

☆ Penalty Chart ☆

Infraction	Run Plays		Pass Plays		Punts		Kickoff; Field Goal		Penalty
	OFF	DEF	OFF	DEF	Return	Kick	Return	Kick	
1 Delay of Game	↓	↓	↓	↓	↓	↓	↓	↓	5 LOS, TO?
2 Offside	11-15	11-21	11-13	11-14	11-21	11-16	11-12	11-16	5 LOS
3 Illegal Motion	16-23	↓	14-16	↓	↓	↓	↓	↓	5 LOS
4 Intentional Grounding	↓	↓	21-23*	↓	↓	↓	↓	↓	10 LOD+
5 OFFENSE: Holding	24-45	↓	24-51	↓	↓	↓	13-14	↓	10 LOS
6 DEFENSE: Holding	↓	22-26	↓	15-22	↓	21-24	↓	↓	5 LOS, 1stDn
7 Illegal Block	46-53	↓	52-54	↓	22-42	↓	15-54	↓	☆10 SOF
8 Illegal Contact	↓	↓	↓	23-26	↓	↓	↓	↓	5 LOS, 1stDn
9 DEF Pass Interference	↓	↓	↓	31-46	↓	↓	↓	↓	at SOF, 1stDn
10 OFF Pass Interference	↓	↓	↓	↓	↓	↓	↓	↓	10 LOS
11 Illegal Use of Hands	↓	31-36	↓	↓	↓	↓	↓	↓	5 LOS, 1stDn
12 Running Into Kicker	↓	↓	↓	↓	43-52	↓	↓	↓	5 LOS
13 Roughing Kicker	↓	↓	↓	↓	53-54	↓	↓	↓	15 LOS, 1stDn
14 Simulated Roughing	↓	↓	↓	↓	↓	25-26	↓	↓	15 LOS
15 Catch Interference	↓	↓	↓	↓	↓	31-41	↓	↓	5 EOR
16 Incidental Face Mask	54-55	41-46	55	51	55	42-45	55-56	21-25	5 EOP
17 Per Foul-Face Mask	56	51-56	56	52-53	56	46-53	61	26-32	15 EOP, 1stDn
18 Roughing Passer	↓	↓	↓	54-62	↓	↓	↓	↓	15 EOP, 1stDn
19 Per Foul-DEF-Live Play	↓	61-63	↓	63-64	↓	54-61	↓	33-51	15 EOP\$
20 Per Foul-OFF-Live Play	61-63	↓	61-63	↓	61-63	↓	62-63	↓	15 LOS
21 Per Foul-DEF-Dead Ball	↓	64-66	↓	65-66	↓	62-66	↓	52-66	15 EOPx
22 Per Foul-OFF-Dead Ball	64-66	---	64-66	---	64-66	---	64-66	---	15 EOP

NOTES: * - OFF Pass Interference: -If pass is **incomplete**, the penalty is **INTENTIONAL GROUNDING**.
 -If the pass is **complete** the penalty is **OFFENSIVE PASS INTERFERENCE**. Go to line 10.

Intentional Grounding Spot of Foul Behind LOS	Spot From Which a Penalty is Applied	
	LOD+	Loss of Down. Penalty is 10 yards from LOS or at the spot of foul if more than 10 yards behind the LOS. See Intentional Grounding, Spot of Foul chart to the left.
Screen 2d6 plus 2 yards	LOS	Line of Scrimmage
Quick 2d6 minus 1 yard	LOS, TO?	Line of Scrimmage (May Use Time Out to Avoid Penalty)
Short 2d6 minus 1 yard	1stDn	First Down
Medium 2d6	☆SOF	Spot of Foul: Roll 1d6: 1, 2 = EOP; 3, 4, 5=halfway to EOP; 6=LOS
Long 2d6 plus 2 yards	at	
Pass Interference Spot of Foul	SOF	Spot of Foul: See Pass Interference Spot of Foul chart to the left.
	EOR	End of Return
Screen at LOS	EOP	End of Play
Quick☆ 1d6 minus 1d6 **	EOPx	End of Play (First Down, Change of Possession, Marked from that Point.)
Short 2d6 minus 2 yd	EOP\$	End of Play (If penalty occurs on First Down, Change of Possession, Offense
Medium 2d6 + 8 yards		Ball, Mark Penalty from Line of Scrimmage.)
Long 1d6 x 1d6 + 20 yd		

** Subtract lower 1d6 from higher 1d6. The average spot is 1.94 yards beyond the line of scrimmage.☆

☆Injured Player Finder Chart☆

11- BC	31- Home Timeout ²	51- RDT
12- BC	32- Home Timeout ²	52- RDE
13- BC	33- Away Timeout ¹	53- LOLB
14- BC	34- Away Timeout ²	54- LILB
15- BC	35- Away Timeout ²	55- MLB
16- BC	36- Offense Timeout ²	56- RILB
21- BC	41- Key	61- ROLB
22- LT	42- Key	62- LCB
23- LG	43- Key	63- SS
24- C	44- LDE	64- NB
25- RG	45- LDT	65- FS
26- RT	46- NT	66- RCB

BC = Ball carrier or receiver, or QB if a pass is incomplete.

KEY = Key blocker or defender on a run.

¹ Ignore if the team has no timeouts left.

² Ignore unless the team has at least two left.

☆Indicates chart contains a modification of the game rules.

Injury Duration Chart

Die Roll	Injury Rating						Die Roll
	1	2	3	4	5	6	
1	S	S	S	S	S	H	1
2	S	S	S	H	H	G	2
3	S	H	H	G	G	G	3
4	H	G	G	G	G+	G+	4
5	G	G	G+	G+	G+	G+	5
6	Roll on Col 2	Roll on Col 3	Roll on Col 4	Roll on Col 5	Roll on Col 6	G+ --	6

Duration: S-Series. H-Half. G-Game. G+-Game plus roll of one die.

- Roll 2d6. Find injured player in the injured Player Finder Chart.
- If **no player fills the indicated position** of the unit on the field, charge a **timeout** to the **trailing team**, if it has any left. Otherwise, ignore the timeout.
- Roll 1d6 versus player's injury rating. If the roll is higher, no injury occurs. If the roll is less than or equal to the die roll the player is injured.
- If the player is injured, roll 1d6 and cross index with the player's injury rating to find the duration of the injury.

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