

RULE REFERENCE

Hurry Up Penalties

In Hurry Up mode, **DELAY OF GAME** penalties can only occur after a 10-seconds play. Instead, charge an immediate **FALSE START** penalty.

If the first penalty card did not result in a **FALSE START** penalty, if another penalty card is drawn, then, regardless of the kind of penalty card drawn, and regardless of whether it is an Offense or Defense penalty, charge an immediate **FALSE START** penalty.

If a third consecutive penalty card of any kind is drawn charge another immediate **FALSE START** penalty but deduct no time from the clock.

NOTE: When consecutive penalty cards are drawn, ignore the first drawn penalty card unless it results in a false start penalty.

RULE REFERENCE

Punt Return Decisions Returns from Inside 10 Yard Line

1. Roll **2d6**.
2. If the die roll is LESS THAN the yard line of the punt distance, the return is attempted. If the roll is EQUAL TO OR HIGHER than the yard line he lets it go.
3. If he LETS PUNT GO, roll **2d6** again.
4. If the 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 TOUCHBACK.

RULE REFERENCE

Kickoff Procedure

1. The team winning a coin toss prior to the game must choose to either
 - a. Receive the initial kickoff,
 - b. Defer, and receive the 2nd half kickoff.
2. The ball is kicked from the kicking team's **30 yard line**, unless a penalty was assessed against either team.
3. If the kickoff goes out of bounds, the receiving team must choose to either
 - a. Require another kickoff after a **5-yard penalty** is assessed against the kicking team, or,
 - b. Take the ball **30 yards** from the point of the kickoff.

RULE REFERENCE

Slow Down Offense

May use in **Last 3 Minutes of First Half** and **Last 5 Minutes of the Game**.

Run, inbounds	40 Sec.
Complete pass inbounds	40 Sec.
Spiking ball after inbounds play	20 Sec.
Run out of bounds	20 Sec.
Complete pass out of bounds	20 Sec.
Special teams play	10 Sec.
Turnover	10 Sec.
Out of bounds play not described above	10 Sec.
Incomplete pass	10 Sec.
Penalty on any play	10 Sec.
Injury on any play	10 Sec.
Timeout after any play: Reduce to	10 Sec.
Touchdown or safety	10 Sec.

SPECIAL: QB Sack Timing

a. QB Sack--except for "b", below	20 Sec.
b. QB Sack--last 2 min 2nd, 4th qtrs.	40 Sec.
Timeout after QB kneels down	20 Sec.

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RULE REFERENCE

Fumble Recovery

1. **Quarterback Fumbles:** Returnable on even numbered fumble checks.
2. **Offense Fumble Recovery:**
 - a. Flip FAC and refer to type of play that was run.
 - b. On a sack or scramble, use the player under the pass rush section (Offensive Line).
 - c. On a run play if defensive player is on the FAC, use SEC REC under QUICK PASS section of the FAC.
 - d. On a pass play use the SEC REC section of the FAC for the recovering player.
3. If Offense recovers a RETURNABLE PUNT: Roll **3d6**. Use the **blue die** for the RET rating.

RULE REFERENCE

Squib Kickoffs

1. Kicking team calls before kicking off.
2. Subtract 20 yards from the kickoff distance.
3. KICK COVERAGE is automatically "5" no matter what it says on the matrix roll.

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.

RULE REFERENCE

Defensive Unit Substitution Based Upon Score

QTR	Minutes Left	Scores Behind or Ahead				
		1	2	3	4	5
3rd	15- 0:10	0	0	0	10	20
4th	15-10:10	0	0	10	20	30
4th	10- 5:10	0	10	20	30	30
4th	5- 2:10	10	20	30	30	30
4th	2- 0:10	20	30	30	30	30
QTR	Minutes Left	Scores Behind or Ahead				
		1	2	3	4	5

Scores Behind or Ahead = Divide the score difference by 7 to determine the number of scores ahead/behind. Round up fractions.

Add the number to the defensive unit determination number for the team that is **behind**.

Subtract the number from the defensive unit determination number for the team that is **ahead**.

RULE REFERENCE

Blocked Field Goals

When attempting a field goal, roll **3d6**. The attempt is blocked on the following numbers and at the following distances:

1-1-1	Blocked attempt from any distance .
2-2-2	Blocked if attempt is from 20+ yards.
3-3-3	Blocked if attempt is from 20+ yards.
4-4-4	Blocked if attempt is from 20+ yards.
5-5-5	Blocked if attempt is from 30+ yards.
6-6-6	Blocked if attempt is from 40+ yards.

If FGA is not blocked, roll **2d6**, again and consult the kicker's card to see if the field goal attempt was made.

Recovery and Return

Refer to the **Blocked Kick Recovery Rule Reference** card or **Game Procedure Charts** to determine which team recovers, the spot of recovery and whether there is a return.

RULE REFERENCE

QB Runs

If an "S" result occurs on a called run by the quarterback, consult the regular "S/2" column, not the "QB-S" column of the lookup chart.

QB Scrambles

1. On a QB scramble, if an "S" event is rolled, use the "QB-S" column of the lookup chart.
2. Roll **3d6**. Use **1d6** for the rating check.
3. Using the upturned FAC, check the SP section to find Key defensive player whose RUN defense ("RD") rating will be checked. (Make no adjustments for strategy).
4. If the rating check roll is **less than or equal** to the **RD** rating use the **shorter yardage**. Otherwise use the higher yardage.

RULE REFERENCE

Punts, Punt Returns, and Blocked Punts

Roll **2d6** for punt yardage and return coverage. Roll **1d6** versus punt coverage, the number to the right of ? or / symbols. Less than or equal to the **1d6** roll is good coverage

n	Punt OB or downed. Ball is dead.
?	Possible fair catch. Roll 1d6 . Check FC rating of return man. Less than or equal is a fair catch . Otherwise roll for return.
/	Returnable. Roll 2d6 for return.
*	Possibly blocked. Roll 1d6 vs return team's block rating. If less than or equal to rating, punt is blocked . If not, use yardage. Possible block ONLY if return team goes for block, in which case use above procedure. Otherwise, use the normal yardage.
+	Touchback.

PUNT RETURNED: Roll **2d6**.
Against **good coverage**, use the **higher** number.
Against **poor coverage**, use the **lower** number.

RULE REFERENCE

Blocked Kick Recovery

Roll **1d6** to determine the recovering team and whether there is a return.

1-2	Kicking team: No advance .
☆(3)	Return team: Visitors, no advance . Return team : Advance at own field .
4-5-6	Return team: Advances .

The original rule provides that the highlighted numbers in the chart below (i.e., **3, 6, 9**) will be the return columns. ☆OPTION: Roll **1d6** to find the **turnover return column**.

Turnover Return Column Selection

Roll Dice⇒	1	2	3	4	5	6
Def. Linemen:	1	2	3	3	4	5
Linebackers:	4	5	6	6	7	8
Def. Backs:	6	7	8	9	9	9

Blocked Kick: Spot of Recovery

To determine the spot of recovery behind the line of scrimmage, roll dice as follows:

Punt: **2d6** + 10 yds. **Field Goal:** Add **2d6**

RULE REFERENCE

Field Goal Attempts with No Time Remaining

☆(Allowed In Hurry Up Mode Only)☆

1. The Offense is in "hurry up" mode.
2. The game is in the **second or final period**.
3. In the **final period**, the score is tied or the defense leads by no more than three points.
4. There are **10 seconds left** in the half or in the game.
5. The previous play result is a **spiked pass**, a **complete pass OB**, an **incomplete pass**, a **QB scramble OB**, a **penalty** is charged against the defense, or a **timeout** is called.
6. A field goal may be attempted although no time is left on the game clock. (Seconds left.)
7. Otherwise, time expires.

RULE REFERENCE

Limits on Depth of Passes

1. **LONG PASS**- May be called only if the offensive team is **16+ yards** from the defensive goal line.
2. **MEDIUM PASS**-May be called only if the offensive team is **6+ yards** from the defensive goal line.
3. **SHORT PASS**-May be called at any yard line.
4. **QUICK PASS**-May be called at any yard line.

NOTE: On the solitaire play calling charts, change Long Pass to Medium Pass between the 6 and 15 yard lines. Change a Medium Pass to Short Pass from 5 yards or closer.

RULE REFERENCE

Blocked Punt Procedure

* - **NORMAL PUNT BLOCK**. Roll **1d6** versus **return team's block rating**. If less than or equal to block rating, punt is blocked.

+ - **PUNT BLOCK RUSH**. Possible block only if return team chooses to go for the block. Use the procedure for the Normal Punt Block if the attempt is made. Otherwise, use the yardage.

Blocked Punt: Spot of Recovery

To determine the spot of recovery behind the line of scrimmage, roll **2d6** and add 10 yards.

Refer to **Blocked Kick Recovery** Rule Reference card to determine which team recovers and whether the kick is returned.

RULE REFERENCE

Position Matrix for Pass Rushes and Interceptions

Some defensive players have ratings that look like 6(#). These are found in the **Pass Rush** and **Interception** unit rosters for defenders. If a **PR** or **INT** check needs to be made and the position listed on the FAC is blank, these players can use the ratings inside the () for a rating check instead. Players may fill positions directly in front, back or beside their current position shown in the matrix. Some of these players can fill **diagonally** as shown.

*LDE can fill for LIB. *RDE can fill for RIB.

LDE*	LDT	NT	RDT	RDE*
LOB	LIB	MLB	RIB	ROB
LCB*	SS	NB	FS	RCB*

*LCB can fill for LIB. *RCB can fill for RIB.

RULE REFERENCE

☆Onsides Kickoff☆

Roll **2d6** and consult the chart below to find which team recovered the ball and the spot of recovery beyond KO point.

Roll	Spot	Recovering Team
1-1	7 yards:	Kicking team.
2-2	9 yards:	Kicking team.
2-3	10 yards:	Kicking team. ☆
3-3	11 yards:	Kicking team.
4-4	13 yards:	Kicking team.
4-5	14 yards:	Kicking team at its own field,
4-5	14 yards:	otherwise, receiving team.
5-5	15 yards:	Kicking team.
6-6	17 yards:	Kicking team.

Kickoffs not accounted for in the above chart are recovered by the receiving team at at **2d6 plus 5 yards**.

There is **no advance** of the ball by either team.

RULE REFERENCE

Pass Rush

Check **PR** section on FAC for key defender. Roll **1d6** versus the defenders **PR** rating minus offensive lineman's **PB** rating. If less than or equal to the **PR** rating, the QB is under intense pressure.

INTENSE PRESSURE (PR rating check won):

Roll **2d6**. Check QBs PR area:

RUN: Scramble. Roll **2d6** for scramble result. See Rule Reference card for **QB Scrambles**.

SCK: Sacked. Add **2d6** for yards lost.

INT: 1d6 rating roll against **INT** rating of key defender on same FAC. Equal or lower roll is interception.

FAILED PASS RUSH (PR rating check lost)

Roll **2d6**. Check QBs card for the depth of a secondary receiver pass. Use SEC REC section to find the number of a receiver for that depth. Use secondary receiver's **R** rating for outcome.

"R" RATING (Receiver's Catch Rating)

Roll **1d6**. If roll is equal or lower to receiver's **R** rating, the pass is complete. Roll **2d6** for yardage. If roll is higher than receiver's **R** rating, receiver drops the ball for an incomplete pass.

RULE REFERENCE

Hail Mary Long Pass

☆Long Pass into the End Zone☆

1. The "Hail Mary" Long Pass can be used when **10 Seconds** remain in the game and the offense trails by **8 points or less**.

2. A Long pass is aimed into the end zone.

3. If the long pass appears to be complete **add 21 yards** to the resulting distance shown on the receiver's card.

a. If the resulting yardage is equal to or greater than the yards to the end zone the pass is complete for a **TD**.

b. If the resulting yardage is less than the yards to the end zone, the pass is **incomplete**.

4. Spot of interception of a "Hail Mary" pass:

Roll 1d6	1	2	3	4	5	6
to get →	-1	+2	-3	+4	-5	0

that are the yards to or beyond the goal line.

5. For **secondary receivers**, ignore pass depths in parenthesis. Instead, the receiver selection number will select the receiver of a long pass.

RULE REFERENCE

Injured Player Finder Chart with Forced Timeouts

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- RILB
16- BC	36- Offense Timeout ²	56- MLB
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 inc.

KEY = Key blocker or defender on a run.

¹ Ignore if none are left.

² Ignore unless the team has at least two left.

RULE REFERENCE

Injury Duration Chart

DIE ROLL	Injury Rating of Player					
	1	2	3	4	5	6
1	S	S	S	S	D	H
2	S	S	S	H	H	G
3	S	H	H	G	G	G
4	H	G	G	G	G+	G+
5	G	G	G+	G+	G+	G+
6	c2 ¹	c3 ¹	c4 ¹	c5 ¹	c6 ¹	G+

Note: ¹ Roll on next column to the right.

Duration: S-Series H-Half G-Game G+-Game plus roll **1d6**

1. Roll **2d6** to find player in the Injured Player Finder Chart.

2. Roll **1d6** vs injury rating. If roll is higher, no injury. If roll is less or equal to die roll, player is injured.

3. If the player is injured, roll **1d6** and cross index with player's injury rating to find the duration.