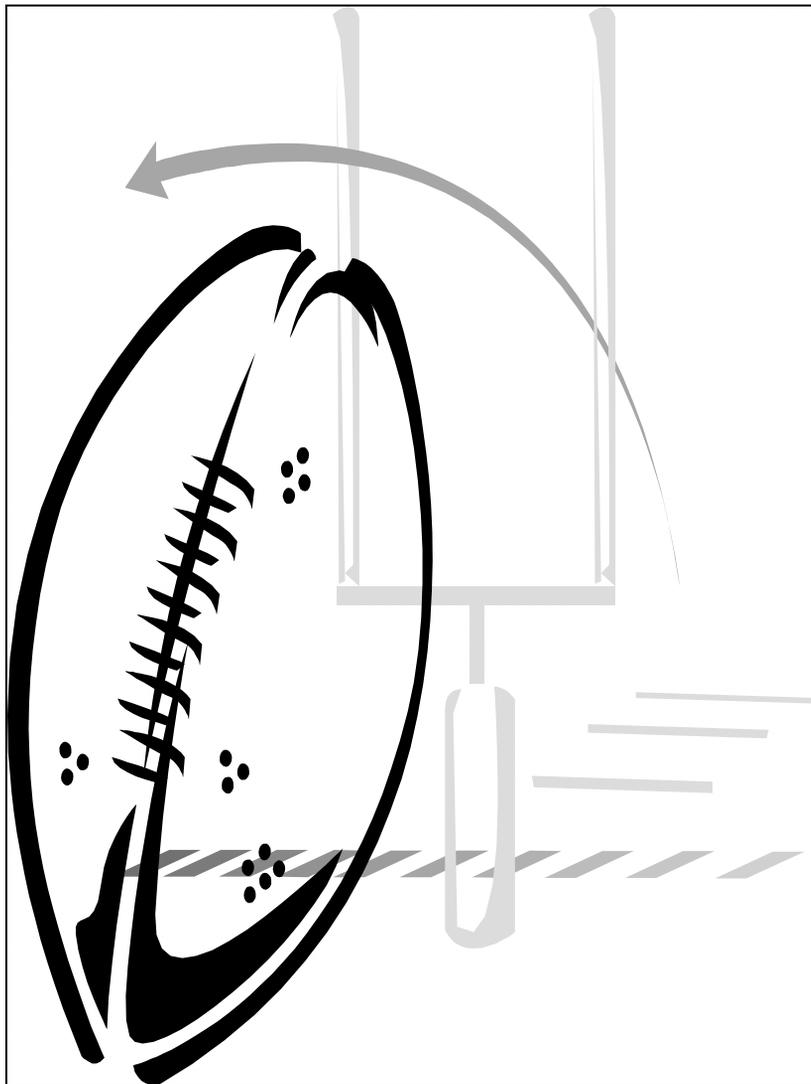


Inside Blitz Football Rules



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Instructions on how to play

What you will need to play:

3 six sided dice (3 different colors [red, white, blue]) from now on referred to as 3d6.

Some references will refer to roll 2d6 which is rolling just the red and white dice. 1d6 refers to rolling just the blue die.

The dice will mostly be used to read the column (red), the row (white) and the blue die will be used to check ratings.

For lookups on the charts and for checking the range on QBs' PR section the dice will need to be read red then white combined. (ie. Red 4, white 2 = 42)

1 Game Chart with the Long Gain, Turnover Return, Penalty and Defensive Adjustments Charts.

100 FAC (Fast Action Cards): To be shuffled after each quarter for more randomness.

Each team will have 4 team charts, 2 of these will have player cards for offensive players, 1 special teams players and 1 chart with defensive players.

FAST ACTION CARD (FAC)

(example: not an actual FAC)

The card number used to determine the kick and punt return men. Also used to determine runner or receivers. FAC card number.

Running plays

Special FAC events such as out-of-bounds, QB fumbles and injuries.

Passing plays

The PR (pass rush) section

15		Key	
Sweep Left	RDT	RIB	
Inside Left	RDT		
Inside Right	LDT		
Sweep Right	LDT	LIB	
OOB	Key	Sec Rec	
Quick Pass	LDE	ORG	
Short Pass	ROB	39	
Medium Pass	FS	43(QP)	
Long Pass	LCB	19	
	Key	Off Line	
Pass Rush	RDE	LT	

Key players involved depending on the play, if two positions are listed use the same roll versus both positions.

Secondary Receiver players used when a (PR) pass rush fails to get a different receiver depending on pass play.

Result showing the secondary receiver for a forced shorter pass (QP). Use the 43 to find the new receiver in the Quick pass range of receivers.

The offensive player that may adjust the PR rate of the pass rusher.

When PR (pass rush) is the outcome from the QBs' matrix look here for the key player rushing the passer.

Runners' endurance and injury ratings. Used when playing face-to-face to show number of rushes allowed (16) each half before tiring. Injury rating on right (1).

GREEN, TRENT							QB
2003 Kansas City							
QUICK PASS (11-16) / SHORT PASS (21-36)							
	1	2	3	4	5	6	
1	X	X	PR	X/PR	X	X/PR	
2	X	X	PR	X	X	X	
3	X/PR	X	X	X	X	X	
4	X	X	PR/?	X	X	X	
5	X	X/PR	X	X/PR	X	?	
6		X	X	X	X	X	
INT 11-13 SCK 14-55 RUN 56-66							
MEDIUM PASS (41-56) / LONG PASS (61-66)							
	1	2	3	4	5	6	
1	X	X	X	?/PR	X	PR	
2	/?	X	X	X	X	PR	
3	X	X	X	X	PR	X	
4	X	X	X	X	X	X	
5	X	PR	PR	PR	X	X	
6	PR	X	PR	PR	PR	X	
ATT	CMP	YDS	TD	INT	SCK	FUM	
523	330	4039	24	12	20	1	

RBs' rushing range for inside and outside runs. Playing solitaire use the prior FAC and get a number from 1-82 to find runner with this range.

QB Secondary Receivers Section.

QB's Quick and Short pass section. If 2 readings (ex. X/PR) use the left reading (X) for Quick pass, the right (PR) for Short passes.

QB's PR section used when defense has a successful (PR) pass rush.

QB's Medium and Long pass section. If 2 readings (ex. ?/PR) use the left reading (?) for Medium pass, the right (PR) for Long passes.

QB's fumble rating

HOLMES, PRIEST							RB
2003 Kansas City							END: 16/1
INSIDE RUN							1-67
	1	2	3	4	5	6	
1	9/1	8/1	7/1	7/1	S/2	7/1	
2	7/1	S/2	S/2	S/2	5/-1	B/4	
3	6/1	4/-1	8/1	9/2	5/0	4/-3	
4	4/-1	4/-2	8/1	6/0	4/-1	6/0	
5	B/2	6/0	6/0	S/2	S/2	5/-1	
6	5/0	4/-2	S/2	6/0	5/0	5/0	
OUTSIDE RUN							1-67
	1	2	3	4	5	6	
1	2/-3	6/0	5/-1	6/0	S/1	9/1	
2	B/2	4/-1	S/2	S/2	5/0	B/2	
3	7/0	6/0	5/0	6/0	S/1	2/-2	
4	4/-1	2/-2	7/1	3/-2	4/-1	B/2	
5	S/1	4/-1	2/-3	8/1	S/1	8/1	
6	B/2	7/0	4/-1	5/0	2/-4	S/1	
ATT	YDS	AVG	TD	LNG	BLK	FUM	
320	1420	4.4	27	4	3/-2	0	

Inside rushing section.

Outside rushing section.

RBs' long run rating.

RBs' block ratings: Left side run blocking (3), right side pass blocking (-2)

RBs' fumble rating

GONZALEZ, TONY							TE
2003 Kansas City							END: 4/1
6	SHORT PASS					1-24	
	1	2	3	4	5	6	
1-2	5	1	7	M	3	0	
3-4	9	2	4	2	6	5	
5-6	8	4	1	3	4	10	
	MEDIUM PASS					1-24	
	1	2	3	4	5	6	
1-2	17	18	13	16	11	14	
3-4	20	12	10	12	L	L	
5-6	14	11	14	19	13	15	
	LONG PASS					1-21	
	1	2	3	4	5	6	
1-2	41	29	27	36	67	27	
3-4	21	24	50	25	31	23	
5-6	54	31	28	20	45	32	
REC	YDS	AVG	TD		BLK	FUM	
71	915.9	12.9	10		3	0	

Receivers' endurance and injury ratings. Used when playing face-to-face to show number of catches allowed (4) each half before tiring. Injury rating on right (1).

Receivers' range for short, medium and long passes. Playing solitaire use this range to find receiver for the play call using the prior FAC card number. Range also used to find secondary receiver needed from failed pass rush.

Receivers' catch ratings: used on all R outcomes from QB readings and secondary receivers.

Receivers' run block rating

Receivers' fumble rating

Offensive line run blocking

Offensive line pass blocking

Offensive playcalling adjustment

Offensive fumble lost range

Offensive penalty rating

OFFENSIVE LINE					
2003 KANSAS CITY					
RT	JOHN TAIT			RB	PB
				4	-1
RG	WILL SHIELDS			5	-2
C	CASEY WIEGMANN			5	-2
LG	BRIAN WATERS			4	-1
LT	WILLIE ROAF			5	-1
T	MARCUS SPEARS			2	0
T	BRETT WILLIAMS			2	0
T/G	JORDAN BLACK			2	0
G/C	DONALD WILLIS			2	0
				+2	
FUMBLE RATES					
FUMBLE LOST				11-23	
OFF PEN				5	

Abbreviations

PB: Pass block rating of offensive linemen

RB: Run block rating of offensive linemen

BLK: Block ratings of skill players. Run block rate for WR and TE.

Run block rate to left of / and Pass block rate to right of / when for RBs.

FUM: Fumble rate for offensive players

S: Short gain for runner use S column on Lookup chart

B: Breakaway run for runner use LNG rate of runner to determine column for use on Lookup Chart

L: Long gain on pass play. For RBs use LNG rate of RB to determine column for use on Lookup Chart. For WR and TE roll again on Long pass section of their card

FC?: Fair catch rate of punt returners

X: On QB card means possible completion

?: On QB card means possible interception

PR: On QB card means possible pass rush

<blank> On QB card means poor pass, incomplete

SC: On QB card means the QB scrambles

RD: Run defense rate for defenders

Q: Quick pass rate for defenders

S: Short pass rate for defenders

M: Medium pass rate for defenders

L: Long pass rate for defenders

PR: Pass rush rate for defenders

INT: Interception rate for defenders

RET: Interception return rate for defenders

(excerpt from defensive chart)

FF RATE	-1				
DEF FR	41-52	RUN PASS	RED ZONE		
			INSIDE 20	INSIDE 10	
			1	2	
			1	2	
DEF PEN	5				-1

Defensive playcalling adjustment

Defensive forced fumble rating

Defensive fumble lost range

Defensive penalty rating

Red Zone adjustments

Missing Key Player

If the key defensive position that is referred to on the FAC for a play is blank then consider the play a lost rating check. (higher yardage, completion or failed pass rush)

Special Defensive ratings: 6(#)

Some defensive players have ratings that look like 6(#). These are only found in the PR and INT sections for defenders. If a PR or INT check needs to be made and the position listed on the FAC is blank then these players can use their rating inside the () for a rating check instead.

The players are allowed to fill positions directly in front, back or beside their current position using the matrix located on the main game chart.

LDE also can fill for the LIB	LDE	LDT	NT	RDT	RDE	RDE also can fill for the RIB
	LOB	LIB	MLB	RIB	ROB	
LCB also can fill for the LIB	LCB	SS	NB	FS	RCB	RCB also can fill for the RIB

Running play:

Plays to choose from: Sweep Right, Sweep Left, Inside Left, Inside Right

Pick the player to run the ball or if playing solitaire use the FAC card number from last shown FAC (1-82) to find the runner using RB range.

The defense will pick its formation from Starters (base), Nickel, Dime, Short or Run

Pick a FAC and look for the key player on the play that was called. If another defender is also on that line then both players are key players.

Depending on the play called you will use the section for inside or outside run on the runners card.

Rolling the dice the red die tells you which column to use the white die gives you the row to lookup.

The blue dice (rating check roll) is used to check against the key players rating. Use the same number even if there are 2 key defenders.

The players card will have letters/numbers separated by a /. The left side of the / is always higher.

If the key player is a defensive player and the rating check roll is less than or equal to the RD (run defense) rating of the key defender, the defender was successful at stopping the play for the lesser yardage. Otherwise the higher yardage is used.

If the key player is an offensive player and the rating check roll is less than or equal to the RB (run block) rating of the key offensive player, the player was successful at blocking for the play for the higher yardage. Otherwise the lesser yardage is used.

Possible outcomes:

S: Short gain, roll the 2d6 again and check the S section of the game lookup chart for yardage gained.

B: Breakaway, roll the 2d6 again and check under the runners LNG rating on the game lookup chart.

HOLMES, PRIEST							RB
2003 Kansas City							END: 16/1
INSIDE RUN							1-67
	1	2	3	4	5	6	
1	9/1	8/1	7/1	7/1	S/2	7/1	
2	7/1	S/2	S/2	S/2	5/-1	B/4	
3	6/1	4/-1	8/1	9/2	5/0	4/-3	
4	4/-1	4/-2	8/1	6/0	4/-1	6/0	
5	B/2	6/0	6/0	S/2	S/2	5/-1	
6	5/0	4/-2	S/2	6/0	5/0	5/0	
OUTSIDE RUN							1-67
	1	2	3	4	5	6	
1	2/-3	6/0	5/-1	6/0	S/1	9/1	
2	B/2	4/-1	S/2	S/2	5/0	B/2	
3	7/0	6/0	5/0	6/0	S/1	2/-2	
4	4/-1	2/-2	7/1	3/-2	4/-1	B/2	
5	S/1	4/-1	2/-3	8/1	S/1	8/1	
6	B/2	7/0	4/-1	5/0	2/-4	S/1	
ATT	YDS	AVG	TD	LNG	BLK	FUM	
320	1420	4.4	27	4	3/-2	0	

Call: Inside Left FAC: RDE Roll: 3-2-5

Column 3, Row 2 on Inside run. RDE (Seymour RD rate 3) loses the rating check roll of 5. Because Seymour loses the rating check Holmes breaks a Short gain. Roll 2d6 (2-6) again check under the S column of the Lookup Chart next to 26 gets a 12 yd gain.

	STARTERS	RD	Q	S	M	L	PR	INT	RET
LDE	HAMILTON, BOBBY (1)	4	1	0	0	0	0	0	0
LDT									
NT	WASHINGTON, TED (3)	5	1	0	0	0	2	0	0
RDT									
RDE	SEYMOUR, RICHARD (1)	3	3	1	0	0	6(1)	0	0
LOB	MCGINEST, WILLIE (1)	5	1	1	2	0	5	2	4
LIB	PHIFER, ROMAN (1)	4	1	2	2	0	0	0	0
MLB									
RIB	BRUSCHI, TEDY (1)	5	2	3	4	0	2	5	2
ROB	VRABEL, MIKE (2)	3	1	1	2	0	6(3)	4	3
LCB	LAW, TY (1)	1	0	3	4	5	0	6(4)	6
SS	HARRISON, RODNEY (1)	5	0	2	3	4	3	5	0
NB									
FS	WILSON, EUGENE (1)	3	0	1	2	3	0	6	1
RCB	POOLE, TYRONE (1)	1	0	2	3	4	0	6(4)	4

Call: Sweep Left FAC: SS Roll: 5-4-3

Check column 5 row 4 of Holmes Outside Run. SS (Harrison RD rate 5) is the key player. Rating check roll of 3 is less then or equal to Harrison's RD rate. He stops the play for the lower yardage -1.

Call: Sweep Right FAC: RT Roll: 1-6-2

Check column 1, row 6 of Holmes Inside Run. RT (Tait RB rate 4) is the key player. Rating check roll of 2 is less then or equal to Tait's RB rate. Great block by Tait gives Holmes a breakaway. Roll 2d6 (2-5) on the Lookup Chart under Holmes' LNG rate (4) to get a 24 yd gain.

OFFENSIVE LINE			RB	PB
2003 KANSAS CITY				
RT	JOHN TAIT		4	-1
RG	WILL SHIELDS		5	-2
C	CASEY WIEGMANN		5	-2
LG	BRIAN WATERS		4	-1
LT	WILLIE ROAF		5	-1

LOOKUP CHART					
	1	S/2	3	4	5
24	2	12	22	24	26
25	2	12	22	24	27
26	2	12	22	25	27

Passing play:

Plays to choose from: Quick, Short, Medium and Long passes

Pick the player to throw to. RB cannot be target for Long pass, WR and TE cannot be target for Quick pass. Or allow the prior FAC number to get a receiver.

The defense will pick its formation from Starters (base), Nickel, Dime, Short or Run

Pick a FAC and look for the key player on the play that was called.

Roll the red and white dice and cross reference that with the quarterbacks player card under the correct section depending on the type of pass called.

The QB cards are separated into two sections; Quick/Short pass, Medium/Long pass.

If a / is present in the outcome you read that as the outcome on the left is for the play on the left of the /. (ie Quick, Medium)

While the outcome on the right of the / is for the right section. (ie. Short, Long) Check the example on page 1 of rules on QB card.

Possible outcomes on QBs card.

X outcome

Pass on target roll 1d6 versus key players defensive rating under proper column Q,S,M or L depending on the type of pass thrown.

If the rating check roll is less than or equal to the pass defense rating of the key defender the ball is knocked down incomplete. If

the rating check roll is greater than the pass defense rating of the key defender, the pass is complete.

Roll the red and white dice again and check the receiver's card to get the yardage gained.

If an M comes up on the receiver's card roll again and use the receivers MEDIUM pass section.

If an L comes up on a TE or WR card roll again and use the receivers LONG pass section.

If an L comes up on a RB card roll the red and white dice again and using the LNG rating of the RB check the roll on the lookup chart under the LNG number.

R outcome

Roll a 1d6 and check the receivers catch rating (these are found in a box next to the type of pass on the receiver's card).

If the rating check roll is less than or equal to the catch rating for the receiver, the pass is complete roll 2d6 for the yardage off the receivers card.

If the rating check roll is greater than the receivers catch rating, the receiver drops the ball for an incomplete pass.

(Blank outcome)

Poor pass by the quarterback, incomplete pass, play over.

? outcome

Bad pass by the quarterback for possible interception, check the key defender next to the proper section of the FAC.

If the rating check roll is less than or equal to the defenders INT rating, the ball is intercepted. Otherwise pass is incomplete.

If INT, use defenders RET rate and roll 2d6 on the TURNOVER chart for return yardage.

The point of interception as well as any pass interference is determined as follows (found on the main game lookup chart)

Quick: 0 minus 1d6 Short: 2d6 added minus 2 Medium: 2d6 added plus 8 Long: 2d6 multiplied together plus 20

SC outcome

Scramble by the quarterback. Roll 2d6 and check the quarterbacks SCRAMBLE section for yardage.

S Result (from Scramble section): This is ONLY used on S events from the SCRAMBLE section of the QB card. Any S result coming from the QBs RUN section is treated as before.

If during a scramble run, a S event is rolled from the QBs scramble section you will now go to the special QB S section of the lookup chart. This section has yardages broken down like any other run play with High/Low yardages.

Rolling 3d6 use the red and white combined to get a number from 11-66 and the blue die will be used for a rating check. **Using the upturned FAC** check the SP section to find the key player who's RUN rating (no adjustments for strategy) will be checked. If the rating check roll is less than or equal to RD of the key defender (found from the SP section of the FAC), the defender was successful at stopping the play for the shorter yardage. Otherwise the higher yardage is used.

Scrambles for zero yards:

In the game all 0 yard scrambles are NOT to be considered sacks. I look at these as the QB scrambling and just getting beyond the original line of scrimmage. For statistical reasons 1/2 yard gains sometimes don't get credit for a 1 yarder. How many times have you seen a 3rd and inches where the plays leading up to this only total 9 yards while the QB sneaks the ball 6 inches and he gets a yard. Consider this a statistical anomaly.

PR outcome (Pressure / Receiver)

A Pass Rush has put pressure on the quarterback, check the PR section on the FAC for the key defender

Roll 1d6 rating check roll versus the key players PR rating

If the rating check roll is less than or equal to the PR rating of the key defender, the player has put intense pressure on the QB.

Roll the 2d6 again and check the QBs PR area (the section between the two matrixes in the middle of the card).

RUN: Scramble roll the red/white dice again and check the QBs SCRAMBLE section (on the QBs running card for yardage)

SCK: Sacked, roll 2d6 (add together) for yardage lost. (Option on yardage lost: Q and S passes subtract 1 from roll, L pass add 2)

INT: Possible interception, refer to the key defender on the same FAC card for INT rating check as explained above.

If the rating check roll is greater than the defenders PR rating, the quarterback has avoided the pressure (failed pass rush) and is looking for a receiver to throw to.

After a failed PR by the defense you need to roll the red and white die to get a number in the 11-66 range. This number corresponds to a range on the QBs card that shows where depth wise he is looking for a secondary receiver. Use the 1-82 number on the FAC under SEC REC of the original pass depth to find who at that distance is the target. Finish the pass play by using the secondary receiver's R rating (like R outcome above).

Exception is a Quick Pass, on these use the SEC REC from the FAC to get a INC or ORG. No roll for a secondary receiver is used on these.

(Ex. The play is a MEDIUM pass, the QB gets a PR that the defense fails at from the medium pass matrix. Rolling the red(2) and white(4) die you roll a 24. This falls in the SHORT range on the QBs card. Using the SEC REC section of the FAC next to MEDIUM use that number to find the receiver.)

PX outcome (Pressure/ Defender)

These work exactly like a PR result with the exception being on a failed pass rush instead of checking the catch rating of the receiver you check the pass defense rating at the depth the QB has found a secondary receiver at. This uses the key defender from that section with no extra FAC flip required. Finish the pass play by using the defenders rating at the secondary receiver's depth like a X outcome.

(EX. A QB is throwing a long pass and a PX result comes up. If the pass rush fails then the QB rolls the red/white dice to get the depth of the secondary receiver. We will say it becomes a short pass. We now roll the blue rating check die versus the key defender listed on the FAC next to SP just like you would on a normal X reading.)

Team Sack and Interception Ranges:

Sacks:

When a sack occurs due to the pressure of a player who won a rating check you simply flip the next FAC and use the card number to check the range on the teams' SACK RANGE chart for the player getting credit for the sack. Only use the card number of the FAC, disregard all fumble and penalties from this extra FAC.

It is important to note that the player getting credit for the sack will not always be shown in the defensive alignment on the field. Consider him a sub for one of the regulars and give him a sack.

Interceptions:

When an interception occurs due to a player winning a rating check on a possible interception flip the next FAC and use the card number to check the range on the teams' INTERCEPTION RANGE chart for the player intercepting. Only use the card number of the FAC, disregard all fumble and penalties from the extra FAC.

The interception chart is broken up by position. You will check the ranges depending on the position of the player who won the interception rating check in the first place. If the interception was caused by a DB then check the ranges under DB, LB for LB, DL for DL. Even if in the dime alignment a DB is playing in one of the LB boxes still check the DB range for the interceptor.

After determining who the player intercepting is continue with the normal interception process getting the distance downfield of the pick and any return that is made. Be sure to use the intercepting players RET rating for all returns.

Call: Short Pass FAC: PR section RDE Roll: 1-3-5

Column 1, Row 3 on Quick/Short section. Use right side of / because of Short pass not Quick. (PR) RDE (Seymour PR rate 6) wins the rating check roll of a 5. Now roll 2d6 again 3-4 and check in the QB PR section in middle of card. A 34 falls in SCK range, Sacked. Roll 2d6 and add for lost yardage.

GREEN, TRENT							QB
2003 Kansas City							
QUICK PASS / SHORT PASS							
	1	2	3	4	5	6	
1	X	X	PR	X/PR	X	X/PR	
2	X	X	PR	X	X	X	
3	X/PR	X	X	X		X	
4	X	X	PR/?	X	X	X	
5	X	X/PR	X	X/PR	X	?!/	
6		X	X	X	X	X	
INT 11-13 SCK 14-55 RUN 56-66							
MEDIUM PASS / LONG PASS							
	1	2	3	4	5	6	
1	X	X	X	?/PR	X	PR	
2	/?	X	X	X	X	PR	
3	X	X	X	X	PR	X	
4	X	X	X	X	X	X	
5	X	PR	PR	PR	X	X	
6	PR	X	PR	PR	PR	X	
ATT	CMP	YDS	TD	INT	SCK	FUM	
523	330	4039	24	12	20	1	

Call: Short Pass FAC: ROB Roll: 5-2-4

Column 5, Row 2 on Medium/Long section. Reading of X, on target pass. ROB (Vrabel S rate 1) loses the rating check roll of a 4. Pass is complete, roll of 1 would have been a pass knocked down by Vrabel. Roll 2d6 (6-3) to get yardage from Gonzalez card. Reading of M means Gonzalez breaks loose, roll 2d6 (6-3) in the Medium section, reading of L means he is still loose roll 2d6 (4-1) on the Long section, 36 yard gain.

GONZALEZ, TONY							TE
2003 Kansas City							
6	SHORT PASS						
	1	2	3	4	5	6	
1-2	5	1	7	M	β	0	
3-4	9	2	4	2	6	5	
5-6	8	4	1	3	4	10	
5	MEDIUM PASS						
	1	2	3	4	5	6	
1-2	17	18	13	16	11	14	
3-4	20	12	10	12	L	L	
5-6	14	11	14	19	13	15	
1	LONG PASS						
	1	2	3	4	5	6	
1-2	41	29	27	36	67	22	
3-4	21	24	50	25	31	23	
5-6	54	31	28	20	45	32	
REC	YDS	AVG	TD		BLK	FUM	
71	915.9	12.9	10		3	0	

	STARTERS	RD	Q	S	M	L	PR	INT	RET
LDE	HAMILTON, BOBBY (1)	4	1	0	0	0	0	0	0
LDT									
NT	WASHINGTON, TED (3)	5	1	0	0	0	2	0	0
RDT									
RDE	SEYMOUR, RICHARD (1)	3	3	1	0	0	6(1)	0	0
LOB	MCGINEST, WILLIE (1)	5	1	1	2	0	6	2	4
LIB	PHIFER, ROMAN (1)	4	1	2	2	0	0	0	0
MLB									
RIB	BRUSCHI, TEDY (1)	5	2	3	4	0	2	5	2
ROB	VRABEL, MIKE (2)	3	1	1	2	0	6(3)	4	3
LCB	LAW, TY (1)	1	0	3	4	5	0	6(4)	6
SS	HARRISON, RODNEY (1)	5	0	2	3	4	3	5	0
NB									
FS	WILSON, EUGENE (1)	3	0	1	2	3	0	6	1
RCB	POOLE, TYRONE (1)	1	0	2	3	4	0	6(4)	4

TURNOVER CHART			
	0	1	2
11-13	-5	0	0
14-16	-4	1	1
21-23	-3	2	2
24-26	-2	2	4
31-33	-1	4	5
34-36	0	5	7
41-43	1	6	9

	Key	
15		
Sweep Left	SS	RIB
Inside Left	RDE	
Inside Right	SS	
Sweep Right	LIB	LOB
OB	Key	Sec Rec
Quick Pass	LDE	ORG
Short Pass	ROB	39
Medium Pass	FS	43(QP)
Long Pass	LCB	19
	Key	Off Line
Pass Rush	RDT	LT

Call: Medium Pass FAC: FS Roll: 4-1-2

Column 4, Row 1 on Medium/ Long section. Use left side of / because Medium not Long pass (? :INT). FS (Wilson INT rate 6) wins the rating check roll of 2. Pass is intercepted by Wilson. Roll 2d6 (2-4) and add 8 to get the point of interception, 2+4+8=14 yards downfield. Roll 2d6 (2-3) and use Wilsons' RET rate of 1 check on Turnover chart. 2 yd return.

Call: Long Pass FAC: PR section RDT Roll: 3-6-6

Column 3, Row 6 on Medium/Long section. Reading of PR. RDE (Seymour PR rate 1) get to use his exceptional rating (1) for the empty RDT spot. However, he loses the rating check roll of 6. Rush fails, Green can find SEC REC. Using the same FAC, lookup the SEC REC portion next to Long Pass (ORG) original receiver. Roll 1d6 rating check roll against Gonzalez' Long pass rating (1). Roll of 1 it's complete roll for yardage, 2-6 pass is dropped incomplete.

Kickoffs

Roll 2d6 and check on kickers KICKOFF section for distance of kick.

The card is read with the yardage of the kickoff on the left of the / and the coverage rating on the right.

TB is a touchback. OB means the ball was kicked out-of-bounds, penalty, ball placed at the 40 yard line.

Roll 1d6 versus the coverage rating, less than or equal to the coverage rating is good coverage. Otherwise poor coverage.

Flip a FAC card and refer to the card number for the returner. The return team players have range of numbers for who the return man will be.

Roll 2d6 and check the return man's section. If the coverage was good, the return is the lower yardage. Poor coverage gives up the higher yardage.

VINATIERI, ADAM							K
2003 New England						KT PEN	4
KICKOFFS							
	1	2	3	4	5	6	
1	61/3	59/3	58/3	57/3	63/3	62/3	
2	64/3	68/2	67/2	67/2	55/3	65/2	
3	64/3	56/3	66/2	59/3	61/3	56/3	
4	60/3	65/2	70/2	70/2	66/2	63/3	
5	69/2	57/3	55/3	71/2	58/3	69/2	
6	62/3	72/2	71/2	68/2	60/3	TB	
EXTRA POINTS							11-65
FIELD GOALS							
	1	2	3	4	5	6	
1	23	28	49	34	39	48	
2	39	45	47	51	46	31	
3	24	34	20	42	44	27	
4	32	40	43	50	38	B	
5	21	33	52	35	44	49	
6	41	30	37	53	36	26	
ATT	MD	%	LG		KO	TB	
34	25	74%	48		62.9	2	

FAC: #45 Roll: 1-2-3

Column 1, Row 2 in Kickoff section read 64/3.
The kickoff travels 64 yards.
Use the FAC # (45) to get the return man (Hall).
NE wins the rating check roll of 3 for good coverage.

Roll 2d6 (1-2) again for the return on Halls' card.
Since the coverage is good use the lower yardage on the right of the / for the return (10 yds).

FAC: #45 Roll: 3-6-3

Column 3, Row 6 in Kickoff section read 71/2.
The kickoff travels 71 yards.
Use the FAC # (45) to get the return man (Hall).
NE loses the rating check roll of 3 for poor coverage.

Roll 2d6 (2-5) again for the return on Halls' card.
Since the coverage is poor use the higher yardage on the left of the / for the return (47 yds).

Kick Return							RT PEN	6
2003 KANSAS CITY								
HALL, DANTE							1-79	
	1	2	3	4	5	6		
1-2	19/10	17/9	41/21	12/7	32/17	44/22		
3-4	TD/30	27/14	38/19	14/8	24/13	34/18		
5-6	50/25	47/24	29/15	57/28	22/12	54/27		
57 - 25.9 - 2						FUM	1	
BOERIGTER, MARC							80	
	1	2	3	4	5	6		
1-2	59/30	47/24	33/17	44/22	57/29	63/32		
3-4	60/30	28/14	50/25	66/33	64/32	54/27		
5-6	54/27	70/35	23/12	44/22	49/25	39/19		
1 - 44 - 0						FUM	0	
BLAYLOCK, DERRICK							81-82	
	1	2	3	4	5	6		
1-2	30/15	20/10	23/12	37/18	33/17	50/25		
3-4	43/22	34/17	48/24	32/16	46/23	40/20		
5-6	39/19	43/22	26/13	36/18	41/21	47/24		
1 - 32 - 0						FUM	3	

Call: Field goal attempt Roll: 4-5-2

Column 4, Row 5 in field goal section reads 35.

If the field goal is from 35 yards or less it is good otherwise it's missed.

Squib Kickoffs

A squib kickoff can be called before a team kicks off. When this is called roll for kickoff as normal but take 20 yards off the distance. The kick coverage automatically becomes a 5 no matter what the rating says on the matrix roll.

On the first example above on the roll of 1-2-3 the kick would travel 44 yards but the coverage would be a 5.

Onside Kickoffs

An onside kickoff can be called before a team kicks off. When this is called roll 2d6. If the roll produces doubles the kicking team recovers.

The distance of the kick and recovery is the total of the 2d6 roll plus 5 yards.

EX. Onside kick: Roll is a 4-4, kicking team recovers the kick after it travels 13 (4+4+5) yards.

EX. Onside kick: Roll is a 3-4, return team recovers the kick after it travels 12 (3+4+5) yards.

Field Goals & Extra Points(example above)

You need to flip a FAC for this play just to see if there could be any penalties.

Roll under the Field Goal section of the kickers card. A higher number than the yardage of the FG attempt is a successful FG. Otherwise the FG is missed.

Remember to add 17 yards (only 7 yards from before 1973 when the goal posts were at the front of the end zone) from the line of scrimmage for the actual distance of kick.

Extra points are simply done by rolling 3d6 with the red and white being a 11-66 number. In side kickers extra points range it is good.

When rolling for a field goal/extra point, if ALL the dice (3d6) are the same it is a block (check blocked kick yardage section for outcome).

Punting

Return team can call for an all out rush. When going for a block and a flag is thrown on the return team ALL PENALTIES become ROUGHING THE PUNTER. All returns become good coverage for the punting team.

Roll 2d6 and check the punters card using the section for where the line of scrimmage is.

OUTSIDE THE 50: This gives you the yardage for the punt.

50 YD LINE AND CLOSER: This gives you the yardline that the ball comes down on.

Roll 1d6 versus the coverage rating (the single number to the right of either a ? Or /). If the rating check roll is less than or equal to the coverage rating, the coverage is considered good coverage. Otherwise poor coverage.

Flip a FAC card and refer to the card number for the return man. The return team players have a range of numbers for whom the return man will be.

Return outcomes:

n: No return. The ball is dead after going out of bounds or being downed.

?: Possible fair catch. Roll 1d6 and check the FC rating of the return man. Less than or equal to the rating check roll and it's a fair catch. Otherwise the return man will return the ball, proceed with rolling 2d6 for the return.

/: This punt is returnable, roll 2d6 for return.

* : Possible block. Roll 1d6 versus return teams block rating. If rating check roll is less than or equal to block rating, punt is blocked. Otherwise use yardage. Roll 2d6 and add the dice together. Times that number by 2 to get the yards BEHIND the line of scrimmage that the ball is recovered at.

+ : Possible block, only if return team chooses to go for BLOCK. Use above procedure if return team was going for block. Otherwise use normal yardage.

For a return, roll 2d6 and check the return man's section. If the coverage was good, the return is the lower yardage.

Poor coverage gives up the higher yardage.

WALTER, KEN						
2003 New England						P
						4
						KT PEN
OUTSIDE 50 YD LINE						
	1	2	3	4	5	6
1	30n	52n	33?4	43/3	35?3	46/3
2	39/4	28n	25n+	40/4	45/3	48/3
3	31?4	40/4	27n	49/3	44/3	46/3
4	32?4	51n	29n	34?3	47/3	37?3
5	42/3	36?3	19n*	43/3	26n+	27n
6	32?4	38/4	37/4	49/3	50n	41/3
50 YD LINE AND CLOSER						
	1	2	3	4	5	6
1	10n	11?4	TB +	4n	8n	4n
2	13?4	15?4	14?4	2n	12?4	1n
3	19n	TB	8n	11?4	18n	9n
4	6n	TB *	18n	19n	16n	14?4
5	17n	5n	20n	13?4	6n	16n
6	9n	3n	TB +	1n	3n	7n
NO	AVG	LG	FC	TB	I20	BLK
76	37.7	52	10	3	25	1

Punt from own 36 FAC: #45 Roll: 1-6-3

Column 1, Row 6 in Outside 50 section read 46/3.

The punt travels 46 yards.

Use the FAC # (45) to get the return man (Hall).

NE wins the rating check roll of 3 for good coverage.

Roll 2d6 (1-2) again for the return on Halls' card.

Since the coverage is good use the lower yardage on the right of the / for the return (18 yds).

Punt from opp. 45 FAC: #45 Roll: 3-2-5

Column 3, Row 2 in 50yd close section read 14?4

The punt travels 31 yards to the 14yd line.

Possible fair catch.

Use the FAC # (45) to get the return man (Hall).

NE loses the rating check roll of 5 for poor coverage.

Roll 3d6 (2-1-5) again for the return on Halls' card.

Use the rating check dice to see if Hall calls a fair catch, the 5 is above Halls FC rate (4)

so no FC.

Since the coverage is poor use the higher yardage on the left of the / for the return (touchdown).

Punt Return						
2003 KANSAS CITY						BLK:
						3
						RT PEN
						6
HALL, DANTE						
	1	2	3	4	5	6
1-2	35/18	TD/19	24/13	14/7	26/14	33/17
3-4	31/16	12/6	-1/-3	17/9	1/-1	28/15
5-6	6/2	4/1	9/4	19/11	TD/20	22/12
29	16.3	-2		FC?	4	FUM 1
KENNISON, EDDIE						76-80
	1	2	3	4	5	6
1-2	38/20	43/22	34/18	13/5	44/22	5/0
3-4	23/11	46/23	37/19	40/20	41/21	20/9
5-6	16/7	35/18	27/13	2/-2	9/2	30/15
3	23.3	-0		FC?	0	FUM 2
BARTEE, WILLIAM						81-82
	1	2	3	4	5	6
1-2	0/0	0/1	0/-1	0/0	-1/-2	0/0
3-4	-1/-2	0/0	-1/-3	0/0	0/0	0/1
5-6	0/0	0/-1	-1/-3	0/-2	0/0	0/0
1	-0	-0		FC?	0	FUM 0

Optional Punt Return Judgment:

On returnable punts inside the 10(1-9) here is what to do. Depending on the yard line that the ball comes down on I roll what I call a return judgment roll. Roll 2d6 added together and if the roll is BELOW the yard line he attempts the return, if equal or higher he lets it go. If let go, roll 2d6 and add these numbers to the distance of the kick.

EX. Punt carries to the 6 yard line. Judgment roll of 2-5 the return man attempts a return, 6-12 he lets it go. If he let it go, a roll of 6-12 means a touchback while 2-5 places the ball from the 1-4 yard line.

Punt Blocks

Each team has a punt block rate that is used when a * comes up in punting. Some exceptional teams have rating such as 6(3) which means they get a 6 rating on all * punts and use a 3 rating on all + results. Otherwise use the + punts as the original rules say.

Free Kicks Following a Safety:

After a safety, use your punter from his own 20 yard line. Add 10 yards to the distance for the free kick and add 1 to the coverage rating.

Blocked Kick Yardage and Returns:

When a punt or field goal is blocked roll 3d6 to determine where the ball is recovered and by who. Add the red and white die together to find out the distance BEHIND the line of scrimmage where the kick is recovered (for punts add and extra 10). Use the blue die to determine which team recovers.

1-2 Kicking team recovers, no advance.

3-6 Defense recovers; flip a FAC and refer only to the card number (1-100).

Use the MAIN defense chart of a team that has 20 players on it. Give each player a number starting from top to bottom 1-20, 21-40, 41-60, 61-80 and 81-100. This is the player who recovers the blocked kick. Use the turnover return chart to determine the distance of the return. Return rates depend on the position of the player recovering:

- DL: 3
- LB: 6
- DB: 9

Who to use when the key blocker is LE, RE or RB

When these players are called on to be the blockers use the player designated from the chart.

BEST: the highest rated RB not running or catching the ball. (-2 is the best pass blocking rating)

Teams Receiver Chart: The chart for each team that has all the receiving cards on it.

RB1, WR1, TE1: Use the blocking ratings of the first non-target player from the left on the teams receiver chart.

RB2, WR2, TE2: Use the blocking ratings of the second non-target player from the left on the teams receiver chart.

<u>RB</u>	<u>LE</u>	<u>RE</u>	<u>OFF</u>
BEST	TE1	TE2	Below 0
BEST	TE2	TE1	0-9
BEST	WR1	TE1	10-19
RB2	WR2	WR1	20-29
RB1	WR1	WR2	30-up

Short
Run
Starters
Nickel
Dime

Using Offensive Linemen

For more a realistic game experience you can use the offensive linemens' PB ratings to effect the PR ratings of defenders.

Use the rating of the player mentioned under OFF LINE in the Pass Rush section of the FAC card. The rating is used to adjust the PR rating of the key pass rusher (+/-).

For example if you look back at the first example for a pass play:

Call: Short Pass FAC: PR section RDE; Off Line LT Roll: 1-3-6

Column 1, Row 3 on Quick/Short section. Use right side of / because of Short pass not Quick. (PR)

The OFF LINE player called for is the LT (Roaf PB rate -1)

RDE (Seymour PR **adjusted rate 5**) now loses the rating check roll of 6. The QB now can find a secondary receiver due to Roafs blocking.

You would now roll 1d6 against Gonzalez Short pass rating (6), easy catch, roll for yardage.

Other FAC cards and readings

If the FAC flipped for the play has a Penalty or Fumble card, set this aside as you will return to this after the play. Flip another FAC until you get a card with the key defenders you will need for the play called. More than 1 special FAC can come into play if flipped before the key defender card is.

Fumble:

After the play is over roll 1d6 and if the rating check roll is less than or equal to the ball carriers FUM rating, it's a fumble. Higher than disregard fumble.

Some FAC cards have a reading QB FUM?. This means that if the QB runs or is sacked you will have a rating check roll against the QBs FUM rate for possible fumble.

The fumble card may have an adjustment of -1 or +1 that is subtracted or added to the FUM rating of the ball carrier.

The defensive team has a Def Force Fumble (FF RATE) adjustment found on the defensive chart that is added or subtracted from the ball carriers FUM rate.

If the ball is fumbled, you roll 2d6 against the Fumble Lost range on the offensive teams card and the DEF FR (defensive fumble recover) range on the defenses card. If in either range the ball is lost.

If the defensive team recovers, flip a FAC and refer to the type of play that was run to get the recovering player. If sack or scramble use the player under pass rush section (key). If run play and offensive player is on the FAC use the Quick Pass section for recovering player.

If offensive team recovers, flip a FAC and refer to the type of play that was run to get the recovering player. If sack or scramble use the player under pass rush section (Off Line). For run play and defensive player is on the FAC use the Quick Pass section under the SEC REC portion. For pass plays use the SEC REC section of the FAC card for recovering player.

The fumble card tells if the ball is returnable or not. If defense recovers and if returnable roll 2d6 and reference the 2d6 roll with the RET rating of the recovering player. If offense recovers a returnable fumble roll 3d6 but use the 3rd rating check die as the RET rating.

Fumbles During Fumble Returns:

When a team fumbles and the defense recovers you flip another FAC to find out who recovered. If you draw another fumble card you consider this a fumble by the defender running back the fumble. Give all these defensive players an average fumble rating of a 3.

Quarterback Fumbles:

QB FUM? type fumbles should be returnable on all even numbered fumble checks against the QB's card.

OFFENSIVE LINE		
2003 KANSAS CITY	<u>RB</u>	<u>PB</u>
RT JOHN TAIT	4	-1
RG WILL SHIELDS	5	-2
C CASEY WIEGMANN	5	-2
LG BRIAN WATERS	4	-1
LT WILLIE ROAF	5	-1
T MARCUS SPEARS	2	0
T BRETT WILLIAMS	2	0
T/G JORDAN BLACK	2	0
G/C DONALD WILLIS	2	0
		+2
FUMBLE RATES		
FUMBLE LOST	11-23	
OFF PEN	5	

OFFENSIVE TEAM PLAY CALLING
ADJUSTMENT NUMBER (used below)

If for example only using this card for a fumble recovery the offensive team would lose the ball on a roll from 11-23.

Penalties:

Depending on the team on the field ((OFF/DEF/RT/KT) penalty ratings are found on the appropriate card.

Some FAC cards have penalty checks for defense/return or offensive/kicking team. After the play is over roll the 1d6 with the rating check die used to check against the penalty rate of the team called for. If the rating check roll is less than or equal to the rating, a penalty is called. Otherwise no penalty.

If penalty, roll 2d6 and check the Penalty chart in the column depending on which team (OFF/DEF/RT/KT) the penalty was on and what the play was. (Run, Pass, Kick, Punt)

OoB

Play ends out-of-bounds if either a pass or sweep run. Inside runs cannot end out-of-bounds, so disregard.

INJ?

Follow the procedure on the game chart to find out who and how long a player is hurt. Defense players injury rate is in ().

Endurance / Injury ratings

All players are rated on their cards for END (endurance)

These ratings consist of two ratings:

The left rating is the number of rushing attempts or pass receptions a player may have EACH HALF before they tire.

The right rating is their injury rating.

For each reception a player exceeds his END rating for the half his ratings fall 1 for each reception over. All pass attempts that are targeted to this player also get a +1 increase for the defending players pass ratings.

For each rushing attempt that a player exceeded his END rating for the half the defense gets a +1 on running plays.

Solitaire System with Injured Players:

If the solitaire range points to a player that is hurt use the same FAC that you would have used, but refer to the SEC REC numbers starting with SHORT pass and going down until you get a number that gets you an eligible player.

Timing

The timing of the game is as follows.

40 seconds for all in bound runs and completed passes.

10 seconds for special team plays with returns, penalties, incomplete passes, out-of-bounds plays and plays with injuries.

0 seconds for extra points, field goals attempts, touchback kickoffs and any false start or offsides penalties.

** Inside runs cannot end out-of-bounds

Timeouts can be used to stop all 40 second plays making them only count 10 seconds.

Spiking the ball on what would be a 40 second play becomes a 20 second play.

Defensive Calls

The game can be played straight up as is or if playing face-to-face one gamer can play defense.

Defensive choices include picking one of the defensive alignments such as starters, nickel, dime, run or short.

Suggested alignments can be based on taking the down times the distance plus OFF team playcalling adjustment and checking the chart.

DEF team play calling index:

The DEF index is the number in the large box on the teams defensive chart.

Each team has a defensive index that is added to the other teams offensive index to get the final OFF index for the game. (Ex. If an OFF team with a +4 plays a team with a DEF index of +3 then for this game the OFF index is +7).

Suggested Defense Alignment	Dime	Nickel	Starters	Run	Short
Down times Distance	30-up	29-20	19-10	9-lower	Any 3rd/4th and 1, and all 1 or 2 yard lines

Example: OFF play calling = +2 DEF play calling = +3 OFF index for the game = +5

Ex. Using OFF index from above of +5. 3rd and 9 ((3 x 9) +5=32) falls in the Dime defense range.

Ex. Using OFF index from above of +5. 1st and 10 ((1 x 10) +5=15) falls in the Starters defense range.

Defensive Strategy (optional - you might get comfortable with game play before adding these)

Depending on what defensive strategy is deployed it can affect the ratings of both the offensive and defensive players.

The Main Game Chart shows the adjustments made to the players ratings based on what offense was called compared to the defense called.

Ex. Offense call: Inside Run Defense call: Key All defenders RD(run defense) ratings increase 2. All offense run block ratings decrease 2.

Ex. Offense call: Long Pass Defense call: Blitz All defenders PR(pass rush ratings) ratings increase 3.

Ex. Offense call: Quick Pass Defense call: Man All defenders Q(quick pass defense) ratings increase 1. All receivers catch ratings decrease 1.

Ex. Offense call: Inside Run Defense call: Blitz All defenders RD(run defense) ratings decrease 3. All offense run blocking ratings increase 3.

Run: If a team thinks the offense is going to run the ball it helps against the run but can hurt on medium and long passes.

Nickel or Dime alignment.

Run w/correct key: You can pick what runner you think will get the ball increasing your chances of a stop. Cannot be called with Nickel or Dime alignment.

Run w/incorrect key: the defense can choose a run defense and key a player who they think is going to run the ball. If you are incorrect on the ball carrier you lose any advantage of picking a run. Cannot be called with Nickel or Dime alignment.

Man-to-Man Pass : This pass defense is used to stop those quick and short passes. Cannot be called with Short alignment.

Zone Pass : This pass defense works in all depth of passes but doesn't help in any one area over another. Cannot be called with Short alignment.

Prevent Pass : This pass defense increases your chance of stopping the long pass but it doesn't stop runs and short passes well.

Cannot be called with Run or Short alignment.

Blitz : You can choose to send players on a blitz increasing your chance of putting pressure on the QB but sending these players can hurt against the run. Cannot be called with Short alignment.

Red Zone Inside 20/10 : These plays are not called but become automatic in the red zones. All plays are affected by these adjustments along with any other adjustments on defensive play calls.

Offensive and Defensive solitaire calls

While game players are more than welcome to call their own plays a solitaire system can also be used. Even if this is used you can still go ahead and call your own play if deemed more appropriate.

By rolling the 3d6 before a play the offense can get their play call and any defensive strategies can be called as well.

It all starts with the way you determined which Defensive alignment is on the field which was explained in the previous section.

Using the card number (1-82) from the previous FAC or flipping a new one can get you the runner/receiver for the play rolled. Just find the player that has that number in their range for the play called.

Solitaire Passing and a Shortened Field:

When using the Solitaire Play calling, convert all Long Passes to Medium Passes at the 15 yard line and all Passes to Short Passes at the 5 yard line.

Some optional rules

QB range roll: Using the QB secondary receiver ranges from the QBs you can use all the RED 6 die rolls as a QB choice.

How it works is that when a RED 6 comes up in the playcalling use the WHITE die as the first digit of the pass depth and the DOWN as the second.

So if it were 3rd down and I rolled a RED 6 and a WHITE 5 with Green I would check to see where the number 53 (WHITE and DOWN)

comes up on his range . In the case it would be a MEDIUM pass. (check Greens' card earlier in the rules to see where I got this)

Home field advantage

You can give the home team a bonus -1/+1 on 3rd/4th downs. There are usually a few more then 12 3rd/4th down opportunities in a game. So if you figure a 1/6 chance of that -1/+1 helping you that accounts to a little over twice a game that a home field advantage can convert that 3rd/4th down and keep a drive alive.

Time left and Score adjustments:

As teams pull ahead or fall behind the suggested defensive alignment number can change. ADD these changes to the down times distance to get the defensive alignment. A team is considered down by the number of scores. (equal to points behind divided by 7 rounded up)

Example:

Team behind 31-10 (31-10/7= 3 scores down)
 3rd Qtr 2:00 left (plus 10)
 2nd down and 7 (2 times 7 = 14)
 14 + 10= 24 falls in the Nickel defense range

QTR	Time Left	DOWN BY # OF SCORES				
		1	2	3	4	5
3rd	15-0	0	0	10	20	30
4th	15-10	0	10	20	30	30
4th	10-5	10	20	30	30	30
4th	5-2	20	30	30	30	30
4th	2-0	30	30	30	30	30

* This is the adjustment that you make to the play calling alignment number. If a team is ahead this number is subtracted while if behind it is added. The number basically moves you 1 alignment per every 10.

Example:

Team ahead 35-10 (10-35/7= 3.5/ rounded to 4)
 4th Qtr 7:00 left (minus 30)
 3rd down and 8 (3 times 8 = 24)
 24 + (-30) = -6 falls in the Run defense range

Example:

Team behind 14-13 (1 score down)
 4th Qtr 1:00 left (plus 30)
 2nd down and 4 (2 times 4 = 8)
 8 + 30= 38 falls in the Dime defense range

Offensive and Defensive Play Call Roll

Once the alignment is determined the actual solitaire offensive and defensive play calls are done using 3d6 and looked up on the appropriate matrix.

The Red die gives you the column for the offensive play.

The White die gives you the row for the offensive play.

The Blue die gives you the defensive strategy. (This is optional as the game can be played without these)

Remember when playing solitaire use the 1-82 FAC card number from the prior (the FAC currently showing from the last play) to get the runner / receiver.

(excerpt from Priest Holmes rushing card)

HOLMES, PRIEST	RB
2003 Kansas City	END: 16/1
INSIDE RUN	1-67

(excerpt from Tony Gonzalez receiving card)

GONZALEZ, TONY	TE
2003 Kansas City	END: 4/1
6 SHORT PASS	1-24

Play Example 1: Starters alignment

Roll of 3-4-4

Column 3, Row 4 = IR (Inside Right)

Blue 4 = Blitz

The prior FAC shows card number 15
 That number falls in Holmes range for inside run.

	1	2	3	4	5	6
1	SL	SL	SL	SP	QP	QP
2	IL	SL	SL	SP	SP	QP
3	IL	IL	IL	SP	SP	SP
4	IR	IR	IR	MP	MP	SP
5	IR	SR	SR	MP	MP	MP
6	SR	SR	SR	LP	LP	MP
Strategy	Key	Run	No	Blitz	Man	Zone

Play Example 2: Starters alignment

Roll of 6-3-2

Column 6, Row 3 = SP (Short Pass)

Blue 2 = Run

The prior FAC shows card number 15
 That number falls in Gonzalez range for short pass.

Abbreviations:

SL: Sweep Left
 IL: Inside Left
 IR: Inside Right
 SR: Sweep Right
 QP: Quick Pass
 SP: Short Pass
 MP: Medium Pass
 LP: Long Pass

Key: Run w/key
 Run: Run defense
 No: No strategy
 Blitz: Blitz
 Man: Pass / Man-to-man
 Zone: Pass / Zone
 Pre: Pass/ Prevent

(excerpt from FAC)

15
Sweep Left
Inside Left
Inside Right
Sweep Right
OB

Going for the Sidelines:

With less than 5 minutes left in a game a team may choose to go for the sidelines to stop the clock. As previously stated, no inside run can go out of bounds. Also any play that is denoted as normally going OoB is not subject to the following penalties.

Running outside: A player is deemed to have gotten OoB on all even rolls of the blue rating check die on a play. Results of S (short gain) or B (breakaway) are halved as the player gives up yardage to get OoB.

Passing: On a completed pass a player is deemed to have gotten OoB on all even rolls of the blue rating check die on a play. Add one (+1) to all defender ratings for all passes. Add one (+1) to all defender ratings for all passes. Subtract one (-1) from all receivers ratings for all passes.

On any pass play where the player ends OoB using the above rule (even numbered blue die) disregard all M and L results. Instead use these yardages for these passes:
 Quick and Short: 5 yards
 Medium: 12 yards

All plays that stay in bounds using the above rules (odd numbered blue die) and OoB off the FAC cards use all M and L results as normal play.

