

CHAPTER 9

Special Teams

These special teams rules were developed by Robert Gross for FOOL season VI. They replaced an earlier set of special teams rules developed by him, and these had replaced the initial rudimentary rules that were used in early UFL play. These rules have been slightly modified since their use began, as shown in brackets ([]) in the text below. It is also possible that typographical errors in copying have been added. Currently, some of the special teams rules are in a separate document. Eventually they will be incorporated into this chapter.

9.1 Kickoffs and Returns

Kickoffs occur at the beginning of each half and after each TD or field goal as is normal for the rules of Football. In FOOL play the coin toss before the game determines which team has the decision of whether to defend or to choose the end of the field. The team winning the toss may decide to receive (the normal case) but can also decide instead to take a particular end of the field (favorable wind), or can defer the choice to the second half. The team not winning the choice then either gets the favorable wind position (normal) or the option to receive or kick. The team not winning the toss makes the first choice for the second half unless the choice was deferred by the team winning the toss.

9.1.1 Kicking Squad

The kickoff and return squads require 11 players each. Since the kicking squad is playing a type of blitz-zone defense, regular defensive players can play nine of its 11 positions. The kicking squad consists of a "kicker", an optional "kamikaze" player, and nine or ten coverage players. There is no need to specify the location of any player. However, the skill levels of the players will sometimes make a difference in how well a return is covered or whether an onside kick succeeds.

The "kicker" is a specialized placekicker. His kickoff distance is determined by his placekicker value. An "A" placekicker is an "A" kickoff man. If there is a +/- modifier for place kicking, the modifier is adjusted as follows for kickoffs as follows: A+1 or A-1 = A; A+2 or A+3 = A+1, A+4 or A+5 = A+2; A-2 or A-3 = A-1; A-4 or A-5 = A-2; etc. Use this system for all columns (A, B, C, D). The placekicker's "wide" number becomes the "control" number for kickoffs (important on "sideline" or "onside" kicks). Any linebacker of C2+ may be used as a kickoff man of "D" with a control of "6".

The optional "kamikaze" player is a defensive player of speed 5+ who is attempting an early tackle. A defensive player who is not a kickoff "kamikaze" specialist (fewer than 20 kickoff coverage plays) [5 games instead to make recordkeeping easier, and later, the specialty is earned in camp] is penalized -S. A kickoff "kamikaze" who is "experienced" (two consecutive seasons or more) is +C/+S. An offensive player cannot play as a kickoff "kamikaze." The "kamikaze" is most effective when the return squad uses a "sideline" or "reverse" play, or the "returner" bobbles the catch before running. Since the "kamikaze" is optional, there is no "kamikaze" assumed unless specifically indicated for the kicking squad.

The nine or ten coverage players must meet the following speed minimums: at least two must be S4; at least five must be S3; the other three (or two with a "kamikaze" must be S2. If they exceed minimums, this could improve their coverage results. If they fail to meet minimums, the squad is penalized one point per point below minimum.

Examples of kicking squad speeds are:

Ex1 (w/o KKK): $5+4+3+3+3+3+3+2+2+2 = 30$ (minimum speeds OK)

Ex2 (w/o KKK): $4+3+3+3+3+3+2+2+2+1 = 26-3 = 23$ (overall value - penalties)

Ex3 (w/ KKK): $4+4+3+3+3+3+3+2+2+6 = 33$ (minimum speeds OK; the KK is 6)

Ex4 (w/ KKK): $4+3+3+3+3+3+2+2+1+5 = 29-3 = 26$ (overall value - penalties)

Do not include the kicker in the totals, unless the kicker is usually a linebacker (non-specialized kicker) or a mixed kicker / defensive player. In the event that the kicker is a regular defensive player, then the kicker's odds of getting injured are twice that of each other regular coverage player. For squad speed and contact totals, only consider a kicker to the extent that as a defensive player his statistics are better than 1-4, and do not consider the kicker when evaluating player speed minimums. Defensive and returner players with the "\$" attribute are treated as if they have a speed one greater.

9.1.2 Return Squad

The return squad uses essentially a screen or a sweep play, so regular offensive players can play 10 of its 11 positions. The return squad consists of a "returner", a "returner #2" (for the "reverse" only), and nine or ten blockers. On a regular set-up, the squad should be divided into five "up" men", four/five "middle men", and the returner(s). If the return squad is anticipating an onside kick, then everyone but the returner becomes an "up man". The overall contact and speed value of the blockers will sometimes affect the return, and their "hands" value (pass value) sometimes will determine who recovers an "onside" kick. The most important player is usually the "returner", whose pass, contact, speed and experience can each make a difference.

The "returner" is a B/E/LB/DH (or subtypes of these) who is specialized as a "returner." A non-specialized returner (fewer than 20 kickoff runbacks) is -2P/-1C. An "experienced returner" is +P/+C/+S. A "returner" becomes "experienced" after 120 kickoff returns [Later: two full years as a kick return specialist. Later earned in camp for KR and VKR]. A linebacker who is not yet specialized as a "returner" is -2P/-2C, but uses normal values after specializing or becoming "experienced." A returner must have at least a natural speed of 4. If speed is not at least 5, the player cannot use the "***" table (reroll * instead).

The "returner #2" is a B/E/LB/DH who is not specialized. A linebacker is -C. The most important attributes are "hands" (pass value) and speed for running wide. Since "reverse" may be run only once a game (if at all), this player does not receive any "experienced" status.

Any offensive player (as a blocker) uses normal values. A halfback, tailback, or wide receiver is -C as a blocker. A quarterback or defensive player is also -C as a blocker. The nine/ten blockers are not specialized and do not acquire "experienced" status. Since the blockers are important for opening holes and holding blocks for the "returner" there are the following minimums:

Speed: at least six with S3; at least three/four at S2.

Contact: at least four at C3; at least four at C2; at least one/two at C1.

If all minimums are met, then just add up all the blockers (and "returner #2" when there is no "reverse") for contact and speed. If the minimums are not met, then add the values and penalize one point for each point below the minimum (same system as for kicking squad). Do not include the value of the "returner" and, on a "reverse", the value of "returner #2".

9.1.3 Kickoff

The kicking squad has a choice of four types of kicks. They are "standard", "sideline", "squib", or "onside". The Kickoff Tables indicate the results of the kick.

Standard: The "kicker" hits the ball as high and as far as he can, and every coverage player and the "kamikaze" dashes merrily to nail the "returner". Unless stated otherwise, this is the default kick (except late in a game - see "onside" kick rules). The kickoff is from the kicking squad's own 35 yard line, unless a penalty has relocated the spot. [Certain leagues use other spots; FOOL uses the 35 yard line.] A result of "ofsd" means the kicking squad was offside. An "OOB" indicates the ball went out of bounds before the end zone. The return squad may take a 5 yard penalty or the ball at a location 30 yards from the point of kick (usually the 35 yard line). [Again, some other leagues use different rules for this penalty. This is the default for FOOL play.] For either penalty, no time is elapsed. A numerical value indicates how far the ball traveled before being caught. This is a result of the kicker's value (and die roll) to which wind effect in yards is added.

Sideline: This kick is aimed at the sideline to eliminate the possibility of a "reverse" and reduce the effectiveness of a "sideline" return. The negatives are a shorter kick and an increased chance of the ball going out of bounds. Roll 3d6 to see if the ball goes out of bounds, using the Sideline Kick - Control OOB table. For example, a "kicker" with a control value of "2" kicks the ball out of bounds on a "5" or a "16". Remember any kind of wind or injury adjustments. If the kick is inbounds (usually the case), roll the Standard Kickoff Table for distance, and subtract five yards (plus/minus wind). Any "ofsd" or "OOB" that occurs on the distance roll is treated as it would on a "standard" kickoff.

Squib: The "kicker" kicks the ball so that it will bounce erratically and to someone other than the "returner"... It eliminates any designed return, forcing the return squad to use the Squib Return Table. On the other hand, the kick is so short that it usually results in better field position for the other team. It is most useful either late in a half or game, or against a terrifying "returner". Treat "OOB" and "ofsd" in the usual manner. When a non-specialist kicker is kicking ("D" column), as a result of #St indicates that a "standard" kickoff return is used - with the normal "returner" having the honors.

Onside: The "kicker" hits the ball at an angle so that it will go about 10-15 yards, bounce a lot, and be recovered by the kicking squad. The odds of success are influenced by the "kicker's" control, the "hands" (pass) values of both squads, and whether or not the return squad is anticipating the onside kick. In play-by-mail an "onside" kick is assumed (with no surprise) when the kicking team trails by 8-14 with less than 4:10 to go or by 1-7 with less than 2:10 to go. [It is appropriate for the person playing the game to apply some judgment to this decision. If the returner is fumble prone, maybe it is better to try a

normal kick, for example. So this is not a rigid requirement.] An "onside" kick may be called for at any time during the game. This offers an opportunity for surprise.

There are several possible results from an "onside" kick.

"Kofsd" = the kicking squad is offside; play continues

"Rofsd" = the receiving squad is offside; play continues

#K = the kicking squad recovers the ball # yards from the point of kickoff

#KS = the kicking quad recovers the ball # yards downfield if the return squad is surprised

#H = the ball is recovered # yards downfield by the squad with the highest "hands" value (exclude "kicker", "returner(s)", "middle men"; if there is a tie in "hands" values, then the ball rolled out of bounds after being touched - return squad's ball

#HS= use the "hands" value only if the return squad is surprised; if return squad was anticipating "onside" kick, it recovers.

= the return squad recovers the ball # yards upfield

#R = the return squad catches the ball cleanly and uses "squib" return [The returner is randomly selected from the "up men" if the onside kick was not anticipated.]

9.1.4 Return

The return squad has four options it may try: "Standard", "Wedge", "Sideline", and "Reverse". [In FOOL play we no longer allow the "Wedge" – as NFL.] Certain kicks will limit the options or force one of the other two options - "Squib" or "Onside". The Return Tables indicate the result of each kickoff return attempt.

Standard: The "returner" catches the ball and looks upfield for the best opening. In play-by-mail, any ball reaching into the end zone is downed by a specialist (unless stated otherwise in the given tactics). A non-specialized "returner" has a 50% chance of running the ball back from 1-3 yards deep. Any ball on the goal line or field of play is run back. [More recently, normal FOOL practice has been that kicks 1 yard deep are returned, and there is a 50% chance for those 2 yards deep, and no return for those deeper. The assumption is that at one yard deep the receiver is not sure he is in the end zone.]

There are several possible results on a "standard" return".

"CTH" = roll on "Catch" table; use the returner's pass value + experience + weather factor. then roll; F = fumble; 1/2 = roll for distance and divide by 2 (round up); K = use "Kamikaze" Table; N = use normal return

"Re15" = clip on return squad; roll on Clip Table to see where (play continues)

"Ki 15" = late hit on the kicking squad; add 15 yards at the end of the play

"#F" = ball carried # yards and fumbled; kicking squad wins "#men" and "#points"

"#f" = same as "#F" if "returner" is fumble-prone; otherwise, just a run

"RS" = use Returner's Speed Chart; adjust for specialization/experience

"RC" = use Returner's Contact Chart; adjust for specialization/experience

"KK" = use Kamikaze Chart if there is a designated "kamikaze" player; On a "standard" or "wedge" return, contact is 10 yards from catch; on a "squib" or "sideline" it is 5 yards from catch; on a "reverse" it is at the same yard line; compare the "returner's C+S (adjusted) and subtract the "kamikaze's" C+S (adjusted); use column that results (adjust left if needed); "F" or "f" or "T" indicates a tackle at the spot; "T#" indicates a tackle # yards from contact; "-#" indicates that many yards are deleted from the normal return

"SS" = blockers' speed minus coverage players' (including "kamikaze") speed
"SC" = blockers' contact value minus contact value of coverage players

Note: Once a return reaches the * or ** columns, do not include the "returner's" speed and contact after that. [This is interpreted to mean don't use them for * or ** results.]

Wedge (no longer allowed; NFL blocking rules have more or less eliminated this tactic): The "returner" catches the ball and runs behind a screen of (hopefully) strong blockers. This tactic operates the same way as "standard", except that the "wedge" column is used. The contact values of the ten blockers and, to a lesser extent, of the "returner" play a more important role.

Sideline: The "returner" catches the ball and heads for the sideline. The ten blockers try to open a lane by getting between the defenders and the sideline. The "sideline" tactic operates in the same manner as "standard" and "wedge" except that the "sideline" column is used. The speed of the "returner" and blockers is more important.

If the kicking squad used a successful "sideline" kick (stayed inbounds), then the return squad is -5S and the "returner" is -S when this return tactic is used.

If the kicking squad used a "squib" kick or "onside" kick, then the return squad cannot use a "sideline" return.

Reverse: This tactic may be used only once in a game and only when a "standard" kickoff is made. The "returner" catches the ball, runs toward the sideline, hands the ball off to "returner #2", who then heads toward the other side of the field. This tactic is most demanding of players' talents (on both squads). The "returner" should have good hands (catch and handoff). "Returner #2" needs good hands and speed. A good "kamikaze" player can make a huge difference for the kicking squad. The speed and contact values of both squads can lead to a major spill or a long return. The "reverse" is not used often since it requires surprise and many things can go wrong. But when it works, it makes TV highlights!

The "reverse" requires rolling the "reverse" column (use "returner #2 and nine blockers for results) plus the "reverse handoff" table. Add the pass values of "returner" (adjusted) and "returner #2". Adjust to left for an odd sum.

"5F" = ball returned five yards downfield and fumbled.

"f-8" = ball fumbled (if fumble prone); otherwise, subtract eight yards from run

"-#" = subtract # yards from run (if TD results, put on #-yard line)

"*" or 4,5,6 roll = clean handoff; use only result from "sideline" column

Squib: This runback results from a "squib" kick or an "onside" kick with a runback by the return squad ("#R"). Roll a die to determine who the return man is. On a "squib" kick, anyone can return. On an "onside" kick, only an "up" man is eligible. The original tactic of the return squad is ignored.

Onside: On a normal "onside" kick (both sides ready), everyone but the "kicker" and "returner" is included in the "hands" result. When the return squad is set up for an onside kick, but another type occurs ("standard", "sideline", "squib"), then the return is automatically a "standard" or "squib", with the return squad penalized -5C/-5S.

9.1.5 Injury roll

After the play is over, there is an injury roll (3d6).

Standard/Sideline/Wedge/Reverse (return): 6 = kicking squad; 15 = return squad

Touchback /Out-of-bounds (no return): 3 = kicking squad; 18 = return squad

Squib (return): 5 = kicking squad; 16 = return squad

Onside: 4 = kicking squad; 17 = return squad

If there is an injury, count the "returner" as five players for purposes of determining "who gets it" (he has a 5 times greater chance than the blockers). Count the "kamikaze" (if any) as three players. If the "kicker" was a coverage player (a linebacker), count as two players. If using a normal "kicker" (not coverage), then count 1/3 (if the roll points to him, then a 1 or 2 on d6 indicates it is him).

When the victim is determined, add one to the roll that determines the length of the injury (the collision speed is at a higher relative speed on kickoffs). You also include effects of being robust or injury prone.

9.1.6 Wind effects

When sending a lineup (for play-by-mail), the home team indicates the wind conditions for the game. The conditions may be arbitrarily determined or use some pre-set tables. Location, season, stadium configuration and elevation all have an impact on how the air will affect a kick. An example for a "typical" Midwest location is given below. [This is the table used as a default for FOOL play.] An indoor stadium or higher elevation can be used to add one or two yards to a kickoff no matter which direction the ball is being kicked.

9.1.7 Kickoff and Return Tables

"Kamikaze": defender S5+; non-spec = -S; "experienced" = +C+S

Coverage (-C if offensive): S4=2; S3=5; S2 = 3 (2 w/ KKK)

"Returner" (B/E/LB/DH): non-spec = -2P/-C; "experienced" = +P/+C/+S

non-specialized LB = -2P/-2C

"Returner #2" (reverse): B/E/DH = OK; otherwise -P/-C/-S

Blockers)-C if defender): minimums: S3 = 6; S2 = 4 (3 on "reverse")

C3 = 4; C2 = 4; C1 = 2 (1 on "reverse")

If coverage or blockers below minimum, lose one squad point per point below.

<u>Standard Kickoff</u>				<u>Sideline Kick</u>		<u>Squib Kickoff</u>			<u>Onside Kickoff</u>				
d	A	B	C	D	Distance =		A/B	C	D	d	0-1	2-4	5+
3-	OOB	75	OOB	57	Standard - 5		31	OOB	30St	3	22	20	14KS
4-	54	Ofsd	56	44	No "reverse"		35	34	30	4	18	Rofsd	18R
5-	66	73	63	Ofsd	"Sideline" ret		Ofsd	37	41St	5	14R	6	17
6-	65	60	54	46	-5S/-5C		49	35	37	6	20HS	15KS	4
7-	64	68	61	55	Control		39	33	Ofsd	7	Kofsd	10H	Kofsd
8-	59	62	56	49	OOB		50	45	36	8	10	14R	13H
9-	61	66	59	47	0	15	42	41	45	9	11K	13	16
10-	63	64	58	52	1	6	45	47	40	10	9	12	10R
11-	62	65	58	48	2	5,16	48	40	50St	11	13	8	7
12-	60	63	57	53	3	14	47	43	42	12	8	10	12
13-	65	67	60	51	4	7	43	38	32	13	17	12K	9
14-	67	61	55	45	5	13	40	32	35St	14	15H	Kofsd	11H
15-	58	70	62	54	6	8	53	36	34	15	13KS	14HS	6
16-	56	71	53	OOB	7	12	37	Ofsd	OOB	16	12R	18	15HS
17-	Ofsd	63	Ofsd	56	8	10	51	44	47	17	Rofsd	7	Rofsd
18-	51	OOB	64	43	9	5,11	OOB	33	25	18	5	11	12KS
Ave	62	65	58	50	10	10,14	45	40	40				

<u>Kickoff Returns</u>									<u>Kickoff Catch (CTH): Pass Value</u>									
d	Std	Wdj	Sdl	Rev	Sqb	*	**		d	-2	-1	0	1	2	3	4	5	6
3-	*	RS	*	RC	KK	63	95		1	F	F	F	F	F	F	K	1/21/2	F=Fumble
4-	CTH	Ki15	CTH	Ki15	SS	45f	77		2	F	F	F	F	K	1/2	1/21/21/2		K=kamikaze
5-	KK	Re15	SC	RS	CTH	30	70F		3	F	F	K	1/21/21/2	1/21/2	N			1/2=half the normal yards
6-	16F	28	10F	Re15	18	38	86		4	K	1/2	1/21/21/21/2	N	N	N			N=Normal yards
7-	SC	24	KK	32	RC	40	TD		5	1/2	1/2	1/21/2	N	N	N	N	N	
8-	21	16	14	SS	10	**	78		6	1/2	1/2	N	N	N	N	N	N	
9-	22	SC	15	28	9	36	83		<u>Kamikaze: Ret(C+S) - KKK(C+S)</u>									
10-	18	17	RS	26	6	32	68		d	-6	-4	-2	0	2	4	6		F=Fumble
11-	19	18	SS	RS	7	35	80		1	F	F	F	F	f	T	T		f=fumble-prone->F
12-	15	20	18	KK	8	31	75		2	f	f	T	T	T	T3	-9		otherwise tackle
13-	SS	23	22	30	5	37	TD		3	T	T	T	T3	-6	-6	-6		T=tackle
14-	RS	RC	Re15	24	SC	34	72		4	T	T	T3	-6	-3	-3	-3		T3=tackle+3 yards
15-	Re15	SC	27	SC	8F	42	91		5	T3	-6	-6	-3	*	*	*		-6=Normal-6 yards
16-	RC	17F	30	5F	Re15	35F	69		6	*	*	*	*	*	*	*		*=missed(normal)
17-	Ki15	CTH	Ki15	CTH	Ki15	48	65f		KK contact at: Std/Wdj = 10 yds									
18-	12	KK	RC	*	KK	57	71		Sdl/Sqb = 5 yds Rev=0 yds									
Ave	20	20	20	25	10	40	80											

Returner 7) ** 5) 30 3) 15
Speed 6) * 4) 20 2) 10

Returner 5) * 3) 20 1) 10
Contact 4) 25 2) 15 0) 5

Squad +8...) ** -1/+1) 20
Speed +5/+7) * -4/-2) 10
+2/+4) 30-5) 5f

Squad +11...) ** -1/+1 15
Contact +8/+10) * -4/-2) 10f
+5/+7) 25 ...-5) 5F
+2/+4) 20

Reverse Handoff: Pass+Pass

d	-2	0	2	4	6	8
1	5F	5F	f-8	-6	-4	-2
2	f-8	-8	-4	-3	*	*
3	-4	-4	*	*	*	*

5F=Fumble (+5 yds)
f-8=fumble(prone) or normal - 8 yds
*=OK (normal)

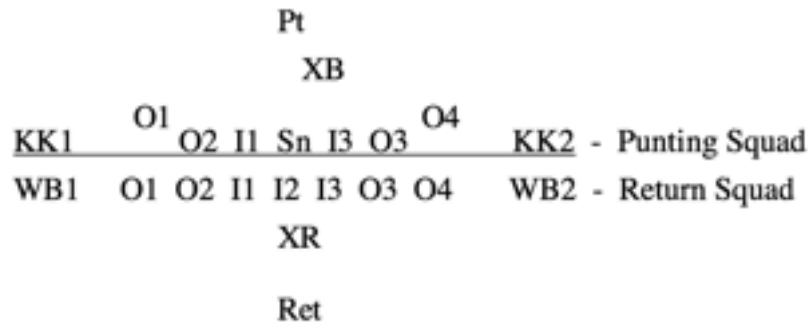
Clip die roll = 1 2 3 4 5 6

yds from catch= 9 12 15 18 21 24

Injury: Std/Sdl/Wdj/Rev = 6/15 NR = 3/18
Ki/Re Squib = 5/16 Onside = 4/17

9.2 Punts and Punt Returns

The individual players are identified by their particular position as indicated on the diagram below:



9.2.1 Punting Squad

Punter (Pt): The punter is specialized for his position. The letter value indicates leg strength (distance) while the number indicates "control" (ability to aim). Unless a punter is a two-position player when drafted, treat him as a DH 0-0-4 for coverage purposes. If the regular punter is not available, a QB/WR/E/DH/S/CB/K may fill in as a D || 2 (distance D, control value 2).

Snapper (Sn): This is the same player as the FGA long snapper. A center who is not specialized increases the chance of a bobble by +2/36. A non-center who is not a specialized long snapper increases the chance of a bobble by 6/36.

Extra Blocker (XB): This player must either have a speed of at least 4 or be a specialized fullback. He can be assigned to assist a blocker for a regular rush, or follows the extra rusher in a blitz. He can also take a short snap on a fake punt run.

Outside Blockers #1 and #4 (O1, O4): A normal offensive tackle gains a +1 pass blocking value in these positions (the normal tackle bonus).

Outside / Inside Blockers (O2, O3, I1, I3): Any offensive player is normal for blocking here.

Kamikaze (KK1, KK2): There is no specialization for this position. However, the speed of the player must be 5+. Contact plus speed will determine effectiveness in tackling the punt returner. [Earlier: A safety once received a +1 speed bonus (this is pursuit). This has been deleted, since this doesn't correspond to the kind of wait and react situation safeties often find. It is more like a safety on a blitz.]

Any offensive player uses their normal pass blocking value. A defensive player is -C for protecting the punter. (He is treated as if a player out of position. This means that in addition to -C, also a defensive player would not use a pass value, which for a defensive lineman is a pass rush value, not a pass blocking value.) A defensive player is normal for coverage purposes. An offensive player is -C for coverage purposes. A player who is "special teams specialized" does not incur any penalty in protecting the punter or coverage. [Starting Season XIII maybe]. The punter and snapper are separate specializations, and kamikaze dudes and extra blockers must have minimum speeds given.

9.2.2 Return Squad

Returner (Ret): This player is specialized for the position (three games, now earned in camp). He must be originally a WR/HB/DH/S/CB to specialize. A non-specialist is -2P/-S. A veteran (2+ consecutive seasons of having been a specialist) is +P. [More recently, 20 returns has become the criterion to specialize, then camp.] [As a default, on a blitz he reinforces any position threatened by the extra rusher.(?)] Minimum speed is 4. Unless speed 5 or above, can't use "***" table, reroll on "*" any "***" result.

Extra Rusher (XR): He can be assigned to reinforce any rushing position during a blitz. He can also be assigned to look for a fake punt or reduce the chance of a fumbled catch (standard, return). [As a default, he is back to help on the return. On a blitzed punt, as a default, he reinforces the O1 position.]

Wide Blockers (WB1, WB2): There is no specialization for this position. The minimum speed is 5. Contact plus speed will affect the ability to protect the punt returner from the kamikazes. Participates in the rush on a blitz.

Outside Rushers (O1 - O4): There is no specialization here. The minimum speed is 4. Use the normal pass rush value for a defender. (DT and DE gain +1 bonus).

Inside Rushers (I1 - I3): There is no specialization here. The minimum speed is 3. Use the normal pass rush value for a defender. (DT and DE gain +1 bonus).

Any defensive player uses their normal pass rush value. An offensive player is -C for rushing the punt. An offensive player uses normal values for return blocking. A defensive player is -C for return blocking.

Any player who is "special teams specialized" does not incur any penalty in punt rushing or return blocking. [For Season XIII maybe] However, the returner is specialized for his position, minimum speeds must be met, and punt rush bonuses are given only to those who are DT (O1-O4, I1-I3) or DE (O1-O4). [This slightly contradicts above which gives a DE his bonus inside as well. It is assumed that both DE and DT get their bonuses at any of these positions. For example, a 3 speed DE could rush inside on a punt rush, and get his +1 bonus, as well as his pass rush value.]

9.2.1 Rushing the Punt

Standard Rush: Between two to four rushers (usually outside rushers, since they have more space to operate) try to put pressure on the punter. The remaining players are more involved with setting up for the return. The standard rush creates some opportunity to mess up the punt or set up a decent return without a high risk of giving away a first down via a penalty. This is the default tactic (except possibly in the last minute of the fourth quarter or overtime), unless a coach specifically requests another tactic.

Blitz: All nine rushers go after the punter. The extra rusher (XR) is used to reinforce a rushing spot (increase rush value by half of the XR's rush value - rounding up). The extra blocker (XB) on the punting squad automatically follows the XR (adding half of his pass blocking value to the position), unless the punt squad coach assigns him elsewhere. The "return team" may assign the returner (or a substitute) to reinforce another position (the XB does not follow the blitzing returner). [By default, the returner stays back to catch the punt and keep it from rolling further.] The blitz increases a chance of a blocked punt or bobbled catch by the punter. It also eliminates the chance of

a return, possibly losing control of a rolling punt, increases the chance of a fake punt working, and there is an increased chance of the opposing team gaining a first down via a penalty. The blitz is automatic if the return team trails by 14 points or less with 1:00 or less left in the fourth quarter, or if the punting team is on its own 1-30 yard line with 1:00 or less left in overtime. [As with other such rules for play-by-mail, some judgment and discretion is allowed to the player executing the game.]

Return only: There is no rush of the punter. The positions O1 and O4 are used to reinforce WB1 and WB2 (the C+S value of O1 and O4 are halved, rounded down) The extra rusher (XR) moves back to assist the returner, which reduces the chance of a fumbled catch. This tactic increases the chance for a good return and reduces the risk of the other team getting a first down by penalty. However, there is no chance of blocking a punt or hurrying it, a bobbled snap will have no/less severe consequences, and a fake punt has a much better chance of going somewhere. This tactic is never assumed; it must be called for in the tactics explicitly.

Fake Defense: The return team plays a normal defense. This eliminates the chance of an open receiver on a fake punt pass and reduces the chance of a successful run. There is still a chance of recovering a bobbled snap, hurrying a punt, and making a clean fair catch. The odds of roughing the kicker are very low. The drawbacks of this tactic are no chance of a return, and almost no chance of a block.

9.2.3 Step by Step: Die Rolls for Rushing the Punt

a. Penalty Roll (3d6): Consult the appropriate table for the tactic chosen. If two or more rushers (including WB1, WB2, XR, and - if appropriate - Ret on blitz) or two or more blockers (including KK1 and KK2 on blitz) are either rookies or **one ! (?)** is penalty prone (!), consult the table reflecting this. Ki5 = illegal procedure or delay of game - play ends. Ki10 = holding on kicking team - play continues and return team may accept or decline. Re5 - return team encroached - play ends. Re5/15 = someone either bumped into the punter or really roughed him up - the kicking team may accept or decline after the play ends. If there is a bobbled snap or a blocked kick (but not a hurried kick), ignore the Re5/15 penalty.

b. Bobbled snap? (2d6): The odds of a bobbled snap are determined by the snapper (on specialized center = +2/36; non-center = +6/36) plus the kicker (non-punter = +2/36) plus the weather plus the blitz (+1/36) minus a short snap (if LOS is 1 to 4 yard line = -1/36). The minimum odds for a bobble is always 1/108 (2d6 = "2" followed by 1d6 = "5" or "6"). If there is a bobbled snap, consult the d6 roll on the appropriate rush tactic table to determine the result.

c. Blocked Kick? (3d6): The odds of blocking a punt are determined primarily by the tactic chosen by the return squad. However, the snapper and kicker (on a bobbled snap), type of kick, location on the field (in own end zone) and age of the kicker also can have an impact on whether the punt is blocked or not.

Each table has several possible results. "-" means the kick is away cleanly. "Hurried" means that the punter uses the "Hurried Punt Table" for distance and returnability. "Blocked" means the punt was blocked. A position designation (such as I1 or WB2 or O3) means you need to match rusher(s) at that position against blocker(s) at that position. You roll one die and add the rusher's pass rush value and subtract the blocker's pass block value. On a result of O1/O4, roll again to determine which of the

two gets the opportunity. [If the die roll is 1 to 3, it is O1, otherwise it is O4. Recall that, as a default, the O1 position is where the extra rusher and blocker participate on a blitzed punt.]

If a punt is blocked, roll one die on the "Blocked Results Table". If the offense recovers a punt or fumble in the end zone or behind the end zone, it is a safety. If the return squad recovers a fumble or blocked punt behind the end zone, it is a safety. Other results are treated as normal plays.

When the QT table is used on blocked punt, only the yards is used. Ignore "# etc. results.

If a punt is blocked, there can be no penalty for bumping into or roughing the kicker. For statistical purposes, a blocked punt is not counted for the punter's punt-average-net total, but is recorded as blocked. Thus, a punter could have a one game result of 4/157, ret = 19 yds, net = 34.5, 2 blocked. [But a blocked punt that gets past the line of scrimmage, "partially blocked" might be a better description, is counted as a punt, and not a block, for statistical purposes.]

If there is no penalty, no bobble, and no block (as is usually the case), then the next stage is to go on to the punt itself!

9.2.4 The Punt

At last! Beautiful spirals! End-over-enders! (BEOES) Life is good!

a. Standard (3d6): This punt is hit high and far. Or, at least the punter tries to. Of all the punts, this has the best net average on most occasions.

The first roll (3d6) is under the appropriate column for the punter (A, B, C, or D). The result indicates how far the ball travels from the line of scrimmage. [Any variation for wind also needs to be added in.] After the roll for distance has been made, consult the same row and match with the punter's control value to determine the odds of a return of the punt. The number in the control column indicates how many chances out of six (1d6) will result in a return of the punt [assuming there is no blitz]. Low d6 rolls for a return.

For instance, a punter is an A+1 || 5. He rolls a 12 (3d6). The ball travels $46+1=47$ yards. On the same row under control column 5 is the number four. This indicates that a roll of 1-4 on one die will allow a return. A roll of 5-6 results in a fair catch [or possibly a rolling ball]. The longer the punt and the lower the control, the more punts that should be returned. A "-" indicates never returned. A "6" indicates always returned.

b. Out-of-Bounds (3d6): This punt is angled toward the sideline to reduce the odds of a return, or at least a long one. The punt travels a shorter distance and the net yardage is somewhat less than for a standard punt. But if you have a hot return team or it is late in the game, who cares?

The process is identical as for standard. The first roll (3d6) is matched under the appropriate letter column for distance. The second roll (d6) is matched using the same row and the correct control column to determine the odds of a return. Unlike the standard punt, which can lead to either a standard return or a sideline return, the Out-of-Bounds punt can lead to only a sideline return (which is -3 yards compared to a standard punt except for the possibilities for longer returns - * or ** results.

While out-of-bounds may be called for at any time from the kicking team's side of midfield, the default punt tactic on the punting team's own side of midfield is standard [in play-by-mail particularly, but use judgment. Occasionally this is better].

Note: Use out-of-bounds punting by the visiting team will lead to a strong round of booing by the spectators. Just thought you'd like to know.

Note #2: Any time that Chartreuse [In FOOL play] uses this tactic against Peridot, the official account of the game should include references to "chartreuse-bellied cowardice on the part of the Falcons" or that Chartreuse was "Peridot with envy at the Pumas' return squad skills."

c. Nail the Coffin (2d6): This punt is used to try to pin the opposing team down deep inside its own territory. The ball is kicked so that it will end up close to, but not in, the end zone. This punt may be kicked only when (and by mail - always when) the distance from the line of scrimmage to the opponent's goal line is within five or fewer yards of the punter's average distance (listed at bottom of letter columns for "Standard Punt" - adjust for + or - for punter. Thus, an "A+1" punter may use the NtC punt from the opponents' 40 yard line to midfield. [Again, the person playing the game (home team player) must use judgment here. Often a pooch punt is more effective, especially if the punter has a poor control value, or a blitz is expected. It's also sometimes a situation where, instead of punting, it makes sense to go for the first down.][toward the sideline]

Where and how the ball lands depends on the control value. The first roll (2d6) determines where the ball lands (which yard line) [or goes out of bounds]. EZ indicates it hit the end zone and is a touchback. If it lands before the end zone, a second roll (2d6) is made to determine whether the ball is dead or not. An RB result indicates that the returner may run it back (or fair catch, or let it go). An HR result indicates that the returner could have a return for half the yardage (full if * or **) or call fair catch or let it go. A "." result indicates the ball is dead.

If the ball is allowed to roll, consult the "Rolling Ball" table ("Pooch").

For the punter, this is when the control value is most important.

d. Hurried Punt (2d6): This punt results when a "Hurried Punt" is rolled on the rush table. This is resolved the same way as "standard" with the following exceptions. Roll two dice instead of three. Under the "control" section, a return with an "h" row (3,5,10,12 on distance roll) indicates that the return is half distance (round up), except for a result of * or ** on the return table.

e. Pooch Punt (3d6): This punt is used to get off a quicker - and shorter - punt. It reduces the odds of the return squad blocking the punt, especially on a blitz. Roll on the "Standard" table and subtract 12 yards for the distance. Reduce the odds of a return by 1. This will usually result in a shorter net punt, but it does reduce the odds of a worse result - a blocked punt! If the return squad is giving a full blitz (no returner back), there could be a nice roll of the ball. By mail, use this punt whenever a "Full Blitz" [no returner back] is used. If the other team uses "Blitz" (returner back), this type of punt is not automatic. [This type of punt is often useful to try to put the ball close to the goal line, more so than Nail the Coffin for low control value kickers.]

9.2.5 Rolling Ball (1d6):

Whenever the punt returner misses the ball (without touching it), lets it go intentionally, or there is a full blitz, there is a chance the ball will roll further downfield.

There are separate columns for a "Standard" punt, an "Out of Bounds" punt, a "Pooch" punt (also used for "Nail the Coffin"), a "Hurried" punt, and when the "Standard" punt is used during a "Full Blitz" by the return team.

The first number indicates how many yards the ball rolls from the point of landing. For example, on a "Pooch" punt, a roll of "3" indicates the ball rolls six more yards downfield. The number in parentheses indicates how many of those yards the ball rolls before the covering team can react. The covering team may stop the ball when it reaches that limit. The covering team may wish to stop the ball before it rolls the full distance to keep it out of the end zone or to stop it when it is rolling back toward the punter. [However, the coverage team chooses one number or the other; they can't just stop it on the one yard line.]

If the two "kamikaze" coverage players have a C+S value of at least two greater than the C+S value of the two "Wide blockers", then the coverage team may stop the rolling ball three yards earlier than indicated in the parentheses. If the XR (extra rusher) is back with the punt returner [the default for FOOL by-mail play], add three to the yards in parentheses. The "kamikaze" bonus and the "XR" bonus may cancel each other out. [Note that on a blitz, the extra rusher and wide blockers are rushing the punter, so the coverage squad automatically gets the three yards of reduced roll if they want it.]

If the ball is stopped [just] before it rolls into the end zone, then roll a die and divide by two to determine on which yard line the ball was stopped (round up).

9.2.6 Returning the Punt

The return squad has four options it may take regarding handling the punt. It may allow the ball to roll (automatic on a full blitz). It may decide to fair catch only (automatic on a 10-player blitz or when no return is possible, unless the return squad opted for letting the ball roll). It may decide to use a standard return (allowed whenever any punt other than an out-of-bounds is returnable). It may decide to use a sideline return (allowed for any returnable punt; automatic for any Out-of-Bounds type punt that is returnable). The return squad must declare its tactic before the play begins. [Clarification: The choice whether to let it roll or make a fair catch or make a return catch may be made after the kick and returnability roll, but the type of return, if a return is to be made, must be decided beforehand.]

a. Let it Roll: (See 9.2.5 above) Whenever there is a full blitz, the return squad never touches a punt. If the return squad uses as its tactic "Let it Roll", then the returner runs away from the ball. [He may pretend he is going to catch it to confuse the "kamikazes"] This tactic is often used when a coach puts the returner on the 10 yard line and tells him to ignore anything that is past him. It is also common to use this tactic late in a game when a return squad is ahead to reduce the chance of a turnover. Except for full blitz, this tactic is not assumed. It must be called for.

b. Fair Catch: This tactic is the default tactic for a ten player blitz. If the returner wants to not return the ball, but does want to prevent a rolling ball, then the return squad writes [chooses] in "FC" and indicates the conditions for its use [in a play-by-mail game plan]. [A certain amount of judgment may be exercised, however. It makes no sense not to let a ball landing on the one yard line roll; you can't do worse by allowing a roll.] A "fair catch" reduces the chance of a fumbled catch [compared to a return catch].

c. Standard: This is the default tactic of the return squad, unless it is using a blitz (10 player or full), a defense against a fake, or the opposing team uses an Out-of-Bounds punt. When the return squad's rush tactic is "Return Only" (no chance of blocking or hurrying), then any medium distance punt is treated as a long distance punt for purposes of the return itself [giving, usually, a longer runback].

d. Sideline: This tactic may not be used when a blitz or defense against the fake is called. It must be used when the opposing team makes an Out-of-Bounds punt (subtract three yards - except for * and ** - on the return). When the rushing tactic is "Return Only", then any medium distance punt is treated as a long distance punt on the return table. This tactic is less likely to gain short, reliable yardage, but it is more likely to get the * and ** results.

9.2.7 Step-by-Step: Punt Return

In the event of a rolling ball, consult the "Rolling Ball" column appropriate for the type of punt (and full blitz, etc.).

In the event of a "fair catch" attempt, roll 2d6 under the column with the appropriate punt distance (35 and under, 36-49 or medium, 50 and over). The numbers are the far left result from the 2d6 roll, the pass catch value of the returner, the specialization factor (-2P for non-specialist, +P for a veteran specialist), the presence of the Extra Rusher (XR) by the punter (add one), and the weather modification (precipitation, wind). A result of "M" indicates that the returner misjudged the ball and never touched it (rolling ball time). A result of "F" indicates that the returner fumbled the catch. Roll on the fumble table, with the coverage team winning the "# men" or "points", except when the punt return squad is using "Return Only" for its rush. [Then, randomly roll in these cases: 1-3 the receiving team recovers, 4-6 the punting team.] A result of "f" indicates a fumble if the returner is fumble prone. A result of "-" indicates a clean catch - the play is over.

In the event of a punt return (when the punt table allows it, use the three columns under "Return Catch". The "M", "F", and "f" results are the same as for a fair catch. A "-" indicates the return is on. A result of "F*" indicates that the receiver can have a normal return (picks up the fumble quickly) if he rolls a 1 or 2 on the fumble table.

The punt return (at last!) requires two die rolls. The first roll determines whether there is a penalty on the return. A "7" normally is a holding penalty or clip on the return squad. Roll a d6 to see where it took place. "Catch point" means count the penalty where the ball was caught. A fraction (1/3, 2/3, 3/3) indicates how far down the field relative to the return the foul took place.

If the return squad has three or more rookie or "!" players, a roll of "8" instead of "7" produces a penalty. If there are five or more veteran players who are blocking, then a "6" instead of a "7" produces a penalty. The rookie/! and veteran factors can cancel each other out. [This somewhat varies from other plays where two rookies or one "!" gives the increased chance for a penalty.] A "Ki5/15" result indicates either an inadvertent facemask (add five yards at end of run) or personal foul (add 15 yards at end of run). The veteran and rookie/! factors are handled the same way as for the return squad.

For the run itself, consult the appropriate tactic and punt distance. The two tactics are "standard" return and "sideline" return. The punt distance is divided into 35 yards or

less (1-35), 36 to 49 yards (medium), and 50 yards or more (50+). Remember to include any "half-distance return" or "-3 yards" from the punt tactic.

An "RS" indicates that the returner's speed determines the yardage. Match the speed below the table (no die roll). An "RC" likewise indicates that the returner's contact value determines the yardage. An "SS" indicates that the speed of the 10 blockers minus the speed of the 10 covering men (punter not included) is used to determine the result. An "SC" indicates that the contact value of the 10 blockers minus the contact values of the 10 coverage players determines the yardage. On an "SC" play, the -1F# indicates a loss of 1 yard, a fumble, and an injury to the returner. For "SS" and "SC", the values are 11+, 8-10, 5-7, 2-4, -1 --+1, -4--2, lower.

On a result of #(circled), you compare the C+S values of the two kamikaze players and the two wide blockers. Ignore the circle on a "blitzed" punt. If the two kamikazes are equal to the two wide blockers, use the yardage in the circle. If the two kamikazes have a higher value, then check for the results below the table. For example, a kamikaze advantage of 1 or 2 reduces the return yards from the circled number. An advantage of 3 or more results in a tackle at the spot of the catch and an opportunity for a fumble (F=normal player, f=fumble-prone).

If the wide blockers have an advantage of one to four points, there is yardage added to the number in the circle. An advantage of 5 or 6 produces a * result (ignore the number in the circle). If the extra rusher (XR) is back, he adds one to the wide blocker value. If the O1 or O4 punt rusher is used to block the kamikazes, each one of them adds one to the wide blockers' value. Note: if the SR, O1, O4 are helping on the return, they cannot participate in the rush or stopping a fake punt. Also, a blitz rush is not possible if any of these are used to support the blocking of the kamikazes. [This seems to require the XR to add at the line for a blitz rather than play back.]

9.2.8 Injury roll

When the play is over, there is a roll to determine if any injury was sustained. If the play was a normal punt and return, a roll of "6" produces an injury on the punting team and a "15" on the return team (exclude punter). If there was a clip on the return, the kicking team has an injury on an "8" (exclude punter). With a personal foul (15 yards), the returner has a 1/3 chance of being the one hurt. FC/Roll is used for plays with a punt and no runback. If a punt is blocked, use the "Block" roll. If an injury occurs, the punter has 2/3 the chance of being the player hurt on the punting squad. If there is a roughing penalty (15 yards) on the return squad, and if there is an injury, the punter or the rougher are hurt. The roughing roll is separate from the roll for the rest of the play. An injury on a punt play is treated like a standard injury. It does not get any change in duration (no +1 on the roll), which is the case for kickoff plays.

9.2.9 Fake punt issue:

There is not now a procedure for a fake punt. Without it, it may not make sense to include "Return only" or "KR back with punter". Perhaps these should be allowed only on 4th and 11 or more. FOOL has not been using "Return Only" and usually assumes that the XR is with the returner unless there is a blitz. [We should be allowed to use "return only" by specifying it in the game plan.]

9.2.10 Flow chart for the punt play

Tactics declared - rush type, punt type, return type

Penalty roll: If Ki5 or Re5, play ends. Otherwise, continue.

Bobble roll: If bobbled, roll to see what follows. Otherwise, continue normally.

Block roll: If blocked, determine damage and play ends. Otherwise, continue.

Punt roll: Use appropriate table and column for distance. Determine if it is returnable. Continue.

Rolling Ball: Use this if there is a full blitz, if return tactic is to let it go, or if the next step below results in a missed catch. If the ball rolls, determine where it stops. Play ends.

Catching punt: If missed, use above step and play ends. If fumbled, determine who recovers and play ends (except F* sometimes). If fair catch, play ends. If caught on return play, play continues.

Return penalty: Determine if there is a penalty. Play continues.

Return yardage: Roll to see if anyone is hurt. Use for appropriate type of play result. Do not roll this if Ki5 or Re5 on first penalty roll.

9.2.11 Punting Tables

1. Penalty Roll (3d6)

Standard rush:	Ki5 = 5	Ki10 = 4	2+ rookies/!:	Ki5 = 6	Ki10 = 5
	Re5 = 18	Re5/15 = 17		Re5 = 17	Re5/15 = 16

Blitz rush:	Ki5 = 5	Ki10 = 16	2+ rookies/!:	Ki5 = 6	Ki10 = 15
	Re5 = 15	Re5/15 = 11,14		Re5 = 14	Re5/15 = 11,12

Return setup:	Ki5 = 5	Ki10 = -	2+ rookies/!:	Ki5 = 6	Ki10 = 3
	Re5 = 18	Re5/15 = -		Re5 = 17	Re5/15 = 18

Fake defense:	Ki5 = 5	Ki10 = 4	2+ rookies/!:	Ki5 = 6	Ki10 = 5
	Re5 = 17	Re5/15 = -		Re5 = 16	Re5/15 = 18

2. Bobble Roll (2d6) (Low roll bobbles)

Snapper 0/36 or 2/36 (non-spec C) or 6/36 (non-spec non-C)

+ Kicker 0/36 or 2/36 (Non-Pt)

Weather 0/36 or 1/36 or 2/36 + Blitz 1/36 + Own end Zone -1/36

Minimum: "2" (2d6) and "5 or 6" (1d6)

When Bobbled (1d6)

<u>Die</u>	<u>Standard</u>	<u>Blitz</u>	<u>Return setup</u>	<u>Fake defense</u>
1	Hurried kick	Hurried kick	Normal Punt	Hurried kick
2	Punter Runs	Punter Runs	Normal Punt	Punter Runs
3	Fumble -10 yds	Fumble -10 yds	Normal Punt	QT - 5 yds
4	QT - 10 yards	QT - 10 yards	QT	QT
5	Hurried kick	Blocked kick	Hurried kick	Hurried kick
6	Blocked kick	Blocked kick	Hurried kick	Blocked kick

3. Block roll (3d6)

Die	Standard	Blitz	Return setup	Fake defense
3	Blocked kick ep	I2 vs. Sn	-----	-----
4	Hurried kick p WB1 vs. KK1 ep	-----t		Hurried kick p
5	O1 or O4	I1	-----	-----
6	-----	O1 or O4 p	-----	-----
7	-----	Blocked kick	-----	-----
8	-----	O1 or O4 EZ	-----	-----
15	-----	O2 or O3	-----	-----
16	O1 or O4 EZ	I3	-----	O2 or O3 EZ
17	O2 or O3 p	WB2 vs. KK2 ep	-----	Hurried kick ep
18	Blocked kick ep	I2 vs. Sn	-----	-----

e = Normal kick for experienced punter (age 30+)

p = Normal kick for Pooch type punt

EZ = Use this if L.O.S. is own 1-4 yardline (punter pinned in end zone)

Individual Rusher Roll d6 + pass rush value - pass block value

1=OK 2=OK 3=OK 4=OK 5=Hur 6=Blkd 7=Blkd 8=Blkd 9=Hur 10+=Blkd

When Blocked (1d6)

- 1- Kick travels half its normal distance, no return
- 2- 1) -6 yds 2) -3 yds 3) 0 yds 4) 0 yds 5) 3 yds 6) 6 yds
- 3- QT - 15 yards (recovered by offense - roll to see who)
- 4- Fumble table at -5/-10/-15/-20/-25/-30 yards
- 5- Return team runback from -5 yards
- 6- Return team runback from -15 yards

4. Standard Punt

This punt may be used at any time or any location.

Dice	A	B	C	D	0	1	2	3	4	5	6	7	8	9	10	11	12
3	34	33	31	15	2	2	2	2	1	1	1	1	1	1	-	-	-
4	52	66	47	48	6	6	6	6	5	5	5	5	5	5	4	4	4
5	56	60	45	43	6	6	6	6	6	5	5	5	5	5	5	4	4
6	38	39	36	20	3	3	3	3	3	3	2	2	2	2	2	2	1
7	40	42	37	22	4	4	3	3	3	3	3	3	2	2	2	2	2
8	44	50	41	33	5	4	4	4	4	4	4	3	3	3	3	3	3
9	42	45	38	25	4	4	4	4	3	3	3	3	3	3	2	2	2
10	43	49	40	29	4	4	4	4	4	3	3	3	3	3	3	2	2
11	45	47	40	31	5	5	4	4	4	4	4	4	3	3	3	3	3
12	46	51	42	35	5	5	5	4	4	4	4	4	4	3	3	3	3
13	44	46	39	27	4	4	4	4	4	4	3	3	3	3	3	3	2
14	48	54	43	38	6	5	5	5	5	5	5	4	4	4	4	4	4
15	50	57	44	40	6	6	6	5	5	5	5	5	5	4	4	4	4
16	32	36	35	17	2	2	2	2	1	1	1	1	1	1	-	-	-
17	35	30	33	12	2	2	2	2	2	1	1	1	1	1	1	-	-
18	54	63	49	45	6	6	6	6	5	5	5	5	5	5	4	4	4
Ave	44	48	40	30	27	26	25	24	23	22	21	20	19	16	17	16	15/36

Out of Bounds Punt [same as above, but -10 yards, -2 on chance to return]

This punt may be used only from the kicking team's side of the midfield line.

Dice	A	B	C	D	0	1	2	3	4	5	6	7	8	9	10	11	12
3	24	23	21	5	-	-	-	-	-	-	-	-	-	-	-	-	-
4	42	56	37	38	4	4	4	4	3	3	3	3	3	3	2	2	2
5	46	50	35	33	4	4	4	4	4	3	3	3	3	3	3	2	2
6	28	29	26	10	1	1	1	1	1	1	-	-	-	-	-	-	-
7	30	32	27	12	2	2	1	1	1	1	1	1	-	-	-	-	-
8	34	40	31	23	3	2	2	2	2	2	2	1	1	1	1	1	1
9	32	35	28	15	2	2	2	2	1	1	1	1	1	1	-	-	-
10	33	39	30	19	2	2	2	2	2	1	1	1	1	1	1	-	-
11	35	37	30	21	3	3	2	2	2	2	2	2	1	1	1	1	1
12	36	41	32	25	3	3	3	2	2	2	2	2	2	1	1	1	1
13	34	36	29	17	2	2	2	2	2	2	1	1	1	1	1	1	-
14	38	44	33	28	4	3	3	3	3	3	3	2	2	2	2	2	2
15	40	47	34	30	4	4	4	3	3	3	3	3	3	2	2	2	2
16	22	26	25	7	-	-	-	-	-	-	-	-	-	-	-	-	-
17	25	20	23	2	-	-	-	-	-	-	-	-	-	-	-	-	-
18	44	53	39	35	4	4	4	4	3	3	3	3	3	3	2	2	2

Nail the Coffin Punt (Close to End Zone)

This punt may be used only when L.O.S. is within 5 yards of punter's average from goalline.

Dice	0	1	2	3	4	5	6	7	8	9	10	11	12	EV
2	21	7	20	10	19	5	18	4	10	3	16	15	1	..
3	9	18	EZ	19	7	17	6	EZ	3	14	4	4	13	RB
4	17	10	17	9	15	8	11	7	15	7	13	12	EZ	..
5	EZ	13	12	14	11	EZ	14	13	7	11	8	6	9	..
6	13	EZ	13	EZ	12	13	10	10	11	9	EZ	9	6	..
7	EZ	EZ	EZ	EZ	EZ	EZ	EZ	EZ	EZ	11	10	5	FR	
8	EZ	16	EZ	13	EZ	10	12	11	9	10	7	8	10	..
9	15	14	15	11	13	11	8	9	13	8	10	EZ	7	HR
10	11	EZ	9	16	9	15	EZ	14	5	12	5	5	14	..
11	19	9	11	6	17	6	16	8	17	5	14	13	3	..
12	7	20	6	EZ	5	18	4	17	EZ	16	2	2	15	..

First roll indicates on what yardline the ball lands.

EV (event) roll indicates what happens when ball lands.

.. Ball is dead there. EZ Ball goes into end zone (touchback)

RB Returner may run the ball back on normal table.

HR Returner runs the ball half distance - round up (full if * or **).

FR Returner chooses between fair catch or letting the ball roll.

Hurried Punt

Dice	A	B	C	D	0	1	2	3	4	5	6	7	8	9	10	11	12
2	51	56	45	38	6	5	5	5	5	5	5	4	4	4	4	4	4
3	18	20	16	2	2h	2h	2h	2h	2h	1h	1h	1h	1h	1h	1h	-	-
4	47	52	42	34	5	5	5	4	4	4	4	4	4	3	3	3	3
5	28	32	25	14	3h	3h	3h	3h	3h	2h	2h	2h	2h	2h	2h	1h	1h
6	40	44	36	26	4	4	4	4	4	4	3	3	3	3	3	3	2
7	36	40	32	22	4	4	4	4	3	3	3	3	3	3	2	2	2
8	32	36	28	18	4	3	3	3	3	3	3	2	2	2	2	2	2
9	44	48	39	30	5	5	4	4	4	4	4	4	3	3	3	3	3
10	25	28	22	10	3h	3h	3h	2h	2h	2h	2h	2h	2h	1h	1h	1h	1h
11	54	60	48	42	6	6	5	5	5	5	5	5	4	4	4	4	4
12	21	24	19	6	2h	2h	2h	2h	2h	1h	1h	1h	1h	1h	1h	-	-

This results from a hard rush.

h = punt return yardage is halved (round up) except for a * or **.

5. Rolling Ball (yards it rolls beyond point of landing)

Die	Standard	O-O-B Pooch	Hurried	Blitz
1	18 (9)	12 (8)	12 (4)	15 (10) 12 (8)
2	15 (8)	8 (6)	9 (3)	10 (7) 18 (6)
3	12 (6)	4 (3)	6 (2)	5 (4) 12 (4)
4	9 (5)	----	3 (1)	---- 8 (3)
5	6 (4)	----	-3 (-2)	---- 4 (2)
6	3 (2)	----	-6 (-3)	---- -5 (-4) ----

(#) = # yards it rolls before covering squad can stop it

If KK1 + KK2 - WB1 - WB2 = 2+, subtract 3 yards from (#).

If XR with Pt Ret., add 3 yards to (#).

If ball is stopped before reaching EZ, it stopped at the d6/2 yard line.

6. Catching The Punt

	<u>Fair Catch</u>			<u>Return Catch</u>		
	35-	Med	52+	35-	Med	52+
-1	M	M	M	M	M	M
0	M	M	M	M	M	M
1	M	M	M	M	M	M
2	M	M	M	M	M	M
3	F	F	M	F*	F	M
4	F	F	M	F	F*	M
5	F	-	F	F	F	F*
6	-	-	-	F	f	-
7	-	-	-	f	-	-
8	-	-	-	-	-	-

2d+6 + pass catch +
 specialization +
 XR (+1) + weather =
 Roll result at left
 F = Fumble
 f = fumble, if prone
 F*= Return OK if 1,2
 M = Missed (ball rolls)

On fumble: coverage
 squad wins on "men",
 "points" unless
 "Return Only" used.

7. The Punt Return

Dice	Penalty	Standard			Sideline			*	**	
		35-	Med	50+	35-	Med	50+			
3	----	**	RC	SS	0	2	14	3	**	49F
4	----	RC	*	5f	SS	**	4F	4	34f	57
5	----	2f	3F	-3	-2F	3f	**	5	35	53
6	vet Re10/15	7	RS	**	RS	*	22	6	33	35
7	Re10/15	5	5	19	2	SC	17	7	30	42
8	rk!/ Re10/15	SC	6	9	6	5	13	8	31	45
9	----	8	13	RS	5	11	10	9	25	50
10	----	3	9	10	2	8	RS	10	23	TD
11	----	4	10	12	SC	7	12	11	**	40
12	----	6	7	8	4	RS	7	12	28	30
13	----	5	14	15	1	15	20	13	24	TD
14	----	4	1	13	-1	-1	15	14	26	60
15	----	3	SC	RS	7	SS	RS	15	23	55
16	rk!/ Ki5/15	1F	2f	RC	0f	1F	SS	16	25	47
17	Ki5/15 RS **	3F	RC	9	7f			17	32F	38
18	vet Ki5/15	* SS	SS	10	13	RC		18	21	51f
		6	10	15	5	11	16		30	50

Re10/15 = holding / clipping on return squad

Where: 1-3) Catch yardline 4) 1/3 5) 2/3 6) 3/3

Ki5/15 = inadvertent facemask / personal foul

RS: 6) * 5) 25 4) 20 3) 15 2) 10 1) 5

RC: 5) * 4) 24 3) 18 2) 12 1) 6 0) 0

SS: 11) ** 8) * 5) 15 2) 10 -1) 5 -4) 0f -7) -3f

SC 11) * 8) 20 5) 15 2) 10 -1) 5 -4) 0F -7) -1F#

10 = Kamikaze Roll (2KK vs. 2WB - C+S values) ("circled")

If 2KK - 2WB = 0, use yardage in circle (outline)

If 2KK greater than 2WB, then 1) Yds-2 2) Yds-4

3) 0yds, 1/3f 4) 0yds, 1/3f, 1/3F 5) 0yds, 1/2f, 1/2F

If 2WB greater than 2KK, then 1) Yds+1 2)Yds+2
 3)Yds+4 4)Yds+8 5)* 6) *+5
 Note: XR=1, O1=1, O4=1 (all help on "return only")

8. Injury Roll (Ki/Re)

Ret = 6/15
 Ret/clip = 8/15
 Ret/Pers foul = 6/14
 FC/roll = 4/17
 Block = 6/16 if so:
 punter = 2/3, blocker = 1/3
 Rough 15 = 8/16 if so:
 punter = 3/3 Rougher = 3/3

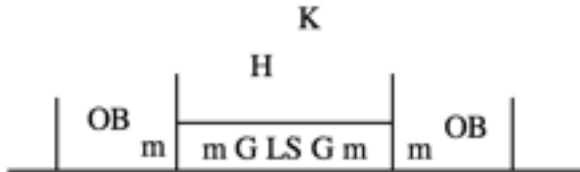
9.3 Placekicks

9.3.1 Players

Both the kicking squad and the defensive squad need to indicate which players will be participating and their locations, just as they do for normal plays from scrimmage. Since the blocking and rushing for placekicks are similar to those for short and medium passes, most of the players do not require any specialization for participating in placekicks. However, even minor players can have an impact on penalties, injuries, botched plays or fake options.

a. Kicking squad:

There must be seven players at the line of scrimmage. Then there are two outside blockers (off the line of scrimmage), the holder, and the kicker. The setup is indicated in the figure below. Since this is a tight formation, five players occupy the zone normally occupied by the center and two guards. "LS" is the long snapper; "G" are the "guards"; "m" are minor blockers (significant only on fake or bobbled field goals); "OB" are the "outside blockers"; "H" is the "holder" and "K" is the placekicker.



The "long snapper" may be played by any offensive lineman (C/G/T/L/U). A player may become specialized as a "long snapper" with three games coaching. A team may have more than one "long snapper".

A "guard" may be played by any offensive lineman (C/G/T/L/U). Since this position involves pass blocking techniques, there is no specialization. The "guard" should have a minimum contact + pass value of 3, or the chance of a kick being blocked increases.

The four minor blockers may be played by any offensive linemen (C/G/T/L/U), some running backs (B/F), some end (E/TE), or a linebacker (LB,MLB,OLB). On a

running play or a pass play a linebacker is -C. There is no specialization and no minimum values for being a minor blocker.

An "outside blocker" may be played by any offensive lineman (C/G/T/GT/U), some running backs (B,F), or some ends (E,TE). There is no specialization for an "outside blocker". However, the minimum pass block value is 5, or else there is an increased chance of a blocked kick. An offensive tackle does receive the +1 bonus for pass blocking when playing an "outside blocker".

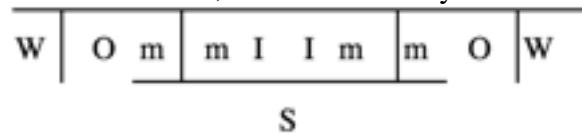
The "holder" may be a quarterback, halfback, wide receiver, or a defensive back. A player can become a specialized "holder" with three games of coaching. A specialized "holder" becomes an "experienced holder" with two consecutive full seasons at the position.

The "kicker" is either a specialized placekicker with his own kicking values or may be a non-specialized "kicker". A non-specialized "kicker" can be a linebacker of C2+, a tight end of C2+, or a punter. The non-specialized "kicker" is treated as a D 6/6.

For any blocking position, a rookie or a penalty-prone player (!) may increase the chance of a penalty. With two or more, the ear-splitting noise typical of a F.O.O.L. crowd and high tension typical of F.O.O.L. battles is so unnerving, that jitters and jumping are likely.

b. Defensive squad

There are ten rushers and a "safety". The players are set up as indicated below. The "W" are "wide rushers"; "O" are "outside rushers"; "m" are "minor rushers", "I" are "inside rushers"; and "S" is "safety".



Any player may specialize (3 games coaching) as a "wide rusher". The minimum values for a "wide rusher" are P=2, S=5. A "superior wide rusher" is a player whose values are at least P=2,S=7 or P=3,S=6 or P=4,S=5. An "experienced wide rusher" is a specialized player with two consecutive full seasons as a "wide rusher". An "experienced wide rusher" has better timing, sense of when to dive, and angle of approach. Note: A "superior" player may still function as an ordinary "wide rusher" before specialization takes effect.

The "outside rusher" may be any defensive player. There is no specialization for this position, nor are there benefits for "superior" or "experienced outside rushers". Since the main function of an "outside rusher" is to tie up the "outside blocker", the "outside rusher" must have a minimum pass rush value of 7. All defensive players use their regular pass rush value. A defensive end does get the normal +1 bonus for pass rushing.

The minor positions may be played by any defensive player, any offensive lineman (-C), or a tight end (-C). There is no specialization and no minimum value for minor positions. However, rookies and penalty-prone players can cause problems, and weak players may backfire against fake field goals.

The "inside rusher" may be played by a defensive lineman (DL/DE/DT/NT) or a linebacker (LB/MLB/OLB). There is no specialization for this position, nor any benefit for an "experienced inside rusher". The minimum values are P=1, C=3 (any linebacker with p positive pass value counts as P=1 for an "inside rusher"). A "superior inside

rusher" has minimum of P=1, C=5 or P=2, C=4 (the latter for defensive linemen only). Should any "inside rusher" be below minimum, a "blitzed placekick" may not be used.

The "safety" may be any defensive back. A true safety will have an advantage over a cornerback or defensive back on running or passing plays. There is no specialization for this position.

9.3.2 The kicks

There are three types of placekicks: a regular field goal attempt, the blitzed field goal attempt, and the point after touchdown. Each reflects a different level of intensity by the defense and a different level of nervousness by the kicking squad.

a. FGA (Field Goal Attempt): This is a kick that uses standard tactics by both squads. The offense has no fake planned. The defense is rushing the "wide rushers" at full speed, but other rushers are either cautious (to reduce the chance of a penalty or fake) or lazy ("This does not make ESPN highlights!").

b. BFG (Blitzed Field Goal): The defense concentrates solely on blocking the kick and is willing to risk penalty or fake. The "wide rushers" and "outside rushers" time their jumps. The "inside rushers" push harder and jump higher. Even minor rushers break a (small) sweat. The offensive squad, sensing the urgency on the other side of the line and fearing their own coach's wrath for a blocked kick, are more nervous and likely to step back too soon or grab a jersey.

A "blitzed field goal" may be used at any time. In play-by-mail, if there is no provision for it by the visiting team, then the "blitzed field goal" is automatic under the following conditions:

- 1) Last play of the first half and the line of scrimmage beyond 10 yard line.
- 2) Less than 2:00 left in 4th quarter and the field goal would give the kicking squad the lead.
- 3) Less than 2:00 left in 4th quarter, 4th and 7+, and the field goal would tie the score.
- 4) Overtime and the line of scrimmage is closer than the kicker's average distance.

[The person playing the game is allowed to use judgment in this issue, but the above are the assumed guidelines absent specific information for the visiting team.]

c. PAT (Point after Touchdown): This reflects the confidence of the offense ("We just scored"), the relaxed nature of the defense ("We've done this dozens of times"), the letdown of the defense ("It' is just one stinking point!"). The defense may use blitzed field goal at any time, or use that tactic for the visiting team in play-by-mail game when:

- 1) Less than 2:00 left in 4th quarter and the extra point would put the kicking squad in the lead (i.e. it is tied after the touchdown).
- 2) Less than 1:00 left in 4th quarter and the extra point would tie the game.

[Again, judgment can be used. A PAT just before halftime is another good time to blitz.]

When the defense blitzes on a PAT, use the standard procedure for a "blitzed field goal", with the line of scrimmage being the 2 yard line.

9.3.2 Die Rolls (procedure for FGA etc.)

There are usually four die rolls for each placekick (So few! So few!). The first roll will determine whether or not there is a penalty on the play (and whether play need continue). The second roll will determine whether the snap was bobbled or whether the kick was blocked. The third roll will determine whether the kick was initially straight. The fourth will determine how far the ball traveled before drifting wide or falling short. The rolls must be made in this order, since a prior roll could make further rolls unnecessary.

a. Penalty roll (2d6): Roll two dice. Check the results on the "Placekick Summary Sheet". If the result is "Off 5", the kicking squad is guilty of an "illegal procedure" and the play is stopped immediately. If the result is "Def 5", the defense made contact before the snap and play is stopped immediately. If there is an "Off 10" (holding) or "Def 5/15" (bumping into / roughing the kicker), continue play and the victimized team may accept or decline the penalty.

All nine offensive blockers and all 10 defensive rushers have an opportunity to increase the odds of a penalty on their squad. If the offense or defense has two or more rookies, two or more penalty-prone players (!), or one rookie and one penalty prone player (possibly the same player), then the odds of a penalty are increased. One player may be either a rookie or penalty-prone (not both) without affecting the odds of a penalty. There is no additional change for more than two rookies or penalty prone players. Do not include the "holder" or "kicker" or "safety" in penalty computations.

b. Bobbled/Blocked Roll (2d6): Roll two standard dice. The chance of a "bobble" (no kick) is at the low end of the roll, while the chance of a "blocked" kick is at the high end of the dice roll.

Bobble: If the "long-snapper" is specialized, the odds are 0/36. If the "long snapper" is a non-specialized center, the odds are 2/36. If the "long-snapper" is a non-specialized non-center, the odds are 4/36. A utility lineman (U) counts as a center. If the "holder" is specialized, the odds are 0/36. If the "holder" is not specialized, there is a 2/36 chance of a "bobble". If the "holder" is an "experienced holder", the odds are reduced by 1/36. The effects of the "long snapper" and "holder" are added together.

A "bobble" occurs on the following odds with the following 2d6 rolls: 1/36 = 2; 2/36 = 3; 3/36 = 4; 4/36 = 5; 5/36 = 6' 6/36 = 2 or 6, etc.

If there is a "bobble", roll one standard die. A roll of "1" or "2" means you roll a standard "fumble table" (defense wins #men or #points). A roll of "3" or "4" requires "broken pass play". A roll of "5" requires a "broken run play". A roll of "6" allows a run or pass play (roll for which) as if it were a planned fake.

Blocked: The odds of a placekick being blocked are determined by the "kicker's" traits, plus the effect of the defensive rushers, plus the location of the line-of-scrimmage. Shorter kicks tend to get blocked less frequently, since the "kicker" can concentrate on elevating the ball, while longer kicks tend to be lower and more easily blocked. The effects of the "kicker" and the rushers and the distance are cumulative. On a FGA or PAT the odds of a "blocked kick" may be 0/36 (none), while they are a minimum of 1/36 for a BFG.

The second number for a placekicker determines his odds for a "blocked" kick. For instance, a "A 2/1" has a 2/36 chance of a "block". [Yes, the number before the "/" is the chance for blocked; it is considered the "second" or perhaps better, the "secondary" number.] A "B+2 3/3" has a [base] 3/36 chance. A non-specialized "kicker" is a "D 6/6", or has a base 6/36 chance of a "blocked" kick.

The effects of distance (line of scrimmage) on the odds of a "blocked" kick are as follows: 33+ yards = +2/36; 28-32 yards = +1/36; 18-27 yards = 0/36; 8-17 yards = -1/36; (reduced); 1-7 yards = 2/36.

The effects of the rushers and inferior blockers are the final element. On all placekicks the "wide rushers" increase the chance of a "blocked" kick by 1/36, unless one or more is either substandard or non-specialized. If both "wide rushers" are "experienced", or if both are "superior", or if one is "experienced" and one is "superior", then the odds are increased by 2/36. If both are "superior" and "experienced", then the "wide rushers" increase the odds of a "blocked" kick by 3/36. If one is non-specialized and not "superior", then the "wide rushers" increase the odds by 0/36, i.e. have no impact.

On a BFG (or "blitzed PAT") the "inside rushers" increase the odds of a "blocked" kick by 1/36 (unless an "inside rusher" or "outside rusher" is below the minimum requirements, in which case there is a 0/36 increase). If both "inside rushers" are "superior", then increase the odds of a "blocked" kick by 2/36. On a BFG or "blitzed PAT", the minimum odds of a "blocked" kick are 1/36, unless an "inside rusher" or "outside rusher" is substandard.

In addition to the kicker, the distance, and the rushers, there may be another effect to add to the odds of a "blocked" kick. If any "guard" or "outside blocker" is below minimum standards for their position (C+P = 3 for "guard" and pass block value = 5 for "outside blocker"), then there is an increase of 1/36 per inferior player.

To determine whether or not a placekick is "blocked", add up all the factors and roll 2d6 [the same roll as for "bobble"] on the following: 1/36 = "12"; 2/36 = "11"; 3/36 = "10"; 4/36 = "9"; 5/36 = "8"; 6/36 = "8" or "12"; 7/36 = "8" or "11"; 8/36 = "8" or "10"; and so on. The placekick tables include higher odds.

If a kick is blocked, roll one standard die. A roll of "1" indicates that the ball rolled out of bounds or landed beyond the line of scrimmage (this is still statistically a "blocked" kick). A roll of "2" or "3" requires a roll on the standard fumble table at d6+2 yards behind the line of scrimmage. A roll of "4" leads to a QT roll for the "holder". There is no modifier for the size or speed, and all injuries on the QT roll should be ignored. A roll of "5" gives the defense a runback - use the "RB" Table starting at five yards behind the line of scrimmage. A roll of "6" gives the defense a long runback - use the "LRB" Table starting 10 yards from behind the line of scrimmage. On all these cases the kick was statistically blocked. **New:** Instead of going from "lrb" to "*" on a 5 or 6, the ballcarrier does contact roll vs the safety at +12 yards. Open field bonuses apply. If that gives "*" then it is off to the races.

c. Wide Roll (2d6):

On most placekicks there is no penalty, bobble or block. So now it gets down to the foot work! Go, ball, go! There are five factors (cumulative) that influence whether a kick could be wide: the "kicker's" trait, the "long snapper", the "holder", a possible crosswind, and if the kick is just a routine PAT.

The last number for a placekicker gives the odds of a wide kick. For example, a "A+1 2/1" has a 1/36 chance of a wide kick. Any non-specialized kicker is a "D 6/6", or has 6/36 chance of a wide kick.

A specialized "long snapper" has a 0/36 chance of causing a wide kick. A non-specialized center "long snapper" has a 1/36 chance. A non-specialized non-center "long snapper" has a 2/36 chance of causing a wide kick (messes up the timing with an errant snap).

A specialized "holder" adds 0/36 to the odds of a wide kick. A non-specialized "holder" adds +1/36 to the odds of a wide kick (faulty placement). An "experienced specialized holder" will reduce the odds of a wide kick by 1/36 (makes up for some bad snaps by the non-specialized "long snapper") [But can't change odds below kicker's own value? In other words, just compensates for snapper deficiencies?].

If there is a strong cross-wind, this will increase the odds for a wide kick (see "Wind Effects").

Finally, on a non-blitzed PAT, the "kicker's" wide value is halved (rounded up). Thus, a 1 or 2 = 1. A 3 or 4 = 2. A 5 or 6 = 3. This applies only to the kicker's value, not to the overall odds of a wide kick.

All of these factors are cumulative. Once the overall odds are determined, roll 2d6. The kick is wide if: 1/36 = "12"; 2/36 = "11"; 3/36 = "1-"; 4/36 = "9"; 5/36 = "8"; 6/36 = "7"; 7/36 = "7" or "12"; 8/36 = "7" or "11";, etc.

d. Distance

This requires rolling three standard dice. Check the "kicker's" value and then use the appropriate column. A "kicker" of A+2 indicates that the "kicker" uses column A, but adding two to the distance kicked. A "kicker" of B-2 uses column B, but two yards are subtracted from the result. A non-specialized "kicker" uses column D.

If there is a tailwind or a headwind (see "Wind effects"), add or subtract the stated yards wind from the kick. Being indoors or at a higher elevation can also add to kick distance. These air effects are cumulative with the "kicker's" own value.

If the kick travels as far as or longer than the line-of-scrimmage, then the kick is good. If the kick goes less distance than the line-of-scrimmage, then the kick drifts wide or short - no good!

For a good kick, the field goal is recorded statistically as the line of scrimmage plus seven yards (snap distance) plus ten yards (depth of end zone). So, a ball snapped at the 25 yard line is a 42 yard field goal (25 + 7 + 10).

If the kick is wide or short, then the other team gets the ball either at the line-of-scrimmage (when the line-of-scrimmage is at the 20 or greater) or at the 20 (when the line of scrimmage was at the 1 to 19 yard line). [The NFL now uses the point from which the kick was made instead of the line of scrimmage. However FOOL still uses the line of scrimmage. FOOL also has not adopted the two point conversion.]

e. Wind Effects:

The location of a stadium, shape of a stadium, closure or non-closure of a stadium and the season will influence the strength and direction of winds. The home team can arbitrarily decide on the wind conditions or use a table appropriate for the

stadium/locale/season of year. An example of a "typical" Midwest stadium is below. [This is the default used for FOOL play.]

Die	Preseason - Game 2	Game 3 - Game 8	Game 9 - Championship
1	No effect	No effect	No effect
2	No effect	No effect	+1 yard
3	No effect	No effect	+2 yards
4	No effect	+1 yard	+3 yards
5	+1 yard	+2 yards	+4 yards / +1 wide
6	+2 yards	+4 yards /+1 wide	+6 yards / +2 wide

"+# yards" indicates how much a tailwind adds to the kicker's distance (if it is a headwind, subtract the same number). "+# wide" indicates how much the "wide" kick number should be increased in a crosswind. The home team may roll to see which is occurring and decide.

For the sake of simplicity and fairness, the home team should include the wind conditions as part of the home lineup in play-by-mail. Also, the wind conditions should be considered as constant for the entire game. In face-to-face games, the players may wish to allow for winds that change direction and/or have variable velocities. However, the stadium properties generally dictate a constant direction. (In baseball this is less true, since the ball can be hit much higher than a football is kicked.)

f. Injury roll:

After a placekick is resolved, there is an injury roll using three standard dice. On a regular field goal attempt, a "4" causes an injury to an offensive blocker, while a "17" causes an injury to a defensive rusher. On a "Blitzed" field goal attempt or PAT, a "5" indicates an injury to an offensive player, with a "15" to a defensive rusher. On a regular PAT, a "3" indicates an injury to a blocker, while an "18" to a defensive rusher. In all these plays, exclude the defensive "safety", "holder", and "kicker" from the candidates for injury. Any injury is of standard duration of time.

If there is a "Defensive 15" penalty on a play, then roll 2d6. A "4-6" indicates the kicker is hurt. A "3" indicates the "holder: is hurt. A "9" indicates one of the rushers (the guilty party in the penalty) is hurt. Since all of these players are exposed, add +1 to the roll that determines how long the injury is effective. If any other number is rolled on the 2d6 roll, this indicates some other player was hurt, and their injury is of normal duration.

9.3.3 Special case: Fake/Bobble play:

The kicking team may choose to have one "fake field goal" in a game. This must be designated as shown below, or else no fake is assumed. A run or a pass off a "bobbled" snap can occur at any time and in any number during a game (not desirable from the kicking squad's point of view).

a. Run off a Fake. The "holder" holds the ball, the "kicker" misses, and the "holder" takes off. The play is designed either FkFG (Run L) or FkFG (Run C) or FkFG (Run R).

Contact occurs three yards behind the line of scrimmage. All blockers and defensive linemen in that zone (excluding "wide rushers") are used.

FGA/PAT: No modifiers to contact values

BFG/BPAT: Each "inside" and "outside" rusher is -C. Penetration is possible.

If there is penetration, it occurs six yards behind the line-of-scrimmage. If the ball carrier gets past the line of scrimmage with a "*", then the next roll is on the "lrb" column (from 3 yards behind the line of scrimmage). **New:** Instead of going from "lrb" to "*" on a 5 or 6, the ballcarrier does contact roll vs the safety (if there is one) at +12 yards. Open field bonuses apply. If that gives "*" then it is off to the races.

b. Run off a Bobble: Contact is three yards behind the line of scrimmage. All blockers and defensive linemen (except "wide rushers") in that zone are used.

FGA/PAT: All blockers are -C

BFG/BPAT: Each "inside" and "outside" rusher is -C. Penetration is possible (six yards behind the line of scrimmage). If the ball carrier gets past the line of scrimmage with a "*", then the next roll is on the "lrb" column (from -3 yards). **New:** Instead of going from "lrb" to "*" on a 5 or 6, the ballcarrier does contact roll vs the safety at +12 yards. Open field bonuses apply. If that gives "*" then it is off to the races.

c. Pass off a Fake: The "holder" lets the "kicker" fake a kick, then he throws to an "outside blocker" or an "end" (outside minor position). This play is designated either FkFG (LOB/IL) or FkFG (LE/IL) or FkFG (ROB/IR) or FkFG (RE/IR).

FGA/PAT: No pass rush; "safety" and nearest defender (-P) cover

BFG/BPAT: Pass rush (regular); "safety" is alone in coverage

If the pass is caught, continue normal play. A "*" result after the catch would be very exciting for the offense.

On a "fake field goal", use regular procedures for determining penalties and injuries (treat as a play from scrimmage). On a "bobbled" field goal, use the same procedure for penalties (ignore "Def 5/15" since there is no kick), but play-from-scrimmage procedures for injuries.

d. Fake Defense: If the defense wants to be better able to handle a run or pass, it may use a standard defense (hint: cover IL/IR/"holder" well). In this case you use standard procedures for penalties and injuries. If there is a kick, the odds of a block are:
(pass rush) = "kicker" + distance = 2/36
(run defense) = "kicker" + distance - 4/36

In play-by-mail, the kicking squad should indicate which personnel are in, so the defensive squad might notice when there are too many good blockers and receivers to ignore! May your kicks be straight and your "wide rushers" tall!!

9.3.4 Placekick tables

Kicking Squad Players:

Long snapper: specialized: C/G/T/L/U

Guard: no specialization; minimum is C+P=3; C?G?T?L?U

Outside Blocker: no specialization; minimum pass block = 5; C/G/T/L/U/B/F/E/TE

Holder: specialized; experienced; Q/H/W/DH

Kicker: specialized; non-specialized = D 6/6 m LB (C2+)/ TE (C2+) / Punter

Defensive squad players:

Wide Rusher: specialized; experienced/superior; minimum is P=2, S=5

Outside Rusher: no specialization; minimum pass rush = 7; defensive player

Inside Rusher: no specialization; minimum is P=1, C=3; DL/DT/DE/NT/LB/MLB/OLB

Die Rolls and Odds for Various Events

FGA: 1) Penalty: Off5 = 2/low Off10 = 2/hi Def5 = 12/low Def 5/15 = 12/hi
If 2+ rookies!! Off5 = 3/low Off 10 = 3/hi Def 5 = 11/lo Def 5/15=11/hi

- 2) Bobble = non-center = 4/36; non-specialist center = 2/36
non-specialist holder = 2/36; experienced holder = -1/36
Block = Kicker + Distance + Wide rushers (1/36)* + Inferior blocker(s)
Distance: 1-7 yards = -2/36 9-17 = -1/36
28-32 yards = +1/36 33+ yards = +2/36
Wide rushers: +1/36 more per two experienced/superior combinations
Inferior blockers: +1/36 per inferior blocker

- 3) Wide = Kicker + Snapper (non-center = 2/36, non specialized center = 1/36) +
Holder (non-specialized = +1/36, experience = -1/36) + Crosswind

- 4) Distance = Kicker + Wind + Elevation / Indoor

BFG: 1) Penalty: Off5 = 3/low Off10 = 3/hi Def5 = 11/low Def 5/15 = 11/hi
If 2+ rookies!! Off5 = 4/low Off 10 = 4/hi Def 5 = 10/lo Def 5/15=10/hi

- 2) Bobble = the same as regular FGA, except minimum is 1/36 ("2")
Block = Kicker + Distance + Wide rushers Inside rushers* + Inferior blocker(s)
Inside rushers = +1/36 or 2/36 if both superior Minimum = 1/36 ("12")

- 3) Wide = same as regular FGA
4) Distance = same as regular FGA

PAT: 1) Penalty: Offense = 2/low; if yes roll 1d6, then low = Off5 high = Off10
Defense = 12/high, if yes roll 1d6, then low = Def5 high = Def5/15
If 2+ rookies!! Off5 = 2/low Off 10 = 2/hi Def 5 = 12/lo Def 5/15=12/hi

- 2) Bobble = -1/36 + Snapper + Holder
Block same as FGA

- 3) Wide = Kicker / 2 (round up) + Snapper + Holder + Crosswind

- 4) Distance not needed, unless kicker is awful or prior penalties (NTP)

BPAT:1) Penalty: Off5 = 2/low Off10 = 2/hi Def5 = 12/low Def 5/15 = 12/hi
 If 2+ rookies!! Off5 = 3/low Off 10 = 3/hi Def 5 = 11/lo Def 5/15=11/hi

- 2) Bobble = Snapper + Holder
 Block = Kicker + Distance + Wide rushers + Inside rushers + Inferior blockers
 Minimum = 1/36 ("12")
- 3) Wide = Kicker + Snapper + Holder + Crosswind
- 4) Distance: Same as PAT

Rolls for Bobbles/Blocks

Bobbled on	Odds	Blocked on
2	1/36	12
3	2/36	11
4	3/36	10
5	4/36	9
6	5/36	8
2,6	6/36	8,12
3,6	7/36	8,11
4,6	8/36	8,10
5,6	9/36	8,9
2,5,6	10/36	8,9,12
3,5,6	11/36	8,9,11
4,5,6	12/36	8,9,10

Rolls for Wide Kicks

Odds	Wide on
1/36	12
2/36	11
3/36	10
4/36	9
5/36	8
6/36	7
7/36	7,12
8/36	7,11
9/36	7,10
10/36	7,9
11/36	7,8
12/36	7,8,12

Bobbled (1d6)

- 1-2 = fumble 7 yards behind LOS
- 3-4 = pass off a bobble
- 5 = run off a bobble
- 6 = run/pass off a fake

Blocked (1d6)

- 1 = no good (statistically blocked)
- 2, 3 = fumble d6+2 yards behind LOS
- 4 = "holder" runs on QT table
- 5 = defensive RB 5 yards behind LOS
- 6 = defensive LRB 10 yards behind LOS

Kick Distance Tables

3d6	A	B	C	D
3	37	26	12	14
4	21	43	22	5
5	24	25	15	22
6	22	42	20	3
7	28	32	14	19
8	32	39	24	8
9	30	36	20	16
10	29	37	21	11
11	27	35	19	17
12	28	38	22	12
13	26	33	17	20
14	25	40	26	9
15	39	30	16	25
16	17	41	23	6
17	27	28	15	23
18	36	35	18	14
Ave.	28	36	20	14
High	39	43	26	25
Low	17	25	12	3

Wind Effects

Die	Pre- Gm2	Gm3-Gm8	Gm9-Chmp
1	-----	-----	-----
2	-----	-----	+1 yard
3	-----	-----	+2 yards
4	-----	+1 yard	+3 yards
5	+1 yard	+2 yards	+4 yds/+1 wd
6	+2 yards	+4 yds/+1 wd	+6 yds/+2 wd

Injuries (3d6)

FGA: Off = "4" Def = "17"

BFG/BPAT: Off = "5" Def = "15"

PAT: Off = "3" Def = "18"

If there is "Def 15" penalty, then roll 2d6:

Kicker = "4,5,6" Holder = "3" Rougher = "9" Someone else = other numbers

For Kicker / Holder / Rougher only: injury duration +1

9.4 Free Kick:

This unusual circumstance occurs immediately after a safety. It is resolved by having the kicking team make a punt from the 20 yard line (use punter's distance with 10 yards added since he is at the line of scrimmage). The return is handled like a regular kickoff return, with a "standard" coverage and return. [Or, should normal tactics be allowed? Assume that is an unused option.] It is assumed that the kicking team uses their normal kickoff squad with the punter substituted for the kicker. (This will matter only if one or the other gives a bonus for coverage, or somebody is injured.)

9.5 Special teams and experience issues, season considerations, optional rules

This is miscellaneous stuff that may eventually be incorporated into the normal sections above, leaving here only the stuff pertaining to training camp and experience.

9.5.1 Special teams runback statistics:

For statistical purposes count runbacks that go for positive yardage but are penalized, assuming the penalty does not wipe out the run. Count only the part of the run up to where the penalty occurred.

9.5.2 Special teams holder and kicker team (for consideration, not adopted):

If a special teams holder is with the same kicker all season, chance of a no result is reduced by 1. If the same long snapper is with the kicker and holder all season, the chance of a block is reduced by 1. Chance for block and miss cannot be less than 1, and anything extra is applied to the other. Thus, a 1/3 kicker with the same holder and snapper all season would be 1/1. The LS and holder are designated for each kicker in training camp. If the snapper played on the previous down, there is 1 extra chance for a block. (His hands could be muddy or numb.) This rule is not currently in effect for FOOL play.

9.5.3 QT table resolutions:

When the QT table is used for blocked kicks, only the yardage numbers are used. Ignore injuries on the QT table, as well runbacks, fumbles, and "~", "#", and such.

9.5.4 Zero value blockers:

Players with a zero value for contact, who are penalized for their specialization (e.g. H, QB, or W when blocking) are not reduced below zero for contact on special teams resolutions. However, any player penalized twice from 0 would give a -1, for example a H 1-0-6 playing on the KO unit would be -1 as a H and -1 as an offensive player. Treat him as $1 - (-1) - 6$. This is before penalties for not meeting the minimum contact value.

9.5.5 Special teams returner specializations:

Kick and punt returners gain specialization after 20 returns. (They can be allocated up to 10 returns in training camp, assuming they are not recovering from injury, etc.) To stay a KRS or PRS, they must either have had 20 returns credited to the previous season, or in the current one. Such players are designated either "KRS" or "PRS". To become a VKR or VPR (veteran kick or punt returner) with further benefits, the returner must have been KRS or PRS (respectively) during the entire previous two seasons. If a KRS fails to qualify (usually due to injury), he loses that season toward VKR / VPR qualification, but is allowed to have a 1 season gap (but not a 2 season gap) and still be credited for the earlier season. (Clarification to special teams rules).

Other specializations for special teams (holder, long snapper, wide rusher, KK) are acquired during training camp or after some number of games in that capacity (usually 3). A specialized ("veteran"?) holder has two previous seasons' credit as a specialized holder.

A wide rusher qualifies after 3 games, and becomes a "veteran" (or experienced) wide rusher if he was a wide rusher for the two previous seasons.

9.5.6 Special teams experience:

To qualify for 1/3 credit for experience, a player who plays only on special teams must be on at least two of the six special teams. To get 2/3 credit, he must play on four special teams, or play in some offense or defense and play on some special team.

9.5.7 1/18 blk attribute:

A player with the "1/18 blk" attribute (there is at least one on the free agent list) has all of the punt block resolved with a -1 modification to the die roll if the roll is less than 10, and +1 if the die roll is more than 11. Some team, I think, currently has a player in this category. (1/12 blk would be -/+ 2, etc., should we ever get someone that slow.)

9.5.8 Proposed way of treating special teams experience (not yet adopted):

Specialize player during training camp for KK role. After three T.C. for this, becomes VKK. Set for career. That would allow team with VKK to train a second KK. Similar for other special teams specializations?)