

CHAPTER 7

Player Position Attributes

This chapter describes the various types of players, their capacities and limitations.

7.1 Player Positions

The different positions players are designated to play generally fall into a hierarchy as shown below. This section describes the limitations and bonuses associated with the various possibilities.

Offensive		Player		Defensive	
B	E	L	DH	LB	DL
QB	TE	C	CB	MLB	DE
FB	W	G	S	OLB	DT
H		T			
TB					NT

The basic positions are those on the top layer of the diagram above, B, E, L, DH, LB, and DL. A player will very seldom play outside of one of these basic categories. Further specialization is usually the case. The various positions are elaborated further below. In addition to the specializations described here, as an optional rule a player may further specialize (in some cases) by the side of the formation. (We are not doing that in current FOOL play). A player may also be a utility player, able to play in more than one basic position, such as DH* (LB or DH), LB* (LB or DL), B* or E* (B or E) or Q* (Q or B or E). Occasionally other odd combinations are seen (S/P, for example, a safety who can also punt.)

7.1.1 Running back: "B"

These players can receive handoffs, passes, and block normally. They can also pass, although with a pass value of zero unless formerly of the QB specialization. (As an option, in an extreme emergency a DH/S/CB could play at a pass value of -1.) Backs may line up in any zone behind the line of scrimmage or in one of the wide zones, but not in any of the interior zones of TE to TE inclusive. A back lined up in one of these zones may play, but is penalized -P, -C for being out of position. A back running a play or taking a pitchout to "WL" may choose, at the time the play is executed, to run to WWL instead if he has sufficient movement points to do so, and this is seen by the player as being more advantageous. (This also applies to all derivative types, Q, H, F, and TB.)

7.1.2 Quarterback: "QB"

Quarterbacks have a nonzero passing value, and are assumed to have a receiving value of one. They receive snaps from center without an unusual chance to fumble. (Any

other player substituting for the QB has a 1/12 chance of unsuccessfully receiving the snap. This chance is 1/36 if the player is a former QB. On half of such plays, there is a fumble. On others the play is a "muff" and the QB (substitute) must run the ball himself, with no blockers except linemen, into either of the C entry points (as QB/LC or QB/RC). Quarterbacks may use the "dive" option when executing a run. While playing from the QB position they cannot both block and hand off to the player they are blocking for. (It is possible for the QB to block on a reverse.) They may substitute at other B positions, but are not used to taking handoffs. Hence, they have a 1/12 (or 1/24 if former B) chance of causing a fumble when taking a handoff. If by strange circumstance a QB does end up blocking, his contact value is -1 for that purpose.

7.1.3 Fullback: "F"

A fullback must line up in the zone immediately behind the quarterback marked "F" if there is more than one back. (They must not be elsewhere if a different back is in the F zone.) (If the fullback is not in the "F" zone as a single back, he gets no bonuses.) A fullback executes the "dive" more effectively than other backs (gets +2 on the die roll), gets a +1 movement point bonus as a lead blocker, and is +1 in movement on a "qk" run play (as a blocker or a runner, applied before movement is divided by 2). A 3 speed F can run F/RC qk. A 5 speed F can run F/RTqk. (The bonus does not apply to a pass.)

7.1.4 Halfback: "H"

A halfback must line up behind the line of scrimmage between the end positions inclusive. But, H bonuses do not apply if behind the TE positions (?). A halfback executes the dive better than an unspecialized back, getting +1 on the dive die roll. A H is +1 in movement points (but not "speed" for pursuit, reaction, downfield tackling) as a ballcarrier or receiver. He is +1P for purposes of receiving a pitchout. A halfback blocks at -1 points on a run or for pass blocking (or special teams blocking). He does not get the +1 movement bonus as a blocker.

7.1.5 Tailback: "TB"

A tailback is a further specialization of the halfback. The tailback, to use his added capability, must line up behind the fullback spot (whether a fullback is on the field or not). Otherwise he functions without any of the specialization benefits of H or TB, but still has the -1 blocking penalty for a H. On executing a running play to L, R, or C, and provided he has sufficient movement points to have gotten to either entry point, the tailback may choose the other entry point upon execution of the play. For example, on noting no defenders in LS but two linebackers in SL, the tailback may choose to substitute the LE entry point even though the play was written for LT. (Typically, the play will simply be written TB/L, as one would for a draw.) Blocker assignments and positions are unchanged, however. Choice of the alternate entry point also affects penetration, a possible motivating factor in such a choice. This TB benefit does not apply on a "quick" play, as the TB does not have time to look. A "B" or "H" running from the tailback spot is not penalized, but does not gain this special tailback benefit. A tailback, assuming he is behind the fullback spot, gets all of the other benefits of being a halfback: +P on the pitch, etc. Regardless of where he lines up, he is -1 blocking. He does not get the +1 movement bonus as a blocker. A specialized TB from the TB spot can choose either Wide or WW on ruins wide left or right just as a Halfback can (see 7.1.4).

7.1.6 End: "E"

An unspecialized End must line up at either end of the line of scrimmage just outside the tackle, or wide left or right, or wide-wide left or right. He may be up to one zone off the line of scrimmage, as long as seven men are adjacent to the line of scrimmage. If the offense has an unbalanced line, a tackle will be in the TE spot on one side, and an End may be in the Tackle spot on the other. This is legal, but the tight end may have more trouble moving downfield. (Note: either a B or an E player may act as a wide receiver. A back substituting as a tight end at the line of scrimmage is -1 in contact and pass abilities. An end receiving a handoff may fumble, as described in 7.1.1.)

7.1.7 Tight End: "TE"

A tight end must line up at either end of the line of scrimmage just outside the tackle (or guard if the line, being unbalanced, has no tackle on that side). A TE playing any other position is -C. A tight end has a movement point benefit moving through L or R from the normal tight end starting spot if there are two or more defenders in the zone. (It takes one additional defender to slow him down.) See rule 4.1.3. The movement point cost to exit L or R is 1, 1, and 2 for 1,2, and 3 normal defenders in the zone, rather than 1, 2, and 3 movement points as for other offensive players. (Note that, for a blocking assignment, a defender man to man on the TE of equal contact value counts as two men for this purpose. Also note rule 4.1.14 which makes it easier for the TE to get outside.) A specialized TE also has less chance of sustaining a "bump" on running a pass route if he is covered man-to-man at the line of scrimmage.

7.1.8 Wide receiver: "W"

A wide receiver must line up opposite WR, WWR, WL, or WWL, although he may be a zone off the line of scrimmage. A specialized W has a +1 movement point bonus if his entire pass route is along the sideline (including WL and WR), so a 5 speed W can reach the VDC zone without the "+1" or loft option, and can reach IR or IL on a "qk" play. (The bonus does not apply for reaction or bump purposes when comparing speeds with a defensive player. It also does not apply during reaction or pursuit.) A wide receiver also gets a bonus of +1 to the **calculated difference** to avoid a "bump" at the line of scrimmage and a greater chance (by 1/6) of getting out of bounds to stop the clock. A W can run the "out of bounds pass" play described in rule 5.8.2. With only 2 or fewer minutes left in a half, a W may go out of bounds if in a zone adjacent to the sideline after the initial contact roll rather than proceeding down the field. A wide receiver is -1 in contact ability when blocking, and does not pass block at all (unless playing "out of position", say as a H). Note also that W's receive a +P benefit vs linebacker types covering him man to man. A Wide receiver gets a +1S benefit for purposes of the "open field tackle" rule in the first zone downfield after catching a pass (but not in the zone where the pass is caught).

7.1.9 Offensive Linemen: "U", "L"

Offensive linemen may be "utility" players who can play any of the Guard, Center, or Tackle positions. Such players are designated with a "U". Some such players can play either Guard or Tackle, but not Center, and are designated "L" (formerly "GT").

For any of these players, or more specialized line positions, a pass value applies only to pass blocking, and has nothing to do with pass receiving. (All linemen have a pass receiving value of zero, except where the player had formerly played another position. In the latter case it is one less than the last value before the position change.) A lineman's pass value only will be used on a "tackle eligible" play or when a lineman is playing out of position, as perhaps a tackle substituting at tight end in a special "heavy" formation used for short yardage.

7.1.10 Center: "C"

A center starts in the designated position, and can snap the ball without an unusual chance of a fumble. (Any non-center playing the position is -C, -S, zero P, and has a 1/12 chance of a muff or fumble on the exchange with the quarterback, as with handoffs described in 7.1.1. If the player had played center in the past, or is a guard, the chance of a fumble or muff is cut to 1/24.) A center (but not a utility player U or L) or a designated deep snapper (see special teams rules) may snap back to a QB or another player in what would normally be the F position (shotgun snap). ~~When doing so the center is penalized -1 contact and speed for the extra concentration needed if not a specialized long snapper.~~ (I don't know that we've been doing this.) There is a 1/36 chance of a fumble (See Chapter 5 "Shotgun" rules, 5.8.7.) A utility player has a 1/12 chance of a fumble in such a case. If he is a deep snapper, this is cut to 1/18. This also applies to a special teams deep snapper who is not a center.

7.1.12 Guard: "G"

A guard starts in the positions designated, and is -C when playing out of position in the T spot and -C -S as center. As a center, there is also a 1/12 chance to fumble the snap, as described above. A guard receives an extra movement point when acting as a lead blocker. (Note that a lead blocker must reach the line of scrimmage with one extra movement point, so this does not allow a guard to pull wider than he would otherwise.) A guard gets, in addition, a +1 movement bonus when pulling. Thus, a speed 2 RG can pull to lead a RT play, and a 4 speed guard could reach WR (and, if also designated or assumed to be a "lead blocker", conceivable reach LS). Only a specialized guard, among linemen, can be a lead blocker as described in rule 4.1.15.

7.1.13 Tackle: "T"

A tackle starts in the positions so designated, or in the TE spot if the formation is an unbalanced line, with two tackles on the same side. A tackle is penalized -1C playing the Guard, Tight end, or Center positions, and in the latter has a 1/12 chance to fumble. A specialized Tackle is given a +1 bonus in pass blocking at his normal position.

7.1.14 Defensive halfback: "DH"

Defensive halfbacks can start in any of the defensive zones except L, R, and C. They may start in the latter zones if they are blitzing. A DH that is not blitzing who starts in one of these zones is assumed to be playing out of position as a linebacker, and is -C, -P. Defensive halfbacks may cover potential ballcarriers and receivers man-to-man. DH's (and S and CB's) also allow the zone boundary to be moved up if they are in zone defense versus a slower ballcarrier. (See rule 4.9) DH's, S's, and CB's are -C for contact purposes (but not pass rush score) when blitzing.

7.1.15 Cornerback: "CB"

This specialization of the defensive halfback position allows the defender +1 speed for coverage purposes, "reaction," (but not pursuit) if he starts in the IR, IL, RS, WWR, WWL, or LS areas. If the CB does not start in one of the designated zones, he is -P and the specialization benefits do not apply. (An exception is that if there is no wide receiver on one side, or just one and another CB, the CB (or second one) may start in SL or SR as applicable without penalty, but without the bonus. The CB also gets a +1 speed consideration for the "open field tackle" rule in the zone in which a pass is caught if he is man to man on that receiver, and in RS and LS areas vs a run (And WWL, WWR). (I think I've not done that!)

7.1.16 Safety: "S"

A safety has a +1 speed value for pursuit if not designated to be covering anyone man-to-man, and is starting in SL, SR, SC, IR, or IL areas. He is also +1 speed for purposes of man-to-man coverage if he starts in SC. (In earlier rules this bonus could not be used to allow the safety to react into L, R, or C. This limitation has been dropped.) If he is in zone coverage in SC, he gets a +1 speed for purposes of line of zone boundary movement (Rule 4.9). A safety starting in LS or RS areas or in L, R, or C is out of position, and is penalized -P, -C. A safety receives a "+S" consideration for the "open field tackle" rule except in the zone to which a pass is thrown (initial contact roll). Safeties are -P when in man to man defense against specialized wideouts (W). Note that a safety may have started out in man to man coverage but if he reverts to zone he receives the +1 pursuit bonus. This happens when the safety was covering a receiver after the pass reception, or for one covering a player who pass blocked or blocked against penetration.

7.1.17 Linebacker: "LB"

A linebacker may start in any area except DC, but is penalized -P if defending against a pass in ML, MR, or MC zones, is penalized -2P in LL, LR, and DC, and -3 in VDC. (This applies anytime he is in that zone when a pass is being received, whether he was originally in zone or man to man coverage. It also applies to LB subtypes MLB and OLB.) If the adjustment causes the linebacker's pass value to drop below zero, he is not counted for any contact roll, and is not a factor in the play. Linebackers are also -1 in pass value against specialized "W" wide receivers if in man to man, and are -C in contact value when blitzing against a running play.

7.1.18 Middle linebacker: "MLB"

A player with this specialization must start in C, SL, or SR (from which he gets a +1 pursuit bonus), or L, R, or SC in which he plays normally without the bonuses. In any other zones he is -C, -P for being out of position. (Note that like other LB types the MLB would be -P if defending in ML, MR, ML and -2P in deep zones.) When in the C, SL, or SR zone, he is +2C, +2P rather than +C, +P when man-to-man against a ballcarrier running to or receiving a pass in that zone (and didn't have to move in reaction). If there are two MLB's, they cannot both be in any zone but C, or one will be penalized for being out of position.

7.1.19 Outside linebacker: "OLB"

An outside linebacker starting in L, R, SL, SR, LS or RS receives a +1 speed bonus for pursuit. He also receives a +2C, +2P bonus instead of the usual +1 if in these zones and is man-to-man against a ballcarrier running to or catching a pass in that zone, and did not have to move in reaction. An OLB may also start in IL, IR, and, if there are only 2 LB's, in C or SC as well, but without receiving bonuses. The OLB must be outside of any other linebacker on his side, or he does not get bonuses. If that is the case and he is in L, R, SL, LS, RS, or SR, he loses the extra specialization benefits. In other zones, he is -P,-C.

7.1.19a OLB/MLB speed bonus issue:

Suppose there's an OLB in SR m-m on the Halfback. The play is a pass to WR/RS. Not quick. Since the halfback is pass blocking, the OLB is "released" (but counts -C, -P). Here's the question: will the OLB get his speed bonus, in order to move to IR after the WR catches the pass in RS? Say the WR is S=6, OLB is S=5. If the OLB gets his speed bonus, for reverting to zone in SR, a bonus area for an OLB, he makes the play. If he doesn't, he can't. The rules are explicit that a safety in a similar situation keeps his bonus (7.1.16). There is NOT similar language for OLB's, MLB's. In 4.4 describing pursuit, a player gets his bonus only to where the offensive player covered went. If the offensive player did not go out for a pass, that would suggest the pursuit bonus would no longer apply. Bottom line: I think an OLB or MLB does NOT get his pursuit bonus in these circumstances. He has to start out in zone to get the bonus, or he gets it only when chasing the covered man in man to man. So, going back to the example, the OLB at S=5 does NOT get his bonus and cannot pursue the WR (S=6) to IR. (The WR is happy about that.)

7.1.20 Defensive lineman: "DL"

Defensive linemen, unlike both LB and DH players, may not cover potential ballcarriers man-to-man. They retain their full contact values, even when rushing. The pass value of a defensive lineman applies to the pass rush, and in selected cases of low trajectory passes it also counts for pass defense. (See qk passes and bullet passes.) Defensive linemen who are not rushing use their pass value and a bonus of one as a pass defense value against a screen to their zone, if they are in a zone type coverage.

7.1.21 Defensive tackle: "DT"

A defensive tackle rushing from C is +1 in for penetration and pass rush considerations. No more than two players can benefit from this bonus. A DT may start in L or R, but is -1C if more than one is started in such a zone, or if no DT (or substitute playing the DT position) is in C.

7.1.22 Defensive end: "DE"

A defensive end is +1 from L or R for penetration and pass rush. Only one such bonus is allowed from each side. The outermost defensive lineman (if he is a DE) in L or R, if he has a nonzero pass value, receives that pass value as a bonus for rushing and, in selected cases, for pass defense. Any second DE on the same side of the field is -C for being out of position.

7.1.23 Nose Tackle: "NT"

A nose tackle is a further specialization of a DT who is +C against the run if no other defensive linemen are in zone C. The NT does get his +1C bonus if another DT is in R or L rather than C. The NT does not get the +1 bonus for pass rushing and penetration as do other DT's, and does not count against the limit of 2 in such cases.

7.1.24 (Proposed option): "GT" (Maybe for Season XIII – not in use yet)

This new specialization from G or T lets the player play either position with the specialization benefits of the position played. (Linemen often are shuffled and can play the other positions).

7.1.25 (Proposed option): "DTE" (Maybe for Season XIII – not in use yet)

This is a specialization from DT or DE that lets the player play either position while receiving the specialization benefits.

7.2 Special abilities

Certain players so marked on their counters have special attributes which make games more interesting as follows:

7.2.1 Penalty prone: "!"

Such a player has a greater chance of a penalty than most on pass interference penalties. On special events marked #, ~, or &, if such a player is involved in the contact there is an extra chance of a penalty (marked "!" on the table). If there is more than one such player in the game when a 5 or 6 is rolled on the penalty table, the team with the most such players draws the penalty.

7.2.1a Pass rush chance for Penalty Prone "!" players- (Optional, in use):

On a pass rush roll of 2, a penalty roll of 5 normally gives no penalty. However, if a "!" player is on offense or is on defense and ready to rush or man to man adjacent to the line of scrimmage, that player draws a false start or encroachment (5 yard) penalty. Pass defenders who are penalty prone draw a pass interference penalty on a d6=5, 1 (as well as 6) on the pass table and on a 4 on the bump table. Receivers who are penalty prone draw an offensive PI penalty on 4-6 rather than just a 6 from the pass table for a 5,6, and draw the penalty for a 5,1.) Note that ! defenders in pass coverage or zone away from the line of scrimmage and not involved in the play are not considered for penalty table rolls. Any player adjacent to the line of scrimmage, even if in man to man coverage on a receiver, does count as affecting the pass interference penalty.

7.2.2 Injury prone: "#"

Add one to the injury duration roll for such a player. (This applies to the first duration roll, not the "longer" roll. This player is twice as likely to have a "longer" injury.)

7.2.3 Fumble prone: "f"

On a special event of "~", a player marked such fumbles on a roll of 2 as well as 1. On a "#" event, a 1, 2, or 3 results in a fumble. On kick returns, one is subtracted from the "FC" table. **If such a player intercepts a pass, there is a 1/3 chance that he will drop it, and the result is incompleteness. If there has been a fumble which this player is determined to recover, there is a 1/3 chance that the ball is actually still loose. Repeat the fumble roll, leaving out this player. (I didn't remember any of this. No f's on D now.)**

7.2.4 Error prone: "o" (originally <down arrow>)

Three times per game for a starter and twice for a substitute, at a time and place of the opponent's choosing, one is added to or subtracted from a die roll involving this player. The option must be taken before the die is cast. The die roll affected may be contact, pass rush, fumble recovery, pass, or runback/long runback rolls. (In by-mail play, only away players suffer this penalty.)

For special teams plays, two results are rolled and the worst taken. If both give the same result, a third roll is made. The result worst for the side with the "o" player is chosen. (For 3 way tie, just use that result.) Note that for a kicker, it must be for a die roll the kicker is involved in, such as punt distance, or whether the punt is blocked. It would not, for example, affect the runback, chance of a penalty or injury, or even what happens to a blocked punt or kick. (See 7.7.15 for effect on runback. Only one way of using the "clutch" opportunity can be selected.)

When games are played in person (and both coaches can use "o" and "^" attributes) the home team gets the first option to use one or the other. The other team cannot use one of these attributes on the same die roll.

When a subtraction from the die roll is made but a natural "1" is rolled, move 1 column over on the appropriate table instead. So, for example, on contact table for +2 with "^" on defense used, a die roll of 1 normally gives +0 yards. The "^" moves the result to a roll of 1 on the +1 table, or -1 yard. Similarly, adding 1 to a die roll of 6 moves the result over a column. Exception: adding 1 to a 6 on the contact table always moves the result to "*". If a table does not have multiple columns, such as fumble recovery, then subtracting 1 from a 1 remains a 1, and adding to 6 doesn't change either.

7.2.5 Big play "^" (originally <up arrow>)

Three times during the game for a starter and once for a substitute, at a time of the owning coach's choosing, one is added or subtracted from a die roll involving this player. (See the list of opportunities above in 7.2.4.) The option must be taken before the die is cast. (In play-by-mail, only home players gain this advantage.)

For a special teams play, roll two results, taking the best one. If both give the same result, a third roll is made. The result best for the side with the "^" player is chosen. (For 3 way tie, just use that result.) As above, for kickers, the die roll must be one that the kicker can affect. (Neither kickers or returners count as starters for this purpose.)

For additions off the end of the table, the same procedure as for "o" applies: substitute column shifts for die rolls less than 1 or above 6.

7.2.5a For in-person games, o and ^: "Home" team gets first option to use "o" or "^" if both could conceivably do so in a given situation.

7.2.6 Elusive / Sure tackler "\$"

Such a player receives a +1S bonus on offense or defense respectively for open field tackle resolutions. These players also receive a benefit as if one faster on squad speed calculations in coverage for special teams plays or as a returner.

7.2.7 Strongarm "+" (Quarterbacks only)

A quarterback so designated throws to ML, MR, and MC and beyond with a +1 bonus, and is +1 when rolling right and throwing to ML and LL, or rolling left and throwing to MR and LR. (The normal penalties still apply as well, however.) He also can use the "bullet pass" option to any zone that would normally have a 2 value (instead of 3). Zones which normally have a pass value of 4 are treated as if they have a pass value of 3 instead.

7.2.8 No Secondary "I" (Quarterbacks only)

A quarterback so designated does not have the experience necessary to throw to a secondary receiver half of the time, but instead forces the play to the primary receiver. (For each S, IS, or CS pass table outcome, roll a die. On a 1 to 3, treat the outcome as "-", "I", or "C" respectively. On a 4 to 6 treat the outcome as "S". This does not apply to "S" results due to pass rush.

7.2.9 Weakarm "-" (Quarterbacks only)

A quarterback so designated throws to DC, DL, DR with a -1 penalty, and cannot throw to VDC at all. He cannot throw bullet passes.

7.2.10 Soft Touch "st" (Quarterbacks only)

A quarterback so designated is -1 in passes to ML, MR, MC and beyond, but +1 on passes to SL, SR, L, R, C, and SC. (He is +1 to the near sideline zones on a rollout, but -1 extra to zones on the far side, and gets no bonus to SC.

7.2.11 Tertiary Receiver "3r" (Quarterbacks only)

A quarterback so designated may have not only a secondary receiver, but a tertiary receiver as well. The pass rush is repeated for the tertiary receiver as for the secondary receiver, but with an additional +3 added to the pass rush.

7.2.12 Good conditioning "gc"

Such a player receives a +1 bonus on tiredness rolls, and may make additional carries per series, quarter, half and game of 1,2,4, and 6.

7.2.13 Poor conditioning "pc"

Such a player is penalized -1 on tiredness rolls, and is reduced in number of carries by 1,2,4, and 6 per series, quarter, half, and game respectively.

7.2.14 Robust constitution "r"

A player so designated is somehow less susceptible to serious injuries than most. Whenever a "longer" result is obtained on the injury table, An additional roll is made. On a 1 to 3, the result is that one play is missed. On a 4 to 6 the usual serious injury is

suffered. If in the duration roll a 4-6 is obtained (loss of some value for the rest of the season), there is a 50% chance that the "r" property is also lost.

7.2.15 Special effects for kickers:

"#" (injury prone) ,o (error prone) etc. has the same meaning as for other players.

7.2.16 Immature: "im"

Such a player continues to pay the same penalties for his position as a rookie, even after he is a veteran. When an experienced veteran, he even then takes the penalties, though most of them are cancelled by the "veteran" attributes. (Alternatively, simple treat players who are both "e" (experienced) and "im" (immature) as being normal veterans. That's what we will do for FOOL play.) The "im" attribute does not affect tiredness.

7.2.17 Mature: "m"

A "mature" player never pays the rookie penalties, and is treated as if he is an "experienced veteran" at age 26 instead of 30. Once he is 30, the attribute no longer has any effect, and can be removed.

7.2.17.a For game plans: leave out the "m" and R for a rookie. Such a player is treated as normal (as a veteran). For a player 26 and up, simply change the "m" to an "e", since the player has the experienced veteran benefits. So, the "m" should not need to appear on the game plan (sets, defenses).

7.2.18 Plodder / poor open field tackler "c"

This is the opposite of "\$". The player is -1 speed for purposes of the "open field tackle" rule.

7.2.19 "q" Quick acceleration:

The player is +1 speed (before dividing by 2) on "qk" plays for movement or reaction purposes (but not for open field tackling). Example: This lets a "q" 1-2-5 B do LH/LC qk.

7.3 Rookie / Age penalties and benefits:

Players are considered "rookies" in their first season of league play (R), or for a second season if they played fewer than 4 games experience credit as determined during training camp, including random variations. This is the R2 designation. (See rules for change and training camp, Chapter 12.) Such rookie players are penalized in a number of ways. Similarly, players who are 30 years old or older are considered "experienced veterans" and receive some benefits. Note that there are also tiredness rules that are affected by age and rookie status, described elsewhere in Chapter 8 rather than here.

7.3.1 Rookie penalties:

Rookie offensive players are -1/2 when pass blocking. This overall effect is rounded toward the lower pass blocking total, and is combined with veteran bonuses and the adjustments for speed 3 players.

Rookie QB's are -1 in reading the blitz.
Rookies are -1 in "bump" situations
Rookie defensive linemen are -1 in reading the draw, screen, or trap.
Rookie linebackers cannot fake a blitz.
Rookie DH types playing zone are -2P for being one zone removed from where the ball is thrown (e.g. a 3-1-5 R in MC would be worth 1 in SC.), and -3P if two zones removed. (This is currently being used for FOOL play.)
Rookies have only a 1/18 chance of receiving the "experience bonus" described in Rule 8.8 after starting for 3 games. (Veterans have a 1/9 chance.)

7.3.2 Experienced veteran benefits:

Experienced veteran offensive linemen are +1/2 when pass blocking.
This is rounded down when finding the blocker totals, but can be combined with the +1/2 for linemen being speed 3.
Experienced veteran QB's are +1 when reading the blitz.
Experienced veterans are +1 in "bump" situations.
Experienced veteran defensive linemen are +1 to read a screen, draw, or trap.
Experienced veteran LB's can fake a blitz from SL or SR (but must be speed 4).
If the majority of blitzers are experienced veteran LB types, the chances for the QB to read the blitz are reduced by 1/6. (If just 50% are experienced LB's, there is no adjustment.)
Experienced veteran DH types in zone are -P for passes to zones in the area two away, and are not -P against passes to adjacent zones (Optional, but in current FOOL use.)
Experienced veterans have a 1/6 chance of receiving the "experience bonus" described in Rule 8.8 after starting for 3 games. (Veterans have a 1/9 chance, and rookies 1/18)

Optional, to be considered before season XIII draft and camp:

Experienced players can be coached to remove! or o attributes with the same probability of younger "veteran" players, and this coaching can be added to any other training camp activities. (This is a proposed rule. I do not believe it is in effect for FOOL play.) An alternative is:
Each training camp an experienced veteran player has a 1/6 chance to remove any of the following negative special attributes: !, o, f (and i). Again, this has not been accepted for FOOL use yet.

(If there are mentions of rookie/experienced veteran benefits and penalties in other places, they should be repeated here.)

7.4 Special Teams specializations

Various specializations for special teams are detailed in Chapter 9. Some of these have effects on other plays (LS). They are listed here, but see Chapter 9 for their effects and Chapters 9 and 12 for qualification process. Normally these attributes are kept on the player roster rather than on the markers. Players filling these roles without the requisite specialization are penalized.

LS: Long snapper – important on punt and field goal, but no longer shotgun plays.
KK: Kamikaze – a specialization for KO coverage
VKK: Veteran KK (2+ seasons experience) +C+S benefit
KRS: Kickoff returner
VKR: Veteran kickoff returner (2+ seasons experience) +P+C+S benefit
PRS: Punt returner
VPR: Veteran punt returner (2+ seasons experience) +P benefit
H: Holder for FG plays
VH: Veteran holder (2+ seasons experience) -1/36 chance of bobble benefit
WR: Wide rusher on FG plays
VWR: Veteran wide rusher (2+ seasons experience) +1/72 on blocking benefit
SWR: Superior wide rusher–this is just an issue of player attributes: P+S=9+ (+1/72 blk)
VSWR: A VWR who is naturally superior.
Option: ST: “Special teams specialized”: Does not incur a –C penalty blocking or covering on special teams – so a LB would get full contact value blocking, for example. [currently not in use, to be considered for Season XIII. Revisit before camp.]