

# Game Procedure Charts

## ☆Onside Kickoffs☆

Roll <b>2d6</b> . Consult the chart below to determine which team recovers and the spot of recovery beyond KO point.		
<b>1-1</b>	7 yards:	Kicking team recovers.
<b>2-2</b>	9 yards:	Kicking team recovers.
<b>2-3</b>	10 yards:	Kicking team recovers.
<b>3-3</b>	11 yards:	Kicking team recovers.
<b>4-4</b>	13 yards:	Kicking team recovers.
<b>4-5</b>	14 yards:	Kicking team recovers at its own field.
<b>4-5</b>	14 yards:	otherwise, receiving team recovers. ☆
<b>5-5</b>	15 yards:	Kicking team recovers.
<b>6-6</b>	17 yards:	Kicking team recovers.
KOs not shown are recovered by receiving team at <b>2d6</b> plus 5 yards, with no advance.		

## Squib Kickoffs

1.	Kicking team calls before kicking off.
2.	Subtract 20 yards from the kickoff distance.
3.	The <b>Kick Coverage</b> is automatically <b>"5"</b> no matter what it says on the kicker's grid matrix.

## Free Kicks after a Safety

1.	After a safety, the punter kicks from his own 20 yard line.
2.	Add 10 yards to the punt distance.
3.	Add 1 to the KICK COVERAGE rating.

## CHART DESIGNER'S NOTES

The purpose of these charts is to translate some Inside Blitz rules into visual aids. They sometimes supplement or duplicate Rule Reference cards or other charts. These charts should help the gamer quickly apply the rules of the game.

The "☆" symbol indicate that the chart contains a variance from the game's official rule book. Some variances are explained and some are not.

The blocked field goal attempts chart should closely recreate the NFL 5 year average for blocked FGAs. Longer distances are easier to block.

It is hoped that the gamer will comment on these enhancements to help me make them better. Enjoy!

---Tim Chandler, September 29, 2009

## Spot of Interception from Line of Scrimmage

Roll <b>1d6</b> or <b>2d6</b> and apply as follows:		
☆Screen☆	0 yards minus	<b>1d6</b>
Quick	0 yards minus	<b>1d6</b>
Short	<b>2d6</b> minus 2 yards	
Medium	<b>2d6</b> plus 8 yards	
Long	<b>1d6</b> x <b>1d6</b> plus 20 yards	

## Sack Yards Lost from Line of Scrimmage

Add <b>2d6</b> and apply as follows:		
☆Screen☆	the dice roll.	
Quick	<b>2d6</b> minus 1 yard	
Short	<b>2d6</b> minus 1 yard	
Medium	<b>2d6</b>	
Long	<b>2d6</b> plus 2 yards	

## ☆Blocked Field Goal Attempts☆

On a field goal attempt, roll <b>3d6</b> . The attempt is blocked on the following numbers if made from the following distances.		
<b>1-1-1</b>	Blocked if attempt is from any distance.	<b>1-1-1</b>
<b>2-2-2</b>	Blocked if attempt is from 20+ yards.	<b>2-2-2</b>
<b>3-3-3</b>	Blocked if attempt is from 20+ yards.	<b>3-3-3</b>
<b>4-4-4</b>	Blocked if attempt is from 20+ yards.	<b>4-4-4</b>
<b>5-5-5</b>	Blocked if attempt is from 30+ yards.	<b>5-5-5</b>
<b>6-6-6</b>	Blocked if attempt is from 40+ yards.	<b>6-6-6</b>
If not blocked, roll <b>2d6</b> and consult the kicker's card.		

## Blocked Kick: Spot of Recovery

To determine the spot behind the line of scrimmage where the blocked Punt or FGA is recovered, roll dice as follows:		
<b>Punt:</b>	Add <b>2d6</b> + 10 yards.	<b>Field Goal:</b> Add <b>2d6</b> .

## ☆Blocked Kick Recovery and Return☆

Roll <b>1d6</b> to determine which team recovers and whether there is a return. ☆OPTION: (3) is advanced if return team is at home.		
<b>1-2</b>	Kicking team recovers.	No advance
<b>3☆</b>	Return team recovers.	Home team may advance
<b>4-5-6</b>	Return team recovers.	Ball is advanced
☆As an option, roll <b>1d6</b> to determine turnover return column.*		
Recovered by ↓	Roll Dice⇒	<b>1 2 3 4 5 6</b>
Defensive Linemen:		<b>1 2 3 3 4 5</b>
Linebackers:		<b>4 5 6 6 7 8</b>
Defensive Backs:		<b>6 7 8 9 9 9</b>
*You can instead use the IB rule that gives the above highlighted numbers as the return columns for a defensive recovery.		

## Punt and Punt Return Procedure

Roll <b>2d6</b> for punt yardage and return coverage. Roll <b>1d6</b> . If the roll is less than or equal to punt coverage, the number to the right of "?" or "/" symbols, the return is against good coverage. If return is against good coverage, use returner's lower yardage number.	
n	Punt out of bounds or was downed. Ball is dead.
?	Possible fair catch. Roll <b>1d6</b> . Check FC rating of the return man. Less than or equal is a fair catch. Otherwise roll for the return.
/	Returnable. Roll <b>2d6</b> for return.
*	Possibly blocked. Roll <b>1d6</b> vs. return team's block rating. If less than or equal to the rating, the punt is blocked. If not, use the yardage.
+	Possible block ONLY if return team goes for the block, in which case use the above "*" procedure. If no block attempt, use the normal yardage.
TB	Touchback.

## Decision: Punt Return from Inside 10 Yard Line

1.	To determine whether the return man returns the punt Roll <b>2d6</b> and add them.
2.	If the dice roll sum is Lower Than the yard line of the punt distance, he Attempts The Return. If the roll is Equal to or Higher than the yard line he Lets It Go.
4.	If the dice roll is Lower Than the yard line of the punt distance the ball Rolls Dead on the yard line equal to the dice roll.
5.	If the roll is Equal To or Higher Than the yard line of the punt distance, the ball rolls into the end zone for a TB.

☆Indicates that the chart contains a modification of the game rules.