

Appendix D Rules Discussion

FOOL Rules XI New Business: issues not yet addressed in the rules

Since the rules draft was developed, various suggestions have been made. This document hopes to collect all of these, discuss them, and suggests particular additions / changes to the rules. It's possible I have missed some. I've tried to take into account comments already made, but have had trouble tracking what comment goes with what issue. So, I apologize if I've missed something. I've tried to put most of this in Chapter order.

Chapter 2 Setup:

2.2 Offensive setup must include players adjacent to the line of scrimmage in zones C, G(x2), T(x2) and two others. Other players may not line up adjacent to the line of scrimmage, but must be at least one zone off the line of scrimmage. (In an "unbalanced line", a E or TE could occupy a "T" zone, and a second T could occupy the zone normally used by a TE. If two ends (or B, W) are adjacent on one side, the tackle (or TE) is eligible on the opposite side. A TE may line up off the line of scrimmage, but not opposite WWR or WWL. A TE may line up opposite WL or WR only if another player is lined up in or behind the normal TE position. [Do we want to do this?]

I tried this during preseason / camp scrimmages. Not worth it is my assessment.

Chapter 4 Run plays:

When a guard pulls or fullback blocks, and the player has sufficient movement, the assumption will be that they are a lead blocker (giving an extra movement point and possibly allowing them to block further downfield). A lead blocker blocks penetration from ahead (from a zone laterally beyond the zone the ballcarrier is going to) but not from behind (a zone short of the zone the ballcarrier is going to, with respect to the ballcarrier's motion). If the ballcarrier is going straight ahead, then use the motion of the blockers. [This needs a bit of further study. Maybe only blocker lateral motion should matter. The point is that someone penetrating behind the ballcarrier or blocker is typically going to get a chance, while someone towards whom the play is going is likely to "get it" from the lead blockers. Most of the time we see penetration from behind.

This is in the draft rules.

4.1.13 For Draw, Screen, and Trap plays, after the first contact roll and defensive reaction and pursuit, any "lead blocker" not in a zone having a defender who has not yet blocked may move one more zone downfield, regardless of whether he had any extra remaining movement points or not. Any blocker (including T, TE, H, etc.) on a screen or draw play designated to block downfield, beyond the line of scrimmage, is treated as a "lead blocker" for purposes of this rule. (This is not in the draft rules now – maybe should wait tryout in preseason before using. Maybe add as optional for now.)

Draw play change: On the draw, all zones that normally are not considered for "open field tackles" (R,C,L,SR,SL,SC) are considered the same as "backfield": for a normal runner versus defender, a runner more than 1 faster gets a bonus on contact die roll. [The draw play seems to be too seldom used. Maybe we are not adequately representing the chance to break the play past the D line.] This needs to be tried out

before we consider actually adopting it. Robert suggests “No” and that’s what we’ll do. This is NOT in the draft rules now.

Run blitz (Robert): This would be an additional defensive posture option. Suggested way it would work: Linemen are treated as “normal” (no pass rush point bonus, no broken tackle on “\$” (normally 4), but unlike usual “normal” still count only ½ for impeding offensive movement. They are trying to penetrate to make plays in the backfield. Blitzers get +1 on penetration roll, also make their tackles on runners on “\$”, but are -3 each with respect to pass rush. Otherwise this works like a normal “pass/blitz” choice. On a screen or draw linemen can still try to read it as for a pass rush/blitz. This ought to be tried out in preseason before we decide whether to actually adopt it.

I like the idea, but we have not tried it out. At the least we should put it in the rules as an optional rule.

Chapter 5 Pass plays:

5.3 We now use 5 points for every extra movement point the receiver has leftover at the end of his pattern. Any leftover 1/2 zone on offensive movement is ignored. It might be simpler and more intuitive to drop fractions. This makes the qk and normal pass computations more consistent. (It does mean that a few legal pass plays now would not remain so, or would have heavier pass rush values.)

Chapter 5 Shotgun fumbles: Rule 5.8.7 doesn't specify what happens if the defense recovers the fumble. I suggest on the recovery die roll: 1-4 offense at -6 yards 5: recovered by D at -2d6 yards. 6: recovered at -2d6 yards by D and runback rolled on runback and lrb tables with +1 to die (as for a F on QT). Should chance of fumble or defensive recovery be reduced if no pass rush (normal, cover lineman?) Or is that unlikely enough not to worry about? Even if normal is called, players will put on pressure. I'll assume the latter.

Chapter 6 (also relating to 5): Special Situations:

Use the initial roll for penalties as on pass plays (roll of "2" then 1, 2, 5(!), or 6) on quick pass plays. This would be for the 5-yard infractions only (motion, offsides). On a shotgun play, this is the same die roll as the bobble roll. Do we want to start doing this?

The NFL eliminated the 5 yard face mask penalty; all are 15 yards. I’ve assumed likewise in FOOL, and counted 5 yard ones as 15. But, Robert favors retaining the 5 yard variety. We do deviate from NFL practice in other areas (extra points for example). Do we want to do it for face mask? This seems to me a Commissioner decision.

Also, we continue KO from 35, right? NFL is back to doing it that way I think.

Hard count: A “play” can be included on the offensive list to do a “hard count”. There is a 1/3 chance of a penalty resulting the first time this is tried, 1/6 chance subsequently (roll 5 or 6 or 6 on d6). If there is a penalty, roll d6: 1-2 = offense procedure (someone moved), 3-6 defense offsides (someone jumped). Whoever has the most “!” players at the line (defense) or anywhere (offense) changes odds by 1. An experienced QB changes by 1 in favor of offense unless one or more “!” players, and a rookie QB changes it by 1 in favor of defense. If the defensive call is not “rush” or

“blitz”, there is a +1 to the penalty type roll in favor of the defense. (Maybe defensive benefit from majority of rushers experienced?) On the roll to see if there is a penalty, a “1” means that the QB has to call a time out (or takes a delay of game penalty if he can’t or chooses not to.) If the hard count does not give a penalty, roll again for the play. If it’s another hard count, the result is an offensive procedure or delay penalty. [This bit of “chrome” may not be worth it, but it should increase the number of penalties a bit closer to what the NFL sees. We have not tried this in preseason. I suggest we add it but as an unused optional rule.]

Chapter 7 (also relating to 4 and 5): Related to specializations

H specialization: Right now there are several special cases and it gets confusing how and when the bonus applies. This is suggested as an alternative for H specialization: Give him +1 movement for all conditions. That’s simpler. It does mean though that a 5 speed H can run H/RCqk though – now only a 6 can. (He’ll likely be target of both OLB’s though.) (The +1 does not apply to reaction, pursuit, etc.)

MLB: Currently a MLB must start in C to get his bonus. But as many teams play, the MLB’s are often further back, corresponding to SL and SR. This seems normal, particularly for 3-4 teams where the OLB’s are more like pass rush specialists, making it seem more like a 5-2 with the 2 LB’s being MLB’s about where SL and SR would be. We are now giving OLB’s their bonus in WR,WL as well as the original SL,SR,L,R. This is in the draft rules as an issue to be resolved.

We have been saying MLB’s were –P in SC, but if we allow that specialization to count SR and SL for bonus, then maybe the next zone back SC should be allowed with no penalty. In the pros there are some MLB’s who are good at getting back deep for pass coverage. (If we do this, we need to allow Sabertooth to revert to being a MLB if he wants to without formal change of position procedure. He was moved from MLB to S because of the penalty in SC. Maybe there are others to whom this would apply, or maybe even a one time allowance for any S’s who want to, to move to MLB.)

Robert: Should MLB get no penalty if S=5? Or maybe no penalty at SC, but need to be S=5 at MC?

Interesting idea to make the LB penalties for being deep dependent on speed rather than the position, Maybe a 5 is OK in IL, IR, SC but a 4 speed is -1, and so forth on back. Not how the rules do it now, and I’d rather not rework this for Season XI right now. Maybe put in as an optional not used for now and consider it for next season.

NT: The NT specialization has always been restricted to conditions where there are only three DL’s. NT’s are not very popular; the specialization does not seem very useful. Black has started a NT, but he’s not even a starter now and is probably 3rd string for Season XI. (Since then he went on TIR) If a 3-4 defense is really acting like a 5-2, then it might make sense to give the NT his bonus under any condition where he is the only D lineman in C. Another DT could be in L or R (without getting his pass rush bonus). It’s a simplification, and might be worth considering.

7.2.4, 7.2.5: I had proposed that the “^” or “o” attributes (good, bad play) cannot be used unless the player actually contributes to the calculations for the die roll at hand.

Thus, a player contributing a zero blocking value can't use a “^” on the contact die roll since it would be assumed he did not make a block, while a 0 ballcarrier could. Robert feels like even if the player doesn't contribute to the calculation, he's there and should count. So, I'm OK with that, and we don't need to change this.

Generally these modifications will be to 1) Contact roll, 2) Pass rush roll, 3) Pass completion roll, 4) penetration roll, 5) rolls on Dive, QT, int, rb, lrb, or * tables. You cannot use these attributes for rolls on penalty, #, ~, &, injury, tiredness, or special teams tables. (For special teams, these attributes give rerolls instead.) Point is that ^ and o shouldn't count for things like penalties.

7.1.15 Cornerback: Any CB starting in IR, IL, RS, LS, WWR, WWL areas can get the bonus. Forget all the stuff about numbers on each side, tight ends, and backs. Let's simplify this.

7.1.16 Safety: A safety gets his +1 speed bonus even if he was covering some player, after the first contact resolution, if that player was involved in the play (even just pass blocking).

These are both in the draft rules.

Chapter 8 Playing the Game:

Team winning coin toss can defer choice to 2nd half (as NFL now does). It will be assumed that the team does defer then chooses the ball at the start of the second half, unless guidance otherwise is given.

Chapter 9 Special Teams:

Rolling punt (clarification): If the receiving team allows the punt to roll, the kicking team chooses either the normal roll or the stopped roll (in parentheses). They can't stop it at an arbitrary point in between, typically exactly on the 1 yard line. [Is this what was intended?] This is addressed this way in the draft rules.

Robert's addition: A player must be speed 5+ to use the “**” table. (This is NOT in the current draft rules; we need to put it there. Applies to both KR and PR.) I suppose if a speed 4 guy gets ** you reroll it. The S=4 applies to base speed, or does it consider VKR, \$?

Robert: I'd like to have 2-point conversion plays (PAT). A table could be used for the 2nd half (when to use) as a default. We could allow a team to have one extra line (offense and defense) just for 2-point conversion plays. However, Commissioner opposes, and absent consensus, we leave out 2 point conversions. Right?

Chapter 10 Play by mail

Weather conditions are to be given to the visiting team along with offensive sets and starting defenders. The visiting team should have the same info as the home team for play-calling, but not for offensive sets.

The home team may get a bit too much advantage. Originally the advantage was being able to see the first half results before choosing play selection tables for the second half. That was balanced somewhat by giving the visiting team 2 more plays and 1 more defense. But now all the arrows and circles weigh in for the home team too.

The visiting team needs a bit more. After all, if they save some plays and defenses to be revealed only for the second half, they likely have fewer available for the first half than the home team. So, what I'm thinking is maybe to allow a fourth set, maybe 6 more instead of just 2 more plays, and 3 additional instead of just one additional defense. Also, allow 12 (15?) lines instead of just 10 so that the visiting team can have more situational dependent criteria for play selection, such as "vs starters, vs 5+DB, vs 3DL-, if trailing, etc. Maybe that just for the second half? On the additional set, perhaps allow up to 2 variations (each credited as 1/2 set) to be hidden to be revealed for the second half. That way the visiting team could save a bit more of a surprise than just new plays.

Of course, adding these plays, sets, defenses, etc. adds to the amount of work that can go into a game plan. Maybe instead we should reduce what the home team has to work with? Maybe just 2 1/2 sets, 5 defenses instead of 6, 8 lines instead of 10?

We need to decide exactly what the limits will be in terms of numbers of sets, plays, defenses etc.

For Chapter 11 (The Season) and Chapter 12 League operations:

Training Camp Roster Limit: 70 players. Cuts to 64 made after camp, cuts to 58 after preseason game 1, cuts to regular roster after preseason game 2. (Assumes we play only two preseason games.)

Regular Season Roster Size:

Each team will be allowed to have 52 players on its regular season roster. Each team may play 46 players from that roster of 52. There are no limits on how many players in any of the positions. The six players on roster, "practice squad", who are not playing, will get 1/3 experience for practicing during the week (assuming they are not injured or recovering from long term injury).

Experience and the Roster:

Players playing most of game (usually starters = 22+maybe K+maybe P) will get full game credit. Those playing in game but in minority of game will get 2/3 experience for game. Special teams but only one special team = 1/3 experience, the same as practice squad. (A Q used as a "holder" for FG's only would be in this category.) If a player is not in a game plan but substitutes due to injury, then he gets "played" (2/3) experience, but as a Q, RB, or receiver only if he has a statistic (passed, sacked, had a rush, or reception).

K and P don't always get full game experience. Any punt gives 2/3, and 4 or punts more give full (starter level) experience. For K, any PAT or FG gives 2/3, four (counting PAT as 1/2) gives full experience equivalent to starting.

Special teams Experience for other positions (For Chapter 12):

In the current and draft rules, 12.2b addresses special teams experience, but it only talks about PR and KR credits. There is some coverage of requirements to specialize in various special teams positions (H, KK, etc.) in Chapter 9, but that doesn't address training camp. So, I'm proposing the following for training camp.

Holder: Normally 3 games holding is needed. In training camp (and preseason included), one player not currently a holder "H" can be made a holder (OK for preseason), or two players currently qualified as holders can be continued as holders. If a team has one holder and wants another, the new player gets one game experience for sharing camp H duties and can get the other two in preseason games which he must play, during which he is not specialized. But by regular season both are specialized.

Wide Rusher: Normally 3 games is needed, as for H. The same general rules are followed as for H. Two new WR can be created in camp (and preseason), or 4 WR's sustained. If two WR's are being trained and two sustained, the new WR's won't get credit in preseason (when they need to be playing) but by the end of preseason all four can be specialized. (Do something proportional following these principles for the odd cases.)

Kamikaze: Current rules say 20 coverage plays and proposed rule is 5 games. (Since we don't keep stats on this, 20 coverages is difficult to track.) Proposal: One player with a KK qualification coming into camp can sustain that qualification. A new KK player gets fully qualified after (but not during) preseason if no current KK is being sustained. If a team wants to sustain a current KK and train a new one both, the new one gets 1 game or 5 carries for camp, and 2 games for preseason (or however many plays). Or the team can sustain two KK players with no credit for new ones.

A "special teams" emphasis camp changes (doubles) the numbers above. (Probably more than anyone needs.)

Chapter 12 Special Teams credit (continued): This stuff needs to be rewritten more concisely.

Maroon had planned for Overbury to get 10KR in camp/preseason. But Overbury seems to have lost a step, so for preseason I was going to have someone else do the KR's. It looks like I didn't designate for P1. Overbury was still on the roster, so he probably did the returning for that game, but I can't tell - that part of the stats is missing off of the bottom (apparently didn't get copied). For P2 Overbury is no longer on the roster. Normally if you cut a guy after camp his replacement gets 5KR (of the 10 scheduled for the guy replaced). So, can I choose KR for P2 and credit him with 2KR for preseason? Unless Maroon picks up a KR free agent, they need to start with someone new - either Swift or Titanium, most likely. Make it Swift for P2; Titanium may not make final cuts.

Black was expecting to give Bouchier 10KR in camp / preseason, but he was injured. So, the 5KR for preseason go to someone else? In P1 Sickert did the returning, so it makes sense to credit him. Bouchier would have been VKR with those 5 lost KR's, so I think it's reasonable that he goes back to KRS until he gets 5 returns after he returns from injury, which probably should NOT count for experience in season XI. It didn't make sense to have him doing returns while injured.

Also for camp, #28 Pissarro was scheduled to retain KK experience. Well, at -S he's no longer fast enough to qualify as a KK, so someone else should get the KK experience for preseason (equiv to 5 coverages). For P1 I wrote #30 but it was supposed to be #57 (Whackit is hardly fast enough to cover, can't KK). For P2 #57 is the KK. So, he should get either 5 coverages (or maybe 1g or 2/3 g if we are going to shift to counting games rather than plays, as proposed in draft rules).

For White, no KR/PR issues - Shaphan stayed on the roster and so did KK Sennacherib, while Benaiah as new KK gets the preseason reps.

Do these make sense? OK? You may have some similar issues on your teams.

Chapter 12 Injury issues:

We have treated long term injury results (-s), (-p), possibly (-p) as NOT coming with increased chance of additional injury. This requires no change except maybe clarification or emphasis.

This is what's in rules now (I think) but maybe not explained well enough: In-season IR list is unlimited, but players must be on IR at least 4 games, and only 3 can be moved back to active status. Additional ones can be moved back if exposed to waivers – anyone else can have them if they want them. A team could try to get someone through waivers rather than use one of their 3 free moves. One additional free move allowed for postseason. This is what we've been doing, but very seldom do players go back to active, typically not as many as three. Players put on TIR before final cuts can't be brought back without going through waivers. The PUP (Physically unable to perform) is equivalent to TIR for players who did not recover fully from injury. A player not fully recovered can play instead of going onto PUP. A player on IR or TIR can be traded though, and may go to active list for new team without counting as a move. Is this OK?

Examples useful for Chapter 12 (this to be rewritten to be more compact):

Jade and Electrum each have one player who is making their second and final injury recovery roll during training camp. They are Condor (JI#88) and Sloope (EP#13).

Is the following correct?

Condor is 33 years old. If there is no adjustment, Condor needs a 1 or 2 (d6) to recover the lost S and become a 3-3-5. If the die roll is 3,4,5,or 6, Condor will be a 3-3-4 and have no further opportunity to regain the S. Either way, Condor will be done with the injury that caused the -S and is not at an increased chance for injury owing to that injury.

Is Condor able to do any position change during training camp or will training camp efforts be focused on regaining speed?

Sloope is 31 years old. If there is no adjustment in age, his situation is the same as Condor's. There will be no interest in any position change and there is no coaching need.

Reply: Yes, correct. If you are recovering from injury, that precludes any kind of special individual coaching: ability, position change, remove bad attribute, special teams position etc. Special case: if player is recovering and the TEAM is doing a special conditioning camp, the player gets the benefit during the season, but does not get a die roll for shed pc / gain gc like others do. (This is an interpretation, hopefully not controversial.)

Some scenarios for "longer" injuries:

If HB 2-2-5 is injured in game two of season ... Die roll of 1: -P for d6 games ... 4 games

The HB can go onto injured reserve for four games. The HB is not able to gain practice experience during this time. After game six, the HB rolls to see if the injury is long-term. There is a 1/6 chance (roll of 6?) that -P will last rest of season. Otherwise, player is healthy.

If HB 2-2-5 plays during weeks 3-6, the HB is a 1-2-5 AND adds one to initial die roll if there is an injury during the game. Thus, chance of a "longer" injury increase to 2/6. The effects of a "longer" injury, if any, are the same as for any other player.

Question: If HB is originally a HB 2-2-5#, does this mean an injury during game has a 3/6 chance of being "longer"?

If player suffers a bad roll after week 6, then player is HB 1-2-5 for games 7+. There is no increased chance of injury. During the next training camp the player can try to recover the lost -P. That will be the final chance to do this.

Question: While trying to recover -P from injury, is player able to be coached?

Die rolls of 2 or 3 (-S for d3 games or -C for d3 games). Die roll for two games.

HB 2-2-5 is now a HB 2-2-4 or HB 2-1-5 for weeks 3 and 4. If player goes to IR, misses weeks 3-6, is fully recovered in week 7. No further effects from injury. Is player allowed to practice during weeks 5 and 6?

If HB 2-2-4 or HB 2-1-5 plays during weeks 3 and/or 4, has +1 on initial injury roll in game. This means a 2/6 of a "longer" injury. Any "longer" injury would have regular odds for effects.

When weeks three and four are over, there is no further injury damage to this player. No need to do anything to regain lost S or lost C.

Reply: Yes, all correct. As to embedded questions:

1. Yes, carrying the -p the chance of "longer" rises to 2/6 on an in-game injury roll, or 1/2 if the player is "#". (He's taking a big chance!)

2. Note that after failing the die roll after game 6, the player is 1-2-5 (-p). He no longer has the greater chance of injury. He gets to try to recover in the next training camp. (He could still be put on IR maybe. I've thought the team doctor would be wanting the guy not to play.) He can't be individually coached (position change, for P, WR, KK etc.) while trying to recover from (-p). If you wanted to, I suppose you could accept a failure to recover (with no die roll) in order to shift the guy to Guard or give him KR's or something. Not sure his lawyers would consider that ethical. I've never done it.

3. Situation -c or -s for 2 games: Yes, if he goes on IR, he can practice as soon as he is no longer -c or -s, as long as he's on the team 9as either IR or back to roster). He's fully recovered for game 5, but has to miss 4 because he went ion IR. He can't practice as -p or -s (and I've held that a (-s) player on IR doesn't practice either; he's in the training room. Not sure the rules literally say that. If he does play in week 3 or 4 with the -c or -s, yes, +1 on in-game injury roll. (And +2 with #.) No "first recovery roll" - recovery is automatic. This is something like a sprain that carries very low risk as long as you don't re-injure yourself.

Scenario continued: HB 2-2-5 is injured in week 2:

"Longer" injury is die roll of 4 (-C/S for 2d6 games): 2d6 roll = 7

HB is now 2-1-5 or 2-2-4 through weeks 3-9.

HB can go on injured reserve. HB will miss at least games 3-6. If staying entire duration of injury, HB will miss weeks 3-9. Injury period over.

After week 9 game, HB rolls for "injury recovery. There is a 1/3 chance (5 or 6?) of the injury being longer term for rest of season. If this is so, the player may try to regain lost -C or -S during next training camp. This age-dependent roll will be final chance to recover from injury. May player be coached while recovering? Player is not at additional risk for injury during weeks 10+, but will be a 2-1-5 or 2-2-4.

Player has 4/6 chance (1-4?) after week 9 of complete recovery from injury. If this roll is made, there is no further issue linked to injury. Player is HB 2-2-5 again.

If player plays during weeks 3-9, there is a +1 to initial die roll for in-game injury. (I.e., there is a 2/6 chance of "longer" injury. Does HB 2-2-5# have 3/6 chance? die roll on "longer" injury is same as for anyone else.

If player is not on injured reserve during weeks 3-9, is player allowed to practice to get 1/3 experience? is there a chance of injury during practice? May player on injured reserve practice during week 10?

Reply: The injury recovery roll is now 1/6 if it is -c, 1/2 if it is -s. Now, maybe this "less severe" -s injury should go down to 1/3 (or even 1/6?) compared to the out season (-s) which is an ACL or comparable. I think maybe Charlie would like that, and it does seem reasonable. (Right now the NFL seems to have had a lot of early game severe injuries, including a bunch of ACL's.) If the player fails the recovery roll, his numbers are down and he has (-c) or (-s) noted.

During training camp, the player gets his second (final) recovery roll and no, he cannot receive individual special coaching (ability, position change, WR, KK, etc.) Right, he's not at additional injury risk once he has switched to the (-c) or (-s) annotation week 10 on. Not quite himself. I would also say that week 10 on, if he's on IR, he is NOT getting 1/3 experience per game; he's working on recovery.

Again, right now the recovery chance is 5/6 9-c) or 1/2 (-s). Maybe we should change the latter. If he makes the recovery roll, he's healthy and the injury is forgotten (for rules purposes).

As in other cases, carrying a "#" increases your chances of "longer" by an additional +1 to the die roll for in-game injury duration. (Also more likely to miss more of the game.) If you get "longer" the die roll is the same for everyone. (If you get a "-p" but have no P value, you are not changed in value but you have the increased chance of further injury.)

There is no injury chance associated with "practice" but there is a chance of injury associated with training camp, and also the usual chances in preseason games.

(Responses from RDG)

1. Yes. Many players retire when training camp gets to be too much (Elway) or they have other career plans (Jim Brown).
2. Yes. In addition, a player must be S=5+ to use ** table.
3. Yes. Didn't you use this the past training camp?
- 5a. Yes. I may ask some questions later to make sure I understand.
- 5b. I would vote no on this one.
6. I like the unintentional face mask (5 yards). Wish they still had it.
6. I would like us to use the initial roll for penalties on pass plays (roll of "2" or "4") on quick pass plays. This would be for the 5-yard infractions only.
7. OK. I'd like to have 2-point conversion plays (PAT). A table could be used for the 2nd half (when to use) as a default. We could allow a team to have one extra line (offense and defense) just for 2-point conversion plays.
8. I think "A" and "o" should be allowed if the player is there. Isn't the C=0 or P=0 considered a "relative value"? After all, they can still tackle or intercept a pass. I agree they should not be used for injuries, tiredness, etc.
9. Yes. Full agreement.
10. Yes. Full agreement.
11. Disagree. If we drop the speed bonus for defenders, we should also drop the speed bonus for offensive players for contact resolution.
12. I'll work on some details to proposal for "run blitz" defense vs. current blitz defense rules.

Here are some specific proposals to think about:

Sept 10 comments:

I'm going to have some proposed rules changes for Season XI. Briefly, here's what I'm thinking about:

1. Too many players are getting to 40+. Change tables for older players need adjustment. maybe a separate die roll for retirement beyond some age independent of change tables.
2. There should be a minimum speed for a KR, or bigger penalties for being slow. (Whackit just isn't the typical kick returner at 5-2.)
3. The positive change tables for QB's should include better chances for favorable attributes like 3 receivers. (We've never had one of those.)
4. I've been looking for a way to simplify the pass rush resolution.
5. We still don't see many screens and draws and trap plays compared to the NFL. Does something need to be done to tweak those?
6. 5 yard face mask penalty should be 15 now - maybe there are some other penalties that need a look. Overall we seem to have a lot fewer penalties than NFL. (Some of that is due to deleting the "&" on the +8 and +4 tables.)
7. Do we want to get closer to NFL on rules? Roster size, 2 point conversion, placement of ball after FG miss are the things I can think of. Also NFL now allows deferred choice at coin toss now.

I'm sure there are some other things, but that's what I'm aware of. Either of you have suggestions?

Sept 28: Here are some rules recommendations for our consideration:

1. 12.7 Change tables: Add new column 38 and older: (any number of games): 1,2=no effect; 3-4=D 5,6=retires
2. 9.1.2 Kickoff return Squad: Returner #1 and returner #2 (if any) must be at least speed 4.
9.2.2 Punt return squad: The punt returner must be at least speed 4.
3. 12.7 Change +/- for QB: under "+" die roll 5 replace "r" with "3r"
4. 5.3 We now use 5 points for every extra movement point the receiver has leftover at the end of his pattern. Any leftover 1/2 zone on offensive movement is ignored. (Right now don't see any good additional simplification.)
- 5a. (How to make screen/ draw / trap work better?) 4.1.13 Lead Blocker: Modification (in the interest of simplification) - lead blockers move as far as they can during normal offensive movement, taking into account the -1 movement point if moving through a zone containing equal numbers of defenders and blockers, and the +1 extra movement point if they are a G or F. (Rather than making this optional or based

on contact value.) In play by mail games, slower blockers are moved first, closer ones before farther ones for the same speed. (This allows the faster ones to get further downfield.)

5b. 4.1.13 New - For Draw, Screen, and Trap plays, after the first contact roll and defensive reaction and pursuit, any “lead blocker” not in a zone having a defender who has not yet blocked may move one more zone downfield, regardless of whether he had any extra remaining movement points or not. Any blocker (including T, TE, H, etc.) on a screen or draw play designated to block downfield, beyond the line of scrimmage, is treated as a “lead blocker” for purposes of this rule.

6. 6.4 Penalties table:

Replace 9 Face Mask, unintentional (5 yards from the end of the run) with Face Mask (15 yards from the end of the run)

Replace 11 Mace mask, Intentional with Horse Collar, (15 yards from the end of the run).

7. Chapter 1: On coin toss, as in the NFL, the winner may defer choice to the second half. This is assumed to always be the case for play by mail. The side not deferring a choice chooses to take the ball unless instructions say otherwise. The side not getting the ball takes the wind, unless instructions say otherwise. (In FOOL play, there is no 2 point conversion. A FG miss is spotted at the line of scrimmage, or the 20 if the line of scrimmage is inside the 20. Otherwise, game rules follow NFL practice.)

New ones:

8. 7.2.4, 7.2.5: The “^” or “o” attributes (good, bad play) cannot be used unless the player actually contributes to the calculations for the die roll at hand. Thus, a player contributing a zero blocking value can't use a “^” on the contact die roll since it would be assumed he did not make a block, while a 0 ballcarrier could. Generally these modifications will be to 1) Contact roll, 2) Pass rush roll, 3) Pass completion roll, 4) penetration roll, 5) rolls on Dive, QT, int, rb, lrb, or * tables. You cannot use these attributes for rolls on penalty, #, ~, &, injury, tiredness, or special teams tables. (For special teams, these attributes give rerolls instead.)

9. 7.1.15 Cornerback: Any CB starting in IR, IL, RS, LS, WWR, WWL areas can get the bonus. Forget all the stuff about numbers on each side, tight ends, and backs. Let's simplify this.

10. 7.1.16 Safety: A safety gets his +1 speed bonus even if he was covering some player, after the first contact resolution, if that player was involved in the play (even just pass blocking).

11. 4.9 Adjustment of zone boundaries for speed: I suggest we drop this one. It's hard to remember it, and it most often doesn't apply because many of the defenders are coming into the zone due to pursuit or man to man coverage typically.

12. 2.2 Offensive setup must include players adjacent to the line of scrimmage in zones C, G(x2), T(x2) and two others. Other players may not line up adjacent to the line of scrimmage, but must be at least one zone off the line of scrimmage. (In an “unbalanced line”, a E or TE could occupy a “T” zone, and a second T could occupy the zone normally used by a TE. If two ends (or B, W) are adjacent on one side, the tackle (or TE) is eligible on the opposite side. A TE may line up off the line of scrimmage, but not opposite WWR or WWL. A TE may line up opposite WL or WR only if another player is lined up in or behind the normal TE position. [Do we want to do this?]

Discussion/cases for FOOL rules

Maroon had planned for Overbury to get 10KR in camp/preseason. But Overbury seems to have lost a step, so for preseason I was going to have someone else do the KR's. It looks like I didn't designate for P1. Overbury was still on the roster, so he probably did the returning for that game, but I can't tell - that part of the stats is missing off of the bottom (apparently didn't get copied). For P2 Overbury is no longer on the roster. Normally if you cut a guy after camp his replacement gets 5KR (of the 10 scheduled for the guy replaced). So, can I choose KR for P2 and credit him with 2KR for preseason? Unless Maroon picks up a KR free agent, they need to start with someone new - either Swift or Titanium, most likely. Make it Swift for P2; Titanium may not make final cuts.

Black was expecting to give Bouchier 10KR in camp / preseason, but he was injured. So, the 5KR for preseason go to someone else? In P1 Sickert did the returning, so it makes sense to credit him. Bouchier would have been VKR with those 5 lost KR's, so I think it's reasonable that he goes back to KRS until he gets 5 returns after he returns from injury, which probably should NOT count for experience in season XI. It didn't make sense to have him doing returns while injured.

Also for camp, #28 Pissarro was scheduled to retain KK experience. Well, at -S he's no longer fast enough to qualify as a KK, so someone else should get the KK experience for preseason (equiv to 5 coverages). For P1 I wrote #30 but it was supposed to be #57 (Whackit is hardly fast enough to cover, can't KK). For P2 #57 is the KK. So, he should get either 5 coverages (or maybe 1g or 2/3 g if we are going to shift to counting games rather than plays, as proposed in draft rules).

For White, no KR/PR issues - Shaphan stayed on the roster and so did KK Sennacherib, while Benaiah as new KK gets the preseason reps.

Do these make sense? OK? You may have some similar issues on your teams.

It seems very reasonable to give the MLBs a bonus in SR and SL and to possibly change rules for SC. Here are some questions or proposals:

- 1) Should MLB get no penalty if S=5? Or maybe no penalty at SC, but need to be S=5 at MC?
- 2) I'm guessing the bonus is +1 for SR and SL. Is this +1 bonus exclusively for "P" value?

Seems like NFL defenses often hinge very strongly on their MLBs. A lot of them are the "play coordinators", I think.

Here's a Q: I've been reading a bit on NFL, and a lot of teams expect their MLB's to be athletic enough to get a deep drop back into pass coverage (the equivalent of our SC/MC). In FOOL rules, MLB's are -P in SC area. Sounds to me like that may not be appropriate. And, maybe MLB's should get their bonus in SL, SR - that's where they play in 3-4 coverages quite often. What do you folks think? (If we do allow that, there should be an allowance for Sabertooth to make a "free" switch back to MLB, which I think is where he played in college.)

RDG:Sabertooth did start out as an MLB 3-3-4. I'm assuming that the maximum pass value for MLB would stay the same.

I like it! And yes, MLB bonus only limited to C seems unfair.

I'm sure Robert won't object. After all, I once sent him a Far Side cartoon in which the Ice Cream truck outside represented FOOL rules changes, and the scientists joyfully bolting out the laboratory door for said truck represented Def coordinators. Robert said my reaction to rules justice was "interesting"

So I don't think he will object.

Season XI Rules: Ideas supplement (not currently in draft):

1. H specialization simplified: H gets 1 extra movement point (in all situations). For offensive movement purposes (but not reaction, pursuit, etc) he is treated as if having a movement total one higher.
2. Team winning coin toss can defer choice to 2nd half (as NFL now does). It will be assumed that the team does defer then chooses the ball, unless guidance otherwise is given.
3. Rolling punt (clarification): If the receiving team allows the punt to roll, the kicking team chooses either the normal roll or the stopped roll (in parentheses). They can't stop it at an arbitrary point in between, typically exactly on the 1 yard line. [Is this what was intended?]
4. When a guard pulls or fullback blocks, and the player has sufficient movement, the assumption will be that they are a lead blocker (giving an extra movement point and possibly allowing them to block further downfield). A lead blocker blocks penetration from ahead (from a zone laterally beyond the zone the ballcarrier is going to) but not from behind (a zone short of the zone the ballcarrier is going to, with respect to the ballcarrier's motion). If the ballcarrier is going straight ahead, then use the motion of the blockers. [This needs a bit of further study. Maybe only blocker lateral motion should matter. The point is that someone penetrating behind the ballcarrier or blocker is typically going to get a chance, while someone towards whom the play is going is likely to "get it" from the lead blockers. Most of the time we see penetration from behind.
5. Draw play change: On the draw, all zones that normally are not considered for "open field tackles" (R,C,L,SR,SL,SC) are considered the same as "backfield": for a normal runner versus defender, a runner more than 1 faster gets a bonus on contact die roll. [The draw play seems to be too seldom used. Maybe we are not adequately representing the chance to break the play past the D line.] This needs to be tried out before we consider actually adopting it.
6. Run blitz (Robert): This would be an additional defensive posture option. Suggested way it would work: Linemen are treated as "normal" (no pass rush pointbonus, no broken tackle on "\$" (normally 4), but unlike usual "normal" still count only ½ for impeding offensive movement. They are trying to penetrate to make plays in the backfield. Blitzers get +1 on penetration roll, also make their tackles on runners on "\$", but are -3 each with respect to pass rush. Otherwise this works like a normal "pass/blitz" choice. On a screen or draw linemen can still try to read it as for a pass rush/blitz. This ought to be tried out in preseason before we decide whether to actually adopt it.
7. Hard count: A "play" can be included on the offensive list to do a "hard count". There is a 1/3 chance of a penalty resulting the first time this is tried, 1/6 chance subsequently (roll 5 or 6 or 6 on d6). If there is a penalty, roll d6: 1-2 = offense procedure (someone moved), 3-6 defense offsides (someone jumped). Whoever has the

most “!” players at the line (defense) or anywhere (offense) changes odds by 1. An experienced QB changes by 1 in favor of offense unless one or more “!” players, and a rookie QB changes it by 1 in favor of defense. If the defensive call is not “rush” or “blitz”, there is a +1 to the penalty type roll in favor of the defense. (Maybe defensive benefit from majority of rushers experienced?) On the roll to see if there is a penalty, a “1” means that the QB has to call a time out (or takes a delay of game penalty if he can’t or chooses not to.) If the hard count does not give a penalty, roll again for the play. If it’s another hard count, the result is an offensive procedure or delay penalty. [This bit of “chrome” may not be worth it, but it should increase the number of penalties a bit closer to what the NFL sees.]

8. Qk play penalty roll (Robert) If the play is a pass, roll a “pass rush” roll but the only purpose is to see whether there is a penalty. It will be either procedure (offense, on roll of 1 or 2) or offsides/encroachment (defense, on a 6) or similar penalties on the side with the most “!” players involved (not counting defenders not at the line of scrimmage). So, this roll works just as it would for a normal pass, but there is no other effect but to possibly produce a penalty. On a shotgun play, the same die roll as for snap bobble is used (on 6, chance of bobble; on 2, chance of penalty.) [Is this reasonable way of getting at the intent?]

Additional rules ideas (not in current draft rules):

9. The CB specialization rules have some changes made in the draft rules, but I’ve started thinking this is a place we can simplify. First, why put a limit on the players for whom the CB can use his bonus? A back or H could be covered by a TE as well. There shouldn’t be a limit on the number of CB’s that can be in or get the bonuses, since teams are starting to use multiple W’s or others on a side, even H/TE/W combinations. Finally, the CB open field tackle where a pass is being caught should apply whether man-to-man or zone. So, how about: “A CB in man to man coverage gets +1 speed for reaction purposes, +1 on bumps against receivers, and +1 speed for open field tackle rule in the zone where a pass is caught. To get the bonus the CB must start in WWL, WWR, WL, WR, IL, or IR. He can start in, but does not get any bonus if he does so, for SL, SR, SC.” (or something like that)

10. Currently a MLB must start in C to get his bonus. But as many teams play, the MLB’s are often further back, corresponding to SL and SR. This seems normal, particularly for 3-4 teams where the OLB’s are more like pass rush specialists, making it seem more like a 5-2 with the 2 LB’s being MLB’s about where SL and SR would be. We are now giving OLB’s their bonus in WR, WL as well as the original SL, SR, L, R.

11. We have been saying MLB’s were –P in SC, but if we allow that specialization to count SR and SL for bonus, then maybe the next zone back SC should be allowed with no penalty. In the pros there are some MLB’s who are good at getting back deep for pass coverage. (If we do this, we need to allow Sabertooth to revert to being a MLB if he wants to without formal change of position procedure. He was moved from MLB to S because of the penalty in SC. Maybe there are others to whom this would apply, or maybe even a one time allowance for any S’s who want to, to move to MLB.)

12. The NT specialization has always been restricted to conditions where there are only three DL's. NT's are not very popular; the specialization does not seem very useful. Black has started a NT, but he's not even a starter now and is probably 3rd string for Season XI. If a 3-4 defense is really acting like a 5-2, then it might make sense to give the NT his bonus under any condition where he is the only D lineman in C. Another DT could be in L or R (without getting his pass rush bonus). It's a simplification, and might be worth considering.

13. Numbers for roster need to go into the rules. We have agreed to 70 for training camp, 64 coming out of camp to P1, cuts to 58 after P1 for P2, and cuts to regular season roster after P2 to 52. Only 45 can dress for a game (the other 7 being considered on "practice squad").

This is what's in rules now (I think) but maybe not explained well enough: In-season IR list is unlimited, but players must be on IR at least 4 games, and only 3 can be moved back to active status. Additional ones can be moved back if exposed to waivers – anyone else can have them if they want them. A team could try to get someone through waivers rather than use one of their 3 free moves. One additional free move allowed for postseason. This is what we've been doing, but very seldom do players go back to active, typically not as many as three. Players put on TIR before final cuts can't be brought back without going through waivers. The PUP (Physically unable to perform) is equivalent to TIR for players who did not recover fully from injury. A player not fully recovered can play instead of going onto PUP. A player on IR or TIR can be traded though, and may go to active list for new team without counting as a move.

Open FOOL Rules issues / proposals

H specialization: just give him +1 movement for all conditions. That's simpler. It does mean though that a 5 speed H can run H/RCqk though – now only a 6 can.

In the current and draft rules, 12.2b addresses special teams experience, but it only talks about PR and KR credits. There is some coverage of requirements to specialize in various special teams positions (H, KK, etc.) in Chapter 9, but that doesn't address training camp. So, I'm proposing the following for training camp. See if you think this makes sense.

Holder: Normally 3 games holding is needed. In training camp (and preseason included), one player not currently a holder "H" can be made a holder (OK for preseason), or two players currently qualified as holders can be continued as holders. If a team has one holder and wants another, the new player gets one game experience for sharing camp H duties and can get the other two in preseason games which he must play, during which he is not specialized. But by regular season both are specialized.

Wide Rusher: Normally 3 games is needed, as for H. The same general rules are followed as for H. Two new WR can be created in camp (and preseason), or 4 WR's sustained. If two WR's are being trained and two sustained, the new WR's won't get credit in preseason (when they need to be playing) but by the end of preseason all four can be specialized. (Do something proportional following these principles for the odd cases.)

Kamikaze: Current rules say 20 coverage plays and proposed rule is 5 games. (Since we don't keep stats on this, 20 coverages is difficult to track.) Proposal: One player with a KK qualification coming into camp can sustain that qualification. A new KK player gets fully qualified after (but not during) preseason if no current KK is being sustained. If a team wants to sustain a current KK and train a new one both, the new

one gets 1 game or 5 carries for camp, and 2 games for preseason (or however many plays). Or the team can sustain two KK players with no credit for new ones.

A "special teams" emphasis camp changes (doubles) the numbers above. (Probably more than anyone needs.)

Shotgun: Rule 5.8.7 doesn't specify what happens if the defense recovers the fumble. I suggest on the recovery die roll: 1-4 offense at -6 yards 5: recovered by D at -2d6 yards. 6: recovered at -2d6 yards by D and runback rolled on runback and lrb tables with +1 to die (as for a F on QT). Should chance of fumble or defensive recovery be reduced if no pass rush (normal, cover lineman?) Or is that unlikely enough not to worry about? Even if normal is called, players will put on pressure. I'll assume the latter.

Earlier:

Charlie: No 1 and 3 are ok but I am voting down 2. I would hate to see Messers Manders and McNeill retire simply because they couldn't bear the shame of playing as a 3-1-6 or 1-4-3 respectively. I am sure the Commissioner will concur.

Robert: Sounds both realistic and humane. The NFL seems to handle this better than Major League Baseball. It would also keep F.O.O.L. from having to deal with Brett Favre.

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RDG: These ideas look terrific. It makes sense that the visiting team should have more options. I think there should be more defensive options for both teams. A defensive set is essentially a play. An offensive

set has multiple plays it can use. Defensive sets could use more 4A, 4B to adjust for different offensive sets.

I think the idea was for weather conditions to be given to the visiting team along with offensive sets and starting defenders. The visiting team should have the same info as the home team for play-calling, but not for offensive sets.

I'll look at a play rules after the VS-EP game. Don't want to confuse myself further.

I don't know whether either of you have had a chance to look at the revised rules and think particularly about the parts highlighted in red. We ought to make sure we get any rules changes, interpretations, or other related issues settled before we have the draft (or pre-draft free agent pickups, if we are going to do that).

There are a couple of rules interpretation issues enclosed in the envelopes that will go out tomorrow with the Jade-Black game. I won't go into that right now. Has to do with specialized H offensive movement - maybe simplify by just giving them a blanket 1mp for any situation.

One thing I'd like to raise for consideration is whether the home team gets a bit too much advantage. Originally the advantage was being able to see the first half results before choosing play selection tables for the second half. That was balanced somewhat by giving the visiting team 2 more plays and 1 more defense. But now all the arrows and circles weigh in for the home team too. And, the home player gets to see the weather and take it into account at halftime.

What I'm thinking is that the visiting team needs a bit more. After all, if they save some plays and defenses to be revealed only for the second half, they likely have fewer available for the first half than the home team. So, what I'm thinking is maybe to allow a fourth set, maybe 6 more instead of just 2 more plays, and 3 additional instead of just one additional defense. Also, allow 12 (15?) lines instead of just 10 so that the visiting team can have more situational dependent criteria for play selection, such as "vs starters, vs 5+DB, vs 3DL-, if trailing, etc. Maybe that just for the second half? On the additional set, perhaps allow up to 2 variations (each credited as 1/2 set) to be hidden to be revealed for the second half. That way the visiting team could save a bit more of a surprise than just new plays.

Of course, adding these plays, sets, defenses, etc. adds to the amount of work that can go into a game plan. Maybe instead we should reduce what the home team has to work with? Maybe just 2 1/2 sets, 5 defenses instead of 6, 8 lines instead of 10?

9-20-13:

Question to you and Charlie: We have treated long term injury results (-s), (-p), possibly (-p) as NOT coming with increased chance of additional injury. Is that right? Should we say those DO have increased chance of injury? That would make it more likely for such a player, if seen as valuable in the longer run, to be put on TIR.

The other question is whether we are going to change roster limits. Right now we have 48, with 3 not dressing for games ("practice squad") I think NFL keeps 53, perhaps with a larger number not dressing? Then they have a separate "developmental squad" of players who had to pass waivers, restricted to what we might call R and R2. I'm not sure how the rules work for those guys, can other teams hire them for roster spots? I assume not; they are presumably paid to work with the team and "develop" (1/3g per week?) Do we want to do any of that? Looks like now is the time we ought to decide.

Oct 21 2013:

I believe the roster limits are:

The roster limits for regular season are:
52 players on roster available to play
46 players may actually play in the game

The roster limits in pre-season:
Training Camp = 70
Pre-Season Game 1: 64
Pre-Season Game 2: 58

FOOL Rules XI summary (Robert):

Regular Season Roster Size:

Each team will be allowed to have 52 players on its roster.
Each team may play 46 players from that roster of 46. There are no limits on how many players in any of the positions.
Six players on roster not playing will get 1/3 experience for practicing during the week.
Players playing most of game (usually starters = 22+K+P) will get full game credit.
Those playing in game but in minority of game will get 2/3 experience for game.

Training Camp Roster Limit: 70 players

JG: Nice summary. Only addition os that K and P don't always get full game experience. Any punt gives 2/3, and 4 or more give full. For K, any PAT or FG gives 2/3, four (counting PAT as 1/2) gives full. If you look at Jade roster with experience annotations, you'll see combination of some "p" (played) and some "s" (started) for P, K.

We talked about, but I'm not sure it's in the rules, that a defensive player must be in the lineup for some defense or be on 2 (or 3?) special teams for "played", and same for offense. I'll have to check.

No decision on post camp ot post P1 limits yet. Proposal?

Jade and Electrum each have one player who is making their second and final injury recovery roll during training camp. They are Condor (JI#88) and Sloope (EP#13).

Is the following correct?

Condor is 33 years old. If there is no adjustment, Condor needs a 1 or 2 (d6) to recover the lost S and become a 3-3-5. If the die roll is 3,4,5,or 6, Condor will be a 3-3-4 and have no further opportunity to regain the S. Either way, Condor will be done with the injury that caused the -S and is not at an increased chance for injury owing to that injury.

Is Condor able to do any position change during training camp or will training camp efforts be focused on regaining speed?

Sloope is 31 years old. If there is no adjustment in age, his situation is the same as Condor's. There will be no interest in any position change and there is no coaching need.

Reply:

Yes, correct.

If you are recovering from injury, that precludes any knid of special individual coaching: ability, position change, remove bad attribute, special teams position etc. Special case: if player is recovering and the TEAM is doing a special conditioning camp, the player gets the benefit during the season, but does not get a die roll for shed pc / gain gc like others do. (This is an interpretation, hopefully not controversial.)

Some scenarios for "longer" injuries:

If HB 2-2-5 is injured in game two of season ...

Die roll of 1: -P for d6 games ... 4 games

The HB can go onto injured reserve for four games. The HB is not able to gain practice experience during this time. After game six, the HB rolls to see if the injury is long-term. There is a 1/6 chance (roll of 6?) that -P will last rest of season. Otherwise, player is healthy.

If HB 2-2-5 plays during weeks 3-6, the HB is a 1-2-5 AND adds one to initial die roll if there is an injury during the game. Thus, chance of a "longer" injury increase to 2/6. The effects of a "longer" injury, if any, are the same as for any other player.

Question: If HB is originally a HB 2-2-5#, does this mean an injury during game has a 3/6 chance of being "longer"?

If player suffers a bad roll after week 6, then player is HB 1-2-5 for games 7+. There is no increased chance of injury. During the next training camp the player can try to recover the lost -P. That will be the final chance to do this.

Question: While trying to recover -P from injury, is player able to be coached?

Die rolls of 2 or 3 (-S for d3 games or -C for d3 games). Die roll for two games.

HB 2-2-5 is now a HB 2-2-4 or HB 2-1-5 for weeks 3 and 4. If player goes to IR, misses weeks 3-6, is fully recovered in week 7. No further effects from injury. Is player allowed to practice during weeks 5 and 6?

If HB 2-2-4 or HB 2-1-5 plays during weeks 3 and/or 4, has +1 on initial injury roll in game. This means a 2/6 of a "longer" injury. Any "longer" injury would have regular odds for effects.

When weeks three and four are over, there is no further injury damage to this player. No need to do anything to regain lost S or lost C.

Reply:

Yes, all correct as you have it. As to embedded questions:

1. Yes, carrying the -p the chance of "longer" rises to 2/6 on an in-game injury roll, or 1/2 if the player is "#". (He's taking a big chance!)
2. Note that after failing the die roll after game 6, the player is 1-2-5 (-p). He no longer has the greater chance of injury. He gets to try to recover in the next training camp. (He could still be put on IR maybe. I've thought the team doctor would be wanting the guy not to play.) He can't be individually coached (position change, for P, WR, KK etc.) while trying to recover from (-p). If you wanted to, I suppose you could accept a failure to recover (with no die roll) in order to shift the guy to Guard or give him KR's or something. Not sure his lawyers would consider that ethical. I've never done it.
3. Situation -c or -s for 2 games: Yes, if he goes on IR, he can practice as soon as he is no longer -c or -s, as long as he's on the team 9as either IR or back to roster). He's fully recovered for game 5, but has to miss 4 because he went ion IR. He can't practice as -p or -s (and I've held that a (-s) player on IR doesn't practice either; he's in the training room. Not sure the rules literally say that. If he does play in week 3 or 4 with the -c or -s, yes, +1 on in-game injury roll. (And +2 with #.) No "first recovery roll" - recovery is automatic. This is something like a sprain that carries very low risk as long as you don't re-injure yourself.

HB 2-2-5 is injured in week 2:

"Longer" injury is die roll of 4 (-C/S for 2d6 games): 2d6 roll = 7

HB is now 2-1-5 or 2-2-4 through weeks 3-9.

HB can go on injured reserve. HB will miss at least games 3-6. If staying entire duration of injury, HB will miss weeks 3-9. Injury period over.

After week 9 game, HB rolls for "injury recovery. There is a 1/3 chance (5 or 6?) of the injury being longer term for rest of season. If this is so, the player may try to regain lost -C or -S during next training camp.

This age-dependent roll will be final chance to recover from injury. May player be coached while recovering? Player is not at additional risk for injury during weeks 10+, but will be a 2-1-5 or 2-2-4.

Player has 4/6 chance (1-4?) after week 9 of complete recovery from injury. If this roll is made, there is no further issue linked to injury. Player is HB 2-2-5 again.

If player plays during weeks 3-9, there is a +1 to initial die roll for in-game injury. (I.e., there is a 2/6 chance of "longer" injury. Does HB 2-2-5# have 3/6 chance? die roll on "longer" injury is same as for anyone else.

If player is not on injured reserve during weeks 3-9, is player allowed to practice to get 1/3 experience? is there a chance of injury during practice? May player on injured reserve practice during week 10?

Let me know if there are any errors.

Reply:

The injury recovery roll is now 1/6 if it is -c, 1/2 if it is -s. Now, maybe this "less severe" -s injury should go down to 1/3 (or even 1/6?) compared to the out season (-s) which is an ACL or comparable. I think maybe Charlie would like that, and it does seem reasonable. (Right now the NFL seems to have had a lot of early game severe injuries, including a bunch of ACL's.) If the player fails the recovery roll, his numbers are down and he has (-c) or (-s) noted.

During training camp, the player gets his second (final) recovery roll and no, he cannot receive individual special coaching (ability, position change, WR, KK, etc.) Right, he's not at additional injury risk once he has switched to the (-c) or (-s) annotation week 10 on. Not quite himself. I would also say that week 10 on, if he's on IR, he is NOT getting 1/3 experience per game; he's working on recovery.

Again, right now the recovery chance is 5/6 9-c) or 1/2 (-s). Maybe we should change the latter. If he makes the recovery roll, he's healthy and the injury is forgotten (for rules purposes).

As in other cases, carrying a "#" increases your chances of 'longer' by an additional +1 to the die roll for in-game injury duration. (Also more likely to miss more of the game.) If you get "longer" the die roll is the same for everyone. (If you get a "-p" but have no P value, you are not changed in value but you have the increased chance of further injury.)

There is no injury chance associated with "practice" but there is a chance of injury associated with training camp, and also the usual chances in preseason games.