

INSIDE BLITZ 1D20 VERSION

What you need to get started?

You will need 4 1d20 dice of different colors. Preferably red, white, blue and green as those as the colors that will be referred to in the rules and on the accompanying organizational chart. These colors often correspond to specific colors on the team charts to make things easier as well. To begin a game you will also need 2 team charts. The special green die is only used for defensive play calling (optional) and to determine if a play has a penalty, fumble or ends out-of-bounds.

Team Charts:

Charts are broken up with all the offense (running, passing, receiving) on one side with defense and special teams on the other. Just flip the charts over to match what is needed for each play.

KICKOFFS

To begin a game determine who will receive the kick. You can roll a dice and figure odd (away receives) and even (home receives). Once this is determined roll all 4d20 die to get the kickoff.

RED DIE: Using the kicking teams chart under KICKING and the KO row use the red 1d20 to determine the column. This is the number of yards the ball travels on the kickoff.

Results in the KO section:

- **OB:** Kickoff goes out-of-bounds so the returning team gets the ball at their own 35 yard line. **NO TIME**
- **TB:** Touchback the ball comes out to the 20. **NO TIME**
- **##r:** The ball travels ## yards and is returnable, go to the kickoff return roll

WHITE DIE: This is the coverage die. Check the roll against the kicking teams COV (coverage) rating. If the roll is less than or equal to the COV rating then the coverage is GOOD otherwise it is POOR.

BLUE DIE: Not used

GREEN DIE: Rolled to check for possible penalty or fumble on the play. (Refer to Penalty/ Fumble/ OOB die later in the rules) This die is not used anymore in play determination so it can be left alone at this point.

Squib Kickoffs (option)

A squib kick off 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 rating automatically becomes a 16 no matter what the teams rating says on their team chart.

Onside Kickoffs (option)

An onside kick off can be called before a team kicks off. When an onside kick is called use the blue die to determine who recovers, 1-3 and the kicking team recovers while 4-20 the return team recovers. The distance of the kick and recovery is the red die with the minimum distance being 8 yards. Rolls 1-7 add 10 yards to make the distance 11-17 for those rolls.

KICKOFF RETURN

If the kickoff is returnable you will need to roll 3d20 (red, white and blue) to get the outcome of the return. NOTE: while the blue die isn't used for anything on the return it is a good habit to get into in rolling these 3 die as most outcomes during the game after initial play rolls require these 3 die.

RED DIE: Using the return teams KICK RETURN section we determine the column to check with the red 1d20. Outcomes are broken down by two results per outcome broken up by a / (slash). The one on the left is what the result will be if the coverage is poor while the one on the right is the outcome when the coverage is good.

WHITE DIE: This die determines who is going to return the kick and thus which row to check. Get the return player by finding where the white 1d20 falls in the ranges of numbers next to the players names.

BLUE DIE: Not used

PLAYCALLING

Now that we have the kickoff completed we head on to plays from scrimmage. Each team has their own play calling tendencies based upon what they did for the season the charts are for. These tendencies are broken down by down and distance on the charts. Under PLAYCALLING on the offensive side of a team's chart you will see play numbers (the red numbers) underneath headers for down and distance. Using a 1d20 the number tells is if a team is going to PASS or RUN.

OPTION: Defensive teams have a section on defense/special teams' side of the charts labeled DEFENSIVE PLAYCALLING ADJUST. This is a number that helps replicate what type of plays teams called against this team during a season. This number can be added to the play number under the down and distance area of the offensive team.

Roll all 4d20 in the scrimmage play calling phase.

RED DIE: If this die is less than or equal to the play number under the current down and distance of the teams PLAYCALLING section then the play is going to be a pass. If the roll is higher than it is a run. EX. On 1st and 10 an offensive team has a play number of 9. The defensive team has a play adjust number of -1. The adjusted play number is an 8. If the 1d20 is 1-8 the play is a pass while 9-20 the play will be a run.

WHITE DIE:

Run Play: Not used

Pass Play: This roll is used to check the depth the pass will be thrown. Find where the roll falls in the Quarterbacks SEC REC section. The possible outcomes would be SP (short pass), MP (medium pass) and LP (long pass).

BLUE DIE: This die is used to determine who is to run the ball or is the intended receiver on this play.

Run Play: Runners have ranges to the left of their names in the RUN section of a team's chart which are broken down by half. These are denoted as 1H (1st half) and 2H (2nd half). Depending on where you are in the game use the appropriate column to see where the blue die falls to get the runner. *OT use the 2H.*

Pass Play: Receivers have ranges to the left of their names in the REC section of a team's chart which are broken down by half and depth of the throw. These are denoted as 1H (1st half) and 2H (2nd half) as well as S(short pass), M(medium pass) and L(long pass). Depending on where you are in the game and the depth the pass is being attempted (based upon the white die) use the appropriate column to see where the blue die falls to get the intended receiver. *OT use the 2H.*

GREEN DIE: This die is used to determine what the optional defense play call will be based upon the down/distance situation. (Refer to defensive play calling)

NOTE: Make all LP attempts inside the opponents' 15 yard line MP passes instead. All pass plays called inside the 5 become SP calls instead.

NOTE: On 3rd and 4th downs there are modifications for the SEC REC roll. They only apply to 3rd and short(-2) or 3rd and long(+2) which applies to the die roll when checking the distance of the pass being attempted.

RUN PLAY

Once we have determined that the play is a run roll all 4d20.

RED DIE: This roll gives us the column we check for the possible outcome of the run. Use the runners' row that we determined in the PLAYCALLING phase. Outcomes are broken down by two results per outcome broken up by a / (slash). The one on the left is what the result will be if the defense fails to stop the play while the one on the right is the outcome when the defense stops the play.

Results in the RUN section:

- #: These results are pretty straight up as the runner gains or loses the yardage shown
- -D: This is stuff behind the line of scrimmage. Use the blue 1D20 from this roll and check the main game chart under RUN – D to determine the amount of yards lost
- S: This is a short gain. Use the blue 1d20 from this roll and check the main game chart under S/2 to get the yardage gained on the play
- B: This is a breakaway run. Use the blue 1d20 from this roll and using the BRK rating of the runner check the main game chart under that number to get the yardage gained on the play

WHITE DIE: This roll is used to see if the defense stops the run or not. If the roll is less than or equal to the defensive teams RD rating then the defense has stopped the play and giving the runner the lower result determined from the red die above. If the roll is higher the defense has failed and the runner will get the higher yardage.

BLUE DIE: This die is used to determine all –D, S and B outcomes that you may have gotten from the red roll. This roll can also be used to find who on the defense made the STUFF (tackle behind the line of scrimmage) stop if you get a negative yardage. If this die was used to get yardage lost on a –D result just reroll it to get the player who made the stuff.

The stuff player is determined by using the ranges under the STF column of the DEFENDERS section on the defensive teams chart.

GREEN DIE: Rolled to check for possible penalty or fumble on the play. (Refer to Penalty/ Fumble/ OOB die later in the rules) This die is not used anymore in play determination so it can be left alone at this point.

PASS PLAY

Once we have determined that the play is a run roll all 4d20. A pass play has a few more outcomes so these will be broken down individually. This is a long section with many things repeated but I wanted keep the procedure for each outcome together.

RED DIE: This roll gives us the column we check for the possible outcome of the pass. Use the QBs' row at the depth of the throw that we determined in the PLAYCALLING phase.

WHITE DIE: This roll is used to see if the defense makes a play whether it is an incomplection, interception or sack. These will be broken down by what the possible outcomes you could get from the QB section.

BLUE DIE: This roll has variable uses depending on the outcome from the red and white dies.

GREEN DIE: Rolled to check for possible penalty or fumble on the play. (Refer to Penalty/ Fumble/ OOB die later in the rules) This die is not used anymore in play determination so it can be left alone at this point.

NOTE: If the yardage of the pass reception is greater than that needed for a TD plus 10 yards (end zone length) it is still a TD.

Results in the QB section:

C OUTCOME

- Pass completed
- Not used
- Not used

REROLL THE RED AND WHITE DICE

- Use the red 1d20 to check the proper column based upon the depth of the throw on the main game chart for the yardage gained. The column checked may change based on the result from the white die roll. If the depth being checked is LP then use the receivers LNG column to get the yardage.
- If the depth was already LP then disregard. The white 1d20 is used to check if the receiver has broken the reception to the next depth level. The roll is checked versus the receivers + rating adjusted by the defensive teams +adj rating, if less than or equal to than the receiver has broken the reception to the next level (SP to MP, MP to LP) so that is the one you check yardage for.

X OUTCOME

- Pass on target but the defense has the opportunity to make the stop and make the pass incomplete
- If the white die is less than or equal to the defensive teams pass rating based upon the depth of the throw (SP=short pass, MP=medium pass, LP=long pass) the pass is incomplete. If the rolls higher the pass is complete.
- This roll is used to find who on the defense gets credit for the pass defended if the defense did make the stop. The player is determined by using the ranges under the PD column of the DEFENDERS section on the defensive teams chart.

IF COMPLETE REROLL THE RED AND WHITE DICE

- Use the red 1d20 to check the proper column based upon the depth of the throw on the main game chart for the yardage gained. The column checked may change based on the result from the white die roll. If the depth being checked is LP then use the receivers LNG column to get the yardage.
- If the depth was already LP then disregard. The white 1d20 is used to check if the receiver has broken the reception to the next depth level. The roll is checked versus the receivers + rating adjusted by the defensive teams +adj rating, if less than or equal to than the receiver has broken the reception to the next level (SP to MP, MP to LP) so that is the one you check yardage for.

PR OUTCOME

- Pass rush pressure with a failed pass rush allowing the receiver to make a play on the ball
- If the white die is less than or equal to the defensive teams pass rush (PR) rating then it is a possible sack. If the roll is higher the QB has escaped the pressure and is looking for a secondary receiver.
- For possible sack?: If the pressure was successful based upon the white die roll this roll is checked against the QBs PR/PX section to see if the 1d20 roll falls in the SCK (sack) or SC (scramble) ranges.

REROLL THE RED AND WHITE DICE

- For a sack use the red 1d20 to check the main game chart for yards lost on the sack under the SCK column
 - Use the white 1d20 to get the sacking player from the ranges under the SCK column of the DEFENDERS section on the defensive teams chart.
 - For a scramble use the red 1d20 on the QBs SC row to get a #/# yardage.
 - If the white die is less than or equal to the defensive teams run defense (RD) rating because this has become a running play then the defense has stopped the run for the lesser yardage. If the roll is higher the defense fails to stop the scramble and the QB gets the larger yardage.
- For failed sack, secondary receiver?: If the pressure failed based upon the white die roll use this roll against the QBs SEC REC section to find the depth the QB is now looking for a secondary receiver at.

REROLL THE RED AND WHITE DICE

- Based upon the depth the QB is now looking for a secondary receiver use the red 1d20 roll just like you did in the getting the intended receiver in the PLAYCALLING phase.
- If the white die is less than or equal to the intended receivers rating based upon the depth of the pass then he makes the catch. If the roll is higher the receiver drops the ball, incomplete.

IF COMPLETE REROLL THE RED AND WHITE DICE

- Use the red 1d20 to check the proper column based upon the depth of the throw on the main game chart for the yardage gained. The column checked may change based on the result from the white die roll. If the depth being checked is LP then use the receivers LNG column to get the yardage.
- If the depth was already LP then disregard. The white 1d20 is used to check if the receiver has broken the reception to the next depth level. The roll is checked versus the receivers + rating adjusted by the defensive teams +adj rating, if less than or equal to than the receiver has broken the reception to the next level (SP to MP, MP to LP) so that is the one you check yardage for.

PX OUTCOME

- Pass rush pressure with a failed pass rush allowing the defense a chance to make the pass incomplete
- If the white die is less than or equal to the defensive teams pass rush (PR) rating then it is a possible sack. If the roll is higher the QB has escaped the pressure and is looking for a secondary receiver.
- For possible sack?: If the pressure was successful based upon the white die roll this roll is checked against the QBs PR/PX section to see if the 1d20 roll falls in the SCK (sack) or SC (scramble) ranges.

REROLL THE RED, WHITE AND BLUE DICE

- For a sack use the red 1d20 to check the main game chart for yards lost on the sack under the SCK column
- Use the white 1d20 to get the sacking player from the ranges under the SCK column of the DEFENDERS section on the defensive teams chart.
- For a scramble use the red 1d20 on the QBs SC row to get a #/# yardage.
- If the white die is less than or equal to the defensive teams run defense (RD) rating because this has become a running play then the defense has stopped the run for the lesser yardage. If the roll is higher the defense fails to stop the scramble and the QB gets the larger yardage.
- For failed sack, secondary receiver?: If the pressure failed based upon the white die roll use this roll against the QBs SEC REC section to find the depth the QB is now looking for a secondary receiver at.

REROLL THE RED AND WHITE DICE

- Based upon the depth the QB is now looking for a secondary receiver use the red 1d20 roll just like you did in the getting the intended receiver in the PLAYCALLING phase.
- If the white die is less than or equal to the defensive teams pass rating based upon the depth of the throw (SP=short pass, MP=medium pass, LP=long pass) the pass is incomplete. If the rolls higher the pass is complete.

IF COMPLETE REROLL THE RED AND WHITE DICE

- Use the red 1d20 to check the proper column based upon the depth of the throw on the main game chart for the yardage gained. The column checked may change based on the result from the white die roll. If the depth being checked is LP then use the receivers LNG column to get the yardage.
- If the depth was already LP then disregard. The white 1d20 is used to check if the receiver has broken the reception to the next depth level. The roll is checked versus the receivers + rating adjusted by the defensive teams +adj rating, if less than or equal to than the receiver has broken the reception to the next level (SP to MP, MP to LP) so that is the one you check yardage for.

R OUTCOME

- Pass on target but the receiver has to make the catch for it to be a competition
- If the white die is less than or equal to the intended receivers rating based upon the depth of the pass then he makes the catch. If the roll is higher the receiver drops the ball, incomplete.
- Not used

IF COMPLETE REROLL THE RED AND WHITE DICE

- Use the red 1d20 to check the proper column based upon the depth of the throw on the main game chart for the yardage gained. The column checked may change based on the result from the white die roll. If the depth being checked is LP then use the receivers LNG column to get the yardage.
- If the depth was already LP then disregard. The white 1d20 is used to check if the receiver has broken the reception to the next depth level. The roll is checked versus the receivers + rating adjusted by the defensive teams +adj rating, if less than or equal to than the receiver has broken the reception to the next level (SP to MP, MP to LP) so that is the one you check yardage for.

SC OUTCOME

- Scramble, the QB has pulled the ball down and going to run
- If the white die is less than or equal to the defensive teams run defense (RD) rating because this has become a running play then the defense has stopped the run for the lesser yardage. If the roll is higher the defense fails to stop the scramble and the QB gets the larger yardage.
- Use the roll on the QBs SC row to see what #/# outcome the QB gets on the scramble. The white die outcome tells if the defense gives up the higher or lower yardage.

? (-##) INT OUTCOME

- Possible interception on the pass
- If the white die is less than or equal to the defensive teams INT rating adjusted by the number in the (-##) then the pass is picked off. If the roll is higher the pass is incomplete.
- If intercepted use this roll to get the intercepting player from the ranges under the INT column of the DEFENDERS section on the defensive teams chart. If pass was incomplete this roll is not used.

IF INTERCEPTED REROLL THE RED AND WHITE DICE

- Use the red 1d20 to check the proper column based upon the depth of the throw on the main game chart for the point of the interception (POI) if SP or MP. If the pass was a LP then POI is 20 + the 1d20 roll.
NOTE: If the POI is beyond the end zone (goal line plus 10) then there is no interception.
- The intercepting player has a RET rating. Use the white 1d20 roll to check on the main game chart in the TURNOVER RETURN section using the RET rating as the column checked.

BLANK OUTCOME

- Poor pass is thrown incomplete
- Not used
- Not used

PUNTING

To punt we use the punting teams chart under PUNTING you need to determine where on the field you are punting from. If a team is punting from a team's own end of the field through midfield use the OWN row. If a team is punting from inside the 50 yard line on the opponents' side of the field use the In 50 row.

PUNTING OWN SECTION

RED DIE: Using the punting teams chart under PUNTING and the proper row based upon field position use the red 1d20 to determine the column. This is the number of yards the ball travels on the punt.

- ##r: The ball travels ## yards and is returnable, go to the punt return roll
- ##n: The ball travels ## yards and is NOT returnable
- ##?: The ball travels ## yards and is possible a fair catch (check blue die)

PUNTING IN 50 SECTION

RED DIE: Using the punting teams chart under PUNTING and the proper row based upon field position use the red 1d20 to determine the column. This is the yard line where the ball comes down.

- TB: Touchback the ball comes out to the 20.
- ##r: The ball travels to the ## yard line and is returnable, go to the punt return roll
- ##n: The ball travels to the ## yard line and is NOT returnable
- ##?: The ball travels to the ## yard line and is possible a fair catch (check blue die)

WHITE DIE: This is the coverage die. Check the roll against the punting teams COV (coverage) rating. If the roll is less than or equal to the COV rating then the coverage is GOOD otherwise it is POOR.

BLUE DIE: This die is used to determine if a punt is possibly blocked. If the blue die is the same number as the red die it is a possible blocked punt.

- If possible block reroll the blue die and check the return teams BLK rate. If the roll is less than or equal to the rate then the punt is block. If the roll is higher than there is no block, proceed with punt procedure.

GREEN DIE: Rolled to check for possible penalty or fumble on the play. (Refer to Penalty/ Fumble/ OOB die later in the rules) This die is not used anymore in play determination so it can be left alone at this point.

PUNT RETURN

If the punt is returnable you will need to roll 3d20 (red, white and blue) to get the outcome of the return.

RED DIE: Using the return teams PUNT RETURN section we determine the column to check with the red 1d20. Outcomes are broken down by two results per outcome broken up by a / (slash). The one on the left is what the result will be if the coverage is poor while the one on the right is the outcome when the coverage is good.

WHITE DIE: This die determines who is going to return the punt and thus which row to check. Get the return player by finding where the white 1d20 falls in the ranges of numbers next to the players names.

BLUE DIE: For possible fair catch if the roll is 1-10 then it is a fair catch, if the roll is 11-20 then the punt is returnable

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 1d20 if the roll is BELOW the yard line he attempts the return, if equal or higher he lets it go. If let go, roll 1d20 and add subtract 5 from the die roll to see how far the ball rolls to.

EX. Punt carries to the 8 yard line. Judgment roll of 1-7 the return man attempts a return, 8-20 he lets it go. If he let it go, a roll of 13-20 means a touchback (roll 13 minus 5 is 8 yards into the end zone) while 1-12 places the ball from the 1-12 yard line.

FIELD GOALS

When kicking a field goal the yardage for the FG needs to be determined by adding 17 yards from the line of scrimmage. Roll all 4d20 to get the outcome. You will use the FG row of the KICKING section to get a yardage amount.

RED DIE: Use this die to get the column to check for yardage. If the yardage is greater or equal to the distance being kicked then the FG is good. If the yardage is less than the distance needed the FG is missed.

WHITE DIE: This die is used is needed to check the defensive teams BLK rating if a possible block occurs.

BLUE DIE: This die is used to determine if the FG is possibly blocked. If the blue die is the same number as the red die it is a possible blocked FG.

GREEN DIE: Rolled to check for possible penalty on the play. (Refer to Penalty/ Fumble/ OOB die later in the rules) This die is not used anymore in play determination so it can be left alone at this point.

EXTRA POINTS

When kicking an extra point roll all 4d20 dice. You will use the XP row of the KICKING section to get an outcome.

RED DIE: Use this die to get the column to check for if the kick is good or not. If the result is a G it is good. If the result is blank it is a miss. If the result is a range of numbers reroll the red die and if the roll is within the range shown the kick is good, otherwise it is a miss.

WHITE DIE: This die is used is needed to check the defensive teams BLK rating if a possible block occurs.

BLUE DIE: This die is used to determine if the XP is possibly blocked. If the blue die is the same number as the red die it is a possible blocked XP.

GREEN DIE: Rolled to check for possible penalty on the play. (Refer to Penalty/ Fumble/ OOB die later in the rules) This die is not used anymore in play determination so it can be left alone at this point.

PENALTY / FUMBLE/ OOB

The green die is rolled once per play and depending on that roll there can be a penalty, fumble or the play can end out-of-bounds (OOB).

If the rolls is:

1 Possible fumble

- Reroll the green die. If the roll is less than or equal to the offense FUM + defense FF rate then it is a fumble. If higher no fumble. If fumble reroll red, white and blue dice.
 - **RED DIE:** If the roll is less than or equal to the offense FR (the FR in the PLATYCALLING section) + defense FR (in the DEFENSE section) rate then the fumble is recovered by the offense. If higher the defense recovers.
 - **WHITE DIE:** If the defense recovers use this die to find who recovered based upon when fumble occurred. This roll will have you look in the DEFENDERS section of the team charts.
 - If play was a sack use the SCK column to find the recovering player
 - If the play was a run up thru 9 yards use the STF column to find the recovering player
 - If the play was a pass completion or special teams use the PD column to find the recovering player

- BLUE DIE: The recovering player has a RET rating. Use this roll to determine the yardage, if any, the player returns the fumble. Using the TURNOVER RETURN section of the main game chart and the RET rating for the column find the return yardage. *NOTE: the yellow area under the 0 rate is considered a return of 0 yards on a fumble recovery.*

2-4 the play ends OOB

19 Possible offensive/ kicking team penalty reroll the red and white dice.

- RED DIE: If the roll is less than or equal to the offensive teams PEN rate then it is a penalty, higher no penalty.
- WHITE DIE: Check this roll against the penalty section of the main game chart using the type of play that occurred when the penalty was called. *NOTE only the yellow sections in the XP or FG section can be called on those plays. If the roll gets some other outcome no penalty.*

20 Possible defensive/return team penalty, reroll the red and white dice.

- RED DIE: If the roll is less than or equal to the defensive teams PEN rate then it is a penalty, higher no penalty.
- WHITE DIE: Check this roll against the penalty section of the main game chart using the type of play that occurred when the penalty was called.
NOTE: only the yellow sections in the XP or FG section can be called on those plays. If the roll gets some other outcome no penalty is called.

BLOCKED KICKS

Whenever a blocked kick happens in the game we need to determine what happens with the ball. Roll the red, white and blue dice.

BLOCKED PUNT

RED DIE: This gives up where the blocked kick ends up. The yard line where the ball ends up is equal to the line of scrimmage minus the red die roll.

WHITE DIE: The player is determined by using the ranges under the PD column of the DEFENDERS section on the defensive teams chart.

BLUE DIE: The recovering player has a RET rating. Use this roll to determine the yardage, if any, the player returns the fumble. Using the TURNOVER RETURN section of the main game chart and the RET rating for the column find the return yardage.

TIMING

The timing of the game is as follows.

40 seconds for all in bound runs and passes that are completed.

20 seconds for a 1st down that would normally take 40 sec (inbounds).

10 seconds for plays that end out of bounds and incomplete passes. All kickoffs, punts and change of possession plays.

0 seconds for off sides and false start penalties and all field goal and XP attempts.

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.

RED ZONE DEFENSE

Whenever a defense has allowed an opposing team to get into their red zone (from the 20 yard line in) the new RED ZONE defense ratings take over. For RD, SP and MP attempts in the red zone use the ratings on the defensive teams chart in red.

DEFENSIVE PLAY CALLING (optional)

THE INITIAL GREEN DIE ROLL

The game can be played with or without using defensive play calling and adjustments. If you choose to play with them use the green 1d20 that you roll when getting the offensive play. Depending on the situation in the game this roll gives you a play call for the defense that could affect whether a play is successful or not. The game chart shows what defenses are called based upon the die roll and how it affects the rating checks.

- On first and second downs the defense column to look under is based upon the play calling tendencies of the offense. These are broken down into ranges based upon the offense teams' chart. If a team has a play calling number in the 7-12 range then they are an average run/ pass team which would put the defense in a base set. Offensive teams that are more apt to run will have lower play call numbers here which will cause the defense to shift to more run oriented play calls. The opposite is true for passing teams.
- On third and fourth downs defensive play calling switches to that based upon distance needed for a first down. The further the offense needs to travel for a first down the more likely a pass oriented pass defense will be called.

THE EFFECTS OF THE CALL

Once the defensive strategy is known you can see on the strategy chart how it can affect certain plays. These are shown by ranges and colors on the chart as to how they help or hurt a defense.

- Orange and red outcomes: These are numbers that become automatic defensive wins. Whether it be holding a runner to the lower yardage amount, causing a pass to be incomplete or adding to the pass rush if when checking for a defensive team rating check these numbers are rolled it is a defensive win. *EX. A team has RD of 10 but they call a RUN KEY and the offense runs the ball. The defense wins on rolls of 1-10 plus 16-20.*
- Blue and green outcomes: These are numbers that become automatic offensive wins. Whether it means a runner gets the higher yardage or a pass becomes complete based upon these ranges even if it is normally in the defensive stop range it becomes an offensive win. *EX. A team has a RD of 10 but they call a PREVENT and the offense runs the ball. The defense now only wins on rolls of 6-10 as the 1-5 they normally would also have won with is now a loss because of the play call.*
- White outcomes: These have no affect on the defensive stop rolls.
- Receiver R ratings: If a pass outcome is an R then these ranges either help a receiver to catch the ball (green and blue) or cause them to drop the ball (red and orange).

SCORE/TIME PLAYCALLING ADJUSTMENTS (optional)

Based upon the game situation play calling for the offense can change. When a team gets behind they are more likely to throw especially as time runs down in the game. The chart shows what is added to a teams play call numbers (if behind) or subtracted (if ahead). No adjustment can go below 1 or above 20. A straight up roll of 1 is an automatic pass play while a straight up roll of 20 is always a run. The chart is broken down by time remaining as well as scores behind.

- Scores behind: This is what a team currently leads or trails in a game divided by 8 rounded up. *EX. If a team trails by 12 then they are considered 2 scores down ($12/8=1.5$ rounded up to 2)*
- Time remaining: This is broken down by time remaining in the game so the closer to the end of the game the more desperate/ conservative a team becomes.