

CHAPTER 5

Pass Play Execution

This chapter describes the execution of a pass play, which in many phases uses similar methods and principles to the run. The phases are:

- 0) Defensive line option selected
- 1) Offensive movement
- 2) Defensive reaction
- 3) Pass rush
- 4) Pass
- 5) Initial contact resolution
- 6) Pursuit
- 7) Additional contact resolutions (until play is completed)

There is the possibility that the pass is thrown to a secondary receiver, in which case the pass rush and pass procedures may occur twice. Several pass options exist, including a quick pass, delayed (or slow developing) pass, and the screen pass.

5.0 Defensive line play options: (duplicates 4.0 but reproduced here with pass focus)

After defensive set-up, the defensive coach announces the option taken for defensive line play. This affects both run and pass plays, and are listed below in order from pass to run orientation. Some of the features mentioned apply to Chapter 4 (Run plays) rather than the Pass, but may pertain to the screen pass. Most of the rules in this chapter are written with an assumption of a "normal" defense, with variations noted where applicable for other defensive options.

5.0.1. Pass rush: The pass rush is resolved with the full values of all defensive players who are rushing, including all linemen and any blitzers. This option must be chosen for any blitz (or fake blitz). On the secondary receiver, pass rush values are -3. Defenders who have a "P" value count against passes with their P value on a quick non-loft pass or a bullet non-quick, non-rollout pass. If the play is a run, there may be rolls for penetration. One can deliberately design a rush defense to include a run blitz, which is designed to give a good chance for penetration.) On any contact roll at or behind the line of scrimmage of "\$" (usually 4) on the contact table, when no defender in zone or in man-to-man vs. the ballcarrier is present, the contact result is "*" (see exception for "run blitz" option). None of the rushers or blitzers get pursuit. On a screen, draw, or trap, defensive linemen get a chance to recognize the screen or draw, and be counted as being in zone ("normal") instead of rushing. If the rush total is less than 21 there is a chance of the offense receiving a +P on the pass if there is no rollout. A "Blitz" or "Run Blitz" is a variation of this in which linebackers or perhaps DH's attempt to make plays in the backfield.

5.0.2. Normal: Defensive linemen look for a run first, then press a rush. The pass rush is resolved with each player -1 in pass rush value (compared to value in pass rush mode). As for the pass rush, the blocking value is reduced 3 for the secondary receiver. Pass

rushing linemen with P values of 2 or more count their value -1 on quick non-loft or non-quick, non-rollout bullet passes. There are reduced penetration rolls (see penetration rules). Defensive linemen are counted as being in zone against a run, screen, draw, or trap. A "\$" contact result (usually a die roll of 4) has no special effect. The linemen do get normal pursuit, and are present for a screen or draw. If the modified rush total is less than 21, there is a chance of the offense receiving a +P on the pass.

5.0.3 Cover linemen: Defensive linemen follow the flow of the play, looking for a run. This is implemented in the game by treating defensive linemen as playing man-to-man vs their opposite numbers. The pass rush is reduced -2 per defensive lineman, with the usual additional 3 for secondary receiver. Defensive lineman pass values do not count on pass resolutions. The defensive linemen get pursuit from whatever zone they are in after reaction movement. A "\$" contact roll has no special effect. There is no penetration. Linemen do have a chance to read the trap, screen, or draw as for the rush defense, and if successful remain in zone in their original zone (where the ballcarrier is coming) rather than moving with their opposite number. (If the linemen is not in the entry zone of the ballcarrier, he follows or remains in place if applicable as is normal.) If the modified rush total is less than 21, there is a chance of the offense receiving a +P on the pass. (See also 4.2.13 for more on this defensive option.)

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

5.1 Offensive movement for pass plays:

Usually, only the primary receiver and secondary receiver (if any) are moved. The same general movement rules apply as for the run, in particular 4.1.1 (must move to adjacent zone with no diagonal moves), 4.1.2 and 4.1.3 (penalties for moves through L, R and C). Rules 4.1.4 to 4.1.13 are generally inapplicable since they apply to blockers, for which no downfield assignment is made in pass plays (excepting the screen pass, which is closer in execution to the draw and pitchout than to other passes). See Appendix C.

5.1.1 Receiver movement:

The prospective receivers mentioned in the play are moved downfield to the zones in which they are to receive a pass. If their movement allowance is insufficient to reach the intended destination, they are moved as far in that direction as possible. Ambiguities in possible final location are resolved in favor of the zone closest to the sideline. Insufficient movement usually results from a bump or unexpected defensive alignment.

The offensive player must indicate, for the receiver, the side of the zone or, equivalently, the next zone downfield if the receiver should catch the pass and proceed further. Thus, RE/SR could have the TE proceed to IR with a completed pass or to SC.

The choice is made by the receiver as the play is executed (and hence is not designated in the written play). But, the defense will know at the time which way the receiver is headed, and will be able to react accordingly.

5.1.2 Defensive "bump" of receivers at the line of scrimmage:

If a receiver's first move into a zone across the line of scrimmage is into an area containing a defender who is covering him man-to-man (before the reaction phase), the defender is assumed to try to "bump" the prospective receiver in order to delay him. Two dice are rolled, adjusted for relative size, relative speed, specialization benefits, and position on the field as follows. The size and contact values are added for the receiver, and subtracted for the defender. A receiver who is a W specialist adds 1 to the roll, and a defender who is a CB specialist subtracts one from the roll, both applying to the LS WWL, WWR, and RS areas only. A TE specialist similarly adds one in the L and R zones. If the receiver started from the TE position and moves through L or R, 2 is subtracted from the die roll for heavy traffic. Any other receiver passing through L or R subtracts 1 from the bump roll for the same reason (starting off the line of scrimmage gives a better chance to evade). A receiver starting off of the line of scrimmage adds one if passing through WL, WWL, WWR, or WR. Experienced veteran receivers get +1 added to the bump roll, and rookies get -1. Likewise, experienced veteran defenders subtract one and rookies add one. The resulting number is then referenced to the "bump" table shown below:

"Bump" table										
die	2-	3	4	5	6	7	9	11	12+	
	rf	r-2s	PI	-	r-s	-p	d-s	df	d-2s	
										r=rec,d=def,-s=spd-1,-2s=spd-2 f=falls (out of play), PI= penalty

There is a possible loss of 1 or 2 movement points by the receiver or defender (r-s, r-2s, d-s, d-2s). Whenever there is a -s result, also make a corresponding deduction to pass value. So a modified roll of 9 results in the defender being -P, -S. Either player may fall down (df, rf), playing no further part in the play. (If the primary receiver falls down, the pass is thrown to the secondary receiver as if he was the primary receiver, except on a quick play, in which case it is thrown to the target zone with no receiver.)

There is also the possibility of a pass interference penalty against either player. On a PI roll, treat the victim of interference as -P, -S and resolve the play normally otherwise. The penalty, if accepted, gives an automatic first down at the farthest point reached by the receiver prior to reception (usually the zone to which the receiver was going) if on the defender, or a 10 yard penalty if against the offense. The penalty occurs where the pass is received (if the defender can get that far) or in the zone as far down the field as the defender can reach (along the receiver's route) if he is unable to follow all the way. (A bump close to the line is legal, and the infraction occurred sometime later, probably when the ball was coming down.) If the penalty is on the defender for a receiver to whom the ball was not thrown, the penalty is a 10 yard holding call. If the offensive player is penalized, then it is the defender rather than the receiver who is -P, -S. The penalty must be resolved (to determine who did it) before movement can be completed. The "!" status of both players can affect who is penalized, and the procedure is just as for a PI result on the pass table.

A bump roll is made for the secondary receiver whether or not he is thrown to. (He might be in position to block for the primary receiver.)

Under the earlier rules, a W going downfield cannot evade a bump by someone in WL / WR (or WWL or WWR). But a TE could easily evade a bump by sliding out to enter the defensive zones into WR / WL on many routes. It is actually harder for a TE to do this than a W, since he can only evade in one direction. This evasion is possible since the number of zones on the offensive side is rounded down. The following rules modifications fix this problem:

A bump is resolved before movement between players who start on opposite sides at the line of scrimmage. (A -s result could be the result of lateral evasion rather than contact, which would also affect pass timing and hence -P as well.)

A receiver must take the shortest path (fewest movement points) to the zone where he is to receive the pass, disregarding the possibility of a bump. If two routes are equal in length, the offensive player can choose either. (The receiver will not necessarily know that he will be bumped. This can complicate things when a back, especially a fullback, goes out for a pass; he may be forced to go through the middle.)

5.1.2a Deeper bumps:

In addition to bumps on pass coverage when a receiver and defender start on opposite sides of the line of scrimmage, a defender in man-to-man coverage in RS, SR, SL, or LS zones also may bump a receiver covered if he passes through the zone. (This allows a cornerback in RS to bump a receiver lined up at WWR, or a LB in SR to bump a TE on a crossing route.) The offensive player gets a +1 benefit on such a bump. (It is closer to the 5 yard limit, increasing chances of a penalty and is a bit more difficult for the defender since the offensive player has more room to maneuver.) There is no modification for receivers passing through the line (at TE or elsewhere) as there is for bumps at the line of scrimmage. It is normally assumed that this deeper bump is not made; the defensive coach must announce such bumps (or indicate them in a game plan) explicitly.

5.1.3 No blockers are moved

No blockers are written into the play, although the secondary (or primary) receiver will function as a blocker if the primary (or secondary) receiver enters his assigned zone after catching the ball. (The screen pass allows blockers, as will be described in 5.8.1.)

Commentary on receiver movement from inside position:

4. 5.1.1 and 4.1.2, 4.1.3: Offensive movement on pass through L, R, and C:

The rules in Chapter 5 are explicit for defenders in zone and man-to-man other players - it works exactly like Ch 4 for a blocker going downfield. Suppose there is a defender man-to-man on the receiver at the line of scrimmage in L or R or C? This doesn't come up in Ch4 because runners only have to get to the line of scrimmage. They never exit L, R, C until after contact resolution.

Chapter 5 has only the "bump" mechanism. We have been playing that the "bump" roll is the entire effect of the defender man to man on the receiver. That means quite often, the man-to-man coverage impedes the ballcarrier less than if the defender was blitzing or man-to-man on someone else, since then he would count 1/2, which together

with 1/2 for the DE would impede movement through the T slot or when added to a zone defender would impede movement through the TE slot.

Example 20 says that the extra costs for blockers DO apply, in addition to bump results. That's probably the most accurate reading of the current rules as presented.

So, the question is whether, in addition to the bump, the defender should count as being either 1/2 or 1 defender for purposes of exiting L, R, or C. (For blockers, the defender counts either 1 (if weaker), 2 (equal strength), or impedes all further movement (higher in c value).

Right now, I'd say that our default is that the movement is made as if the man to man defender is not there, and the bump roll is applied. Changing this to 1/2 or 1 defender equivalent will make it a bit more difficult for tight ends, and to some lesser extent backs, to get to middle zones and especially crossing routes.

This issue requires discussion; there is no obvious right resolution.

TE movement issue

The TE movement issue came up again on Jade's 2nd play from scrimmage: TE/SCbullet||WL/IR. Maroon in defense 4 (normal) has OLB Hugo 4-3-3 in R man-to-man on TE #97 Dugong 3-2-4. If Dugong tries to go through R, with Hugo bigger, he can't get past R, even before the bump is considered. That's because the OLB is bigger. See 4.1.3. So, to get to SC, Dugong slips outside 1 offensive zone (cost 1/2, rounded down to 0) then enters WR, then to RS, then to SR, getting to SC with 4th movement point. So, the pass is not a bullet (matters since Piles is waiting in SC. As Dugong starts to move, he gets bumped by Hugo (die roll 6, -1 to 5 since Dugong is equal in C+S to Hugo and is a TE in TE slot. That means Hugo, only 3 speed, can follow only to SR and misses out on the pass resolution. (On roll of 3 on +4 the pass goes to Osprey for 11 yards.)

The point: You do have to pay "moving through the zone" costs for going through C, R, L on a pass. Take the cheapest route in terms of movement points. The bump may have further effects (didn't in this case).

5.1.4 On offensive side, movement cost halved:

All offensive movement on the offensive side of the line of scrimmage costs only 1/2 movement point per zone, rounded **down**. Thus, a fullback with a movement allowance of 3 can reach LS via TE entry to L (3 x 1/2 on offensive side, rounded down, +2). A player opposite WL with speed 6 could conceivably start backwards, cut through the backfield, and reach IR via RTE, avoiding the usual lateral man-to-man coverage and 'bump'. (If such a route is desired, it must be specified in the play, since it is otherwise assumed that a player takes a route costing the least movement points.)

5.1.5 Quick pass:

A pass designated as "qk" effectively allows only half the normal movement allowance. The receiver's speed is considered one greater for purposes of man-to-man coverage (reaction) and pursuit.

From 4.7.1: Calculate movement this way: Each zone on the offensive side for a run counts 2, and for a pass counts 1. Each zone on the defensive side counts 2

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

For example, a speed 5 E could be one zone off the line of scrimmage and still run a "qk" pattern to LS. (Starting 1 zone back might help him avoid a bump.) If a player is affected by a 'bump', the speed penalty is effectively double what it would be on a normal, non-qk play. Thus, the speed 5 E (set back behind the line) would have 5 movement points on a "qk" play: 1 on the offensive side, 2 into L, and 2 to LS. A 'bump' of 1 point, say a modified die roll of 6 for -s, -p, would reduce this by 2 movement points rather than 1. This usually will prevent a receiver from reaching his destination in time to catch the pass. Note that the number of movement points is also affected by the choice of loft (+1) or bullet (-1) options, and receiver specialization (W's are +1 down the sideline, H's always get +1).

On a quick pass, there is no pass rush or secondary receiver. It is assumed that the quarterback takes a very shallow drop and throws to where the receiver is expected to be. If the receiver falls down or is held up, the pass goes there anyway, with a significant chance of being intercepted. (Note, however, that the man-to-man coverage goes to where the receiver is, not his intended destination, so such a player usually would not be available to intercept the pass.)

There is a pass rush roll, but it's sole purpose is to determine if there is a penalty. If a 2 is rolled, a subsequent roll of 1 or 2 (offense) or 6 (defense) or 5 (!) indicates a 5 yard motion or offsides penalty, as for other passes. If the pass is from shotgun formation, the same die roll is used for the chance to fumble the snap (on a 6 plus high subsequent roll).

Certain defensive linemen with a pass value, if rushing, affect quick passes by adding their pass value to the pass defense total. This represents the possibility of batting down the pass. A DE in L or R so affects qk passes to his side to IL, IR, LS, RS, WWL or WWR. A DT (up to 2) in C similarly affects quick passes to SL, SR, or SC. If the quick pass is a "loft" it is unaffected by rushers in this manner. But if the pass is a "bullet", linemen who are rushing count for pass value in similar manner above, even if it is not a quick pass. (If the line play is option is "normal" these defensive lineman pass values are -1; only a lineman with a pass value of 2 or more would have an effect.)

5.1.6 Slow developing ("+1") pass plays:

A pass designated as delayed or slow developing, "+1", allows one extra movement point to the receiver, but for pursuit and coverage purposes all defenders are +1 in speed, as for the slow developing run play. The movement allowance of the receivers may be further modified +1 for a loft or -1 for a bullet pass. Other effects on pass rush and coverage are described elsewhere. The "+1" may apply to both receivers, or only the secondary receiver. If the primary receiver is not +1 but the secondary

receiver is, the secondary receiver is normally treated as +1 also, but is NOT +1 if thrown to as a safety valve receiver (s on the pass rush table).

5.1.7 Mixed regular and slow developing play

It is possible for +1 (slow developing) play to apply to the secondary receiver but not the primary receiver on a pass play. The primary pass is resolved normally. If the pass table gives an "s" result, the remainder of the play is "slow developing" including the -2 per rusher on the pass rush (with a -3 as well), and +5 per unused zone of possible movement for the receiver. What has happened is that the QB decided not to go with the first receiver, and takes his time finding the second one. Note that a +1 secondary receiver cannot be a "safety valve" (s result on pass rush table) if the primary play is a normal pass. (If both are +1, the secondary might be a safety valve if the route is shorter than the primary route.) If the route is not a safety valve route when "s" is rolled on the pass rush table, the result is incompleteness (thrown out of bounds).

5.2 Defensive reaction

Defensive reaction occurs much as for a run play, with defenders assigned to cover receivers moved to or toward the final position of the covered man. Rules 4.2.1 (relative speed effects on reaction), 4.2.2 (definition of "downfield"), 4.2.3 (lateral moves), and 4.2.4 (coverage priorities) apply. Rules 4.2.5 and 4.2.6, concerned with blockers covered man-to-man, will be in effect if there is a pass rush for covered men who participate in the blocking. See the examples shown in Chapter 4.

5.3 Pass rush

A pass rush occurs only if there is enough time for defenders to get to the quarterback. This depends on the pass rush option selected and the offensive option (qk or +1). Pass rushes occur as follows:

Offensive option	Defensive option	Pass rush
quick	rush	no rush, line pass values count
quick	normal	no rush, line pass values count -1
quick	follow, stay	no rush
normal	stay at home	no rush, pass is +P
normal	follow	normal, rushers are -2
normal	normal	normal, rushers are -1
normal	rush	normal
slow developing	stay at home	normal, rushers are -2
slow developing	follow	normal
slow developing	normal	normal, rushers are +1
slow developing	rush	normal, rushers are +2

Pass Rush

	w	-12	-6	-3	0	3	6	9	12	15	18	21	24+	qt
1	qt-2	qt-2	qt-1	qt	qt	qt+1	qt+1	qt	qt+1	qt/i	qt/-1	i/-1	-1	-1
2*	qt-1	qt-1	qt	qt	qt/p	qt/p	qt/p	i/s	i/-1	-1	-	-	-	0
3	qt	qt/p	qt/p	p/i	s	i/s	s/-2	-1	-	-	-	-	-	1
4	p/i	s	i	s	i/-2	-2	-1	-	-	-	-	-	-	2
5	s	s	s	-2	-1	-	-	-	-	-	-	-	-	3
6	s	i/-2	-2	-1	-	-	-	-	-	-	-	-	-	4

* On roll of 2 on table, roll d6:

- 1, holding penalty, offense (10); roll again with +3
- 2, illegal procedure on offense (-5 yards, dead)
- 5, whichever side has most 's' (if any)
- 6, offsides penalty on defense (+5 yards, dead)

QT mods: from

pass rush table:

-1 for S+C<5

+1 if S>4.

pen(ig)=int. grounding,

-10 & lose down.

-1	-12~
0	pen(ig)
1	-12~
2	-9#
3	-8rb
4	-6
5	-5rb
6	-4~
7	-2rb
8	rb

For a normal pass rush resolution, the rushers' contact and speed values (and defensive lineman pass and bonus values) are totaled. The rush total is subtracted from the total of all of the blockers' blocking values. Blocking value is contact value, +1 for speed 2, +1 ½ for speed 3, +2 for speed 4+, and +1 for a specialized tackle playing in his normal position. (There are other modifications: for H or TB -1, rookie -1/2 or experienced veteran status +1/2, and pass (blocking) values for linemen. The quarterback's contact and speed are also added, and 5 points for every extra movement point the receiver had left over at the end of his pattern. Unless the pass is a rollout, only rushers in the L, R, or C zones, and blockers across from them or in the backfield, are counted. The rushers' values are modified depending on the line play and execution options selected (as described earlier). The net total is used, with a die roll, as an entry into the pass rush table, which gives the result (if any). The pass rush table is shown above.

Possible outcomes include a quarterback trap "QT" (a sack), an incompleteness, penalty, a throw to a secondary "safety valve" receiver, or a modification to the pass value for the primary receiver.

5.3.1 Blocker values:

The blocker value for each offensive player participating in pass blocking is his contact value plus one for a speed 2 player, 1½ for a speed 3 player or plus two for a speed 4 or greater player. (Counting speed 3 as 1 ½ instead of 1 is optional, in use for FOOL play.) Any extra 1/2 for blocking is rounded down at the end. See 5.3.1a. If an interior lineman (C, G, T, or U) has a pass value, it is actually a pass blocking bonus, which is also added. (Note that experience also now matters: a rookie is - 1/2 and a veteran of 30 or older + 1/2.) Some players may have a modification for specialization (A specialized H or TB is -1). Specialized W players do not pass block (unless they are playing out of position, in which case they are -C). A specialized T gets a +1 bonus for pass blocking. All offensive players between LE and RE positions inclusive, including those in the backfield between the TL and RT inclusive, are assumed to block if they are not written into the play. A H or B behind the TE is assumed not to block, unless it is written into the play that he does so. A back in the tailback spot is assumed to block, unless there is specification that he does not.

(Exception: optionally, if the total pass rush table entry is large enough, some players do not block if their absence keeps the entry below a given threshold. If the total remains above 15, a H will not block. If the total remains above 18, a B will not block. If the total remains above 21, a F or TE will not block. A player may provide in the game plan guidance for these players to respond differently. By not blocking, they are available to run diversionary routes, thus holding man-to-man coverage. Otherwise, the defenders covering these men are free to pursue, and are only -1P, -1C instead of -2P, -2C, and do not add +1 to the contact die roll. A coach may specify that some players, e.g. a H 2-1-6, does not block. For a player such as that, his blocking value of 2 may be less useful than tying up defenders covering him man to man. Right now FOOL is not using this; it's assumed everybody eligible pass blocks unless there is specific instructions in a game plan or an announcement by the offensive player that a given back does not pass block.)

Example: (no backs stay into block)

TE 2-2-5	T e 1-4-3	G 3-4	Qe 3-2-4 CR 1-3-2	G 3-3	T 4-2
	DE 1-3-4	DT 4-2	MLB 1-3-4	DT 1-3-3	DE 4-2

Blocker values are (left to right) 4(E)+8(T)+5(G)+4.5(C)+4.5(G)+6(T)+6(Q)=38.

5.3.1a Speed 3 blockers optional rule:

Blockers with a speed of 3 are credited with 1.5 plus contact value for blocking points, with any fractions in the total dropped at the end of summing the blocking total. A set of blockers having two with 3 speed. would have one additional blocking point with this option, or, an experienced blocker with speed 3. This option is being used currently for FOOL league play.

5.3.2 Credit for extra speed points:

For each point of movement that a receiver had available but did not expend, 5 is added to the pass rush table entry. (Optional: If he had 1/2 point extra, 3 is added. This option is not being used currently in FOOL play.) This reflects less time available for the pass rush. (The effects of a longer route (using the +1 option) is reflected in the values of the rushers instead.)

5.3.2a Extra rushers:

Anytime there are more rushers than blockers, the extra rushers get a +3 from any of the C, R, or L zones. Sometimes it matters which particular rusher is the "extra" one. It will normally be assumed that offensive linemen block adjacent rushing defensive linemen, such as T vs DE, G vs DT. Blitzing LB's are blocked before blitzing defensive halfbacks. This follows the same principle as for penetration. If there is a linebacker blitzing, the defensive lineman is picked up first, and the blitzing linebacker becomes the

"extra" rusher who would be blocked by a back if one is available, in which case the LB would no longer be an "extra" rusher. Ultimately only rushers who are "blocked" by nobody get the +3 bonus.

A B or H assigned to pass block (the default) blocks any extra rusher on his side (from L or R) or from C if the back is behind the QB. A specialized F or unspecialized B (but not a H or TB) behind the Q in the "F" spot) can counter an extra rusher in any (L, R, or C) zone, and is treated as being (for this purpose) adjacent to the line opposite that extra rusher. He counters extra rushers from C first, from the "weak" side second (if applicable) and from the side toward the "handedness" of the QB third in case of multiple extra rushers.

If, after committing other backs then the the F (or B in F spot), if there is still an extra rusher in any zone, the defense gets the +3 advantage for each such rusher. It's possible on a super blitz or stunt (e.g. the DT rushing from R) for this to apply multiple times.

Optional: If there is only one rusher from C, one of the guards is assumed to help out against an unblocked defender no faster than the G from the adjacent R or L zone. (This would most typically apply to a DT who has moved over.) Not in FOOL use now.

5.3.2b Outside rushers: (replaces 5.3.21 below)

In addition, if the outermost rusher is faster than the outermost pass blocker who is blocking him, the rusher gets +1 for each point of speed difference more than 1. (So, a DE 3-4 gets +2 against a T 5-1.) A player may not get both bonuses, so if he is an extra rusher who is the outermost rusher, there is no possible speed bonus. If the "extra" rusher (say, a LB) is inside, then it is possible that a rusher farther out (DE vs T) could also get a speed bonus over a lineman specifically blocking him. (This might happen with a LB blitzing inside the DE, with the DE against the tackle and the LB unblocked because there is no F. The outside blocker may be the F in some blitz cases where he is committed to block against an otherwise unblocked outside rusher, in which case it is the F's speed that is used for comparison. Also: Backs behind the TE slot or farther out are normally assumed not to block. If they do block (as specified in someone's game plan,) they could also counter an unblocked rusher from the adjacent R or L zone.

All of this does not change the fact that halfbacks H and backs B as well as the F contribute to pass blocking (H at -1) totals. A H behind the T still blocks otherwise "extra" rushers from R or L on his side, and is committed before the F to that side. If the H or TB is in the spot behind the F, he is assumed to pick up otherwise unblocked rushers from "C" and would be committed after the F, since the F is closer, even though that might mean that this block is unneeded while an extra rusher comes from outside.

Example: Let's say there is no LTE and no LHB, and a LB blitzes (along with RDE) from L. The LB would be an "unblocked" rusher, giving the defense +3. But, if there was a LHB, the LHB would block the LB, and the defense would not get the +3. It is possible the defense would still get a bonus for speed difference. If the LB blitzes from outside the DE, then if the LB is a 6 and the H is a 4, the LB would get +1 for being more than 1 faster. If the LB blitzes from inside the DE, then if the DE is a 4 speed and the T is a 1, the DE would get a +2 bonus (for being 3 faster). Note: Offensive linemen are committed against defensive linemen first, and backs pick up anyone left, much as is done for penetration. This is how we have been playing the issue in the past (I assume).

What is added is that if there is a F or B (behind the Q) who is not required to block an otherwise unblocked rusher from C, the F blocks the otherwise unblocked rusher from L (the LB) even though L is not the defensive zone directly in front of the F. A TB or a H (behind the Q) would be able to pick up an otherwise unblocked rusher from C, but not from L or R.

5.3.2c Other possible options to consider (none of this adopted):

As it stands now, a B or a F (but not an H) can block the otherwise unblocked outside rushers from behind the Q. If we let a B do that, then we also ought to allow a B lined up as a H (behind the tackle) to block an otherwise unblocked rusher from C. We might also to allow a B (and an H?) to block an "extra" blitzer from WR or WL depending on which side he is on.

(There is a good case that an "extra" rusher from C should give a +5 rather than just +3, and maybe even be able to disrupt a qk pass. Maybe outside unblocked rushers should cause -1P from L, R and -2P from C on a quick pass. What do we think?)

(Here's another possible complication: should these cases of (allowing) blocking vs unblocked rushers also count for penetration on run plays? You could also make a case that a specialized G could pick up a slower or equal speed blitzer from L, say, inside the DE for penetration too if there is only one rusher from C.)

(Perhaps the extra unblocked rusher should count -1 on a quick pass (non - loft) or bullet over that zone. (?) The defense can get conceivably +3 for each zone, but gets no more for a faster outside rusher on the same side beyond the +3. (If both conditions apply, the inside man's route is more constricted, negating the speed advantage?)

5.3.3 Rusher values:

The rushers' values are the total of speed and contact abilities and, for defensive linemen specialists playing in appropriate positions, their pass (rush) values. (DE and DT rushers also get +1 each for specialization, for a total of up to 4 additional pass rush points.) If the play is slow developing (+1), add two additional points per rusher (+1C, +1S). (This bonus is reflected in the table in rule 5.3 above.) Rushing linebackers and defensive halfbacks are considered blitzers. If the defense is said to rush, only the linemen rush the passer. If the defense is said to blitz, it is assumed that all linebackers and defensive halfbacks in the L,R, or C zones also rush, unless the specific blitzers are designated, as is usually the case. A player not in L, R, or C cannot usually rush (except from WL or WR if the play is a rollout, and the QB actually succeeds in rolling out).

5.3.3a Bonuses for rookie, experienced veteran (Adopted optional rule):

Rookie offensive players are each -1/2 in blocking value for a pass rush. Experienced veteran offensive linemen are +1/2 each in pass blocking ability. These additions and subtractions are added with the +1/2 's from S=3 players, and the final total truncated by dropping any extra 1/2. Note: do NOT add or subtract for the QB being experienced or rookie; that affects reading the blitz and other things.

5.3.3b. Run Blitz: (New optional rule in use for Season XI) If the defensive coach announces a "run blitz", blitzing LB types are -2 in pass rush value since they are focused initially on tackling running backs behind the line rather than sacking the QB.

5.3.4 Rusher limits by zone:

No more than 4 defenders from zone C and 3 from L or R may rush without penalty. Extra rushers beyond these numbers would tend to get in each others' way, and are penalized 2 points each. On a rollout, a similar limit of 2 applies to WL and WR.

Example: (Same situation shown earlier - assume no backs in to block)

			Qe 3-2-4			
TE 2-2-5	Te 1-4-3	G 3-4	CR 1-3-2	G 3-3	T 4-2	
	DE 1-3-4	DT 4-2	MLB 1-3-4	DT 1-3-3	DE 4-2	

Assume it is a pass rush by the defensive linemen. Then the pass rush value would be (from left to right) 9 (specialized DE)+7 (DT) + 8 (DT) + 7 (DE) = 31. Subtracting this from the blockers' value of 38 would give a pass rush on the "+7" (+6 on the pass rush table after truncating down) if the receiver had no extra movement points.

If the two defensive ends were switched, the pass rush value would be 32, with +1 due to the DE being more than 1 point faster than the LT, but the pass rush would still be on the +6 column. This is a reason to put your fast DE on the weak side.

If the linebacker blitzed (and DE's and DT's are as shown), the rush would be 38. Note that the MLB's pass value does not count, as it does for a lineman. He does not have the -1 contact penalty for purposes of the pass rush.

If the defense was "normal" instead of "pass rush" the total would be 27, 1 point less for each rusher. If "Cover linemen" the rush would be 23, -2 for each lineman.

Note also that if the LDT (4-2) rushed from L instead of C (perhaps to create a favorable penetration possibility for the DE) the rush would be one less because the DT would not get his bonus since he was not rushing from C.

Also, if either DT was a NT instead, the rush would be 1 less since a NT doesn't get a rush bonus.

5.3.5 Consult Pass Rush table:

Given a final total of QB speed and contact, blockers' values, and bonus for unused movement, less the rushers' pass rush values, a die is rolled and the pass rush table (see above) is consulted. Possible outcomes are explained in the following rules:

5.3.6 Quarterback Sack: "QT", "QT+1", "QT-1":

The quarterback is unable to throw the pass, and is either sacked outright or is forced to run with the ball. A roll is made on the QT table, with the indicated adjustment made to the die roll. Also, one is subtracted from the roll if his speed plus contact value is four or less, and one added if his speed is 5 or greater. A possible result is a penalty for intentionally grounding the ball, which is assumed to be a 7 yard penalty and loss of down. (If this would put the site of the penalty in the end zone, it is a safety.) For other special indicators such as #, ~, and & see the special effects rules in Chapter 6. Note that a fumble resulting from a QT result is treated differently from other cases. (See 6.1.4.)

5.3.6a: Long QB scramble:

A scrambling QB with a "*" result on the lrb table must decide whether to go out of bounds or try for extra yardage. If he decides to go out of bounds, he makes another roll on the lrb table with +10 added (or nothing added if *-10 earlier). Ignore "&" results. If the roll is 5 or 6, the QB gets speed x 5 yards. The play ends. If the QB decides to go for the yards, another lrb roll is made, with "&" ignored and 10 yards added (on earlier 6) as above. Now a "*" or "*-10" result counts and is resolved normally (but with the +10 yards if the earlier lrb roll was a 6). Also, a second roll on the "rb" table is made (unless the QB gets 3 yards into the end zone or more), and the results are added. An astute QB will often choose to go out of bounds to avoid the second "rb" table roll. Rookies never do this, nor do Q* players. Assume that a veteran will run OB unless it is a playoff game or in the last 2 minutes of a game on 3rd or 4th down. Some common sense should be applied. (The old QB scramble procedure generated too many very long scrambles.) We should assume that veterans and experienced veterans always take the slide or OB option (and avoid the extra "rb" roll unless the coach / game plan explicitly states the contrary, or maybe in playoff games. After a QT scramble that generates a * or *-10 lrb, roll for out of bounds during the last 2 minutes of a half.

5.3.7 Incomplete Pass: "inc"

The quarterback throws an incomplete pass and the play is over.

5.3.8 Pass table modification: "-1", "-2", "-3"

The indicated adjustment is made to the pass total due to pressure on the quarterback, but the play otherwise proceeds to the pass phase. Note that if subsequently the passer throws to a secondary receiver, this adjustment carries over and is cumulative with any adjustment resulting from a second pass rush roll.

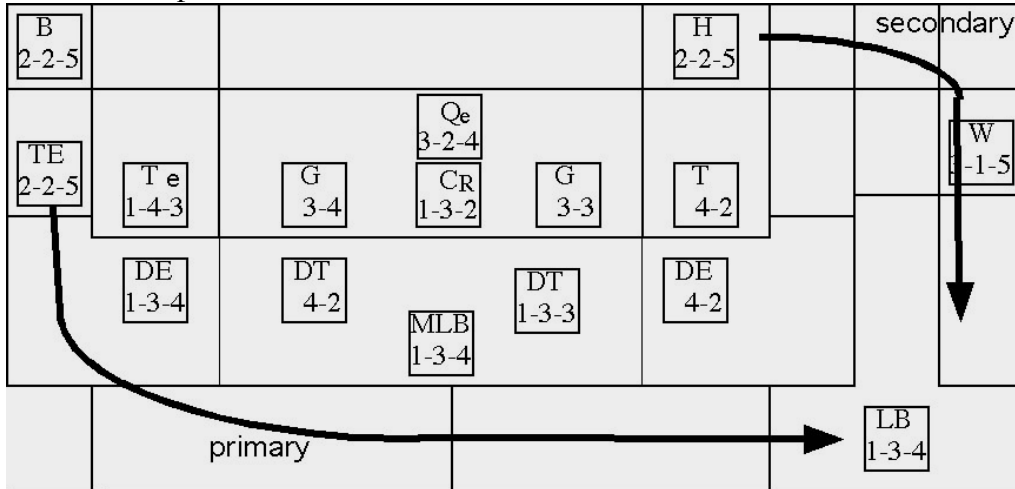
5.3.9 Safety Valve receiver: "S" (on the pass rush table)

This indicates that the quarterback noticed the rush and, instead of throwing to his primary receiver, threw to a secondary "safety valve" receiver, if available. Not all secondary receivers qualify. A "safety valve" receiver must have one or more movement points left over more than the primary receiver. Thus, if the primary receiver was a 6 in speed and expended 5 movement points, and the secondary receiver was a 4 in speed, the secondary receiver could only have expended 2 movement points to qualify as a "safety valve". If there is no "safety valve" receiver, the ball is thrown incomplete and the play is over. Throwing incomplete in this manner does not involve another pass rush.

The safety valve secondary receiver becomes the target of the pass, and the pass rush is recomputed and rolled as if the secondary receiver was the primary receiver. (The adjustment for "secondary receiver" does not apply; it is only used for a secondary receiver selected due to a pass table , not pass rush table, result.)

The safety valve pass (and all other secondary receiver plays) may not be a quick pass, but may be a normal pass even if the primary receiver is running a "+1" or delayed route. (If the same pass were taken as a result of an "S" on the pass table after a +1 primary play, it would necessarily also count as a +1 play. This is one case where primary is +1 and secondary is not. Indeed, even if the secondary receiver is written as +1, if he can qualify as a safety valve receiver without the +1, the play should be treated as if he is not +1. The whole point is for the Q to get rid of the ball quickly.)

Example: RE/LS||LH/WWL



Here the primary receiver needs 4 movement points to get to LS, so he has 1 extra (and gets a +5 benefit to the pass rush difference). The secondary receiver needs 3 to get to WWL and has movement of 6 (+1 for H) and so has +3 left (+15 on pass rush, making a rush result unlikely). In this case the secondary receiver qualifies as a "safety valve" receiver. If the primary receiver pass rush result was "s", a new pass rush roll would be made for the secondary receiver. An "s" on the secondary receiver's pass rush would be "incomplete". (See 5.3.12 later.)

If the play was LH/WWL||RE/LS, the TE would not be a safety valve receiver. If an "s" were rolled for the pass rush, the pass would be thrown incomplete. Notice that this play puts the TE in position to block downfield for the halfback giving +1 contact instead of -1.

Note also that the right halfback, B 2-2-5, does not pass block since he is beyond the tackle. But it will be easier for him to get out on a pass pattern. (There is also a right wideout off to the left not shown.)

5.3.10 Penalty: "p" (or after rolling 2)

For a "p" on the pass rush table (for example, +6/roll of 2, high) the penalty is always a 10 yard holding penalty. The offense is assumed to benefit +3 on the pass rush from the holding, and roll again. Eventually the defense can decide to take the 10 yard penalty instead of the play.

When a "2" is rolled on the pass rush table, there is also a chance for a penalty. Make a "penalty die" roll. A 1 or 2 gives a penalty on the offense, a 6 gives a penalty on the defense, and a 5 to whichever side has the most penalty prone "!" players, if any. (Count rookies as a tiebreaker.) If neither side has a "!", there is no penalty.

On primary receiver pass rushes, the penalty is always 5 yards (illegal procedure on offense, or offsides/encroachment on defense). Defenders not on the line of scrimmage are not considered for ! and rookie count purposes, nor are LB's or DH's in zone at the line of scrimmage. The play is over, and no time is taken off the clock. On a penalty on the secondary receiver's pass rush (if any), penalties are holding (10 yards) on the offense or 10 yards for defensive holding. In either case, finish the play then assess the penalty if favorable to the victim. Only players participating in blocking or rushing are counted.

5.3.11 No effect from pass rush: "-"

There is no effect on the pass.

5.3.12 Pass rush for secondary receiver:

If a pass attempt is made using the pass table (see section 5.4) and the result is that a throw is made to a secondary receiver instead, a second pass rush is rolled. (This is not true if the "secondary receiver" is to throw incomplete.) In this case of a secondary receiver pass rush roll, the pass rush total is recalculated for the secondary receiver's route, if it is more advantageous to the defense, and a -3 benefit applied for the delay. If the secondary pass route leaves more unused movement points than for the primary receiver, the primary route is used as before (same rush total usually) and is further penalized 3 points for the shift to a secondary receiver. Thus, the secondary receiver pass rush is always at least one column to the left of the primary receiver pass rush roll. If the primary receiver's route was a "+1" play, on the secondary receiver rush the defenders rushing are similarly enhanced.

Note that this situation is entirely different from that in rule 5.3.9 (Safety valve receiver) above. Here the shift to the secondary receiver is due to the coverage on the primary receiver, while in 5.3.9 it is due to the pass rush.

5.3.13 Default rush if "stay at home" defensive option:

Even if the defense selected the "stay at home" option, if the play is +1 a rush with -2 values is made, with the same +3 applied to the secondary receiver. The linemen do still get the +1C, +1S effects which may help on pursuit, though not usually. The "stay at home" defense gets no rush on a normal (non - +1) pass for either the primary or secondary receiver, and always gives up +P on the pass.

5.3.14 The "stay at home" option on screen

Linemen count P=2 (in addition to pass value) against the screen pass, instead of the usual 1 if they are not rushing.

If there are fewer than 21 pass rush points for the defenders, there is also the possibility of a further +1 bonus for the pass. For each point under 21 there is a 1/6 chance that the bonus is +2 rather than +1. Note that this option means that normal minimum rush rule 5.3.17 is not used. This rule is currently available for use in FOOL league play. (The number that must be 21 is the total of the rushers' pass rush values, unmodified, so it will seldom be below 21 unless the defensive linemen are pretty poor.)

5.3.15 Rollout pass (Advanced Rule, in use for FOOL play)

The offensive player may choose, and so note in his play, that the quarterback will roll left or right. This is an effective tactic to avoid the rush, but cuts down on the scope of effectiveness of the quarterback since the ball is thrown nearer one of the sidelines. The rollout cannot be used on a quick pass.

A quarterback with a speed of 2 is too slow to use this tactic. With a speed of 5, the rollout can be used freely. Quarterbacks with a speed of 3 or 4 have a 1/3 and 2/3 chance of rolling out successfully, respectively. A die roll of 1 or 2 gives a successful rollout for either, a roll of 3 or 4 allows a 4 speed quarterback to roll out. Failure means that the pass rush and pass are determined normally rather than with the modifications described in the remainder of this rule. If there are no more blockers than rushers on the

side toward which a player is rolling out, the rollout is aborted, and the play resolved as if it was a non-rollout. For this purpose, backs who pass block are included.

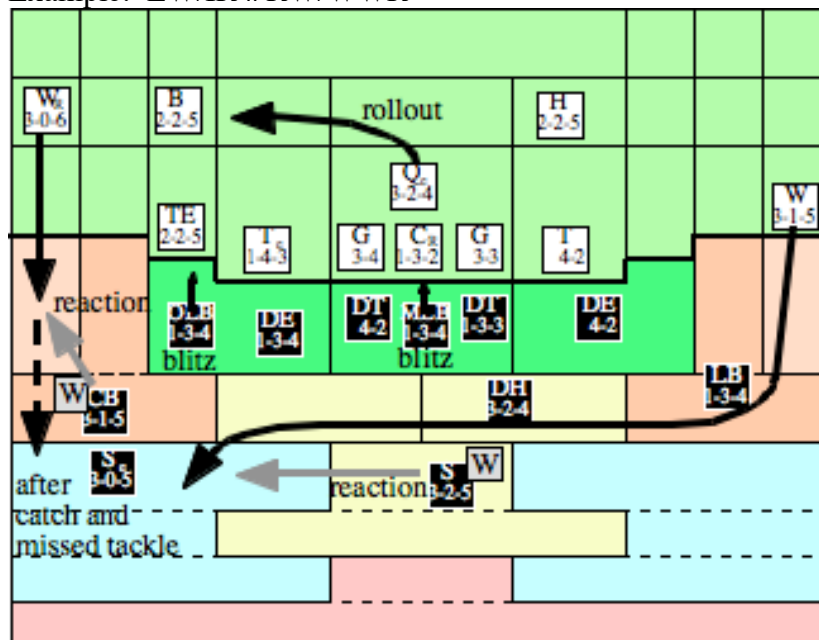
Possible optional rule for the future, not in use for Season XI: If there is a "normal" (rather than "rush" defense), increase the chance to roll out by 1/6 (giving a 2 speed QB 1/6 chance). Against "follow linemen" the chance is increased (from that of a rush defense) by 1/3, and 1/2 for "stay at home". If a roll must be made for +1 to pass value due to an inadequate pass rush pressure, the QB can roll out freely regardless of speed. There just isn't enough pressure to keep him in the pocket. [This was all in the 4th ed (Season IX) rules, but I don't think we used it.]

If the quarterback rolls right, only defensive players in C, R, and WR, and offensive players across from these zones, are considered for the pass rush. A blitzer from WR is given a bonus of +2 for the pass rush determination. A rollout to the left is treated similarly. Note that an offensive player lined up wide opposite WR or WL, but not written into the play, is assumed to block any blitzer there, unless he is a specialized wide receiver "W". Generally the quarterback will roll to the side of his handedness, which is more often than not the 'strong' side of the field. If the quarterback rolls to the side opposite his handedness, he is penalized one pass point. Note that zone pass values are modified, as described in rule 5.4.14.

The rollout option, if used, applies to both the primary and secondary receivers. It can be used in conjunction with +1, loft, and bullet pass options. A rollout also negates lineman pass values for determining if a pass is completed on a bullet pass. A pass that is intended to be a bullet pass on a rollout to a zone such as IR with a pass value of 3 given the rollout cannot be thrown as a bullet if the rollout is not successful, since the pass value would then be 2. In such a case the pass is thrown as if normal, including the pass rush effects.

Note that the pass value of defensive linemen applies to rollout pass rushes, but does not apply to passes (bullet passes) under rollout conditions. Likewise, the minimum rush bonus rules does not apply.

Example: LW/IR || RW/WWR



The defense blitzes. Before the snap the QB tries to read the blitz. There are two blitzers and he is experienced, so the chance is $1+2(\text{blitzers}) + 1 (\text{exp}) = 4$ out of 6. A die roll of 5 indicates that he fails to read the blitz.

The first issue after the snap is whether the Quarterback can roll out. There are two rushers from R but three blockers. The right HB (B 2-2-5) would not normally block (because he is not behind or between the tackles) but he does on a rollout to his side. So, there are three blockers and two rushers to that side, and so a rollout is possible. But the Q is S=4, so a die roll is needed. Roll: $d6=3$. Yes, he has a $2/3$ chance, and 1-4 is needed, so the quarterback does roll out.

In this case neither receiver is bumped, so they both run their routes. The left wideout uses all five movement points. The right wideout (down the sideline) moves $2 (1/2 + 1)$ out of 7 (6 for speed + 1 for being a specialized W) so he has 5 movement points left over. That's more than zero, so he qualifies as a safety valve receiver.

Only the players opposite C and R block: $4(B) + 4(TE) + 8(T) + 4.5 (C) + 4.5(G) + 6(Q) + 0$ (extra movement) = 31. Only the rushers in R and C count: $7(OLB) + 9(DE) + 7(DT) + 8(DT)=31$. No bonuses for extra rushers from a zone or speed apply. So the rush is on the "0" column of the pass rush table. The die roll is 3 – "s" = safety valve receiver. The QB throws the pass to the right wideout instead. A new pass rush die roll is made, but this time the receiver's extra movement points adds $5 \times 5=25$ to the pass blocking total. There is no "-3" as for secondary receivers from the pass table because this is a "safety valve" pass. So, on the "24+" table a die roll of 2 results. Because it is a 2, another roll is made to see if there is a penalty. A 5 is the result, and neither side has a "!" player so there is no penalty, and there is no modification to the pass.

The defenders react. The left cornerback moves up into WWR (his speed is $+1=6$ due to being a specialized cornerback, so he can react one area.) The "strong safety" (S 3-2-5) follows the left wideout to IR. As a safety from the SC area he gets +1 speed on reaction, though he doesn't need it since the lateral move counts as "downfield."

Now it's time for the pass. The pass value is: $3(Q) + 3(W) + 4(\text{zone is } 3 + 1 \text{ for roll to that side}) - 3 (CB) = 7$. The DE pass value doesn't count because it is a rollout, and would not count anyway because the pass is neither quick nor a bullet. A die roll of 1 results in completion.

A contact roll (-1 for W vs CB) of "*" allows the wideout to evade the CB and continue downfield. There is no pursuit since the safeties are already on the ballcarrier's path. At the upfield boundary of the IR zone at +6 yards the contact roll is for $0(W) - 0(S) - 2(S)$. The other wideout doesn't block because his blocking value is zero. The safety that was covering him counts fully because this is now after the initial contact roll. On the -2 table a roll of 2 results in "-2#" so the gain is just 4 yards. (The "#" results in a fumble, recovered by the defense on a roll of 4 = number of points.)

Note that the pass rush roll was 6: no effect, and the primary receiver had been thrown to. The pass value would have been: $3(Q) + 3(W) + 3(\text{zone} = 2 + 1 \text{ for roll to that side}) - 3(S \text{ in zone}) - 2 (S \text{ with } P=3 \text{ in man to man coverage}) = +4$. A roll of 6, "IS", would be "secondary receiver" instead of "safety valve receiver". Another pass rush would then be made on the "-3" table (instead of the 24+ table). At best the effect would be -1 or -2 on the pass for a +6 or +5 pass die roll, each with a $1/12$ chance of being intercepted (the s would not apply to the results).

5.3.15a Rollout Pass Rush on Secondary Receiver Pass (optional, unused):

On a rollout pass, if the first pass roll results in "S", a throw to the secondary pass receiver, then on the second pass roll the blockers and rushers in the far zone (excluded in the first pass rush roll) are now included. For example, on a roll right, the RDE (from L) would count on the secondary receiver rush but not the primary receiver rush. The results are calculated as if the entire pass play had been a non-rollout (Blindside Rush Rule, pass rush value of defense +3). This reflects that the time taken by the quarterback to locate the secondary receiver has allowed the farside players a chance to get involved. (Currently this optional rule is not being used for FOOL play.)

5.3.16 Quarterback deliberate scramble "qb scr"

In place of throwing to the a "safety valve" receiver, a deliberate QB scramble can be designated. This play must designate L, R, or C as for a draw. (If the play is a rollout right, the QB must use R or WR, and similar zones if rolling left.) If no zone is designated, the default is C (or WR or WL for a rollout.) The scramble is executed as a run play to that zone. The quarterback must be able to reach the zone as on a run, though he gets an extra movement point to do so. (If he cannot reach WR or WL, he goes to R or L instead.) The rushers, unlike a normal run play, are allowed to pursue as if they had not been rushing, and may also penetrate as for rushers or blitzers on a run. No blockers may be designated, but it is assumed all offensive pass blockers (including linemen, tight end, and possibly a back or end but not W split wide, but not backs) block straight ahead. As with a normal run, they can block farther downfield if no defender is in their zone. The primary receiver (who was not thrown to) may block downfield, again moving up to the limits of his allowance if no defenders are in his zone. If the quarterback is covered man-to-man, the defender is given normal coverage reactions with a +1 speed and +1 contact bonus (as for a +1 play) On the initial contact roll, treat a roll of 3 as "QT".

3.3.16a Rookie QB's tend to scramble (optional rule, not in use):

All rookie quarterbacks of speed 5 always scramble rather than throw to a "safety valve" receiver. Rookie quarterbacks of speed 4 do so half of the time. (This rule is not currently being used in FOOL league play.)

5.3.17 Minimal rush (Advanced Rule, in use):

If the defensive rush value (with adjustments for defensive line play options) totals less than 21 rush points, the pass completion roll is given a +1 bonus, with a chance of 1/6 per point under 21. Roll a die, and give a +1 bonus on a 1 for a rush of 20 points, etc. This reflects inadequate pressure on the quarterback. The bonus applies to both primary and secondary receivers, but not to quick passes. (The automatic +P on the "stay at home" option replaces this.)

5.3.18 Stunts (Advanced Rule, in use but seldom seen)

In a stunt, two defensive linemen trade places (or rush lanes) after the snap in order to confuse the pass blocking assignments. There are two types of stunts: Tackle-Tackle stunts (where the two DT's in C switch) and Tackle-End stunts (with the DE in L or R switching with the adjacent DT in C). It is possible to run two End-Tackle stunts at the same time. On a pass, stunting rushers are -1 in the initial pass rush roll (and are not able to affect the pass roll). On a second rush roll, they are +3 each. (These numbers are

+1 and +5 for a slow developing pass, respectively, reflecting the +C and +S for that option.) The switch may affect who is involved if the play is a rollout. Any stunting rusher is -2C if the play is a quick or normal run. (for a quick run, the players are not switched. On a normal or +1 run, they are.) On a draw, the switch is made, and there is no penalty. Furthermore, on the draw, if one of the defensive linemen in L, R, or C was stunting, then the * result for a roll of 3 does not occur as is usual for the draw. On a screen, the stunting rushers are assumed to clear the line of scrimmage as for a normal rush. Reading the draw or screen by either player in a stunt cancels the stunt. Stunts can only be run when the defense is blitzing, pass rushing, or "normal".

5.3.19 Recognizing the blitz (Advanced rule, in use)

An experienced quarterback is likely to recognize an imminent blitz before the ball is snapped, and will "check off" to an alternative play if he had called for a pass play having a significant chance of getting him sacked. This differs from the use of a safety valve receiver as described earlier, for which need is recognized only once the play has begun.

A normal QB has a base 1/6 chance of recognizing a blitz defense, plus +1/6 for each non-lineman rusher. (For one rusher, the QB has a 1/3 chance to recognize the blitz.) A rookie quarterback's chances are 1/6 less, and a quarterback of 30 years or more (experienced veteran) has a chance 1/6 greater of seeing the blitz coming. For example, if all three linebackers blitz, a rookie quarterback would have a 3 of 6 chance to recognize this. (A die is rolled, and on a 1 to 3 he can adjust.) Note that this roll for blitz recognition comes before the pass rush roll. (In by-mail play, it comes before play selection!) If no special table entry is given in the game record or game plan, and the secondary receiver does not qualify as a safety valve receiver as described earlier in rule 5.3.9, this rule is not used. (If the QB may have a tertiary receiver, and that receiver qualifies as a safety valve but the secondary receiver does not, recognition of the blitz causes the throw to be made to the tertiary receiver.)

If a special "blitz" line for offensive play selection has been included for by mail play, a selection is made from that table. If there is a secondary receiver in the play who qualifies as a "safety valve", a pass is thrown to that receiver (with the secondary receiver being "incomplete".)

Note also that veteran and experienced veteran LB's can fake a blitz, causing a QB to revert to a play that would be appropriate for a blitz, but in fact the LB actually just sits and waits for the play.

If the majority (not just half, or less) of blitzers are experienced veteran LB types, the chances for the QB to read the blitz are reduced by 1/6.

5.3.20 Blind side rush: (optional rule, not in use, replaced by 5.3.2b)

If the quarterback is not rolling out, and is attempting to throw to a zone adjacent to one sideline or the other, he is particularly vulnerable to a rush from the opposite side. If the rushers on that side are opposed by blockers having speed more than 1 less than the rushers' speed value (and contact value of the defender is within 2), the difference is added to the pass rush value. Any unblocked rusher on the outside gets a 3 point bonus. Any backs on that side who are staying in to block are included in the assessment. Quite often, this rule will favor rushers from the weak side. (Right defensive ends or linebackers rushing from that side seem to get a disproportionate share of sacks.) If a QT

is made by a blind side rusher, the chance of fumble is increased: any roll of 3 on the # or ~ table results in a fumble. This rule is not currently in effect for FOOL league play. Instead, we are using Rule 5.3.21 below.

5.3.21 Outside rusher speed advantage bonus (optional rule, not in use, replaced by 5.3.20 above):

If the outside rusher on one end of the line of scrimmage or the other is faster than the corresponding offensive blocker, that rusher may receive a bonus. Blockers in the outside zones are assigned, starting adjacent to the C zone, in a similar manner to penetration plocking. If the outside rusher is completely unblocked, he gets a bonus of 1 for speed 3, 2 for speed 4, and 3 for speed 5 or better. If there is a corresponding offensive blocker, then the speed difference is the consideration. If the defender is 2 faster, he gets a +1 bonus. At 3 faster, he gets +2, and at +4 or better he gets 3 bonus. Note that blocking backs are considered outside of linemen that are directly in front of them for purposes of this rule. If there are more blockers than rushers, this rule does not apply. On a rollout, it applies only to rushers on the side toward which the QB is rolling. Note that at most one rusher on each side can get a bonus (?). This optional rule is currently NOT being used for FOOL league play; replaced by 5.3.2a and b.

5.3.22 Fake blitz (optional rule, in use):

A veteran (non-rookie) LB may fake a blitz on a play in which linemen are rushing. The LB player must be in zone defense in L, R, or C, and gives up -1 speed in pursuit. A veteran (normal) QB reads blitz with 1/6 chance if there is one fake blitzer, and + 1/6 for each additional fake blitzer. The chance of the QB reading blitz is increased 1/6 for a rookie QB, and is 1/6 less for an experienced veteran (30 or older).

The blitz faking LB's must be LB, OLB, or MLB players; DH, DH* or DE* (DE/LB), etc. cannot fake the blitz. A defense cannot include both blitzers and fake blitzers. Experienced veteran LB types can also fake a blitz from either the SL or SR zones, again with a -S pursuit speed penalty. LB's faking the blitz must have a speed of at least 4 (3 for experienced veteran in L, R, or C).

Note that the only benefit of this play is on the offensive team's play selection. In by-mail games, the result is reversion to a play designed to defeat a blitz (e.g. a draw or screen) when there in fact is not a blitz; a greedy linebacker is waiting for the ballcarrier. In in-person games, the offensive player should have to do likewise.

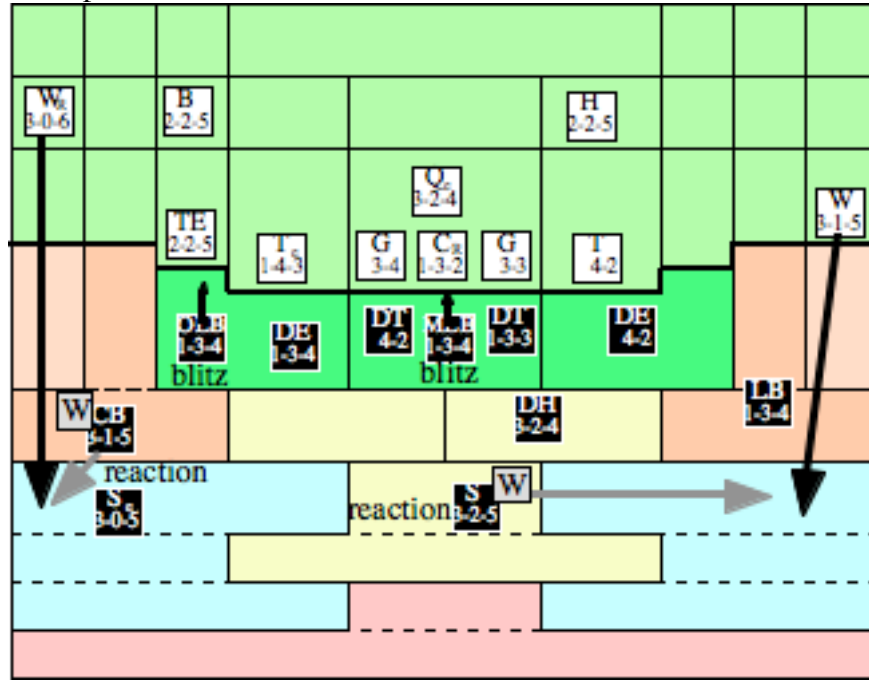
Example: An OLB 1-2-5 in R and MLBe 1-4-3 in C fake a blitz. The QB is a rookie. His chances of thinking a blitz is coming is 1/6 (OLB) + 1/6 (MLB) + 1/6 (he's a rookie) = 1/2. On a d6 die roll, he reads blitz on 1-3. Note that the OLB is -s in pursuit, but still gets his +s bonus, so he pursues as if speed 5. Same for the MLB.

5.3.23 Rush modifications for "+1" routes (clarification):

If the receiver does not expend all of his movement points, the last movement point (granted due to the "+1" nature of the play) does not add the usual +5 points on the pass rush table. In general, there are two reasons for using a +1 play: One is to allow receivers to get farther than they might normally. That's not an issue here, because all of the movement would be used. The other is to allow receivers to shake coverage (since man to man defenders are -1). In that case the route might be short. However, there is extra "running around" (e.g. a comeback route) that takes the extra time not accounted for

by the movement on the game board. So, one can think of the extra movement point as expended but the QB still has to stay alive for an extra second. Thus, only a route in which there are two extra movement points (including the one gained with the +1 bonus) would give a +5 point bonus for the pass rush.

Example: RW/IR +1 || LW/IL +1



The right wideout's speed is normally 6 + 1 (sideline for a W) and he gets an extra +1 for this being a "slow developing play." He moves 3.5, rounded up to 4) However, the +1 for a "+1 play" does not count toward extra moves, so for pass rush purposes he has 3 left over = 15 points.

As a "+1" play the rushers all get +2 to their normal pass rush values, so the pass rush is 38 + 12 = 50 (a dangerous rush!). The pass blocking values are 36 (blockers, not including the B 2-2-5) + 6 (QB) + 15 (3 unused movement points) = 57. A "s" result on the pass rush table (6 column) results in an incomplete pass (thrown out of bounds) and the play ends, since there is no "safety valve" receiver.

The pass value would be 3(Q) + 3(W) + 2(zone) - 2(CB not faster on +1) - 3 (S) = +3. An "s" on the pass table (very possible) would result in another pass rush as +4 (3 column), and the pass value would be 3(Q) + 3(W) + 2(zone) - 1 (S covering, +1 play) = +7.

5.3.24 Delayed Blitz (optional use, used for FOOL)

A "delayed blitz" can be designated with either a "normal" defense or a "rush/blitz" defense. The blitz occurs only on the secondary receiver pass rush roll. The delayed blitzer can start either at the line or in zones adjacent to those next to the line (LS, SL, SR, RS). A rookie cannot do a delayed blitz. Delayed blitzers from LS and RS rush outside of other blitzers from that side. Delayed blitzers from SL and SR are added in the C zone next to the edge toward the Left and Right respectively. (Note that there is still a prohibition on more than 4 rushers from this zone due to crowding; and fifth rusher is ignored; he gets caught in traffic.) The delayed blitzer is considered to be in "zone"

coverage until he blitzes (if he does) but gives up -1 in speed (affecting pursuit and open field tackle opportunities), though any bonuses for zone occupied still apply. (So, an OLB 2-2-5 would be 5 in pursuit). Delayed blitzers are treated as blitzing for the draw and screen plays, as well as for the primary receiver on a normal pass play (they are committed) and as having moved into the appropriate L, C, or R zone in those cases. Delayed blitzers are treated as being in zone (with -s for pursuit) for running and quick pass plays. A QB includes delayed blitzers when considering whether there is a blitz. (A rookie QB does not, however, consider the delayed blitzers.) A delayed blitzer gets a +3 extra rush bonus for surprise, independent of any bonuses for speed or being an extra unblocked rusher. A blitzer from WL or WR is considered a delayed blitzer except he is treated as blitzing on quick and normal running plays too, and does count in the pass rush for the secondary receiver unless the QB successfully rolled to the opposite side. (If the QB rolls toward the rusher from WR or WL, the blitzer counts on the first rush too.)

5.4 Defensive reaction:

The pass itself is preceded by a defensive reaction phase similar to that of the run. Only defenders covering the primary and secondary receivers are moved. See the rules in section 4.2.

5.5 Pass attempt

The pass values of the QB, receiver, and zone are added, and pass values for any defenders in the zone subtracted from that total. Modifications for man-to-man coverage movement, "+1" offensive movement, and the pass rush are made. A die is rolled and the pass table consulted, determining the pass outcome. The pass table is shown below:

Pass Table

	w-	w	0	1	2	3	4	5	6	7	8	9	10	11	12	13
1	s	s	cs/s	c/cs	c	c	c	c	c	c	c	c	c	c	c	c
2	s	s	s	s	cs/s	c/cs	c	c	c	c	c	c	c	c	c	c
3	i	-	-	s/-	s/-	s	cs/s	c/cs	c	c	c	c	c	c	c	c
4	is	is	-	-	-	-	-	s/-	cs/s	c/cs	c	c	c	c	c	c
5*	is	is	is	-/is	-/is	-	-	-	-	-	s/-	c/-	c	c	c	c
6	i	i	i	i	is/i	is/i	is	-/is	-/is	-	-	-	-	c/-	c/c/-	1-5c

* On a roll of 5, if any defender is present, roll d6. If roll =6 there is a pass interference penalty. Roll d6 again. If d6=6, on offense. If 1-5, on defense. If of ! 1-3 off; if def! always D If hi/low roll made use the same die roll. On 5,1 PI penalty against either if !. 1-2 off if both.

5.5.1 Pass values

The pass values of the quarterback and receiver are normally those printed on their markers. Certain players playing out of position are penalized in pass value. Any non-QB playing the quarterback position has a pass value of zero. (If he was once a quarterback, he is credited with a pass value one less than his former pass value.) Quarterbacks are assumed to have a receiver value of 1 or, if a former non-QB, one less than the player's former pass receiving value. Players playing out of position are -1 in pass value on offense or defense. A lineman who is an eligible receiver has a pass value of zero, unless he formerly played an eligible position, in which case his pass receiving value is one less than it was before he made the position change. (The pass value of a lineman has a different meaning. It applies to the pass rush.)

(clarification) A safety covering man-to-man has a -1 pass penalty, but that penalty does not apply if the safety reverts to zone coverage, for example because the covered man pass blocks. The -1 penalty for having been covering a blocker does still apply. Example: A S 3-3-5 in SC is covering the TE. The play is W/SC, and the TE pass blocks. The safety would be credited with a pass value of 2 (3 if a loft).

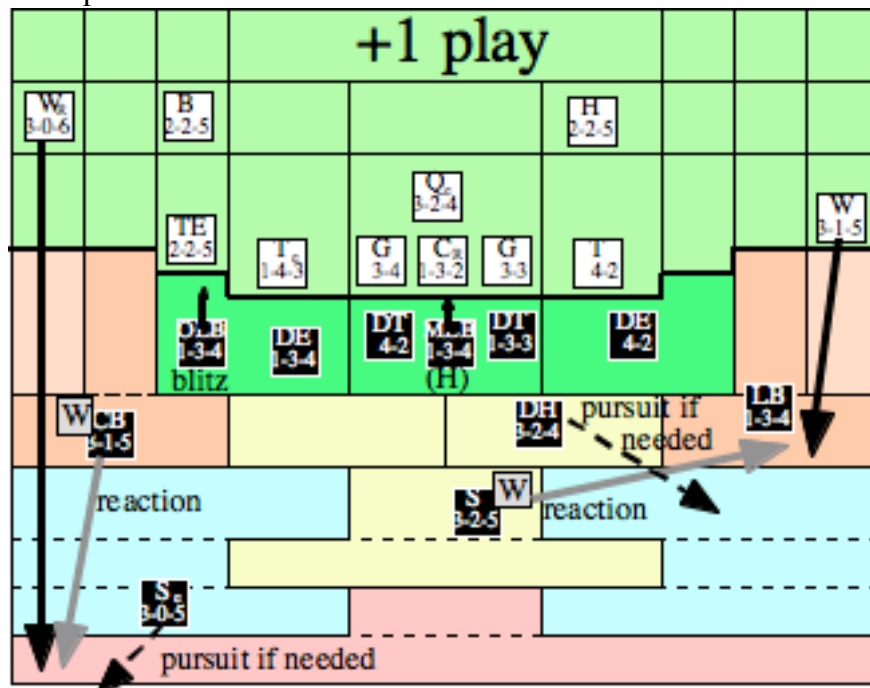
5.5.2 Man-to-man coverage

If the defender starts in the area where the ball is to be caught (and had no movement during the reaction phase other than being put in the appropriate zone of that area), and is man-to-man against that receiver, his pass value (and contact value) are +1. If the reacting man-to-man defender had to move two areas outside his original area, his pass value is -1. If he moved 3 areas, it is -2, and so forth, unless his absolute speed is faster than the offensive player covered, in which case the worst penalty is -1.

If a defensive player is man-to-man on some player other than the receiver in his zone (including any other receiver), his pass value (and contact value) is -2. (Note that if the covered player is participating in the blocking, the penalty may only be -1. Also, the penalty for a "qk" play is only -1.) If the play is slow developing ("+1"), all defenders covering man-to-man versus the receiver are penalized -1 in pass value, in addition to any other modifications. In no case can the defender's pass value be reduced below zero. If a defender's pass value is adjusted to less than zero, he is not counted for pass resolution, and any negative value is subtracted from his contact value for the initial contact roll. If this also goes negative, the defender is not counted for either. Defenders who are not man-to-man use their normal, printed value.

Note that the above applies during the pass and contact immediately after catching the pass in the target zone. Any defenders man to man on the secondary receiver are free to pursue and no longer suffer the -2 (or -1) penalty after the catch and initial contact roll (if any).

Example: RW/VDC +1 loft || LW/LS



This is a nice example of a +1 play with a safety valve that is not +1. Because the primary receiver is a +1 route, the defenders get +1 in speed for reaction. This enables the LCB (normally speed = 5 +1 for CB) to follow the RW downfield all the way to VDC. Similarly, the safety covering the other wideout gets +2 (+1 for being a safety in SC and +1 for the slow developing play) so he can get to LS.

The CB is worth only 1 point for the pass since it is a +1 play and he is no faster, and because he followed for 2 areas (not zones!) not just one. Unless the rush affects things, the pass is +3(W) + 3(Q) +0 (zone) -1(CB) = 5 “loft” (so it completes as a “6” pass and is intercepted as a “3” pass). Note that after catching the pass, if the contact roll versus the CB (at +50 yards) is positive, the S in the IR area, positioned in LR, can pursue (effective speed 7) two zones, to an imaginary zone just beyond the VDC zone, and the contact would be at 50 yards.

The secondary receiver pass value would be 3(Q) + 3(W) +3(zone) -1(LB in zone) -1(S P=3 but m-m -1 and 2 areas moved -1) = +7. If the wideout somehow evaded the LB and S (at -4 he might roll a 6 for +6) the DH would get pursuit because he would count as a 5. Still, the W would get +1 on the die roll under the “open field tackle” rule since effective speeds would be the same and IL would be the next zone downfield after the catch.

If the pass rush gave “s” the pass would go to the LW and the S covering him would be able to move only as far as LI, into his projected path, since the play would not be “+1”. The pass rush would be rerolled (without the +1 bonuses). The DH would not be able to pursue should the wideout escape from the LB. For the safety valve pass any reaction to that receiver would be re-done for the changed circumstance.

5.5.3 Defensive linemen pass values in coverage:

Defensive linemen with a nonzero pass value can use this for pass defense instead of pass rush if they drop back into pass coverage. If they are in a zone other than L, R, or C (or do not meet usual defensive set-up rules), they are penalized -1P for being out of position. (In this respect they differ from offensive linemen.) Players who can play either defensive line or linebacker are assumed to have a normal pass defense value, and zero pass rush value.

5.5.4 Defensive lineman pass values on a Quick pass:

On a Quick pass to the sideline or near sideline zones (WWR, WWL, WR, WL, LS, IL, IR, or RS), a DE rushing from that side (L or R) contributes his pass rush value to the pass defense, unless the play is a loft. This is also true for a DT rushing from C when the pass is to the SL, SR, or SC zone. These low passes stand a good chance of being batted down. The same is true for a bullet pass that is not quick.

5.5.5 Slow developing pass plays:

On passes where the offensive "+1" option has been selected, 1 is subtracted from the pass value of any defender covering him man-to-man, in addition to other adjustments. (This is because the longer time allows the receiver more time to shake off his coverage.) Note that the "+1" option can be selected even if the receiver does not expend all of his movement points, or is a secondary receiver.

5.5.6 The pass table:

A die is rolled and the adjusted pass value used to determine the result of the pass. The possible outcomes are listed in the following sections.

5.5.7 Incomplete pass: "-"

The pass is incomplete, and the play is over.

5.5.8 Possibility of pass interference (on die roll of 5): "*"

A second die roll is made. If a 6 is rolled, a pass interference penalty is called, if any defenders are in the zone (or if the receiver was bumped). Another die roll is made. If the roll is a 6, the penalty is against the receiver (a 10 yards penalty). Otherwise, the penalty is against the defense. The play resolves with whatever the roll of 5/high gives (usually incomplete). If the penalty is accepted, and the pass was actually thrown (rather than being later thrown to a secondary receiver), the ball is put at the downfield boundary of the zone, and there is an automatic first down. If the throw was made to a secondary receiver rather than the receiver fouled, then the penalty is 10 yards for holding. (If the pass is a screen, it is actually possible to lose yards on the penalty!) If a 6 was not rolled in the first (penalty) roll, no penalty occurred, and the other pass results apply.

Option to be used for Season XI: On a die roll of 5 then 1, if either player is "!" (penalty prone), that player draws a pass interference penalty (or holding if the pass was thrown elsewhere). If both have "!" or if both are rookies, roll again and 1-3 is a penalty on offense, 4-6 a penalty on defense. Note: this rule increases the chances of a penalty if there is a penalty prone player involved, instead of just affecting the allocation of the blame.)

5.5.9 Interception: "I"

An interception has occurred. Determine which defender has intercepted. (The probability of any given defender intercepting is proportional to his adjusted pass value calculated for the play, compared to the total. If the "pass rush" turns out to be the contributing factor, the ball was deflected near the line of scrimmage and a randomly selected rusher has intercepted, at the line of scrimmage – 6 yards.) Next, a die roll is made on the "I" table to determine the location and runback potential of the interception. A "+4" or "-4" indicates the interception took place 4 yards downfield or upfield, respectively, of the downfield boundary of the zone in which the receiver was located, and there is no return. A "0" means it is intercepted at the downfield boundary of the target zone, and there is no return. A "rb" indicates interception at that same point, and that a return is made by using the runback table. An "rb+10" is similar, but the return is 10 yards longer. The "rb x 2" result gives double the runback given by using the runback table. Finally, a "lrb" uses the long runback table.

For certain zones, an addition is made to the rb or lrb tables, depending on the zone – rb +1 for WL, WR, WWL, WWR, LS, RS, LL, LR, MC, DC, and +2 for VDC. And lrb +1 for LS, RS, L, R, C, (linemen rushers or screen defenders), DC, VDC and +2 for WR, WL, WWR, WWL. This is already in Rule 5.5.20.

5.5.10 Completion: "C"

The pass has been completed, with the receiver at the far (downfield) edge of the zone (for example, 6 yards for SR and 12 yards for IR). The play proceeds with the initial contact roll (if there are any defenders in the zone) or with the pursuit phase otherwise.

5.5.11 Secondary receiver: "S"

The quarterback has judged that the primary receiver is too well covered, and elects to instead throw to the secondary receiver, if any. If there is no secondary receiver, the pass is thrown incomplete. A throw to a secondary receiver will require another pass rush resolution in most cases. (See 5.3.11 and 5.3.12.) If the primary receiver's play was with the "+1" option, the same option also applies to the pass rush and pass for the secondary receiver. (This is different from the treatment of the secondary receiver as a "safety valve" due to a pass rush, where the secondary receiver is not affected by the +1 option of the primary receiver.) See 5.5.5.

5.5.12 Interception or Secondary: "IS"

This result is treated as "S" if there is a secondary receiver, and as an interception if there is not. (If the play is a quick pass, there is never a secondary receiver. This may also be the case deliberately, if the added risk of interception is deemed less important than the chance to complete the pass. Usually, the lack of a secondary receiver in other cases means that the quarterback will throw incomplete, as provided in rule 5.5.11 above.)

5.5.13 Complete or Secondary: "CS"

The result is a pass completion, unless there was a secondary receiver, or the quarterback, lacking a secondary receiver throws the ball incomplete. A completion occurs in the same way as an interception as in 5.5.12, when the pass play implies the ball will be forced to the receiver, such as on a screen or quick pass play.

5.5.14 Rollout pass:

If the pass is a rollout, modified values are used for the pass zones. Those which border the sideline toward which the quarterback rolls, for example WWR, WR, RS, IR, MR, and LR, are +1 in pass value. Those in the center on the field, C, SC, MC, DC, and VDC, are -1 in pass value. Zones on the opposite sideline are -2 in pass value. The R and SR pass values would be unaffected. In addition, there is a -1 penalty when rolling to the direction opposite the quarterback's handedness. See rule 5.3.15 which describes the chance to roll out and the effect on the rush. If the rollout is not successful, the play is treated as if the rollout option had not been taken.

5.5.15 Quick pass limitations:

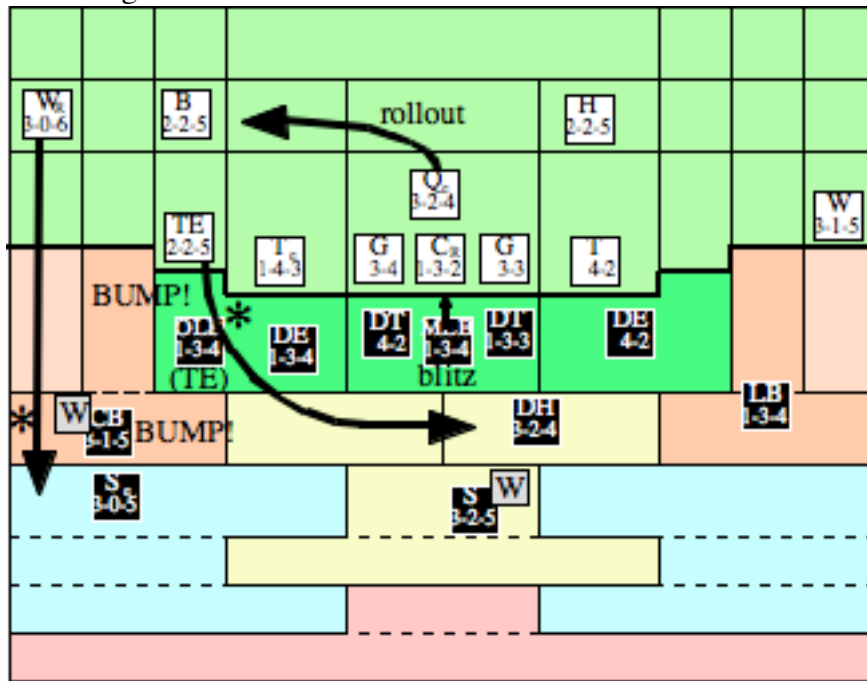
The quick pass allows receivers only half their normal movement allowance, but precludes a pass rush, though rushing DE and DT players may affect the chance of pass completion if they have pass (rush) values. No secondary receiver is allowed. The quick pass may not be used for a safety valve or secondary receiver.

5.5.16 Receiver can't reach zone situation:

This condition may occur due to a bump or the presence of defenders in unexpected places. On a quick pass, count 1 for the ballcarrier (who is absent) and treat C results as incomplete. If the pass is not quick, treat it the same as a roll of an "S" result. Note that any defender man-to-man on the ballcarrier will usually be in the zone with the intended receiver rather than the zone to which the throw is made, although the latter can occur if the covering defender could not reach the man.

Example: RE/SL loft || RW/IR bullet (roll R)

The idea here is to try to surprise the defense with a short loft but have a bullet to the wideout as a backup plan. The rollout does hurt the chances for the loft but is necessary for the bullet to IR, since that makes the pass value a 3, and also counters the DE's pass value. There is a problem: the OLB is man to man on the TE and tries to bump him as he goes out.



The Q can rollout on a die roll of 1-4. We assume he succeeds. The TE bump is: $7(\text{TE } C+S) - 7(\text{LB } C+S) - 2(\text{TE position}) + 1$ (specialized TE) = -1 to die roll of 2d6. Suppose 7 (modified -1 to 6) is rolled: -P and -S. The TE can still get to SL with 1 movement point left over.

The defensive coach also announced that the CB would bump the WR (by default, not bumped since the coverage is off the line in RS instead of WWR). The bump is $6(W C+S - 1 \text{ rookie} + 1 W) - 6(\text{CB } C+S + 1 \text{ for CB} - 1 \text{ for off the line}) = 0$ modification. Suppose the bump roll is d-s (and -p). The CB would still be able to follow one area downfield to IR but would be -1P.

Assuming no rush effect, the pass would be $3(Q) + 2(\text{TE}) + 4(\text{zone}) - 1(\text{bump result}) - 4(\text{DH in zone vs loft}) - 0(\text{OLB followed 2 zones}) = +4$. If the pass goes to the secondary receiver (with the d-s bump roll), the pass in IR would be $3(Q) + 3(W) + 3(\text{zone}) - 1(\text{CB with } -P, -P \text{ due to bullet and no faster}) - 2(\text{S halved, round up}) = +6$. The bullet pass would complete like a +5 and be intercepted as a +8 (no possibility of interception, which was the point).

5.5.17 Two receivers in same area:

If there are two receivers in the same area, there is no real difficulty with man-to-man coverage. The covering defender is in the same zone (usually) as the covered receiver. But defenders playing zone (and man-to-man defenders covering uninvolved players) present a bit of a problem. They could cover either receiver. In the case of linebackers the shorter pass pattern is preferentially covered. For safeties and defensive halfbacks, the longer route is preferentially covered. For cornerbacks, roll for whether the CB covers the short zone (low) or deep zone (high). If there are two defenders, each covers one man, with choices selected with the foregoing considerations taken into account. If in doubt randomly select the coverage.

A defender playing zone will have some pass defense benefit in other zones of the area. In the other zones, this pass value is the normal pass defense number less the distance away in number of zones. For example, a defending DH 3-1-4 is in the IR area, against a LW/LR || RE/IR play. He would preferentially cover the LR zone, counting as 3 in pass defense there. But if the pass were thrown to the secondary receiver, he would still count as 1 in IR. If the pass were caught in IR, for contact purposes he would remain in LR until the play reached him. If there are two defenders in the area, both playing zone, one will go with each receiver, and they will contribute somewhat to pass defense for each other as illustrated.

If two receivers are in the same zone, the usual rules apply. A defender in zone will count for either. The man to man covering defender for the receiver not thrown to would be at -2P and -2C (and would possibly add one to die roll if nobody in the zone didn't add one.)

5.5.18 Quarterback substitute:

If a substitution is made at the quarterback position in the middle of an offensive series, the substitute has a 50% chance of being -1 P for the first play, whether it is a pass or not, and is normal thereafter for the entire rest of the series. On a d6, a roll of 1-3 indicates -P. This does not apply for a starter coming back in, or if there is an injury or time out (as at the end of a quarter) since the substitute would have chances to warm up.

5.5.19 Off the table results:

After calculating the pass value, adjustments are made before consulting the pass table. For example, if the pass value is -1 on a Hail Mary pass, the pass is completed as if it is a +1, not +2 from 0. The same principle applies to passes with a high chance of completion. For a normal pass (not a loft) the worst pass is the "0" column, and for loft "w".

5.5.20 Interception runbacks (optional rule, currently used for FOOL play):

An interception in certain zones is more likely than in others to result in a long runback. In the following zones, add the listed bonus to the runback, and long runback tables:

Zones:	RB roll	LRB roll:
WL,WR:	+1	+2
LS,RS	+1	+1
L,R,C:		+1
LL,LR,MC:	+1	

DC:	+1	+1
VDC:	+2	+1

note: similar modifications could be made for fumble returns, with a QB fumble or backfield fumble being counted against the nearest zone upfield. That is NOT now being done in FOOL play.

5.6 Initial contact resolution:

This contact resolution is made in much the same manner as for a run, as described in section 4.3. There is one significant difference. The contact is assumed to take place at the far, or downfield, end of the zone rather than at the near side, as for a run play. For example, if a receiver catches a pass in SL and the first contact roll against a defender in that zone gives zero gain, the play gains 6 yards. This is true for the initial roll on a pass play only, and does not apply to passes made to the zones immediately beyond the line of scrimmage. Screen passes to C, R, and L are at -3 yards; those to WR, WWR, WWL, and WL are also at -3 yards. Normal passes to WR, WL, WWR and WWL are at +3 yards. Passes are not thrown to L, R, or C except screen passes. As with a run, gains that leave the zone (including a gain of +1 for most passes) result in pursuit and further contact rolls downfield. Defenders whose adjusted pass defense value was less than zero have the deficit subtracted from their contact value. If that too becomes negative, they are not counted and treated as absent.

5.7 Pursuit:

Pursuit on a pass play occurs just as it does on a run play. See section 4.4. Note that defenders assigned to cover the secondary receiver can pursue, even if the primary receiver caught the ball, and vice versa. See 4.2.5 and 4.2.6 also.

5.8 Special types of pass play:

5.8.1 Screen pass "scn" (Advanced rule, in use):

The screen pass is closer to a run than to other passes in the way it is executed, being similar to the draw. As with the run, there is only one ballcarrier (the receiver), and blockers may be designated. The ballcarrier receives the pass in zones WWL, WL, L, C, R, WR or WWR, and blockers may be assigned to the zone in which the pass is received or any further downfield. In all such cases, the pass is assumed to be received at -3 yards from the line of scrimmage. (thus, in effect, these zones are from -3 to 3 yards, but with the pass caught at the upfield boundary rather than the downfield boundary as is normally the case.)

Offensive movement is as for a run play, except that all movement is -1 in movement points (to fake a normal pass play). If there is a pass rush, offensive players may move through the C, L, and R zones freely, as for the draw. If there is no rush, the packing and exit penalties apply as described in 4.1.2 and 4.1.3. Also, in that case offensive movement is -2 instead of just -1. (This is different from the draw.) If there is a rush, all rushers are removed and play no further part in the play. (That is, unless one or more reads the screen.) There is no effective rush for a screen pass within these rules.

Blockers' assignments are made as for the draw. (See rule 4.7.4.) If some blocker cannot reach his assigned zone, he blocks as far along the path as possible. This may result in some ambiguity in where the blocker should move. This is resolved according to the priorities described in rule 4.7.4. The blocker numbers limits described for the run also apply here.

Defensive reaction and pass values are determined normally. Defensive linemen who are specialized DT or DE (not DL, NT, or DL/LB) have chances to read the screen just as for the draw. (1/6 chance better, actually) The chance to read a screen is given in the table below.

(Original rule: Figure matched opponents, with extra offensive linemen split between rushers. Thus, you use only part of the offensive linemen for each rusher when there is more than one rusher in the zone. Later change: just look at all of the opposing offensive linemen.)

1/6 For a veteran is 30 years old or older (experienced veteran status) or
+1/6 if the opposing QB is a rookie
+1/6 if the opposing lineman (or one of the linemen) is a rookie
+1/6 if the opposing lineman (or one of the offensive linemen) has a blocking assignment.

The effects are cumulative, so there is up to a 4/6 chance of a DE or DT recognizing a screen pass. Roll in the same manner as for penetration, with 1 needed for 1/6. The opposing lineman(men) must start in the T or G or C position. (Do not include someone at TE position, unless there is a T there in an unbalanced line.) The offensive lineman must be across from the zone of the DE or DT who is attempting to recognize the screen pass.

On a screen pass to Zone L or Zone R, the DE reads the QB and the T only, other players have no impact on possible recognition. If there is both a DE and a DT in Zone L or Zone R, the DT will read the QB and T, while the DE, under the original version of the rule requiring lineman matchups, (unopposed or facing a TE) could "read" only the QB (thus he had to be 30+ years old or facing a rookie QB to have a 1/6 chance of recognizing the screen pass) Under current interpretation, both players would read the T.

On a screen pass to Zone C, there are three possible situations. If one DT is rushing, he gets the bonus +1/6 if any G/C/G is a rookie (but only one bonus). He also gets a +1/6 bonus if any G/C/G is blocking for the receiver. If there are two DTs, each one would be matched against a guard (under the original version of this rule), plus the status of the center is used for each rusher. Note that each rushing DT rolls separately (different odds and none/one/both may recognize the screen.) So the RDT gets a +1/6 bonus if either the LG or C (and under current interpretation, RG) is a rookie and another +1/6 bonus if either the LG or C (or RG now) is blocking for the receiver. The LDT is matched against the RG and C (under the original rule requiring matchups).

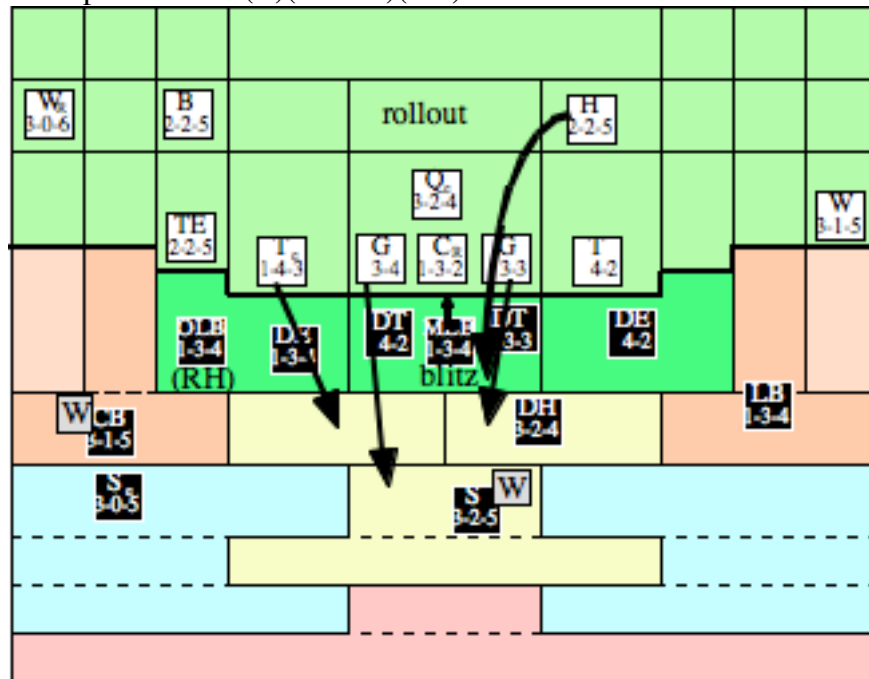
If there are three rushing DTs in Zone C (and the screen pass is heading that way), then the RDT matches against the LG and C, the CDT matches against all three (G/C/G), and the LDT matches against the RG and C. This may seem to present more opportunities for rushing DTs in Zone C to recognize a screen, and it does! But notice how most of the screen passes in the pros are off to either side! Less chance of recognition and clutter!

A DT or DE who is not in the zone to which the screen pass is heading does not have an opportunity for recognition. (By the time they notice, it is too late to cover the distance). Also, if a rushing DT or DE is under 30 years old, the quarterback is not a rookie, and the opposing line(men) is neither a rookie or blocking (such as a 27-year-old T 5-1), then there is no chance of recognizing a screen. Too bad!

Blitzing linebackers and defensive backs cannot recognize a screen in time. The attributes and actions of TE/WR/H/B/F have no impact on the play. Blockers in the zone have no effect on pass completion. They do affect the subsequent contact rolls, just as for a run play. Special bonuses for being in the right zone when playing man-to-man, and defensive linemen's pass values (if they are not rushing) all apply. In addition, every non-rushing lineman is counted as worth 1 point of pass defense value.

The first contact roll is at -3 yards, the second at +3, then +6 etc. If an interception occurs, it is at -3 yards, and there is a +1 addition to the rb and lrb die rolls, just as for a pass to DC.

Example: H/scnC(C)(LGIRT)(RG)



Here is a typical screen play, perhaps called to counter the blitz. A die is rolled (if need be) for each lineman to see if he reads the blitz.

LDE: opposing lineman has blocking assignment: +1/6, so die roll of 1 needed.

LTD: opposing linemen blocking and there's a rookie: +2/6 so roll of 1 or 2 reads.

MLB: He's a blitzing linebacker, so he is out of the play.

RDT: same as LTD, 2/6 chance to read the blitz

LDE: 0 chance – no rookie, no blocking assignment.

However, the chances actually only apply to where the ballcarrier is going, so the two DE's actually do not get a chance to read the screen. (They would not have enough speed to pursue anyway.)

Assume the RDT is successful (rolls 2). He is treated as if in zone, so he has a pass value of 1 (default) + 1 (his own pass value). The pass value is $3(Q) + 2(H) + 4(\text{zone}) - 2(DT) = 7$. We will assume that a die roll of "4" completes the pass. (There is no secondary receiver for a screen pass.)

Now there is contact in the C zone at -3 yards. Only the C stayed to block there, so the total is $3(C) + 2(H) - 3(DT) = +2$. Let's suppose a roll of 6 breaks the tackle (*). The ballcarrier would go right (to avoid the DH, who does not have enough speed to pursue to SC). In SC the only defender is the S, who is man to man against the wideout. So the contact roll is $2(H) + 3(RG) - 0(S, -2 \text{ for man to man}) = +5$ with 1 added to the die roll. (The only defender is man to man against a player not involved in the play.) A die roll of 4 (with +1 = 5) gives "*" so the halfback is slowed to speed 4 giving the LB and DH 1 zone of pursuit. It doesn't matter. The H proceeds to MC where he is met by the other safety who pursued from IR. At +2 a roll of 2 gives +2 yards from the upfield boundary of MC, a total of +14 yards.

The "pulling guard" and lead blocker bonuses should not apply on a screen pass.

5.8.2 Out of bounds pass (Advanced rule, in use):

During the last 2 minutes of either half, a contact in any zone bordering the sideline has a 50% chance of going out of bounds, stopping the clock. (A die is rolled, and a low roll indicates this has happened.) This chance is 4 of 6 for a specialized "W".

In addition, a specialized "W" receiver may be thrown an "out of bounds" sideline pass, with a -1 pass value, but with a guarantee to stop the clock. There is a contact roll if a defender is in the zone, but any fumble is out of bounds and counts as an incomplete instead. There is no opportunity for the receiver to run further downfield.

A receiver running free through a zone adjacent to the sideline, in which there are no defenders, can voluntarily go out of bounds 1 yard prior to the next zone in which there are defenders. Again, this applies only to the last 2 minutes of a half.

The provisions of this rule, for getting out of bounds, apply to running plays as well as passes.

5.8.3 Bullet pass (Advanced Rule, in use)

Certain quarterbacks are capable of throwing the ball quite hard, and may do so. (See 7.7.7) Any QB who is not a "weak-arm" QB may throw the bullet to any zone with a pass value of 3 or better (taking into account rolling out, if applicable. A strong-arm quarterback may throw it to any zone with a value of 2 or better. The pass value is -1, but the chance of interception is as if the pass was thrown as +2. (This applies to I and IS results.) Furthermore, all defenders who are in zone coverage are halved (fractions rounded up) in their pass defense values. Defenders who are man-to-man and are no faster than the receiver (after adjusting for specialization (+1 for W and CB, and +1 for S covering from SC for purposes of this rule) and qk or +1) are -1 in pass value. Due to the flat trajectory of such passes, defensive linemen with a pass value contribute it to the pass defense, unless it is a rollout. This option can be combined with the rollout, quick, slow developing, and out of bounds passes. It cannot be used with the screen or loft. With this option, receivers cannot move as far downfield. A normal or +1 pass has a penalty of 1 movement point for this purpose, and a quick pass a penalty of 1/2 movement points (1 movement point before halving the movement allowance). This penalty applies to the pass rush as well; the quarterback holds the ball longer as the receiver runs his route.

If a bullet pass is written but the conditions for a bullet pass cannot be fulfilled (rollout failure of unexpected delay of the receiver), then the play defaults to a normal play. (A game plan could provide for throwing to a secondary receiver or out of bounds)

5.8.4 Loft pass "lft" (Advanced rule, in use)

This pass is the opposite to the bullet, and is given a high arc both to avoid the arms of rushing linemen and to allow receivers time to get farther downfield. Receivers are given an extra 1 movement point (which is also considered for pass rush purposes). The pass is completed as if it was with a +1 pass bonus, but is intercepted as if it were -2 in pass value. (The latter applies to both IS and I results.) In addition, every defender in the zone is given a +1 bonus to pass value if he is not man-to-man.

Normally, the "0" or "w" (worst) column on the pass table is as bad as one can do for a pass, but for the worst loft pass there is an even greater chance of interception. For loft passes only, there is a -1 column for which a roll of 4/high is an interception.

5.8.5 Hail Mary pass "hm" (Optional rule, in use)

This is a variation of the loft pass, normally only used as an act of desperation on the last play of the game. The pass is like the loft but is +2 to be caught, but -4 to be intercepted. Players in zone are +1 as for the loft. Unlike any other pass play, this one may have multiple receivers, but the extra ones count only one pass point each, added to the total, and that only if they have a receiving value of 3 or more. They can block. Usually in such a play all eligible receivers with sufficient speed will go to the same zone, attracting the attention of the entire secondary. In by mail play, it is reasonable for the executor of the game to allow such a play as the clock runs out for a team which trails and has little chance of a tying or winning score otherwise. In such a case the defense would automatically be that providing the most pass protection. This use of the play is optional. As with the loft, there is an additional column to the pass table for a pass value of -1 as described in 5.8.4. There is yet another bad pass table, for -2, applicable only to a "Hail Mary" pass, having an "I" result for a roll of 4.

5.8.6 Thrown away pass to stop the clock

A quarterback can also throw a deliberately incomplete pass to stop the clock. If this is done, the previous play (which did not stop the clock) is assumed to take 10 seconds, and the incomplete pass 10 seconds. Thus, 10 seconds is saved at the cost of a down, but without using a time out. No rolls are needed for such a play.

5.8.7 Shotgun formation

In this formation, the QB is positioned in the Fullback zone. A fullback (or H or B?) may be put in the zone to either side of the QB. There is a 1/18 chance of a bad snap, a roll of 6 then a second of 5 or 6. If a bad snap occurs, treat as a fumble 6 yards deep, with offense recovering on rolls of 1 to 4. A C specialized as a deep snapper has only a 1/36 chance of a bad snap. Assuming the snap is successful, pass plays from this formation are treated normally, except that the pass rush value is -6 compared to its normally calculated value. The shotgun formation may be used to throw any kind of pass, and can also be used for a draw play, but no other forms of the run. The same die roll is used for both the shotgun fumbled snap and the pass rush penalty roll (if a 2 on pass rush).