalty.
- Extra points require you to roll 2d10 and if the number rolled is less than or equal to the PAT rate then its good.
- For field goals, the distance of the FG attempt must be figured which is add 17 yards to the current field position. Finding the yardage range for the kicker the number below it is the GOOD rate. If the number rolled is less than or equal to this number the kick is good.
 - a) Notice on some kickers, they have a BLK rate at the lower numbers 1-10. If the number rolled is in this range than the kick is blocked. For ball placement after the block roll like you would on the SACKS chart. Then use the FUMBLE RECOVERY system to find out who gets the ball.
 - b) A player may only attempt a field goal 3 yards over his LNG rate.
 - c) On attempts over 49 yards subtract 5 from the 40-49 rate for every yard over 49.

(Ex. Vinatieri attempts a FG from 51 yards (his max because its 3 over his LNG). The roll of 2d10 would have to fall from 1-28 for the kick to be good. $(51-49=2)$ Its 2 yards over 49. $(2*5=10)$ Times that by 5. $(85-10=75)$ Subtract from the 40-49 rate.

TIMING THE GAME

- Timing of the game is broken up into 10 second intervals.
- 10 seconds elapse on all plays that end OOB, incomplete passes, plays with penalties, all returns, change of possession, timeouts and turnovers plays.
- 40 seconds elapse on all completed in-bounds passes, sacks and runs.
- No time for kickoffs that are not returned or extra points.

ONSIDE KICKS

- In onside-kick situations roll a 1d20 and say that 1-4 the kicking team recovers, 5-20 the receiving team gets it. For distance I roll a 1d10 and add 5 yards to that roll giving me the distance of the kick from the 30 yardline.

(Ex. $1d10=7$ then the kick is recovered at the 42 $(7+5+30)$)
- If the 1d10 roll is a 0 and the receiving team recovers I let them return the kick using the TURNOVER RETURN CHART. This would mean that they could actually return it 35 yards for a TD.

4th QUARTER PLAY CALLING

To allow for different play calling depending on the score I break the 4th quarter down into 3 segments.

15:00-10:00 = scores (ahead/behind) *1
10:00-5:00 = scores (ahead/behind) *3
5:00-0:00 = scores (ahead/behind) *5

(Ex. With the Patriots down by 10 points (2 scores) with 13:00 left. I add $2(2*1)$ to the play-calling dice making it more likely for them to pass. Say on 1st and 10 for the Patriots the Run call is a 12 with a 1d20. In the scenario above with the Patriots down 10, 13 minutes left a roll of 1-10 is a run 11-20 is a pass with the adjustment.)

(Ex. Patriots down 12(2 scores) with 5 minutes to play. The adjustment to the play-calling dice is 10 ($2*5$). On 1st and 10 now its going to be a run only on a roll of 1-2 with the 1d20 with the 10 added to makes it an 11-12, in the range of 12 needed for a run.)

Just the opposite is true for teams ahead. You would subtract from the dice roll using the same system making it more likely to be a run.

(Ex. Patriots are up 14 (2 scores) with 7:00 left. You would subtract 6 ($3*2$) from there 1d20 play-calling roll. On 1st and 10 a roll of 1-18 would be a run ($18-6=12$) because 12 is there run number. On say, 3rd and 10 (2 run #) a 1-11 would be a run because $11-9=2$.)

Another thing I do is if a team is ahead in the 4th and you roll an 8 for play doesn't end OB. While the team behind gets OB on rolls of 7-9.

PICKING A QUARTERBACK

- Quarterbacks have a 1-100 range next to their names. These are usage numbers for the year based on pass attempts.
- You have a choice as to when to check for the QB in the game. I would NOT recommend doing it before each play but instead by quarters, halves or game whichever you feel more comfortable with.

ANY SITUATION THAT COMES UP THAT HASN'T BEEN COVERED HERE USE YOUR BEST JUDGEMENT.