

CHAPTER 4

Run Play Execution

This chapter describes the execution of the most basic play, the run. Play execution includes the following phases:

- 4.0 Defensive Line play choice
- 4.1 Offensive movement
- 4.2 Defensive reaction
- 4.3 Contact resolution (including penetration)
- 4.4 Pursuit
-Additional contact resolutions until play is completed

There are several options and variations on the run, such as the reverse, pitchout, draw, and QB option which will be described later. Also, the effect of a blitz or pass rush will be described here and in Chapter 5.

4.0 Defensive line play options:

After (part of) defensive set-up, the defensive coach announces the option taken for defensive line play. This affects both run and pass plays, and are listed below in order from pass to run orientation. Some of the features mentioned apply to Chapter 5 (Pass plays) rather than the Run. Of course, there are some occasions where a "run-blitz" uses a nominally pass oriented option effectively against a run by taking advantage of penetration possibilities. Most of the rules in this chapter are written with an assumption of a "normal" defense, with variations noted where applicable for other defensive options.

4.0.1. Pass rush: A "Blitz" or "Run Blitz" is a variation of a "Pass Rush" defense option in which linebackers or perhaps DH's attempt to add to chances of a sack or to make plays in the backfield. Running plays against a "Pass Rush" is resolved with the full contact values of all defensive lineman players, and -1 contact value for other blitzing defenders, if any. A "Pass Rush" line play option must be chosen for any blitz (or fake blitz). When the play is a run (but not a draw), there may be rolls for penetration. One can deliberately design a Pass Rush defense to effectively be a Run Blitz, designed to give a good chance for penetration. On any contact roll at or behind the line of scrimmage, of "\$" (usually 4) on the contact table, when no defender in zone or in man-to-man vs. the ballcarrier is present, the contact result is "*" (see exception for "Run Blitz" optional rule). None of the rushers or blitzing players get pursuit. On a screen, draw, or trap, defensive linemen get a chance to recognize the screen or draw, and be counted as being in zone ("normal") instead of rushing.

4.0.2. Normal: Defensive linemen look for a run first, then pass rush. The pass rush is resolved with each player -1 in pass rush value (compared to value in pass rush mode). Pass rushing linemen with P values of 2 or more count their value -1 on quick non-loft or non-quick, non-rollout bullet passes. (P=2 for a DL is rare.) There are reduced penetration rolls (see penetration rules). Defensive linemen are counted as being in zone

against a run, screen, draw, or trap. A "\$" contact result (usually a die roll of 4) has no special effect. The linemen do get normal pursuit, and are present for a screen or draw.

4.0.3 Cover linemen: Defensive linemen follow the flow of the play, looking for a run. This is implemented in the game by treating defensive linemen as playing man-to-man vs their opposite numbers. The pass rush is reduced -2 per defensive lineman. Defensive lineman pass values do not count on pass resolutions. The defensive linemen get pursuit from whatever zone they are in after reaction movement. A "\$" contact roll has no special effect. There is no penetration. Linemen do have a chance to read the trap, screen, or draw as for the rush defense, and if successful remain in zone in their original zone (where the ballcarrier is coming) rather than moving with their opposite number. (If the lineman is not in the entry zone of the ballcarrier, he follows or remains in place if applicable as is normal.) (See also 4.2.13 for more on this defensive option.)

4.0.4. Stay-at-home/Run defense: Defensive linemen dig in and hold position at the line. There is no initial pass rush. If there is a secondary receiver, the pass rush is -1 per lineman. If there is a pass, the pass value is +1 due to lack of pressure. (Not true on qk.) Defensive lineman pass values do not count on the pass. Defensive linemen (Up to a DE each in L and R and up to two DT's in C) are each +1 contact value extra vs the run. For this purpose, a NT is a DT. Defensive linemen get pursuit normally. For the trap, screen, or draw they are "stay at home" and count as being in zone, and each has an extra +P on a screen pass.

4.1 Offensive movement:

In general, each offensive player may be moved a number of zones equal to his movement allowance (or speed). The offensive coach chooses the order of movement, one player at a time, but ballcarrier last. These moves are subject to a number of restrictions and inhibitions. The moves are carried out in such a way that blockers and ballcarrier are moved into the positions specified by the written play, or as close to the play specifications as player ability and defensive dispositions will allow.

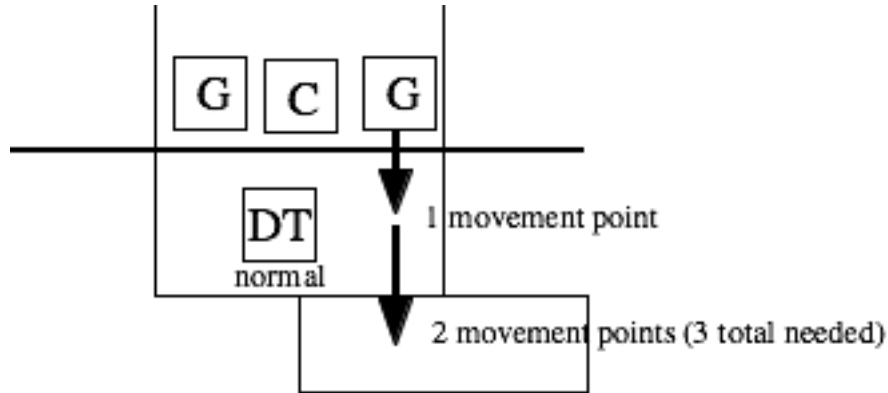
4.1.1 Zone-by-zone movement:

All moves, counted out one zone at a time, must be directly into an adjacent zone, and may not be diagonal. Moves directly from the TE positions directly to WL or WR are considered diagonal for this purpose, and are prohibited. Similarly, entry into L at the LE position must be from the TE position, not from the tackle (T) zone. (It is important for some purposes how a player enters a zone.)

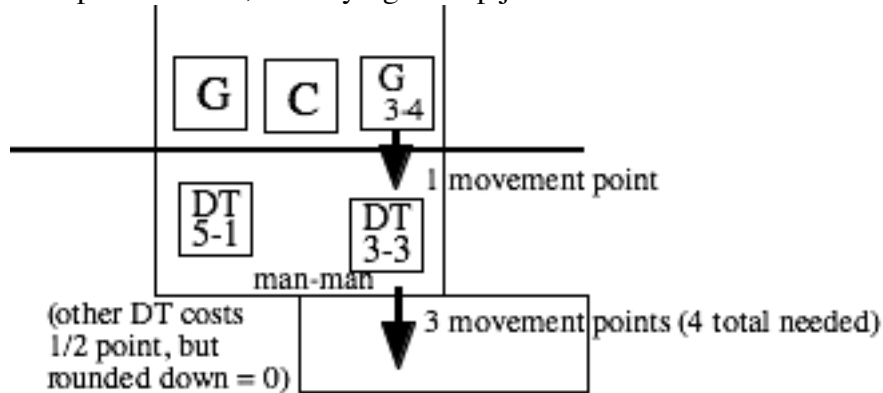
4.1.2 Movement penalties at Line of Scrimmage:

All offensive player moves out of zones L, R, and C pay a movement cost penalty of one from movement allowance for each defender in a "zone" posture. A player in "zone" is one not blitzing, and not man-to-man (see later if covering the moving player). The penalty (if any) is one movement point less when L or R is entered from the TE position, as detailed in 4.1.3 below. The movement cost penalty is 1/2 movement point (rounded down) for rushing, blitzing, and man-to-man (not covering the moving player) defenders. Thus, if there is one DT in "normal" mode in C, and no other

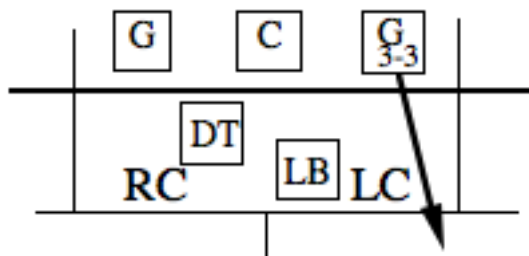
defensive players, then a guard moving directly into C must have at least 3 movement points (speed value) to reach SL: one to move into C, and two to exit C to SL, as shown below.



If the defender is covering the moving man, he causes a penalty of two movement points instead of one if he is of equal contact value to the man moving, one extra if he is less in contact value, and prevents all further movement if he is greater in contact value than the moving offensive player. Note that even if the defender is covering the ballcarrier, a defender in man coverage does not inhibit the movement of blockers except for the 1/2; he's trying to stop just the ballcarrier.



(Variations on this rule are made for optional rules 4.1.13 "lead blocker" and 4.2.13 "cover linemen" defense. Defensive linemen in "cover linemen" are treated as if man-to-man on their opposite offensive linemen.) Specialized players who are considered -c for blocking (H, TB, W) are also considered -C for the purposes of moving through the line to block downfield. Note that other rules cover potential pass receivers (in Chapter 5).



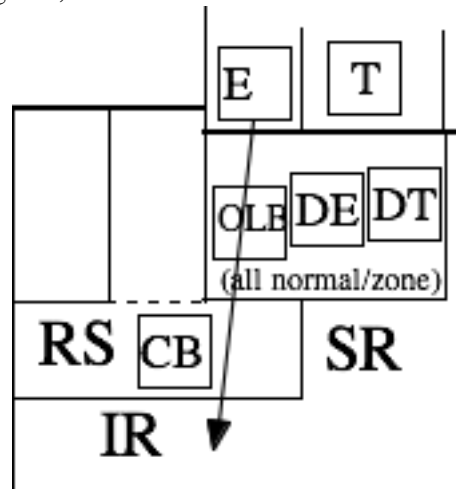
Consider also the play H/LT (TE)(LG) shown below. If there is no pass rush announcement, and the LB is in "zone" coverage, the LG would need 4 points (1 into LC, and 3 more (LB+DT+1) to reach SL. But, if a rush was announced, the DT only counts 1/2, and the G can get to SL, since the 1/2 is rounded down. Similarly, if the LB is in man coverage on the

Fullback (or even the Halfback!), the LB counts only 1/2, and the G can make it to SL to block as assigned. If the LB is blitzing, the same is true, the G gets to SL. (There is no way a G 3-2 could get to SL in this situation. He could if the LB was absent and the DT pass rushing.)

If an offensive player is covered man-to-man and was not written into the play, but ends up blocking versus penetration (See 4.6), the defender covering him counts as 1/2 for offensive movement purposes, just as he would if the offensive player was completely uninvolved.

4.1.3 Entry to L, R from TE position:

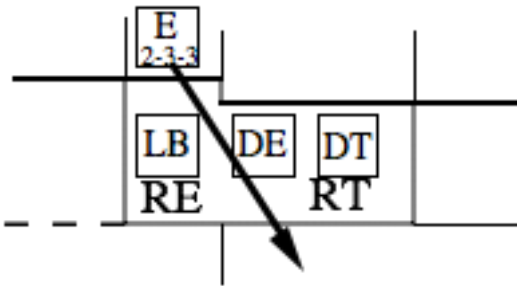
For the tight end, or any other player entering the L or R zones via the TE zone, the above rule is modified by one fewer defensive player. Thus the RE, an "E" player (rather than a specialized TE) who is in tight at TE, can move to IR to block there on a H/RW play by expending only three movement points if only a DE is in the zone. (See the diagram, but assume the OLB and DT are absent.)



If a DE and a DT are both in the zone, it will take four movement points to reach IR, one extra for the extra defensive player in zone. In that case, the E can only get to RS if speed=3, and blocks there instead. If the two (or three) defensive linemen are rushing or in this case the LB blitzing, then it would only take three movement points (no penalty extra points) and the end can block in IR as intended. Of course, the running back will have two possible defenders penetrating.

With an additional defender, for example a LB as shown with DE and DT, the cost would go to five. The end shown (3 movement) would be unable to move to IR or RS, and would not be able to block on the play. (Note that a specialized TE can have yet one more equivalent of a zone defensive player present without being slowed.)

Below we see a case where the end is trying to reach SR in order to block.



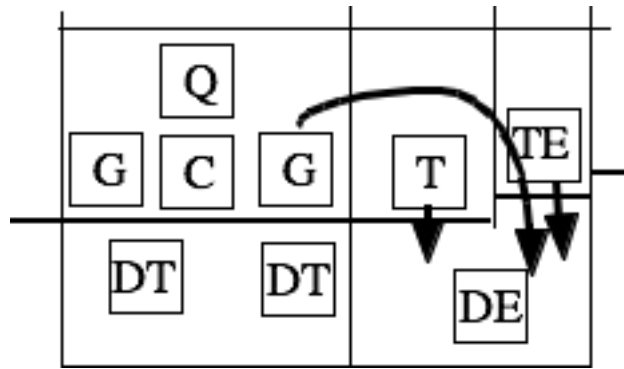
If no pass rush was announced and the LB is in zone coverage, the E will have to pay 4 movement points to reach SR. This particular E cannot make it, having only 3 movement points. He would block in R instead. However, if there is a pass rush, but the LB remains in zone, the DT and DE count as 1/2 each, for a total of 2 defenders in the zone, so the E pays only 2 to exit the R zone, and can reach his assignment. If the LB were man to man on the H or blitzing, the E would also get to SR, even if the linemen were not rushing. However, if the LB is man to man on the TE, then size matters. Assume the LB is also a 3 (equal contact value), so the cost penalty is 2. The E cannot get to SR even if the linemen are rushing (1 to R, 1+2(LB) +1(DE+DT rushing) -1 (entering from TE slot) = 4. But, he would get there if the DT was absent, the DE was rushing, since that would be equivalent to 1(to R) + 1(to SR) +2(for the LB) +1/2(for the DE) defenders, rounded down, and -1 for the E entering at the TE slot, to give an exit cost of 3. (Note that against a 4 contact value LB in man to man the E doesn't get anywhere beyond R.)

4.1.3a TE going outside: (optional variation on this rule, in use)

If the cost to exit L or R after entering from the TE position is 2 as described above, but the moving player is going next to the RS or LS zone respectively, count the cost as 1 instead of a 2. Similarly, decrease costs from 3 to 2, etc. in this circumstance. It is easier for the tight end, or another player passing through at that position, to get outside. Note: In a reasonably designed play, the TE should not normally have problems.

4.1.4 Pulling linemen:

Any offensive "down" lineman (T, G, C, or TE/E from TE position, for purposes of this rule) who does not make his initial move directly forward pays a -1 movement point penalty. The only exception is when such a player moves to an adjacent zone on the line of scrimmage which is not occupied by another down lineman. This will always be the case for a TE moving out to WL or WR, and occasionally for a tackle when there is no adjacent TE. (Note: This rule replaces an earlier rule that moves across the zone boundary between T and G cost one extra movement point.) Example: See below. The guard pays a 1 point penalty, and moves 3 zones, so he needs a total of 4 movement points to block on this H/LE play. (Specialized guards get a +1 bonus when pulling, so a 4-3 guard could do this but a 4-2 could not.) Note that the guard needs to enter at the same place the ballcarrier does, or pay an extra movement point to get in position (see 4.1.10 on that), so going through C would cost 5 movement points to block on this play.



4.1.5 Pulling behind the Center:

Any move by a lineman behind the center through the zone containing the C and QB starting positions is penalized one movement point extra. Thus, the LG pulling to L via LE as shown above requires four movement points, while the RG would require five.

A LT pulling to block in WL with no TE on that side would need 3 movement points. If there is a TE, he would need 4. (He could also go through L to reach WL, but might then have to pay extra movement points for defenders in the zone, and to get in position as described in rule 4.1.10 below. This only takes 3 movement points if there is only a rushing DE in L, but the rushing DE could tackle the ballcarrier due to penetration with the tackle not there to block him.)

4.1.6 Prohibition on pulling the Center:

The Center may not pull; he may only move forward into C with his first movement point. He may then move elsewhere if he has sufficient movement points remaining. (Yes, in the NFL centers sometimes pull. We don't handle that complexity. Maybe allow with a 1 point extra penalty to get the snap off? Not in current practice.)

4.1.7 Ballcarrier movement:

The ballcarrier is the last offensive player to be moved. He must move in such a way that he either passes through a handoff zone labeled H1 having expended one movement point, or an H2 zone after having expended two movement points. If necessary, movement points may be expended without movement to meet this requirement. If he changes to an opposite direction, reentering a previously occupied zone, there is an extra movement point of cost. This would usually occur due to a H moving toward the Q to receive a handoff, then back to the outside to the side he came from. (For a pitchout, see rule 4.7.3, which replaces this rule for such plays.)

4.1.8 The QB as a ballcarrier:

If the ballcarrier is the QB, rule 4.1.7 above does not apply, but the QB expends one movement point to receive the snap before he starts moving. Note that the 1 m.p. to receive the snap allows a penetration roll in the zone where the snap is received by rushers from C. This can cause problems. A QB does not pay this +1 extra if he moves directly forward into C (a LC or RC play). The QB may run into zone C only on a draw or dive play. In the latter case there are no blockers other than linemen. The one point of movement for the snap is not considered for purposes of penetration in this case.

4.1.9 Movement to defensive zone:

The ballcarrier must terminate his movement in a defensive zone (on the defensive side of the line of scrimmage), the first he encounters. The ballcarrier must have sufficient movement points (speed) to reach the zone, or the play as written is not legal.

For by-mail play only: If failure to reach the defensive zone occurs in by-mail action due to substitution of a slower player or due to tiredness penalty, either select a different play if possible by re-rolling for play selection, or (if necessary) modify the play to go to a zone that the ballcarrier is able to reach. By-mail instructions may include a default for this. Usually it is assumed that the play should be re-selected. Another option is to treat the line of scrimmage as being at whatever zone the ballcarrier was able to reach. For example, if the play was to WR (at -2 yds) and the ballcarrier is one movement point short of reaching that zone, the play would be executed as if he did get to WR but with the line of scrimmage being at the zone which he actually reached, at -3. If he was short by two movement points, the line of scrimmage would be at -6 yards. (It is a matter of option whether a deliberately written play of this type should be allowed.)

4.1.9a Specialized H and TB options.

This is a special attribute of the H or TB. On a normal (non-qk play) or +1 play a specialized H may opt to run to either WL or WWL (if the play was to WL) or to WR or WWR (if the play was to WR). In order to exercise this choice, the ballcarrier needs enough movement to reach WWL or WWR. Blockers block as if the path is WR or WL if the play is written to those zones. The decision is made which way to go during offensive movement by the ballcarrier. Similarly, a specialized TB (from the TB position) can run plays to L, R, and C in which the choice is made at offensive movement.

4.1.10 Blocker entry direction (Advanced Rule in use):

If a blocker approaches a defensive zone on the line of scrimmage (C, L, R, WL, WR, WWL, WWR) from a different direction (with respect to leftward or rightward) than the ballcarrier (for example, from the side) or from the same direction as the ballcarrier (for example, by crossing the line of scrimmage), but not at the same previous zone as the ballcarrier (say LT vice LE), one extra movement point must be expended in establishing blocking position in front of the defender to be blocked. (Failure to do so could be a block from behind, a clip, very likely resulting in a 15 yard penalty.) If a designated blocker cannot pay the extra movement point, then it is assumed that he does not block rather than risk the penalty. In by-mail play, it is assumed the blocker does something else, and so does not draw covering defenders to the ballcarrier's path.)

If the zone in question is not on the line of scrimmage, then the requirement to expend an extra movement point applies only to blockers entering from a different direction (usually from the side), and not to those that enter from the same side as the ballcarrier but from a different zone.

This rule does not apply to blockers who start movement on the same side of the field toward which the play is being run, such as the LW, LE, or LT on a LT play. It also does not apply to a play directly forward, such as F/LC. The players who are penalized are those coming with the flow from the same side of the field as the ballcarrier. This

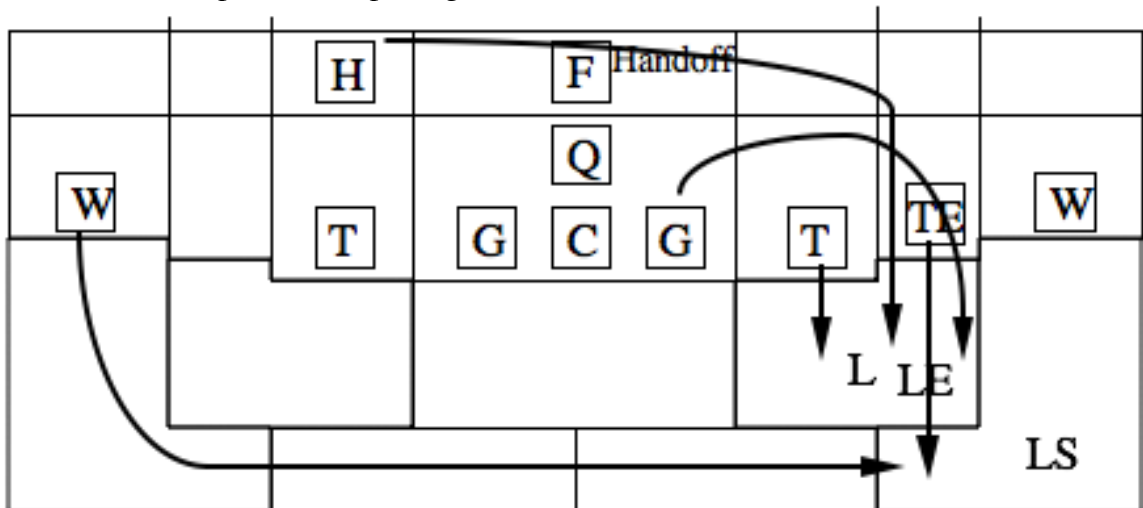
rule also does not apply if the ballcarrier moves only straight ahead (e.g. F/LC, RH/RT, etc.)

A blocker who enters the assigned zone, and has the required extra movement point necessary to block, but who finds that there is no defender in the zone to be blocked after defensive reaction, may instead use the extra movement point to proceed downfield and block someone else. This is assumed in play by mail. (This is a special case of the offensive reaction follow-up phase described in section 4.2.8.)

Some examples are shown to illustrate this rule. Consider the play:

H/LE (LG) (TE, RW)

The tight end is not moving in a direction counter (opposite) to the flow of the play (the direction the Halfback is moving), but he is moving straight ahead, and so this rule does not apply to him. The guard is moving in the direction of the play, so the rule does apply to him. If he entered the L zone at LT instead of LE, it would be one movement point cheaper, but he would not be able to establish position without having the extra movement point anyway. So to run this blocking route, the guard needs 4 movement points. (However, note later in Chapter 7 that a specialized guard gets an extra movement point when pulling.)



The Tackle is blocking into L from a position other than where the ballcarrier enters, and so must move left in the zone to establish position. That means that, to block on this play, the tackle must have a movement/speed rating of "2". (Consequently, a speed 1 tackle cannot normally block for an end play.) The right wideout is coming with the flow, and would need a movement / speed rating of 6 to be able to block: 5 points to move there and an extra point to establish position. (Note that he could have blocked in IL with only 5 movement points since he would enter from the same upfield side as the ballcarrier, even though not from the same zone.)

4.1.10.a Blocker entry direction, establishing position, on center runs.

Suppose both guards are speed 3. The play is RH/LCqk. Can the RG block? He has only 3 movement point, and each zone counts 2. If he goes into C straight ahead, is he "out of position" needing another m.p. (2 mp for qk) to get "into position"? If it was RH/RCqk, the LG does not have this problem because he's entering C on the other side.

Or, is the whole thing moot because both guards are entering from the same zone, even though not the same entry point?

Or, is it moot because you can think of the RG pulling (gets +1 mp), pays +2 to move opposite LC (without moving to another zone), then enters there? (In this case, a speed 2 R guard would NOT be allowed to block on qk.

We've ducked this issue, letting an G or C with S=2 or better block. I think that's the second interpretation above. The difference between this and the LT/LE situation is that in this case both guards start out in the same (C/Q zone).

The same issue can occur if one has an S=1 guard on a normal play. In practice, we have always played that the guard could block.

4.1.10b: Clipping penalty for blocking position (optional rule not in use):

When a player assigned to block can reach the assigned zone, but does not have the extra movement point to establish position, a die is rolled and the following chart is used to see what happened. This option is not in current use in the FOOL league.

- d6=
- 1 normal block; blocker somehow got into position
 - 2 undetected clip: blocker is +1, and roll of &1 is a def. inj.
 - 3 detected clip, 15 yard penalty, and roll d6: if 6, def inj.
 - 4 detected clip as 3 above if blocker is a rookie. Otherwise as 5.
 - 5,6 no block)

4.1.12 QB's don't block:

The quarterback may not be assigned as a blocker, except as noted later for the reverse. If the QB does block, his contact value is penalized -1 (position effect).

4.1.12a: QB's may block at -1 (optional rule not in use):

A QB may block but is -1 C when doing so, and pays a one movement point penalty for handing off.) This rule is not being used in current FOOL play.

4.1.13 Lead blocker (optional rule, in use):

This rule is a special case where the provisions of 4.1.2 (extra movement points for defenders in C, L, and R) are waived. The rule 4.1.2 conditions apply to linemen who have only limited room to maneuver, and must block as circumstances and the defensive alignment dictate. A "lead blocker" is one who precedes the ballcarrier along the ballcarrier's path and blocks the first unblocked defender in or beyond the hole. The "lead blocker" in this sense will usually be a back or a pulling guard, but possibly some other player. Lead blockers are moved after other blockers, in the order listed in the play.

The lead blocker must enter the first defensive zone at the line of scrimmage from the same point as the ballcarrier will, and must have at least one movement point remaining (he has to arrive earlier than the ballcarrier) and must have expended at least two movement points prior to arriving (in order to see and pick the hole).

If there are at least as many blockers as defenders, the lead blocker needs to expend at most two points to leave the zone (unless he would otherwise have needed only one) and proceeds downfield to the next zone, stopping when he uses up his movement points or encounters a zone where there are more defenders than blockers. If in the initial zone there are more blockers than defenders (not counting the lead blocker), the movement cost to exit is only one, and the lead blocker proceeds on downfield as above. (Note that man-to-man coverage and pursuit are not considered, as they have not yet been performed.) For this rule, count defenders who are rushing or covering uninvolved

offensive players as 1/2 for movement point expenditure, as previously described in 4.1.2. They do count as full players for determining whether the number of blockers is equal or greater than the number of defenders, however.

At the offensive player's option, the lead blocker may stay in a zone and block where there are already equal numbers of blockers and defenders, proceeding downfield only if the blockers are already in greater numbers. This exception must be written into the play or otherwise provided by the coach as standard procedure. For example:

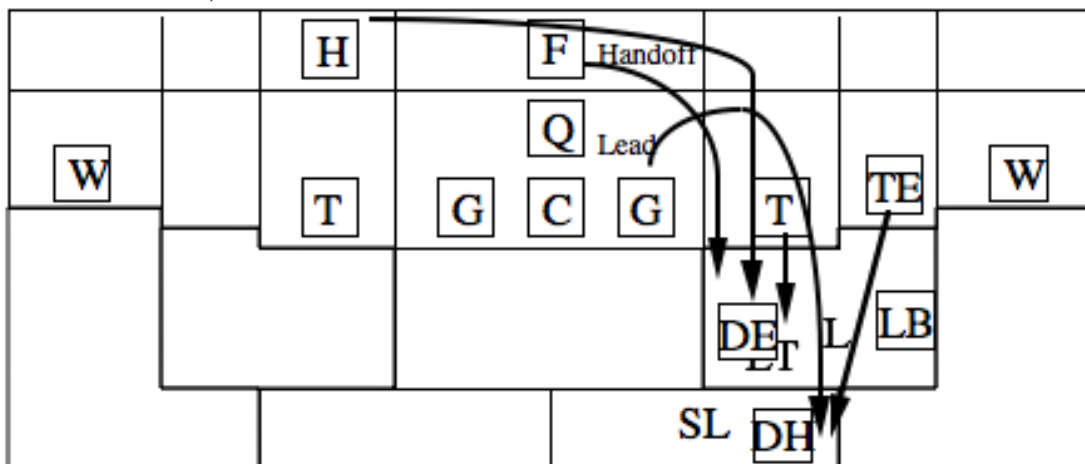
RH/LT (LG,F lead =)(LW) : This provides for the fullback to be the lead blocker in the sense of this rule. The fullback will stay and block in L if there are two defenders (other blockers being the LG and LT).

Note that a specialized fullback or guard gets a +1 movement point bonus when he is a lead blocker (specialization bonus). This bonus is only available if all of the conditions to be a lead blocker on the particular play are fulfilled. Think of this bonus as a movement point that can only be used beyond the line of scrimmage ahead of the ballcarrier.

Also, a "lead blocker" on a wide play who encounters a zone with no defenders likewise moves further downfield as part of offensive movement. (This will normally allow a 4 speed guard blocking on a WL play to get to LS if no defenders are initially in the WL area. Note that this is determined before defensive reaction for a lead blocker, unlike the case of blockers with expected movement but no defenders in the zone moving farther downfield. On a LE play a lead blocking 4 speed pulling G might similarly get to IL if there are not more than one or two defenders in the zone.)

Here is an example: The play is H/LT (F, LG lead)(LE)

Since there are only two defenders in L, after the T and F get there the number of blockers and defenders are equal. It would cost 2 for the G to move to SL. In this case the guard would not need to block in L because the numbers are equal, but needs speed 5 to get to SL since it takes 2 to exit zone L. (A speed 4 guard with lead blocker bonus can do this. A speed 3 guard with both the pulling guard bonus and the lead blocker bonus can also do this.)



4.1.14 'Bump' during offensive movement (optional rule, in use)

If the RS/WR area, WWR, WWL or the LS/WL area is occupied by a defender who is man-to-man against an offensive player moving through the WL / WR (or WWR, WWL) zone of the area, the defender tries to 'bump' and slow down the offensive player, holding him up (and expending movement points). A receiver blocking for a run play, starting at the line of scrimmage of WL or WR, covered by a defender of greater speed and at least equal contact ability, or a defender of equal speed and greater contact ability, is slowed one movement point. The cost of leaving the area is one greater than it would normally be. (Note: the extra penalty is only one movement point regardless of whether the blocker moves one zone or two within the area.) If the defender covering man-to-man is of equal speed and contact, or of greater speed and within one in contact value, the penalty is 1/2 movement points, rounded down normally (important only on a quick play).

If a receiver is coming out of the backfield or started off of the line of scrimmage, the first case penalty is 1/2 movement points instead of one, and there is no penalty in the latter case. The player has more maneuver room to avoid the defender. In the case of a back moving through L or R from the TE slot, the penalty is similar to the case of the wide receiver. A summary is given in the following table:

Defender	speed	contact	WR	B/sdl	B/te	TE(option)
	greater	greater	-1	-1/2	-1	-1
	greater	equal		-1	-1/2	-1 -1
	equal	greater	-1	-1/2	-1	-1
	greater	within 1		-1/2	-	-1/2 -1/2
	equal	equal		-1/2	-	-1/2 -1/2

(Note: This rule could optionally be applied to pass routes as well, replacing the 'bump' rule 5.1.2. For FOOL play, we are instead using that "bump" rule just for passes. This rule is currently being used for run plays only in FOOL play. It would not apply often, since wideouts wimpy enough to be affected are not likely to be assigned to block.)

4.1.15 Ballcarrier movement (double back penalty): A player may not "double back" (reverse direction) in executing a play without paying an extra movement point to do so. (This would most likely apply to a H moving to behind the QB to take the handoff, but then reversing to go back the other way.)

4.1.16 Blockers cannot pass through Ball Carrier:

No blocker may pass through the zone containing the ballcarrier, unless an extra movement point is expended by both the ballcarrier and the blocker.

4.1.17 Blockers unable to reach assigned zone (clarification):

Any blocker unable to reach the assigned zone due to insufficient movement moves as far as he can, and blocks in whatever zone he is in. Thus, a LG assigned to block in IR on a F/RE play may be able to get no farther than C. His blocking there would not normally be a factor, but could help prevent penetration by a blitzing defender (see 4.6). He might get as far as SR but not into IR, in which case he would neither block usefully for the ballcarrier or help versus penetration.

4.1.18 Man in Motion: (New suggestion, not yet tested adequately, and not in effect)

The offensive play is written designating who the man in motion is and how far he runs. He is assumed to stay on a route no deeper or less deep than where he starts, unless he starts at the line of scrimmage in which case he moves back one as well. The route can be any distance short of the sideline. For example: F/RC qk RH/mR2 : Right half goes in motion 2 zones to R (which in this case does not affect the play).

The defense is set up without knowing about the man in motion, including rush and man to man options.

The offensive player then specifies the motion, before announcing the rest of the play. The defender can then react in the both of the following ways:

1. Change the man-to-man coverage of 2 defenders
2. Move one player one area

The rest of the play is then announced.

This option is not available for by-mail play (yet).

The player in motion may be a B or E type. Going in motion adds a "!" to the team for purposes of determining penalties. The player in motion receives an extra 1 movement point (from momentum at the snap) but is not allowed to reverse direction in the last zone into which he moved as part of his motion; his next move must be forward or further in the same direction.

For by-mail, a man in motion option is a substitution (1/4 set), and must be specified in the set. A specific play may include motion or not. Thus, the possibility of motion is known for a given set. The defense response to a man in motion is then specified for each defense (4 and 4m for example) having the same limitations as described above. Each counts 1/4 defense.)

4.2 Defensive reaction:

In general, all defenders with coverage assignments are moved, to the extent possible given their speed as compared to the covered men and their positions, to the same zone as the covered men. If a covered man was not written into the play, it is assumed he plays a decoy role or otherwise serves to take any covering defender out of the play, reducing his chances of having an effect. Defenders who are not covering man-to-man are placed in the most advantageous zone of the area they are in, usually the one which will intercept the ballcarrier's path at the first opportunity, or allow later pursuit which will do so. Some of the rules in this section apply more specifically to the pass, which uses the same general procedures for reaction.

4.2.1 Man-to-man coverage reaction (general):

After all offensive movement, defenders covering either the ballcarrier or any blockers may be moved toward the positions of the respective men being covered. The extent of their movement is counted in Areas (not zones), and is governed by the relative speed of the defender and the man covered as follows:

relative speed of defender		reaction movement
-2	2 slower than covered man	none
-1	1 slower than the covered man	1 area, downfield only
0	same speed as covered man	1 area in any direction
+1	1 faster than covered man	1 area in any direction and 1* additional area downfield
+2	2 faster than covered man	2 areas in any direction*
+3	3 faster than covered man	2 areas in any direction* and 1 additional area downfield

(A similar pattern is followed for greater speed mismatches.)

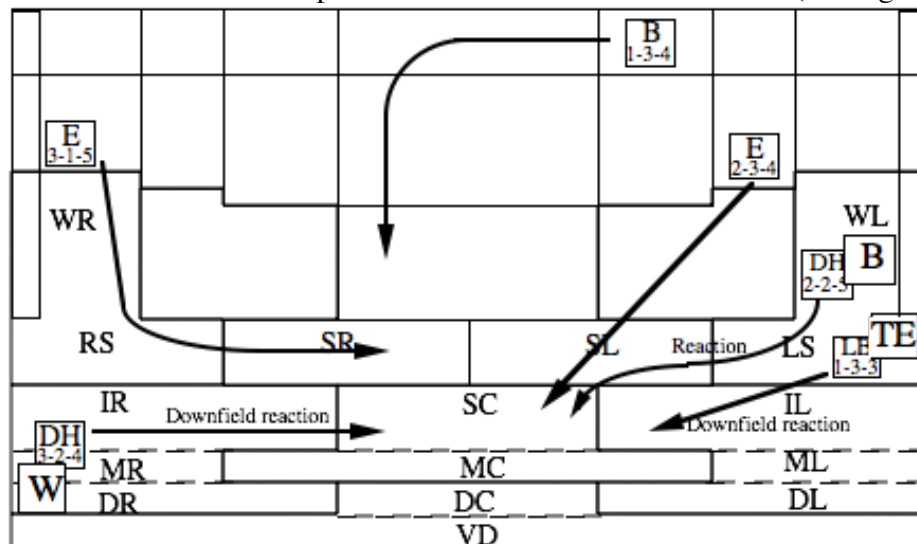
*: The table above applies to speed adjusted for position bonuses, etc. In addition, if the defender is faster than the covered man (taking into account only the bonus for a qk play), the defender can follow one are in any direction, and any number of areas downfield, counted along the ballcarrier's path.

4.2.2 Definition of "Downfield":

An area is downfield from another if it shares a common yard-line (horizontal) boundary side between the two. Only that part of the area for which this is true is considered downfield for purposes of rule 4.2.1. For example, SC is not downfield from IR, but MC is. All of DC (both DC and VDC) is downfield from the SC area, but only VDC is (directly) downfield from the IR/MR/LR area.

4.2.3 Lateral movement counted as "Downfield":

For purposes of such coverage, a lateral move by the covered man on the defensive side of the line of scrimmage, such as from RS to SR, entitles the covering defender to likewise count an area shift as downfield that would normally be lateral, such as IR to SC. This is done on a one for one basis of lateral moves and lateral areas counted as downfield. The example below illustrates reaction moves (See figure below).



In this example, the RW made a lateral move, which could be matched by the DH going "downfield" to SC. In the case of the TE, the covering defender is also one slower, but as no lateral move was made, the best this defender can do is get to IL. The DH covering the B can move one in any direction (to SL) and then one downfield (SL to SC). Note that lateral moves (e.g. from SL to SR) cannot be used as "downfield" because the ballcarrier's lateral movement is on the offensive side of the line of scrimmage. (Sometimes it is possible to contrive blocking movement on the offensive side (where defenders' vision would be blocked) in order to avoid the lateral downfield reactions.)

In certain special run cases such as a TB run, draw, and for most pass plays, the offensive player moves to a zone that could allow either of two next zones downfield. For example, in the figure above, if the right wide receiver was running a pass route, and caught a pass in SR, his next zone downfield could be either IR or SC. The offense must announce which path will be taken in such cases before defensive reaction, so that the man to man defender player's decision on whether to move in reaction can be made to place him in position to intercept the ballcarrier's future movement. For most run plays this is not an issue since the zone of entry is specific. For play by mail, the person playing the game makes a movement decision that gives the offense the best opportunity, taking into account the defensive reactions for either possibility. Then, the defensive reaction is made. See 4.2.12a.

4.2.4 Defender choice of zone in an area:

For coverage, the defensive player is assumed to be in whichever zone of his area is most favorable when he is moved in accordance with coverage rules to another area, he is similarly moved so as to give the most favorable coverage of the ballcarrier and his possible future route. In general, the following priorities should be observed:

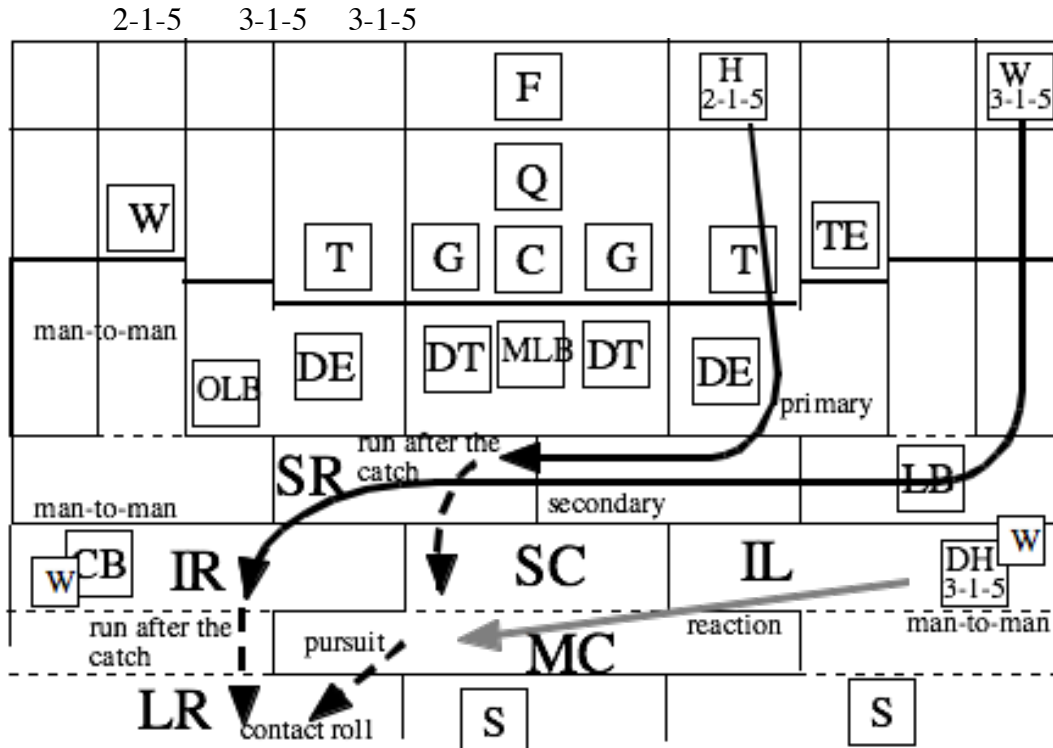
- 1) If possible, the man covering is moved to the same zone as the man covered.
- 2) If the above is not possible, the covering man should be moved such that he will intercept the future route downfield of the covered man as close to the line of scrimmage as possible, accounting for pursuit (see section 4.4).

- 3) If any move will allow interception of the covered man (should he be the ballcarrier or not) while a different move will not (but might intercept the path of the actual ballcarrier), the move allowing interception of the covered man as early as possible must be chosen.

- 4) If no path will be guaranteed to intercept the covered man or his expected path (had he been the ballcarrier), the zone closest to that path must be picked.

Generally, defenders covering man to man are moved one or more areas, into a particular zone in that area, to cover the assigned man. If the defender can reach the same zone as the offensive player he is covering, he must do so, even though a different zone in the same area might better allow pursuit or early interception of the ballcarrier should he not be the covered man. Even if the defender cannot move all the way to the covered man's location, he must make the best move had that man been the ballcarrier, even though with the actual ballcarrier is elsewhere the reaction takes him out of the play. If there are two legitimate and rational choices and one allows interception of the play and the other does not, the defender is free to choose the former. An example from a pass play (which also uses defense reaction) illustrates:

LH/SR || LW/IR DH covers LW, is in IL



The defensive back can move only to the SC/MC area, and thus cannot reach IR. Placement in MC allows pursuit to LR, where the covered man's path can be intercepted. Placement in SC, which would be most effective given that LH (not covered) has an open field there, is not allowed, since the position of the covered man is the primary consideration for defense reaction.

Note that, in defense reaction, the covering man is placed in a particular zone, not left in an area with the zone to be selected later as convenient once the ballcarrier/receiver is determined.

4.2.5 Defenders covering players "not involved" in the play:

If a defensive player is covering a man who is not written into the play, the covered man is assumed to be running a diversionary pattern that is not detailed. (For example, the RW in the above figure is such a case.) There is some likelihood that in an actual football game, the defender in question could still be involved in the play. (He may have recognized the situation.) He is treated in the game as if -2C and -2P, and is given no pursuit movement. He makes no reaction move. Furthermore, if contact is resolved and he is the only defender (or all other defenders are also in this situation), add one to the contact die roll. The presence of such a player may never allow the contact die roll to be worse than if he was not there, so a C=1 player in this situation would not be counted at all if normal defenders are in the zone. An exception to this rule occurs in case 4.2.6 below.

4.2.6 Defenders covering players "somewhat involved":

If an offensive player (often a TE or back) plays a significant role in a play even though he was not written into it, treat anyone covering him as -P,-C, but with normal speed and pursuit. This case most often occurs when the TE blocks to prevent

penetration by a blitzing linebacker, or some other rusher, such as the DE when the tackle pulls to lead a wide play (see rule 4.6). The issue is whether the offensive player actually may affect the results. If so, he is blocking or otherwise engaged, and does not serve as much of a distraction. The defenders covering him are more free to leave him and follow the play. In the case of the TE, if there is no rush he is definitely free to be a distraction. If there is a blitz, he will likely be a factor, contributing to blocking penetration on a run or pass blocking for a pass play, releasing his coverage. Similar considerations apply to running backs and other offensive players.

4.2.7 Defenders covering blockers unable to establish position (Advanced Rule):

If a blocker has insufficient movement points to establish position in a zone (see rule 4.1.10), but does reach the zone assigned, and he is covered by a defender who reacts into that same zone, the blocker (who caused the defender to react there) can be counted up to the number of contact points necessary to equal the defenders reacting to him, though no more than his contact value. In effect, the defense gets no extra advantage.

4.2.8 Blockers in empty zone can move further downfield:

If, after all defensive reaction moves, a blocker is in a zone with no defenders, but did not expend all of his movement points, the blocker may proceed downfield to the next zone occupied by a defender, up to the limit of his remaining movement points. This is optional, and in by-mail games some guidance must be included with the play or as policy. As a default, such a blocker moves forward only if no defender has the ability to pursue into the zone to which he was assigned, assuming no change of speed for the ballcarrier on contact rolls.

4.2.9 Reaction to blockers unable to reach assigned zone:

If an offensive player does not reach his assigned zone due to a shortage of movement points (perhaps due to a bump), the covering man-to-man defenders react to where the covered man is, not where he might have intended to go.

4.2.10 Reaction modifications (general):

For purposes of determining reaction, the relative speed of the defender compared to the covered man may be modified due to various considerations. These include the use of quick opener or slow developing plays, bonuses for player specialization, and the effects of tiredness. These will all be addressed in other sections of the rules.

4.2.11 Penetration (reference only):

If the defense is pass rushing or blitzing, there may be a chance of a defender penetrating and making a play in the backfield. This is resolved prior to the normal first contact resolution, during the reaction phase. Section 4.6 describes how penetration is resolved.

4.2.12 Placement of Defenders into zones:

For defenders who are not man-to-man but are playing zone instead, it is usually obvious in which zone of the area the defender should be placed. Usually for a run it is the zone closest to the line of scrimmage which still includes the ballcarrier's path.

Occasionally the best zone is ambiguous. For example, if the play is a draw or pass, the ballcarrier could choose either of two paths. Let's assume that in one zone the defender would get assured contact if the ballcarrier picked one of the paths, but may not make contact at all (or only with pursuit) if the other path is taken. The choice is a judgement call. It is necessary to resolve the ambiguity for by-mail games, and the following choice is recommended: For linebackers and cornerbacks, choose the zone that will give the earliest contact if the ballcarrier chooses that path. For safeties and unspecialized defensive halfbacks, choose the zone that will give assured ability to intercept the ballcarrier. If use of pursuit allows both conditions to be satisfied, that should be done. (Exceptions to this policy can be specified.)

4.2.12a Resolution of ballcarrier path prior to reaction (optional-in use):

The ambiguities above are resolved if in plays allowing a choice of downfield path (pass plays or draw, for example), the offensive player must designate the future path prior to defensive reaction. This way, it will be obvious how the defenders should react. This option has been used in FOOL league play.

4.2.13 Special defense "Cover linemen" (optional, used for FOOL play)

This optional rule allows the defensive player to announce a defensive line-play choice in which the defensive linemen cover and follow the movements of their offensive lineman counterparts. Default coverages (unless otherwise specified) are as follows:

If the defense has 4 defensive linemen with both tackles in C, the defensive ends cover the tackles, and the defensive tackles follow the guards. The defensive linemen react to movements of their counterparts using the normal man-to-man reaction rules described above. Rules 4.1.2 and 4.1.3 requiring extra movement points for movement through L,R, and C no longer apply. Instead, any lineman attempting to leave L, R, or C must pay an extra movement point if he is so covered by a defensive lineman in the zone, plus one additional point if his defensive counterpart is of equal contact value. He cannot exit if his defensive counterpart is superior in contact value. Note that non-covered linemen, in this case usually the Center, may move through C without the usual penalties.

The defense may specify that with a 4 man defensive front the center is covered instead of a guard, but there is a 1 point contact roll penalty for plays in C. If the defense has only 3 linemen, the DT covers the Center, or there is a 2 point penalty for contact resolutions in C if he chooses to cover a particular guard instead. If a defense has three DT's all in C, all three offensive linemen are covered. If a DT is in L or R, he covers the tackle and the DE covers the tight end, or second tackle if it is an unbalanced offensive line. In the balanced line case the DE suffers a -1C penalty for, in effect, playing linebacker.

Against a draw, all defensive linemen are treated as if they are rushing for contact resolution purposes. Those covering offensive players not written into the play or otherwise participating remain in their original zones and are treated as if in zone. The same is true for the screen, though defensive linemen in the zone in which the pass is to be received may use their pass value, but not the one point bonus.

With this option, pass rushing is as on a "normal" (rather than pass rush designated) play, but there is a -2 point penalty (rather than -1) to the rush value per lineman defender when a (primary) pass rush is resolved.

Defensive linemen covering offensive linemen not participating in the play can pursue, but as for "normal" do not penetrate as do defenders in a rush/blitz option. This defense is vulnerable to trap blocking.

Note that this defense applies to all defensive linemen, or none. The defensive coach cannot elect to have some linemen in this defense and others in a normal defense.

Linemen must be positioned in the zone adjacent to the covered offensive player. Thus, if the defender has one DT in C who is assigned to follow the center, and there are two MLB's also in the zone, the DT must be between the two MLB's.

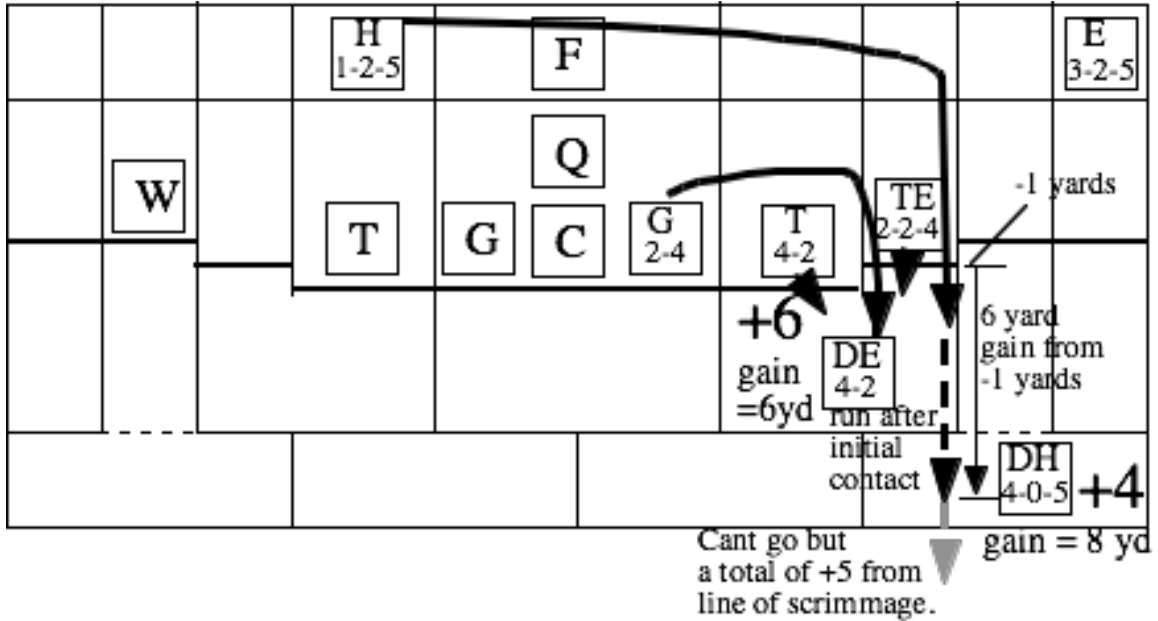
Occasionally a defense will use the "follow linemen" tactic when there are both a DT and a DE in R or L where a TE starts opposite. The implication is that the DE is covering the TE. Yet, one would not expect the DE to follow the TE on a deep pattern the way a LB would; the intent of the tactic in general is run defense, not pass coverage.

When this occurs, a "bump" (or slow-down) is resolved against the TE normally, depending on whether the TE is a receiver on the play or not. (Should a DE be -1 on the bump, as if he is out of position? Yes, unless a decision is reached otherwise; the DL is essentially playing like a linebacker in bumping the receiver.) The DE then does not follow the TE on a pass pattern, but rushes the passer (at the usual -2 for the follow linemen tactic). If the play is a run, the DE shifts to similar status as in a normal defense (he does get pursuit, and has the zone benefits). We are assuming that once the TE starts on his pattern the DE lets him go and focuses on the passer or run.

4.3 Contact resolution

After movement, the number of contact points for all defenders in the ballcarrier's zone is subtracted from the number of contact points for the ballcarrier and any blockers. The result is expressed as a difference. A single die roll is made, and the gain in yards into the zone is looked up in the contact table. This gain is from the short end (upfield, or toward the offensive team's end) of the zone. If the gain is larger than the distance to the far (downfield) boundary of the zone, the ballcarrier exits and moves into the next zone downfield. In this case, however, the total gain is limited to whatever the contact roll yielded, regardless of subsequent contact resolutions.

For example, suppose in a H/LE play an initial roll yields 6 yards, or 5 yards once the location of the upfield boundary of the zone (at -1) is taken into account. Still, the far boundary is at 3 yards, so the halfback can exit into LS. A contact resolution there might yield 8 yards, which would allow a total of 11 and a move to IL, except that the initial contact roll limited the gain to a total of 5 yards. The halfback would be downed in LS for a 5 yard gain (perhaps by the DE; certainly not by the DH positioned in LS).



It is possible that an unfavorable roll in LS could have limited the gain to only 2 yards, if the result in LS was -1, or possibly less if there is a large reception committee.

The contact table is shown below:

		Contact Table											
die	w	-4	-2	-1	0	1	2	3	4	6	8	10	
1		-4 [^]	-3 [^]	-2 [^]	-2 [^]	-1 [^]	-1 [^]	0 [^]	0 [^]	1 [^]	2 [^]	3 [^]	4 [^]
2		-3 [#]	-2 [#]	-2 [#]	-1 [~]	-1 [~]	0 [~]	0	1	2	3	4 [^]	6 [^]
3		-2 [^]	-2 [^]	-1 [^]	-1 [^]	0 [^]	1 [^]	2 [^]	3 [^]	4 [^]	5 [^]	6 ^S	*- ^S
4		-1 ^S	-1 ^S	0 ^S	0 ^S	1 ^S	2 ^S	3 ^S	4 ^S	6 ^S	7 ^S	*-	*
5		-1	0	1	2	3	4	5-	8-&	*-	*&	*	*&
6		1	6	*-	*	*	*	*	*	*	*	*	*

[^]: For draw, no man-man vs BC or non-rusher = *
for draw at LOS, start at -3 yards.
^S: For all def pass rushers, man-to-man vs non BC = *
[#], [~], [&]: roll on indicated table. - : BC slowed down 1

After the die roll, the gain can be determined for the contact value found at the top. Round contact values down if necessary. For example, +5 contact is resolved on the +4 table, and -3 on the -4 table. The supplementary table below shows resolution of the "#", "~", and "&" events. The "long gain" table used when no further defender is in position to intercept a free running ballcarrier with no further defenders in his path. (For long gain, use the ballcarrier's modified speed. Subtractions of 5 yards for each "-" are made or +5 if "qk". Runners faster than speed 4 get 5 yards per extra point, slower get 5 yards less per point.

If for some reason there is a subtraction from the die roll, if the die roll is "1" go left one column instead. If one is added to a result of "6" the result is "*".

	*	&	#	~	F
1	20	OL/BE	F	F	off+1
2	30	BC 2pl	F,BC 2pl	inj BC	off-3
3	40	off 2pl	inj BC	BC 2pl	#men
4	50	inj def	inj blkr	inj def	#points
5	70	DL/B/H	inj blkr	inj blkr	def+2
6	TD	pen	pen	pen	def rb

4.3.1 Defenders man to man on players not involved:

Any defender assigned man-to-man on a player not involved in the play in any way is -2C for contact resolution purposes. If any other defenders are present, the total contact value for the defense can be no worse than if this defender were not present. If he is the only defender, or if other defenders are similarly covering non-involved offensive players, one is also added to the die roll, with a modified roll of 7 always being a '*' result. If the play is a 'quick opener', the modification is -1C rather than -2C, but there is still a +1 modifier to the die roll if the defender is alone, as for a normal play. (This rule duplicates rule 4.2.5, and is repeated here for convenience.)

4.3.2 Defenders man to man on players peripherally involved:

If the man-to-man coverage is of a blocker not written into the play, but who plays a significant role (such as blocking vs penetration), then the modification is -1C instead of -2C. There is no addition of 1 to the die roll in this case. (This rule duplicates rule 4.2.6, repeated here for convenience.) The player counts as if in zone (but at -c).

4.3.3 Blitzing LB's and DH's:

Any LB or DH (or S, CB, OLB, MLB, etc.) that is blitzing is counted as -1 in contact value. Rushing defensive linemen are not so penalized. However, see next rule.

4.3.4 If all defenders are pass rushing:

If all of the defenders in a zone at the line of scrimmage are rushing (or blitzing), or are man-to-man on players other than the ballcarrier (but including blockers), a certain die roll, marked "\$" in the contact table and usually 4, is treated as a * result instead of the normal gain. If the play is a draw under these circumstances, other die rolls, usually 1 and 3, also gives a * result. If any defender is neither rushing nor man to man, or is man to man on the ballcarrier, the provisions of this rule do not apply. Defensive linemen in "man to man" coverage, after reaction, count as if in zone for this purpose. A defensive lineman in man-to-man versus a trap pulling lineman does not count as if in zone; read about the special trap play for this case. (On +8 and +10 contact margins a roll of 1, 2 and 3 respectively gives the "*" effects rather than 1, 3 or 4 in such cases.) This rule reflects the fact that the defenders are focusing more on the QB or are otherwise distracted, allowing more chance for a running back to slip through.

4.3.5 Slow developing (+1) or quick opener (qk) play (optional, in use):

If the play is one that is slow developing (the +1 option described in rule 4.7.1), every defender is +1 in contact value (and +1 in speed). If the play is a quick opener, the penalty for being man-to-man against an uninvolved player, described in 4.3.1, is -1C vice -2C (and defenders are -S in pursuit and reaction). (See 4.3.1.)

4.3.6 Contact vs man to man coverage in original zone:

If the ballcarrier is covered man-to-man, and the covering defender did not have to move (usually because the ballcarrier enters his zone directly), the defender is given a +1 contact bonus. (Certain position specializations allow this bonus to sometimes be +2C. Also, the defender gains a +1P bonus, if it is a pass play.)

4.3.7 Contact resulting in a "slow-down":

A result from the contact table with a "-" appended indicates that the ballcarrier was slowed down. On the initial contact roll, this is accounted for during the pursuit phase. In subsequent contact resolutions, there is an immediate supplementary pursuit adjustment, in which all defenders eligible to pursue (based on the new speed differential) can be moved to reflect a ballcarrier speed of one less. This will mean that defenders can move to zones which they could originally not reach based on the ballcarrier's original speed.

4.3.8 No defender case:

If there is no defender in the initial defensive zone, treat the contact result there as "*" (no contact, still running free) and continue with the pursuit and subsequent contact phases, moving the ballcarrier to the next zone downfield. Similarly, if no defender is in some other zone into which the ballcarrier runs, treat the situation as a * result.

4.3.9 Movement after crossing the line of scrimmage:

The ballcarrier always moves directly downfield from the point where he first crossed the line of scrimmage. Thus, in a play H/LE, the ballcarrier would move into L, LS, IL, ML, LL, VDC zones. In contrast, in the H/LT play the ballcarrier would move through L, SL, IL, MC, LL, VDC zones. (Exceptions to this rule are 4.7.4 and 7.1.4.)

4.3.10 Limits on number of effective blockers:

Each zone allows some maximum number of blockers that can be effective. This limit is portrayed with the width of the zones on the board. This rule represents the increased chance of the ballcarrier being slowed down by heavy traffic if the limit is exceeded. The maximum numbers are:

C	4	SL,SR	4	SC	4	MC	8
L,R	3	LS,RS	3	IL,IR	5	ML,MR	3
DC	4	WL,WR	2	VD	14	LR,LR	5
WWL, WWR	2						

These limits are unlikely to be a constraint except at the line of scrimmage.

When the number of blockers exceeds this limit, usually due to unexpected holdup of blockers in the zone due to the defensive alignment, the excess blockers are not counted. Those with the lowest contact values are left out as necessary. Note that this maximum has no effect on the defense, and even if a blocker is not counted, any defender that is man to man on him still is. The 'Dive' play, described in rule 4.7.5, allows one additional blocker. All blockers are at risk of injury, whether counted or not.

4.3.11: Open field tackling (Advanced rule, is in use for FOOL play):

A defender whose speed is significantly slower than the ballcarrier is less likely to tackle a ballcarrier successfully in the open field. Thus, in certain zones, a number is added to the contact die roll to reflect this as follows:

Area:	Add one to die roll for each point of speed:
RS, LS, SC, WWL, WWR:	Over one that the ballcarrier is faster than the defender
in backfield:	Over one that the ballcarrier is faster than the defender
<u>IR, IL, DC:</u>	<u>That the ballcarrier is faster than the defender</u>
L, R, C, SL, SR:	No open field tackle benefit

If there is more than one defender in a zone, the speed of the fastest defender (after modifications) is used.

If the ballcarrier would receive a bonus but there are multiple defenders, then for each additional (slower or equal speed) defender, add one to the defensive speed (to reduce or eliminate the ballcarrier's bonus) but do not include that defender in contact calculations. The slowest defender is eliminated first for such consideration. (Players already giving up -1 or -2 and + on die rolls cannot be used to make this odds vs die roll mod tradeoff. See discussion in =next paragraph.) This represents the ballcarrier eluding such a defender, but his field being restricted in so doing. (The defense is assumed to benefit by reducing the die roll modifications in preference to the column on the contact table.)

For purposes of this rule, apply applicable specialization bonuses. For CB's on a pass play, the speed bonus counts on the initial contact resolution (only). (For example, for a 6 speed E versus a 4 speed CB in IR, the CB would receive a bonus of +1, but the net benefit to the end is still +1 for the W to the die roll on initial contact. It would be +2 on a later contact in DR versus a CB 3-1-4 defender (who was there to cover the secondary receiver). The +1 speed for a S counts only after the initial contact roll (applicable after pursuit) whether or not the safety was originally in man to man coverage. (For a running play, the initial contact is defined as being at the line of scrimmage, even if no contact roll is made there, for purposes of this rule.) W's get a +1 bonus in the first zone downfield from where the ball was caught. Speed bonuses for +1 plays (+S for all defenders) are applicable. Speed bonuses considered for pursuit on quick plays (+S for the ballcarrier) are not considered.

4.3.11a Open Field Tackle issue:– dropping m-m slower defenders to avoid bonus

On a Whitebull H 2-6\$ TD pass/run, there were two defenders in IL: Daumier 3-5, who had pursued from SL, and Duncan CB 3-0-6, who was M-M on the W. Against each individually, Whitebull would get a +2 to die roll. Daumier for +1 speed and \$, Duncan for covering W and \$. In (at least some) cases where there are multiple defenders, the defense gives up the contact points of the slower defender to avoid the +1 on a die roll. But would that apply when Duncan is M-M someone else? It makes sense to say no. If it did count, then Daumier would have been the player dropped and

Whitebull would have a +1 against Duncan, at +4 (since he'd be a -2). That's versus a -1 at +2. Thus, man to man (other) defenders should not be included in this option.

4.3.11b: Open Field Tackle (clarification/modification) A bonus to the die roll for a ballcarrier being faster is given only if the ballcarrier is faster by 2 or more in LS, RS, and the backfield, and by 1 in IL, IR, and DC areas. If the speed advantage of the ballcarrier is greater, additional plusses are made to the die roll for each point of speed. For example, a speed 5 back would get a +2 die roll bonus against a speed 2 DT in the backfield, as might happen in a penetration case.

Certain specialist players get bonuses to speed for purposes of determining open field tackle conditions as follows:

CB: Receives +1 credit to speed in LS or RS (and WWR, WWL) vs running plays (whether the CB was in zone coverage or not) and in any zone where a pass is caught.

S: Receives +1 credit to speed in any zone other than the one in which a pass is caught, excluding LS and RS areas. (He might end up there due to defensive reaction.)

W: Receives a +1 bonus in the first zone downfield after a pass reception. This does not apply to the zone in which the pass is caught, but in the immediately subsequent one.

4.4 Pursuit

During the pursuit phase, defending players with sufficient speed, who are not already in a zone along the ballcarrier's path, may move downfield into or toward a zone that is in the ballcarrier's path. The number of zones downfield that a defender can move depends on the relative speed of the defender and the ballcarrier. Note that for defenders who moved during the reaction phase, pursuit is further movement. Unlike reaction movement, which could be in any direction, pursuit is strictly downfield only, regardless of speed differential, and with no consideration of whether the ballcarrier moved laterally.

4.4.1 Pursuit distance:

The number of zones downfield that a defender can move depends on relative speed. For this purpose, both the speed of the defender and ballcarrier are adjusted to account for options, such as ballcarrier being +1 for a quick opener, -1 for slow developing (+1), and -1 for a '-' result on contact. The number of zones (not areas) that the defender may move is as follows:

Speed advantage of defender	Number of zones pursuit
Slower than ballcarrier	none
Same speed as ballcarrier	one
One faster than ballcarrier	two
Two faster than ballcarrier	three
(The pattern continues for all speed differentials)	

4.4.2 Pursuit normally resolved only after first contact:

Pursuit generally takes place only once, after the initial contact resolution at the line of scrimmage. If there is no defender at the line of scrimmage, pursuit takes place prior to moving the ballcarrier into the next zone downfield.

4.4.3 Subsequent contact slowdown ("-") pursuit:

If any contact after the initial one (and subsequent pursuit) results in slowing the ballcarrier (a '-' result), pursuit is adjusted to take into account the new relative speed for all players. In effect, all eligible players of the ballcarrier's new speed or faster may move one additional zone downfield, if necessary, to gain a position along the ballcarrier's path.

4.4.4 Pursuit is downfield only:

Defenders are assumed to start in that zone of their assigned area that gives them the earliest opportunity to intercept the ballcarrier's path, either through being on the path or by pursuit. If there is no position that will allow this, then the player is positioned in the part of the zone that will allow pursuit to catch the ballcarrier with the fewest number of 'slowdown' bonuses, with a secondary priority toward an early as possible intercept. (The latter case is due to the possibility that the ballcarrier will be slowed, allowing the pursuer to catch up after one or more -1 speed contact results.)

4.4.5 No lateral pursuit:

Unlike reactions in man-to-man coverage, lateral moves by offensive players do not affect pursuit, which may be strictly downfield only. Any pursuit move must be to a zone farther from the line of scrimmage.

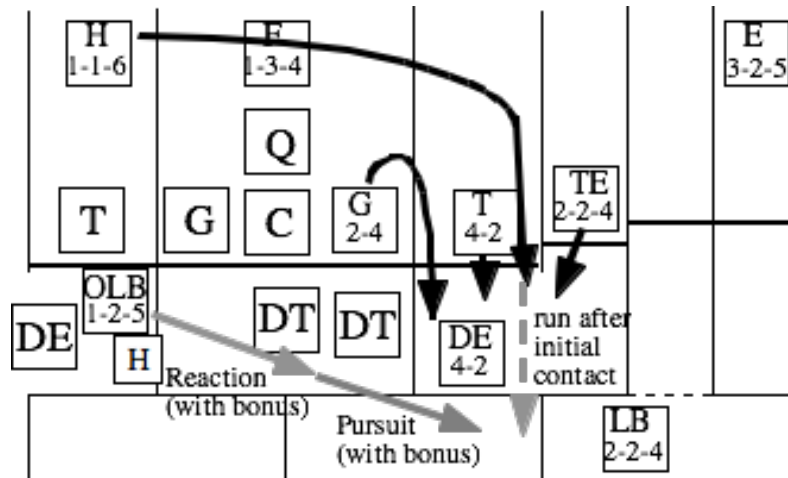
4.4.6 No pursuit if man to man versus uninvolved players:

Defenders covering man-to-man vs offensive players who are not written into the play are not eligible to pursue. An exception to this occurs when the man has a significant effect on the play, for example by preventing penetration by a blitzing defender. (See rule 4.2.6.) This rule also applies to linemen in the optional "follow linemen" defense. Linemen in man-to-man coverage are active for pursuit. They can get pass rush credit (but at -2) and they do follow opposing linemen, too. If the covered lineman was involved (pulling, blocking at the point of attack) they get pursuit as would any other player whose covered man is "involved" in the play. A lineman "following" someone with no role in the play gets pursuit, as if he was in "zone" coverage.

4.4.7 Pursuit bonuses

A player who gets a reaction bonus against the ballcarrier also gets the same bonus on pursuit against that same ballcarrier.

Example: OLB 1-2-5 in zone R is man-to-man vs the H 1-1-6. On the play H/LT, the defender can react to C, then pursue to SL even though slower by 1 since he is man to man on the ballcarrier.



(The OLB would be too slow to catch up on H/LE unless the ballcarrier was slowed down.) The pursuit bonus would not apply if the covered man was merely a blocker rather than the ballcarrier. "Not my man, coach." But see below.

There is the issue of whether this applies to all reaction bonuses, e.g. S from SC, CB vs W, MLB? Assume each reacts as if the covered man might be a ballcarrier:

This rule does not usually apply to blockers, but does occasionally. The reaction bonus counts, but normally not the pursuit bonus. However, the pursuit bonus does count until the defender catches the covered blocker. The pursuit bonus would also count on coverage for all receivers, not just the one who actually catches the ball, but only until the coverage gets to the covered receiver, not beyond.

The defensive player would be due any positional benefits for reaction as before, even if the covered player ends up blocking. For example, this means a specialized OLB in "R" man-to man on a ballcarrier that goes the opposite direction would get the +1 bonus for reaction plus, then, a +1 speed for pursuit as if in zone. He would get only the reaction bonus if the covered back is just blocking, and not the ballcarrier, since the pursuit path would not be toward the covered man.

Some additional comments: Although a pursuit bonus should usually be irrelevant vs blocker, very occasionally a blocker gets to move further downfield. The defender covering the blocker man-to-man should get his reaction bonuses to follow the blocker, and pursuit to follow the blocker, but not get pursuit bonuses vs the BC. But could he get pursuit bonus in order to reach the same zone as the blocker? This is similar to the case of a man covering secondary receiver. Right now we will say yes, up to the point he catches up to the covered player, if he can (rather than the ballcarrier).

4.5 Additional contact resolutions

Subsequent contact resolutions past the line of scrimmage follow the same general procedure outlined in the rules of section 4.4 earlier. However, the +1 contact bonuses for the slow developing play apply only to the initial contact resolution at the line of scrimmage, not subsequent resolutions. Other bonuses, for example the -1 or -2 for man-to-man coverage of an uninvolved player, always apply. There are additional contact resolutions until the ballcarrier is stopped or crosses the goal line by three yards.

4.5.1 Ballcarrier movement after contact resolution:

After each contact result, the ballcarrier moves to the next zone directly downfield from the point he crossed the line of scrimmage. This procedure stops only when he is stopped within some zone, or comes to the limit of gain from a previous contact. There is never more than one contact resolution in a given zone, even if, after the contact resolution and pursuit, defenders move into that zone. The ballcarrier always moves one farther downfield. Thus, for a defender in LS to catch, by pursuit, a receiver who caught a pass in IL, he would have to be one movement point faster or have a bonus that gives that effect, so he can pursue to ML.

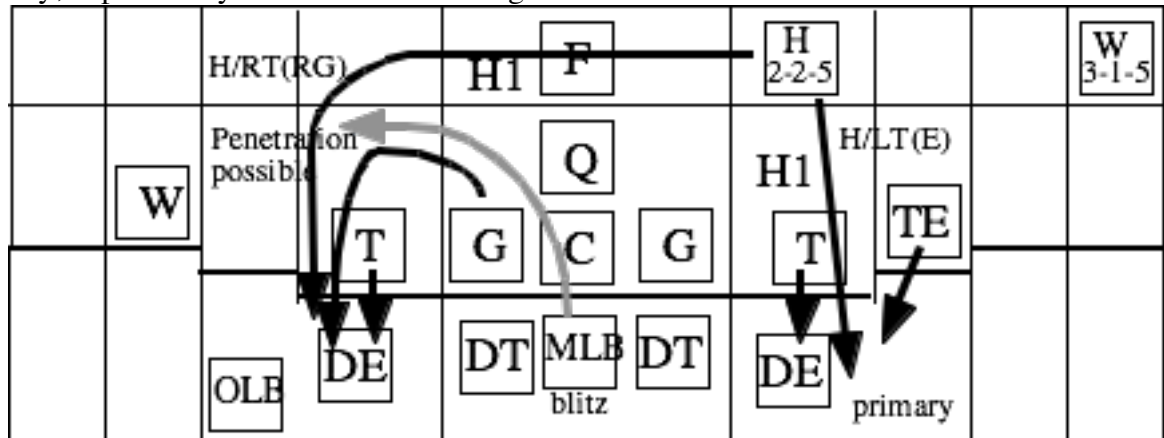
4.5.2 Crossing the goal line:

If the ballcarrier crosses a zone boundary nominally at or beyond the goal line, but a contact would take place at less than or equal to three yards, the contact is resolved normally. It may result in the ballcarrier being stopped short of the goal line (and zone boundary), in an injury, or in a penalty. It should be kept in mind that the zone boundaries are only approximate. A contact result of -1, for example, does not represent the ballcarrier being shoved back (he would be given forward progress) but in the defender meeting him a bit earlier.

4.6 Penetration (Advanced Rule, in use for FOOL play)

If defensive players on the line of scrimmage have been designated as rushers by selection of "Pass Rush" or "Blitz" options, then it is possible for a defender to penetrate the line of scrimmage and disrupt the play prior to what would normally be the first contact resolution. Penetration never takes place on a 'quick opener' play or on a draw play; in those cases the play is resolved normally without any penetration being considered.

Any rusher who is not in the zone to which the play is run may attempt to penetrate. For him to intercept the ballcarrier, there must be a path from the rusher's defensive zone to an offensive zone through which the ballcarrier passes. The distance for the defender in zones to the intercept zone must be less than or equal to the number of movement points the ballcarrier expends in reaching that same zone. (If a blocker expends more movement points than the ballcarrier in reaching the line of scrimmage entry zone, use that count for comparison purposes instead.) Include movement points, if any, expended by the ballcarrier waiting for a handoff.



In the example above, the play H/LT (LE) is not vulnerable to penetration. The H takes the handoff after 1 zone of movement (H1) behind the LT and moves on his second movement point into L. No blocker takes longer. A defender would have to be able to reach the “H1” zone in 1 movement point, and that’s impossible except from L, but that’s the target zone and so the defenders there play normally.

On the other hand, the play LH/RT(RG) is vulnerable to penetration, since the halfback must travel 4 zones to get to “R” and there are points along the way where penetrating defenders can get to the ballcarrier’s route in fewer or equal numbers of zones than the ballcarrier has traveled. In the “F” (H1) zone, penetration can’t take place. The halfback has only gone one zone and defenders would have to go two. In the next zone, the ballcarrier would have gone two but defenders from C would have to go three. But in the T zone (where the T starts), the ballcarrier needs 3 moves and the defender penetrating only needs 2 from C or 3 from L. Rushers or blitzers from either might conceivably have a chance to intercept the ballcarrier at -3 yards behind the line of scrimmage.

If rushers exist for which penetration is possible as outlined above, then the offensive blocking scheme is examined and the chance of penetration found for each eligible rusher. A roll is then made for each rusher with a greater than zero chance of successfully intercepting the ballcarrier, to see if contact occurs. If any defenders succeed, a contact roll is made in each zone to which defenders penetrate along the ballcarrier's path, against all defenders in that zone. If the ballcarrier manages to reach the line of scrimmage, the play then proceeds normally from that point.

4.6.1 Blocking assignments - who blocks:

For each defensive zone from which rushers may penetrate, blocking assignments are determined. Any offensive players who are directly across the line of scrimmage from that zone are considered, assuming they did not move elsewhere during the offensive movement phase. Offensive players with blocking assignments elsewhere who were unable to move out of the L, R, or C zone are also considered. For a rusher in the WL or WR zones, a receiver not written into the play adjacent to that zone is assumed to block. An exception is that a specialized W will not block in this circumstance (as well as most others).

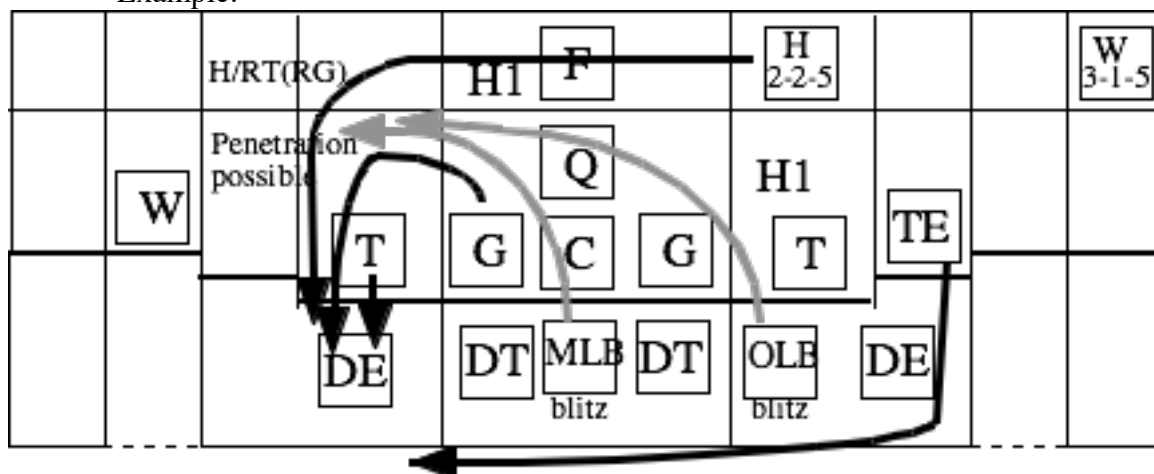
4.6.2 Blocking assignments - order of assignment:

Within each zone for which penetration is possible, offensive players block defenders in order, from the center outward, with no crossing over of assignments. If there are more blockers than rushers, the rushers closest to the play (where the ballcarrier is going) are double blocked. Generally, this will preclude any chance of that player successfully penetrating, although in some cases it may be possible.

4.6.3 Blocking assignments: - priority by defender position:

If there are fewer blockers than rushers, defensive linemen are blocked first, then linebackers, then defensive halfbacks. (Exception: on a wide play a TE will block the outside LB assuming he is outside the defensive end, if he is blitzing.) If this leaves ambiguity, the defenders closest to the play are preferentially covered.

Example:



For this case, penetration needs to be checked for C and L. Blockers available in C include the C, LG, and F. The C is assigned to block the LDT (closest lineman), the LG blocks the LDT (next closest lineman) and the MLB would be free to penetrate, except that after linemen are used, the F is used to block any remaining rushers, in this case the MLB. From L, the T blocks the LDE leaving the OLB free to penetrate.

4.6.4 Penetration resolution:

For each rusher, the player's rush value is the sum of contact plus speed. (For DH and LB, use the full contact value without the -1 modification for rushing. Defensive linemen get the +1 bonus that applies to pass rushing if they are correctly positioned, as well as any pass (rush) value.)

From this is subtracted the blocking value of the corresponding blockers, if any. An offensive player's blocking value is his contact value plus one if his speed is 2 or 3 or plus 2 if his speed is 4 or greater. Also, bonuses for the offensive player's pass (blocking) value and the +1 bonus for specialized tackles is included. (Note: An experienced "e" lineman of 3 speed would get credited as a normal lineman of speed 4. Rookie penalties count too.) For unblocked defenders, treat the blocking value as zero.

If an offensive lineman (or TE) must block a rusher closer to the play (the boundary of the zone nearest the point where penetration contact with the ballcarrier is possible), he is at a significant positional disadvantage and is thus penalized a point in blocking value for each position discrepancy in the order of players away from the boundary. For this purpose, 'nearer' is with respect to the number of players in the zone, counted in order. If the offensive player is slower than the rusher, the penalty is increased one per position for each point of discrepancy. So if the TE is the 2nd player from the left blocking into zone R (the Tackle is the first), and must block the DE, who is next to the C zone boundary, he blocks at -1. This is true even if there is a back behind the tackle position who could help out. This awkward (and dangerous) circumstance usually arises due to a pulling lineman.

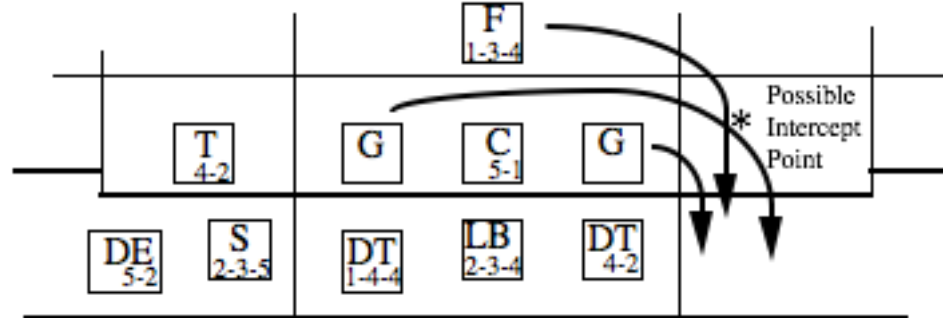
Subtract twice the distance in zones to the point of interception of the ballcarrier's path.

Subtract the number of defenders in the same zone arrayed closer to the point of intercept than the rusher.

Add one for each point the rusher is faster than the ballcarrier, if any.

The result is the number of chances out of 6 of a contact by that defender. For a 1/6 chance of penetration contact, a 1 die roll is needed. For a 2/6 chance either a 1 or 2 must be rolled, and so on. (In this case a low number results in “something happening.”)

Example: The play is F/LT (G,G) The defense is blitzing the LB and S shown.



First, note that it takes 4 movement points for the RG to get to the L zone. That means the F is in the possible intercept zone after expending 3 movement points, not just 2 at it would seem. This is important, because the blitzing safety cannot get to the intercept point in time otherwise. Had the right guard not pulled, the LDT might not be a factor in this play. The three rushers from the C zone are possible penetrators. Defenders in the L zone are not a factor for penetration rolls, since that is where the ball is going; they will get their chance during contact resolution.

There is only one blocker for the three defenders in C. He blocks the rusher nearest to the C/L boundary (the DT 4-2). The tackle blocks the DE. (Under earlier rules, he would be too slow to be a factor as his speed is only 2, and it is 3 zones to the possible interception point. That’s no longer considered now.)

We calculate the chances for penetration for each rushing defender:

DT 4-2: Rush value = $4+2+1(\text{DT bonus}) = 7$
 - Block value = 5 (C + 0 for the C)
 + 2 (the DT is one closer, and the speed discrepancy is 1 favor of the DT)
 -4 (two zones to the point of possible contact)
 Yields: 0 There is no chance for this DT to penetrate. He does his part, though.

LB 2-3-4: Rush value = $3+4 = 7$
 - Block value 0 (no blocker)
 - 1 (He is 1 removed from the zone boundary)
 -4 (two zones to the point of possible contact)
 Yields: 2 There is a 2 in 6 chance for contact: Roll the die. 1 or 2 is successful.

DT 1-4-4: Rush value = $4+4+1(\text{pass})+1(\text{DT bonus}) = 10$ (Yeah, this guy is dangerous.)
 - Block value 0 (no blocker)
 - 2 (He is 2 removed from the zone boundary)
 -4 (two zones to the point of possible contact)
 Yields: 4 There is a 4 in 6 chance for contact;; Roll the die; 1 through 4 succeeds.

DE 5-2: Rush value = $5 + 2 + 1$ (DE bonus) = 8

- Block value = $4 + 1(\text{speed } 2) + 1(\text{T bonus}) = 6$

- 1 He is 1 removed from the zone boundary

-6 (three zones to the point of possible contact)

Yields: -5 No chance at all. But if he did not get blocked by the T, he would have 1 chance, and so the T must block him, and not the S. A 4-2 DE would have no chance even without being blocked, allowing the T to block the S.

S 2-3-5: Rush value = $3 + 5 = 8$

- Block value 0 (no blocker)

-6 (three zones to the point of possible contact)

+1 (the S is one faster than the B)

Yields: 3 There are 3 chances for contact: a roll of 1, 2, or 3 is needed.

Note that this is a danger in pulling linemen. If the defender is blitzing there is a decent chance of catching the runner in the backfield, so a "run blitz" is often effective even when the play is not a pass. Of course, the blitz can get burned by a screen, draw, or quick pass or run.

4.6.4a Penetration: (modification)

We dropped earlier language for counting zones to the point of a possible penetration tackle to decide if the defender is too slow. The defender speed figures into penetration chance. A "1" speed defender thus does have a penetration chance, and must be blocked if a blocker is available.

4.6.4b Penetration: (clarification)

Linemen preferentially block other linemen. They block DL's first, LB's second, and DH's third. An otherwise uncommitted (not mentioned in the play) back will block the penetrating defender closest to the play, whether an LB or DH or DL. (He has more time to see who is penetrating). However, the back only blocks penetrators coming from the zone (L, R, or C) in front of him. A back in the TB zone (behind the FB) is too far away and does not block a penetrator. A specialized F may block vs a penetrating rusher from L, R or C, but preferentially blocks one from C first.

4.6.5 Slow developing plays:

If the offense is using the "+1" slow developing play option, all of the rushers count as +1C and +1S for this purpose, for an overall +2 bonus on penetration attempts.

4.6.6 Placement of contact resolution (-3 or -6 yards):

If the penetration takes place in an offensive zone adjacent to the line of scrimmage, then the upfield boundary of the zone is at -3 yards for purposes of calculating contact gains. As before, a gain large enough to take the ballcarrier out of the zone (and across the line of scrimmage) results in another contact resolution, the one which would normally be first, and then pursuit as usual. Penetration contact two zones deep is at -6 yards, but otherwise is treated similarly, and may be followed by another penetration contact at -3 yards.

4.6.6a: Optional (not in use yet): Defenders in “Normal” also penetrate but with -2 on die roll ? This has not been tried. Maybe do it for Season XIV.)

4.6.6b: Penetration from targeted zone: (Optional, not in use for Season XIII)

Currently defenders in the destination zone for the ballcarrier are not considered for penetration. Perhaps they should be. They are opposed by all of the blockers going to that zone, so in many cases the odds are quite unlikely. A penetrating defender would meet the ballcarrier earlier in the same way as a defender from a different zone, rather than be part of contact resolution at the line of scrimmage. The process would be the same as for other penetration cases. However, for some defenders the penetration might be at either -3 or -6 yards. The contact would occur as early as possible for the number rolled on the die. If penetration fails, the defender is assumed to be at the line of scrimmage and participate normally there.

4.6.7 Blockers vs penetrating defenders:

If there is a pulling lineman or fullback on the play following the ballcarrier’s path (ahead of the ballcarrier), and the penetration contact takes place adjacent to the line of scrimmage just prior to when the ballcarrier would have crossed, these blockers block in the penetration contact resolution rather than at the line of scrimmage. It is not necessary that they be lead blockers in order for this to occur. This opportunity is restricted to penetration from ahead, not by defenders in effect trailing the play down the line, which is usually the case.

If the penetration attempt fails (no defender gets a low enough die roll), these blockers block normally. If the contact roll for penetration is +6 or better without using all of these blockers, save the extra one for the line of scrimmage (e.g. B 2-3-5 with G 4-3 and G 3-4 to RT, vs a S 1-0-6 blitz who made a successful penetration roll. The S is actually -1 (not a lineman), so the G 3-4 and ballcarrier together give a +7 contact; the other G blocks at RT normally. Against a 1-2-5 safety (worth 1 contact) the G 4-3 would block on penetration and the G 3-4 would block at the line, giving +6. An OLB 3-4 (who is -c) would draw both guards (at +8) since leaving out either would drop the contact roll to +5; if the B gets past him he would have only the tackle blocking at the line of scrimmage. [Might be better just to not worry about this? no blockers in the backfield.]

4.6.8 Blocking by running backs not written into the play:

A back who was not written into the play may be used to block a penetrating defender (selected by the offensive player) who was unblocked in the defensive zone directly ahead of the back. Thus, the back in the FB position behind the QB can be used to block an extra rusher in the C zone, reducing his chance to penetrate. The Quarterback cannot be used for this purpose. Any back used for this purpose is -2 in blocking value, and any defender covering him man-to-man is -1P,-1C and can pursue as if in zone, rather than being -2P,-2C and with no pursuit, as described in rule 4.2.6. (A specialized H or TB is -1 in blocking value in addition to the -2.) Note that this applies only if there is a rushing defender who is completely unblocked. A back directly behind the TE may not be used in this way except against a defender rushing through that spot (the third rusher from L or R against a play going inside, or any rusher on a wide play to that side.).

A specialized HB does not block on penetration attempts if he did not line up between the tackles, inclusive (3 middle zones behind the QB). No back blocks vs

penetration for any ballcarrier traversing a zone adjacent to the line of scrimmage without crossing the line of scrimmage immediately. (This occurs most often on a Q/WR or WL play).

Note that a specialized FB can block vs penetration against potentially penetrating defenders from L or R as well as C, assuming the play is to the opposite side. (He could not block a blitzing OLB in L on the play H/WL, since the play goes away from him.)

4.6.9 Blockers' movement considered in distance to contact:

If the distance the ballcarrier moves is less than the distance a blocker moves, add the difference to the ballcarrier's movement points for purpose of determining whether penetration takes place (in 4.6).

4.6.10 The penetration contact roll:

Rushers who successfully penetrate encounter the ballcarrier behind the line of scrimmage. Use the normal contact roll procedure. Note that rushing LB and DH players are -1 in contact value for this purpose, and this is true even on a slow developing play, where a +1C bonus is applied to determine if contact took place. As with other contact rolls against pass rushers, a "\$" die roll (usually 4) counts as *, a clean break. The +1C bonus for a slow developing play does not apply to the penetration contact roll itself. Note that penetration contact rolls are "in the backfield" for purposes of the open field tackle rule (4.3.11), so for example a 5 speed H vs. a DT 6-1 who succeeds on a penetration roll would get a +3 on the contact roll.

4.6.11 No penetration on quick opener and draw:

Penetration rolls are not made for the quick opener or the draw play. The quick play does not allow enough time for defender penetration. In the case of the draw play, defender penetration is planned, and accounted for in the special provisions in the way that play is resolved.

4.6.12 Penetration by DE on wide plays (clarification):

Generally a DE lines up somewhat outside the offensive tackle, perhaps opposite the tight end. On plays that go wide, if only a tackle is trying to block, he has the same positional disadvantages as if there was a Tight End who pulled. (Thus, he has a -1 on blocking value, and possibly an additional modifier if he is slower than the DE.) This clarification will make wide runs a bit more risky to the weak side.

Penetration example:

Gold had RH go WR, RG pulling, and RE blocking down field. EP had LB blitzing from R; since no RTE, he had clear shot (T blocked DE first). Since RH had to expend 2 points to get handoff in H2, blitzing OLB was able to catch H at - 6 yards. Correct? The new rule about pulling guard able to block if penetrator is coming from ahead of play, rather than behind, wasn't in effect, because rules say that is only when possible penetration next to line of scrimmage.

Right. There are two ways the H could get the handoff going right. One way if to go behind RT, get the handoff there, then run to WR (or WWR) one zone behind the line of scrimmage. Rushing DE's like this option. Let's say T is 5-1 and DE is 3-4 (no LB at line). The DE is assumed to penetrate from the end spot so the chances of penetrating are

8 (DE C+S+bonus) - 6 (T C+bonus) +1 (over one position) + 3 (difference in speed) -2 (one zone to intersection with ballcarrier's path) = 4/6 chance. An unblocked LB is pretty sure to get there (and this DE vs. this T has no chance since the LB is outside, not the DE). The tackle would be at -3 because it's only one zone behind the line of scrimmage.

If the H first moves left (to F spot: H1), then reverses, he burns an extra movement point reversing direction. He has to be a 6 speed to do it this way, but then the defender has to move two offensive zones (The DE alone would have 2/6 chance). But, if the DE does get there, it's at -6. Waiting and getting the H2 handoff is better, can be done by a 6 speed H, and has the same calculations. On the same route a blitzing MLB might get to the ballcarrier in C for a -6 loss, especially if a guard is pulling.

The play RH/WL is better because the ballcarrier can stay farther from the line. He doesn't waste time picking up the ball and reversing direction. However, if there is no TE or other blocker, a fast DE can be big trouble, and will be trouble at -6 yards. For RH going right, RH/PWR has its advantages because you don't have to go forward or left for the handoff, though there is the possibility of a fumble.

Also, right that the pulling guard doesn't figure into the contact roll because too deep. The rationale is that the defender gets there before the pulling guard can do anything about it.

4.7 Run options

There are several variations on the run play which may be selected when the play is written. Each has advantages and disadvantages. The use of the option is written into the play by adding the designator at the end of the play, for example: F/LC qk.

4.7.1 Quick Opener "qk":

Under this option, offensive movement is essentially halved, with fractions rounded down. (See details later.) For pursuit and reaction purposes, the ballcarrier and blockers are credited with speeds one greater than usual. This will often limit pursuit and reaction, reflecting defensive surprise if the play breaks successfully. No penetration is possible if this option is used. Note that speed 1 offensive linemen will not be able to block at all on a "qk" play. A quick pitchout is possible, but the ballcarrier's position when receiving the pitch will almost certainly not reflect sufficient movement points expended. The pass value is decremented to make up the difference, giving a greater than usual chance to fumble.

Calculate movement this way: Each zone on the offensive side for a run counts 2, and for a pass counts 1. Each zone on the defensive side counts 2 (including entry across the line of scrimmage). The receiver's/ballcarrier's movement is normal. A H gets his usual 1 bonus point for being an H. A "W" gets his extra movement point down the sideline on a pass. A "loft" pass gets an extra point. There is no rounding. If you can't get to the zone in the number of points, you can't get there. The bump speed penalty is doubled, to -P/-2S (roll 6) for example. Similarly, "traffic" is calculated with double numbers for those going through the line. For example, through LT, there is a -1 for the DE if he is rushing and -2 if he is not. These methods apply for both runs and passes.

4.7.1a Movement behind Center on Quick Opener "qk" (optional, omit):

Proposal for Movement penalty for moving behind the QB in the Q/C zone:

Moving from one side to the other behind the Q costs one zone (as for a pulling lineman), so that a 1-2-5 H could do H/RC qk but not H/LC qk. (This extra +1 applies only to players passing through the Q/C zone such as a pulling guard and H. It would not apply to a F, since he is directly behind the QB, and does not need to change sides.)

Recommendation: This gets messy, since as written it would also apply to RH/LT, which would now be impossible for a B lined up behind the RT. Maybe we just say a benefit of H specialization is to allow RH/RCqk or RH/RE qk for a 5 speed H and RH/RT for a 3 speed H. (Note that on RH/REqk the tackle would have to be speed 4 to block!) (This rule IS NOT in effect now)

According to Example 12, the "qk" speed bonus does count on the "*" roll. A 6+1=7 gets +15yd.

4.7.2 Slow developing play "+1":

This option gives all offensive players one extra movement point, hence the "+1" designation. The increased speed of offensive players is not used for pursuit and reaction of man-to-man coverage calculations. Indeed, all defenders are credited with +1 speed for both coverage and pursuit. Furthermore, in the initial contact roll at the line of scrimmage all defenders get a +1C bonus. This +1C bonus does not apply to penetration contact rolls, or contact rolls on pass completion, although the +1C does apply to penetration chance determination and pass rush effects. This option cannot be used together with the quick opener option.

4.7.3 Pitchout "P":

This play proceeds exactly as a run, but instead of using the H1 and H2 zones for a handoff, the ballcarrier receives a pitchout in zones marked P1, P2, etc. after expending the indicated number of movement points. (These zones can be used after expenditure of fewer movement points, but with a -P penalty for each movement point shortfall.) A pitch can be made to players wider than the P3 zone (this often occurs on a QB option) and this can be done with a pass value of 4 for the zone. These wider options are generally helpful in getting the ballcarrier wide. There is a chance of fumble, however. In effect, a pass is thrown. A pass value of 3 for the quarterback (regardless of what he uses for passes) is added to the receiver value of the ballcarrier, and the pass value of the zone (6,5, or 4 with decrements for insufficient movement). A specialized H gets a +P bonus. A die roll is made on the corresponding pass table. A completion allows the play to continue, as for a normal run. Any other result is a fumble at the yard line corresponding to the upfield boundary of the zone where the pitch was to be received, at -6 yards. If a fumble occurs, the fumble table is consulted to determine who recovers it, and where. (See section 6.1.) In cases where possession depends on the number of men or contact points, consider the ballcarrier and any defenders man-to-man on him who react to a zone within one zones of the ballcarrier's destination. Most often just the ballcarrier is included.

4.7.4 Draw "dr"

With this option, the ballcarrier destination is given as L, R, or C, rather than the more specific entry points such as LT or LE used for other run plays. The ballcarrier is allowed to pick either path ~~before defensive reaction~~ ~~after the first contact roll~~. Blockers are assigned as usual, although there may be some ambiguity as to which zone a blocker is in. For example, the play F/C (LG)(RG) dr could conceivably have the right guard in either SL or SR. To resolve ambiguity, the play can be written with a vertical bar within the parentheses. In this case, (IRG) would indicate the right guard blocks in the rightmost of the two possible zones, in this case SR. In another example, (LE|RG,RT) has the left end blocking in the leftmost zone and the other two blockers in the rightmost zone. Of course, the ballcarrier will only use one of these two routes, so the blockers on one side or the other will go unused (unless they move downfield due to the absence of anyone to block, and having extra movement points to do so). If explicit information is not given and ambiguity remains, players are assumed to block in the zone closest to their starting position, the zone closest to the center of the field, or the strong side or rightmost side, in that order of priority. When the play is executed, the ballcarrier decides, ~~after the initial contact resolution~~, which of the two possible paths to take. Generally (as a default), the one most immediately favorable for contact resolution and distance to contact is selected. The play may be written more specifically, such as to LE or LT.

In executing the draw, all offensive movement is -1 in movement allowance. If there is a pass rush, the extra penalties for moving through L, R, and C (described in rules 4.1.2 and 4.1.3) do not apply. If there is no pass rush, the normal penalties apply, as well as the -1 penalty for the play being a draw. If the "stay at home" defensive option is chosen, all defensive linemen count +1C.

For each pass rushing lineman or man to man defender in the zone to which the ballcarrier runs, there is a chance to "read the draw" that depends on the maturity of the linemen on both sides and blocking assignments. Normally there would be zero chances for each rushing lineman to read the draw. If any rookie lineman from across the line from that zone is blocking (in that zone or elsewhere), 1/6 is added to the chance to read the draw. Each veteran rusher gets +1/6 chance extra to read the draw. If the QB is a rookie, chances to read the draw are increased by 1/6. If he is a veteran, chances are decreased by 1/6. After all this, 1/6 is subtracted from the chance to read the draw. Thus, the chance to read a draw is 1/6 less than the chance to read a screen pass for a given situation. (The same rule applies to the screen pass, except for this final -1/6.) If a defender recognizes the draw, he is treated as if in "normal" (zone) mode rather than rushing, so a "\$" die roll (usually 4) does not break the ballcarrier loose.

Contact is resolved normally, except that a contact result of 1, 3 or 4 (usually) gives a "*" result at the line of scrimmage if there is no man-to-man defender covering the ballcarrier there and all defenders are either rushing or covering someone else. If there are non-rushing defenders, but no man-to-man coverage, only 1 or 3 roll gives a "*" result. If the ballcarrier is covered man-to-man or the "stay-at-home" defense was selected, no special results on a 1, 3 or 4 apply. (Note that for +8 and +10 tables, rolls of 2 and 3 give these special results, respectively, instead of 3 and 4.) There is no penetration determination, as this effect is taken into account by considering the upfield boundary of the L and R zones to be at -6 yards instead of at zero, and the boundary of the C zone at -3 instead of zero. (This is because the offensive linemen initially step back

as if pass blocking, thus giving up yardage and some movement in order to achieve deception.) Draws to the side are more difficult to do since the back starts out in the middle as the QB drops back to pass. Rushers outside typically penetrate deeper than those in the middle. So, draw plays to L or R start at -6 yards, rather than -3.

The "pulling guard" and lead blocker bonuses do not apply on a draw.

[Maybe simplify to rookies no chance, veterans 1/6, experienced veterans 1/3, and same for screen? Maybe + 1/6 if opposite blockers average rookie, - 1/6 if they average exp. veteran? I think we need to simplify.]

4.7.5 Dive play "d"

A dive play is designed to maximize the chance of achieving a short gain at the cost of giving less of a chance for a long gain. Often the ballcarrier literally dives over the line of scrimmage. All "B" and subtype players (F, H, Q, TB) are capable of executing the dive. The F and H (or TB) specialists do it better than the others. Offensive movement is normal, and either the qk or +1 options can be used. But before the (normal) first contact roll at the line of scrimmage, a die is rolled and the "Dive" table consulted. A 1 is added to the die roll if the ballcarrier is an H or TB, and 2 is added for a F. An extra blocker is allowed to squeeze into the zone, so that 5 can block in C, 4 in L or R, etc. Penetration is possible on a play that isn't "qk."

die roll:	1	2	3	4	5	6	7	8
	-1~	N	1 yd	N	2 yd	x2	+1	3 yd

-1~: Use one column left for contact, 3 yard limit on gain, roll ~

1yd, 2yd, 3 yd: The gain is 1, 2 or 3 yards respectively. No further die roll.

N: Execute play normally, no limit on gain.

+1 Use one column right for contact, 3 yard limit on gain.

x2: Double contact differential (even if negative), 3 yard limit on gain.

There is also a 3 yard maximum gain in this case.

4.7.6 Quarterback sneak:

The quarterback can run the ball as can other ballcarriers. Note that he expends one movement point taking the snap, so only a 4 speed quarterback can run a "qk" play to LC or RC. Furthermore, if the fullback is to block in C, he expends (and the quarterback expends) one extra movement point to go through the zone in which the ballcarrier starts. This usually precludes the fullback blocking on a Q/LC qk play (You need a 5 speed F and 6 speed Q). The QB can do a dive, even a qk dive. Note that if the QB runs elsewhere, defenders who are rushing from C have a chance to penetrate while the QB is handling the snap, since he is only 1 zone away.

4.7.7 Quarterback option (optional rule, being used):

A quarterback option play is written as a normal run play, with the quarterback as the ballcarrier. It may not be a qk play, and must be to the L or R zones at either T or E positions. In the play as written, a threshold is given for making a pitchout to a back who is simultaneously running a WL or WR play. If the quarterback's contact advantage is equal to the threshold, he will pitchout 50% of the time (on a die roll of 1-3). If his contact advantage is one greater than the threshold, he pitches out on only a 1 or 2, and so forth. The pitch is -2 in completion value compared to a normal pitchout due to the

quarterback's greater uncertainty in where the back will be relative to himself. Blockers are given separately for each possible course of the play. Lead blockers may be used for either or both ballcarriers. An example is:

QB/LE (LG,TE)(C)+2lopt TB/pWL (-)(LH)

In this play the QB runs the left tackle play, pitching out to the tailback with a 50% chance if he encounters a +2 contact situation at the line of scrimmage. Note that both the center and left halfback could conceivably end up blocking in the LW/LS area, regardless of who the ballcarrier is. If the blocker was listed for the (potential) ballcarrier who did not get the ball, then he is -1 in value, but can still block. Here, the LH is -1 if the QB keeps the ball, and the C is -1 if the pitchout is made (assuming that he can get to LS and obtain position at all.) If the halfback in this example is covered man-to-man by a linebacker who could only get to zone L, that linebacker would count -2C (as man to man versus a secondary receiver) if the quarterback keeps the ball. If the pitch is made, he and other defenders in L may be able to pursue to LS.

If the pitchout is fumbled, count the defense as including any defender in LS after reaction for purposes of determining who recovers if it comes down to a matter of number of men or number of points.

If no threshold is specified, assume that it is +3.

4.7.8 Trap blocking "tr":

The offensive player may write his play to exclude a particular lineman from blocking. The lineman is assumed to go elsewhere with the intent of drawing the defender after him, thus creating a hole for the ballcarrier. This is known as trap blocking. Such a play is illustrated by the following example:

H/LC(noLG,F)(LE).

Here the left guard pulls out. If the defensive right tackle is rushing, he charges through the hole and misses a chance to tackle the ballcarrier. Neither the LG or RDT would be counted. Furthermore, due to the hole unexpectedly left, the initial contact resolution has the same benefits as the draw: If all defenders are rushing, or man-to-man on other than the ballcarrier, a 1, 3 or 4 (usually) counts as *. Even if there is a non-rusher, but no one man-to-man versus the ballcarrier, a 1 or 3 (usually) will give a * result. If the destination of the play is an entry point other than where a defender was trapped, the "draw" bonuses do not apply, but neither the pulling lineman nor defender is counted. A defensive posture of "cover linemen" is vulnerable to trap blocking in the same manner as is the rush or blitz. Against "normal" or "stay at home" there is no benefit; the pulling player simply is not part of the play, the defenders are not affected, and the play is resolved normally.

The defender trapped by a pulling guard is usually a DT if there are two DT's in C. If there are LB's blitzing, determine rusher-blocker pairs as for the pass rush, to see who is trapped. A pulling tackle will generally draw the DE except in unusual circumstances. The defense can get penetration, unlike the draw, but the trapped defender is not eligible to achieve penetration.

If a defender's speed is 1, there is only a 1/3 chance he will succumb to trap blocking. (He is too slow to vacate the hole.) If he is speed 2, there is a 2/3 chance he will miss the play. Any higher speed defender has a 1/6 chance of not being trapped. A low roll of 1-4, 1-2, or 1 respectively is needed to avoid the trap. An offensive player must have a speed of at least 3 to pull, forming the trap. Thus, a slow offensive lineman is not a credible bait. If the pulling player's speed is only 3, credit the defender with a speed one less for determining if he is trapped. This is resolved as part of the defense reaction phase. If the defense is not in a rush or cover linemen posture, the only result of the attempt at trap blocking is the missing offensive lineman.

Experience matters here too. An experienced defender is 1/6 chance less likely to be trapped, and a rookie 1/6 more likely to be trapped. If the offensive player pulling is a rookie, the trap is 1/6 chance less likely to work, and for a veteran 1/6 chance more likely to work.

[Note: like screen and draw, this gets complicated, and is not often used. Simplify it?]

4.7.8a: Summary Screen/Draw/Trap special provisions:

Play	From: Coverage in zone	Numbers giving clean break
Draw	-3 yd Man-man defender, others zone	none
	(-6 R,L) One Man-man defender, none in zone	4: as "pass rushers"
	Zone defenders present, none man to man	1,3: as "draw"
	None in zone or man-man	1,3,4 as "draw" or "rush"
	"Stay at home" for linemen	none, and linemen are +C
	No man-man, DL's in stunt, none in zone	1,4 as "rush", less draw eff.
	No man-man, DL's in stunt, zone defender	1 as draw, but less effective
	(Note: there is a chance for rushing linemen to recognize a draw, which makes them "zone" defenders.)	

Trap 0 yd As draw if "trap" is successful. Chance of successful trap depends on speed: speed of defender=1: 1-4, speed=2: 1-2, speed=3+: 6 Pulling player must be 3+ speed. A trap is automatically unsuccessful against DL's in normal or stay-at-home defensive posture.

Screen: -3 yd Anyone rushing is gone, DL's in zone +1P, DL's in "Stay home" are +2P

Chance to read screen by DE's, DT's. If read, lineman treated as if in "zone" coverage.

0	If any kind of defensive lineman
+1/6	If specialized DT, DE who is an experienced veteran
+1/6	Rookie QB (-1/6 for Experienced veteran QB?)
+1/6	If opposite offensive lineman is a rookie.
+1/6	If opposing offensive lineman releases to block
-1/6	If play is a draw rather than a screen pass

4.8 Inches to go (Advanced rule, in use by FOOL):

When a play results in a gain that gives exactly the number of yards that would be needed for a first down, or lands exactly on the goal line, the actual placement could be either inches short or inches over the critical placement. Under this proposed rule, in such circumstances a die would be cast, with a 1-3 showing the ball down with inches to go, and a 4-6 showing the ball just over.

For example: On third and one, the halfback dives forward for one yard. Did he make the first down? The officials come out to measure and... (die roll: 2!) the defense has held; the offense has 4th and inches. The gutsy offensive coach decides to go for it. The play comes in, the snap, and there is a huge pile in the middle where the QB tried to sneak it over. It doesn't look like much movement. The officials sort out the bodies, and the 0 yard gain proves to be.... (die roll: 4!) just enough to get the first down.

This rule would apply to the goal line for scoring a TD, or for a safety, as well.

(It would not apply to special teams kicks, but would apply to runbacks.)

(A similar rule is used for time running out in a quarter.)

Note: If the offensive team is trying to conserve clock, the call for a measurement in a case such as this results in only 20 seconds run off before the next play instead of the more usual 30 or 40.

4.9 Adjustment of zone boundaries for speed: [Is this complexity worth keeping?]

For run or screen pass plays, the nominal zone boundaries at +6, +12, +20, and +30 are adjusted if there is a speed difference between the ballcarrier and defending DH type players in zone in the area. On short passes (to WL/LSd/SL/SR/RSd/WR) adjustments are made only at the deeper zones. For each point of speed difference favoring the defender, adjust the boundary 1 yard closer to the line of scrimmage (2 yards at +20 or +30). (It is not adjusted the other way for a superior speed of the ballcarrier; the open field tackle rule applies instead.) A Safety in zone gets a +1 bonus for this rule. Linebackers get no bonus. If there is a combination of player types, the average effect is used. When averaging, round down if LB's are involved, and round up if only DH's are involved if the average speed is +.5, +1.5, etc. The table below summarizes:

Defender's Speed Minus	Run/Draw/Screen	Short Pass
Ballcarrier's Speed	IL/SC/IR	DC/VDC
+ 1	- 1 yard	- 2 yds
+2	-2 yards	-4 yds
+ 3	- 3 yards	- 6 yds
+4	-4 yards	-8 yds

A ballcarrier must enter the zone to use an adjusted boundary. If a ballcarrier is tackled and his momentum does not reach into the unadjusted zone, then the play is over. (This is similar to a ballcarrier getting a+3 run at the line of scrimmage and not facing three huge linebackers at SR!)

If there is more than one defensive back in the zone, use the speed of the faster player if he makes up at least half the contact points. If the slower defensive back makes up most of the contact points, use his speed. If there is a mix of defensive back(s) and linebackers in the zone, then the whole group gets the adjusted boundary benefit only when the defensive back(s) have more than half of the contact points. If the linebacker has half or more of the contact points, the boundary is not adjusted.

If there are other players in the zone or entering the zone (man-on-man or pursuit into the zone), they do not have any impact on whether or how much the boundary is adjusted. However, their contact values are included in the tackle. This rule has no impact on the results of the "Contact Table".

4.10 Defensive options for "Tight" and "Loose" coverage (optional rule not used):

With "tight" coverage, all players in man-to-man coverage would be treated as +1 in speed for coverage / reaction toward the line of scrimmage, and -1 in pursuit and away from the line. In "loose" coverage they would be treated the opposite: -1 in reaction toward the line of scrimmage, and +1 away and for pursuit. This rule is not currently in use for FOOL play.

4.11 Run Blitz (optional rule tried for Season XI, but put off to maybe Season XIII.)

A "run blitz" works exactly like a normal blitz, but the blitzing linebackers are trying to penetrate and stop the ballcarrier in the backfield instead of focusing on sacking the quarterback. Consequently, chances of successful penetration are +2 (1/3 chance greater) each, but pass rush values are -2 each. Defensive linemen must be in "pass rush" to do a run blitz, and they count normally. "Run blitz" applies to all blitzing LB's. Blitzing defensive halfbacks count as usual for a blitz (no +2 penetrate, no -2 on pass rush). [Maybe chances +1 greater; +2 seems too much, since also get no * effect.]