CHAPTER 6
Special Events

During the course of play, various special events may occur. These include fumbles, injuries, and penalties. Generally such effects are initiated by rolling an outcome on a table which includes a special symbol, such as ~,#,or &. When this happens, another roll is made on the appropriate special events table, to determine what has happened. The special events (and runback) tables are given below:

	*	&	#	~	F		Int	rb	lrb
1	20	OL/BE	F	F	off+1		+4/-4	+0	+11~
2	30	BC 2pl	F,inj BC	inj BC	off-3		0	+1~	+14&
3	40	bkr2pl	inj BC	BC 2pl	#men		rb	-2#	+18
4	50	inj def	inj blkr	inj def	#points		rb x 2	+5	+25
5	70	DL/B/H	inj blkr	inj blkr	def+2		rb+10	+8	*-10
6	TD	pen	pen	pen	def rb		lrb	lrb	*

rb mods for C: -2if0,+1if3,+2if4+
lrb mods for S: -5if2,-2if3,5if5,10if6

6.1 Fumble "F"

When a fumble occurs, indicated by a special event outcome of "F", the outcome of the fumble must be rolled immediately, using the fumble table. Possible outcomes are:

6.1.1 Recovery by offense or defense: "off" or "def" +/- n
The ball is recovered at the distance specified relative to the front of the zone (or yard line) where the contact resulting in the fumble took place. The ball is down and the play is over. The distance given is with respect to the ballcarrier's direction of motion. If the fumble occurs after a return "off" is the side of the ballcarrier, not necessarily the offensive side at the start of the play.

6.1.2 Recovery depends on circumstances: "# men" or ""pts"
The ball is recovered by the side having the largest number of men or contact points, respectively, in the zone in which contact took place. If the numbers are equal, or the meaning of the measure ambiguous (such as on some runbacks), roll a die, with 1-3 indicating the offense has recovered, and 4-6 the defense. Count all defenders in the zone, whether they are in man to man coverage or not, at full value.

6.1.3 Defense recovers with runback: "def rb"
The defense recovers the ball, and a runback is made from the point at which the fumble occurred. (See section 6.2). If more than one defender is in or adjacent to the zone, roll randomly to see which recovered, with the players weighted 2 for being in the zone and 1 for being adjacent.

6.1.4 Fumbles in special circumstances:
a. Punt returns: A fumble rolled on the punt receiving table (an FC result) is lost by the receiving team on a 3 or 4.
b. Kickoff returns: On a kick return, an FC fumble is recovered by the kicking team on a 3 or 4. (A fumble after the runback distance, such as an "8F" result, requires a

random roll on a 3 or 4. A die is rolled, with a 1-3 meaning that the offense recovers, and a 4-6 the defense.) **Note!** This seems to have been superceded by explicit special teams rules (9.1.4) which specifies that the kicking team recovers a fumble on a roll of "men" or "points" (3 or 4).

        c. Pitchout (From 4.7.3): In cases where possession depends on the number of men or contact points, consider the ballcarrier and any defenders man-to-man on him who started within two zones of the fumble spot, or three zones if the fumble is adjacent to the sideline. Usually just the ballcarrier. (Determination is made before defensive reaction.)

        d. Sacks: A fumble by a quarterback from the "qt" table (rather than from the runback table) is recovered by the defense on a 3 or 4, and a runback is rolled with 1 added to the die roll. for the "rb" and "lrb" tables. (Such fumbles have a high probability of a TD runback.)

        Note that "offense" refers to the side that has possession at the moment. If a fumble were to occur during an interception return, the defensive player would be considered as the being on the offensive side, so that on a "1" the original defense would retain possession after the intercepting player fumbles.

        6.1.5 Fumbles out of bounds:

        On a fumble on which the offense recovers the ball, there is some chance that it rolls out of bounds stoppingthe clock. This can only occur if the fumble occurs in a zone adjacent to the sideline, or on a pitchout, or on any runback originating next to a sideline or using the "lrb" or "*" table. Roll a die, and on 1 or 2 the ball rolled out of bounds, stopping the clock. (The same die roll may also be used to determine who recovered the ball. For example, suppose two blockers and the ballcarrier are in the zone. On a 1 or 2 the ball would roll out of bounds, on 3 or 4 the ballcarrier would recover his own fumble, and on 5 or 6 the respective blockers. The ballcarrier is assumed to have a greater chance since he is presumably close and is aware that a fumble occurred, but the player can use any reasonable algorithm since the effect is only on the statistics.

6.2 Runbacks:

        The runback table is used when an unusual situation develops and some player is running with the ball. Most often this occurs incident to an interception, fumble, or quarterback sack. On a blocked kick, a runback is rolled as if from the line of scrimmage using the "lrb" table. Interceptions in certain zones also have enhanced chances for a long runback. (Note that for quarterback scrambles, the process is somewhat modified by rule 5.3.6a.)

        6.2.1 Standard runback table: "rb"
        The basic runback table is used in most of the situations mentioned above. The roll on the table gives the yard gain from the reference point where the ball was from previous action in the play. The player (perhaps randomly selected) is henceforth considered the ballcarrier and his teammates the blockers for purposes of resolving special events. A result of "lrb" causes a roll on the next (long runback) table instead. Note that the player's contact ability (not speed) modifies the gain on the "rb" table.

6.2.2 Long runback table: "lrb"

The long runback table is used when a roll on the "rb" or "I" table indicates. The distance gained is modified for the speed of the ballcarrier. A roll of 5 or 6 requires a further roll on the "*" table for a breakaway run, with the resulting gain less 10 yards on a roll of 5. The gain on the "*" table is also modified for speed. Long Runback table (see tables) – the "&" for a die roll of +25 has been eliminated. See the table at the beginning of Chapter 6. This entry on the consolidated tables (p180?) and the reference card needs to be fixed.

6.3 Injury:

On the ^,#, or & tables, some results indicate possible injury to a player. Only if that position player is present in the zone where the result was obtained is the injury effective. Thus, a "blkr inj" result would cause an injury if a blocker is present, but is ignored otherwise. (On the other hand, on a "qt", punt, or interception, or other runback type situations, a blocker injured result is effective, with the blocker randomly selected from players other than the ballcarrier on the returning team.)

In the case of a fumble or interception return, only players near the play are at risk. Usually this means within one zone. On a "qt", only pass blockers, the quarterback, or rushers are at risk. On a punt or kickoff, any player may be injured. (For purposes of resolving injuries, "blockers" are on the side of the returner, and "def" players on the other side, even if they were the original offensive team at the start of the play.)

On the "&" table (shown earlier), certain die rolls require a second roll to determine the position type of the injury. If no player of that type is present, there is no injury. For example, on a roll of 1, a second roll is made. On a 1 to 3, if a lineman is present, he suffers the injury. If the roll is 4 to 6, only a back or end would be injured. (This applies to blockers, not the ballcarrier.) A lineman present would not be injured. (For this purpose, tight ends are regarded as in the E category.) When more than one player of the type indicated is present, the injured party is randomly determined. On a runback when possession changes, "B or E" applies to a DH or LB, and Lineman applies to the defensive line, DL to the offensive line, LB to backs, and DH to ends or the QB.

Once the injured player is found, another roll is made to determine the length of the injury. An injury lasting longer than the end of the game requires still another roll to determine type and length. See "playing the game" chapter for further information on injuries. The injury table used for finding the length of an injury is shown below. The left table gives injury duration during the game. The right table gives the consequences for "longer" injuries received during the game. The "% permanent" table indicates the number of chances (out of 6) for the player not to recover from the injury. An already injured player (playing hurt) has 1 added to the in-game injury duration roll.

die roll	inj duration	die	'longer' injury	%prm
1	1 play	1	-P for d6 games	1/6
2	2 plays	2	-S for d3 games	-
3	series	3	-C for d3 games	-
4	quarter	4	-C/S for d6g	1/6
5	half/game	5	-C/S seas,-2d6g	–C 1/6; -S ½
6	longer	6	season (-C/-S)	–C 1/6; -S ½

6.4 Penalties:

Penalty results are resolved after the play. The table below is used to resolve penalties that occur as a result of "pen" on the "#", "~", or "&" tables. Penalties associated with pass rushing, bumping the receiver, and pass interference, are discussed in Chapter 5.

2 dice:	Penalties	
2	Unsportsmanlike Conduct after the play	Offense 15 yards PP
3	Clipping / Personal Foul	Offense 15 yards from foul
4	Illegal formation	Offense 5 yards, no play
5	Offensive Holding if ! on offensive side	Offense 10 yards
	Late hit / Personal foul if ! on defense	Defense 15 yards
6	Illegal procedure if ! on offensive side	Offense 5 yards, no play
	Jumped Offsides on defense if ! at LOS	Defense 5 yards, no play
7	Illegal procedure	Offense 5 yards, no play
8	Offensive holding	Offense 10 yards
9	Face mask penalty (15 or 5 yard variety)	Defense 15/5 yd fromspot
10	Defensive holding / Offsides on defense	Defense 10 yds/ 5, no play
11	Horse collar tackle	Defense 15 yards from spot
12	Unsportsmanlike Conduct after play	Defense 15 yards PP

For rolls of 5 and 6, the penalty is on the team having the most "!" players. If there are no "!" players, there is no penalty. If the teams have equal numbers of "!" players, the number of rookies is a tiebreaker. If equal, experienced players. If still a tie, a die roll is made: 1-3 Offensive foul, 4-6 Defensive foul. On a roll of 6 a penalty occurs only if a defender is on the line, in the WWL, WL, L, C, R, WWR, or WR zones, whether the ! player is a lineman or any blitzing player has a "!".

A penalty labeled "PP" indicates that the penalty occurs after the play, and the play stands. Penalties labeled "no play" occur instead of the play; the ref whistled the play dead, and the down is repeated after the penalty is assessed. (Thus, it is a good idea to resolve the penalty before going on to waste time on a play that is blown dead.) Others allow the aggrieved team to choose whether to take the penalty or the play.

If a penalty occurs incident to a runback, such as on a fumble return, the penalty is only on the runback and does not affect possession. Penalties on a runback may only be of a few varieties: illegal block, face-mask, and personal foul. If a 5 or 10 yard penalty is rolled, treat it as a 15 yard illegal block penalty. A roll must be made to determine how far from the point of return the illegal block occurred. (Use the table for this purpose in the special teams rules.) A penalty of 5 or 15 yards on the defense is a face-mask or horse collar penalty (of 15 yards), marked off from the point the ballcarrier is tackled. The offsetting penalties result is a personal foul called on players of both sides after the play in this case, and has no effect.

A penalty which occurs incident to a pass rush is explained in Chapter 5. A pass interference penalty called on the defense causes the offensive team to get a first down and the ball at the zone (and yard line) where the pass would have been received had it been caught. (If the offensive player does not get that far, the ball is brought to the yard line he reached.) A pass interference call against the offense is a 10 yard penalty. A final

possible penalty type on passing plays is intentional grounding, called as a "qt" result. Note that this penalty causes a loss of down.

When a penalty occurs near the goal line, the ball is normally moved half the distance to the goal. For this purpose, round the remaining distance to the goal line up, so a 10 yard penalty on the 13 yard line would move the ball to the 7. (On a pass interference penalty this does not apply. The ball is moved to the yard line, except that if that would be on the one yard line or the end zone, the penalty is to the 1 yard line.)

A pass interference penalty (from bump or pass tables) reverts to holding if the pass is thrown to a different receiver.

6.4.1 15 yard penalties (modification):

50% (?) of 15 yard penalties (which are not designated otherwise by earlier rules) are post-play; the results are added to the end of the play (usually a personal foul). Penalties during the play (usually a clip ,face mask, or roughing the QB) are normally marked off from the infraction. Use judgment- often these can be treated the same as post play fouls.)

6.5 Selection of players:

Often it is necessary to randomly select one of several players to determine which one intercepted a pass, recovered a fumble, is injured, or is the hero or victim of the situation. Generally the selection is based upon a particular criterion, such as pass value for interceptions, contact value for fumbles, and body count for injuries. A total is made of all players' attributes from those eligible to be selected. A die (or other random selection process) having at least that many sides is used, with each player assigned a number of values according to his attribute. (Usually this assignment will be in order of the player's jersey number.) A roll of a number not assigned causes a reroll until a player is selected. For example, an interception is rolled. There are two defenders in the zone, #23 with a pass value of 3 and #47 with a pass value of 4, but modified to 2 since he was assigned man to man to some uninvolved receiver. The pass value total is 5. A six sided die is rolled, giving a 6 result. This is greater than the number of pass points, so it is re-rolled, giving a 4. Counting 1 to 3 for #23 and 4 and 5 for #47, this indicates that #47 intercepted, and will run back the ball. Similar procedures are used for all random player selections. Note that if a player eligible to be chosen has a zero value, he is counted as 1 and all other players are increased in value by one. In the above example, if #69 is present but has a modified value of zero, the players would count as 4, 3, and 1. An eight sided die (or its equivalent) would be used. In some other cases, if some eligible players are in different zones farther from the action than others, modify their values by one or two as seems appropriate.

6.6 Hard Count play: (Optional, consider for season XII, not in use for XI):

As a play, an experienced qb can specify "hard count", where the offense deliberately tries to draw the defense offsides. In the game record, add "hc" to any play, but using "hard count" also counts against the play total. Before the snap, roll a die for penalty. Normally d6=1 offensive penalty 5 yards (someone jumped), d6=6 defensive

penalty 6 yards. If the defense is "pass rush or blitz", defense chances are +1/6 (5 or 6). Zero for "stay at home". If there is one or more "!" player, chances are also increased 1/6 for each, on either side. Chances of a defensive penalty is reduced 1/6 if there has been an earlier hard count in the game. (Only defenders at the line rushing or man to man count.) Half of defenders counted or offensive players "e" reduces chances 1/6.