

# **FOOTBALL GAME RULES**

## **For the Football Organization of Louisa**

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For Season XI

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# CHAPTER 1

## Introduction

These rules are the official rules of the Football Organization of Louisa (FOOL) league, although in any given season exceptions and modifications to these rules may be made by the league commissioner, and further editions of the rules may be issued subsequently. Due to the evolving nature of the game, there are usually some changes from one season to the next. This edition incorporates such changes made since the previous Second Edition of December 1989, Third Edition of August 2000, and Fourth edition of June 2006. The biggest change from the Second edition is the modification of the "board" representing the playing field to add new "Very Wide Left / Right" Areas at the line of scrimmage. This provides more scope for portraying wide plays and the use of more than two wide receivers. The changes made from subsequent editions are mostly clarification and rationalization. (The "open field tackle" rule is the most important addition made for the Fourth edition.)

This game system first originated in about 1973, with the first games being played that year among teams which eventually formed the UFL league. Since then, the UFL grew from four teams to eight, in the course of seven seasons of play. A new league, FOOL was founded and became active in 1987, and has played eleven complete seasons as of the year 2013. The league now has eight active teams. With the expansion of use of the game system and evolving rules, a revised edition of the rules has become necessary. This document serves that purpose.

This football game system is intended to portray the game from the coach's point of view. Therefore, each play is fairly rigidly executed to determine the gain from the line of scrimmage. There is great leeway in making up the plays themselves, the formations from which they are run, and the players assigned. The outcome of any particular play depends on all of these factors. Consequently, the rules are more complicated than most football game rules, but the added richness of detail makes the game rewarding when played over multiple seasons. There is a pitfall in terminology, since the football players being represented in the game are called "players", but the person playing the game could also be called a "player", creating confusion. In the rules to follow, "player" will generally refer to the playing piece. The game player will be referred to as the "coach" for his particular team.

The rules of the game include a number of parts which can be considered separately. The most important are those which describe how a particular play is set up and executed. They are found in chapters 3 to 6. With those rules and a few additional simple rules and assumptions, it is possible for two players to play the game in person. Chapters 7 to 9 add additional detail and provide for special teams. Play by mail, which has actually accounted for most of the games played in both leagues, is addressed in Chapters 10 to 12, along with operation of a league. This includes how to conduct a draft, and player changes from season to season.

It is assumed that players are already familiar with the rules of Football. No attempt is made in these rules to duplicate them. For example, the score associated with different modes of scoring, how to gain a first down, the consequences of a safety, and such are not included. Rather, these rules describe how to execute a simulation of the play of the game.

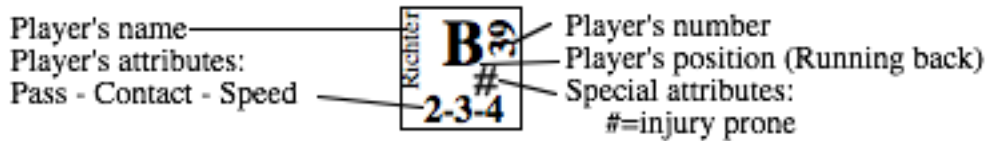
In general, the league has followed the conventions of the NFL rules. However, the Football Organization of Louisa still does not allow the two point conversion after a touchdown, on an unsuccessful field goal spots the ball at the line of scrimmage rather than at the spot of the kick, and kicks off from the 35 yard line (rather than the 30 as was done for a while in the NFL). Teams winning the coin toss can now choose to “defer” for Season XII – Commissioner’s decision. Penalties are assumed to work the same as in the NFL, except 5 yard inadvertent face mask penalties are still called. FOOL does not allow coaches to challenge officiating calls at all, and there are no booth reviews; all calls are made on the field.

## CHAPTER 2

### The Game Components

#### 2.1 The Player Pieces

Each football player is represented by a marker as shown below, which bears the player's characteristics: name, position, jersey number, receiving ability, contact ability, and speed. (Some players may have more than one special attribute, most have none.) The first three characteristics are similar to common football usage. The player's name and number, together with his team (indicated by the color of the marker), serve to identify him, and have little or no other role in the game mechanics. The position identifies how the player may be used, and does have a bearing on the rules. The basic positions are C, G, T, Q, E, and B on offense and DE, DT, LB, and DH on defense. (Further specialization is possible in the advanced rules that are generally used.) The three numbers for pass, contact, and speed are the primary characteristics used in determining the outcome of a particular play. In all three cases, a larger number is better.



Receiving ability, the first of these in the case of most players, is important in catching passes, pitchouts, kickoffs, and punts, as well as for pass defense. Quarterbacks have a pass throwing value (sometimes put in parentheses) rather than a receiving value. Quarterbacks are all assumed to have a receiving value of one, should they for some reason find themselves receiving rather than throwing a pass, or making punt or kickoff returns. All non-quarterback running backs are assumed to have a passing value of zero, should it be needed. Other players may not play quarterback at all. Most linemen have a pass value of zero. In those cases where the pass value is not zero, it applies to pass rushing and blocking, rather than receiving. If, for some player, the pass value is blank (true for most linemen and some linebackers), the value is taken to be zero, and is omitted to simplify the marker.

Contact ability is important in tackling, blocking, pass rushing, carrying the ball, and in attempts to recover a fumble. It also may play a role in determining kick return yardage and such. Speed is important in reaching remote parts of the field, pursuit, and the pass rush. A fast player as ballcarrier or receiver has a better chance of eluding coverage or pursuit, and making a long gain. Speed is perhaps the most important attribute at most positions.

Further description of the position attributes and of the special characteristics and more specialized position definitions players may have can be found in Chapter 7. The special attributes apply only if the optional rules are in use, as they generally are in FOOL.

## 2.2 The Gameboard

The figure below shows the gameboard, which represents the playing field relative to the line of scrimmage. The field is subdivided into the offensive and defensive sides of the line of scrimmage. These regions are further subdivided into "zones" and, on the defensive side, "areas". A zone corresponds to the space that can be covered with one unconstrained movement point under normal conditions. As offensive players move, they count out movement points in zones up to the limit given by their speed. A player with a speed of 4 would normally be able to move 4 zones. Certain groups of zones, the deeper ones, on the defensive side of the field, are separated by dashed rather than solid lines. These larger groups of zones are called areas, and correspond to the area which can be covered by a defender in a zone type defense, given the time it will take a play to reach that part of the field. As an example, the Short Center "SC" zone and Medium Center "MC" zones together constitute an Area, which is known by the name of its shortest zone in most cases, here as the "Short Center Area." Defensive players are initially positioned in areas, and only put in particular zones of the area when the play develops.

			<b>TB</b>						
	-6 yd						-6 yd		
	P3 5	P2 6	H2	F H1	H2	P2 6	P3 5		
	-3 yd		H1	Q H1	H1		-3 yd		
		TE	T	G C G	T	TE			
<b>W</b> <b>W</b> <b>R</b> 3	-2 yd	-1 yd	Line of Scrimmage				-1 yd	-2 yd	<b>W</b> <b>W</b> <b>L</b> 3
	<b>WR</b> Wide Right 4	<b>RE</b> Right End 5	<b>RT</b> Right Tackle 5	<b>RC</b> Right Center 5	<b>LC</b> Left Center 5	<b>LT</b> Left Tackle 5	<b>LE</b> Left End 5	<b>WL</b> Wide Left	
Wide Wide Right	<b>RS</b> Right Sideline 3	<b>SR</b> Short Right 4		<b>SL</b> Short Left 4		<b>LS</b> Left Sideline 3		Wide Wide Left	
<b>IR</b> Intermediate Right 2			<b>SC</b> Short Center 3			<b>IL</b> Intermediate Left 2			
<b>MR</b> Medium Right 1			<b>MC</b> Medium Center 2			<b>ML</b> Medium Left 0			
<b>DR</b> Deep Right 0			<b>DC</b> Deep Center 1			<b>DL</b> Deep Left 0			
<b>VD</b> Very Deep 50 yds						30 yds 0			

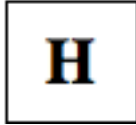
Each zone has a "short boundary" nearest the line of scrimmage (on the defensive side) or farthest away (on the offensive side). Except for the initial contact on a pass reception, the number of yards indicated at the short boundary of the zone is the reference point for any contact that takes place in that zone. Note that for the "Wide Left" WL, "Wide Right" WR, "Wide Wide Left" WWL, and "Wide Wide Right" (WWR) zones, the short boundary is at -2 yards (relative to the line of scrimmage) rather than at zero, even though these zones are considered on the defensive side of the line of scrimmage for all other purposes. This reflects the hazard of loss on long lateral runs. The "Left" L and "Right" R zones at the line of scrimmage have two short boundaries, at zero and -1 yards, depending on where they are entered by a ballcarrier. These zones each have two additional labels, for example "L" has "LT" and "LE", which are used to indicate the entry point for the ballcarrier during a play.

Each zone on the defensive side has a pass value, which reflects the ease of completing a pass to that zone. Larger numbers indicate better chances of completion. On the offensive side, some zones are marked with pitchout values, P2, P3, P4, etc. or handoff values H1, or H2. These indicate the number of movement points which must be expended prior to receiving a pitchout or handoff in that zone. (In the case of pitchouts, this is not an absolute limit. Earlier pitchouts can be taken at some cost in chance of fumbling.) The pitchout zones have a pass value as well, used for determining whether the pitchout is completed (not fumbled).

Certain zones on the offensive side are marked with the positions of players who normally start in those zones: C,G,T, and Q. All of these zones must have a player of that type in the zone at the start of the play. (There are exceptions under the advanced rules: shotgun formation, and unbalanced line.) Certain other zones are also considered starting positions for some types of players, for the TE, F, TB, or W, but having a player in that position is optional. (It is necessary in some cases to fulfill conditions for normal football rules, however. In particular, there must be seven offensive players or more at the line of scrimmage, including one or more outside the outermost interior lineman. (Set backs of a yard for multiple receivers on one side or the other are not represented – the zones are large enough that this is below the resolution of the game.) The rules include exceptions to the positioning constraints for certain formations, such as an unbalanced line. Usually, such formations are not advantageous.) On the defensive side, it is normally necessary to have at least one defensive lineman in each of the L,R, and C zones. While it is possible not to do so, such a defensive formation carries penalties, and is usually disadvantageous.

### **2.3 Coverage markers**

These markers each bear a position indicator for some offensive position. A defensive player is marked with a coverage marker if he is to cover the corresponding offensive player man-to-man. (In effect, he keys on the covered player's actions, and moves to cover him during the play.) The offensive player position labels are meant to be as specific as necessary to uniquely indicate the man covered. If there are insufficient markers of a particular kind, a blank marker can be used with a verbal coverage announcement, or additional markers can be made and added to the mix. There is no particular limit to the number of defenders who can cover a particular offensive player.



Coverage marker indicating that this defender is covering the Halfback

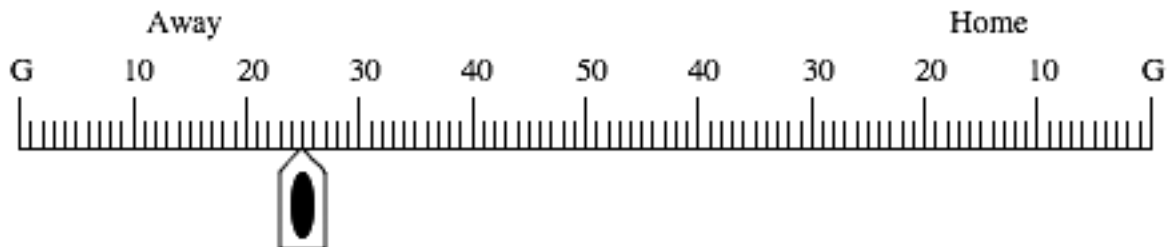
## 2.4 The game record

A means must be provided for the offensive player to write down the play he will run. A game record fills this function, while also providing space to write down the current ball position, yards gained, and time. The game record may also serve as a convenient description of the game from which statistics can be compiled after the game. For play-by-mail, the game record must be used, as well as a special "game plan" used to define plays and strategy. The game record is described more fully in Chapter 10, and the "game plan" in Chapter 11. An example game record for "in-person" play is shown below. The notation for writing the plays is explained in later chapters. Note the essentials: An indication of who has possession, the yard line of the line of scrimmage for the play, the play itself (including identification of the ballcarrier), the yard gain (and any special events such as penalties, fumbles, and sacks), and the time at the end of the play just prior to the next snap. Note that space is also provided to indicate players on the field, either "starters" (st) or explicit substitutions made.

Position	Off	Def	Play	Gain	Time
Maroon			KO to Maroon, 60 yd	+21rb	14:5
M26	st	st	LH/RE (G,G) (TE) (RW) #23	+6	14:1
32	st	st	F/RC ( ) (TE) #21 inj def #27 series	+2	13:3
34	-23 +35	-27 +52	F/RT (LG,TE) (RW) #21 Fumble-3, M62 Rec.	+1 F-3	12:5
32	P	PC	Punt #9 standard +40 no rb	+40Pnt	12:4
Silver S28	st	st	WR/IR    LW/DR	0 inc	12:3

## 2.5 Scoreboard and field position display

No scoreboard display is provided in the game. For play-by-mail, it is not needed since the game record contains all of the information required. In in-person play, the game record is not conveniently accessible to both players, so a display showing the score, ball position, time, and down-and-distance situation is quite helpful. One can easily be fabricated, or such a display can be borrowed from a cheap commercial football game. Chits with numbers on them can also be used for the purpose.



## **2.6 Dice:**

This game was developed to be played with only six sided dice. There are numerous occasions when more choices are needed. Some events such as the "bump" of a receiver on a pass route requires a two dice roll. Many special teams events such as kicks require 3 dice. In some cases such as on passes, we would really like 12 choices rather than just 6. So occasionally you will see two results separated by a diagonal line. In such cases, roll a second die, taking the upper result if the second die roll is low, and the lower if the second die roll is high. Use of this convention is also common in offensive play selection for by-mail play. (One could use a single 12 sided die for these rolls instead.)

## CHAPTER 3

### Sequence of Play

This chapter describes the general sequence of play for executing run or pass plays. Special teams play execution is described in Chapter 9. Exceptions to the sequence given below are detailed in Chapters 4 and 5, which describe the execution of the run and pass plays respectively in detail.

#### 3.1 General sequence of play:

The general sequence is given below. Each of these steps, particularly 1 through 5, should be taken with a minimum of delay, or a timeout should be called to ponder the play at greater length.

1) Offensive player selection:

The offensive coach selects eleven players to be on the field for the play.

2) Defensive player selection:

The defensive coach selects eleven players to be on the field for the play.

3) Offensive lineup:

The offensive players are positioned on the game board according to the desires of the offensive coach, within the constraints of player abilities and positions.

4) Offensive play selection:

The offensive coach writes down the play that will be executed. The manner in which this is done will be detailed in section 3.3.

5) Defensive lineup:

The defensive players are positioned on the game board according to the desires of the defensive coach. The constraints will be described later. Coverage markers are placed on particular defenders to indicate man-to-man coverage. The defensive pass rush status is announced, with no announcement meaning that there is no initial pass rush: that defensive linemen are playing for the run.

(In in-person games, the offensive player may choose to call a timeout as he sees how the defensive players are being positioned, as long as this is done prior to the announcement of the pass rush option. The pass rush announcement must therefore be the last act of this phase of the play. It is not quite sporting to announce the pass rush at the same time that a player (perhaps one who is blitzing) is being positioned, since this does not provide any opportunity for the offensive QB to call a timeout.)

6) Play execution:

The play is executed according to the way the play was written down by the offensive coach. Ultimately the gain on the play, in number of yards, is determined. There may be side effects such as injuries or a change of possession. Chapters 4 and 5 detail this phase of the game in detail.

### 7) Administrative:

The yardage gain is recorded, along with the time and any other special events. Both players are made aware of the ball position. The offensive player has the game record; it is his responsibility to announce these facts, or to set the scoreboard display if one is used. Any injury consequences are determined.

### 3.2 Offensive lineup:

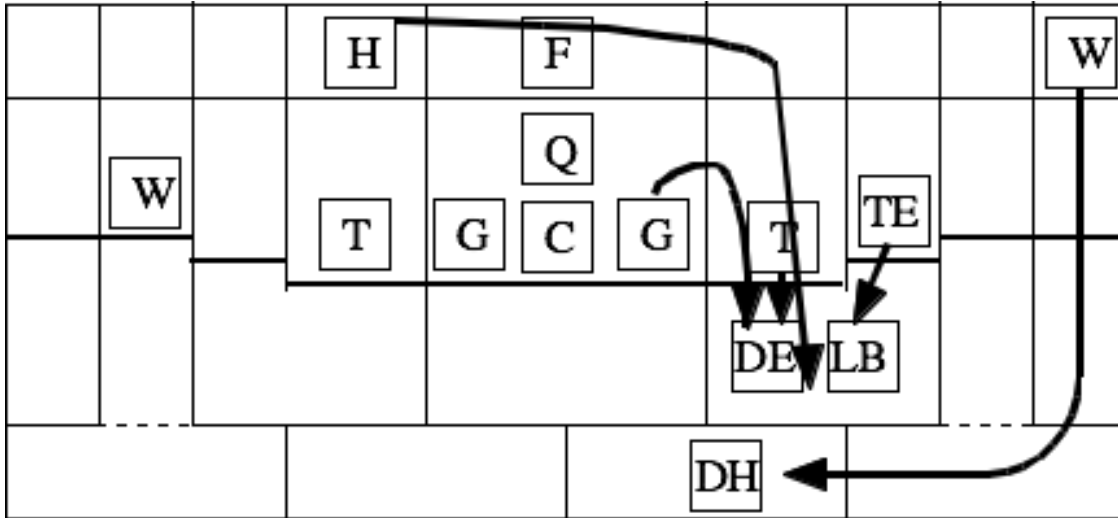
The offensive positions on the gameboard of Q, C, G, and T must be covered by appropriate players, generally of the same position, or (under advanced rules) a utility player able to play that position. A running back such as a B, H, or F can play the Q position, but will have a zero pass value. A total of seven players or more (other than the QB) must start in zones adjacent to the line of scrimmage. Normally this means that a tight end (E or TE) or wide receiver (W, E, or B) will be at either end in the tight end or wide receiver zone respectively. A player set up in the offensive zone outside of and adjacent to the tackle must be a TE or E. A Tight End (TE) may not line up elsewhere. (However, see unbalanced line rules for an exception.) A Wide Receiver (W) must line up in one of two wide zones, or opposite the "Wide Wide" (Can also be referred to as "Very Wide") defensive zones, either on the line of scrimmage or in the zone one removed from the line of scrimmage, on either side. A Fullback (F) lines up in the zone directly behind the quarterback. A Halfback (H) or even two H's can start in that zone even if there is no F. (This is a change from an earlier rule) A H must line up off of the line of scrimmage between the tight end positions, inclusive. (A H may line up in the TB position, but unless he is a specialized tailback he gets no special benefit from doing so.) A general purpose back (B) may line up as a H, F, or W. A general purpose end (E) may line up as a TE or W. A lineup such that a tackle is an eligible receiver is considered illegal, although a T could play "out of position" as a TE with a poor pass value.

The above provisions limiting players to certain positions may be waived by declaring that a player is playing out of position, at some penalty. Generally the player is credited one less in contact value, and sometimes one less in pass value (such as when a player is substituting at wide receiver). Chapter 7 has a fuller elaboration of these provisions, and should be considered authoritative in this matter. For some positions, such as center and running back, use of a substitute may add a chance of fumble. Usually such substitutions are necessary only due to injuries.

### 3.3 Offensive Play Selection:

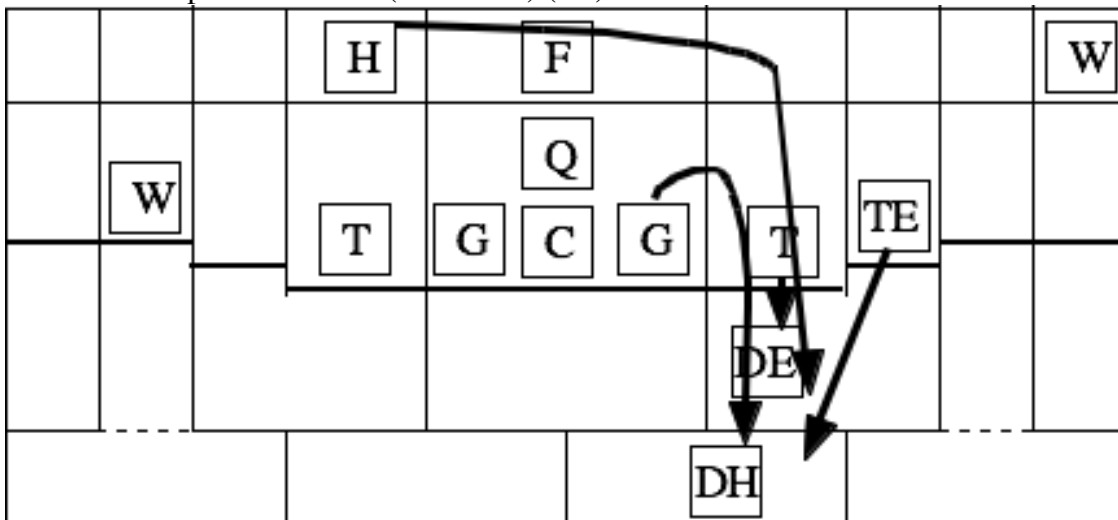
Play selection consists of indicating a ballcarrier, where he is to run, and who is to block and where. The general format is illustrated by example as follows for a run play:

H/LT #27 (LG,TE)(WL) [ or H/LT (LG,TE)(WL) #27 ]



Here, the ballcarrier is the halfback. If there is more than one halfback who could execute this play, a more specific designation, such as RHB must be used. He is to run the play by moving to cross the line of scrimmage into the L zone at the LT position. The play as written is defective if he does not have sufficient movement points to do so. The blockers in zone L are the left guard, who pulls (requiring 3 movement points, as Chapter 4 will specify), the tight end TE (it is assumed that this is the left tight end if there are two), and (implicit) the left tackle. The tackle need not be mentioned since it is assumed that all linemen, unless mentioned, block straight ahead into the adjacent defensive zone. One zone straight downfield from the LT entry point, in the SL zone, the left wide receiver (WL) will block. In the game record, the player number of the ballcarrier should also be included as shown for statistical purposes.

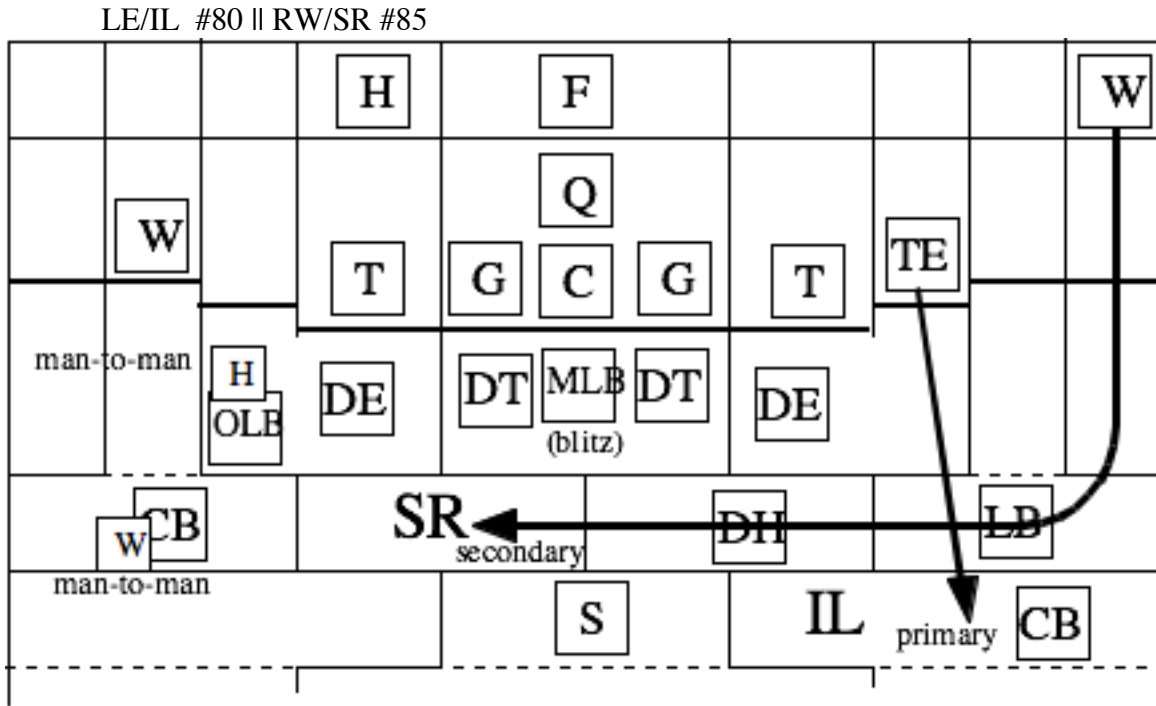
Another example: H/LT #27 (F LG lead) (TE) Here the G is a “lead blocker”.



The way the play is written has implications for offensive setup. If there is no left wide receiver, that blocking assignment is ignored, since there is no left wide receiver. If the left guard has only one or two movement points, that assignment is ignored since the left guard on the field cannot perform as specified. In case of ambiguity, use the player closest to the assignment. If the SL blocker had been designated as "W", the left wide

receiver would still be taken, but if no left wide receiver was present, the right wide receiver would be used. (Such defaults and assumptions are normally important only in by-mail play, where a given play may be used with different offensive sets, or with unanticipated substitutes.)

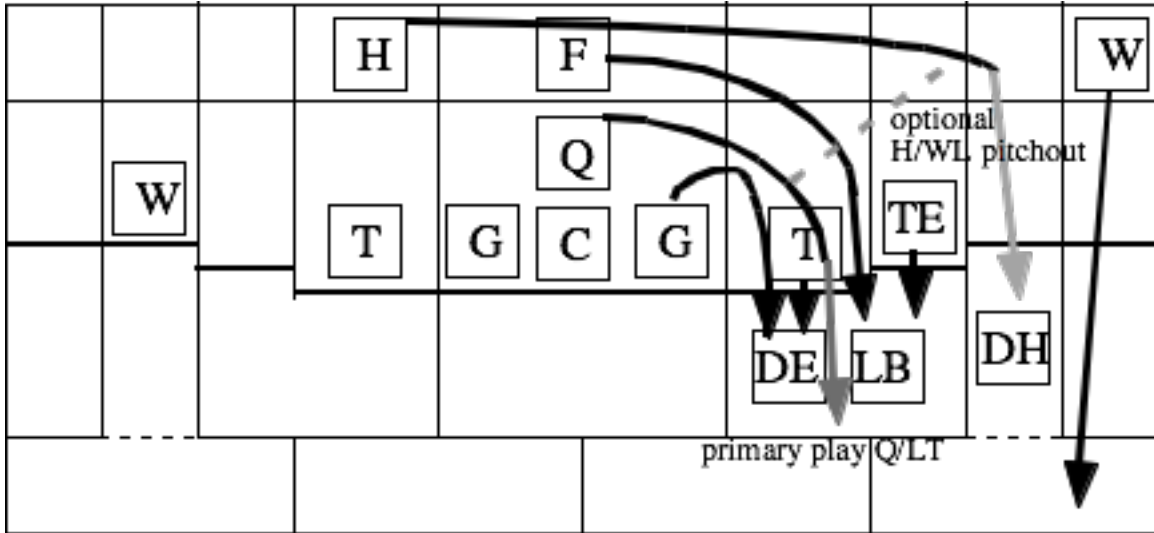
A pass is written similarly, but no blockers are indicated. (A screen pass is an exception, and is written similarly to the run.) For a pass, screen pass or draw, the entry point need not be specified, only the destination zone. A pass play may also designate a secondary receiver. An example is:



This play has as a primary receiver the left end in the Intermediate Left zone, and as the secondary receiver the Right Wide receiver in the Short Right zone. Note that the player number for both should be given. If the pass is actually thrown to the secondary receiver, the first part of the play as written should be marked out to remove possible ambiguity for the statistician. It is possible for quarterbacks of exceptional ability to have a tertiary receiver.

The "||" symbol for an alternate play may also be used for options such as a QB option run. In the play written below, the option is to pitch out to the halfback going wide left, while the quarterback runs left tackle. Note "P" is used as a prefix to the destination to indicate a pitchout.

QB/LT #11 (F,TE)(LG) || H/PWL #27 (-)(WL)



In some plays, special options are used such as "qk", "+1", "loft", and such, which must also be included in the play as written.

### 3.4 Defensive setup

There must be a DE (or a utility player or one playing out of position as a DE) in both the L and R zones (areas). These players must be outside of all other defensive linemen. Linemen between them must be DT or DL types. A DT (or utility or out of position player playing the DT position) must also be in the C zone (area). A DE or DT playing outside of the R,C, and L zones is out of position, and is consequently -C and has a zero pass value. Any violation of the above conditions results in at least one penalty (of a contact point, usually) for players being out of position. If there is more than one DT, the other(s) may start in L, C, or R, but inside the DE's. If no DT is in C, a LB in that zone, or nearest it (as chosen by the offense) is reduced -C to compensate, and one is added to any contact die roll in that zone.

DH (or S or CB) players are allowed to start in the L, R, or C zones only if they are blitzing. If they are present but not blitzing, they are, in effect, playing out of position as a linebacker, and are penalized -C. LB type players (LB, OLB, MLB) may not start in the DC area. A MLB may start in C, L, R, SL, SC, or SR. He is otherwise -C. An OLB may start in areas IL, IR, or areas LS, RS, SL, SR, or L or R.

A CB must start in an area adjacent to the sideline (WWL, LS, IL, WWR, RS, or IR) if there is a wide receiver on that side. If there is no wide receiver on his side, he may also start in SL or SR. If there are two CB players on a given side but only one W, the second one may be positioned as if there was no W. A S cannot start in LS or RS unless he is blitzing, and may not start in WWL or WWR at all. (Of course, he could do so as a DH playing "out of position", and that applies to most other restrictions.)

There are speed minimums for all defensive areas. A player not meeting the speed minimums is -C, -P, and, if he is alone, 1 is added to any contact die roll. The minimums are:

C	1
L,R,SL,SR	2
LS,RS	3
SC,IL,IR,WWL,WWR	4
DC	5

Man to man coverage markers may be placed on any LB or DH type not blitzing (but not linemen). Only eligible ballcarriers and receivers can be so covered. There is no restriction on who can cover who, but rules on offensive movement and coverage make some choices more obvious than others.

Defenders in a line of scrimmage zone must be arrayed in one row (left to right) so that penetration can be properly assessed. In by-mail play, it may be convenient at times to place the defenders in two rows, but they are still treated as if in one row for resolving penetration. Note also that there is a limit on the number of defenders who can effectively pass rush from a particular zone (4 for C, 3 for L,R). There can be additional players in the zone but they cannot rush, for example a MLB covering the FB. These considerations need to be taken into account during defensive set-up.

### **3.5 Time limits**

At the end of the defensive lineup phase, the defensive coach indicates that he has completed, and announces any blitz or other line play options. Play proceeds with offensive movement, as described in chapters 4 and 5. It is possible that one or the other player will deliberate excessively, slowing the game. A possible solution is a 30 second timer, to be started as soon as the previous play is completed and recorded. Alternatively, the other player may call a timeout for the slow player (or, if no timeouts are left, a delay of game penalty). This should be done only if the time taken is obviously too long. Players are free to deal with this issue in any reasonable way.

### **3.6 Time outs**

In in-person play, the offensive coach may call a “time out” at any time prior to the defensive coach announcing the rush option. The defensive coach might be sneaky and move a player up to the line of scrimmage as he announces a blitz. In that case, if the time out is called simultaneously (or nearly so), the time out has the priority. Otherwise, if the time out is called at the same time roll a die to see if the time out was called prior to the snap. (high = called in time).

## CHAPTER 4

### Run Play Execution

This chapter describes the execution of the most basic play, the run. Play execution includes the following phases:

- 4.0 Defensive Line play choice
- 4.1 Offensive movement
- 4.2 Defensive reaction
- 4.3 Contact resolution
- 4.4 Pursuit
- .....Additional contact resolutions until play is completed

There are several options and variations on the run, such as the reverse, pitchout, draw, and QB option which will be described later. Also, the effect of a blitz or pass rush will be described here and in Chapter 5.

#### **4.0 Defensive line play options:**

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 5 (Pass plays) rather than the Run. Of course, there are some occasions where a "run-blitz" uses a nominally pass oriented option effectively against a run by taking advantage of penetration possibilities. 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.

**4.0.1. 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.

**4.0.2. 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.

**4.0.3 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.)

**4.0.4. 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.

#### **4.1 Offensive movement:**

In general, each offensive player may be moved a number of zones equal to his movement allowance (or speed). These moves are subject to a number of restrictions and inhibitions. The moves are carried out in such a way that blockers and ballcarrier are moved into the positions specified by the written play, or as close to the play specifications as player ability and defensive dispositions will allow.

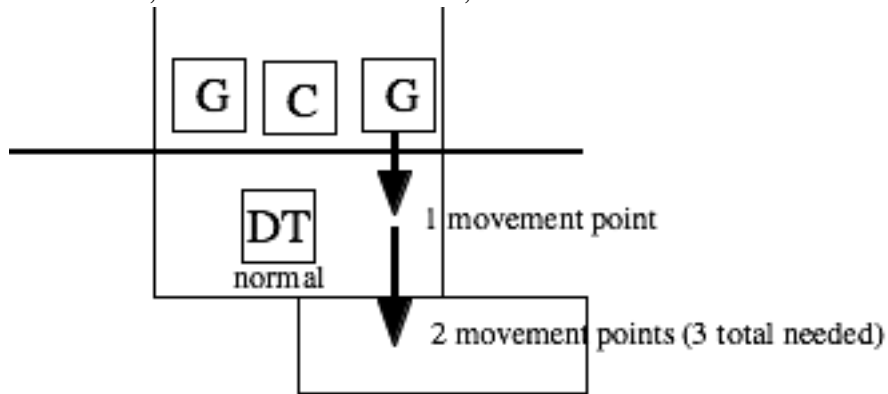
##### **4.1.1 Zone-by-zone movement:**

All moves, counted out one zone at a time, must be directly into an adjacent zone, and may not be diagonal. Moves directly from the TE positions directly to WL or WR are considered diagonal for this purpose, and are prohibited. Similarly, entry into L at the LE position must be from the TE position, not from the tackle (T) zone. (It is important for some purposes how a player enters a zone.)

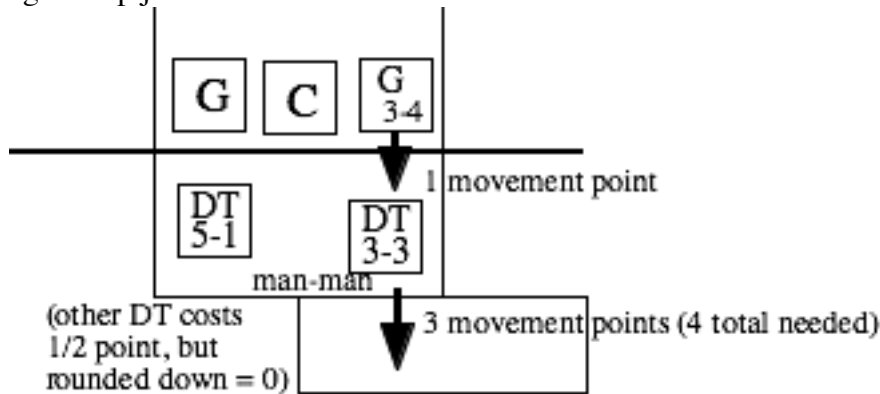
##### **4.1.2 Movement penalties at Line of Scrimmage:**

All offensive player moves out of zones L, R, and C pay a movement cost penalty of one from movement allowance for each defender in a "zone" posture (non-blitzing, and not man-to-man (see later if covering the moving player). The penalty (if any) is one movement point less when L or R is entered from the TE position, as detailed

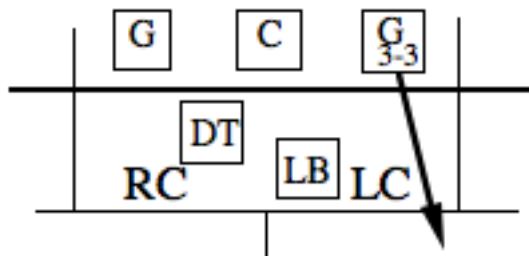
in 4.1.3 below. The movement cost penalty is 1/2 movement point (rounded down) for rushing, blitzing, and man-to-man (not covering the moving player) defenders. Thus, if there is one DT in "normal" mode in C, and no other defensive players, then a guard moving directly into C must have at least 3 movement points (speed value) to reach SL: one to move into C, and two to exit C to SL, as shown below.



If the defender is covering the moving man, he causes a penalty of two movement points instead of one if he is of equal contact value to the man moving, one extra if he is less in contact value, and prevents all further movement if he is greater in contact value than the moving offensive player. Note that even if the defender is covering the ballcarrier, he does not inhibit the movement of blockers except for the 1/2; he's trying to stop just the ballcarrier.



(Variations on this rule are made for optional rules 4.1.13 "lead blocker" and 4.2.13 "cover linemen" defense. Defensive linemen in "cover linemen" are treated as if man-to-man on their opposite offensive linemen.) Specialized players who are considered -c for blocking (H, TB, W) are also considered -C for the purposes of moving through the line to block downfield. Note that other rules cover potential pass receivers (in Chapter 5).



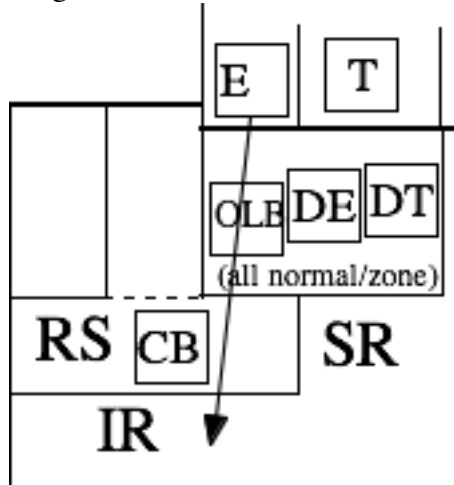
Consider also the play H/LT (TE)(LG) shown below. If there is no pass rush announcement, and the LB is in "zone" coverage, the LG would need 4 points (1 into LC, 1 + 1(DT) + 1 and 3 more (LB+DT) to reach SL. But, if a rush was announced, the

DT only counts 1/2, and the G can get to SL, since the 1/2 is rounded down. Similarly, if the LB is in man coverage on the Fullback (or even the Halfback!), the LB counts only 1/2, and the G can make it to SL to block as assigned. If the LB is blitzing, the same is true, the G gets to SL. (There is no way a G 3-2 could get to SL in this situation. He could if the LB was absent and the DT pass rushing.)

If an offensive player is covered man-to-man and was not written into the play, but ends up blocking versus penetration (See 4.6), the defender covering him counts as 1/2 for offensive movement purposes, just as he would if the offensive player was completely uninvolved.

**4.1.3 Entry to L, R from TE position:**

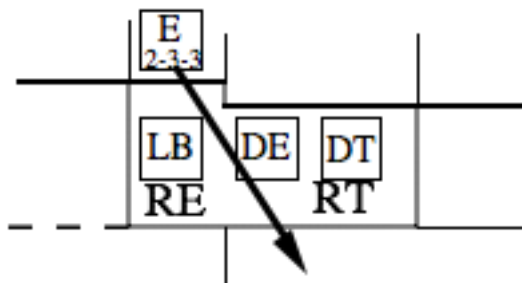
For the tight end, or any other player entering the L or R zones via the TE position, the above rule is modified by one fewer defensive player. Thus the RE, an "E" player (rather than a specialized TE) who is in tight at TE, can move to IR to block there on a H/RW play by expending only three movement points if only a DE is in the zone. (See the diagram, but assume the OLB and DT are absent.)



If a DE and a DT are both in the zone, it will take four movement points to reach IR, one extra for the extra defensive player in zone. In that case, the E can only get to RS, and blocks there instead. If the two (or three) defensive linemen are rushing, then it would only take three movement points (no penalty extra points) and the end can block in IR as intended.

With an additional defender, for example a LB as shown with DE and DT, the cost would go to five. The end shown (3 movement) would be unable to move to IR or RS, and would not be able to block on the play. (Note that a specialized TE can have yet one more equivalent of a zone defensive player present without being slowed.)

Below we see a case where the end is trying to reach SR in order to block.



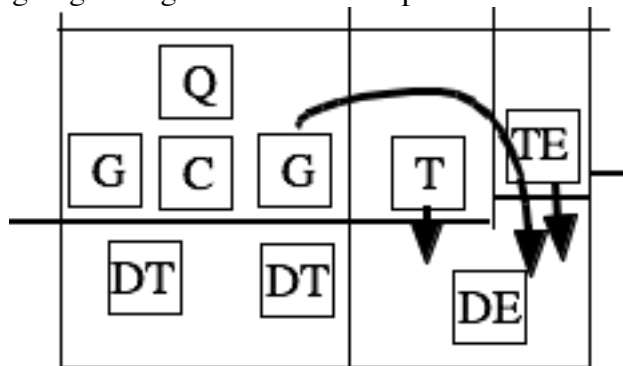
If no pass rush was announced and the LB is in zone coverage, the E will have to pay 4 movement points to reach SR. This particular E cannot make it, having only 3 movement points. He would block in R instead. However, if there is a pass rush, but the LB remains in zone, the DT and DE count as 1/2 each, for a total of 2 defenders in the zone, so the E pays only 2 to exit the R zone, and can reach his assignment. If the LB were man to man on the H or blitzing, the E would also get to SR, even if the linemen were not rushing. However, if the LB is man to man on the TE, then size matters. Assume the LB is also a 3 (equal contact value), so the cost penalty is 2. The E cannot get to SR even if the linemen are rushing (1 to R, 1+2(LB) +1(DE+DT rushing) -1 (entering from TE slot) = 4. But, he would get there if the DT was absent, the DE was rushing, since that would be equivalent to 1(to R) + 1(to SR) +2(for the LB) +1/2(for the DE) defenders, rounded down, and -1 for the E entering at the TE slot, to give an exit cost of 3. (Note that against a 4 contact value LB in man to man the E doesn't get anywhere beyond R.)

**4.1.3a TE going outside: (optional variation on this rule, in use)**

If the cost to exit L or R after entering from the TE position is 2 as described above, but the moving player is going next to the RS or LS zone respectively, count the cost as 1 instead of a 2. Similarly, decrease costs from 3 to 2, etc. in this circumstance. It is easier for the tight end, or another player passing through at that position, to get outside.

**4.1.4 Pulling linemen:**

Any offensive "down" lineman (T, G, C, or TE/E from TE position, for purposes of this rule) who does not make his initial move directly forward pays a -1 movement point penalty. The only exception is when such a player moves to an adjacent zone on the line of scrimmage which is not occupied by another down lineman. This will always be the case for a TE moving out to WL or WR, and occasionally for a tackle when there is no adjacent TE. (Note: This rule replaces an earlier rule that moves across the zone boundary between T and G cost one extra movement point.) Example: See below. The guard pays a 1 point penalty, and moves 3 zones, so he needs a total of 4 movement points to block on this H/LE play. (Specialized guards get a +1 bonus when pulling, so a 4-3 guard could do this but a 4-2 could not.) Note that the guard needs to enter at the same place the ballcarrier does, or pay an extra point to get in position (see 4.1.10 on that), so going through C would cost 5 points to block on this play.



**4.1.5 Pulling behind the Center:**

Any move by a lineman behind the center through the zone containing the C and QB starting positions is penalized one movement point extra. Thus, the LG pulling to L via LE as shown above requires four movement points, while the RG would require five.

A LT pulling to block in WL with no TE on that side would need 3 movement points. If there is a TE, he would need 4. (He could also go through L to reach WL, but might then have to pay extra movement points for defenders in the zone, and to get in position as described in rule 4.1.10 below. This only takes 3 movement points if there is only a rushing DE in L, but the rushing DE could tackle the ballcarrier due to penetration with the tackle not there to block him.)

#### **4.1.6 Prohibition on pulling the Center:**

The Center may not pull; he may only move forward into C with his first movement point. He may then move elsewhere if he has sufficient movement points remaining. (Yes, in the NFL centers sometimes pull. We can't handle that complexity.)

#### **4.1.7 Ballcarrier movement:**

The ballcarrier is the last offensive player to be moved. He must move in such a way that he either passes through a handoff zone labeled H1 having expended one movement point, or an H2 zone after having expended two movement points. If necessary, movement points may be expended without movement to meet this requirement. If he changes to an opposite direction, reentering a previously occupied zone, there is an extra movement point of cost. This would usually occur due to a H moving toward the Q to receive a handoff, then back to the outside to the side he came from. (For a pitchout, see rule 4.7.3, which replaces this rule for such plays.)

#### **4.1.8 The QB as a ballcarrier:**

If the ballcarrier is the QB, rule 4.1.7 above does not apply, but the QB expends one movement point to receive the snap before he starts moving. Note that the 1 m.p. to receive the snap allows a penetration roll in the zone where the snap is received by rushers from C. This can cause problems. A QB does not pay this +1 extra if he moves directly forward into C (a LC or RC play). The QB may run into zone C only on a draw or dive play. In the latter case there are no blockers other than linemen. The one point of movement for the snap is not considered for purposes of penetration in this case.

#### **4.1.9 Movement to defensive zone:**

The ballcarrier must terminate his movement in a defensive zone (on the defensive side of the line of scrimmage), the first he encounters. The ballcarrier must have sufficient movement points (speed) to reach the zone, or the play as written is not legal.

For by-mail play only: If failure to reach the defensive zone occurs in by-mail action due to substitution of a slower player or due to tiredness penalty, either select a different play if possible by re-rolling for play selection, or (if necessary) modify the play to go to a zone that the ballcarrier is able to reach. By-mail instructions may include a default for this. Usually it is assumed that the play should be re-selected. Another option is to treat the line of scrimmage as being at whatever zone the ballcarrier was able to reach. For example, if the play was to WR (at -2 yds) and the ballcarrier is one movement point short of reaching that zone, the play would be executed as if he did get

to WR but with the line of scrimmage being at the zone which he actually reached, at -3. If he was short by two movement points, the line of scrimmage would be at -6 yards. (It is a matter of option whether a deliberately written play of this type should be allowed.)

#### **4.1.9a Specialized H and TB options.**

This is a special attribute of the H or TB. On a normal (non-qk play) or +1 play a specialized H may opt to run to either WL or WWL (if the play was to WL) or to WR or WWR (if the play was to WR). In order to exercise this choice, the ballcarrier needs enough movement to reach WWL or WWR. Blockers block as if the path is WR or WL if the play is written to those zones. The decision is made which way to go during offensive movement by the ballcarrier. Similarly, a specialized TB (from the TB position) can run plays to L, R, and C in which the choice is made at offensive movement.

#### **4.1.10 Blocker entry direction (Advanced Rule in use):**

If a blocker approaches a defensive zone on the line of scrimmage (C, L, R, WL, WR, WWL, WWR) from a different direction (with respect to leftward or rightward) than the ballcarrier (for example, from the side) or from the same direction as the ballcarrier (for example, by crossing the line of scrimmage), but not at the same previous zone as the ballcarrier (say LT vice LE), one extra movement point must be expended in establishing blocking position in front of the defender to be blocked. (Failure to do so could be a block from behind, a clip, very likely resulting in a 15 yard penalty.) If a designated blocker cannot pay the extra movement point, then it is assumed that he does not block rather than risk the penalty. In by-mail play, it is assumed the blocker does something else, and so does not draw covering defenders to the ballcarrier's path.)

If the zone in question is not on the line of scrimmage, then the requirement to expend an extra movement point applies only to blockers entering from a different direction (usually from the side), and not to those that enter from the same side as the ballcarrier but from a different zone.

This rule does not apply to blockers who start movement on the same side of the field toward which the play is being run, such as the LW, LE, or LT on a LT play. It also does not apply to a play directly forward, such as F/LC. The players who are penalized are those coming with the flow from the same side of the field as the ballcarrier. This rule also does not apply if the ballcarrier moves only straight ahead (e.g. F/LC, RH/RT, etc.)

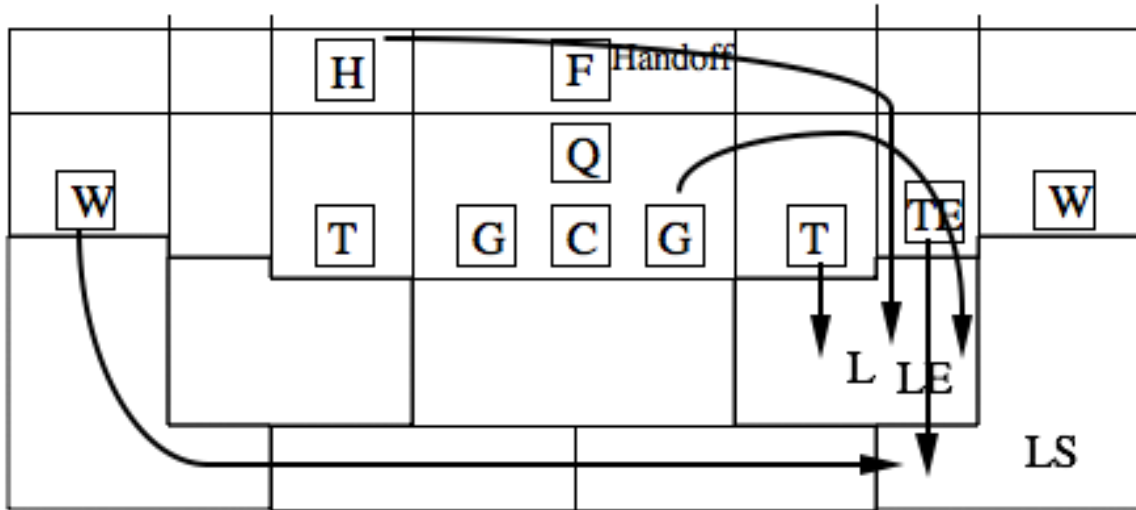
A blocker who enters the assigned zone, and has the required extra movement point necessary to block, but who finds that there is no defender in the zone to be blocked after defensive reaction, may instead use the extra movement point to proceed downfield and block someone else. This is assumed in play by mail. (This is a special case of the offensive reaction follow-up phase described in section 4.2.8.)

Some examples are shown to illustrate this rule. Consider the play:

H/LE (LG) (TE, RW)

The tight end is not moving in a direction counter (opposite) to the flow of the play (the direction the Halfback is moving), but he is moving straight ahead, and so this rule does not apply to him. The guard is moving in the direction of the play, so the rule does apply to him. If he entered the L zone at LT instead of LG, it would be one movement point cheaper, but he would not be able to establish position without having

the extra movement point anyway. So to run this blocking route, the guard needs 4 movement points. (However, note later in Chapter 7 that a specialized guard gets an extra movement point when pulling.)



The Tackle is blocking into L from a position other than where the ballcarrier enters, and so must move left in the zone to establish position. That means that, to block on this play, the tackle must have a movement/speed rating of "2". (Consequently, a speed 1 tackle cannot normally block for an end play.) The right wideout is coming with the flow, and would need a movement / speed rating of 6 to be able to block: 5 points to move there and an extra point to establish position. (Note that he could have blocked in IL with only 5 movement points since he would enter from the same upfield side as the ballcarrier, even though not from the same zone.)

#### 4.1.10a: Clipping penalty for blocking position (optional rule not in use):

When a player assigned to block can reach the assigned zone, but does not have the extra movement point to establish position, a die is rolled and the following chart is used to see what happened. This option is not in current use in the FOOL league.

- d6=
- 1 normal block; blocker somehow got into position
  - 2 undetected clip: blocker is +1, and roll of &1 is a def. inj.
  - 3 detected clip, 15 yard penalty, and roll d6: if 6, def inj.
  - 4 detected clip as 3 above if blocker is a rookie. Otherwise as 5.
  - 5,6 no block)

#### 4.1.12 QB's don't block:

The quarterback may not be assigned as a blocker, except as noted later for the reverse. If the QB does block, his contact value is penalized -1 (position effect).

#### 4.1.12a: QB's may block at -1 (optional rule not in use):

A QB may block but is -1 C when doing so, and pays a one movement point penalty for handing off.) This rule is not being used in current FOOL play.

#### 4.1.13 Lead blocker (optional rule, in use):

This rule is a special case where the provisions of 4.1.2 (extra movement points for defenders in C, L, and R) are waived. The rule 4.1.2 conditions apply to linemen who

have only limited room to maneuver, and must block as circumstances and the defensive alignment dictate. A "lead blocker" is one who precedes the ballcarrier along the ballcarrier's path and blocks the first unblocked defender in or beyond the hole. The "lead blocker" in this sense will usually be a back or a pulling guard, but possibly some other player. Lead blockers are moved last after other blockers, in the order listed in the play.

The lead blocker must enter the first defensive zone at the line of scrimmage from the same point as the ballcarrier will, and must have at least one movement point remaining (he has to arrive earlier than the ballcarrier) and must have expended at least two movement points prior to arriving (in order to see and pick the hole).

If there are at least as many blockers as defenders, the lead blocker needs to expend only two points to leave the zone (unless he would otherwise have needed only one) and proceeds downfield to the next zone, stopping when he uses up his movement points or encounters a zone where there are more defenders than blockers. If in the initial zone there are more blockers than defenders (not counting the lead blocker), the movement cost to exit is only one, and the lead blocker proceeds on downfield as above. (Note that man-to-man coverage and pursuit are not considered, as they have not yet been performed.) For this rule, count defenders who are rushing or covering uninvolved offensive players as 1/2 for movement point expenditure, as previously described in 4.1.2. They do count as full players for determining whether the number of blockers is equal or greater than the number of defenders, however.

At the offensive player's option, the lead blocker may stay in a zone and block where there are already equal numbers of blockers and defenders, proceeding downfield only if the blockers are already in greater numbers. This exception must be written into the play or otherwise provided by the coach as standard procedure. For example:

RH/LT (LG,F lead =)(LW) : This provides for the fullback to be the lead blocker in the sense of this rule. The fullback will stay and block in L if there are two defenders (other blockers being the LG and LT).

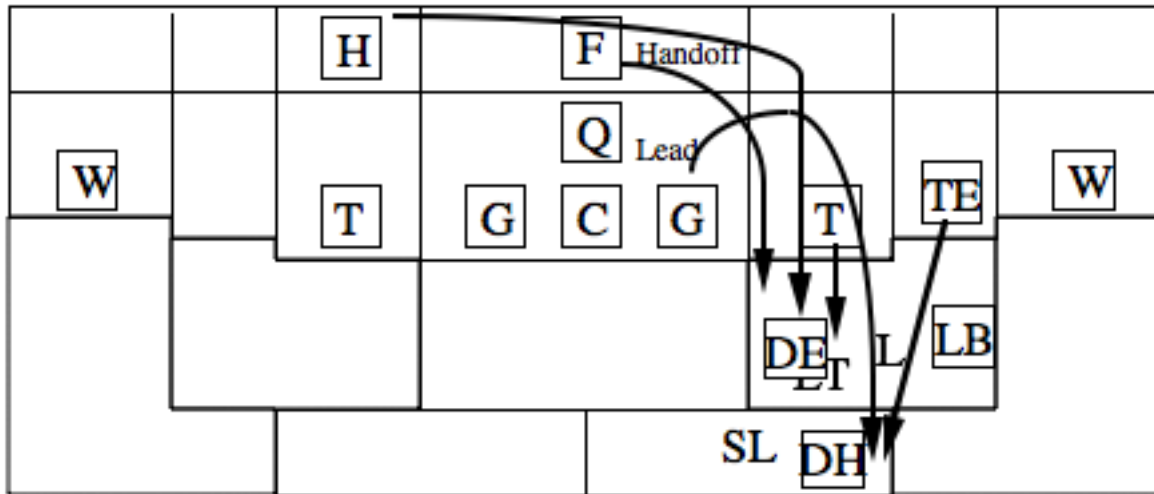
Note that a specialized fullback or guard gets a +1 movement point bonus when he is a lead blocker (specialization bonus). This bonus is only available if all of the conditions to be a lead blocker on the particular play are fulfilled. Think of this bonus as a movement point that can only be used beyond the line of scrimmage ahead of the ballcarrier.

Also, a "lead blocker" on a wide play who encounters a zone with no defenders likewise moves further downfield as part of offensive movement. (This will normally allow a 4 speed guard blocking on a WL play to get to LS if no defenders are initially in the WL area. Note that this is determined before defensive reaction for a lead blocker, unlike the case of blockers with unexpected movement and no defenders in the zone moving farther downfield. On a LE play a lead blocking 4 speed pulling G could similarly get to IL if there are not more than one or two defenders in the zone.)

Here is an example: The play is H/LT (F, LG lead)(LE)

Since there are only two defenders in L, after the T and F get there the number of blockers and defenders are equal. It would cost 2 for the G to move to SL. In this case the guard would not need to block in L because the numbers are equal, but needs speed 5 to get to SL since it takes 2 to exit zone L. (A speed 4 guard with lead blocker bonus can

do this. A speed 3 guard with both the pulling guard bonus and the lead blocker bonus can also do this.)



#### 4.1.14 'Bump' during offensive movement (optional rule, in use)

If the RS/WR area, WWR, WWL or the LS/WL area is occupied by a defender who is man-to-man against an offensive player moving through the WL / WR (or WWR, WWL) zone of the area, the defender tries to 'bump' and slow down the offensive player, holding him up (and expending movement points). A receiver blocking for a run play, starting at the line of scrimmage of WL or WR, covered by a defender of greater speed and at least equal contact ability, or a defender of equal speed and greater contact ability, is slowed one movement point. The cost of leaving the area is one greater than it would normally be. (Note: the penalty is only one movement point regardless of whether the blocker moves one zone or two within the area.) If the defender covering man-to-man is of equal speed and contact, or of greater speed and within one in contact value, the penalty is 1/2 movement points, rounded down normally (important only on a quick play).

If a receiver is coming out of the backfield or started off of the line of scrimmage, the first case penalty is 1/2 movement points instead of one, and there is no penalty in the latter case. The player has more maneuver room to avoid the defender. In the case of a back moving through L or R from the TE slot, the penalty is similar to the case of the wide receiver. A summary is given in the following table:

Defender	speed	contact	WR	B/sdl	B/te	TE(option)
	greater	greater	-1	-1/2	-1	-1
	greater	equal		-1	-1/2	-1 -1
	equal	greater	-1	-1/2	-1	-1
	greater	within 1		-1/2	-	-1/2 -1/2
	equal	equal		-1/2	-	-1/2 -1/2

(Note: This rule could optionally be applied to pass routes as well, replacing the 'bump' rule 5.1.2. For FOOL play, we are instead using that "bump" rule for passes. This rule is currently being used for run plays only in FOOL play. Note that it would not apply often, since wideouts wimpy enough to be affected are not likely to be assigned to block.)

**4.1.15 Ballcarrier movement (double back penalty):** A player may not "double back" (reverse direction) in executing a play without paying an extra movement point to do so. (This would most likely apply to a H moving to behind the QB to take the handoff, but then reversing to go back the other way.)

**4.1.16 Blockers cannot pass through Ball Carrier:**

No blocker may pass through the zone containing the ballcarrier, unless an extra movement point is expended by both the ballcarrier and the blocker.

**4.1.17 Blockers unable to reach assigned zone (clarification):**

Any blocker unable to reach the assigned zone due to insufficient movement moves as far as he can, and blocks in whatever zone he is in. Thus, a LG assigned to block in IR on a F/RE play may be able to get no farther than C. His blocking there would not normally be a factor, but could help prevent penetration by a blitzing defender (see 4.6). He might get as far as SR but not into IR, in which case he would neither block usefully for the ballcarrier or help versus penetration.

**4.1.18 Man in Motion:** (New suggestion, not yet tested adequately, and not in effect)

The offensive play is written designating who the man in motion is and how far he runs. He is assumed to stay on a route no deeper or less deep than where he starts, unless he starts at the line of scrimmage in which case he moves back one as well. The route can be any distance short of the sideline. For example: F/RC qk RH/mR2 : Right half goes in motion 2 zones to R (which in this case does not affect the play).

The defense is set up without knowing about the man in motion, including rush and man to man options.

The offensive player then specifies the motion, before announcing the rest of the play. The defender can then react in the both of the following ways:

1. Change the man-to-man coverage of 2 defenders
2. Move one player one area

The rest of the play is then announced.

This option is not available for by-mail play (yet).

The player in motion may be a B or E type. Going in motion adds a "!" to the team for purposes of determining penalties. The player in motion receives an extra 1 movement point (from momentum at the snap) but is not allowed to reverse direction in the last zone into which he moved as part of his motion; his next move must be forward or farther in the same direction.

For by-mail, a man in motion option is a substitution (1/4 set), and must be specified in the set. A specific play may include motion or not. Thus, the possibility of motion is known for a given set. The defense response to a man in motion is then specified for each defense (4 and 4m for example) having the same limitations as described above. Each counts 1/4 defense.)

**4.2 Defensive reaction:**

In general, all defenders with coverage assignments are moved, to the extent possible given their speed as compared to the covered men and their positions, to the

same zone as the covered men. If a covered man was not written into the play, it is assumed he plays a decoy role or otherwise serves to take any covering defender out of the play, reducing his chances of having an effect. Defenders who are not covering man-to-man are placed in the most advantageous zone of the area they are in, usually the one which will intercept the ballcarrier's path at the first opportunity, or allow later pursuit which will do so. Some of the rules in this section apply more specifically to the pass, which uses the same general procedures for reaction.

**4.2.1 Man-to-man coverage reaction (general):**

After all offensive movement, defenders covering either the ballcarrier or any blockers may be moved toward the positions of the respective men being covered. The extent of their movement is counted in Areas (not zones), and is governed by the relative speed of the defender and the man covered as follows:

relative speed of defender		reaction movement
-2	2 slower than covered man	none
-1	1 slower than the covered man	1 area, downfield only
0	same speed as covered man	1 area in any direction
+1	1 faster than covered man	1 area in any direction and 1* additional area downfield
+2	2 faster than covered man	2 areas in any direction*
+3	3 faster than covered man	2 areas in any direction* and 1 additional area downfield

(A similar pattern is followed for greater speed mismatches.)

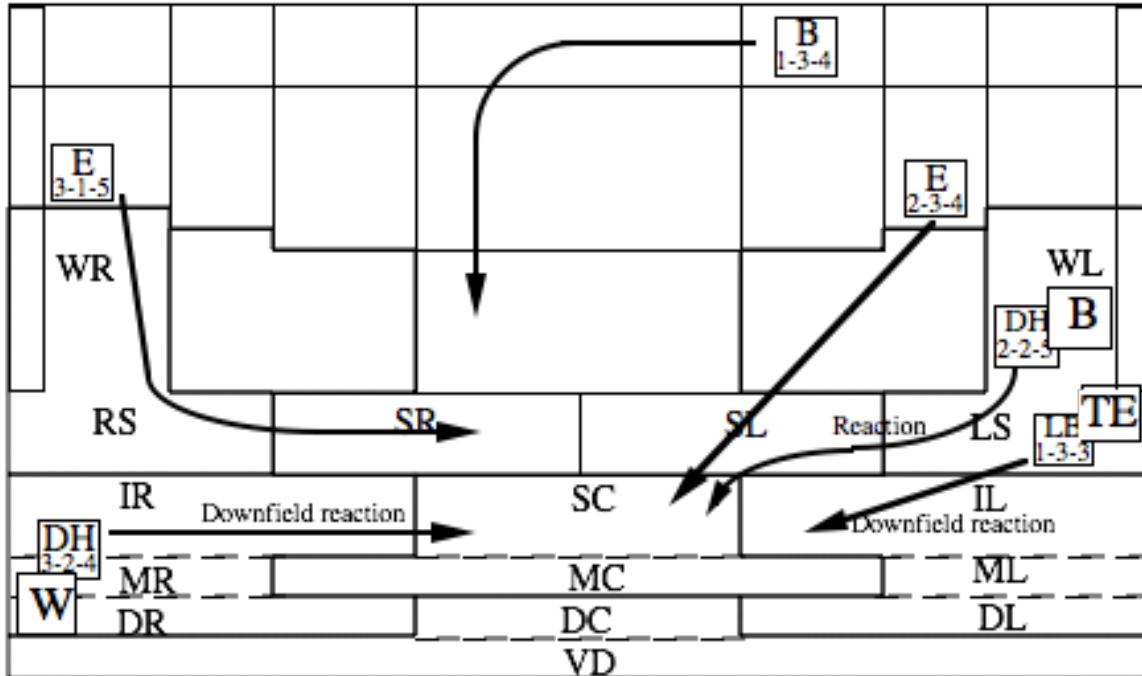
\*: The table above applies to speed adjusted for position bonuses, etc. In addition, if the defender is faster than the covered man (taking into account only the bonus for a qk play), the defender can follow one zone in any direction, and any number of zones downfield.

**4.2.2 Definition of "Downfield":**

An area is downfield from another if it shares a common yard-line (horizontal) boundary side between the two. Only that part of the area for which this is true is considered downfield for purposes of rule 4.2.1. For example, SC is not downfield from IR, but MC is. All of DC (both DC and VDC) is downfield from the SC area, but only VDC is (directly) downfield from the IR/MR/LR area.

**4.2.3 Lateral movement counted as "Downfield":**

For purposes of such coverage, a lateral move by the covered man on the defensive side of the line of scrimmage, such as from RS to SR, entitles the covering defender to likewise count an area shift as downfield that would normally be lateral, such as IR to SC. This is done on a one for one basis of lateral moves and lateral areas counted as downfield. The example below illustrates reaction moves (See figure on next page).



In this example, the RW made a lateral move, which could be matched by the DH going "downfield" to SC. In the case of the TE, the covering defender is also one slower, but as no lateral move was made, the best this defender can do is get to IL. The DH covering the B can move one in any direction (to SL) and then one downfield (SL to SC). Note that lateral moves (e.g. from SL to SR) cannot be used as "downfield" because the ballcarrier's lateral movement is on the offensive side of the line of scrimmage. (Sometimes it is possible to contrive blocking movement on the offensive side (where defenders' vision would be blocked) in order to avoid the lateral downfield reactions.)

(In certain special run cases such as a TB run, draw, and for most pass plays, the offensive player moves to a zone that could allow either of two next zones downfield. For example, in the figure above, if the right wide receiver was running a pass route, and caught a pass in SR, his next zone downfield could be either IR or SC. The offense must announce which path will be taken in such cases before defensive reaction, so that the man to man defender player's decision on whether to move in reaction can be made to place him in position to intercept the ballcarrier's future movement. For most run plays this is not an issue since the zone of entry is specific. For play by mail, the person playing the game makes a movement decision that gives the offense the best opportunity, taking into account the defensive reactions for either possibility. Then, the defensive reaction is made. See 4.2.12a.)

#### 4.2.4 Defender choice of zone in an area:

For coverage, the defensive player is assumed to be in whichever zone of his area is most favorable when he is moved in accordance with coverage rules to another area, he is similarly moved so as to give the most favorable coverage of the ballcarrier and his possible future route. In general, the following priorities should be observed:

- 1) If possible, the man covering is moved to the same zone as the man covered.

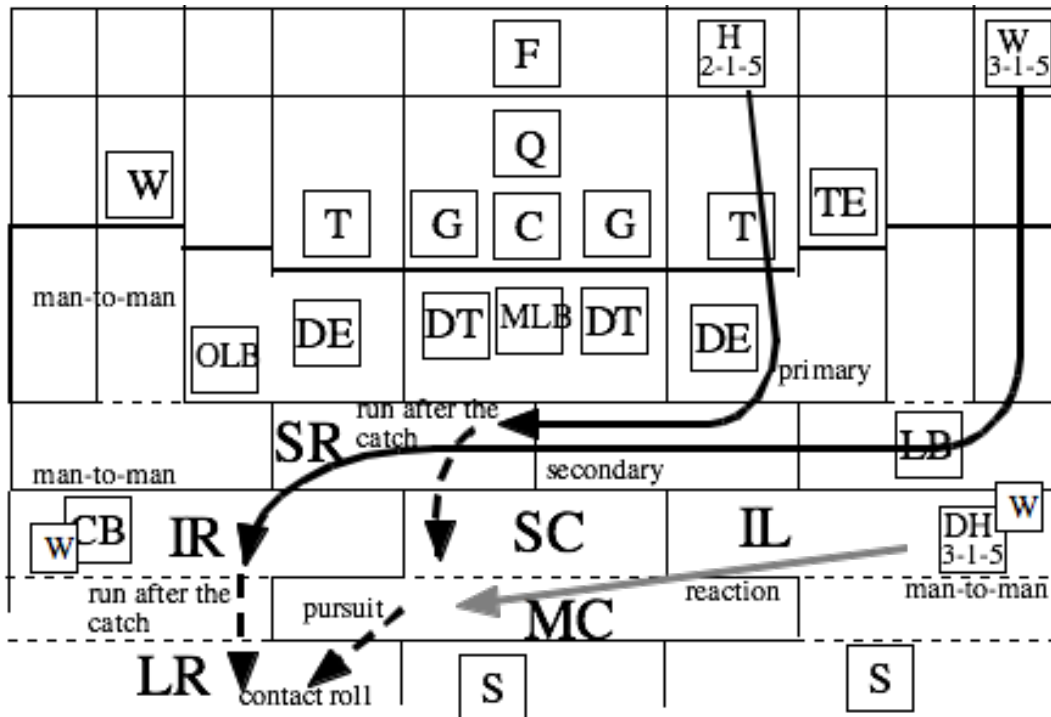
2) If the above is not possible, the covering man should be moved such that he will intercept the route of the covered man as close to the line of scrimmage as possible, accounting for pursuit (see section 4.4).

3) If any move will allow interception of the covered man (should he be the ballcarrier or not) while a different move will not (but might intercept the path of the actual ballcarrier), the move allowing interception of the covered man as early as possible must be chosen.

4) If no path will be guaranteed to intercept the covered man or his expected path (had he been the ballcarrier), the zone closest to that path must be picked.

Generally, defenders covering man to man are moved one or more areas, into a particular zone in that area, to cover the assigned man. If the defender can reach the same zone as the offensive player he is covering, he must do so, even though a different zone in the same area might better allow pursuit or early interception of the ballcarrier should he not be the covered man. Even if the defender cannot move all the way to the covered man's location, he must make the best move had that man been the ballcarrier, even though with the actual ballcarrier is elsewhere the reaction takes him out of the play. If there are two legitimate and rational choices and one allows interception of the play and the other does not, the defender is free to choose the former. An example from a pass play (which also uses defense reaction) illustrates:

LH/SR || LW/IR    DH covers LW, is in IL  
 2-1-5    3-1-5    3-1-5



The defensive back can move only to the SC/MC area, and thus cannot reach IR. Placement in MC allows pursuit to LR, where the covered man's path can be intercepted. Placement in SC, which would be most effective given that LH (not covered) has an open field there, is not allowed, since the position of the covered man is the primary consideration for defense reaction.

Note that, in defense reaction, the covering man is placed in a particular zone, not left in an area with the zone to be selected later as convenient once the ballcarrier/receiver is determined.

#### **4.2.5 Defenders covering players "not involved" in the play:**

If a defensive player is covering a man who is not written into the play, the covered man is assumed to be running a diversionary pattern that is not detailed. (For example, the RW in the above figure is such a case.) There is some likelihood that in an actual football game, the defender in question could still be involved in the play. (He may have recognized the situation.) He is treated in the game as if -2C and -2P, and is given no pursuit movement. He makes no reaction move. Furthermore, if contact is resolved and he is the only defender (or all other defenders are also in this situation), add one to the contact die roll. The presence of such a player may never allow the contact die roll to be worse than if he was not there, so a C=1 player in this situation would not be counted at all if normal defenders are in the zone. An exception to this rule occurs in case 4.2.6 below.

#### **4.2.6 Defenders covering players "somewhat involved":**

If an offensive player (often a TE or back) plays a significant role in a play even though he was not written into it, treat anyone covering him as -P,-C, but with normal speed and pursuit. This case most often occurs when the TE blocks to prevent penetration by a blitzing linebacker or some other rusher, such as the DE when the tackle pulls to lead a wide play (see rule 4.6). The issue is whether the offensive player actually may affect the results. If so, he is blocking or otherwise engaged, and does not serve as much of a distraction. The defenders covering him are more free to leave him and follow the play. In the case of the TE, if there is no rush he is definitely free to be a distraction. If there is a blitz, he will likely be a factor, contributing to blocking penetration on a run or pass blocking for a pass play, releasing his coverage. Similar considerations apply to running backs and other offensive players.

#### **4.2.7 Defenders covering blockers unable to establish position (Advanced Rule):**

If a blocker has insufficient movement points to establish position in a zone (see rule 4.1.10), but does reach the zone assigned, and he is covered by a defender who reacts into that same zone, the blocker (who caused the defender to react there) can be counted up to the number of contact points necessary to equal the defenders reacting to him, though no more than his contact value. In effect, the defense gets no extra advantage.

#### **4.2.8 Blockers in empty zone can move further downfield:**

If, after all defensive reaction moves, a blocker is in a zone with no defenders, but did not expend all of his movement points, the blocker may proceed downfield to the next zone occupied by a defender, up to the limit of his remaining movement points. This is optional, and in by-mail games some guidance must be included with the play or as policy. As a default, such a blocker moves forward only if no defender has the ability to pursue into the zone to which he was assigned, assuming no change of speed for the ballcarrier on contact rolls.

#### **4.2.9 Reaction to blockers unable to reach assigned zone:**

If an offensive player does not reach his assigned zone due to a shortage of movement points (perhaps due to a bump), the covering man-to-man defenders react to where the covered man is, not where he might have intended to go.

#### **4.2.10 Reaction modifications (general):**

For purposes of determining reaction, the relative speed of the defender compared to the covered man may be modified due to various considerations. These include the use of quick opener or slow developing plays, bonuses for player specialization, and the effects of tiredness. These will all be addressed in other sections of the rules.

#### **4.2.11 Penetration (reference only):**

If the defense is pass rushing or blitzing, there may be a chance of a defender penetrating and making a play in the backfield. This is resolved prior to the normal first contact resolution, during the reaction phase. Section 4.6 describes how penetration is resolved.

#### **4.2.12 Placement of Defenders into zones:**

For defenders who are not man-to-man but are playing zone instead, it is usually obvious in which zone of the area the defender should be placed. Usually for a run it is the zone closest to the line of scrimmage which still includes the ballcarrier's path.

Occasionally the best zone is ambiguous. For example, if the play is a draw or pass, the ballcarrier could choose either of two paths. Let's assume that in one zone the defender would get assured contact if the ballcarrier picked one of the paths, but may not make contact at all (or only with pursuit) if the other path is taken. The choice is a judgement call. It is necessary to resolve the ambiguity for by-mail games, and the following choice is recommended: For linebackers and cornerbacks, choose the zone that will give the earliest contact if the ballcarrier chooses that path. For safeties and unspecialized defensive halfbacks, choose the zone that will give assured ability to intercept the ballcarrier. If use of pursuit allows both conditions to be satisfied, that should be done. (Exceptions to this policy can be specified.)

#### **4.2.12a Resolution of ballcarrier path prior to reaction (optional):**

The ambiguities above are resolved if in plays allowing a choice of downfield path (pass plays or draw, for example), the offensive player must designate the future path prior to defensive reaction. This way, it will be obvious how the defenders should react. This option has been used in FOOL league play.

#### **4.2.13 Special defense "Cover linemen" (optional, used for FOOL play)**

This optional rule allows the defensive player to announce a defensive line-play choice in which the defensive linemen cover and follow the movements of their offensive lineman counterparts. Default coverages (unless other wise specified) are as follows:

If the defense has 4 defensive linemen with both tackles in C, the defensive ends cover the tackles, and the defensive tackles follow the guards. The defensive linemen react to movements of their counterparts using the normal man-to-man reaction rules described above. Rules 4.1.2 and 4.1.3 requiring extra movement points for movement

through L,R, and C no longer apply. Instead, any lineman attempting to leave L, R, or C must pay an extra movement point if he is so covered by a defensive lineman in the zone, plus one additional point if his defensive counterpart is of equal contact value. He cannot exit if his defensive counterpart is superior in contact value. Note that non-covered linemen, in this case usually the Center, may move through C without the usual penalties.

The defense may specify that with a 4 man defensive front the center is covered instead of a guard, but there is a 1 point contact roll penalty for plays in C. If the defense has only 3 linemen, the DT covers the Center, or there is a 2 point penalty for contact resolutions in C if he chooses to cover a particular guard instead. If a defense has three DT's all in C, all three offensive linemen are covered. If a DT is in L or R, he covers the tackle and the DE covers the tight end, or second tackle if it is an unbalanced offensive line. In the balanced line case the DE suffers a -1C penalty for, in effect, playing linebacker.

Against a draw, all defensive linemen are treated as if they are rushing for contact resolution purposes. Those covering offensive players not written into the play or otherwise participating remain in their original zones and are treated as if in zone. The same is true for the screen, though defensive linemen in the zone in which the pass is to be received may use their pass value, but not the one point bonus.

With this option, pass rushing is as on a "normal" (rather than pass rush designated) play, but there is a -2 point penalty (rather than -1) to the rush value per lineman defender when a (primary) pass rush is resolved. This same value is modified +3 (overall) for the secondary receiver if applicable.

Defensive linemen covering offensive linemen not participating in the play can pursue, but as for "normal" do not penetrate as do defenders in a rush/blitz option. This defense is vulnerable to trap blocking.

Note that this defense applies to all defensive linemen, or none. The defensive coach cannot elect to have some linemen in this defense and others in a normal defense.

Linemen must be positioned in the zone adjacent to the covered offensive player. Thus, if the defender has one DT in C who is assigned to follow the center, and there are two MLB's also in the zone, the DT must be between the two MLB's.

Occasionally a defense will use the "follow linemen" tactic when there are both a DT and a DE in R or L where a TE starts opposite. The implication is that the DE is covering the TE. Yet, one would not expect the DE to follow the TE on a deep pattern the way a LB would; the intent of the tactic in general is run defense, not pass coverage.

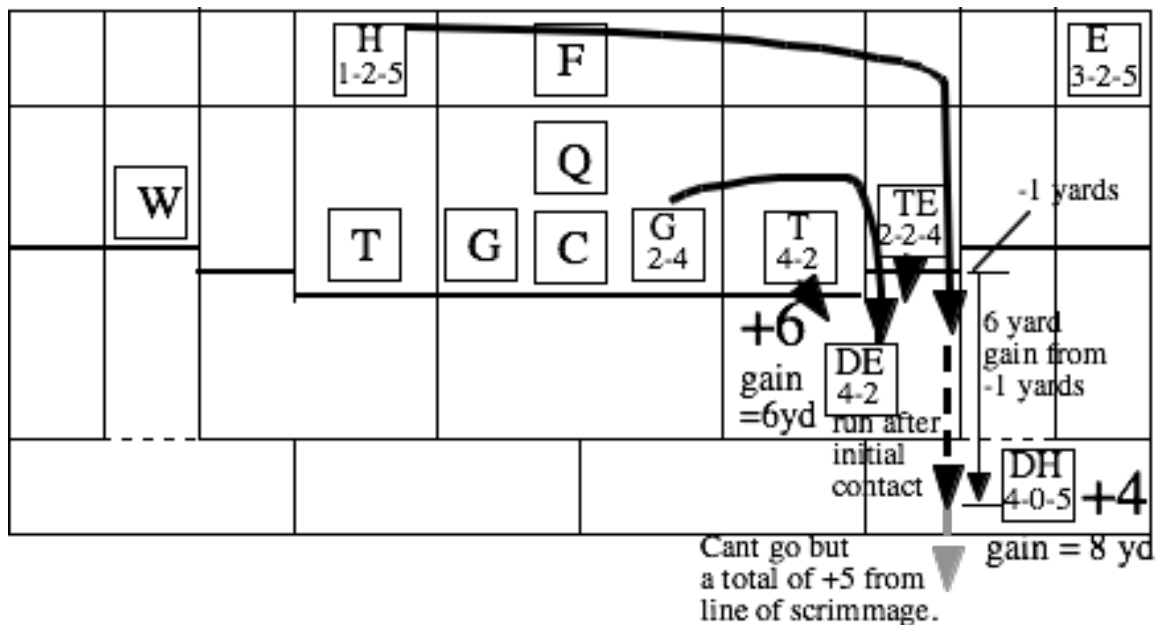
When this occurs, a "bump" (or slow-down) is resolved against the TE normally, depending on whether the TE is a receiver on the play or not. (Should a DE be -1 on the bump, as if he is out of position? Yes, unless a decision is reached otherwise; the DL is essentially playing like a linebacker in bumping the receiver.) The DE then does not follow the TE on a pass pattern, but rushes the passer (at the usual -2 for the follow linemen tactic). If the play is a run, the DE shifts to similar status as in a normal defense (he does get pursuit, and has the zone benefits). We are assuming that once the TE starts on his pattern the DE lets him go and focuses on the passer or run.

### **4.3 Contact resolution**

After movement, the number of contact points for all defenders in the ballcarrier's zone is subtracted from the number of contact points for the ballcarrier and

any blockers. The result is expressed as a difference. A single die roll is made, and the gain in yards into the zone is looked up in the contact table. This gain is from the short end (upfield, or toward the offensive team's end) of the zone. If the gain is larger than the distance to the far (downfield) boundary of the zone, the ballcarrier exits and moves into the next zone downfield. In this case, however, the total gain is limited to whatever the contact roll yielded, regardless of subsequent contact resolutions.

For example, suppose in a H/LE play an initial roll yields 6 yards, or 5 yards once the location of the upfield boundary of the zone (at -1) is taken into account. Still, the far boundary is at 3 yards, so the halfback can exit into LS. A contact resolution there might yield 8 yards, which would allow a total of 11 and a move to IL, except that the initial contact roll limited the gain to a total of 5 yards. The halfback would be downed in LS for a 5 yard gain (perhaps by the DE; certainly not by the DH positioned in LS).



It is possible that an unfavorable roll in LS could have limited the gain to only 2 yards, if the result in LS was -1, or possibly less if there is a large reception committee.

The contact table is shown below:

		Contact Table											
die	w	-4	-2	-1	0	1	2	3	4	6	8	10	
1		-4 <sup>^</sup>	-3 <sup>^</sup>	-2 <sup>^</sup>	-2 <sup>^</sup>	-1 <sup>^</sup>	-1 <sup>^</sup>	0 <sup>^</sup>	0 <sup>^</sup>	1 <sup>^</sup>	2 <sup>^</sup>	3 <sup>^</sup>	4 <sup>^</sup>
2		-3 <sup>#</sup>	-2 <sup>#</sup>	-2 <sup>#</sup>	-1 <sup>~</sup>	-1 <sup>~</sup>	0 <sup>~</sup>	0	1	2	3	4 <sup>^</sup>	6 <sup>^</sup>
3		-2 <sup>^</sup>	-2 <sup>^</sup>	-1 <sup>^</sup>	-1 <sup>^</sup>	0 <sup>^</sup>	1 <sup>^</sup>	2 <sup>^</sup>	3 <sup>^</sup>	4 <sup>^</sup>	5 <sup>^</sup>	6 <sup>S</sup>	*-S
4		-1 <sup>S</sup>	-1 <sup>S</sup>	0 <sup>S</sup>	0 <sup>S</sup>	1 <sup>S</sup>	2 <sup>S</sup>	3 <sup>S</sup>	4 <sup>S</sup>	6 <sup>S</sup>	7 <sup>S</sup>	*	*
5		-1	0	1	2	3	4	5 <sup>-</sup>	8 <sup>-&amp;</sup>	*	* <sup>&amp;</sup>	*	* <sup>&amp;</sup>
6		1	6	*	*	*	*	*	*	*	*	*	*

<sup>^</sup>: For draw, no man-man vs BC or non-rusher = \*  
for draw at LOS, start at -3 yards.  
<sup>S</sup>: For all def pass rushers, man-to-man vs non BC, =\*  
<sup>#, &, ~</sup>: roll on indicated table. <sup>-</sup>: BC slowed down 1

After the die roll, the gain can be found for the contact value found at the top. Round contact values down if necessary. For example, +5 contact is resolved on the +4 table, and -3 on the -4 table. The supplementary table below shows resolution of the "#", "~", and "&" events. The "long gain" table used when no further defender is in position to intercept a free running ballcarrier with no further defenders in his path. (For long gain, use the ballcarrier's modified speed. Subtractions of 5 yards for each "-" are made or +5 if "qk". Runners faster than speed 4 get 5 yards per extra point, slower get 5 yards less per point.

If for some reason there is a subtraction from the die roll, if the die roll is "1" go left one column instead. If one is added to a result of "6" the result is "\*".

	*	&	#	~	F
1	20	OL/BE	F	F	off+1
2	30	BC 2pl	F,BC 2pl	inj BC	off-3
3	40	off 2pl	inj BC	BC 2pl	#men
4	50	inj def	inj blkr	inj def	#points
5	70	DL/B/H	inj blkr	inj blkr	def+2
6	TD	pen	pen	pen	def rb

#### 4.3.1 Defenders man to man on players not involved:

Any defender assigned man-to-man on a player not involved in the play in any way is -2C for contact resolution purposes. If any other defenders are present, the total contact value for the defense can be no worse than if this defender were not present. If he is the only defender, or if other defenders are similarly covering non-involved offensive players, one is also added to the die roll, with a modified roll of 7 always being a '\*' result. If the play is a 'quick opener', the modification is -1C rather than -2C, but there is still a +1 modifier to the die roll if the defender is alone, as for a normal play. (This rule duplicates rule 4.2.5, and is repeated here for convenience.)

#### 4.3.2 Defenders man to man on players peripherally involved:

If the man-to-man coverage is of a blocker not written into the play, but who plays a significant role (such as blocking vs penetration), then the modification is -1C instead of -2C. There is no addition of 1 to the die roll in this case. (This rule duplicates rule 4.2.6, repeated here for convenience.) The player counts as if in zone (but at -c).

#### 4.3.3 Blitzing LB's and DH's:

Any LB or DH (or S, CB, OLB, MLB, etc.) that is blitzing is counted as -1 in contact value. Rushing defensive linemen are not so penalized. However, see next rule.

#### 4.3.4 If all defenders are pass rushing:

If all of the defenders in the zone are rushing (or blitzing), or are man-to-man on players other than the ballcarrier (but including blockers), a certain die roll, marked "\$" in the contact table and usually 4, is treated as a \* result instead of the normal gain. If the play is a draw under these circumstances, other die rolls, usually 1 and 3, also gives a \* result. If any defender is neither rushing nor man to man, or is man to man on the ballcarrier, the provisions of this rule do not apply. Defensive linemen in "man to man" coverage, after reaction, count as if in zone for this purpose. A defensive lineman in man-to-man versus a trap pulling lineman does not count as if in zone; read about the

special trap play for this case. (On +8 and +10 contact margins a roll of 1, 2 and 3 respectively gives the "\*" effects rather than 1, 3 or 4 in such cases.) This rule reflects the fact that the defenders are focusing more on the QB or are otherwise distracted, allowing more chance for a running back to slip through.

**4.3.5 Slow developing (+1) or quick opener (qk) play (optional, in use):**

If the play is one that is slow developing (the +1 option described in rule 4.7.1), every defender is +1 in contact value (and +1 in speed). If the play is a quick opener, the penalty for being man-to-man against an uninvolved player, described in 4.3.1, is -1C vice -2C (and defenders are -S in pursuit and reaction). (See 4.3.1.)

**4.3.6 Contact vs man to man coverage in original zone:**

If the ballcarrier is covered man-to-man, and the covering defender did not have to move (usually because the ballcarrier enters his zone directly), the defender is given a +1 contact bonus. (Certain position specializations allow this bonus to sometimes be +2C. Also, the defender gains a +1P bonus, if it is a pass play.)

**4.3.7 Contact resulting in a "slow-down":**

A result from the contact table with a "-" appended indicates that the ballcarrier was slowed down. On the initial contact roll, this is accounted for during the pursuit phase. In subsequent contact resolutions, there is an immediate supplementary pursuit adjustment, in which all defenders eligible to pursue (based on the new speed differential) can be moved to reflect a ballcarrier speed of one less. This will mean that defenders can move to zones which they could originally not reach based on the ballcarrier's original speed.

**4.3.8 No defender case:**

If there is no defender in the initial defensive zone, treat the contact result there as "\*" (no contact, still running free) and continue with the pursuit and subsequent contact phases, moving the ballcarrier to the next zone downfield. Similarly, if no defender is in some other zone into which the ballcarrier runs, treat the situation as a \* result.

**4.3.9 Movement after crossing the line of scrimmage:**

The ballcarrier always moves directly downfield from the point where he first crossed the line of scrimmage. Thus, in a play H/LE, the ballcarrier would move into L, LS, IL, ML, LL, VDC zones. In contrast, in the H/LT play the ballcarrier would move through L, SL, IL, MC, LL, VDC zones. (Exceptions to this rule are 4.7.4 and 7.1.4.)

**4.3.10 Limits on number of effective blockers:**

Each zone allows some maximum number of blockers that can be effective. This limit is portrayed with the width of the zones. This rule represents the increased chance of the ballcarrier being slowed down by heavy traffic if the limit is exceeded. The maximum numbers are:

C	4	SL,SR	4	SC	4	MC	8
L,R	3	LS,RS	3	IL,IR	5	ML,MR	3

DC 4 WL,WR 2 VD 14 LR,LR 5  
WWL, WWR 2

These limits are unlikely to be a constraint except at the line of scrimmage.

When the number of blockers exceeds this limit, usually due to unexpected holdup of blockers in the zone due to the defensive alignment, the excess blockers are not counted. Those with the lowest contact values are left out as necessary. Note that this maximum has no effect on the defense, and even if a blocker is not counted, any defender that is man to man on him still is. The 'Dive' play, described in rule 4.7.5, allows one additional blocker. All blockers are at risk of injury, whether counted or not.

**4.3.11: Open field tackling (Advanced rule, is in use for FOOL play):**

A defender whose speed is significantly slower than the ballcarrier is less likely to tackle a ballcarrier successfully in the open field. Thus, in certain zones, a number is added to the contact die roll to reflect this as follows:

Area:	Add one to die roll for each point of speed:
RS, LS, SC, WWL,WWR:	Over one that the ballcarrier is faster than the defender
in backfield:	Over one that the ballcarrier is faster than the defender
<u>IR, IL, DC:</u>	<u>That the ballcarrier is faster than the defender</u>
L, R, C, SL, SR:	No open field tackle benefit

If there is more than one defender in a zone, the speed of the fastest defender (after modifications) is used.

If the ballcarrier would receive a bonus but there are multiple defenders, then for each additional (slower or equal speed) defender, add one to the defensive speed (to reduce or eliminate the ballcarrier's bonus) but do not include that defender in contact calculations. The slowest defender is eliminated first for such consideration. This represents the ballcarrier eluding such a defender, but his field being restricted in so doing. (The defense is assumed to benefit by reducing the die roll modifications in preference to the column on the contact table.)

For purposes of this rule, apply applicable specialization bonuses. For CB's on a pass play, the speed bonus counts on the initial contact resolution (only). (For example, for a 6 speed E versus a 4 speed CB in IR, the CB would receive a bonus of +1, but the net benefit to the end is still +1 for the W to the die roll on initial contact. It would be +2 on a later contact in DR versus a CB 3-1-4 defender (who was there to cover the secondary receiver). The +1 speed for a S counts only after the initial contact roll (applicable after pursuit) whether or not the safety was originally in man to man coverage. (For a running play, the initial contact is defined as being at the line of scrimmage, even if no contact roll is made there, for purposes of this rule.) W's get a +1 bonus in the first zone downfield from where the ball was caught. Speed bonuses for +1 plays (+S for all defenders) are applicable. Speed bonuses considered for pursuit on quick plays (+S for the ballcarrier) are not considered.

**4.3.11a: Open Field Tackle (clarification/modification)** A bonus to the die roll for a ballcarrier being faster is given only if the ballcarrier is faster by 2 or more in LS, RS, and the backfield, and by 1 in IL, IR, and DC areas. If the speed advantage of the ballcarrier is greater, additional plusses are made to the die roll for each point of speed. For example, a speed 5 back would get a +2 die roll bonus against a speed 2 DT in the backfield, as might happen in a penetration case.

Certain specialist players get bonuses to speed for purposes of determining open field tackle conditions as follows:

CB: Receives +1 credit to speed in LS or RS (and WWR, WWL) vs running plays (whether the CB was in zone coverage or not) and in any zone where a pass is caught.

S: Receives +1 credit to speed in any zone other than the one in which a pass is caught, excluding LS and RS areas. (He might end up there due to defensive reaction.)

W: Receives a +1 bonus in the first zone downfield after a pass reception. This does not apply to the zone in which the pass is caught, but in the immediately subsequent one.

## 4.4 Pursuit

During the pursuit phase, defending players with sufficient speed, who are not already in a zone along the ballcarrier's path, may move downfield into or toward a zone that is in the ballcarrier's path. The number of zones downfield that a defender can move depends on the relative speed of the defender and the ballcarrier. Note that for defenders who moved during the reaction phase, pursuit is further movement. Unlike reaction movement, which could be in any direction, pursuit is strictly downfield only, regardless of speed differential, and with no consideration of whether the ballcarrier moved laterally.

### 4.4.1 Pursuit distance:

The number of zones downfield that a defender can move depends on relative speed. For this purpose, both the speed of the defender and ballcarrier are adjusted to account for options, such as ballcarrier being +1 for a quick opener, -1 for slow developing (+1), and -1 for a '-' result on contact. The number of zones (not areas) that the defender may move is as follows:

Speed advantage of defender	Number of zones pursuit
Slower than ballcarrier	none
Same speed as ballcarrier	one
One faster than ballcarrier	two
Two faster than ballcarrier	three
(The pattern continues for all speed differentials)	

### 4.4.2 Pursuit normally resolved only after first contact:

Pursuit generally takes place only once, after the initial contact resolution at the line of scrimmage. If there is no defender at the line of scrimmage, pursuit takes place prior to moving the ballcarrier into the next zone downfield.

#### **4.4.3 Subsequent contact slowdown ("-") pursuit:**

If any contact after the initial one (and subsequent pursuit) results in slowing the ballcarrier (a '-' result), pursuit is adjusted to take into account the new relative speed for all players. In effect, all eligible players of the ballcarrier's new speed or faster may move one additional zone downfield, if necessary, to gain a position along the ballcarrier's path.

#### **4.4.4 Pursuit is downfield only:**

Defenders are assumed to start in that zone of their assigned area that gives them the earliest opportunity to intercept the ballcarrier's path, either through being on the path or by pursuit. If there is no position that will allow this, then the player is positioned in the part of the zone that will allow pursuit to catch the ballcarrier with the fewest number of 'slowdown' bonuses, with a secondary priority toward an early as possible intercept. (The latter case is due to the possibility that the ballcarrier will be slowed, allowing the pursuer to catch up after one or more -1 speed contact results.)

#### **4.4.5 No lateral pursuit:**

Unlike reactions in man-to-man coverage, lateral moves by offensive players do not affect pursuit, which may be strictly downfield only. Any pursuit move must be to a zone farther from the line of scrimmage.

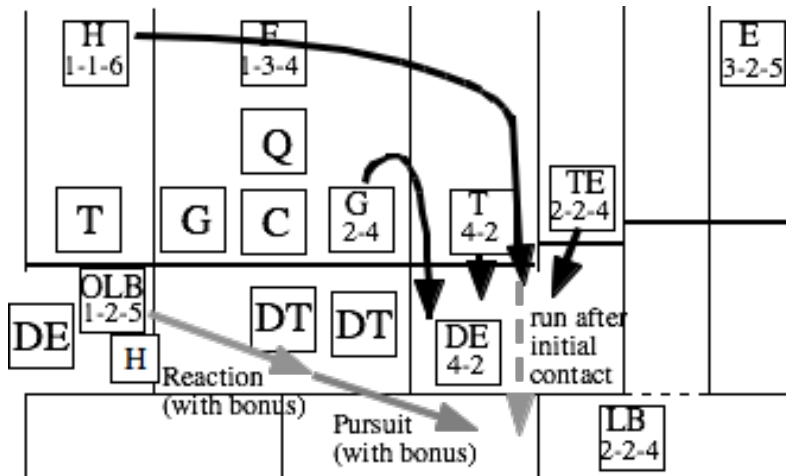
#### **4.4.6 No pursuit if man to man versus uninvolved players:**

Defenders covering man-to-man vs offensive players who are not written into the play are not eligible to pursue. An exception to this occurs when the man has a significant effect on the play, for example by preventing penetration by a blitzing defender. (See rule 4.2.6.) This rule also applies to linemen in the optional "follow linemen" defense. Linemen in man-to-man coverage are active for pursuit. They can get pass rush credit (but at -2) and they do follow opposing linemen, too. If the covered lineman was involved (pulling, blocking at the point of attack) they get pursuit as would any other player whose covered man is "involved" in the play. A lineman "following" someone with no role in the play gets pursuit, as if he was in "zone" coverage.

#### **4.4.7 Pursuit bonuses**

A player who gets a reaction bonus against the ballcarrier also gets the same bonus on pursuit against that same ballcarrier.

Example: OLB 1-2-5 in zone R is man-to-man vs the H 1-1-6. On the play H/LT, the defender can react to C, then pursue to SL even though slower by 1 since he is man to man on the ballcarrier.



(The OLB would be too slow to catch up on H/LE unless the ballcarrier was slowed down.) The pursuit bonus would not apply if the covered man was merely a blocker rather than the ballcarrier. "Not my man, coach." But see below.

There is the issue of whether this applies to all reaction bonuses, e.g. S from SC, CB vs W, MLB? Assume yes.

This rule does not usually apply to blockers, but does occasionally. The reaction bonus counts, but normally not the pursuit bonus. However, the pursuit bonus does count until the defender catches the covered blocker. The pursuit bonus would also count on coverage for all receivers, not just the one who actually catches the ball, but only until the coverage gets to the covered receiver, not beyond.

The defensive player would be due any positional benefits for reaction as before, even if the covered player ends up blocking. For example, this means a specialized OLB in "R" man-to man on a ballcarrier that goes the opposite direction would get the +1 bonus for reaction plus, then, a +1 speed for pursuit as if in zone. He would get only the reaction bonus if the covered back is just blocking, and not the ballcarrier, since the pursuit path would not be toward the covered man.

Some additional comments: Although a pursuit bonus should usually be irrelevant vs blocker, very occasionally a blocker gets to move further downfield. The defender covering the blocker man-to-man should get his reaction bonuses to follow the blocker, and pursuit to follow the blocker, but not get pursuit bonuses vs the BC. But could he get pursuit bonus in order to reach the same zone as the blocker? This is similar to the case of a man covering secondary receiver. Right now we will say yes, up to the point he catches up to the covered player, if he can (rather than the ballcarrier).

#### 4.5 Additional contact resolutions

Subsequent contact resolutions past the line of scrimmage follow the same general procedure outlined in the rules of section 4.4 earlier. However, the +1 contact bonuses for the slow developing play apply only to the initial contact resolution at the line of scrimmage, not subsequent resolutions. Other bonuses, for example the -1 or -2 for man-to-man coverage of an uninvolved player, always apply. There are additional contact resolutions until the ballcarrier is stopped or crosses the goal line by three yards.

**4.5.1 Ballcarrier movement after contact resolution:**

After each contact result, the ballcarrier moves to the next zone directly downfield from the point he crossed the line of scrimmage. This procedure stops only when he is stopped within some zone, or comes to the limit of gain from a previous contact. There is never more than one contact resolution in a given zone, even if, after the contact resolution and pursuit, defenders move into that zone. The ballcarrier always moves one farther downfield. Thus, for a defender in LS to catch, by pursuit, a receiver who caught a pass in IL, he would have to be one movement point faster or have a bonus that gives that effect, so he can pursue to ML.

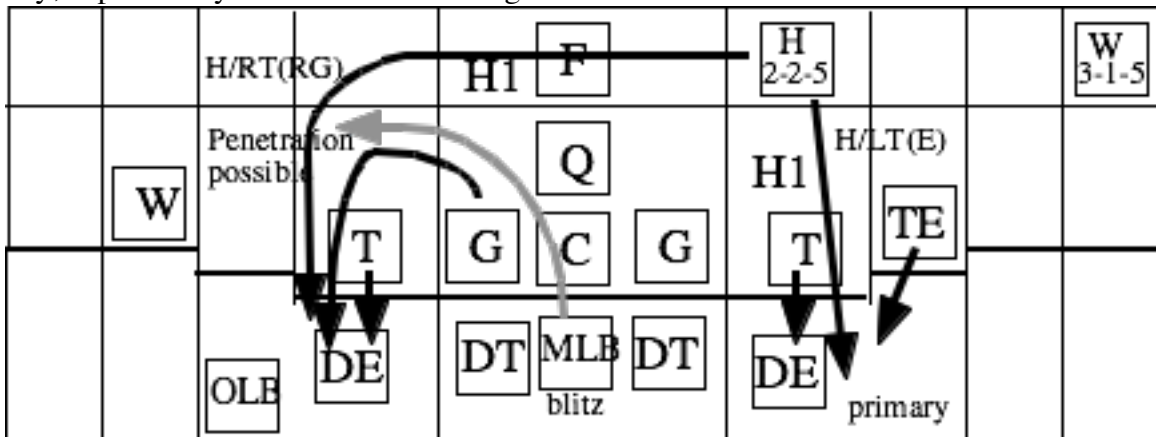
**4.5.2 Crossing the goal line:**

If the ballcarrier crosses a zone boundary nominally at or beyond the goal line, but a contact would take place at less than or equal to three yards, the contact is resolved normally. It may result in the ballcarrier being stopped short of the goal line (and zone boundary), in an injury, or in a penalty. It should be kept in mind that the zone boundaries are only approximate. A contact result of -1, for example, does not represent the ballcarrier being shoved back (he would be given forward progress) but in the defender meeting him a bit earlier.

**4.6 Penetration (Advanced Rule, in use for FOOL play)**

If defensive players on the line of scrimmage have been designated as rushers by selection of "rush" or "blitz" options, then it is possible for a defender to penetrate the line of scrimmage and disrupt the play prior to what would normally be the first contact resolution. Penetration never takes place on a 'quick opener' play or on a draw play; in those cases the play is resolved normally without any penetration being considered.

Any rusher who is not in the zone to which the play is run may attempt to penetrate. For him to intercept the ballcarrier, there must be a path from the rusher's defensive zone to an offensive zone through which the ballcarrier passes. The distance for the defender in zones to the intercept zone must be less than or equal to the number of movement points the ballcarrier expends in reaching that same zone. (If a blocker expends more movement points than the ballcarrier in reaching the line of scrimmage entry zone, use that count for comparison purposes instead.) Include movement points, if any, expended by the ballcarrier waiting for a handoff.



In the example above, the play H/LT (LE) is not vulnerable to penetration. The H takes the handoff after 1 zone of movement (H1) behind the LT and moves on his second movement point into L. No blocker takes longer. A defender would have to be able to reach the “H1” zone in 1 movement point, and that’s impossible except from L, but that’s the target zone and so the defenders there play normally.

On the other hand, the play LH/RT(RG) is vulnerable to penetration, since the halfback must travel 4 zones to get to “R” and there are points along the way where penetrating defenders can get to the ballcarrier’s route in fewer zones than the ballcarrier has traveled. In the “F” (H1) zone, penetration can’t take place. The halfback has only gone one zone and defenders would have to go two. In the next zone, the ballcarrier would have gone two but defenders would have to go three. But in the T zone (where the T starts), the ballcarrier needs 3 moves and the defender penetrating only needs 2 from C or 3 from L. Rushers or blitzers from either might conceivably have a chance to intercept the ballcarrier at -3 yards behind the line of scrimmage.

If rushers exist for which penetration is possible as outlined above, then the offensive blocking scheme is examined and the chance of penetration found for each eligible rusher. A roll is then made for each rusher with a greater than zero chance of successfully intercepting the ballcarrier, to see if contact occurs. If any defenders succeed, a contact roll is made in each zone to which defenders penetrate along the ballcarrier's path, against all defenders in that zone. If the ballcarrier manages to reach the line of scrimmage, the play then proceeds normally from that point.

#### **4.6.1 Blocking assignments - who blocks:**

For each defensive zone from which rushers may penetrate, blocking assignments are determined. Any offensive players who are directly across the line of scrimmage from that zone are considered, assuming they did not move elsewhere during the offensive movement phase. Offensive players with blocking assignments elsewhere who were unable to move out of the L, R, or C zone are also considered. For a rusher in the WL or WR zones, a receiver not written into the play adjacent to that zone is assumed to block. An exception is that a specialized W will not block in this circumstance (as well as most others).

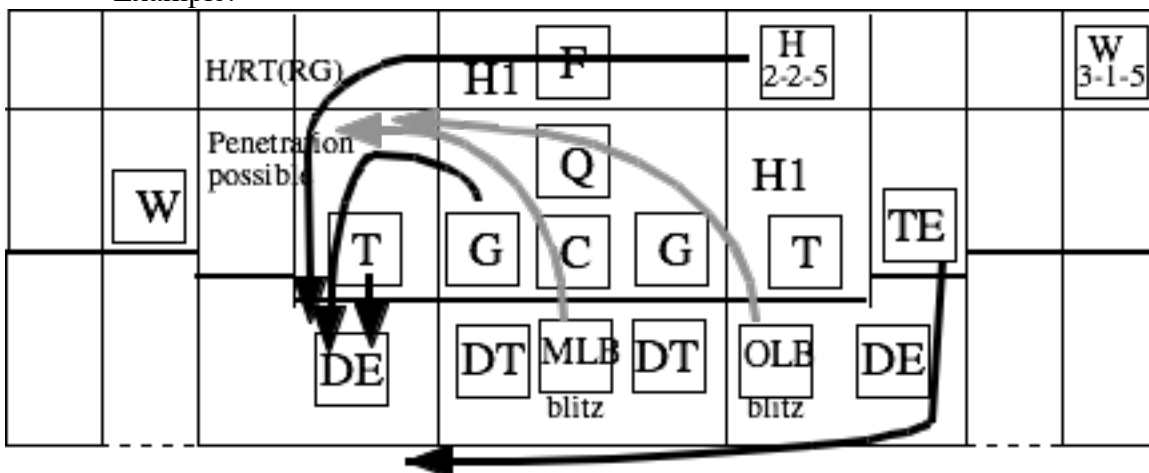
#### **4.6.2 Blocking assignments - order of assignment:**

Within each zone for which penetration is possible, offensive players block defenders in order, from the center outward, with no crossing over of assignments. If there are more blockers than rushers, the rushers closest to the play (where the ballcarrier is going) are double blocked. Generally, this will preclude any chance of that player successfully penetrating, although in some cases it may be possible.

#### **4.6.3 Blocking assignments: - priority by defender position:**

If there are fewer blockers than rushers, defensive linemen are blocked first, then linebackers, then defensive halfbacks. ( Exception: on a wide play a TE will block the outside LB assuming he is outside the defensive end, if he is blitzing.) If this leaves ambiguity, the defenders closest to the play are preferentially covered.

Example:



For this case, penetration needs to be checked for C and L. Blockers available in C include the C, LG, and F. The C is assigned to block the LDT (closest lineman), the LG blocks the LDT (next closest lineman) and the MLB would be free to penetrate, except that after linemen are used, the F is used to block any remaining rushers, in this case the MLB. From L, the T blocks the LDE leaving the OLB free to penetrate.

#### 4.6.4 Penetration resolution:

For each rusher, the player's rush value is the sum of contact plus speed. (For DH and LB, use the full contact value without the -1 modification for rushing. Defensive linemen get the +1 bonus that applies to pass rushing if they are correctly positioned, as well as any pass (rush) value.)

From this is subtracted the blocking value of the corresponding blockers, if any. An offensive player's blocking value is his contact value plus one if his speed is 2 or 3 or plus 2 if his speed is 4 or greater. Also, bonuses for the offensive player's pass (blocking) value and the +1 bonus for specialized tackles is included. (Note: An experienced "e" lineman of 3 speed would get credited as a normal lineman of speed 4. Rookie penalties count too.) For unblocked defenders, treat the blocking value as zero.

If an offensive lineman (or TE) must block a rusher closer to the play (the boundary of the zone nearest the point where penetration contact with the ballcarrier is possible), he is at a significant positional disadvantage and is thus penalized a point in blocking value for each position discrepancy in the order of players away from the boundary. For this purpose, 'nearer' is with respect to the number of players in the zone, counted in order. If the offensive player is slower than the rusher, the penalty is increased one per position for each point of discrepancy. So if the TE is the 2nd player from the left blocking into zone R (the Tackle is the first), and must block the DE, who is next to the C zone boundary, he blocks at -1. This is true even if there is a back behind the tackle position who could help out. This awkward (and dangerous) circumstance usually arises due to a pulling lineman.

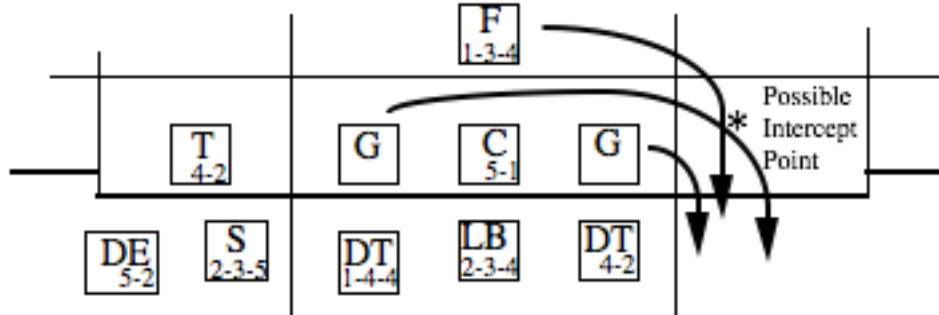
Subtract twice the distance in zones to the point of interception of the ballcarrier's path.

Subtract the number of defenders in the same zone arrayed closer to the point of intercept than the rusher.

Add one for each point the rusher is faster than the ballcarrier, if any.

The result is the number of chances out of 6 of a contact by that defender. For a 1/6 chance of penetration contact, a 1 die roll is needed. For a 2/6 chance either a 1 or 2 must be rolled, and so forth.

Example: The play is F/LT (G,G) The defense is blitzing the LB and S shown.



First, note that it takes 4 movement points for the RG to get to the L zone. That means the F is in the possible intercept zone after expending 3 movement points, not just 2 at it would seem. This is important, because the blitzing safety cannot get to the intercept point in time otherwise. Had the right guard not pulled, the LDT might not be a factor in this play. The three rushers from the C zone are possible penetrators. Defenders in the L zone are not a factor for penetration rolls, since that is where the ball is going; they will get their chance during contact resolution.

There is only one blocker for the three defenders in C. He blocks the rusher nearest to the C/L boundary (the DT 4-2). The tackle blocks the DE. (Under earlier rules, he would be too slow to be a factor as his speed is only 2, and it is 3 zones to the possible interception point. That's no longer considered now.)

We calculate the chances for penetration for each rushing defender:

DT 4-2: Rush value =  $4+2+1(\text{DT bonus}) = 7$   
 - Block value = 5 (C + 0 for the C)  
 + 2 (the DT is one closer, and the speed discrepancy is 1 favor of the DT)  
 -4 (two zones to the point of possible contact)  
 Yields: 0 There is no chance for this DT to penetrate. He does his part, though.

LB 2-3-4: Rush value =  $3+4 = 7$   
 - Block value 0 (no blocker)  
 - 1 (He is 1 removed from the zone boundary)  
 -4 (two zones to the point of possible contact)  
 Yields: 2 There is a 2 in 6 chance for contact: Roll the die. 1 or 2 is successful.

DT 1-4-4: Rush value =  $4+4+1(\text{pass})+1(\text{DT bonus}) = 10$  (Yeah, this guy is dangerous.)  
 - Block value 0 (no blocker)  
 - 2 (He is 2 removed from the zone boundary)  
 -4 (two zones to the point of possible contact)  
 Yields: 4 There is a 4 in 6 chance for contact;; Roll the die; 1 through 4 succeeds.

DE 5-2: Rush value =  $5 + 2 + 1$  (DE bonus) = 8

- Block value =  $4 + 1(\text{speed } 2) + 1(\text{T bonus}) = 6$

- 1 He is 1 removed from the zone boundary

-6 (three zones to the point of possible contact)

Yields: -5 No chance at all. But if he did not get blocked by the T, he would have 1 chance, and so the T must block him, and not the S. A 4-2 DE would have no chance even without being blocked, allowing the T to block the S.

S 2-3-5: Rush value =  $3 + 5 = 8$

- Block value 0 (no blocker)

-6 (three zones to the point of possible contact)

+1 (the S is one faster than the B)

Yields: 3 There are 3 chances for contact: a roll of 1, 2, or 3 is needed.

Note that this is a danger in pulling linemen. If the defender is blitzing there is a decent chance of catching the runner in the backfield, so a "run blitz" is often effective even when the play is not a pass. Of course, the blitz can get burned by a screen, draw, or quick pass.

#### **4.6.4a Penetration: (modification)**

We dropped earlier language for counting zones to the point of a possible penetration tackle to decide if the defender is too slow. The defender speed figures into penetration chance. A "1" speed defender thus does have a penetration chance, and must be blocked if a blocker is available.

#### **4.6.4b Penetration: (clarification)**

Linemen preferentially block other linemen. They block DL's first, LB's second, and DH's third. An otherwise uncommitted (not mentioned in the play) back will block the penetrating defender closest to the play, whether an LB or DH or DL. (He has more time to see who is penetrating). However, the back only blocks penetrators coming from the zone (L, R, or C) in front of him. A back in the TB zone (behind the FB) is too far away and does not block a penetrator. (A specialized F may block vs a penetrating rusher from L, R or C, but preferentially blocks one from C first.)

#### **4.6.5 Slow developing plays:**

If the offense is using the "+1" slow developing play option, all of the rushers count as +1C and +1S for this purpose, for an overall +2 bonus on penetration attempts.

#### **4.6.6 Placement of contact resolution (-3 or -6 yards):**

If the penetration takes place in an offensive zone adjacent to the line of scrimmage, then the upfield boundary of the zone is at -3 yards for purposes of calculating contact gains. As before, a gain large enough to take the ballcarrier out of the zone (and across the line of scrimmage) results in another contact resolution, the one which would normally be first, and then pursuit as usual. Penetration contact two zones deep is at -6 yards, but otherwise is treated similarly, and may be followed by another penetration contact at -3 yards.

**4.6.6a: Optional (not in use yet):** Defenders in “Normal” also penetrate but with -2 on die roll ? This has not been tried. Maybe do it for Season XII.)

**4.6.6b: Penetration from targeted zone:** (Optional, not in use for Season XI)

Currently defenders in the destination zone for the ballcarrier are not considered for penetration. Perhaps they should be. They are opposed by all of the blockers going to that zone, so in many cases the odds are quite unlikely. A penetrating defender would meet the ballcarrier earlier in the same way as a defender from a different zone, rather than be part of contact resolution at the line of scrimmage. The process would be the same as for other penetration cases. However, for some defenders the penetration might be at either -3 or -6 yards. The contact would occur as early as possible for the number rolled on the die. If penetration fails, the defender is assumed to be at the line of scrimmage and participate normally there.

**4.6.7 Blockers vs penetrating defenders:**

If there is a pulling lineman or fullback on the play following the ballcarrier’s path (ahead of the ballcarrier), and the penetration contact takes place adjacent to the line of scrimmage just prior to when the ballcarrier would have crossed, these blockers block in the penetration contact resolution rather than at the line of scrimmage. It is not necessary that they be lead blockers in order for this to occur. This opportunity is restricted to penetration from ahead, not by defenders in effect trailing the play down the line, which is usually the case.

If the penetration attempt fails (no defender gets a low enough die roll), these blockers block normally. If the contact roll for penetration is +6 or better without using all of these blockers, save the extra one for the line of scrimmage (e.g. B 2-3-5 with G 4-3 and G 3-4 to RT, vs a S 1-0-6 blitzer who made a successful penetration roll. The S is actually -1 (not a lineman), so the G 3-4 and ballcarrier together give a +7 contact; the other G blocks at RT normally. Against a 1-2-5 safety (worth 1 contact) the G 4-3 would block on penetration and the G 3-4 would block at the line, giving +6. An OLB 3-4 (who is -c) would draw both guards (at +8) since leaving out either would drop the contact roll to +5; if the B gets past him he would have only the tackle blocking at the line of scrimmage.

**4.6.8 Blocking by running backs not written into the play:**

A back who was not written into the play may be used to block a penetrating defender (selected by the offensive player) who was unblocked in the defensive zone directly ahead of the back. Thus, the back in the FB position behind the QB can be used to block an extra rusher in the C zone, reducing his chance to penetrate. The Quarterback cannot be used for this purpose. Any back used for this purpose is -2 in blocking value, and any defender covering him man-to-man is -1P,-1C and can pursue as if in zone, rather than being -2P,-2C and with no pursuit, as described in rule 4.2.6. (A specialized H or TB is -1 in blocking value in addition to the -2.) Note that this applies only if there is a rushing defender who is completely unblocked. A back directly behind the TE may not be used in this way except against a defender rushing through that spot (the third rusher from L or R against a play going inside, or any rusher on a wide play to that side.).

A specialized HB does not block on penetration attempts if he did not line up between the tackles, inclusive (3 middle zones behind the QB). No back blocks vs

penetration for any ballcarrier traversing a zone adjacent to the line of scrimmage without crossing the line of scrimmage immediately. (This occurs most often on a Q/WR or WL play).

Note that a specialized FB can block vs penetration against potentially penetrating defenders from L or R as well as C, assuming the play is to the opposite side. (He could not block a blitzing OLB in L on the play H/WL, since the play goes away from him.)

#### **4.6.9 Blockers' movement considered in distance to contact:**

If the distance the ballcarrier moves is less than the distance a blocker moves, add the difference to the ballcarrier's movement points for purpose of determining whether penetration takes place (in 4.6).

#### **4.6.10 The penetration contact roll:**

Rushers who successfully penetrate encounter the ballcarrier behind the line of scrimmage. Use the normal contact roll procedure. Note that rushing LB and DH players are -1 in contact value for this purpose, and this is true even on a slow developing play, where a +1C bonus is applied to determine if contact took place. As with other contact rolls against pass rushers, a "\$" die roll (usually 4) counts as \*, a clean break. The +1C bonus for a slow developing play does not apply to the penetration contact roll itself. Note that penetration contact rolls are "in the backfield" for purposes of the open field tackle rule (4.3.11), so for example a 5 speed H vs. a DT 6-1 who succeeds on a penetration roll would get a +3 on the contact roll.

#### **4.6.11 No penetration on quick opener and draw:**

Penetration rolls are not made for the quick opener or the draw play. The quick play does not allow enough time for defender penetration. In the case of the draw play, defender penetration is planned, and accounted for in the special provisions in the way that play is resolved.

#### **4.6.12 Penetration by DE on wide plays (clarification):**

Generally a DE lines up somewhat outside the offensive tackle, perhaps opposite the tight end. On plays that go wide, if only a tackle is trying to block, he has the same positional disadvantages as if there was a Tight End who pulled. (Thus, he has a -1 on blocking value, and possibly an additional modifier if he is slower than the DE.) This clarification will make wide runs a bit more risky to the weak side.

### **4.7 Run options**

There are several variations on the run play which may be selected when the play is written. Each has advantages and disadvantages. The use of the option is written into the play by adding the designator at the end of the play, for example: F/LC qk.

#### **4.7.1 Quick Opener "qk":**

Under this option, offensive movement is essentially halved, with fractions rounded down. (See details later.) For pursuit and reaction purposes, the ballcarrier and blockers are credited with speeds one greater than usual. This will often limit pursuit and reaction, reflecting defensive surprise if the play breaks successfully. No penetration is

possible if this option is used. Note that speed 1 offensive linemen will not be able to block at all on a "qk" play. A quick pitchout is possible, but the ballcarrier's position when receiving the pitch will almost certainly not reflect sufficient movement points expended. The pass value is decremented to make up the difference, giving a greater than usual chance to fumble.

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.

#### **4.7.1a Movement behind Center on Quick Opener "qk" (optional, omit):**

Proposal for Movement penalty for moving behind the QB in the Q/C zone: Moving from one side to the other behind the Q costs one zone (as for a pulling lineman), so that a 1-2-5 H could do H/RC qk but not H/LC qk. (This extra +1 applies only to players passing through the Q/C zone such as a pulling guard and H. It would not apply to a F, since he is directly behind the QB, and does not need to change sides.) Recommendation: This gets messy, since as written it would also apply to RH/LT, which would now be impossible for a B lined up behind the RT. Maybe we just say a benefit of H specialization is to allow RH/RCqk or RH/RE qk for a 5 speed H and RH/RT for a 3 speed H. (Note that on RH/REqk the tackle would have to be speed 4 to block!) (This rule IS NOT in effect now)

#### **4.7.2 Slow developing play "+1":**

This option gives all offensive players one extra movement point, hence the "+1" designation. The increased speed of offensive players is not used for pursuit and reaction of man-to-man coverage calculations. Indeed, all defenders are credited with +1 speed for both coverage and pursuit. Furthermore, in the initial contact roll at the line of scrimmage all defenders get a +1C bonus. This +1C bonus does not apply to penetration contact rolls, or contact rolls on pass completion, although the +1C does apply to penetration chance determination and pass rush effects. This option cannot be used together with the quick opener option.

#### **4.7.3 Pitchout "P":**

This play proceeds exactly as a run, but instead of using the H1 and H2 zones for a handoff, the ballcarrier receives a pitchout in zones marked P1, P2, etc. after expending the indicated number of movement points. (These zones can be used after expenditure of fewer movement points, but with a -P penalty for each movement point shortfall.) A pitch can be made to players wider than the P3 zone (this often occurs on a QB option) and this can be done with a pass value of 4 for the zone. These wider options are generally helpful in getting the ballcarrier wide. There is a chance of fumble, however. In effect, a pass is thrown. A pass value of 3 for the quarterback (regardless of what he uses for passes) is added to the receiver value of the ballcarrier, and the pass value of the

zone (6,5, or 4 with decrements for insufficient movement). A specialized H gets a +P bonus. A die roll is made on the corresponding pass table. A completion allows the play to continue, as for a normal run. Any other result is a fumble at the yard line corresponding to the upfield boundary of the zone where the pitch was to be received, at -6 yards. If a fumble occurs, the fumble table is consulted to determine who recovers it, and where. (See section 6.1.) 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 react to a zone within one zones of the ballcarrier's destination. Most often just the ballcarrier is included.

#### **4.7.4 Draw "dr"**

With this option, the ballcarrier destination is given as L, R, or C, rather than the more specific entry points such as LT or LE used for other run plays. The ballcarrier is allowed to pick either path after the first contact roll. Blockers are assigned as usual, although there may be some ambiguity as to which zone a blocker is in. For example, the play F/C (LG)(RG) dr could conceivably have the right guard in either SL or SR. To resolve ambiguity, the play can be written with a vertical bar within the parentheses. In this case, (LRG) would indicate the right guard blocks in the rightmost of the two possible zones, in this case SR. In another example, (LE|RG,RT) has the left end blocking in the leftmost zone and the other two blockers in the rightmost zone. Of course, the ballcarrier will only use one of these two routes, so the blockers on one side or the other will go unused (unless they move downfield due to the absence of anyone to block, and having extra movement points). If explicit information is not given and ambiguity remains, players are assumed to block in the zone closest to their starting position, the zone closest to the center of the field, or the strong side or rightmost side, in that order of priority. When the play is executed, the ballcarrier decides, after the initial contact resolution, which of the two possible paths to take. Generally (as a default), the one most immediately favorable for contact resolution and distance to contact is selected. The play may be written more specifically, such as to LE or LT.

In executing the draw, all offensive movement is -1 in movement allowance. If there is a pass rush, the extra penalties for moving through L, R, and C (described in rules 4.1.2 and 4.1.3) do not apply. If there is no pass rush, the normal penalties apply, as well as the -1 penalty for the play being a draw. If the "stay at home" defensive option is chosen, all defensive linemen count +1C.

For each pass rushing lineman or man to man defender in the zone to which the ballcarrier runs, there is a chance to "read the draw" that depends on the maturity of the linemen on both sides and blocking assignments. Normally there would be zero chances for each rushing lineman to read the draw. If any rookie lineman from across the line from that zone is blocking (in that zone or elsewhere), 1/6 is added to the chance to read the draw. Each veteran rusher gets +1/6 chance extra to read the draw. If the QB is a rookie, chances to read the draw are increased by 1/6. If he is a veteran, chances are decreased by 1/6. After all this, 1/6 is subtracted from the chance to read the draw. Thus, the chance to read a draw is 1/6 less than the chance to read a screen pass for a given situation. (The same rule applies to the screen pass, except for this final -1/6.) If a defender recognizes the draw, he is treated as if in "normal" (zone) mode rather than rushing, so a "\$" die roll (usually 4) does not break the ballcarrier loose.

Contact is resolved normally, except that a contact result of 1, 3 or 4 (usually) gives a "\*" result at the line of scrimmage if there is no man-to-man defender covering the ballcarrier there and all defenders are either rushing or covering someone else. If there are non-rushing defenders, but no man-to-man coverage, only 1 or 3 roll gives a "\*" result. If the ballcarrier is covered man-to-man or the "stay-at-home" defense was selected, no special results on a 1, 3 or 4 apply. (Note that for +8 and +10 tables, rolls of 2 and 3 give these special results, respectively, instead of 3 and 4.) There is no penetration determination, as this effect is taken into account by considering the upfield boundary of the L and R zones to be at -6 yards instead of at zero, and the boundary of the C zone at -3 instead of zero. (This is because the offensive linemen initially step back as if pass blocking, thus giving up yardage and some movement in order to achieve deception.) Draws to the side are more difficult to do since the back starts out in the middle as the QB drops back to pass. Rushers outside typically penetrate deeper than those in the middle. So, draw plays to L or R start at -6 yards, rather than -3.

#### 4.7.5 Dive play "d"

A dive play is designed to maximize the chance of achieving a short gain at the cost of giving less of a chance for a long gain. Often the ballcarrier literally dives over the line of scrimmage. All "B" and subtype players (F, H, Q, TB) are capable of executing the dive. The F and H (or TB) specialists do it better than the others. Offensive movement is normal, and either the qk or +1 options can be used. But before the (normal) first contact roll at the line of scrimmage, a die is rolled and the "Dive" table consulted. A 1 is added to the die roll if the ballcarrier is an H or TB, and 2 is added for a F. An extra blocker is allowed to squeeze into the zone, so that 5 can block in C, 4 in L or R, etc.

die roll:	1	2	3	4	5	6	7	8
	-1~	N	1 yd	N	2 yd	x2	+1	3 yd

-1~: Use one column left for contact, 3 yard limit on gain, roll ~

1yd, 2yd, 3 yd: The gain is 1, 2 or 3 yards respectively. No further die roll.

N: Execute play normally, no limit on gain.

+1 Use one column right for contact, 3 yard limit on gain.

x2: Double contact differential (even if negative), 3 yard limit on gain.

There is also a 3 yard maximum gain in this case.

#### 4.7.6 Quarterback sneak:

The quarterback can run the ball as can other ballcarriers. Note that he expends one movement point taking the snap, so only a 4 speed quarterback can run a "qk" play to LC or RC. Furthermore, if the fullback is to block in C, he expends (and the quarterback expends) one extra movement point to go through the zone in which the ballcarrier starts. This usually precludes the fullback blocking on a Q/LC qk play (You need a 5 speed F and 6 speed Q). The QB can do a dive, even a qk dive. Note that if the QB runs elsewhere, defenders who are rushing from C have a chance to penetrate while the QB is handling the snap, since he is only 1 zone away.

#### 4.7.7 Quarterback option (optional rule, being used):

A quarterback option play is written as a normal run play, with the quarterback as the ballcarrier. It may not be a qk play, and must be to the L or R zones at either T or E positions. In the play as written, a threshold is given for making a pitchout to a back who is simultaneously running a WL or WR play. If the quarterback's contact advantage is equal to the threshold, he will pitchout 50% of the time (on a die roll of 1-3). If his contact advantage is one greater than the threshold, he pitches out on only a 1 or 2, and so forth. The pitch is -2 in completion value compared to a normal pitchout due to the quarterback's greater uncertainty in where the back will be relative to himself. Blockers are given separately for each possible course of the play. Lead blockers may be used for either or both ballcarriers. An example is:

QB/LE (LG,TE)(C)+2lopt TB/pWL (-)(LH)

In this play the QB runs the left tackle play, pitching out to the tailback with a 50% chance if he encounters a +2 contact situation at the line of scrimmage. Note that both the center and left halfback could conceivably end up blocking in the LW/LS area, regardless of who the ballcarrier is. If the blocker was listed for the (potential) ballcarrier who did not get the ball, then he is -1 in value, but can still block. Here, the LH is -1 if the QB keeps the ball, and the C is -1 if the pitchout is made (assuming that he can get to LS and obtain position at all.) If the halfback in this example is covered man-to-man by a linebacker who could only get to zone L, that linebacker would count -2C (as man to man versus a secondary receiver) if the quarterback keeps the ball. If the pitch is made, he and other defenders in L may be able to pursue to LS.

If the pitchout is fumbled, count the defense as including any defender in LS after reaction for purposes of determining who recovers if it comes down to a matter of number of men or number of points.

If no threshold is specified, assume that it is +3.

#### **4.7.8 Trap blocking "tr":**

The offensive player may write his play to exclude a particular lineman from blocking. The lineman is assumed to go elsewhere with the intent of drawing the defender after him, thus creating a hole for the ballcarrier. This is known as trap blocking. Such a play is illustrated by the following example:

H/LC(noLG,F)(LE).

Here the left guard pulls out. If the defensive left tackle is rushing, he charges through the hole and misses a chance to tackle the ballcarrier. Neither the LG or LDT would be counted. Furthermore, due to the hole unexpectedly left, the initial contact resolution has the same benefits as the draw: If all defenders are rushing, or man-to-man on other than the ballcarrier, a 1, 3 or 4 (usually) counts as \*. Even if there is a non-rusher, but no one man-to-man versus the ballcarrier, a 1 or 3 (usually) will give a \* result. If the destination of the play is an entry point other than where a defender was trapped, the "draw" bonuses do not apply, but neither the pulling lineman nor defender is counted. A defensive posture of "cover linemen" is vulnerable to trap blocking in the same manner as is the rush or blitz. Against "normal" or "stay at home" there is no

benefit; the pulling player simply is not part of the play, the defenders are not affected, and the play is resolved normally.

The defender trapped by a pulling guard is usually a DT if there are two DT's in C. If there are LB's blitzing, determine rusher-blocker pairs as for the pass rush, to see who is trapped. A pulling tackle will generally draw the DE except in unusual circumstances. The defense can get penetration, unlike the draw, but the trapped defender is not eligible to achieve penetration.

If a defender's speed is 1, there is only a 1/3 chance he will succumb to trap blocking. (He is too slow to vacate the hole.) If he is speed 2, there is a 2/3 chance he will miss the play. Any higher speed defender has a 1/6 chance of not being trapped. A low roll of 1-4, 1-2, or 1 respectively is needed to avoid the trap. An offensive player must have a speed of at least 3 to pull, forming the trap. Thus, a slow offensive lineman is not a credible bait. If the pulling player's speed is only 3, credit the defender with a speed one less for determining if he is trapped. This is resolved as part of the defense reaction phase. If the defense is not in a rush or cover linemen posture, the only result of the attempt at trap blocking is the missing offensive lineman.

Experience matters here too. An experienced defender is 1/6 chance less likely to be trapped, and a rookie 1/6 more likely to be trapped. If the offensiver player pulling is a rookie, the trap is 1/6 chance less likely to work, and for a veteran 1/6 chance more likely to work.

**4.7.8a: Summary Screen/Draw/Trap special provisions:**

Play	From: Coverage in zone	Numbers giving clean break
Draw	-3 yd Man-man defender, others zone	none
	(-6 R,L) One Man-man defender, none in zone	4: as "pass rushers"
	Zone defenders present, none man to man	1,3: as "draw"
	None in zone or man-man	1,3,4 as "draw" or "rush"
	"Stay at home" for linemen	none, and linemen are +C
	No man-man, DL's in stunt, none in zone	1,4 as "rush", less draw eff.
	No man-man, DL's in stunt, zone defender	1 as draw, but less effective
	(Note: there is a chance for rushing linemen to recognize a draw, which makes them "zone" defenders.)	
Trap	0 yd As draw if "trap" is successful. Chance of successful trap depends on speed: speed of defender=1: 1-4, speed=2: 1-2, speed=3+: 6	Pulling player must be 3+ speed. A trap is automatically unsuccessful against DL's in normal or stay-at-home defensive posture.
Screen:	-3 yd	Anyone rushing is gone, DL's in zone +1P, DL's in "Stay home" are +2P

Chance to read screen by DE's, DT's. If read, lineman treated as if in "zone" coverage.

- 0 If any kind of defensive lineman
- +1/6 If specialized DT, DE who is an experienced veteran
- +1/6 Rookie QB (-1/6 for Experienced veteran QB?)
- +1/6 If opposite offensive lineman is a rookie.
- +1/6 If opposing offensive lineman releases to block
- 1/6 If play is a draw rather than a screen pass

**4.8 Inches to go (Advanced rule, in use by FOOL):**

When a play results in a gain that gives exactly the number of yards that would be needed for a first down, or lands exactly on the goal line, the actual placement could be either inches short or inches over the critical placement. Under this proposed rule, in such circumstances a die would be cast, with a 1-3 showing the ball down with inches to go, and a 4-6 showing the ball just over.

For example: On third and one, the halfback dives forward for one yard. Did he make the first down? The officials come out to measure and... (die roll: 2!) the defense has held; the offense has 4th and inches. The gutsy offensive coach decides to go for it. The play comes in, the snap, and there is a huge pile in the middle where the QB tried to sneak it over. It doesn't look like much movement. The officials sort out the bodies, and the 0 yard gain proves to be... (die roll: 4!) just enough to get the first down.

This rule would apply to the goal line for scoring a TD, or for a safety, as well.

(It would not apply to special teams kicks, but would apply to runbacks.)

(A similar rule is used for time running out in a quarter.)

Note: If the offensive team is trying to conserve clock, the call for a measurement in a case such as this results in only 20 seconds run off before the next play instead of the more usual 30 or 40.

#### 4.9 Adjustment of zone boundaries for speed:

For run or screen pass plays, the nominal zone boundaries at +6, +12, +20, and +30 are adjusted if there is a speed difference between the ballcarrier and defending DH type players in zone in the area. On short passes (to WL/LSd/SL/SR/RSd/WR) adjustments are made only at the deeper zones. For each point of speed difference favoring the defender, adjust the boundary 1 yard closer to the line of scrimmage (2 yards at +20 or +30). (It is not adjusted the other way for a superior speed of the ballcarrier; the open field tackle rule applies instead.) A Safety in zone gets a +1 bonus for this rule. Linebackers get no bonus. If there is a combination of player types, the average effect is used. When averaging, round down if LB's are involved, and round up if only DH's are involved if the average speed is +.5, +1.5, etc. The table below summarizes:

Defender's Speed Minus	Run/Draw/Screen	Short Pass
Ballcarrier's Speed	IL/SC/IR	DC/VDC
+ 1	- 1 yard	- 2 yds
+2	-2 yards	-4 yds
+ 3	- 3 yards	- 6 yds
+4	-4 yards	-8 yds

A ballcarrier must enter the zone to use an adjusted boundary. If a ballcarrier is tackled and his momentum does not reach into the unadjusted zone, then the play is over. (This is similar to a ballcarrier getting a+3 run at the line of scrimmage and not facing three huge linebackers at SR! )

If there is more than one defensive back in the zone, use the speed of the faster player if he makes up at least half the contact points. If the slower defensive back makes up most of the contact points, use his speed. If there is a mix of defensive back(s) and linebackers in the zone, then the whole group gets the adjusted boundary benefit only when the defensive back(s) have more than half of the contact points. If the linebacker has half or more of the contact points, the boundary is not adjusted.

If there are other players in the zone or entering the zone (man-on-man or pursuit into the zone), they do not have any impact on whether or how much the boundary is adjusted. However, their contact values are included in the tackle. This rule has no impact on the results of the "Contact Table".

#### **4.10 Defensive options for "Tight" and "Loose" coverage (optional rule not used):**

With "tight" coverage, all players in man-to-man coverage would be treated as +1 in speed for coverage / reaction toward the line of scrimmage, and -1 in pursuit and away from the line. In "loose" coverage they would be treated the opposite: -1 in reaction toward the line of scrimmage, and +1 away and for pursuit. This rule is not currently in use for FOOL play.

#### **4.11 Run Blitz (optional rule being tried for Season XI)**

A "run blitz" works exactly like a normal blitz, but the blitzing linebackers are trying to penetrate and stop the ballcarrier in the backfield instead of focusing on sacking the quarterback. Consequently, chances of successful penetration are +2 (1/3 chance greater) each, but pass rush values are -2 each. Defensive linemen must be in "pass rush" to do a run blitz, and they count normally. "Run blitz" applies to all blitzing LB's. Blitzing defensive halfbacks count as usual for a blitz (no +2 penetrate, no -2 on pass rush).

## 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:

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

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.)

#### **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, offside 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.

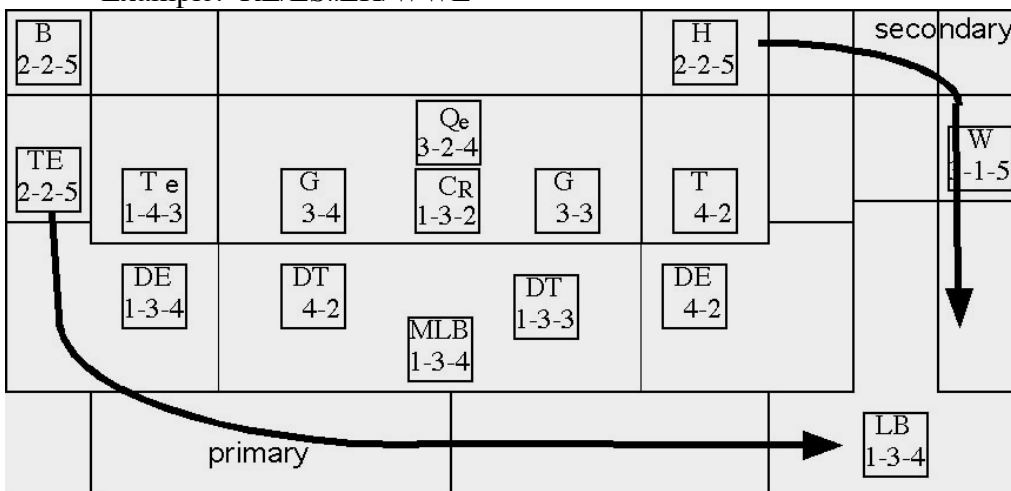
### **5.3.9 Safety Valve receiver: "S" (on the pass rush table)**

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 ! amnd 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.

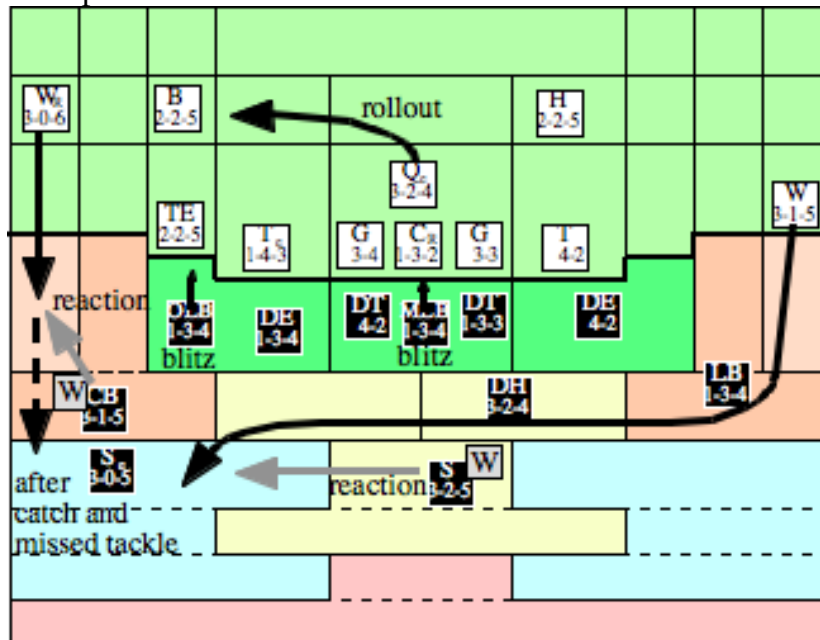
**Possible optional rule for the future, not in use for Season XI:** If there is a "normal" (rather than "rush" defense), increase the chance to roll out by 1/6 (giving a 2 speed QB 1/6 chance). Against "follow linemen" the chance is increased (from that of a rush defense) by 1/3, and 1/2 for "stay at 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 4<sup>th</sup> 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:  $4(B)+4(TE)+8(T)+4.5(C)+4.5(G)+6(Q)+0(\text{extra movement})=31$ . 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:  $3(Q)+3(W)+4(\text{zone is } 3+1 \text{ for roll to that side})-3(\text{CB})=7$ . 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  $4 = \text{number of points}$ .)

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.

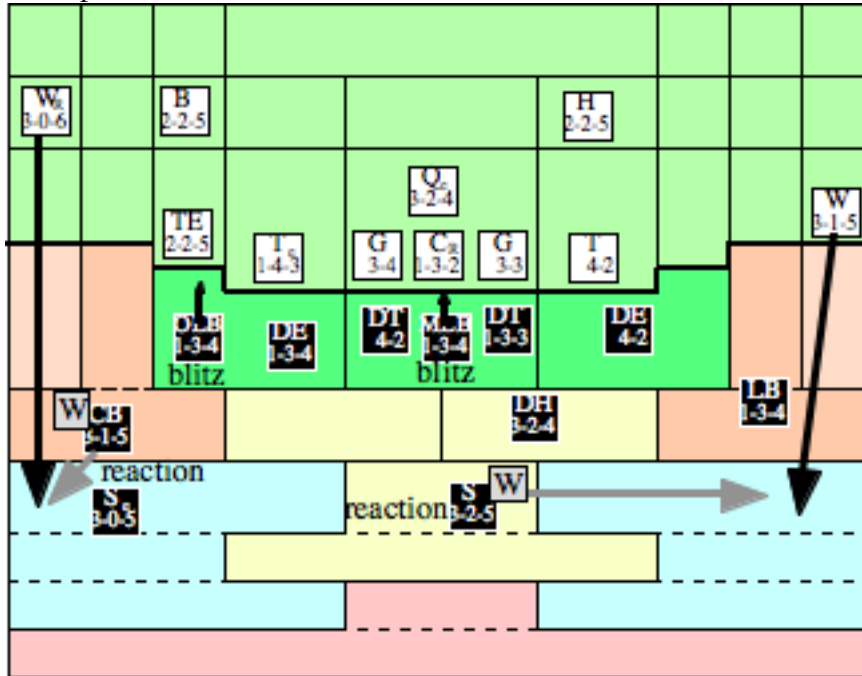
Example: An OLB 1-2-5 in R and MLBe 1-4-3 in C fake a blitz. The QB is a rookie. His chances of thinking a blitz is coming is 1/6 (OLB) + 1/6 (MLB) + 1/6 (he's a rookie) = 1/2. On a d6 die roll, he reads blitz on 1-3. Note that the OLB is -s in pursuit, but still gets his +s bonus, so he pursues as if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

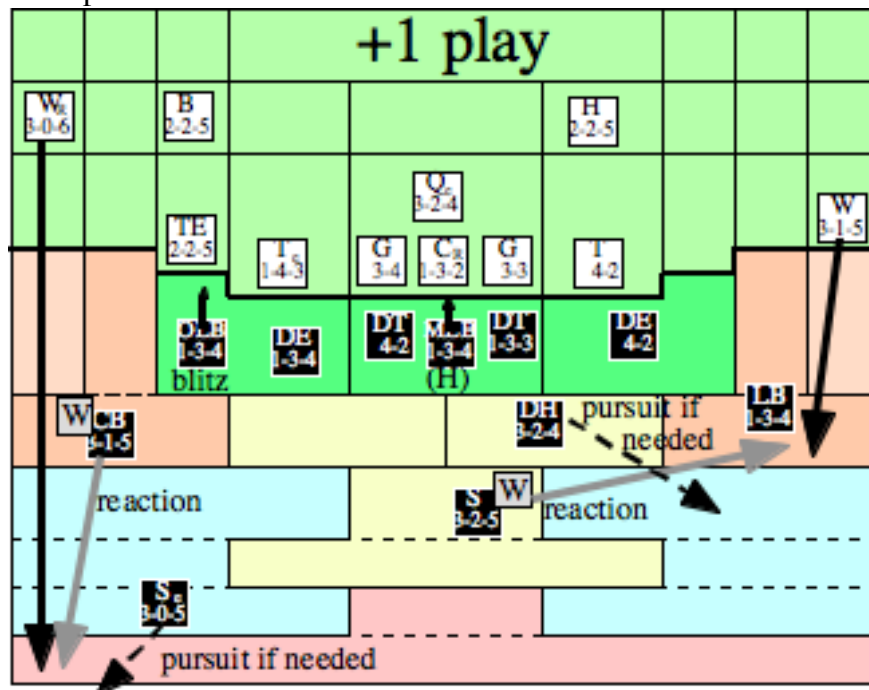
### 5.5.2 Man-to-man coverage

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  $+3(W) + 3(Q) + 0(\text{zone}) - 1(\text{CB}) = 5$  "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  $3(Q) + 3(W) + 3(\text{zone}) - 1(\text{LB in zone}) - 1(S P=3 \text{ but m-m } -1 \text{ and } 2 \text{ areas moved } -1) = +7$ . 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 is resolved 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.

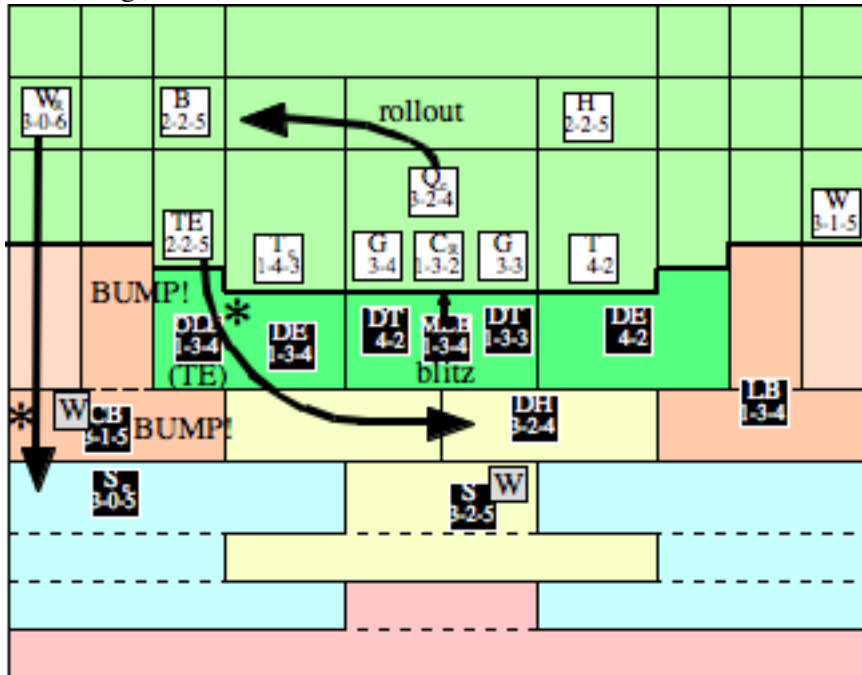
#### **5.5.16 Receiver can't reach zone situation:**

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  $6(\text{W } C+S - 1 \text{ rookie} + 1 \text{ W}) - 6(\text{CB } C+S + 1 \text{ for CB} - 1 \text{ for off the line}) = 0$  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  $3(Q) + 2(\text{TE}) + 4$  (zone) - 1 (bump result) - 4 (DH in zone vs loft) - 0 (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  $3(Q) + 3(W) + 3(\text{zone}) - 1(\text{CB with } -P, -P \text{ due to bullet and no faster}) - 2(S \text{ halved, round up}) = +6$ . 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!

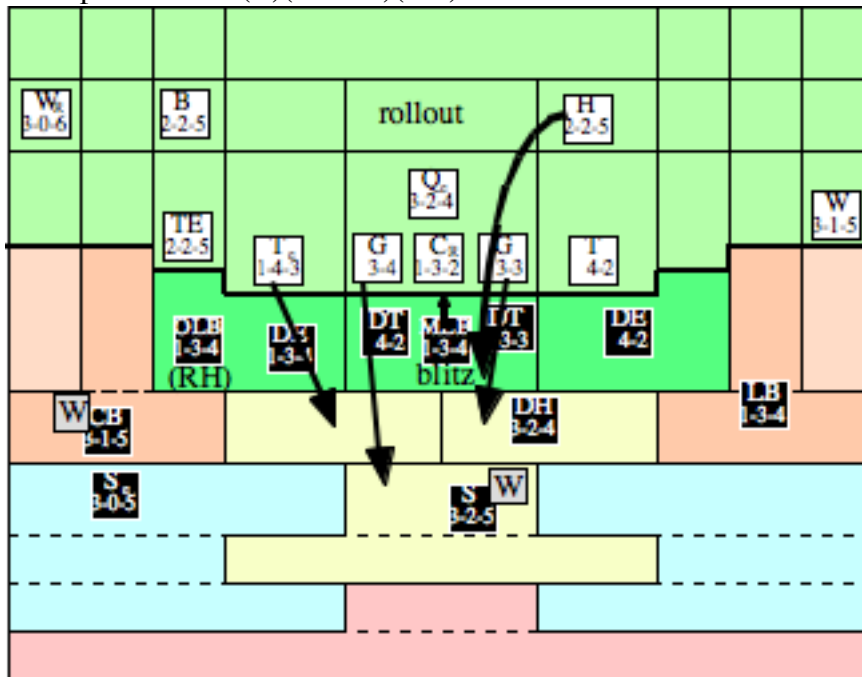
A DT or DE who is not in the zone to which the screen pass is heading does not have an opportunity for recognition. (By the time they notice, it is too late to cover the distance). Also, if a rushing DT or DE is under 30 years old, the quarterback is not a

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 LDT, 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(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.

### **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 or 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, but otherwise identical to the 0 column.

#### **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).

## 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
1	20	OL/BE	F	F	off+1
2	30	BC 2pl	F, inj BC	inj BC	off-3
3	40	bkr2pl	inj BC	BC 2pl	#men
4	50	inj def	inj blkr	inj def	#points
5	70	DL/B/H	inj blkr	inj blkr	def+2
6	TD	pen	pen	pen	def rb

Int	rb	lrb
+4/-4	+0	+11~
0	+1~	+14&
rb	-2#	+18
rb x 2	+5	+25
rb+10	+8	*-10
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 stopping the 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.

### 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 1/2
6	longer	6	season (-C/-S)	-C 1/6; -S 1/2

### 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.)

#### **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.

## CHAPTER 7

### Player Position Attributes

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

#### 7.1 Player Positions

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

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

The basic positions are those on the third layer of the diagram above, B, E, L, DH, LB, and DL. A player will very seldom play outside of one of these basic categories. Further specialization is usually the case. The various positions are elaborated further below. In addition to the specializations described here, a player may further specialize (in some cases) by the side of the formation. A player may also be a utility player, able to play in more than one basic position, such as DH\* (LB or DH), LB\* (LB or DL), B\* or E\* (B or E) or Q\* (Q or B or E). Occasionally other odd combinations are seen (S/P, for example, a safety who can also punt.)

##### 7.1.1 Running back: "B"

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

##### 7.1.2 Quarterback: "QB"

Quarterbacks have a nonzero passing value, and are assumed to have a receiving value of one. They receive snaps from center without an unusual chance to fumble. (Any other player substituting for the QB has a 1/12 chance of unsuccessfully receiving the

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

### **7.1.3 Fullback: "F"**

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

### **7.1.4 Halfback: "H"**

A halfback must line up behind the line of scrimmage between the end positions inclusive. (But, H bonuses do not apply if behind the TE positions.) A halfback executes the dive better than an unspecialized back, and is +1 in movement. He is +1P for purposes of receiving a pitchout. A halfback blocks at -1 points on a run or for pass blocking (or special teams blocking).

### **7.1.5 Tailback: "TB"**

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

### **7.1.6 End: "E"**

An unspecialized End must line up at either end of the line of scrimmage just outside the tackle, or wide left or right. He may be up to one zone off the line of scrimmage, as long as seven men are adjacent to the line of scrimmage. If the offense has

an unbalanced line, a tackle will be in the TE spot on one side, and an End may be in the Tackle spot on the other. This is legal, but the tight end may have more trouble moving downfield. (Note: either a B or an E player may act as a wide receiver. A back substituting as a tight end is -1 in contact and pass abilities. An end receiving a handoff may fumble, as described in 7.1.1.)

#### **7.1.7 Tight End: "TE"**

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

#### **7.1.8 Wide receiver: "W"**

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

#### **7.1.9 Offensive Linemen: "U", "L"**

Offensive linemen may be "utility" players who can play any of the Guard, Center, or Tackle positions. Such players are designated with a "U". Some such players can play either Guard or Tackle, but not Center, and are designated "L" (formerly "GT"). For any of these players or more specialized line positions, a pass value applies only to pass blocking, and has nothing to do with pass receiving. (All linemen have a pass receiving value of zero, except where the player had formerly played another position. In the latter case it is one less than the last value before the position change.) A lineman's pass value only will be used on a "tackle eligible" play or when a lineman is playing out of position, as perhaps a tackle substituting at tight end in a special "heavy" formation used for short yardage.

#### **7.1.10 Center: "C"**

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

#### **7.1.12 Guard: "G"**

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

#### **7.1.13 Tackle: "T"**

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

#### **7.1.14 Defensive halfback: "DH"**

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

#### **7.1.15 Cornerback: "CB"**

This specialization of the defensive halfback position allows the defender +1 speed for coverage purposes (but not pursuit) if he starts in the IR, IL, RS, WWR, WWL, or LS areas. If the CB does not start in one of the designated zones, he is -P and the specialization benefits do not apply. (An exception is that if there is no wide receiver on one side, or just one and another CB, the CB (or second one) may start in SL or SR as applicable without penalty, but without the bonus. The CB also gets a +1 speed

consideration for the "open field tackle" rule in the zone in which a pass is caught if he is man to man on that receiver, and in RS and LS areas vs a run (And WWL, WWR).

#### **7.1.16 Safety: "S"**

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

#### **7.1.17 Linebacker: "LB"**

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

#### **7.1.18 Middle linebacker: "MLB"**

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

#### **7.1.19 Outside linebacker: "OLB"**

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

### **7.1.20 Defensive lineman: "DL"**

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

### **7.1.21 Defensive tackle: "DT"**

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

### **7.1.22 Defensive end: "DE"**

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

### **7.1.23 Nose Tackle: "NT"**

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

### **7.1.24 (Proposed option): "GT" (Maybe for Season XII)**

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

### **7.1.25 (Proposed option): "DTE" (Maybe for Season XII)**

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

## **7.2 Special abilities**

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

### **7.2.1 Penalty prone: "!"**

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

### **7.7.1a Pass rush chance for Penalty Prone "!" players- (Optional, in use):**

On a pass rush roll of 2, a penalty roll of 5 normally gives no penalty. However, if a "!" player is on offense or is on defense and ready to rush or man to man adjacent to the line of scrimmage, that player draws a false start or encroachment (5 yard) penalty. Pass defenders who are penalty prone draw a pass interference penalty on a 5 and 1 (as well as 6) on the pass table and on a 4 on the bump table. Receivers who are penalty prone draw an offensive PI penalty on 1-3 rather than just a 1 from the pass table for a 5,6, and draw the penalty for a 5,1.) Note that ! defenders in pass coverage or zone away from the line of scrimmage and not involved in the play are not considered. Any player adjacent to the line of scrimmage, even if in man to man coverage on a receiver, does count as affecting the pass interference penalty.

### **7.2.2 Injury prone: "#"**

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

### **7.2.3 Fumble prone: "f"**

On a special event of "~", a player marked such fumbles on a roll of 2 as well as 1. On a "#" event, a 1, 2, or 3 results in a fumble. On kick returns, one is subtracted from the "FC" table. If such a player intercepts a pass, there is a 1/3 chance that he will drop it, and the result is incompleteness. If there has been a fumble which this player is determined to recover, there is a 1/3 chance that the ball is actually still loose. Repeat the fumble roll, leaving out this player.

### **7.2.4 Error prone: "o"**

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

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

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

When a subtraction from the die roll is made but a natural "1" is rolled, move 1 column over on the appropriate table instead. So, for example, on contact table for +2 with "^" on defense used, a die roll of 1 normally gives +0 yards. The "^" moves the result to a roll of 1 on the +1 table, or -1 yard. Similarly, adding 1 to a die roll of 6 moves the result over a column. Exception: adding 1 to a 6 on the contact table always

moves the result to “\*”. If a table does not have multiple columns, such as fumble recovery, then subtracting 1 from a 1 remains a 1, and adding to 6 doesn’t change either.

### **7.2.5 Big play “^”**

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

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

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

### **7.2.6 Elusive / Sure tackler “\$”**

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

### **7.2.7 Strongarm “+” (Quarterbacks only)**

A quarterback so designated throws to ML, MR, and MC and beyond with a +1 bonus, and is +1 when rolling right and throwing to ML and LL, or rolling left and throwing to MR and LR. (The normal penalties still apply as well, however.) He also can use the "bullet pass" option to any zone that would normally have a 2 value (instead of 3). Zones which normally have a pass value of 4 or 5 are treated as if they have a pass value of 3 or 4 instead.

### **7.2.8 No Secondary “||” (Quarterbacks only)**

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

### **7.2.9 Weakarm “-” (Quarterbacks only)**

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

### **7.2.10 Soft Touch “st” (Quarterbacks only)**

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

### **7.2.11 Tertiary Receiver “3r” (Quarterbacks only)**

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

#### **7.2.12 Good conditioning "gc"**

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

#### **7.2.13 Poor conditioning "pc"**

Such a player is penalized 1 on tiredness rolls, and is reduced in number of carries by 1,2,4, and 8 per series, quarter, half, and game respectively.

#### **7.2.14 Robust constitution "r"**

A player so designated is somehow less susceptible to serious injuries than most. Whenever a "longer" result is obtained on the injury table, An additional roll is made. On a 1 to 3, the result is that one play is missed. On a 4 to 6 the usual serious injury is suffered. If in the duration roll a 4-6 is obtained (loss of some value for the rest of the season), there is a 50% chance that the "r" property is also lost.

#### **7.2.15 Special effects for kickers:**

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

#### **7.2.16 Immature: "im"**

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

#### **7.2.17 Mature: "m"**

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

#### **7.2.18 Plodder / poor open field tackler "c"**

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

#### **7.2.19 "q" Quick acceleration:**

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

### **7.3 Rookie / Age penalties and benefits:**

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

### **7.3.1 Rookie penalties:**

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

Rookie QB's are -1 in reading the blitz.

Rookies are -1 in "bump" situations

Rookie defensive linemen are -1 in reading the draw, screen, or trap.

Rookie linebackers cannot fake a blitz.

Rookie DH types playing zone are -2P for being one zone removed from where the ball is thrown (e.g. a 3-1-5 in MC would be worth 1 in SC.), and -3P if two zones removed. (This is currently being used for FOOL play.)

Rookies have only a 1/18 chance of receiving the "experience bonus" described in Rule 8.8 after starting for 3 games. (Veterans have a 1/9 chance.)

### **7.3.2 Experienced veteran benefits:**

Experienced veteran offensive linemen are +1/2 when pass blocking.

This is rounded down when finding the blocker totals, but can be combined with the +1/2 for linemen being speed 3.

Experienced veteran QB's are +1 when reading the blitz.

Experienced veterans are +1 in "bump" situations.

Experienced veteran defensive linemen are +1 to read a screen, draw, or trap.

Experienced veteran LB's can fake a blitz from SL or SR (but must be speed 4).

If the majority of blitzers are experienced veteran LB types, the chances for the QB to read the blitz are reduced by 1/6. (If 50% are experienced LB's, there is no adjustment.)

Experienced veteran DH types in zone are -P for passes to zones in the area two away, and are not -P against passes to adjacent zones (Optional, but in current FOOL use.)

Experienced veterans have a 1/6 chance of receiving the "experience bonus" described in Rule 8.8 after starting for 3 games. (Veterans have a 1/9 chance, and rookies 1/18)

### **Optional, to be considered before season XII draft and camp:**

Experienced players can be coached to remove ! or o attributes with the same probability of younger "veteran" players, and this coaching can be added to any other training camp activities. (This is a proposed rule; I do not believe it is in effect for FOOL play.) An alternative is:

Each training camp an experienced veteran player has a 1/6 chance to remove any of the following negative special attributes: !, o, f (and i). Again, this has not been accepted for FOOL use yet.

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

#### **7.4 Special Teams specializations**

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

LS: Long snapper – important on punt, field goal and shotgun plays.

KK: Kamikaze – a specialization for KO coverage

VKK: Veteran KK (2+ seasons experience) +C+S benefit

KRS: Kickoff returner

VKR: Veteran kickoff returner (2+ seasons experience) +P+C+S benefit

PRS: Punt returner

VPR: Veteran punt returner (2+ seasons experience) +P benefit

H: Holder for FG plays

VH: Veteran holder (2+ seasons experience) -1/36 chance of bobble benefit

WR: Wide rusher on FG plays

VWR: Veteran wide rusher (2+ seasons experience) +1/72 on blocking benefit

SWR: Superior wide rusher–this is just an issue of player attributes: P+S=9+ (+1/72 blk)

VSWR: A VWR who is naturally superior.

ST: “Special teams specialized”: Does not incur a –C penalty blocking or covering on special teams – so a LB would get full contact value blocking, for example. [currently not in use, to be considered for Season XII. Revisit before camp.]

## CHAPTER 8

### Playing The Game

The previous rules have described the way a single play is run. A game is made up of many such plays, plus "special teams" plays: punts, kickoffs, field goal attempts, and extra point kicks. This chapter describes the procedures for combining these different plays into a game.

#### 8.1 The game record:

A record is needed both to record the game for the sake of posterity and the media, and as a place where the offensive player records his plays. The record also allows easy tracking of down and distance, time, and the score. The record has several columns: the yard line of the ball at the start of each play, the offensive formation, the defensive formation, the play (with all of the needed information on who is blocking where), events which occur as the play is executed, yardage gained, and the time at the end of the play (when the next play begins). In games played in person, it is not necessary to write down the offensive and defensive formations, but some information, such as whether the defense is a 4-3 or 3-4, may be of interest when studying the films later. In by-mail games, the events recorded should include every event resolution, such as for contact "+2/3/+2" to indicate a net contact advantage of +2, a die roll of 3, resulting in a 2 yard gain into the zone. In games played in person this is not necessary unless one intends to study the game films in minute detail. It is necessary to indicate such things as injuries, fumbles, penalties, and such. If the particular ballcarrier is not identified by number as part of the play, he should be identified here to allow tiredness determination. If he carries frequently, it may be convenient to note his accumulated number of carries, adjusted for events that increase tiredness. An example game record was shown in Chapter 3.

Each play is started by the offensive player first recording the yardage, and selecting his offensive players. The defender then selects the players that will be on the field for the play. The offensive player then sets the offense, and records the offensive formation and the play. The defender then sets the defense, and the offensive player may record information about it. The offensive player then executes the play according to how it was written and the preceding rules describing how a play is executed. After the play, the offensive player notes the gain, time, and special occurrences such as first downs. Out of courtesy he should announce the down and distance for the next play, and must give that information should the defensive player ask. (It may also be convenient to maintain this information on a display visible to both players.)

Lines are drawn across the record to separate each team's possession. Dashed lines indicate the end of a quarter, and a double line (with the score between the two lines) indicates halftime. Other special marks, used after the gain to indicate certain events, are: "F": fumble (not lost), "FL": fumble lost, "P": punt, "KO": kickoff, "kr": kickoff return, "pr": punt return, "pen": penalty, "inj": injury, "\*": first down, "Int": interception, ". Other events should be written out or unambiguously abbreviated. An example of a game record is given in Appendix D.

## 8.2 Executing the play

The general steps in executing the play are described in earlier chapters. The offensive player personnel are selected first, followed by the defensive personnel. The offensive player then sets up the offensive players in a formation appropriate to execute the play, the writes down the play that will be run. (In real life these last two steps are taken in the reverse order, but this method takes less time and does not reveal anything extra to the defense.) Once the play is written, neither side may change personnel unless a timeout is called or the play has been completed. After the offensive player announces that the play is written, the defensive player positions the defenders the offensive player may call a time out at this time, but once the defender announces or indicates man-to-man coverages and pass rush status it is too late, and the play must be executed as written. If the defender fails to mention a pass rush or blitz, the defensive line is assumed to be in the "normal" status. (In play-by-mail, both players must have provided a clear, unambiguous setup description, including coverages and options. This is described more fully in Chapter 10.) The play is then executed by the offensive player, except that the defensive player makes all movements associated with defensive reaction and pursuit, and handles events such as runbacks incident to a change of possession.

## 8.3 Writing the play

A written play must identify the ballcarrier, and specify into which zone he will run or in which he expects to receive a pass. On a run or screen pass, blockers (if any other than linemen blocking straight ahead) are specified by zone downfield along the ballcarrier's path. The ballcarrier may be identified by position (LH, FB, etc.) or by number (#36). The zone will be an entry point into the line of scrimmage for a run (WWL, WL, LE, LT, LC, RC, RT, RE, WR, or WWR) or, for the draw and all passes, a zone on the defensive side of the board. (Some runs allow a change of destination as the play executes – H to WR or WL, TB runs, and option are particular cases.) Passes to L, C, and R are assumed to be screen passes, those to other zones are assumed to be normal passes, unless otherwise indicated.

Blockers listed in the play follow the identified ballcarrier and destination, and are enclosed with parentheses for each zone downfield, starting with the zone immediately beyond the line of scrimmage. For example, the play: LH/RT (TE) (WR,C) would have the tight end and (implied) the tackle blocking in R and the center and right wide receiver blocking in SR, which is the next zone downfield for a ballcarrier entering R at RT. Of course, it is possible that the center will not be able to move to SR due to the number of defenders in the C zone. Like the ballcarrier, blockers can also be indicated by position or number. (For highest resolution analysis, both should be recorded. Usually position is given rather than number.) If no blockers are assigned to block in a zone or any other zone farther downfield, there is no need to list anything for those zones. If no blocker is to block in a zone but there is to be a blocker farther downfield, the parentheses must be included as a placeholder, but left empty. For example, the wide play: LH/WR (RT) () (RG) would have the right tackle pulling to block at the line of scrimmage (assuming he is fast enough) and the guard is to block in IR. No blocker is assigned to RS. A special case occurs if the play is a draw or a screen, since the ballcarrier may choose either of two paths downfield. The method for assigning blockers is described in rule 4.7.4.

For passes other than screens, the secondary receiver pass is separated from the primary pass by a double vertical bar as, for example: LW/DC || RE/SC . Here, the primary receiver is the left wide receiver in the Deep Center zone. If the play results in a throw to the secondary receiver, a pass is attempted to the right end (tight end if there is also a right wide receiver) in the Short Center zone. To indicate that the ball is to be thrown incomplete instead, "inc" would be substituted for the RE play.

If a play uses the "quick" , "+", "loft" or any other option, it is appended at the end of the written play. For passes it is necessary to show the option used for both possible plays.

#### **8.4 Time:**

Each play which does not stop the clock (run or pass completed in bounds and not scoring) is assumed to take 40 seconds, so :40 is deducted from "time remaining" in the quarter in the last column of the game record. The offensive coach may elect instead to deduct only 30 seconds. This will normally be true only if he is behind, and trying to preserve as much time on the clock as possible. Other plays take 10 seconds, including any where a penalty is called even if it is declined. Note that some penalties ("no play" types) take no time of the clock. When the time remaining reaches 0:00, the quarter is at an end. Kickoffs which are not returned and extra point attempts do not take any time off of the clock.

During the last two minutes of each half, plays ending in zones adjacent to the sidelined may go out of bounds, using up 10 seconds instead of 30 or 40. Details are described in rules 5.8.2 and 7.2.2. In most cases, a die roll is made and a roll of 1 to 3 stops the clock after only 10 seconds. A play followed by a timeout also consumes only 10 seconds.

When a play results in a gain to the yard line needed for a first down, a measurement is needed. That means the play is 20 seconds instead of 30 or 40 if the offensive team desires (that is, if they are trying to preserve clock time). Normally the full 40 seconds is taken. A play to "clock" the ball (throw incomplete into the ground) to save time takes only 10 seconds.

At the end of a quarter or prior to the 2 minute warning, if time for another play would occur as time expires, roll a die. If the roll is 1-3, that many seconds remain on the clock and another play can be run. Otherwise, time runs out.

##### **8.4a: Optional rule for scripted plays:**

As an option, during a timeout called during the last 2 minutes, the offensive player may write up to 4 plays to be executed in sequence with only 20 seconds per play if the ball remains in bounds. This sequence is continued until a play stops the clock or another timeout is called. (If a play stops the clock, the sequence may be resumed but not added to.) This optional rule is not currently being used in FOOL play.

##### **8.4b: Random clock effect: (Optional, in use)**

When time expires for a quarter or for the 2 minute warning exactly, it is possible that a few seconds may be left. Roll d6: if 1-3, then 1 to 3 seconds is left (allowing one more play). If 4-6, time has expired.

## 8.5 Special teams

Special teams plays do not use the game board, but are played using the special teams tables. In general, the offensive player writes announces the kicker or returner, then is informed of the returner (in the case of a punt). The offensive player then writes a tactic. Then the opponent announces his tactic, and the play is resolved as described in Chapter 9.

## 8.6 End of field conditions

When a play starts near the end zone, some of the deeper zones may be in or beyond the end zone. The general guideline is that if half of the zone would be beyond the far edge of the end zone, the zone is not available for play. The following table elaborates:

Ball position:	Zones not played:
30-	VDC
20-	Defenders in DC are +P. Defenders in SC cover DC too at -P.
15-	DC,LL,LR *
5-	MC,ML,MR * Defenders in IL, IR are +P. Defenders in LS, RS cover IL, IR respectively at -P.

\*note: In by-mail play, any defenders who would have been in DC are positioned in SC instead, unless other provision is explicitly made. The game plan may also indicate movement from DC, or from SC, IL, and IR to take place when within 20 and 5 yards respectively. (Use an arrow labeled 5y or 20y; an unlabeled arrow applies only from DC at 15 yards.) Also, if a pass play to a zone not played is selected, a new selection is made by reroll unless specific guidance to the contrary is given. (One such option is to throw to the same part of the field but to a shorter zone, such as IR vice MR, and SC vice DC.)

Note that at 20 and 5 yards some zones in effect become parts of areas in front of them. Thus, inside 21 yards a defender playing zone in the SC area will cover DC as if it were in the same area as SC and MC, although that defender will be at -P against a pass thrown to DC. A defender placed in DC is +P, but has no effect on a pass thrown to SC or MC, as is usual. This reflects the much smaller area that the DC zone represents near the end zone.

## 8.7 Tiredness (Advanced Rules):

During a game. players who are on the field a lot or carry the ball many times may suffer from fatigue, reducing their effectiveness, especially late in the game. Tiredness is determined in two ways, one affecting only ballcarriers and the other affecting all players.

### 8.7.1 Ballcarriers and receivers (Advanced Rule):

Each play involving a ballcarrier or receiver affects the status of the player. When a certain number of plays (or their equivalents) have been accumulated in a series of downs, quarter, half or in the game, the ballcarrier suffers tiredness effects listed in the

tiredness table. Plays of more than 9 yards count as 2 plays, and those of 35 or more count as 3. A fumble adds 1 to the tiredness, and an injury roll adds 2. A quarterback who is sacked without using the "rb" table is battered for the equivalent of 3 carries, and one who uses the "rb" table is counted as the equivalent of 2 plus additional carries for yards as with other plays. An incompleteness caused by the rush counts 1 play for QB tiredness. Punt and kickoff returns are counted as normal plays (with yardage adjustments) for this purpose. Incomplete passes are one play equivalent unless the pass was thrown more than 35 yards, in which case it counts as 2. An incomplete of 9 or fewer yards does not count for backs.

Tiredness effects table for backs:

series	quarter half	game	effect	
8	12	20	28	S-1 for pursuit
10	16	24	32	S-1 for react, -P
12	18	28	36	C-1
14	22	30	40	S-1 for off move
16	24	32	44	C-1, S-1 pur,react
18	28	36	48	S-1 off move, -P
20	32	40	52	must leave field

The effects are cumulative, so a player with the equivalent of 18 carries in a series would be S-2 (for pursuit, reaction, and offensive movement), -2C, and -2P. If C falls below 0, the penalty is taken in S instead.)

**Optional, not in use:**

The numbers in the above table are adjusted for age as follows:

Age: 30 to 34: -1 -2 -3 -4

Age: 35 +: -2 -4 -8 -12

**8.7.1a Tiredness after a long play (Optional Rule not in use):**

A player who executes a play having a tiredness increment of 3 (e.g. 35 yards or more, or a 9+ yard play with a fumble) is automatically tired by one level on the following play. (If a suitable substitute is available, he may be inserted into the game.) A timeout cancels this. Note that a sacked QB will be affected, but normally this will not affect his pass value. A player with two successive 2 value plays is likewise affected. A player with a "4" tiredness play (or a 2 then a 3) will be tired for 2 plays, first at -2 tiredness levels, then at -1. Again, a timeout cancels the effect. This optional rule is currently on the books for FOOL play, but is difficult to use by mail and is not now used.

**8.7.2 Tiredness for all players:**

At the end of the third quarter, each player has a chance of being tired, with his chances depending on age and his degree of involvement in the game. A die is rolled using the following table:

End of third quarter tiredness:

	rookie	30-	30-34	35+
Played almost continuously (on all lines, defenses)	4	2	3	5

Starter: played mostly (on 1st off set, 3/4 defenses)	2	1	2	3
Important substitute: played about half the time (on 1/2 + defenses, not starter)	1	0	1	1

If the applicable number in the table is rolled, the player is tired. The following adjustments are made to the die roll:

Played 2+ special teams: -1 (not counting FG units)  
Hot day (games 1,2,preseason) -1  
(Some players may have a conditioning bonus of +1 or -1).

If a player is tired, a second roll is made below:

Position	Die roll	1	2	3	4	5	6
lineman		-P	-C	-C	-S	-S	-S
LB,TE,B,S		-P	-P	-C	-C	-S	-S
QB,E,W,CB,DH		-P	-P	-P	-C	-S	-S

If a player has been reduced in S to a minimum given by position, a -S result is assessed as -C instead. The minimums are: DT,L: 1, DE: 2, TE,Q,F,LB:3 others:4. If a player has C of 0, a -C is assessed as -S. If a player with P=0 is -P, ignore the effect.

(Optional: use the table also at 7 minutes left in each half, with a +1 adjustment. Tiredness results from the first half do not carry over into the second. This option is not in current use for FOOL play.)

### 8.8 Experience bonus (Advanced rule, for by-mail play only)

Players who start in the same position in same place within the offensive or defensive starting set for three straight games are eligible for an experience bonus. A die is rolled for each such player just before the beginning of each half. If a 6 is rolled, an experienced veteran receives a bonus (1/6 chance). For other players, a second die roll is needed: On the second roll, a rookie receives the bonus on a roll of 5 or 6 only (1/18). A veteran receives the bonus on a roll of 3-6.

If the player gets a bonus, roll again to see whether the bonus is +P or +C. A lineman is credited as +P on a roll of 1, +C on 2-6. For others a die is rolled, and on 1 to 4 for QB, W, E, CB, and DH players the bonus is +P, and a 5 or 6 +C. For others a 1 or 2 gives +P, and 3-6 +C. (This is somewhat changed from the previous rule.)

For purposes of this rule and 8.7.2 above, a starter should have an expected playing time of more than 1/2 of the time the offense or defense is in. For example, for by-mail play, perhaps he is on at least 3 defenses, of which 2 are entirely starters, or be on at least 2 offensive sets, one of which is used on first downs. In play in person, similar guidelines should apply in spirit.

### 8.8a Motivation problems (optional rule not currently in FOOL use):

A starter who is replaced after qualifying for the above bonus may have a motivational problem. Roll a die. A roll of 6 requires a reroll on the tiredness effect table to determine the player's ability adjustment, applicable for one game.

### **8.9 Booing the quarterback (optional rule, not currently in FOOL use)**

On any interception during a home game, a roll for booing is made. A roll of 6 results in booing. A "good" QB gets a "free" interception or two – that is, no booing roll despite the interception. (A league MVP or all-pro gets 2 free interceptions, one of the top 3 QB's gets 1). [I think we would have to say a QB with no int in previous 1 or 2 games would be the criterion for "good" and not the other stuff.] Throwing a TD gives a credit of 1 (free interception), but the total credit cannot exceed 1. If there are two interceptions without a TD in between, always roll (for whoever). 6 incompletes in a row count as an interception. Three interceptions in a row (without a TD throw) give 2 chances in 6, etc. A Boo'd quarterback is -1 pass value until the team scores a TD.

### **8.10 Overtime:**

Games which are tied at the end of four quarters go into overtime. An additional round of tiredness rolls is made before the overtime period begins. The criteria for the number of carries for tiredness for the game is increased by 4. A coin is tossed to determine which team has the first choice on whether to kick or receive. (Most choose to receive.) The overtime period is played as any other, except that it ends when either team scores. If the overtime period ends after 15 minutes with the score still tied, the game is a tie. If it is a playoff game, the tied overtime period is followed by another until one team finally wins. [Are we going to follow current NFL rule that the second team gets a possession if the first team scores a FG on 1<sup>st</sup> possession?]

### **8.11 (rule deleted)**

### **8.12 Wind:**

Wind affects primarily the kicking game. A die roll is made just before the coin flip for initial possession / field end choice to determine the wind, in accordance with the tables given in Chapter 9. [For by-mail: roll the wind when the away game plan is sent.] The effects of wind are then taken into account on all kicks.

Optional: Perhaps there should be a new wind roll at the half, with the wind not being different by more than 2 levels (die roll values). Or perhaps a new roll each quarter, to either add or subtract 1 from the wind category.) [Not in use currently.]

Also unused optional: When the wind is strong enough to affect the kick accuracy as well as distance, there will also be an effect on the passing game. For "crosswind" = 1, passes to DC, DL, DR, VD and all loft passes are -1. If "crosswind" = 2, passes which are both lofted and to one of the deep zones are -2. (This optional rule should not be used for by-mail play unless the wind is known when the game plans are made.)

### **8.13 "Smear the <politically correct perjorative>" defense (optional, not in use):**

(Or "New Orleans type Defense") In a play on the series after a TD, the team burned for the TD may designate a "Smear the \_\_\_\_\_" defense. Only 9 defenders are positioned, the other 2 are designated to cause bodily harm to a selected offensive player (who must be on the field, but need not be the ballcarrier). At the end of the play, a die roll is made for the effect:

- 1 Offensive player is "spooked": -P, -C, -S for the rest of the game
- 2 Offensive player refuses to carry ball: Auto incomplete if thrown

to, falls down at -3 yards +d3 if given a handoff. A QB throws inc instead of to secondary receivers, or on any route not having +12 pass rush modification value.

3-5 Injury roll for the designated offensive player

6 Offensive player "spooked" (as 1 above)

7+ No effect

Add 1 to the die roll for a veteran victim, 2 if 30 years old or more.

One of the designated goons is automatically suspended for the remainder of the game. (Roll randomly for which.) A 15 yard unsportsmanlike penalty is automatically awarded to the team using this defensive variation. (The clock is stopped.) A disciplinary committee (made up of general managers from the other teams in the league) may impose further sanctions against the players involved, including suspension for the remainder of the season, with suspended players counting against roster limits. The team victimized by this defense is subsequently allowed to use it on offensive plays in like manner, and a cycle may be started. Note that this defense counts against the limit of 6 or 7 defenses in Play-By-Mail.

This rule has not yet been approved by the commissioner for FOOL play.

## **8.14 Statistics issues:**

### **8.14.1 TNG (Tackle for no gain) credits:**

No credit is awarded on QB kneel plays or losses resulting from a fumbled snap. (No defender gets credit for causing a fumble on a fumbled snap or pitchout either, while we are on the subject.)

## **8.15 Other weather (proposed some time in the past, not in use now)**

The home team may make a die roll for the weather in an upcoming game. the weather report is sent with the offensive sets and starting defenders to the visiting team. The visiting team makes the count toss (it's their call) and also makes the roll for weather if the home team has not before making up the visiting game plan. These are sent along with the game plan to the home team. (If due to oversight neither team has resolved the weather, it is assumed to be "normal".) This means that we can reasonably incorporate weather without it being a problem for play-by mail play selection. Possibilities include:

1. Pass distances are affected by strong wind (kicks are + or - 3 or more?): -1 to p=3 zones, -2 yards to p=2 zones, -3 to p=1 zones, and -4 to VDC. These penalties are reduced by 1 for a bullet, and are doubled for a loft. These apply going into the wind. There is no change for going downwind.

2. Pass completion is affected by wind "control" value (as defined as -1 for kickers), -1 on pass table.

3. In "rain" pass completion is -1, "bobble" probability is doubled, and all ballcarriers are treated as "f" (fumble prone)

4. Snow: Passes are -1 for purposes of completion and secondary receivers, but not for interceptions. Kick distances are -2.

5. Unusually cold day (possible in games 9 and 10 and playoffs): Pass value is -1 except for interceptions (like snow) and kick distances are -4 yards. "~" rolls become "#".

The weather tables for each stadium need to be determined if we are to use this. (Robert, can you do that if we agree that we want to?)

Here's a proposed addition:

#### 8.12.2 Heavy Rain (PROPOSED)

~ / # Fumble +1/6 Other effects not changed.

Pass -1 ML/MC/MR/DL/DC/DR

Pass -2 VDC (Completions only, not for interceptions)

KO -3 yards FGA -5 yards Pt -5 yards, control +2 (returns)

## CHAPTER 9

### Special Teams

These special teams rules were developed by Robert Gross for FOOL season 6. They replaced an earlier set of special teams rules developed by him, and these had replaced the initial rudimentary rules that were used in early UFL play. These rules have been slightly modified since their use began, as shown in brackets ( [ ] ) in the text below. It is also possible that typographical errors in copying have been added. Currently, some of the special teams rules are in a separate document. Eventually they will be incorporated into this chapter.

#### 9.1 Kickoffs and Returns

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

##### 9.1.1 Kicking Squad

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

The "kicker" is a specialized placekicker.. His kickoff distance is determined by his placekicker value. An "A" placekicker is an "A" kickoff man. If there is a +/-

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

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

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

Examples of kicking squad speeds are:

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

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

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

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

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

### 9.1.2 Return Squad

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

The "returner" is a B/E/LB/DH (or subtypes of these) who is specialized as a "returner". A non-specialized returner (fewer than 20 kickoff runbacks) is -2P/-1C. An "experienced returner" is +P/+C/+S. A "returner" becomes "experienced" after 120 kickoff returns [Later: two full years as a kick return specialist]. A linbeacker who is not yet specialized as a "returner" is -2P/-2C, but uses normal values after specializing or

becoming "experienced". A returner must have at least a natural speed of 4. If speed is not at least 5, the player cannot use the "\*\*\*" table (reroll \* instead).

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

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

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

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

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

### 9.1.3 Kickoff

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

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

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

**Squib:** The "kicker" kicks the ball so that it will bounce erratically and to someone other than the "returner"... It eliminates any designed return, forcing the return squad to use the Squib Return Table. On the other hand, the kick is so short that it

usually results in better field position for the other team. It is most useful either late in a half or game, or against a terrifying "returner". Treat "OOB" and "ofsd" in the usual manner. When a non-specialist kicker is kicking ("D" column), as a result of #St indicates that a "standard" kickoff return is used - with the normal "returner" having the honors.

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

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

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

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

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

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

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

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

# = the return squad recovers the ball # yards upfield

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

#### 9.1.4 Return

The return squad has four options it may try: "Standard", "Wedge", "Sideline", and "Reverse". Certain kicks will limit the options or force one of the other two options - "Squib" or "Onside". The Return Tables indicate the result of each kickoff return attempt.

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

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

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

"Re15" = clip on return squad; roll on Clip Table to see where (play continues)  
 "Ki 15" = late hit on the kicking squad; add 15 yards at the end of the play  
 "#F" = ball carried # yards and fumbled; kicking squad wins "#men" and "#points"  
 "#f" = same as "#F" if "returner" is fumble-prone; otherwise, just a run  
 "RS" = use Returner's Speed Chart; adjust for specialization/experience  
 "RC" = use Returner's Contact Chart; adjust for specialization/experience  
 "KK" = use Kamikaze Chart if there is a designated "kamikaze" player; On a "standard" or "wedge" return, contact is 10 yards from catch; on a "squib" or "sideline" it is 5 yards from catch; on a "reverse" it is at the same yard line; compare the "returner's" C+S (adjusted) and subtract the "kamikaze's" C+S (adjusted); use column that results (adjust left if needed); "F" or "f" or "T" indicates a tackle at the spot; "T#" indicates a tackle # yards from contact; "-#" indicates that many yards are deleted from the normal return  
 "SS" = blockers' speed minus coverage players' (including "kamikaze") speed  
 "SC" = blockers' contact value minus contact value of coverage players

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

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

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

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

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

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

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

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

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

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

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

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

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

### 9.1.5 Injury roll

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

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

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

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

Onside: 4 = kicking squad; 17 = return squad

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

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

### 9.1.6 Wind effects

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

### 9.1.7 Kickoff and Return Tables

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Reverse Handoff: Pass+Pass

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

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

Clip die roll = 1 2 3 4 5 6  
yds from catch= 9 12 15 18 21 24

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



## 9.2.2 Return Squad

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

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

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

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

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

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

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

## 9.2.1 Rushing the Punt

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

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

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

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

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

### 9.2.3 Step by Step: Die Rolls for Rushing the Punt

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

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

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

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

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

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

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

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

#### 9.2.4 The Punt

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

### 9.2.5 Rolling Ball (1d6):

Whenever the punt returner misses the ball (without touching it), lets it go intentionally, or there is a full blitz, there is a chance the ball will roll further downfield. There are separate columns for a "Standard" punt, an "Out of Bounds" punt, a "Pooch" punt (also used for "Nail the Coffin), a "Hurried" punt, and when the "Standard" punt is used during a "Full Blitz" by the return team.

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

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

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

### 9.2.6 Returning the Punt

The return squad has four options it may take regarding handling the punt. It may allow the ball to roll (automatic on a full blitz). It may decide to fair catch only (automatic on a 10-player blitz or when no return is possible, unless the return squad opted for letting the ball roll). It may decide to use a standard return (allowed whenever any punt other than an out-of-bounds is returnable). It may decide to use a sideline return (allowed for any returnable punt; automatic for any Out-of-Bounds type punt that is returnable). The return squad must declare its tactic before the play begins.

[Clarification: The choice whether to let it roll or make a fair catch or make a return catch may be made after the kick and returnability roll, but the type of return, if a return is to be made, must be decided beforehand.]

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

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

**c. Standard:** This is the default tactic of the return squad, unless it is using a blitz (10 player or full), a defense against a fake, or the opposing team uses an Out-of-Bounds punt. When the return squad's rush tactic is "Return Only" (no chance of

blocking or hurrying), then any medium distance punt is treated as a long distance punt for purposes of the return itself [giving, usually, a longer runback].

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

### 9.2.7 Step-by-Step: Punt Return

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

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

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

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

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

For the run itself, consult the appropriate tactic and punt distance. The two tactics are "standard" return and "sideline" return. The punt distance is divided into 35 yards or less (1-35), 36 to 49 yards (medium), and 50 yards or more (50+). Remember to include any "half-distance return" or "-3 yards" from the punt tactic.

An "RS" indicates that the returner's speed determines the yardage. Match the speed below the table (no die roll). An "RC" likewise indicates that the returner's contact

value determines the yardage. An "SS" indicates that the speed of the 10 blockers minus the speed of the 10 covering men (punter not included) is used to determine the result. An "SC" indicates that the contact value of the 10 blockers minus the contact values of the 10 coverage players determines the yardage. On an "SC" play, the -1F# indicates a loss of 1 yard, a fumble, and an injury to the returner. For "SS" and "SC", the values are 11+, 8-10, 5-7, 2-4, -1 -+1, -4--2, lower.

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

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

### 9.2.8 Injury roll

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

### 9.2.9 Fake punt issue:

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

### 9.2.10 Flow chart for the punt play

Tactics declared - rush type, punt type, return type

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

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

Block roll: If blocked, determine damage and play ends. Otherwise, continue.  
Punt roll: Use appropriate table and column for distance. Determine if it is returnable. Continue.  
Rolling Ball: Use this if there is a full blitz, if return tactic is to let it go, or if the next step below results in a missed catch. If the ball rolls, determine where it stops. Play ends.  
Catching punt: If missed, use above step and play ends. If fumbled, determine who recovers and play ends (except F\* sometimes). If fair catch, play ends. If caught on return play, play continues.  
Return penalty: Determine if there is a penalty. Play continues.  
Return yardage: Roll to see if anyone is hurt. Use for appropriate type of play result. Do not roll this if Ki5 or Re5 on first penalty roll.

### 9.2.11 Punting Tables

#### 1. Penalty Roll (3d6)

Standard rush:	Ki5 = 5 Re5 = 18	Ki10 = 4 Re5/15 = 17	2+ rookies/!:	Ki5 = 6 Re5 = 17	Ki10 = 5 Re5/15 = 16
Blitz rush:	Ki5 = 5 Re5 = 15	Ki10 = 16 Re5/15 = 11,14	2+ rookies/!:	Ki5 = 6 Re5 = 14	Ki10 = 15 Re5/15 = 11,12
Return setup:	Ki5 = 5 Re5 = 18	Ki10 = - Re5/15 = -	2+ rookies/!:	Ki5 = 6 Re5 = 17	Ki10 = 3 Re5/15 = 18
Fake defense:	Ki5 = 5 Re5 = 17	Ki10 = 4 Re5/15 = -	2+ rookies/!:	Ki5 = 6 Re5 = 16	Ki10 = 5 Re5/15 = 18

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

Snapper 0/36 or 2/36 (non-spec C) or 6/36 (non-spec non-C)  
+ Kicker 0/36 or 2/36 (Non-Pt)  
Weather 0/36 or 1/36 or 2/36 + Blitz 1/36 + Own end Zone -1/36  
Minimum: "2" (2d6) and "5 or 6" (1d6)

#### When Bobbled (1d6)

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

#### 3. Block roll (3d6)

Die	Standard	Blitz	Return setup	Fake defense
3	Blocked kick ep	I2 vs. Sn	-----	-----
4	Hurried kick p WB1 vs. KK1 ep	-----t		Hurried kick p

5	O1 or O4	I1	-----	-----
6	-----	O1 or O4 p	-----	-----
7	-----	Blocked kick	-----	-----
8	-----	O1 or O4 EZ	-----	-----
15	-----	O2 or O3	-----	-----
16	O1 or O4 EZ	I3	-----	O2 or O3 EZ
17	O2 or O3 p	WB2 vs. KK2 ep	-----	Hurried kick ep
18	Blocked kick ep	I2 vs. Sn	-----	-----

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

p = Normal kick for Pooch type punt

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

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

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

When Blocked (1d6)

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

**4. Standard Punt**

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

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

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

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

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

**Nail the Coffin Punt** (Close to End Zone)

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

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

First roll indicates on what yardline the ball lands.

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

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

RB Returner may run the ball back on normal table.

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

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

**Hurried Punt**

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

This results from a hard rush.

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

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

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

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

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

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

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

**6. Catching The Punt**

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

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

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

### 7. The Punt Return

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

Re10/15 = holding / clipping on return squad

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

Ki5/15 = inadvertent facemask / personal foul

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

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

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

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

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

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

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

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

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

**8. Injury Roll (Ki/Re)**

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

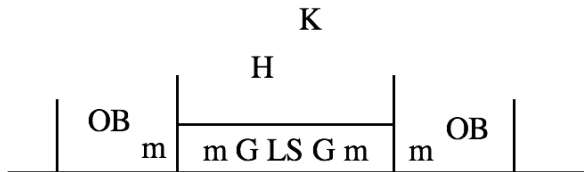
**9.3 Placekicks**

**9.3.1 Players**

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

**a. Kicking squad:**

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



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

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

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

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

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

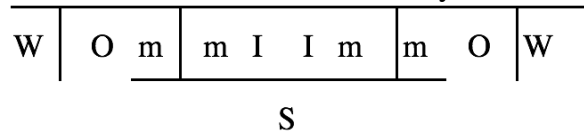
The "holder" may be a quarterback, halfback, wide receiver, or a defensive back. A player can become a specialized "holder" with three games of coaching. A specialized "holder" becomes an "experienced holder" with two consecutive full seasons at the position.

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

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

**b. Defensive squad**

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



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

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

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

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

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

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

### 9.3.2 The kicks

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

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

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

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

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

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

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

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

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

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

### 9.3.2 Die Rolls (procedure for FGA etc.)

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

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

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

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

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

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

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

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

The second number for a placekicker determines his odds for a "blocked" kick. For instance, a "A 2/1" has a 2/36 chance of a "block". [Yes, the number before the "/" is

the chance for blocked; it is considered the "second" or perhaps better, the "secondary" number.] A "B+2 3/3" has a [base] 3/36 chance. A non-specialized "kicker" is a "D 6/6", or has a base 6/36 chance of a "blocked" kick.

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

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

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

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

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

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

### c. Wide Roll (2d6):

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

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

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

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

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

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

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

#### **d. Distance**

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

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

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

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

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

#### **e. Wind Effects:**

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

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

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

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

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

#### **f. Injury roll:**

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

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

#### **9.3.3 Special case: Fake/Bobble play:**

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

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

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

FGA/PAT: No modifiers to contact values

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

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

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

FGA/PAT: All blockers are -C

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

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

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

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

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

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

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

(pass rush) = "kicker" + distance = 2/36

(run defense) = "kicker" + distance - 4/36

In play-by-mail, the kicking squad should indicate which personnel are in, so the defensive squad might notice when there are too many good blockers and receivers to ignore!

May your kicks be straight and your "wide rushers" tall!!

### 9.3.4 Placekick tables

#### Kicking Squad Players:

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

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

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

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

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

Defensive squad players:

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

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

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

### Die Rolls and Odds for Various Events

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

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

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

4) Distance = Kicker + Wind + Elevation / Indoor

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

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

3) Wide = same as regular FGA

4) Distance = same as regular FGA

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

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

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

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

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

2) Bobble = Snapper + Holder  
Block = Kicker + Distance + Wide rushers + Inside rushers + Inferior blockers  
Minimum = 1/36 ("12")

3) Wide = Kicker + Snapper + Holder + Crosswind

4) Distance: Same as PAT

### **Rolls for Bobbles/Blocks**

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

#### Bobbled (1d6)

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

#### Blocked (1d6)

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

#### Rolls for Wide Kicks

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

### Kick Distance Tables

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

### Wind Effects

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

### Injuries (3d6)

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

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

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

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

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

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

#### **9.4 Free Kick:**

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

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

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

##### **9.5.1 Special teams runback statistics:**

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

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

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

##### **9.5.3 QT table resolutions:**

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

##### **9.5.4 Zero value blockers:**

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

##### **9.5.5 Special teams returner specializations:**

Kick and punt returners gain specialization after 20 returns. (They can be allocated up to 10 returns in training camp, assuming they are not recovering from injury, etc.) To stay a KRS or PRS, they must either have had 20 returns credited to the previous season, or in the current one. Such players are designated either "KRS" or "PRS". To become a VKR or VPR (veteran kick or punt returner) with further benefits, the returner must have been KRS or PRS (respectively) during the entire previous two seasons. If a

KRS fails to qualify (usually due to injury), he loses that season toward VKR / VPR qualification, but is allowed to have a 1 season gap (but not a 2 season gap) and still be credited for the earlier season. (Clarification to special teams rules).

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

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

#### **9.5.6 Special teams experience:**

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

#### **9.5.7 1/18 blk attribute:**

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

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

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

## CHAPTER 10

### Play by Mail

The description of the game in preceding chapters has generally assumed that two persons are playing in person. The game can also be played by mail. This is somewhat more involved, since mailed material must substitute for a player's intentions indirectly. The rules in this chapter describe how this is done.

#### 10.1 Play by Mail procedure

The following steps are taken in order to play the game by mail. The constraints and instructions on how this procedure is to be followed is given in section 10.2 and 10.3. A summary of parameters is given below:

	Away team	Home team	
Offensive sets	4	4	(Variations count as ½ set)
Plays	22*	18	*(some revealed only at 2 <sup>nd</sup> half)
Lines on play select	12	10	(For each half)
Defenses	10*	8	(Variations count as 1/2 defense)

##### 10.1.1 Home team setup

The player with the home team (and who will actually play out the game) organizes his team into four or fewer offensive sets (with one designated as "starting") and selects his defensive starters by position to be played in the upcoming game. He also designates which players are on "practice squad". This information is then mailed to the "away" player. The home team player also rolls for weather and does coin toss. (Often this information will accompany game films from the home team's preceding game, and should include a current roster. Probably should identify who is on each of the special teams too.)

##### 10.1.2 Away team game plan

The player with the away team, upon receiving the home team's information above, likewise selects his starters, designates practice squad players, and designs his offensive sets. He furthermore writes out a "game plan". He writes a number of plays (up to 22) and a down-and-distance table for the selection of offensive sets and plays for the first half. He will also make a second similar table for the second half which is sealed until that half starts, and may include the remainder of the 22 plays which the home team will not have seen in the first half. This play selection table may involve rolling a die (usual FOOL practice), or may be a list of plays to run, in sequence, for the given situation. For each line a particular offensive set is specified. Conditions for each "line" in the table can include things such as down and distance, score, whether a blitz is read, defensive personnel mix for example "if 4 or more DL", or even the presence of a particular player.) Except for reading thye blitz, all of the conditions must be things the offense can observe when calling a play, such as who is on the field. The complexity of this table is limited to 12 lines, or situations, although the criteria may be involved. (It helps to have one conditiopn be a "normal" or default condition for situations in which none of the others apply.) The away player likewise designs several defenses, up to 10, with a similar selection table based on down and distance or other criteria, such as the

home team's offensive set being used. Again, some defenses (and a second table for selecting them) are sealed for the second half. The availability of the home team's offensive sets is crucial to intelligent assignment of man-to-man coverages. Tactics and player selections for special teams are also written. This information is sealed up, but with the offensive sets and defensive starters on the outside for the home team player to see while designing his own game plan. All of this material is then mailed to the home team player with any needed additional information such as an updated roster, and indications of which players are on practice squad (and special teams assignments?).

### **10.1.3 Home team game plan**

The home team player constructs a game plan similar to that of the away player. There are some differences in the allowed number of plays and defenses, and all plays and defenses to be used must be written down before the game begins. Some limited modifications to the defensive starters is allowed, to reflect the needs of covering the away team's offensive sets. During this time, the home team player has access to the away team's offensive sets and defensive starters, but not the remainder of the away team's game plan.

### **10.1.4 Play of the game**

The home team player unseals the away team's game plan, and using both game plans plays out the first half of play. Only rarely should he need to make a choice in any manner of play execution or selection. When a choice occurs which is not covered in the game plan, it is his responsibility to make a rational and reasonable choice that the away player might have made had he been there. Such cases occur in decisions on whether to accept a penalty, go for a first down on fourth and short or late in the game, whether to blitz kicks, punt tactics, and substitutions in case of injury. After playing the first half, the home player may make up a new set of play and defense selection tables (or modify the old ones). In the second half, some plays may be dropped from use entirely, and others used more. He may not design new plays or defenses at this point. He also may not change special teams tactics (unless the away team's second half game plan also includes special teams changes). The second half is then played using the modified game plans of both teams, the away second half plan being sealed until the half starts.

### **10.1.5 Cleanup**

The home player is responsible for compiling statistics on the game in accordance with the policies of the league commissioner. He should, as a courtesy, point out exceptionally important plays, heroes, goats, and injuries, also commenting on the game in general. A detailed play-by-play account is not necessary, since this information is in the game record. Copies of both game plans, the statistics, game record, and other information as appropriate is then mailed back to the away player (and other league owners), perhaps with a setup or game plan for a following game.

## **10.2 Constraints**

### **10.2.1 Offensive setup**

An offensive set is a map, or diagram, showing the offensive side of the playing board, with the players' locations and values. It is what the defense sees prior to play

execution. (The orientation of the diagram should be consistent with what the other player will use for his defense, so that the game may be played more easily. The league commissioner may set the standard in this and similar matters. Within the UFL and FOOL leagues, it is customary for the offensive set to be oriented as seen by the defense, that is, with the line of scrimmage at the bottom, as is seen in the examples in this document. The "LW" position location is still as seen by the offense, on the left side of the formation, but on the right side as oriented on the paper.)

Each set shows a particular set of players in a corresponding set of starting positions. It is a different set if one of the players is moved or a substitution made (other than due to injury or tiredness). A set may be a "variation" on another set, defined as having the same positions but (partially or entirely) different personnel, or having the exact same personnel, but with one (and only one) in a different starting position. Note that these definitions cover planned variations, such as for down and distance situations, and have nothing to do with substitutions made during the game due to injuries or tiredness.

Each team is allowed only a certain number of sets, normally 4. A variation, however, only counts as 1/2 set against this limit. Generally the second and third sets, and variations, are used to provide a different mix of players and positions for special situations, such as goal line offense, third and long plays, or in case of injury to a star which would have a significant effect on tactics. Sets are normally designated by number, with a letter (a,b, etc.) appended for a variation.

### **10.2.2 Plays**

The home team is allowed 18 plays, each designated by a letter. The away team is allowed 22, any number of which may be reserved for use in the second half, and sealed in the second half part of the game plan. (Such a reserve of plays keeps the home team player from having complete knowledge of what plays he may have to face in the second half. To compensate for the unavailability of these plays in the first half, the away player is given more plays. The home player has no similar disadvantage, since the away team's tactics for the second half had to be selected before the first half of the game was seen.) Each play is written in the same form as for plays written into the game record when games are played in person.

It is possible to write plays applicable to multiple sets, with the position to which the play applies sufficiently flexible to permit it to be used for different positions. For example, "LE/SL" might apply to a WL in one set, and a LTE in another. Players designated by number may be in different positions in different sets. The play "#33/RT (RG,RE) would apply to player #33 whether he is a fullback, halfback, or wingback in the current set. (If #33 is not in the game, the play would apply to his substitute, the player in the same position that #33 was in the "starting" set, or if #33 was not a starter, in the lowest numbered set.) The plays should be written to avoid ambiguity, or methods provided for avoiding ambiguity. The following default guidelines may be used to resolve ambiguity:

- If LE is written and there is a LTE and LW, use the LTE.
- If LW is written and there is none, use the LTE.
- If LTE is written and there is none, use the LW.

In any of the above, if the listed substitute was given as a secondary or primary receiver, use a halfback who starts outermost on the same side.

If LH is written and there is none, use the RH or F in that order.

If F is given and there is none, use the player who starts as FB in the lowest numbered other set.

If F is written, and no player qualifies above, use the TB, Str H, Wk H in that order, where Str and Wk are on the strong and weak sides.

If no side is given, as W/SX (Wide receiver to short on same side), use the wide receiver on the strong side if there are two. All similar defaults are to the strong side. If no side is obviously "strong", use the side toward the quarterback's handedness.

When blockers are specified, and the alternate line has a player who would normally not block in the same position, or who cannot reach the zone and gain position in order to block, the blocker is left out and treated as if he was not included in the play. In particular, if the starter (for whom the play would normally be written) has a non-zero blocking value and is not a W or H, and the substitute has a zero blocking value, is a W or a H, then the substitute does not block. (If the starter was a H but substitute, also a H, has a modified blocking value of zero, he does not block. Same for W. But if starter had a zero blocking value, the substitute blocks as specified.)

Plays may be written with "relative" locations specified, to give more flexibility without requiring additional plays. The following abbreviations can be used:

S "Strong" side: the side with the TE.

Example: IS, WS =IR, WR if the TE is on the right side.

W "Weak" side: the side without the TE

N "Near" side, the side nearest the player in question

F "Far" side, the side farthest from the player concerned

### 10.2.3 Play selection

The table for play selection may have up to 10(home) or 12 (away) rows for different situations of down, distance, time, field position, score criteria, the defensive personnel mix (for example 4+ DL's), or even the presence or absence of particular defensive players. The line on the chart must designate which offensive set to use. (If a QB change occurs during a set change in the middle of a series, not due to injury or during a time out, the substitute is 50% chance of being -P for his first play. This discourages making QB substitutions on down and distance situation, which is seldom done in practice.) One line may be used to give plays to be selected if the quarterback recognizes a blitz. [The play selection chart could include more than 10/12 lines if one line is identical to another, say, as applied to a different set. This is a matter of convenience in making the tables cleaner.]

On each line of the table, a play is listed for every possible roll of the dice. Usually 6 columns are listed for the possible rolls of a six sided die. Some entries are of the form X/Y indicating a second roll is made, with a high roll selecting play Y and a low roll selecting X. An entry of X/Y/Z would similarly provide a 1/18 chance for each of 3 plays. An alternative scheme is to number the columns 2 to 12 and use two dice. It is also legitimate to simply list plays, which are used in turn and checked off the list. If the end of the list is reached, it is started again. Finally, an entry may designate that a selection is to be made from some other line of the table, perhaps labeled "\*" .

Unless all set selection is based on play selection table entries, an auxilliary list is needed to indicate which set plays when. This is most often a rotation. For example, "1,1,2,1,1,2..." would indicate that set 2 starts every third series of downs. Some sets may be selected for series starting near one's own goal line, for the last two minutes of the half, or if ahead or behind in the 4th quarter, for example.

The set and play selection tables should be such that the starters will be expected to play about 2/3 or more of the time, and at least half of all plays. This is in the interest of fairness. Since the starters are known when developing the game plans, the plans reflect the assumption that these players will be in more often than not. In an in-person game, the other team would be free to adjust if the player personnel were used differently, but this is not true for by-mail play. Also, experience credit is based on who the starters are, and abuse of the "starter" identification would undermine that system. A lopsided halftime score may alter the situation and halftime set and play selections so that certain substitutes play more, but the first half should definitely show the starters meeting the stated criteria. Generally, the number 1 set should include all offensive starters, and should be the most often used set on first down situations, and a large proportion of other situations. The starters should each appear in at least one other set, unless the first set is used in well over 50%, and preferably 2/3 of the situations. Some flexibility is reasonable on this issue as long as the intent is satisfied.

#### **10.2.4 Defenses**

Defenses are set up along the same general lines as the offensive sets. Each different rush (or defensive line play or blitz) option counts as 1/2 of a defense. The home team is allowed eight defenses, the away team is allowed ten, some of which may be sealed for the second half. (The rationale for allowing the away team more defenses is the same as for allowing them more plays.) Defensive set selection is the same as for offensive plays. (In playing the game, defensive set selection precedes offensive play selection and follows offensive set selection. This is because the offensive play selection criteria may depend on the mix of defensive personnel, though it cannot depend on where they set up. This is a different order than for in-person games, but without loss of realism.) At least 2 defenses should be all starters, and all starters should be on at least 3 defenses, and starters should be on defenses that will have them in the game over half of the time. Reasonable flexibility can be used while meeting this intent. The matrix of play selection can have more than 10 (12 for away) lines to the extent that some are identical to others. Again, this is a matter of simplifying or clarifying the information.

#### **10.2.5 Standard "Time Running Out" (TRO) Conditions:**

For both offensive and defensive play one selection criterion is often the relative score as the end of the game approaches. Usually writing such a criterion is lengthy, so it is abbreviated "TRO lead" or "TRO trail/tie" or such. To simplify game plan preparation, the following "standard" set of TRO conditions are given. Players wishing to adopt a different set of criteria are free to do so.

"TRO" exists if:

trail by 1-3	outside opp 30	with < :30
trail by 1-3	outside opp 50	with < 1:30
trail by 1-3	inside own 30	with < 2:00

trail by 4-7	outside opp 20	with < 1:00
trail by 4-7	outside opp 40	with < 2:00
trail by 4-7	inside own 30	with < 3:00
trail by 7-10	outside opp. 20	with < 3:00
trail by 7-10	inside own 30	with < 5:00
trail by 11-14	outside opp. 10	with < 5:00
trail by 11-14	inside own 30	with < 8:00
trail by 15+	outside opp 10	with < 12:00

**10.2.6 Special teams**

Punt and kickoff returners (and kickers, if there are more than one) should be designated in the game plan, and a runback and coverage tactic selected for each special teams situation. A selection tactics table may be provided instead of a single choice, but for each extra tactic there must be 1/4 fewer defenses or offensive sets or one fewer plays. This reflects extra attention to special teams in practice at the expense of offense or defense. If there are two extra tactics, let’s say KO reverse and punt blitz, both offense and defense should lose 1/4 set or its equivalent. The away team may seal a tactic for use in the second half. If this is done, it should be indicated on the outside of the sealed game plan. Unless the away team does this, the home team is not allowed to change special teams tactics at halftime. No change can be made unless the other tactic(s) were practiced at the expense of offense and defense as described.

**Recommendation – adopt it?:** Each team is allowed one special unusual variation each half, such as fake punt or FG, defense against onside kick, onside kick, sideline return (unless always used) or reverse. (A blitzed FG or punt, squib or sideline kick, pooch, corner kick are not “unusual” in this sense and can be used without restriction.) A home team must predesignate the special play and when it is to be used in the game plan prior to unsealing the away team’s game plan.

**Back to other alternative:** Examples requiring the sacrifice of an extra offensive play include: reverse KO return (with the team’s default tactic used for all except the one allowed reverse), sideline KO return if that is called for some situations and standard for others, return only on a punt return if that isn’t used for all non-blitzed punts. Examples requiring fewer defense variations include sideline kick if that’s to be used in some situations and a normal kick in others. Any sort of fake FG or fake punt would also be in this category. Different punts (pooch, coffin corner, standard) do NOT count extra. (What about blitz for FG/PAT or punt?)

Special postures such as defense against an onside kick, and the onside kick itself, count as extra tactics. If neither kicking or receiving team has prepared for an onside kick, then the onside kick may still be selected and resolved normally. If the kicking team has not prepared but the receiving team has, there is no chance that the kicking team will recover. If the kicking team has prepared but the defensive team has not, the chances of recovery are doubled. (Roll the kick twice, as for a “o” play.) Rushing punts also is an extra tactic, unless all punts are rushed. [No, seems that this should be available without extra preparation. Same for blitzing FG’s. A squib KO shouldn’t require extra time / plays either. The intent is to reflect a practice cost for extraordinary special teams tricks.]

(Optional: Unless a new default tactic is practiced at the expense of offensive or defensive practice time, the same tactic as was used in the previous game must be used. This option is not currently used in FOOL play. Should it be?)

### **10.2.7 Whether to kick or go for it on 4th down:**

The game plan may provide guidance on when to go for a first down on fourth and short yardage rather than kick a field goal, and when to punt rather than kick a field goal. If no guidance is given, the home player is to make a reasonable judgment. Even if guidance is given, special circumstances, in the opinion of the home player, may override the guidance.

The default guidance given below may be useful. It is still a matter of judgment, though, which must consider how well a team has done on short yardage plays earlier in the game.

If the ball is inside the 10, Go for a first down on 4th and 1.

If the ball is inside the 15, Go for a first down on 4th and 2 if the FG kicker has a 1/4 or greater chance of missing.

If the ball is beyond the FG kicker's average range, but inside the punter's average range, go for a first down on 4th and 1, punt out of bounds or pooch it otherwise.

If the ball is outside the punter's average range to the goal line, punt normally on fourth down.

If "TRO" conditions apply, go for a FG if trailing by 1-3 or 8-10 on fourth down within the FG kicker's range. Go for a first down on 4th and 2 or less, or on any yardage if within half of the applicable time given for the "TRO" criterion used.

If the team that is trailing is in TRO conditions and has prepared for making an onside kick, that tactic is used. If an onside kick is not prepared, whoever is playing the game may still decide that it is the only option that makes sense. (If he knows that the other team has prepared to defend an onside kick, a die roll should be involved in the decision.)

### **10.2.8 Tradoff of sets, plays, defenses, special teams (optional):**

The following limits and tradeoffs can be made in game plans. There can be no tradeoffs between the "offensive" and "defensive" category.

**offense:** Normally 4 sets, 18 plays (home) / 22 plays (away), and 1 extra special team tactic per team (Overall 2 , one per half).

1 "set" = 4 plays (1 variation = 2 plays)

1 extra special teams option = 1 play

You can give up sets for extra plays (or special teams options), but not plays for extra sets.

**defense:** Normally 8 defenses (home) / 10 defenses (away) and 1 extra special team tactic per team (Overall 2 , one per half).

1 "defense" = 4 ru sh/line play variations

1 "defense" = 2 special teams options variations (e.g. both normal and blitzed punt rush)

## **10.3 Substitutions**

When a substitution must be made due to injury, the substitute may not have the speed (or blocking/contact ability) appropriate to the play that might be selected. This is true in particular if the ballcarrier cannot reach the designated destination in the absence of bump effects or unexpected defensive alignments. Generally, substitutes should be selected, if possible, to have the same speed, and as close in contact, blocking, and pass ability as possible, to the player being replaced. This is especially true for backs and ends, but is also important for defenders covering man-to-man.

If a play is selected which cannot be run by the substitute due to a lack of speed, the selection is ignored and another selection made. A pitchout selection is likewise ignored if the substitution would bring the pitchout pass value below 10, assuming it was 10 or better originally. A pass play that would have to be run as +1 if it was not such a pass originally, or a qk play that would have to be run as a normal pass, are likewise ignored and re-selected. (A player may provide guidance that provides for alternative resolutions of such situations.) If the shortfall is due to tiredness, the play is run anyway, making the adjustments in the character of the play as needed. After one such problem, the tired player should be replaced unless there is good reason or guidance to the contrary. See rule 4.1.9 for how to so adjust a running play.

If a substitution for a starting player is one with a faster speed, the personnel selected for defense, specifically anyone covering him man-to-man, may be inappropriate. A defensive substitution corresponding to that made on offense should be made if possible. Some judgment on this is inevitably required.

#### **10.4 Short field conditions (check to see if this conflicts with other guidance.)**

In play-by-mail, due to the short field conditions, a play may be rolled on the play selection tables that cannot be run due to the short field. This will occur on pass plays. Unless the player makes other provision in his game plan (or a general policy statement), resolve these situations as follows: If the play cannot be run due to the primary receiver's route being too long, then select the other play under the number on the play selection chart, if any. (This applies to selections with 1/12 probability, such as under 6: Q/R, where after rolling a 6 a second low/high roll would be made to select either Q or R. If R was selected, but too long, Q would be chosen instead. If there is only one play in the column, or if both are too long, re-roll the play selection. If the primary receiver's route is OK but the secondary receiver's route is too long, shorten the secondary receiver's route until it fits: VDC to DC, DC to MC, MC to SC; DR to MR, MR to IR.

## CHAPTER 11

### The Season

Each team involved in a league starts the season with an active roster, for example, with 46 players, plus 6 practice squad players, the current FOOL standard. The games are played in rounds (or "weeks") where every team plays another. After each game, personnel actions can take place. Sections below describe the use of the free agent list and injured reserve status, which are important to how such transactions are made. The league commissioner may prescribe variations in these procedures, for example by setting the number of games to be played, the allowed roster size, the number of protected moves from injured reserve, or allowing a taxi squad.

#### 11.1 The games

The season is played as a series of games, with all teams playing the same number of games. The commissioner is responsible for setting the schedule. It usually will provide for every team to play each other, with some teams playing twice or more, depending on the total number of teams. At the end of the regular season there is a separate "playoff" season for those teams that did best during the regular season. Again, the commissioner sets the format and criteria for the playoffs. The playoffs proceed through a number of rounds to a championship game. Tiebreakers are also a matter for the commissioner to decide.

##### 11.1.1 Schedule

The current format for FOOL (8 teams) is a ten game regular season. Teams are in two divisions. In both cases, the regular season is 10 games long. (There may be a number of preseason games, which do not count toward the playoffs, and serve primarily for the evaluation of personnel in training camp, a way of trying out various sets and plays, and as a way of becoming familiar with the rules.) At the end of the regular season, teams are selected for postseason play based on their won-lost records. In the FOOL league the division champions meet in a championship game.

The current FOOL schedule is based on two divisions of 4 teams each (Century and Capitol divisions). Exhibition Season: 2 games for each team, matchups vary.

Regular Season:

game #	Games:			
1	E#1 at E#3	E#4 at E#2	W#1 at W#3	W#4 at W#2
2	W#3 at E#1	W#4 at E#2	E#3 at W#1	E#4 at W#2
3	E#1 at E#2	E#3 at E#4	W#1 at W#2	W#3 at W#4
4	W#1 at E#1	W#4 at E#4	E#3 at W#3	E#2 at W#2
5	E#1 at E#4	E#2 at E#3	W#1 at W#4	W#2 at W#3
6	W#2 at E#1	W#4 at E#3	E#2 at W#1	E#4 at W#3
7	E#3 at E#1	E#2 at E#4	W#3 at W#1	W#2 at W#4
8	W#3 at E#2	W#1 at E#4	E#1 at W#4	E#3 at W#2
9	W#2 at E#2	W#3 at E#3	E#1 at W#1	E#4 at W#4
10	E#2 at E#1	E#4 at E#3	W#2 at W#1	W#4 at W#3

Postseason:

11	West #2 at East #1	East #2 at West #1	12 Championship
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An alternate template schedule which is superior is shown below. This is being used for Season XI. It has the following attributes:

All teams have same opponents and home-away situation with opponents as in existing schedule.

Each division has two home and two away games each week.

Weeks 1 and 10 have intradivisional games.

#1 and #2 each play 2 home games in first 5 games.

#3 and #4 each play 3 home games in first 5 games.

No team plays more than two consecutive home games or more than two consecutive away games.

Every team plays one game and one away game in weeks 9 and 10.

Weeks 7-9 have interdivisional play.

a = away game      \* = home game

VS	EP	CF	GR	BB	JI	WK	MD	
1	aC	aG	V*	E*	aW	aM	B*	J*
2	aB	J*	aW	M*	V*	aE	C*	aG
3	E*	aV	G*	aC	aJ	B*	aM	W*
4	W*	M*	aB	aJ	C*	G*	aV	aE
5	aG	aC	E*	V*	aM	aW	J*	B*
6	C*	G*	aV	aE	W*	M*	aB	aJ
7	J*	aB	M*	aW	E*	aV	G*	aC
8	aM	W*	aJ	B*	aG	C*	aE	V*
9	B*	aJ	W*	aM	aV	E*	aC	G*
10	aE	V*	aG	C*	J*	aB	M*	aW

### 11.1.2 Rankings

For purposes of comparing records, the rankings are by games won (with ties counting as 1/2 game), games won within the division, games won (not counting ties), games won not counting ties within the division, and head to head wins. If this does not resolve the relative rankings of two teams, point spread (points scored minus points given up) is used. The commissioner may substitute other tiebreakers as desired.

### 11.2 The active roster

The active roster is the set of players each team has available to be used in each upcoming game. In the FOOL the size of the active roster is currently 46 players plus an additional 6 practice squad players. (The NFL standards and policies are different.) The active roster may contain some players who are injured, but who are not placed on injured reserve.

### 11.3 Free agent list

There is a league free agent list of players available, but not currently assigned to a team. This list is normally made up of those players cut during training camp. After each game, teams may select players from the free agent list to replace those on the active

roster who were injured and placed on injured reserve, or cut ( "waived"). Players who are waived go onto the free agent list. Injured players cannot be waived.

It is possible for two teams to simultaneously select the same player from the free agent list. If this happens, the team with the lower ranking the previous season (had the higher draft choice) has priority, and the other team must make a different selection. Thus, teams which were not at the bottom should, when indicating free agents selected, give alternative picks to be used should this happen. During a league's initial season, the commissioner establishes an arbitrary priority order for this purpose, for example in the reverse order in which initial teams or rosters were chosen.

A free agent picked up must stay on the team's roster for at least one game, but may be on the practice squad as described below (and often is).

**Following option not yet adopted: In selecting free agents, a team picking up a player to be added to the "active" roster has priority in free agent choices over a team picking up players to add to the developmental/practice squad. (The player involved probably prefers the active roster, and this makes the logistics easier since we can resolve the practice squad pickup conflicts, if any, at leisure without affecting games.)**

#### **11.4 Practice squad**

The FOOL currently allows each team a "practice squad" of players who are on the team's roster, but are not eligible to play in the upcoming game. Players may be freely moved to and from the practice squad from the active roster between games. If a practice squad is used, it should be given when a team's home setup or away game plan is given. The ULF does not currently have a practice squad. For FOOL the squad is 6 players, so the overall roster is 52 players.

#### **11.5 Injured reserve list**

Each team has an injured reserve list of players who have been injured and placed on this list so that they do not count against the limited size of the active roster. Any number of players can be put on the injured reserve list. As an injured player cannot be released, this is the usual destination of players whose injury prevents them from playing for more than a few games. (It is considered unfair to fire an injured player; he must be paid at least until he recovers from his injury. However, he can be activated without using a free move to the active roster and then released.) A player is eligible to be placed on injured reserve only if his injury is for one or more games; a "quarter", "game", or "half" roll for injury during a game does not qualify. Once the player is put on injured reserve, his roster spot can be taken by a player picked up from the free agent list, a player activated from injured reserve, or a player obtained by trade.

The injured reserve list may serve a second function as a place to stash extra players which a team wants to protect, but for whom a roster spot cannot be found. When a player goes on injured reserve, there is no obligation for a team to return him to the active roster even when he is healthy again. This use of the injured reserve list is limited to those players who actually sustain injuries. Once a player is healthy again, he may practice with his team, but may not play until he is activated. Such players are credited as if they are on the roster for experience credit at the end of the season.

The limitation on the injured reserve status is that any player who is placed on the injured reserve list is ineligible to return to the active roster for four weeks (he must miss four or more games). Furthermore, there is a limit on the number of moves allowed from the injured reserve list to the active roster. This limit is currently two (for the 10 game season) plus one additional move which can be made before or during the playoffs. (The limit was 3 in the previous season, but that high a limit is more appropriate to a longer season.) If a team wants to activate a player from injured reserve, but has no protected moves left or does not want to use one, the player is in effect waived first. Such a player may be picked up as a free agent by any other team. If he is not picked by any other team, the team trying to move him can place him on the active roster. Players can be traded from the injured reserve list, but only if they are healthy. A trade does not use up a free move to the active list.

When a home team setup or away team game plan is mailed, the status of players on the active roster (including injury effects) and the identity and status of injured reserve players, as well as free agents picked up, should be included.

Placement on injured reserve, in this case or others, does not have to be immediately after the injury; it must be while the injury is in effect, though.

There is also a "Training Camp Injured Reserve" list. Players placed on Injured Reserve during training camp may only be placed on this list. No moves from it to the active roster are permitted during the regular season. Players may be released though. The Training Camp IR list is used to stash injured players for the next season.

The "Physically Unable to Perform" list works the same way as training camp IR, but is for players who failed to fully recover from a previous injury. They may instead play (with their value reduced by injury) but if the team wants them to be left in an inactive status while recovering, they go on the PUP list.

## 11.6 Trades

Teams may trade players to each other for other players or future draft picks. Monetary compensation as part of a trade is strictly prohibited, and trades between leagues are generally not allowed. The league commissioner has final approval on all trades, but trades made are normally assumed to be approved subject to review. The commissioner must rule a trade not allowed within one week in order to prevent its completion. The only grounds for preventing a trade are irregularities such as verification of drug use, illegal payments, mob involvements, or such. Traded players must pass a physical examination at their new team for the trade to be considered consummated.

A trade deadline (generally at halfway through the season) prevents any trades from being made from that time until the season is over. Thus, for a ten game season, all trades must be completed before game 6. Teams may still make moves to or from the free agent list.

After each trade is consummated, a roll is made for a possible ability change of the traded player. A similar roll is made for free agents acquired during the season. The procedure is described in chapter 12. The free agent roll does not apply to free agents who played last for the same team earlier in the season.

**Generally, trades between teams having the same owner (coach) are not allowed. They are too easy to optimize. In some circumstances trades may be allowed, but only**

after other teams have chances to make competing offers, and approval by the Commissioner or a committee that he may establish. (Formerly this policy was by "division" assuming the owner of teams in a division was the same.) This policy would apply to trades outside the regular season as well. See 12.0 as well.

## 11.7 Statistics

Each team owner is responsible for keeping team statistics for his team, as prescribed by the commissioner or a committee he may establish. Generally these include carries and yardage of various types, fumbles, pass records, and similar information of the sort which may be easily taken from news accounts. In addition, the team owner must track experience for each player over the season. (This is discussed more fully in chapter 12 where player change procedures are described.) Finally, at the end of the season each owner should submit a season summary to the historical committee.

## 11.8 Recovery from injury

When a player who was injured for a game or more is scheduled to return or to recover from a -C, -S, or -P handicap (in most cases), a die roll must be made to see if the recovery is successful. For injuries that recover within the season, the chance not to recover is 1/6 (Some injuries do not require this roll). A die is rolled, and a 6 indicated that the injury is (relatively) permanent. There is a chance to recover from it during the next training camp, with the chance depending on the age of the player. Recovery from injuries which are specified as for the remainder of the season are not rolled until the following training camp.

### 11.8.1 Recovery from long term injury: (optional)

Some injuries (those with a roll of 5 and 6 on the "longer" table) indicate that an attribute (C or S) is decremented for the rest of the season, and (for 5) that a certain number of games are missed. Normally recovery does not occur until the following training camp, where it has a 1/6 (c) or 1/2 (s) probability. This optional rule would modify the procedure to allow a roll for recovery after a period of twice the number of games the player must miss. For example, suppose a -s2d6 games player (with a 2d6 roll) is found to miss 5 games. After missing those games, he may return at a -S value. After 10 games, a roll is made to determine if the player recovers from the -S effect. The chance is 50%: on a d6 roll of 1, 2 or 3, the player recovers. If he does not, an additional roll is made in camp the following year, with a 50% chance that the injury will be in effect all of the next season.

As modified, this rule allows for some recovery from longer term injuries which occur in training camp or early in the season. If the example injury had occurred during training camp (nominally two games before exhibition season), the player could play again in the first game of the regular season, and might return to full effectiveness halfway through the regular season.

For a player with a "longer" roll of 6, the severity of the injury is such that no recovery is possible until the next training camp.

(Currently this rule is not in use. Probably more complicated than we want.)

### **11.8.1a Modified recovery by injury type (optional rule):**

Severe injuries that are -S (legs, usually) have a 1/2 chance of recovery. -C injuries have a 5/6 chance of recovery. This optional rule is currently in use for the FOOL league. It applies to "full season" injuries (5, 6 from longer table).

### **11.8.2 Second injury recovery roll: (Advanced rule)**

Injured players who fail their recovery roll described above have a second chance during the next training camp. While awaiting this second opportunity to recover, they are listed with the attribute (for their injury) decremented and the modification listed on the team roster. For example a 2-3-3 (-S) player was a 2-3-4 who failed a -S injury recovery roll. The second opportunity to recover depends on age, and is described in more detail in Chapter 12. If that roll is failed, the player is permanently at the new value, and the injury notation is dropped. The above player would then become simply 2-3-3. Note that a player could simultaneously be bothered by more than one injury, in different stages of recovery. A player who plays with a negative modification due to an injury in a previous season does not have +1 added to injury rolls as would a player playing with a more recent injury.

Players who have failed the initial injury roll and have not yet attempted the second recovery roll may be placed on injured reserve or an "Unable to Perform" list which does not permit moves to the active list. (Players on this list may be released to free agency though.)

### **11.8.3 Injury duration age effects (copied here from Chapter 12; in effect):**

Starting with Season IX, older players should have a disadvantage on the injury tables beyond the current age effects on the "2nd recovery" roll. These affect the duration of "longer" rolls (within the season as well as in training camp) and the chance to recover on the first recovery roll which has not in the past had any age effects:

30-34: 1/3 rather than 1/6 to recover from a "-c" injury (1st recovery roll).

d6 rather than d3 (duration) and a 1/6 chance to not recover (1st recovery roll) on current "d3" game injuries (which had been automatic recovery for everybody)

d6+2 and 2d6+2 rather than d6, 2d6 for durations respectively

35+: 1/2 rather than 1/6 for a -c injury (to recover, 1st recovery roll)

2/3 rather than 1/2 for a -s injury (to recover, 1st recovery roll)

d6 rather than d3 games and 1/3 chance to not recover (1st recovery roll)

on current d3 game injuries

2d6 rather than d6, and 3d6 rather than 2d6 on durations

[Are we all doing this? I recall this for some players last season.]

## **CHAPTER 12**

### **League Operations**

This chapter describes how a league may be played under these rules for multiple seasons. The principal points of league operations concern the draft, the conduct of training camp, and the changes in player abilities which occur from year to year.

Many aspects of operation, such as making trades, imposing fines on players, disciplinary suspensions (made by the Commissioner in the case of FOOL) are performed in clear analogy to the real world league operations, and will not be elaborated here. There are a few special cases.

#### **12.0 Trade restrictions:**

Mid-season is the trade deadline; players may not be traded after a team has played game 6. A team may, however, trade draft choices for the upcoming draft. This trade deadline applies until after a team has completed that season. A team whose season is complete may perform no personnel actions such as picking up free agents for the next camp until after the draft, although agreements to make trades effective on draft day may be reached.

Teams may freely trade draft choices, but only picks for the upcoming draft may be traded. An exception is that during the conduct of a draft (or leading up to it), choices for the next draft may be traded.

Finally, trades between two teams having the same owner should not be made without giving opportunity for other teams to offer a reasonable and perhaps better deal. The principle here is that the teams should act as if they are competing with each other, not acting as part of a consortium seeking the best good for one or the other team, or even the consortium as a whole.

#### **12.1 The draft and training camp roster**

Prior to each season, the commissioner or one of his agents supplies all team owners with a list of new players available for the draft, as well as a list of free agents available from the previous season. (Any free agents who were never on the active list for any team during the previous training camp and season are eliminated from consideration, unless a league expansion is being made or other special considerations apply, as determined by the commissioner or his designee.) The teams draft in a reverse order of the preceding season's standings up to a number of rounds set by the commissioner (usually 10). (The two championship game teams are last, with the championship winner being the last team to choose in each round.) After the draft each team is then free to fill its training camp roster with players from the free agent list. (The commissioner sets the size of the training camp roster, which includes all players from the team's active roster of the previous season, all players who were on injured reserve, and drafted players, as well as selected free agents, less any players not invited to camp or retired. The training camp roster size for the UFL and FOOL leagues is currently 70 players.

The first choice of free agents is made by the lowest ranked team (which had the first draft choice). For each free agent this team desires, there is a 1/3 chance that the free agent will refuse to sign, hoping that he will be invited by a different team. Choices are repeated until the lowest ranked team has a set training camp roster. Players from the prior season may be released in order to include a preferred free agent. Players never become free agents through their own choice, only through release by some team. (The UFL and FOOL leagues are exempt from anti-trust legislation, which allows player salaries to be maintained at a relatively low level by the owners.) After the lowest ranked team has completed its training camp roster, the process is repeated for each team in turn. Each is free to pick up any free agents not chosen by a lower ranked team. For teams which were in the top half of the rankings, the chance of a free agent passing up an invitation is only 1/6. Those who refuse selection by any team and are not picked up by another are removed permanently from the free agent list. (They have found more lucrative professions selling bonds, insurance, or used cars.)

A team may attempt to retire a player who is 32 years or older. Such a player has a 50 % chance of retiring with fanfare, in which case he leaves the league. (In exceptional cases he may be coaxed out of retirement later. That possibility is discussed later.) If the player does not retire voluntarily, he must be retained on the training camp roster or he is, in effect, cut. If he is not picked up as a free agent by another team before the regular season begins, he is "retired", but may be coaxed out of retirement later by some other team. Otherwise, he leaves the league permanently. The Commissioner is the final arbiter concerning possible re-employment of retired players.

## **12.2 Training camp**

In training camp each coach assesses the abilities of each of his players, and decides which to retain for the regular season. This involves one or more random die rolls for each player. Separate rolls are made for standard changes (applies to all players), traded players, position changes, and injury recovery. These are detailed in the following sections. All of these rolls (except those for trades made later) are made at the same time for all players on all teams. In addition, a random roll is made to determine training camp injuries. After the training camp changes are made, a revised roster is made up showing the new player positions and values, and disseminated to all other teams and the commissioner's office. The commissioner (or his designee) makes similar rolls for any free agents which were not picked up, but who he deems may be of interest to some team later. (Often this list is empty.)

After all of these changes are recorded, all teams must cut down to some preseason roster size, currently 64 for FOOL and 60 for UFL leagues. Some number of exhibition games is played, then cuts are made to a reduced roster size as specified by the commissioner.

Starting with Season XI, FOOL rosters are cut to 58 after the first preseason game, and 52 after the second (and final) preseason game. (If no exhibition games are played, the chance of training camp injury is doubled, and cuts are made directly to the final active roster size.) Suitable similar procedures can be established by the Commissioner for four or even no preseason game schedules or other roster sizes.

After all cuts are made after each round of cuts, each team in turn, starting with the one ranked lowest in the previous season, may pick up the newly freed players. All

teams in another division or having another owner have priority of choice for any released player over teams in the same division or having the same owner. In cases of ambiguity or contention, the commissioner decides who has rights to a particular player. For each free agent picked up at this point, another player must be released from the reduced roster. (Again, the lowest ranked team in the other division or for other owners have priority for selection of this and subsequently released players.)

For players injured in training camp or in exhibition games, there is also the option to put the player on the "training camp" injured reserve list. This list differs from the regular season injured reserve list in that players on it may not be activated during the regular season or postseason without clearing waivers first (being made free agents temporarily, which risks them being picked up by another team as a free agent). Often players put on this list are marginal youngsters who may significantly improve in the future, and so are worth protecting.

There is a final cut to the regular season roster, which proceeds similarly to the earlier cut. Additional players may be put on the training camp injured reserve list at this time. After the final cut (and opportunity has been provided for free agents to be picked up and compensating cuts made), a team may put any active roster player who is injured on the "in season" injured reserve list, and pick up free agents (or acquire a player by trade) to fill those roster spots.

All decisions pertaining to training camp, including coaching, position changes, special teams credit, and such must be decided prior to the beginning of training camp.

#### **12.2a Mini-camp (optional rule, in use for FOOL):**

A short "mini-camp" may be held prior to the regular training camp. At this camp, the status of injuries which lasted longer than the regular season, but were not "season" injuries, are resolved. For these injuries full recovery could have been possible had the season lasted long enough. Injuries which were designated as lasting for the entire season must wait until training camp for resolution. The mini-camp would follow the draft but precede the final training camp roster formation by selecting free agents. (Starting with Season XI, mini-camp was held before the draft; the NFL does have a pre-draft camp.) The main benefit is that the results of some shorter term injuries would be known. In those cases where "permanent" was rolled, recovery could be attempted during training camp just as for injuries which were rolled as permanent during the past season. Recovery is not yet possible in mini-camp for "season" injuries; they are always resolved in training camp.

#### **12.2b Special Teams experience in camp:**

In training camp, 5 punt returns and 5 kick returns worth of experience for practice may be distributed to players not receiving other coaching or injury recovery. For preseason, an additional 5KR and 5PR may be distributed as designated at the end of training camp after training camp cuts, but not to players who received other special coaching. Players that receive these credits are to actually do the returns as long as they are on the roster. If the player is cut, the credits stay with the player. ( In the past, each team could designate a player, or spread among multiple players, 10 punt and 10 kick return credits, for both training camp and preseason. These credits could all go to one player. However, a player cut at the end of training camp should not lose the half of these credits for preseason.) Note that a player injured in training camp and subsequently

unable to play can only receive the 5 returns worth of credit each for KO and punt returns for training camp. Someone else can be given the remaining returns.

Kick and punt return credits for camp and preseason may be counted as adding to the total of the previous season (toward determining specialist or veteran credit) or as credits on the current season. Veteran status for special teams positions is determined at the end of preseason (and will be known at the end of training camp, since the preseason credits are distributed then). Previously, a player who does not qualify as a "veteran" returner at the end of preseason did not have a chance to qualify as a veteran until the next season at the same time. But see 12.2c added below. This ought to apply to wide rushers, etc. too.

**12.2c Lapsed special teams specialists:**

A player who was a qualified specialist or veteran specialist in the previous season, but did not obtain enough experience to maintain that specialization (usually 20 returns for PRS, KRS, VPR, VKR) must play at a level reduced by one (non specialist, or specialist instead of veteran specialist). This usually occurs due to injury, but can also be due to competition for the position, or possibly so that the player can be coached for other things. After 20 carries in the current season, the earlier specialization level is regained. Those carries do not count toward credit for the current season. If the player fails to get enough experience in two consecutive seasons, the specialization level is lost. Note that the 10PR and 10KR during training camp and preseason may be applied to either the previous season or the current season, so that a veteran falling short for the earlier season, given 10 returns in training camp and preseason, only needs 10 more to become a veteran again. Presumably the same principle would apply to other special teams specialists as well.

**12.3 Player changes:**

Several tables are used for determining player changes of various types. These are used for the changes that are made at the beginning of training camp for all players, although charts related to trades, position changes, and free agents apply later as well.

**12.3.1 Standard change tables:**

A change die roll must be made using this table for every player in the league. It reflects changes due to experience during the previous season, uncertainty in the assessment of the skills of rookies, and the effects of aging. The procedure is to first roll, for the player, a perturbation for age (that gives a blurring effect across the age categories to better reflect a continuity of effects) and two similar perturbations made for experience in games from the previous season: A player who plays two different positions, usually a kicker type and something else (Q/P, DH/P, etc.), needs to have experience tallied separately for each position, and a change roll made for each. Postseason games give the same experience credit as regular season. (It's a benefit of getting to the playoffs, but is offset by possible additional injuries.)

Die roll	1	2	3	4	5	6
Age/seasons	-2	-1	-	-	+1	+2
Games	-2	-1	-	-	+1	+2
Games	-2/3	-1/3	-	-	+1/3	+2/3

The modification of age or number of seasons rolled on this table only applies to the change roll, not to injury or other effects. A reduction in number of seasons never qualifies a player for a "first season" bonus.

Each player is given a die roll using the appropriate column of the change chart. All who were rookies during the preceding season use the "first season" column, regardless of age. All rookies who were just drafted use the rookie column. All free agents who have not previously played in the league use the "new free agent" column. Free agents who have played before, or veterans acquired by trade use the column appropriate to their age and experience (as adjusted). A player who, in his rookie season, did not play enough to qualify for 4 games worth of experience (after adjustment) will qualify for the "first season" table in his second season as well as his first. (His age in the roster is designated with "R2", for example 24R2 indicates a second year player still treated as if he is a first year player for change purposes.) This is often the case when a player spends all or most of his first season on injured reserve. For selecting the column by the player's experience, round to the nearest whole game.

When the die is rolled, a letter indicates a further possible roll for change. (If the result is in the form of X/Y, roll a die, with a low number giving change X and a high number giving change Y.) After determining the appropriate change table by letter, another die roll is used to give the modification to the player's abilities. A result of +C, -C, +P, -P, +S or -S is a modification to the player's respective ability score. No modification can reduce an ability score below zero; such a result is ignored. Another possible result is +C-S. This reflects a player's contact ability (his size, presumably) increasing at the expense of speed. If such a result would reduce speed below certain minimums determined by player position, the result is ignored instead. The minimums are: DT,C,T: 1, G,DE: 2, LB,TE,Q,F: 3, all others: 4. (Note that these minimums apply only to a +C-S result, not to a -S result.) If a player gets a +C-S change which the coach deems undesirable, there is a 50% chance to reverse the change during training camp. (Roll a die, with a roll of 4 to 6 voiding the change.) Such coaching precludes (voids) any other planned special training camp regimen for the player, such as position change.

If the result on the change table is "\$", the change depends on the position of the player. Another roll is made on the appropriate table. For results of +X-Y type, there is a chance for coaching to void the effect if desired as described above. If the result on the change table is "+&" or "-&", there is a chance for the player to acquire a special characteristic that is either good or bad, respectively, or to remove a bad or good characteristic. Whether to remove or acquire a new characteristic is the coach's choice if the player has an existing bad or good characteristic. A roll is made on the "+&" or "-&" table if a new characteristic is being acquired. If the characteristic is inappropriate to the player's position, roll again on the table. For example, "strong arm" is applicable only to quarterbacks. The "#", or fumble, option is appropriate only to potential ballcarriers or return men. (The latter subtract 1 from "F" rolls on the return tables.) If a defender has not been or is not in camp, training for a returner position, reroll a "#" result.

A player who plays two different positions, usually a kicker type and something else (Q/P, DH/P, etc.), needs to have experience tallied separately for each position, and a change roll made for each. This does not apply to players who have generalized positions, such as LB/DH, Q\*, etc.

### **12.3.2 Injury recovery:**

A roll for injury recovery must be made for every player who was in an injured status at the end of the previous season, or at the end of mini-camp if that option is used. (This applies to players who could not play in the last game due to injury, or who were injured in the last game and did not recover in mini-camp, or had "season" injuries.) The chances for the injury to be (relatively) permanent is given in the table when the injury was rolled.

In the past (simpler rules) generally, -S injuries have a 50% chance for recovery, others 5/6, assuming Rule 11.8.2 is in effect. [We are currently using 50% for -S, 5/6 for -C in FOOL.] Otherwise, most injuries have a 1/3 chance of becoming permanent. (Those missing only a few games had no long term injury effect.) For each such player a die is rolled, with a 4, 5 or 6 (-S), or just a 6 (others) making the reduction in the player's abilities applicable to the entire upcoming season. See also optional rule 11.8.1.

If a player does suffer such a result, there is still hope of eventual recovery. In the following season's training camp, a recovery roll is made again. For such a roll, the chance of recovery depends on age. If the player is 25 or younger, the chance is 2/3. For 26 to 29, the chance is 1/2. At 30 to 33, 1/3, and over 33 1/6. The age used for this roll is the adjusted one as described earlier in Rule 12.3.1: you want a low roll to recover from injury effects.

Injured players (those who are recovering from injury during training camp) cannot be coached for any particular attribute or changed in position or specialized for special teams. This includes both players who are -c, -s, or -p and those who have a lingering injury from the previous season (-s) (-c) (-p). The rationale is that these players would be spending most of their effort at rehabilitation. (Perhaps an exception would be made for -p players who are willing to give up the point of pass value, e.g. changing position to where the value is discarded, such as fullback to guard.) This prohibition also applies to the regular season. (This rule has in the past applied to training camp; this change makes it explicit that it also applies to the regular season as well.)

### **12.3.3 Free agents and trades:**

A free agent player with previous league experience or a player acquired in a trade has some chance of playing better or worse for his new team than might have been expected based on his previous ability scores. A roll is made on the "free agent" or "trade" change charts as appropriate, in addition to the other change and possibly injury rolls. This roll is only made after a trade is final. A player so acquired, who changes unfavorably, must be retained on the team for one regular season game or one preseason cutdown, to reflect the time it takes for the coach to become aware of the player's true ability. Players picked up during the season or in the latter stages of the preseason also are subject to this change roll. The roll is made in this case after all personnel transactions prior to a game. If a free agent is picked up (or clears waivers) who last played for the same team earlier in the season (or preseason or camp), no roll is made for change. Free agent rolls apply to rookie free agents and all free agents after camp, but not to free agents who are invited to camp from the previous year's list of free agents; they get the normal season change roll (often for 0 games) instead.

### **12.3.4 Experience credit:**

The experience credit used for determining player change is given in the equivalent number of games played in the previous season. If a player started for a game, he receives a full game credit. If he played on offense or defense as a scheduled substitute, or as a substitute for an injured player and played a significant part in at least one play, or returned or made at least one kick, blocks a kick, or recovers a fumble, he receives 2/3 game credit.

Any other player who is healthy receives 1/3 game credit for participation in practice and/or special teams play, even if he is on injured reserve status. Participation in postseason play also counts. (Option: it may be credited as 1/3 game credit less, but no less than 1/3 game per player. Preseason games may also be counted, but only as 1/3 game for those who would normally qualify for 2/3 credit or more. If preseason games are counted, the number of games for experience columns on the change chart should be increased by one. Currently, for FOOL, we are not counting preseason games, and postseason games count fully.)

A player who plays two different positions, usually a kicker type and something else (Q/P, DH/P, etc.), needs to have experience tallied separately for each position, and a change roll made for each. This does not apply to players who have generalized positions, such as LB/DH, Q\*, etc. Also, such players cannot be "coached" for attribute changes. They have enough to do staying up with both positions.

Punters and Kickers experience: Kickers and punters "normally" get 2/3 games of experience per game. If they do not kick a P or FG at all, the credit is only 1/3. For 4 or more kick attempts (whether blocked or not, however successful) a full game of experience is gained. Extra points count 1/2 of a FG. One PAT does not give 2/3 experience, but two will. Kickoffs do not count. (Kicks on plays voided by penalties do not count, since the play is null for statistical purposes, making tracking of such kicks impractical. The same principle should apply to returns etc. that need to be counted for experience. A penalty on a return which does not result in a re-kick usually will count.)

### **12.3.5 Ability coaching (Advanced rule, in use in FOOL):**

Strange as it may seem, some players reach this level of competition without ever having fully developed their natural talents through the use of weights or other forms of training. In the case of players who are below certain minimums for their position, training camp may include an intensive regimen to make the most of the player's natural abilities. This precludes other forms of special coaching such as position changes, training for kick return duties, injury recovery and such during training camp or exhibition season. (A player who already is a punt return specialist could be coached, but would not be available to take punt returns during training camp and preseason.)

Injured players (those who are recovering from injury) cannot be coached for any particular attribute (or changed in position or specialized for special teams). This includes both players who are -c, -s, or -p and those who have a lingering injury from the previous season (-s) (-c) (-p). The rationale is that these players would be spending most of their effort at rehabilitation. (Perhaps an exception would be made for -p players who are willing to give up the point of pass value, e.g. changing position to where the value is discarded, such as fullback to guard.) This prohibition also applies to the regular season.)

During training camp, the coach may choose one ability (which is below standard) to be coached. The player may be coached to remove a negative special

characteristic, such as a tendency to fumble, instead of P, C, or S.) The minimums at or below which coaching to improve deficiencies may be applied are listed below.

Offensive or defensive line:	3-1	S or C
Offensive or defensive line:	2-2	S or C
Offensive or defensive line:	2-3	C
Offensive or defensive line	1-4	C
MLB or F or TE	3-2	S
MLB or F or TE	2-3	S or C
MLB or F or TE	1-4	C
MLB,TB,or F	0-X-X	P
TE,H,B,LB,OLB	1-X-X	P
OLB,LB,B,E	0-5	C
OLB,LB,B,E	1-4	C
OLB,LB,B,E	2-3	S
E,W,Q,DH,CB,S	2-X-X	P
H,TB,W,DH,CB,S	0-5	C
H,TB,W,DH,CB,S	1-4	S

Prior to all training camp change rolls such coaching is announced. A player may not be coached in but one attribute. Along with other training camp rolls, for each such player a die is rolled. If a 6 is rolled, a further roll is made that depends on the player's age and experience. If the player's abilities were not listed above because they were even poorer, a 5 or 6 will succeed in giving further chance for improvement. Players with negative special abilities also qualify as "poorer" for this purpose.

For players who succeed on the first roll, a second roll depends on the modified age described in section 12.3.1 above. If the player is new to the league (a rookie player drafted or who was eligible for the draft but not drafted), this second roll is not necessary. For first year players (just completing their rookie season), a roll of 4 to 6 allows a third roll on the following table. For players after their first year but younger than 26, the needed second roll is 5-6. For those from 26 to 29, a roll of 6 is needed. If the second roll, based on age, is successful, a third roll is made on the table below to indicate ability change. On the negative special attribute table, "+sp" means that an additional negative attribute is acquired, randomly generated from those applicable to the position.

Attribute coached: Die roll:	1	2	3	4	5	6
C	+C	+C	+C	+C-S	-	-S
S	+S	+S	+S-C	+S-C	-	-C
P	+P	+P	+P	+P-C	-	-C
Negative special ability	rm	rm	rm	rm	-	-C/+sp

A player who plays two different positions, usually a kicker type and something else (Q/P, DH/P, etc.) cannot be coached. They have enough to do staying up with both positions. A player that goes both ways, offense and defense (W/CB) also cannot be coached. Also, a player with broader than standard abilities, E\*, B\*, DH\* etc. can be coached only if he is sub-par for both categories for which the coaching is being considered. For example, a DH\* 2-2-5 (both DH and LB) would be coachable for P as a

DH, but not as a LB, so he cannot be coached. A Q\* cannot be coached for P, since this is actually two completely separate attributes. The same would apply to T/TE, LB/DE or other such combinations.

#### **12.4 Training camp injuries:**

Every player invited to training camp has some chance of injury. This chance is greatest for rookies (who report early and tend to take camp more seriously) and least for exceptional players. Rookies each have a straight 1/12 chance of injury. Other players have a 1/18 chance of injury, except for stars who meet or exceed the speed or contact maximums given in 12.6 below, who have only a 1/24 chance of injury. Also, receivers (E, W, TE, and B) and defensive halfbacks (DH, S, and CB) who are 4 in receiving or better and within 1 of listed C and S maximums have only a 1/24 chance of injury. A quarterback with a 4 or better passing ability is also so regarded. The lower chance of injury reflects a less pressured and dangerous camp, and the coach's willingness to let such talented players demonstrate their worth later. Therefore, players given the lower injury chance should not be cut in any but the last cutdown (prior to the regular season), as this reflects a competitive situation not taken into account in the injury roll. A player eligible for a 1/24 chance could be told his position is at risk, allowing him to be cut if his performance drops, but with the usual 1/18 chance of injury. These "Star" quality players who report late for training camp (or have an easier camp) have only a 1/24 chance of injury. They pay for this in receiving 2 games' less experience credit in their change rolls. A coach may allow any veteran of 30 or older, and not just stars, this option.

A roll is made for each player. If it is a 6, a second roll is made. On a 4 to 6 a rookie would be injured, on 5 or 6 a veteran would sustain an injury, and on a 6 or (50% chance) a 5 a star would be affected. The nature of the injury and its duration is determined as for those "longer" injuries sustained during a game. Subtract one game from the duration to reflect training camp time missed.

A player injured during training camp cannot complete special coaching, position change, or other training regimens. No roll is made for those changes. Therefore the injury rolls for camp should be made prior to others except, perhaps, those for basic changes. (Should a training camp injury negate an injury recovery roll? We will assume not, for now. All injuries are assumed to be independent.) Players able to return to duty within one game are exempt from this. Those who recover can make position changes during preseason or the regular season.

Any player injured during training camp or the preseason is eligible for the "preseason injured reserve" list, even if he only missed one game which would have been during training camp.

Injuries sustained during exhibition season are treated exactly as those during the regular season, except for the injured reserve classification as described earlier.

#### **12.5 Other Changes:**

In addition to the procedures described above for training camp, there are other circumstances in which players may change in ability. These may occur as part of training camp or during exhibition or the regular season.

### **12.5.1 Trades and free agent actions during the season:**

Whenever a player is picked up from the free agent list or acquired by trade, a roll is made for the possibility of change. This reflects the possibility that the player's attitude or motivation may change, that his true ability is better known after such an action, or may reflect other uncertainty regarding player ability. The practice of picking up free agents for just one game to attempt a favorable change roll, and immediate discard in the case of failure to improve (rather than due to an unfavorable change result) is an abuse of the system, and is discouraged. Generally a free agent picked up who does not get an unfavorable roll should be retained at least two games, unless he is replaced by a player returning from injured reserve or acquired by trade. The commissioner may prescribe a sanction in the form of a lower probability of player's signing, a modification to the free agent/trade change table, or other similar measures if an organization follows such an unenlightened personnel policy. [We've been abusing this, but with only 2 preseason games maybe allowable. Lots of late free agents don't make final cuts. Opinions?]

If a player acquired from the free agent list had most recently (or during the same season) played for that team, no change or trade roll is made. This is because the team would be more aware of the player's true abilities.

Trades may be made during the season only until the trade deadline, which is set by the commissioner. (The trade deadline is normally half way through the regular season.) After that time, teams may only acquire players from the free agent list. (A deliberate cut to allow transfer of a player to a particular other team via the free agent list after the trade deadline, whether for any consideration or not, is not allowed. In a case where such an action seems to have been taken, the commissioner may randomly determine the order in which the player will consider signing with other teams, rather than using the draft list priority order.)

### **12.5.2 Player position changes:**

Players normally do not change position, but may do so at some risk of attribute change, possibly unfavorable. A change in player position may be made during training camp, or during the exhibition or regular seasons. If the change of position is to be made during training camp, the change is decided (but not yet resolved) prior to any other change rolls associated with training camp. Thus, the change is initiated prior to knowing how well various players will do during training camp. The benefit of this approach is that the change is completed prior to the start of the (exhibition or regular season) games.

After training camp, it is still possible for a player to change positions. His change of position must be announced, then he must gain 3 games' worth of experience at the new position, while paying the appropriate penalties for playing 'out of position' while playing those 3 games. Note that unless the player is a starter, more than 3 games will be required. For this purpose, experience in exhibition games counts the same as does a regular season game, but there are no "starters", so for each exhibition game the player can get 2/3 game credit.

If the player plays at both the new position and in the old or other position, his game experience for changing position is halved. This is often the case, since a player may be specializing at a position, but meanwhile performing other duties, such as returning punts, as well. For example, a center being changed to a utility lineman would

only gain half credit per game in which he played both at the center position and at one of the other line positions (with a penalty in contact ability). If his time at center accounted for most of his playing time, the game should not be counted at all. Similarly, a linebacker specializing at middle linebacker would only gain half experience for position change purposes if, in 1/3 of the defenses, he played in a position identifiable as outside linebacker rather than middle linebacker.

After the three games' experience is gained (rounded, so at 2 2/3 games it is possible), a roll for change is made if the coach is still sure that the change is desired. (If not, the player retains his original position, and is ineligible for further position change during the season.) If the result of the change roll is undesirable, an attempt may be made to reverse it by having the player return to his original position. A die is rolled. If the roll is 1 to 3, the change in player attributes is reversed, and he retains his previous position. He is then ineligible for position change while on that team for the remainder of that season and all of the next one (!) [This requires keeping track of change attempts season to season. Let's not do this!]. If he goes to a different team, he will be eligible for change in the following season's training camp. If the roll is 4 to 6, the player retains the negative attribute changes and the changed position. Another attempt may be made to reverse the unfavorable position change result (and the position) in the following season's training camp, but only if he stays with the same team. Regardless of outcome, the player may make no further position change during the season.

Players who, during training camp, are acquiring special skills, such as deep snapper, punt returner, or such, or who are being coached to remove some deficiency, are ineligible for position change during training camp or exhibition season.

New for Season IX: No preseason position change completions: Players who were coached, made position changes, trained as special teams specialists, or recovered from injury cannot complete position changes in preseason. This was possible before with the longer (4 game) preseason, but not with a shorter (2 game) preseason. (Players who made position changes, or tried to, would be ineligible anyway.) At most, these players can receive 1.3 games credit if they begin a position change after training camp at the beginning of preseason. For Season IX: We will have two preseason games. Each player making a change starting immediately after training camp (after receiving previous special coaching) receives 2/3 credit per game (only 1/3 if he also plays some at old position), for a total of 1 1/3. (This would be a change. Previously, with a 4 game preseason, each such player got 2/3 credit per game, for a total of 8/3 rounded up to 3 games in preseason. This let these players can complete change rolls before the regular season if they played enough. If we go back to 4 preseason games, we should cut the credit toward a position change to 1/3 game per preseason game for these players. The rationale is that the coaching, recovery, or position change initiated in training camp is not just a training camp emphasis, but also extends through preseason.)

[What follows seems overly complicated, and I don't think we are doing it anyway; this should be dropped.] A player who did not receive special coaching of any kind during training camp, and begins a position change in preseason, can receive up to 2 games' experience toward the new position. (Presumably, the change would have actually begun during training camp once it was apparent who was having success and who was not, so this reflects 2/3 credit for work starting before the end of training camp, and 2/3 for each preseason game, for a total of 2. Play at the new position for one more

game would allow resolution, while a player who had been otherwise occupied in training camp would need 2 games at 2/3 each.) Players changing position during the regular season should not be allowed but 1/3 credit for a game in which they also continued to play at the old position not compatible with the new position. Example: a DH moving to CB who plays some in SC (hence, as other than a CB) as well as playing in IR (as a CB) would get only 1/3 game experience credit toward a transition to CB. A CB who is changing to DH who plays in both locations, (with a penalty in SC for being out of CB position), would get 2/3 credit.

Position changes may be of three types described below:

**Specialization:** This is the most frequent form of position change. It occurs when a player changes from a less to a more specialized position in the same part of the hierarchy of position types. Examples include utility lineman to guard, linebacker to middle linebacker, back to fullback or wide receiver, end to wide receiver or tight end, and defensive halfback to safety. During such a change the player is not penalized, since the more specialized position is included in his current one, so he is not playing out of position. Specialization is the form of position change most likely to cause player improvement, since the player has fewer distractions and can concentrate on the more specialized duties more fully. A player may specialize from one position to the next most specialized, or may more fully specialize at once. For example, a player who plays both linebacker and defensive lineman could specialize at linebacker, or at middle linebacker. The wait and specialization roll is the same in both cases. (He could also first move to linebacker then later to middle linebacker, taking two rolls. But that would take two seasons.)

**De-specialization:** This change is from the more specialized to a less specialized position. Only one such step of de-specialization can be made at a time. An example would be a center changing to be a utility lineman, or a cornerback becoming a general purpose defensive halfback. To make such a change, the player must play in the positions which are not included in his current position, but are included in the new position, paying the appropriate penalty for being in an unfamiliar position.

**Different position:** This change is from a player's current position to one which is not above or below it in the position hierarchy. The new position must (usually) be no less specialized than the positions: B,E,T,G,DE,DL,LB, and DH. A player other than an offensive lineman may not change to the center position. No player who has not been a quarterback may become a quarterback.

When using the change tables, some attribute changes depend on the player's position. Favorable changes are generated based on the new position, unfavorable ones are based on the old position. If there is some remaining ambiguity, use the new position.

If a player's position is changed, and the player is cut before the first regular season game or within 3 games of completing the position change, the player may revert back to his former position (but not values, if any change was negative) unless he improved in making the change, in which case the new position sticks. Any team subsequently acquiring the player (within 3 games of being cut) can decide which position he will assume. The same rule of thumb applies to trades. In any case, additional position change during the season is ruled out.

**12.5.2a (clarification):**

The following transitions are allowed. These are neither "specializations" nor "unspecializations", which are adequately covered in the current rules.

- Q to B or DH
- B to E, DH, LB, G
- F to H, TE, LB, G
- H or TB to F, W, DH
- E to B, LB, DH
- TE to B, F, T, G, DL, LB
- W to H, TE, DH
- T to G, C, TE (gets P=1 as TE)
- G to T, C, F, DT, DE, DL
- C to T, G, DT, DE, DL
- U to DT, DE, DL
- DL to LB, G, T
- DE to DT, LB, G, T
- DT to DE, LB, G, T
- LB to DE, DT, G, TE
- OLB to MLB, DE, G, TE
- MLB to OLB, DT, G
- DH to LB, B, E, W, H
- CB to S, W, E
- S to CB, LB, OLB, B, E

A player more generalized, such as DH\* (can play DH or LB) can transfer to any specific position for either of his specialties.)

**12.6 Position and ability maximums**

In the course of generating player changes, it is possible for a player to acquire extraordinary abilities, which are difficult to imagine physically. For example, it is very unlikely that a player would have both a very large contact ability and high speed as well. The following table gives the 'normal' maximum value combinations for speed and contact ability:

- 0-7    2-6    3-5    4-4    5-2    6-1

If a player has an ability change that would exceed one of these combination maximums by one point, a roll is made on the following table:

- 1-2 Player actually acquires the enhanced ability
- 3-4 Player acquires the ability, but possibly only for this season  
In the next season's training camp, this roll is repeated.
- 5 The enhanced ability is effected, but the complementary ability is decremented. (For example, +C for a 3-5 makes the player a 4-4.)
- 6 The change is ignored.

If the player has a change that would exceed the maximums by 2, the same table is used, but the die rolls are 1, 2, 3, and 4-6 respectively. If the ability change is from 4-3

to 5-3 or from 1-6 to 1-7, use the above chart but with 1-3 making the change permanent, and 4 to 6 as given.

The normal maximum pass value is 4 for DH, Q, E players, 5 for W, 3 for TE, B, H, LB and OLB, 2 for MLB, F, and 2 [Change from 1 for Season XII] for defensive and offensive linemen. A player receiving a change that would exceed these values rolls on the table above, but a roll of 5 is treated as change ignored. If a player is fortunate enough to receive a change that would exceed the listed value by two, the numbers in the table are 1, 2, and 3-6 respectively. If a player receives an enhancement in the same training camp in which he is changing position, the maximum for the new position applies.

## **12.7 Special focus training camps**

**Training camp emphasis:** A team may choose to emphasize something other than individual coaching in training camp. At a cost of giving up all coaching and position changes (but not injury recovery or special teams specialization) during training camp, a coach may instead choose:

### **12.7.1. Conditioning emphasis:**

All players on the team are +1 for tiredness rolls for the entire season. (This would not apply to players traded or acquired in trades or free agents that join after training camp, even players who had been in training camp then released and reacquired. Once a player leaves the roster, the benefit is lost (he is no longer under supervision) The benefit would NOT apply to "pc" (poor condition) players, but those players would be (during camp) automatically (and unavoidably) coached, and (at the coach's option ) be "double coached" (two separate coaching roll sequences) to remove that attribute in training camp. (If the first roll sequence succeeds, the second is not made. You cannot choose for a given pc player not to get this coaching, but you can avoid him getting it twice. (This reduces some of the risk to a star that you'd just as soon not risk getting a -c to remove a pc)

Any player who gets a "+C-S" result in training camp ignores that result. Any player receiving a "-s" can roll d6=1-3? to take a "-c" instead (unless the player is already c=0). Any player who could normally be coached for speed can be coached in this camp, and is coached as if he is "-2" instead of "-1".

### **12.7.2. Fundamentals emphasis:**

All players who have a single negative attribute "o", "!", "im", "-", "ll", or "f" is "double coached" for removal of that attribute. Each coaching roll is made twice. Players who have two negative attributes are coached three times (total) for any of them, but no more than twice for a given attribute, so up to three attributes are coached either once or twice each. Every player having negative attributes must be so coached. The "pc" is NOT a negative attribute covered by this rule. Neither is #. Of course, the random change tables can still result in additional negative attributes or the addition of positive ones. Players are not coached for positive changes. Any + special attribute roll during training camp (as a result of a normal change roll) can be rolled as 50% an attribute chosen by the coach, 50% a random roll on the table. (Roll d6: 1-3 choose, 4-6 roll on table). Similar for - special attributes, however you can only choose "f" for Q, E, and B types, and cannot choose inappropriate attributes such as "strong arm" for a LB.

### **12.7.3. Special teams emphasis:**

Experience available in training camp and preseason for special teams is doubled. In addition, during the season there should be a reduced (halved) chance of a "bobble" and a +1 chance on avoiding or making a FG block, and a +1 on C and S (both) on each KO and P squad. On "punt block" rolls of O4 vs O4, etc. the player who went through this camp receives an extra +1 bonus. (This personal benefit should be missing for players picked up on trades, free agents etc. after training camp, even though the benefit still attaches to the team calculations (C, S). Players traded lose the benefit, even if going to another team with this camp emphasis.) In addition, the team can specify one extra special team tactic that can be used in a game. For example, some KO returns could be Normal, others might be Sideline. Teams without this emphasis choose one tactic for each special team (though they can choose a blitzed P or FG without penalty).

### **12.7.4. Complex offense / defense game plan emphasis:**

The team gains 1 extra offensive set, 2 extra defenses, and 3 extra plays that can be used in game plans, and 2 extra rows rather than 8/10 for play/defense selection.

## 12.8 Change tables

Age	( 1st season <28)			(25 or younger)			(26 to 29)		
Games	0-3	4-7	8+	0-3	4-7	8+	0-3	4-7	8+
Die									
5	-	-	-/B	-	-	-	-	-	-
6	B	B/A	B/A	C	B/C	B	C/D	C	B/C

Age	(30 to 33)		(34 & older)		38+	rookie	free	rookie	free
Games	0-5	6+	0-5	6+		agent	trade	agent	
Die 3					D				
4	-	-	-	/C	D	B	-	-	
5	-/C	-	D	D	ret	C	B/C	-	
6	D	C/D	D	D	ret	D	D	-/C	

Change Effects:					+/- for QB:				
Die	A	B	C	D	+	-	+	-	
1	+C	+C	+C/+P	-%	rm -	rm +	1	rm -	rm +
2	+C	-C	-C	-C	m	im/c	2	3r	3r
3	+P	+P/-P	-P	-P	^/\$	!/f	3	st	st
4	+%	+C-S	+C-S	-S	^	o	4	+	-/pc
5	+%	+%	+%/S	-S	r	#	5	3r	#
6	+/+S	+/-	+/-	-	gc	pc	6	gc/r	o/f

Note: Use "f" only for offensive players other than linemen; others get "!".

Use "\$" only for non-linemen. Linemen get "^" or "m" instead.

Use "c" only for non-linemen. Linemen get "im" or "o" instead.

Attributes:

m: mature      im: immature    c: plodder      ^: big play      \$: evasive  
 !: penalty prone      f: fumble prone      o: error prone  
 3r: 3rd receiver      r: robust      #: injury prone  
 -: weak arm    +: strong arm    gc: good condition    pc: poor condition  
 st: soft touch  
 rm + or rm -: remove positive or negative attribute. If none, ignore.

Die Roll	"% changes by Position (change for 3rd edition)				
	Q/W/CB/DH	E/S/K	TE/H/B/OLB/LB	F,MLB,Pt	OL,DL
1	+C	+C	+C	+C	+C
2	+P	+C	+C	+C	+C
3	+P	+P	+C	+C	+C
4	+P	+P	+P	+C	+C
5	+P	+P	+P	+P	+C
6	+P	+P	+P	+P	+P

Changes for kickers: Kicker		Punter
+C	+2 yards distance	+2 yards distance
-C	-2 yards distance	-2 yards distance
+P	+2 accuracy (" -2 n" of b/n)	+2 control
-P	-2 accuracy (" +2 n" of b/n)	-2 control
+S	-2 blocked (" -2 b of b/n)	+1 control
-S	+2 blocked (" +2 b of b/n)	+1/18 chance of block if rushed

Specialization (any)					Despecialize, position change				
Die	rk	<25	26-9	30-3x	rk	<25	26-9	30-3	
4	-	-	-	-	-	-	-	C	
5	/B	-	-	-	C	-/D	C	D	
6	B	B	B/C	C	D	C	D	D	

(The above table has been replaced by a more explicit position-to-position change table.)



Players converting to offensive or defensive line positions lose all pass value. This applies when going from offense to defense and vice versa as well.

	1	2	3	4		5	6	7	8	9
1r	C	C p=1	B	B p=2	1r	B	B	B	+p	
1v	C	C p=1		p=1	1v	C	-p	-p	C	
1e	D	p=0	C	C p=0	1e	C	-p	-p	-c	-c
2	o	o p=1	o	p=1	2					o
3	-p	p=2		p=2	3					-c
4	f	f p=2	-c	p=2	4					
5	C	C p=2	B	B p=2	5		+c-p		+p-c	C
6r		p=3	+p	p=3	6r	B	B	B	B	C
6v	-p	p=2		C p=2	6v	B	B	B	B	C
6e	-2p	D p=1	-s	D p=1	6e	C	C	C	C	D

	10	11	12	13	14	15	16	17	18
1r	+p-c+c-s		+c-s		p=2	!	!	C	
1v	+p-c+c-s		+c-s		p=1	C	C	C	
1e	-c	-s	-c	-s	-c		C	C	-c
2	o	o	o	o/!	o/!	o f		o	o
3		D			-p	-c+s			
4	!	!		f	f	f p=1	!	!	!
5	+p-c+c-s	C	-p+c	C	D p=1	+c-s	+c-s	+p-c	
6r	C	C	C	C	C	C p=1	C	C	C
6v	D	D	D	D	C	D	C	C	D
6e	D	D	D	D	D	D	D	D	D

<p>Temporary effects while playing out of position or while making transition:</p> <p>Table #/effect:          2: P=1, C-1          6: C-1          8: C-1          9: C-1          10: C-1          11: C-1          12: P-1, C-1 *          13: P-1, S-1          14: P-1, C-1          15: P=0, C-1          16: C-1          17: C-1 *          18: P-1, C-1          * non C is 1/12 chance to fumble the snap.</p>	<p><b>Reversing Unfavorable Changes:</b>          If the change rolled is considered unsatisfactory, a decision may be made to reverse the change, and have the player return to his old position. The chance to do so successfully depends on age:</p> <p>Newly drafted rookie: Die roll of 1-4 reverts OK          Veteran (incl 1st year): Die roll of 1-3 reverts OK          Exp. Veteran (30+ yrs): Die roll of 1 reverts OK</p>	
<p><b>Injury Recovery:</b>          From in-season game injury: 1/6 (d6g -P) or 1/3 (2d6g -S, -C) resolved before the draft          From "Season" injury: 1/6(-P) or 1/3 (-S, -C) resolved in training camp (-1/6 for -C, 1/2 for -S in the future)          From previously failed injury recovery:          25 or younger: a die roll of 1-4 recovers          26-29: 1-3 recovers          30-33: 1-2 recovers          34+: 1 recovers</p>		
<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr> <td style="padding: 2px;">Note: use "adjusted" age</td> </tr> </table>		Note: use "adjusted" age
Note: use "adjusted" age		

## Training Camp Change Tables:

	Die roll:	1	2	3	4	5	6
Adjust for age, experience	Age	-2	-1	-	-	+1	+2
	Exp	-2	-1	-	-	+1	+2
	Exp	-2/3	-1/3	-	-	+1/3	+2/3

	Newly Drafted rookie	New Rookie Free Agent	First season <28yr (R or R2 players)			25 or younger			26 to 29			30 to 33	
			0-3	4-7	8+	0-3	4-7	8+	0-3	4-7	8+	0-5	6+
4	-	B	-	-	-	-	-	-	-	-	-	-	-
5	B/C	C	-	-	-/B	-	-	-	-	-	-	-/C	-
6	D	D	B	B/A	B/A	C	B/C	B	C/D	C	B/C	D	C/D

34-38  
0-5      6+      39+

3	-	-	D
4	-	-/C	D
5	D	D	D
6	D	D	D

rm: if no attribute to remove, roll again. Traded player: 6,hi = C roll  
Free Agent pickup: 6 = C roll (does not apply if cut by same team)  
(Above rolls in addition to regular change rolls)

	% = by position						Kicker/Punter effects					
	A	B	C	D	+	-	Q,E,DH B, LB, TE	L, DL	K	P		
1	+C	+C	+C/+P	-%	rm -	rm +	C	C	C	+C	+2yd	+2yd
2	+C	-C	-C	-C	rm -	!	P	C	C	-C	-2yd	-2yd
3	+P	+P/-P	-P	-P	^	o	P	C	C	+P	N-1	ctl+1
4	+%	+C-S	+C-S	-S	^	o	P	P	C	-P	N+1	ctl-1
5	+%	+%	+%/ -S	-S	r	#	P	P	C	+S	B-1	+1yd
6	+/+S	+/-	+/-	-	gc	pc	P	P	P	-S	B+2	-2yd

<b>Ability Coaching:</b> Coachable attribute values by position:		<b>Die roll #1: See if any effect</b> Meets criterion at left : 5,6 Meets "*" criterion: 4,5,6				
OL or DL:	3-1	S or C				
OL or DL:	2-2	S or C*				
OL or DL:	2-3	C				
OL or DL:	1-4	C				
MLB, F, TE:	3-2	S				
MLB, F, TE:	2-3	S or C				
MLB, F, TE:	1-4	C				
MLB, F, TB:	0-x-x	P				
TE,H,B,LB,OLB	1-x-x	P (P* if P=0)				
OLB,LB,B,E	0-5	C				
OLB,LB,B,E	1-4	C				
OLB,LB,B,E	2-3	S				
E,W,Q,DH,CB,S	2-x-x	P (P* if P=1)				
H,TB,W,DH,CB,S	0-5	C				
H,TB,W,DH,CB,S	1-4	S				
any non-L	0-4 or 1-3	C* or S*				
			<b>Die roll #2: Based on Age:</b> New rookie: Succeeds First year (R,R2): 4-6 26 or younger: 5,6			
			<b>Die roll #3: Determine result</b>			
			C	S	P	rm
1	+C	+S	+P	rm		
2	+C	+S	+P	rm		
3	+C	+S-C	+P	rm		
4	+C-S	+S-C	+P-C	rm,-C		
5	-	-	-	-		
6	-S	-C	-C	-C		

## Appendix A Tables (except special teams)

		Contact Table										
die	w	-4	-2	-1	0	1	2	3	4	6	8	10
1	-4^	-3^	-2^	-2^	-1^	-1^	0^	0^	1^	2^	3^	4^
2	-3#	-2#	-2#	-1~	-1~	0~	0	1	2	3	4^	6^
3	-2^	-2^	-1^	-1^	0^	1^	2^	3^	4^	5^	6S	*-S
4	-1S	-1S	0S	0S	1S	2S	3S	4S	6S	7-S	*	*
5	-1	0	1	2	3	4	5-	8-&	*	*&	*	*&
6	1	6	*	*	*	*	*	*	*	*	*	*

^: For draw, no man-man vs BC or non-rusher = \*  
 for draw at LOS, start at -3 yards.  
 \$: For all def pass rushers, man-to-man vs non BC.=\*  
 #,&,-: roll on indicated table. -: BC slowed down 1

	*	&	#	~	F
1	20	OL/BE	F	F	off+1
2	30	BC 2pl	F,inj BC	inj BC	off-3
3	40	off 2pl	inj BC	BC 2pl	#men
4	50	inj def	inj blkr	inj def	#points
5	70	DL/B/H	inj blkr	inj blkr	def+2
6	TD	pen	pen	pen	def rb

For \* table: -10 for S=2, -5 S=3, +5 S=5, +10 S=6

### Dive table for short yardage plays

die roll:	1	2	3	4	5	6	7	8
result:	-1~	N	1yd N	2yd x2	+1	3yd		

Note: +,-,x effects are column shifts on contact  
 N=normal play (If play is not "N", gain is limited to 3 yards.) H are +1, F are +2 on this table.

### Pass Rush

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

\* On roll of 2 or 4 on table, roll d6: 1,2=offense 5=most !'s 6=defense

Initial roll: offense: Illegal procedure on offense (-5 yards, dead) Defense: Offsides penalty (+5 yards, dead)  
 Secondary roll: offense: Holding penalty, offense (10); roll again with +3 Defense: Roughing passer (+15yd)

qt= QB tackled, with +1,+0,-1  
 S = throw to safety valve receiver  
 p = 10 yard holding penalty on the offense, roll again with +3

Int	rb	lrb
+4/-4	+0	+11~
0	+1~	+14&
rb	-2#	+18
rb x 2	+5	+25&
rb+10	+8	*-10
lrb	lrb	*

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

**"Bump" table**

For man-to-man pass defenders at the line of scrimmage;  
 die2- 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

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

QT mods: from pass rush table:  
 -1 for S+C<5  
 +1if S>4.  
 pen(ig)=int. grounding, -10 & lose down.

**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.

**Misc Tables:**

die	inj	'longer' injury	ph	prm	rb mods:	rb	lrb	Tiredness table	rookie	29-	30-34	35+
1	1 play	-P for d6 games	%	1	WL,WR	+1	+2	continuous	4	2	3	5
2	2 plays	-S for d3 games	%	-	LS,LR	+1	+1	starter	2	1	2	3
3	series	-C for d3 games	%	-	L,R,C	-	+1	imp. sub	1	0	1	1
4	quarter	-C/S for 2d6g		2	LL,LR,MC	+1	-	Modifications: Plays special teams: -1				
5	half/game	-C/S seas,-2d6g		2	DC	+1	+1	Hot day (g1,2?): -1 -5+ contact value: -1				
6	longer	season (-C/-S)		2	VDC	+2	+1	Bonuses gc:+1 pc:-1				

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	Defense 15 yards from spot
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

# Appendix B Quick Reference Guide [Needs fixing]

## Tables

die	w	-4	-2	-1	0	1	2	3	4	6	8	10
1	-4^	-3^	-2^	-2^	-1^	-1^	0^	0^	1^	2^	3^	4^
2	-3#	-2#	-2#	-1~	-1~	0~	0	1	2	3	4^	6^
3	-2^	-2^	-1^	-1^	0^	1^	2^	3^	4^	5^	6S	*S
4	-1S	-1S	0S	0S	1S	2S	3S	4S	6S	7-S	*-	*
5	-1	0	1	2	3	4	5-	8-&	*-	*&	*	*&
6	1	6	*	*	*	*	*	*	*	*	*	*

^: For draw, no man-man vs BC or non-rusher = \*  
 for draw at LOS, start at -3 yards.  
 #: For all def pass rushers, man-to-man vs non BC, =\*  
 #,&,-: roll on indicated table. -: BC slowed down 1

### Pass Rush

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

\* On roll of 2 or 4 on table, roll d6: 1,2=offense 5=most !'s 6=defense

Initial roll: offense: Illegal procedure on offense (-5 yards, dead) Defense: Offsides penalty (+5 yards, dead)  
 Secondary roll: offense: Holding penalty, offense (10); roll again with +3 Defense: Roughing passer (+15yd)

### Pass Table

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

\*: 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 off!, 1-3off; if def!, always def) (If a hi/lo roll was called for, use this roll also for pass interference. On the +9 column, for roll of 5, reroll of 1-3=c, 4-5=-, 6= pass interference.)

### Misc Tables:

die	inj	'longer' injury	ph prm	rb mods:	rb lrb	Tiredness table	rookie 29-	30-34	35+
1	1 play	-P for d6 games %	1 WL,WR	+1 +2	continuous	4	2	3	5
2	2 plays	-S for d3 games %	- LS,LR	+1 +1	starter	2	1	2	3
3	series	-C for d3 games %	- L,R,C	- +1	imp. sub	1	0	1	1
4	quarter	-C/S for 2d6g	2 LL,LR,MC	+1 -	Modifications: Plays special teams: -1				
5	half/game	-C/S seas,-2d6g	2 DC	+1 +1	Hot day (g1,2?): -1 -5+ contact value: -1				
6	longer	season (-C/-S)	2 VDC	+2 +1	Bonuses gc:+1 pc:-1				

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
5	Offensive holding if ! on offensive side	Offense 10 yards
	Late hit/Personal Foul if defender !	Defense 15 yards
6	Illegal procedure if ! on offensive side	Offense 5 yards No play
	Jumped offsides, contact if ! on def line	Defense 5 yards No play
7	Illegal procedure	Offense 5 yards No play
8	Offensive holding	Offense 10 yards
9	Face Mask penalty, unintentional	Defense 5 from end of run
10	Defensive holding/Offsides on defense	Defense 10 yds/5 no play
11	Face Mask penalty, intentional	Defense 15 from end of run
12	Unsportsmanlike Conduct after the play	Defense 15 yards PP

	*	&	#	~	F
1	20	OL/BE	F	F	off+1
2	30	BC 2pl	F,inj BC	inj BC	off-3
3	40	off 2pl	inj BC	BC 2pl	#men
4	50	inj def	inj blkr	inj def	#points
5	70	DL/B/H	inj blkr	inj blkr	def+2
6	TD	pen	pen	pen	def rb

For \* table: -10 for S=2, -5 S=3, +5 S=5, +10 S=6

### Dive table for short yardage plays

die roll:	1	2	3	4	5	6	7	8
result:	-1~	N	1yd N	2yd x2	+1	3yd		

Note: +, -, x effects are column shifts on contact  
 N=normal play (If play is not "N", gain is limited to 3 yards.) H are +1, F are +2 on this table.

qt= QB tackled, with +1,+0,-1  
 S = throw to safety valve receiver  
 p = 10 yard holding penalty on the offense, roll again with +3

qt

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

QT mods: from pass rush table:  
 -1 for S+C<5  
 +1if S>4.  
 pen(ig)=int. grounding,  
 -10 & lose down.

### "Bump" table

For man-to-man pass defenders at the line of scrimmage;

die2- 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

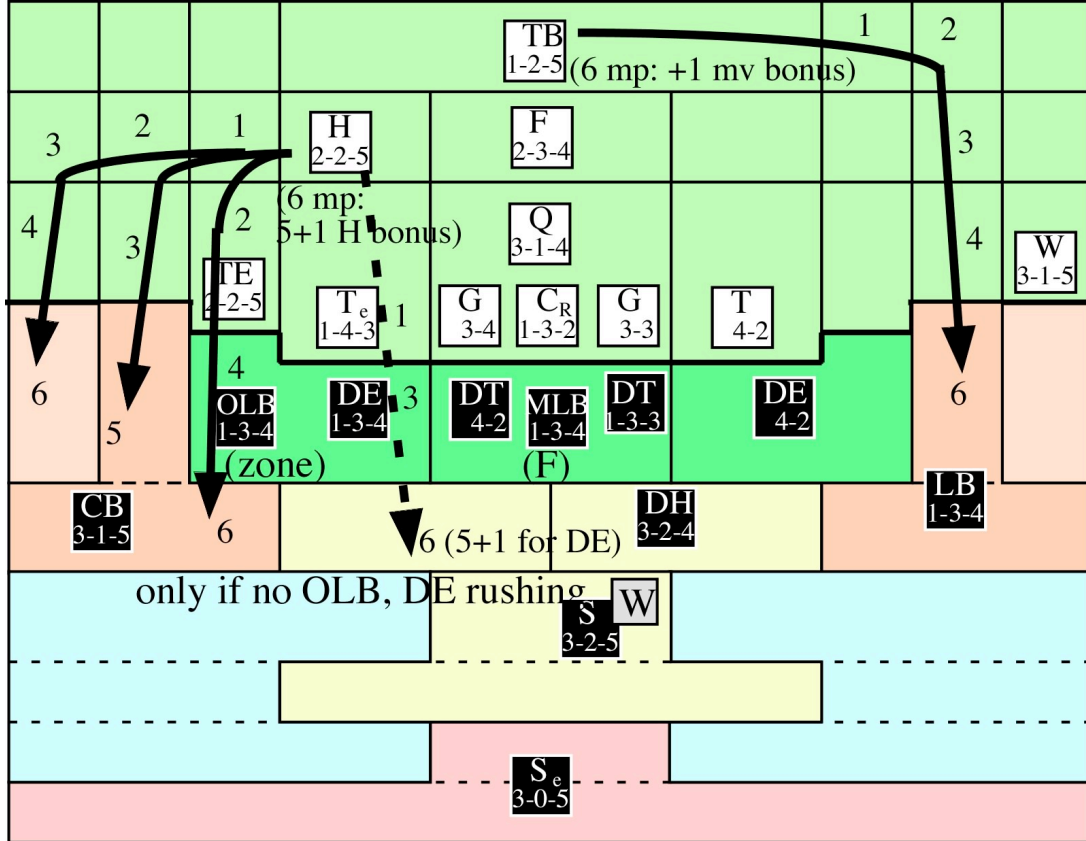
Int	rb	lrb
+4/-4	+0	+11~
0	+1~	+14&
rb	-2#	+18
rb x 2	+5	+25&
rb+10	+8	*-10
lrb	lrb	*

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

## Appendix C      Examples of Play

### C.1 Offensive Movement Examples for pass plays

#### Pass movement example 1: H and TB quick pass routes

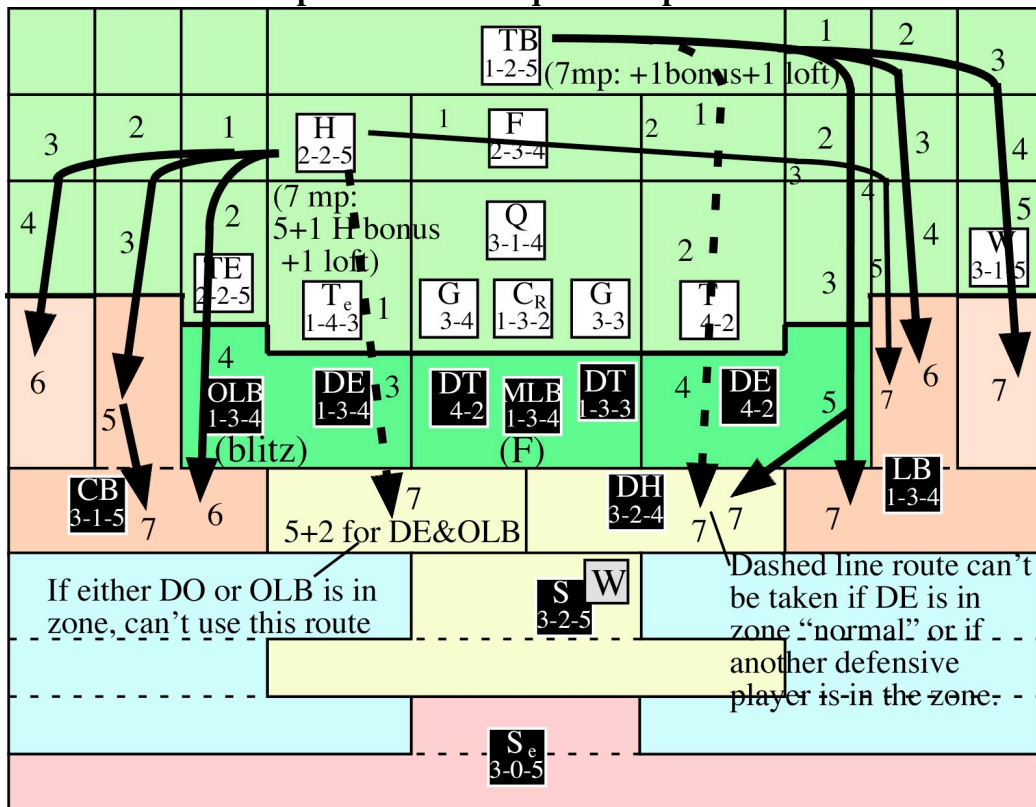


This figure shows legal qk H pass patterns: (H gets +1 speed bonus); Quick, so movement =  $(5 + 1(H))/2 = 3$ . But, instead, as described in 4.7.1 (2<sup>nd</sup> paragraph) count it as 1,2,3,4,6 (1 for each offensive zone, 2 for defensive zone).

(A B 2-1-6 could run same patterns, a H 2-2-4 could run these patterns if the pass is a loft. A H 2-2-4 or B 2-2-5 RH could only reach WR) If the OLB is m-m on H, he may not be able to get to RS (due to bump) That would be particularly bad, since the CB is waiting to intercept it.

The only legal qk TB route (for x-x-5 TB) non-loft is shown.

## Pass movement example 2: H and TB quick loft pass routes



This figure shows legal qk loft pass patterns: (A specialized H gets +1, loft gets +1, so movement points =  $(5 + 1(H) + 1(\text{loft})) = 7$ . (Yes, speed is halved, but we get that by counting 1 for each offensive zone, 2 for each defensive zone.) A TB gets the benefit as a H. A B 1-2-6 could run the same patterns.

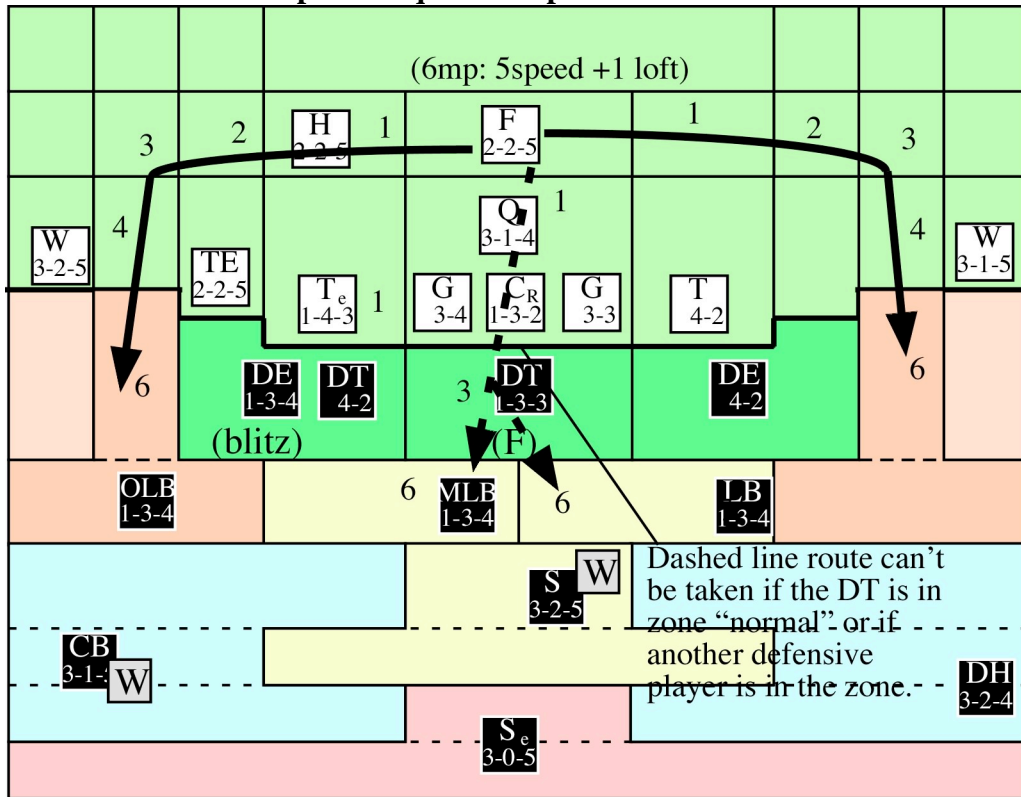
The OLB in R could bump, possibly preventing H getting to RS if he was in man-to-man.

The OLB in LS bumps the TB at WL if m-m, but doesn't stop him (bump affects pass, speed for pursuit purposes, rather than movement, since the player gets into the zone. Of course, in the extreme case that the receiver falls, that's different.)

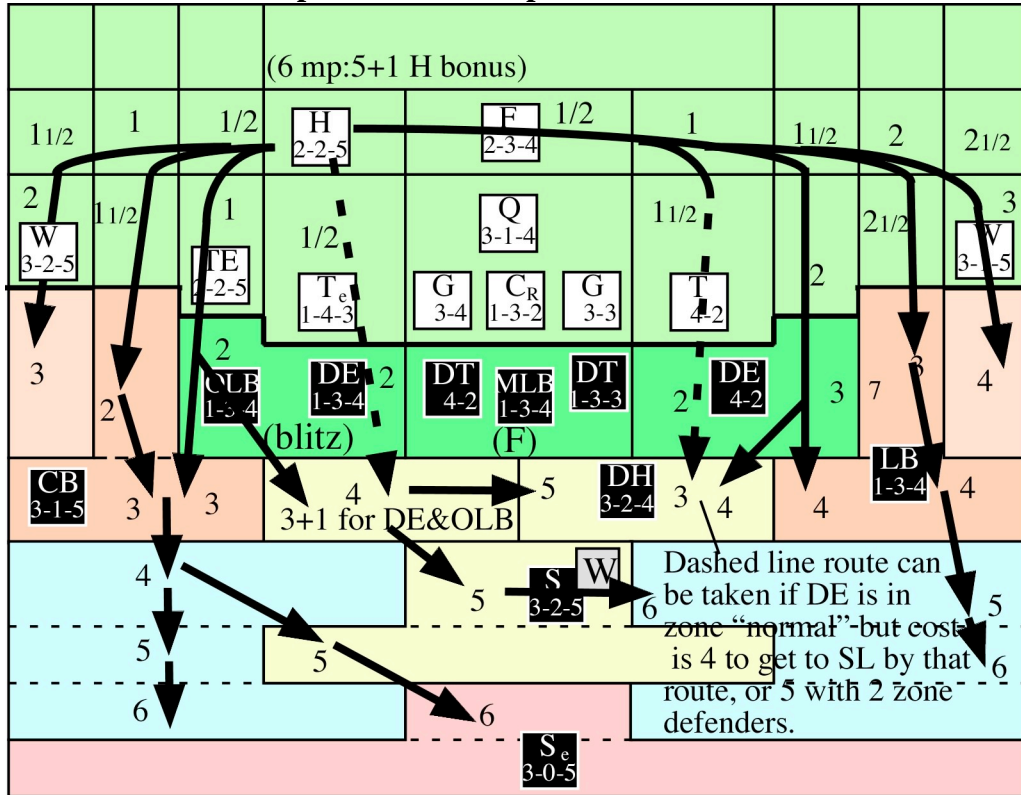
The OLB in LS can bump the TB in LS (rather than at WL) if the TB moves through the TE slot, but must be so written/announced or it's assumed no deep bump is made.

The TB can get through L to SL via the interior route only if the DE rushes. Via the TE slot, it doesn't matter if he is rushing or not since one defender is ignored for movement purposes.

**Pass movement example 3: F quick loft pass routes**



**Pass movement example 4: Normal H pass routes**



Normal pass patterns are shown for a H x-x-5: movement = 5+1(H bonus).

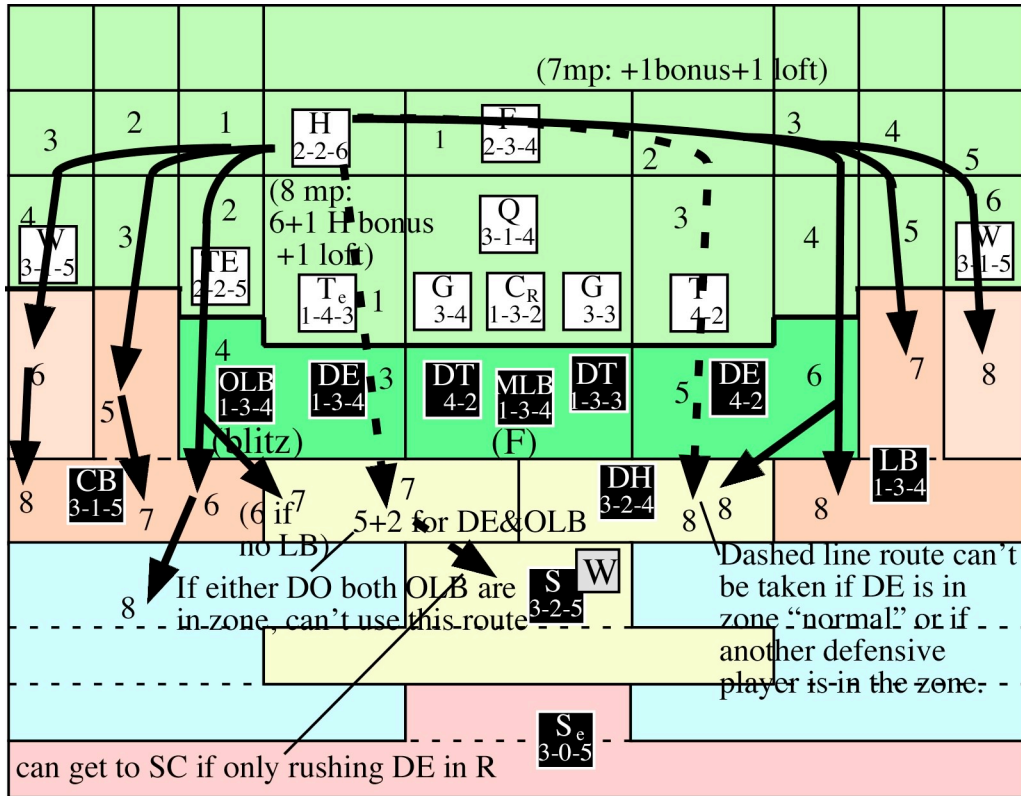
Notice the “rounding” down of the extra ½ for an odd number of zones on the offensive side of the line of scrimmage. Usually fractions round down; this is a case where they don’t. For the defense, fractions for linemen in rush or man to man posture round down, so as shown the DE in L is rounded down to 0 in effect, allowing shorter pass routes to LS and LS than the routes would be through the TE slot.

On deep routes, or any others allowing multiple paths, the H takes the path that leaves the largest number of unused movement points (which is in some sense the shorter or better route even though the actual zone count can be larger) If there is an OLB or LB in R man to man on the H as he goes through R, a bump occurs that may prevent the H getting to his destination. (A m-m LB in RS or SR could cause similar problems, but the default is that in this position the LB doesn’t bump unless the H enters the zone at the line of scrimmage; it would have to be written explicitly into the defense if he was to bump deeper, which would be -1 on the bump table.)

If there were two defensive linemen in R who were not rushing (or DE + LB in zone, or DT + DE rushing + LB in zone, etc.), the H would take the route farther outside to avoid the -1 movement penalty on the crossing patterns that go from R to SR.

Notice that the movement costs are usually lower reaching the left zones via the backfield than running across the defense.

**Pass movement example 5: Quick loft speed 6 H pass routes**

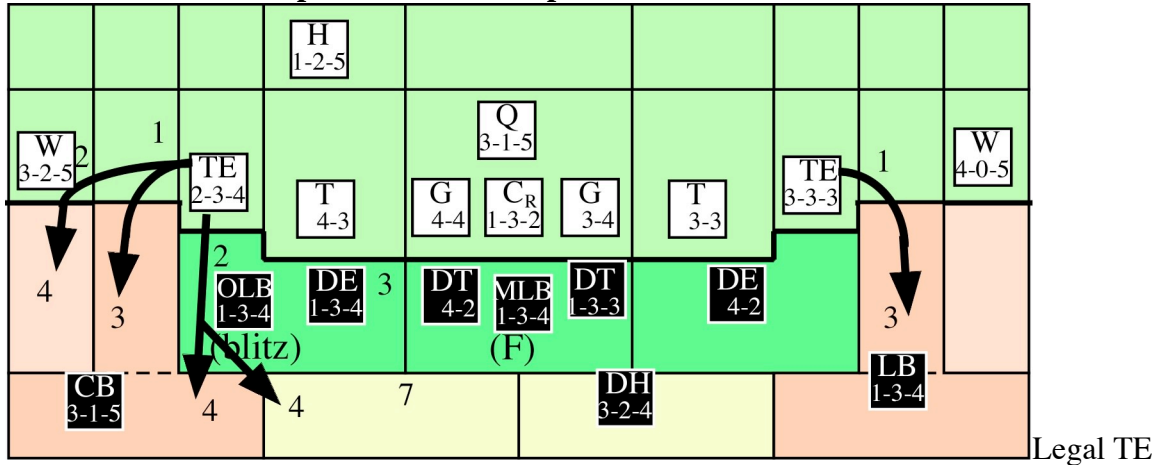


Legal qk loft H pass patterns for a fast (6 speed) halfback: (H gets +1 speed, +1 for loft) = 6 + 1(H) + 1(loft) = 8

As other qk examples, offensive zones count 1, defensive zones count 2, and a rushing/blitzing player in L, R, or C counts 1 extra to exit (unless entered from TE, in which case the number of defensive players is reduced by one.)

If the OLB is m-m on H, can he prevent the H getting to RS? No, because the path through TE is shorter. The OLB gets a bump. But if the CB was man-to man on the H and the OLB was blitzing, the H would not get bumped by the CB because he's going through the TE/R zone, and only enters RS deep. If the TE route was unavailable due to extra defenders, H would get bumped when he enters RS. The H does NOT take the route through VWL because the route through WR is shorter, even though both get to RS with sufficient movement points.

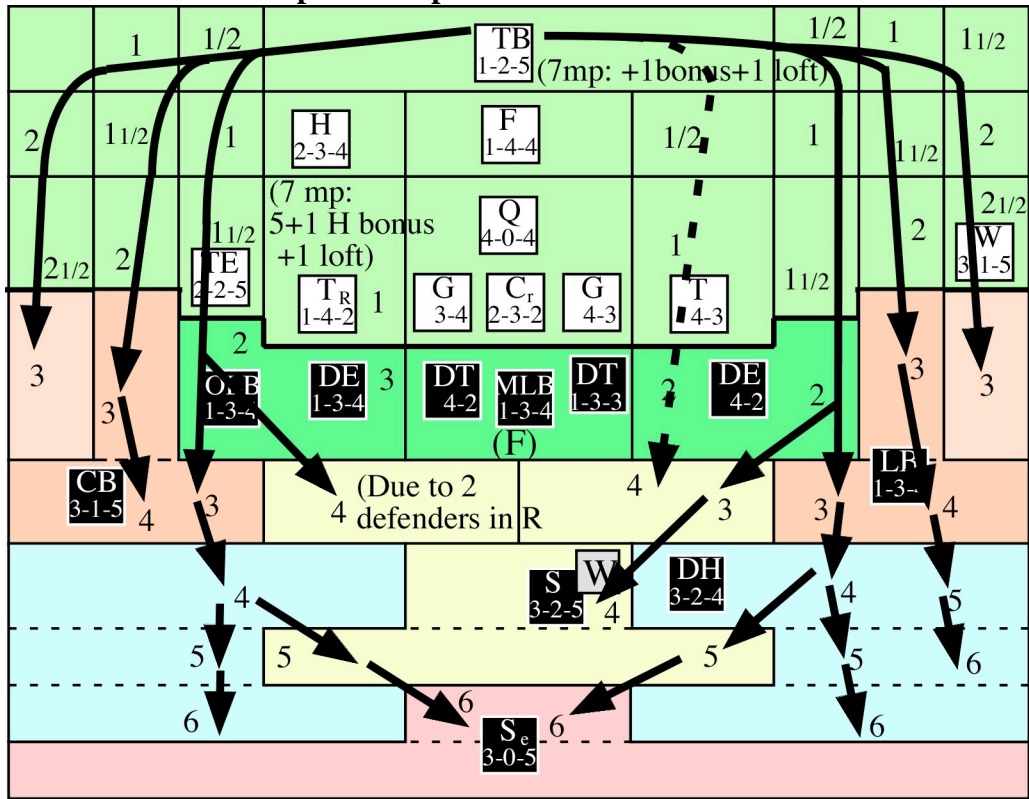
**Pass movement example 6: Quick 4 TE pass routes**



TE qk pass patterns: Movement value as given. If it is qk AND a loft, the LTE can run the same patterns as the RTE. Even with a loft, the RTE can't get further. A x-x-3 TE (non-quick) has only one quick pattern! An x-x-2 TE could do this on a loft. An x-x-5 TE can get to IR or SC if he does a quick loft, but not just QK. The OLB in R, if he is man-to-man, bumps the TE on any of these routes.

**Pass movement example 7: F pass routes**

**Pass movement example 8: TB pass routes**

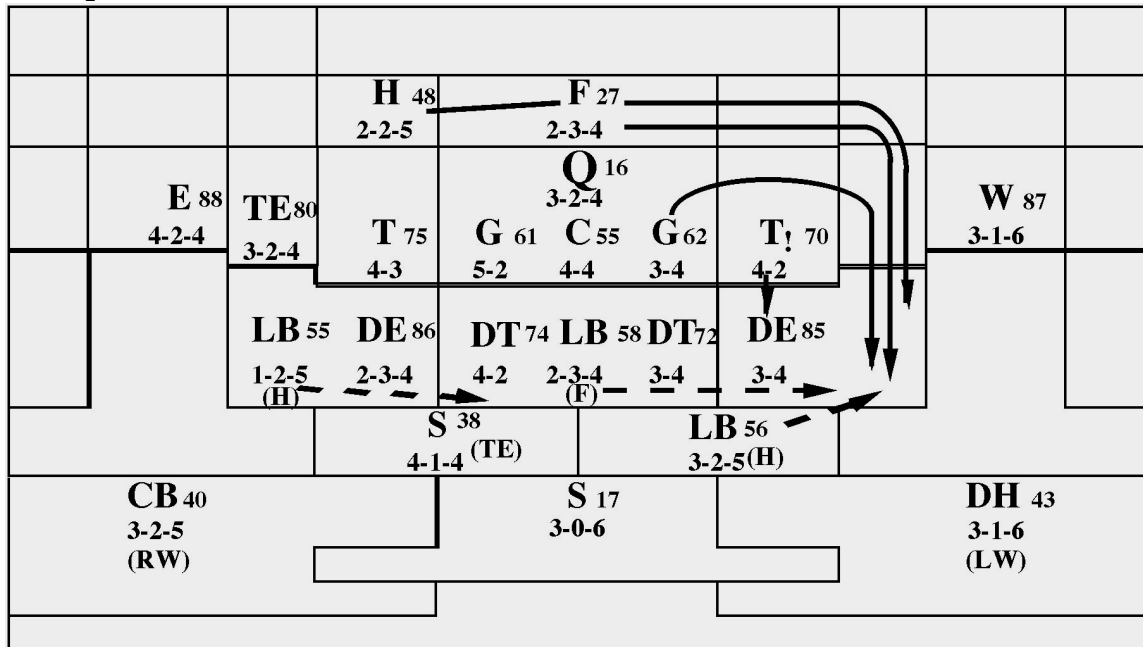


Normal

TB patterns. TB gets +1 (as H). So preferred routes are normally those that get the extra +1/2 for rounding on the offensive side, unless the route through the TE slot is congested by extra defenders. (The middle through C is a possibility if there is only one rushing DT. With loft or +1 the TB can get a bit farther. Note that in this case two defenders are in R, both count fully (in “zone”) requiring an extra movement point to exit R. If either the LB was covering the H man to man (and so counting ½) or if the line was rushing (so the DE counts ½), there would be “1½” defenders in R for movement purposes, so the movement from R to SR would only cost one movement point.

## C.2 Examples of Plays:

### Example #1



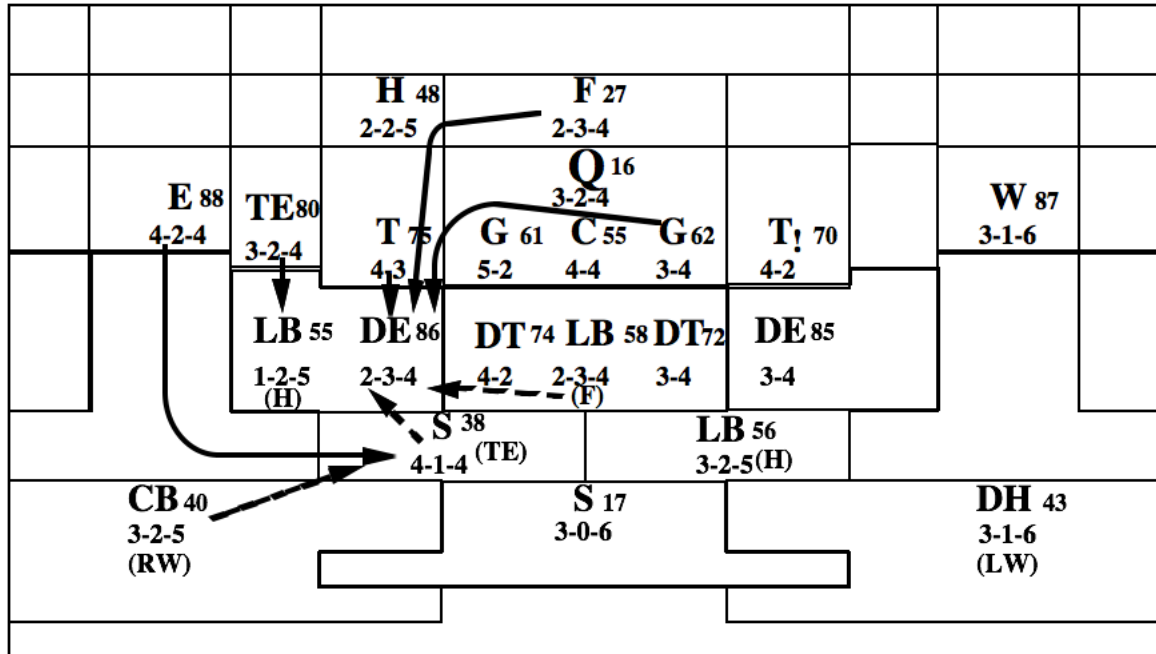
#### Play: H/LE (F,LG)(-) "normal" defense

In this play the halfback follows the left guard and fullback around left end. The halfback receives the handoff directly behind the quarterback, after moving one zone as required. The guard moves 4 movement points, three zones to move to enter L at the LE slot and one for pulling. He has 5, since a pulling specialized G gets a +1 bonus. (If the guard had first moved to C, he could not have reached L since he would need three extra points to leave, plus one to get in position.) Dashed lines show defensive reactions. The left linebacker, unable to get into the play directly, can only give chase in hopes that the halfback will be slowed up enough for him to get into the play (in IL) after pursuit. A specialized OLB would be +1 in reaction, and would be able to get to LS and then would later meet the ballcarrier six yards deep in IL after pursuit.

The initial contact advantage is  $2(H)+3(F)+3(G)+4(T)-3(DE)-3(LB)-2(LB)=+4$ . A roll of 4 indicates a 6 yard gain in the contact table. The halfback needs only 4 yards to exit from zone L (-1 to +3 ; the entry point at LE is at -1 yard with respect to the line of scrimmage). He thus moves on into LS. During defensive pursuit, no defenders enter LS. Since the halfback does not exit LS, the ball is dead in LS for a 5 yard gain, 6 yards (as rolled) from the halfback's entry point into L at -1.

Notice that the way the play was written, the "(-)" for blockers in LS could have been left off. The tackle did not have to be written into the play since he blocks straight ahead. If the guard or fullback had been designated as a lead blocker, he would have moved through L to LS, not being available to block in L. But, a specialized guard or fullback gets an extra +1 as a lead blocker, so the lead blocker would have moved on downfield to IL and blocked there.

**Example #2**



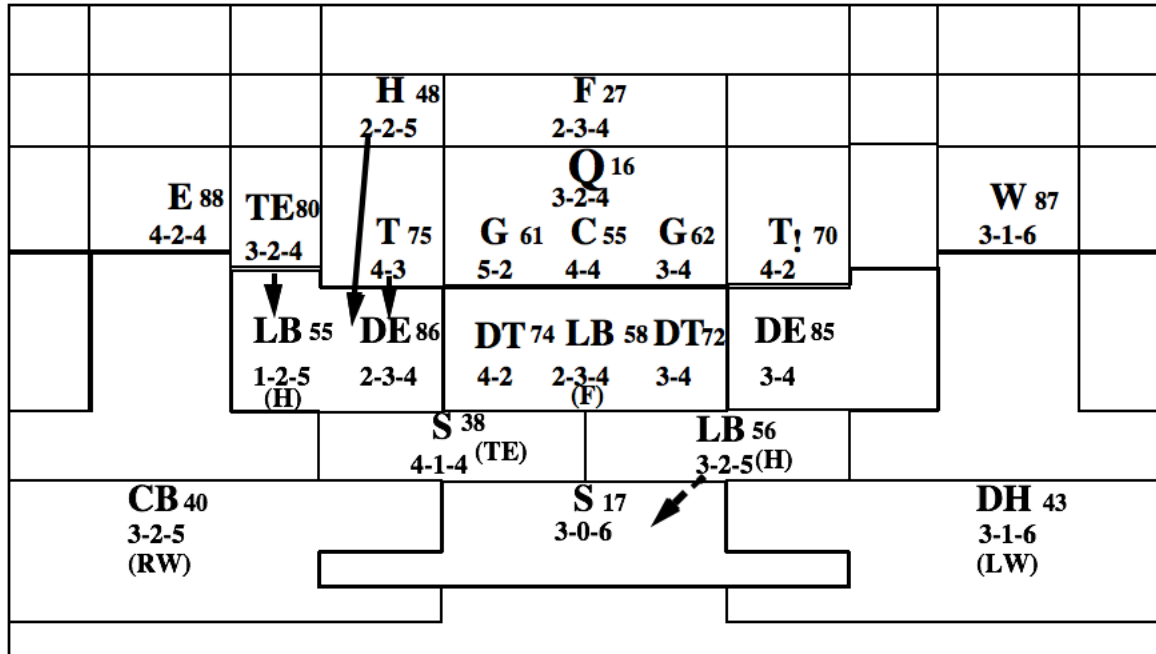
Play: **F/RT (LG,TE)(RW) "normal" defense**

Here the fullback follows a pulling guard, the tight end, and tackle. The tackle did not need to be mentioned in the play, since he blocked straight ahead. The guard uses his full 4 movement points: one for pulling, one for passing behind the center, and two for the number of zones traversed. (As a specialized guard, he has 5 movement points, including one not needed for this play.)

During defensive reaction, the defenders covering the tight end and fullback man-to-man can move one zone into R since they are both of equal speed to the covered man. (A safety gets a +1 speed bonus for this purpose, but only from SC, but here he was fast enough to get where he needed to go.) The wide receiver blocking downfield also draws coverage. The cornerback, with a +1 speed bonus for man to man coverage and hence an overall +2 advantage, could actually have moved two areas (or zones, synonymous in this case) if necessary. Notice that if the wide receiver had not been assigned to block in SR, the zone might have been left vacant, to the ballcarrier's advantage. The wide receiver needed to expend only 3 movement points, and not a fourth to establish position, since his movement is counter to the direction of the ballcarrier.

The contact roll at the line includes #55, but he is at -2 value (0) since he is assigned to cover the halfback, who is not written into the play and plays no part in the action. The contact advantage is +5. A roll of 6 gives a '\*' result, breaking the play through the zone, and the fullback moves to SR. In pursuit, DT#72, having the same speed as #27, also moves to SR, and #85 to SL (which probably won't matter), and S#17 is put in MC so that he will be in the ballcarrier's path if he gets that far. In SR the contact value is  $3(F)+2(E)-2(CB)-3(DT)=0$ . A roll of 4 gives 2 yards from the entry point at +3, for a total gain of 5 yards on the play.

**Example #3**



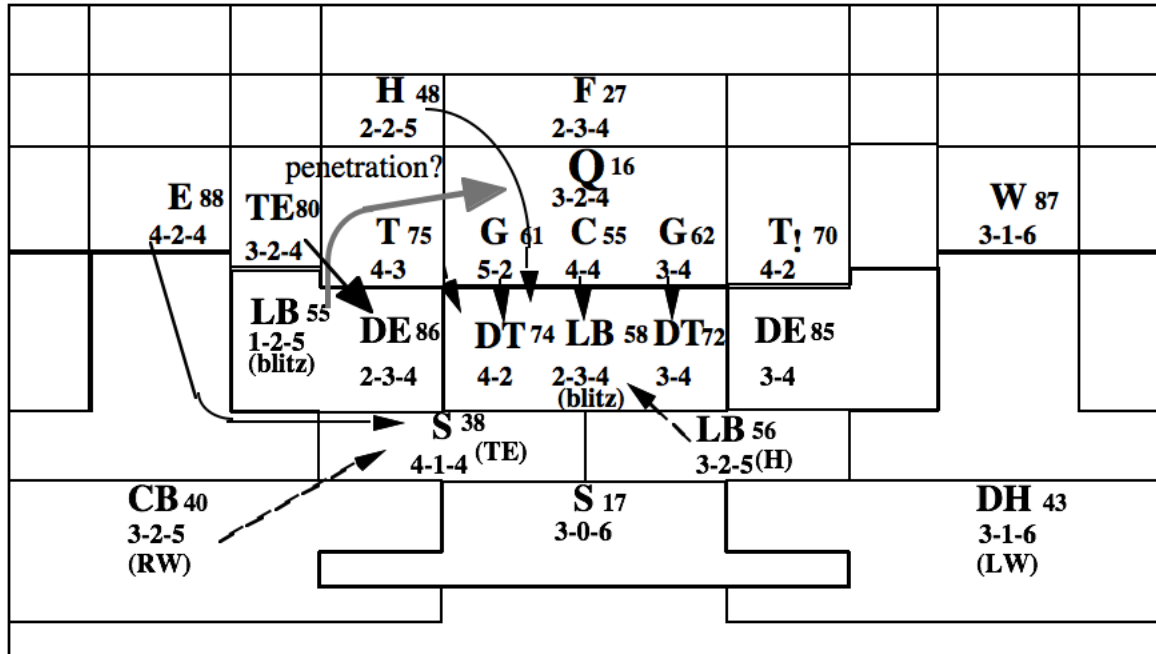
**Play: H/RT (TE)qk**

This play is a quick hitter with the halfback following the right tackle and tight end. Offensive movement rates are halved, implemented by counting 1 for each offensive zone and 2 for each defensive zone. Does the TE need his second movement point to get position in R, since he does not enter at RT? Since the H runs straight ahead, he is NOT coming from the same side, and does not need the extra point. (A 3 speed TE could have done this.) The TE could have, instead, blocked in SR.

Defensive reaction is limited by the relative speeds, with the offense having a +1 bonus for reaction purposes. S #38 would normally have been able to move to R as in example #2, but with the offensive bonus of +1 he has a speed relative to the TE of -1. Thus, he can only wait in SR. LB #56, with a similar penalty, cannot move the one zone sideways to SR, but can only move one area downfield to SC, where he will be positioned in the MC zone in case the ballcarrier gets that far. S#17 is placed in MC also, and won't matter since his 0 is added to 2 for #56. Already in the right place, LB#55 does not need to move, and because of that gets a +1 contact bonus since he is covering the ballcarrier, and not just a blocker, man-to-man. (Had he been a specialist OLB, the bonus would have been +2.)

The initial contact roll is  $2(H)+4(T)+2(TE)-3(DE)-(2+1)(LB)=+2$ . A roll of 5 gives a potential 5 yard gain, but slows down the ballcarrier by 1 to a (modified for qk) 5. In SR, the contact roll is  $2(H)-1(S)=+1$ . A roll of 4 (2 yard gain from +3) fails to stop the play short of the previous limit of a 5 yard gain, so the total gain is indeed 5 yards.

**Example #4**



Play: **H/RC(RT)(RW) defense rushes, LB #55, LB#58 blitz**

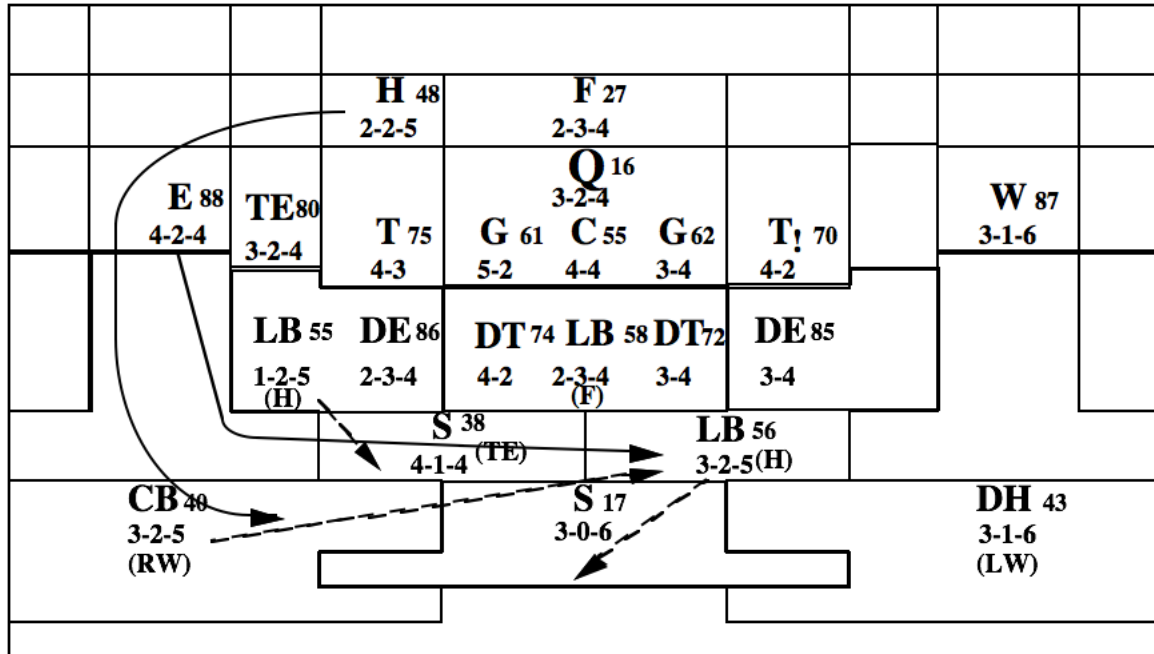
Here the tackle blocks into the middle, leaving a hole through which a rushing defender may penetrate. The wide receiver #88 expends all of his movement points, since he needs one extra to establish position in zone SR, as he is moving the same direction as the ballcarrier and enters from the side. In zone R, two rushing defenders are opposed by only one blocker. (Note that since the TE thus becomes involved in the play, S #38 is released to be involved, and pursue if necessary.

For penetration, blockers are allocated in R to linemen first, so the TE blocks DE #86, and LB #55 remains unblocked. The path to the ballcarrier on the offensive side of the line is 2 zones, to T and to Q starting zones. For DE#86, the rush value is  $C+S+P$  (pass rush value)+1 (bonus for specialized DE)=10. The blocking value for TE #80 is  $2(C)+2$  (for speed 2)-1 (penalty for starting 1 player farther away from the zone boundary than the blockee, giving poor position)=3. Rush value - blocker value - 2 times distance in zones =  $10-3-2 \times 2=3$ . There is a 3/6 chance for #86 to successfully penetrate. A roll of 5 (he needed 1, 2 or 3) fails to get there.

Blitzing LB #55 is unblocked. His rush value is  $2(C)+5(S)-1$  (penalty for being one player farther away from the zone boundary. Rush value - zero block value (nobody blocking) - 2 times the distance is  $6-4=2$  chances in 6. A roll of 1 says he succeeds. The contact is at -3 yards (the "forward" edge of the Q zone). The contact value is  $2(H)-1$  (the LB is -1 for blitzing) =1. A roll of 3 gives one yard gain from -3, for a loss of 2 yards on the play. Pulling the tackle is a dangerous play if this particular DE is rushing aggressively, and the blitzing LB adds to the danger. Somebody is likely to get there.

Note that for F/RC(-) (TE) there is also only one blocker opposite R, since the TE goes downfield to block. But the F needs only one movement point to get to the Q zone, and the OLB (unblocked blitzer) needs 2, so there is no penetration. The F is into the line by the time the LB gets there. If it was a quick play, there would also be no penetration.

### Example 5



#### Play: H/IR || RW/SL defense rushing

The primary receiver, the halfback #48, expends 4 1/2 movement points, since the three zones on the offensive side count 1/2 each, rounded down to 4. (As a "H" the halfback gets an extra movement point, so he moves as if speed 6. So he has 2 unexpended full movement points.) The secondary receiver expends four and has no movement point left over, so the secondary receiver will not qualify as a "safety valve" receiver for pass rush purposes. CB #40 has an effective speed advantage of 2, since he is a specialized CB in addition to being one faster than the receiver he is covering. This allows him to move 2 areas in any direction, or any number downfield, so he can easily reach SL (He would have reached it even if he was either speed 4 or only an unspecialized DH, since the lateral move counts as downfield.) He will be -1 in pass value for the extra area, however. The two linebackers covering the primary receiver cannot reach IR, since each can move only one area, but get as far as they can. Only LB#56 has a guaranteed chance (after pursuit) to catch H#48 if he catches the ball. Note that LB #56 reacts one area, to MC zone, the most favorable position within the SC area. LB #55 has no chance at #48, but he will make the play on #88, the secondary receiver, should he catch the ball instead of #48. (He could have moved to either SR or RS) This motivates his defensive reaction to SR rather than to RS, given that he can move only one area in reaction.

The blocking total is  $4(\#80 C+2) + 6(\#75 C+1.5+1 \text{ bonus as a T}) + 6(\#61 C+1) + 6(\#55 C+2) + 5(\#62 C+2) + 6(\#70 C+1+1 \text{ bonus}) + 5(\#27 C+2) + 6(\#16 C+S)$  (rounded down) = 44. With the (optional) 1/2 for speed three, assuming no rookies or experienced veterans, the total would be 1/2 point more, but rounded down to stay at 44. The rush value is  $10(\#86 P+C+S+1 \text{ bonus as a DE}) + 7(\#74 C+S+1 \text{ bonus as DT}) + 8(\#72 C+S+1 \text{ bonus}) + 8(\#85 C+S+1 \text{ bonus}) = 33$ . The outside rusher speed bonus for the DE #85 versus tackle #70 (who is 2 slower) adds 1, to give 34. The other DE has two blockers, and the outside one is just as fast (the TE).

The total for the pass rush roll is thus 44 (blocking) + 10 (two extra movement point for #48) -34 = 19. A pass rush roll of 3 has no effect. (The same column would be used even for +20.) The pass value is 3(QB#16) +2(H#48) +2(IR zone)=7. There is no defender present; the 7 column on the pass table is used. A roll of 2 completes the pass.

Since there is no defender in the IR zone, H#48, having caught the pass, may exit the zone to MR or MC without a contact roll. He is thus far not limited in his possible gain. (Had there been a defender in IR, his gain would have been measured from 12 yards, the far boundary of the IR zone. This is true for the pass play initial contact only.) The logical choice is MR, since no defenders are in or can get to that zone either, giving #48 the longest possible free run. (Had he chosen to go to MC then LB #56 in MC would make the play with a contact roll at +12 yards. The offensive player has to say which way he is going first, so to the right (MR rather than MC) is clearly the best choice.)

The defense may now pursue. S #17 (who could have been positioned in either MC or SC) may pursue to LR. In by-mail play, he is required to do so, to intercept the ballcarrier's path at the earliest possible point. The only logical choice for LB #56 is to move to LR also. LB#55 may move to IR, though it will do no good. CB #40, in SL, is also far out of the play, but moves to SC in rather hopeless fashion. S#38, assigned to cover the TE, was released from that assignment since the TE pass blocked. He does get the +1 speed bonus for being a specialized S even though he was not originally in zone coverage, because he reverts to zone when the TE blocked. He gets pursuit since he is equal to #48 in speed with the bonus, but he started out behind, and can reach IR only as H #48 is moving on to MR; he does not get a chance to make a tackle. Other defenders are also too slow to pursue or, in the case of #43 who would otherwise have moved to VDC, are covering non-involved offensive players man-to-man, and thus get no pursuit. Notice that if S#17 pursues to LR with LB #56, his contact value of 0, added to the defense, has no impact on the play. With a speed advantage of 2, he could pursue as many as 3 zones downfield. For in-person play, the logical move is for #17 to pursue to VDC where he can try to tackle H#48 at 30 yards if LB#56 misses at 20. It is reasonable, however, to play in-person with the same constraints as would be used by mail, if the players agree. (In FOOL in-person play, this is the practice.)

No defenders are in MR, so H#48 moves with the ball to the next zone downfield, LR, where defenders #56 and #17 are converging on him. The contact advantage is +0. A roll of 1 gives a gain of -1 yard, relative to the near boundary of the zone at 20 yards, giving a 19 yard gain on the play.

Had the pass roll to #48 been a roll of 4 (C/CS), then 5 (CS), the quarterback would have not noticed that H#48 was open and would have looked to his reliable veteran end #88, the secondary receiver. The second pass rush would be 44(blocking) +0(no extra move for #88) -34(rushing) -3(secondary receiver) =7. A roll of 3(s/-2), then 4 to choose which (-2) modifies the pass value by minus two. So the pass total would be 3(QB#16) +4(E#88) +4(SL zone) -2(rush) -2(DH#40, with a penalty of 1 for a 2 area reaction) =7. With a roll of 3 E#88 would catch the ball, and immediately resolve contact with the defender in the zone, #40. A roll of 6 (\*) would allow #88 to choose to move either to IL or SC. IL is preferred, since the only defender there is DH#43, who is busy watching W#87. Once E#88 moves to IL, the defenders may pursue. Notice that LB#56, who has already reacted to MC, remains there in the ballcarrier's path. LB#55 can get to MC (2 areas downfield), #38 to MC also (but with 0 contact value after -1 for having been

covering a blocker). The contact value in MC when #88 gets there is  $2 (\#88) - 2 (\#56) - 2 (\#55) - 0 (\#38) - 0 (\#17) = -2$ . With a roll of 1 #88 is stopped at LL for 18 yards gain on the play.

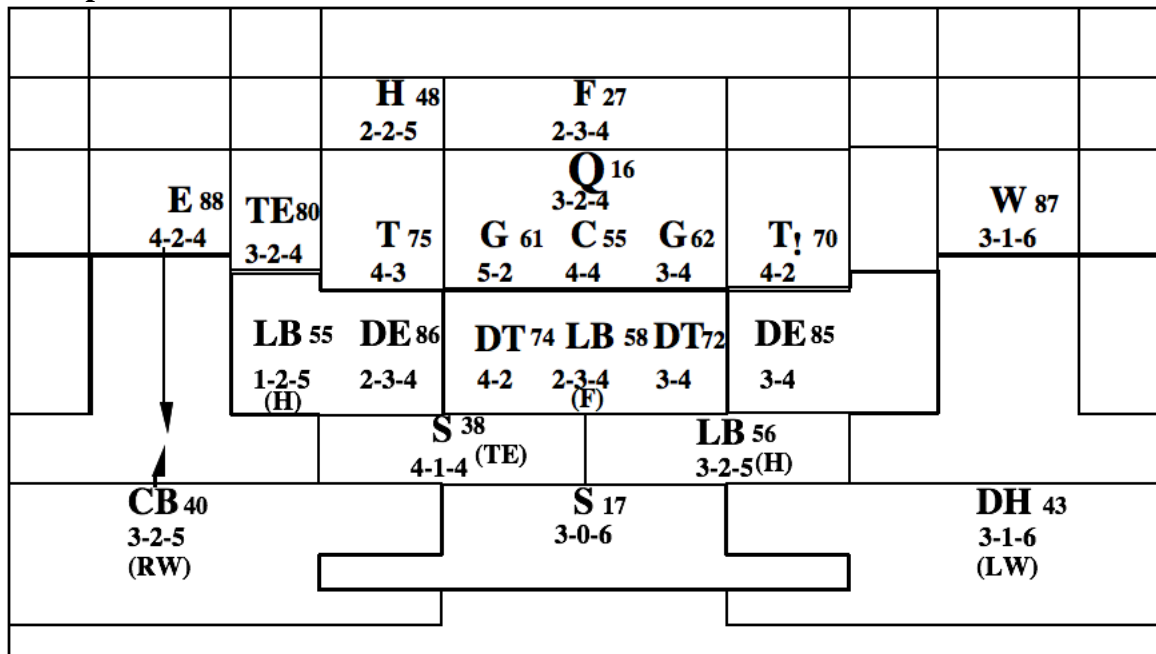
An interesting issue is whether H #48 may circle through WR as shown to get to his destination and avoid going through the TE slot where he would be bumped by LB #55. The route via TE would mean that the pass route was shorter in distance, but difference is just the 1/2 movement point for the offensive zone that is rounded away anyway. So, in movement points, both routes give the same remaining 2 unused movement points, and could be considered equivalent. So, the ballcarrier is free to choose the route shown.

**(However, is that how we are going to play it?)**

The TE slot route has an extra hazard. The LB man to man coverage produces a bump roll at the line of scrimmage. C+S for H#48 is 7; C+S for the LB is also 7. The H gets -2 for going through the TE slot, but +1 because he did not start adjacent to the line of scrimmage. A roll of 7 on the "bump" table is modified to "6" and gives -S (and -P), which would mean that the play occurs the same way but the receiver has only one unused movement point and is -P. The pass rush value would be 14 instead of 19. and the pass value less (at 6) but a roll of 2 would still catch the pass. Furthermore, with the speed reduction LB #55 can follow 2 areas to where the pass is caught. His pass value is reduced to 0, but he can make the tackle. Other pursuit would get downfield faster too.

Had the bump roll been 8, modified to 7 (-P) then #48 would have gotten to IR with 2 movement points left, the pass rush would have been the same as earlier at +19. The pass would still be at +6, but #55 would not be there to make a tackle. (Had #55 been pass value 0, the extra area reaction would have made him -1, pass value and so he would thus be treated as -1 in contact value.

**Example #6**

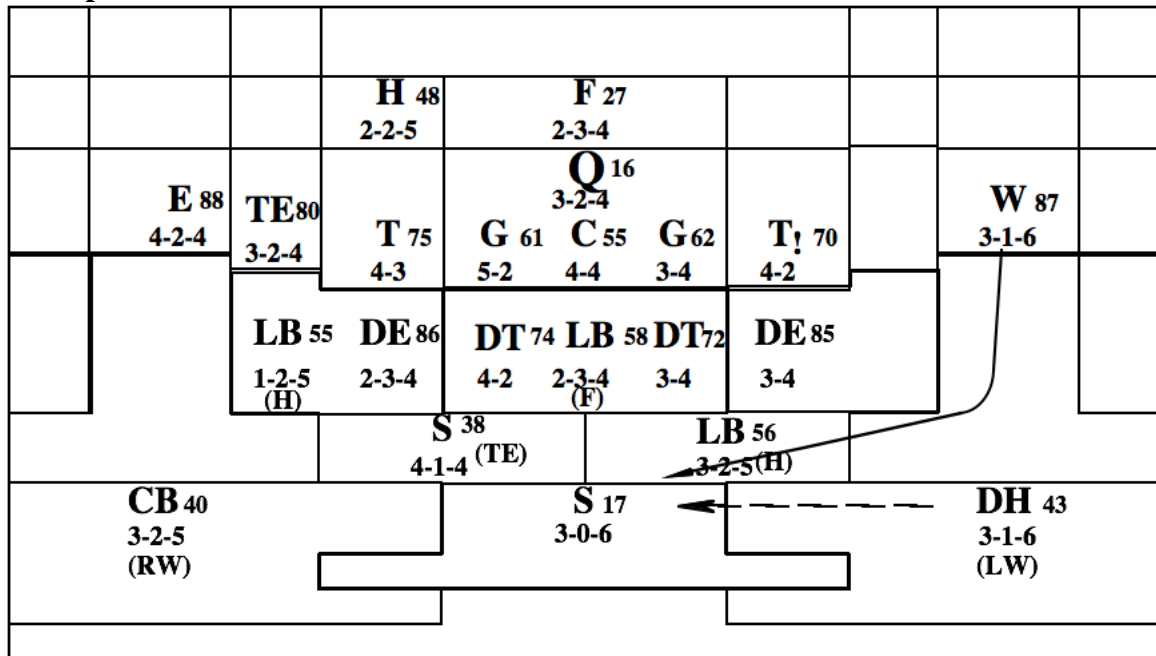


**Play: RW/RS qk defense rushing**

With the receiver, E#88, having his normal movement of 4 halved to 2 for a quick pass, he can go no farther than RS. (It's counted as 2, 4 – 2 points per defensive zone.) As a quick play, there can be no secondary receiver; the pass is thrown without the quarterback taking time to ponder. E#88's speed is counted as 5 (+1 for being a CB but - 1 for quick) for reaction and pursuit due to the reduced time the defense has to react. (This is no problem for CB#40, whose speed is effectively 6 as a CB. Had his base speed been 4, he still could move up to RS.)

Since the play is quick, there is no roll for pass rush. But DE#86 is particularly good at getting his big hands up, and has his pass value counts for pass defense to RS, WWR, and IR areas if he is rushing against a quick non-loft pass or a normal bullet pass. The pass value is thus 3(QB#16) +4(E#88) +3(RS zone) -3(CB#40) -2(DE#86) = 5. Had it not been a quick pass, the total would have been 7, though there would have been a pass rush roll. A roll of 5 indicates incomplete, but on any roll of 5 (with a defender present) there is a chance of a pass interference penalty. A second roll is made, and a 6 indicates that a flag was thrown. Consulting the official with a die roll of 4, we learn that the penalty is on the defense, in this case CB#40, whose superior speed apparently allowed him to arrive before the ball. The 5 result was incomplete, so the offense takes the penalty for 6 yards (far edge of zone; where the receiver would be if he caught the ball as the play was written) and a first down.

**Example #7**



**Play: LW/SL qk normal defense (no special rush, but not "stay at home" either)**

As a speed 6 wide receiver, W#87 can go 3 zones (3 ½ down the sideline) on a quick pass, 4 on a quick loft down the sideline. DH#43, who is covering the receiver, has a modified speed disadvantage of 1, since #87 is speed 7 for reaction purposes. He could move one zone downfield to ML or MC. In one sense he is better off waiting in IL where he will meet the play earlier and have a +1 bonus for being man-to-man but not moving. That is, if the receiver goes that way. He can also move to SC, counting this lateral move

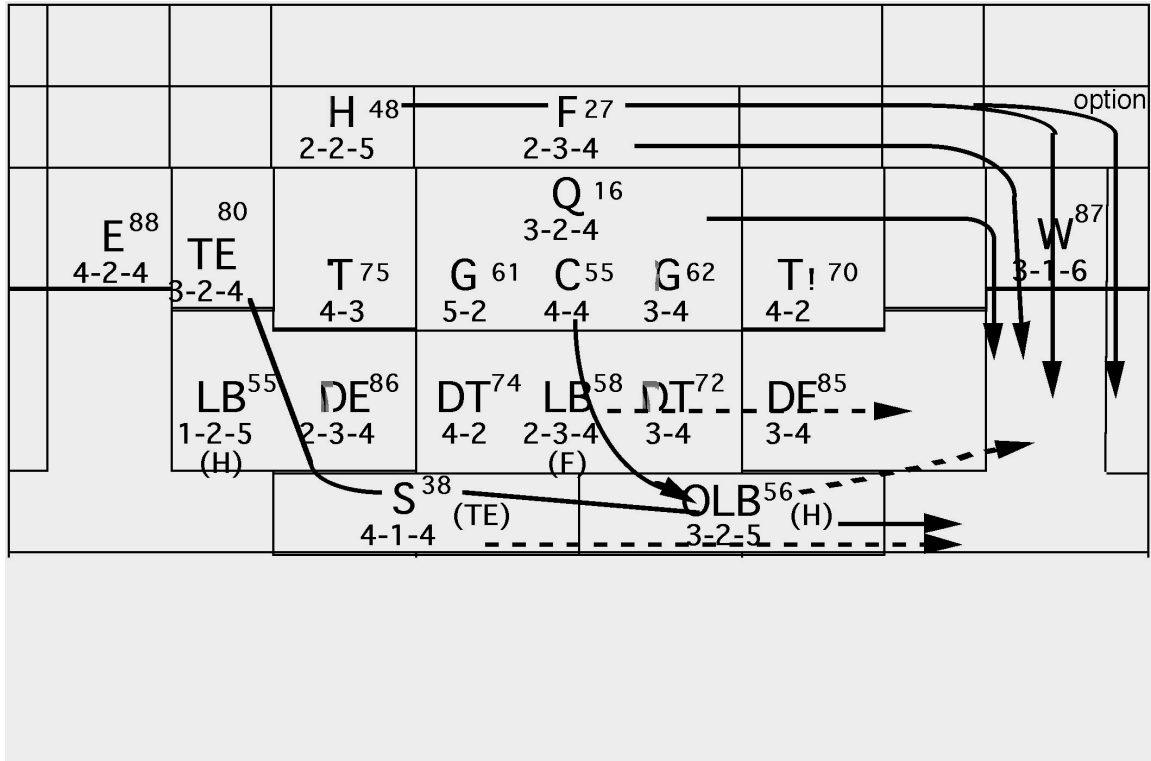
as "downfield" to match the move of W#87's move from LS to SL, if the receiver goes toward SC. It depends on where W #87 decides to go, a decision made when he moves. (He commits to one direction or the other when movement is complete, before the pass resolution or even reaction. See 5.1.1.) W#87 might do best to move so that the next downfield zone is SC. Thus, he will encounter both defensive halfbacks (#17 and #43) immediately after catching the ball, in one roll, instead of having each take a separate shot in two rolls at different spots. This gives a better chance at a very long play in this case, since there is no deeper safety. Also, DH43 does not get +1 for man-to-man but not moving. If #87 gets past this tackle attempt, he is gone. This of course also assumes W87 gets away from the linebacker. (On the other hand, if he encounters just DH43 in IL first, he gets a +1 to the die roll, so he has a better chance at getting first down yardage perhaps, even though #43 is +1C without having to move.)

So DH#43 moves to SC in reaction. (Had #43 been a specialized CB, he could have moved to SL and defended the pass instead of waiting to catch the receiver downfield.) (For in-person play, the requirement to meet the ballcarrier at the earliest possible point might be waived by mutual agreement.)

The quick play has no pass rush.

The pass value of LB#56 is at -1 since he is man-to-man on someone else, on a quick play. (On a non-quick play he would have been -2.) Without a pass rush, neither defensive tackle affects the play. The pass value is  $3(\text{QB}\#16) + 3(\text{W}\#87) + 4(\text{SL zone}) - 2(\text{LB}\#56) = 8$ . There is no additional -1 for a LB covering a W since the LB was man-to-man on someone else, not the W.] A roll of 2 completes the pass. The initial contact is with LB#56, who is at -1 for contact as well as giving up a +1 on the die roll. This gives a contact value of 0. A roll of 5 has 1 added to give 6, since all defenders (just LB#56) are man-to-man on others not involved in the play. (If this had been a normal play, the H would have been pass blocking, so he would have been -P and -C but would not have given up the +1 on the die roll.) W#87, having already committed to move to SC rather than IL, moves to SC to get a contact roll on the 0 column against S #17 and DH #43. A roll of 1 gives a +5 yard net gain, -1 yard from the near edge of the SC zone at 6 yards.

**Example #8**



**Play: H/WL (LG,F)(C,TE) +1 defense not rushing**

The +1 option used on this play gives offensive players an extra movement point each, but defenders are +1 for reaction and pursuit. The extra move allows the fullback to block for the halfback going wide left. (With his lateral movement bonus of 1, the halfback could have gotten there anyway without the +1 option. The guard could get there with the +1 for "pulling guard" rule) The extra movement point for the guard is also expected to allow a blocker to get to LS if no defender is found at the line of scrimmage. The tight end can block, since as a specialized TE entering from the TE position it only costs him one point to exit zone R, and he has the needed one movement point left (with this being a +1 play) to gain position. The center cannot get to LS, since he needs 4 total points just to exit C, with 3 defenders there, two of whom are neither rushing nor man-to-man on uninvolved players. (The LB counts only ½ since he is man to man on the F, not the C.) (Even had #55 encountered only two defenders in C, he could not have blocked in LS without the one extra point needed to gain position, but he might have blocked in IL had he been assigned there.)

Note that H#48, with his halfback bonus of +1 movement, has (as a specialized H) the option of going to WWL rather than WL. In this case, that would mean losing his F blocker in WL and encountering specialized OLB #56 as he enters VWL without him, As an OLB #56 has enough reaction movement to get to VWL with his +1 bonus plus the +1 for reaction on a +1 play. It is probably better for #48 to follow his blockers.

With an effective +1 speed advantage LB#55, who is man to man on the ballcarrier in R, can move one area in any direction and one downfield. He cannot reach the LS area, but he can get to SL, from which he will later pursue to IL. S#38, who also had a +1 advantage over his man, can move to the LS area, but must go to the LS zone as well (rather than the WL zone of that area) since that is the destination of his man. He could

not have reached WL anyway, because that would not count as downfield from SL (the one area in any direction comes before the one area downfield.) OLB#56 has no trouble reacting to meet the play in WL (or WWL). LB#58, covering the fullback, can reach LS but not WL, since he can go one area in any direction and one downfield. He cannot count L to WL as downfield because F#27 made no lateral move on the defensive side of the line of scrimmage. DH#43 does not react, because his man (#87) was not written into the play.

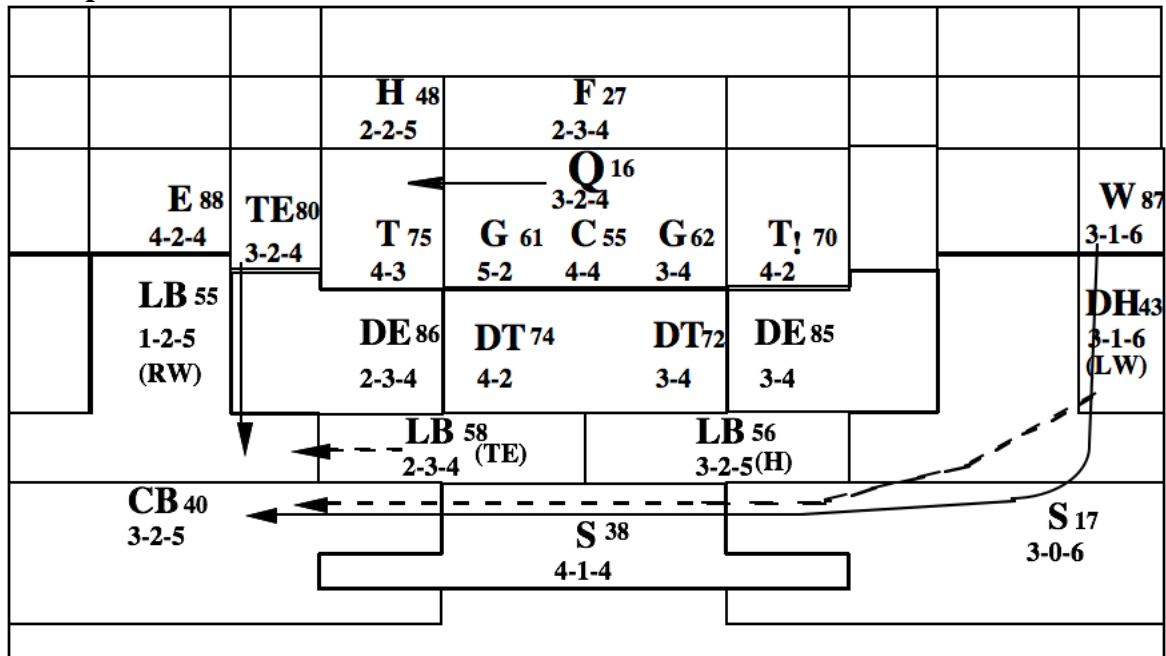
The initial contact roll in WL is modified by -1 for each defender, in this case only OLB#56. The contact value is  $2(H\#48) + 3(F\#27) + 3(G\#62) - 3(LB\#56) = 5$ . This is resolved on the "4" column of the contact table. A roll of 5 gives a result of "\*-&" indicating H#48 is free to move down the field, but he has been delayed, giving defenders another +1 speed advantage in pursuit. The "&" indicates a possible penalty or injury, to be resolved later. (Actually, it might be good to roll this early in case a procedure penalty makes everything moot.) Pursuit now takes place. Defenders get a bonus of 2 (+1 for it being a slow developing "+1" play, and +1 for the "-" to #48's speed as a result of the first contact roll.) in comparing to H#48's speed of 5. DE#85 can pursue to LS, DT#72 to IL, DE#86 to SC, LB#55 (in SL after reaction) to IL, and S#17 from MC to LL. In his next contact in zone LS, H#48 finds that the contact value is  $2(H\#48) + 2(TE\#80) - 3(LB\#58) - 1(S\#38) - 3(DE\#85) = -3$ . (Note that the +C for each defender only applies at the line of scrimmage.) Using the -4 column of the contact table (since there is no -3 column), a die roll of 2 is found to give a result of "-2#". The ball is dead at -2 yards from the forward edge of the LS zone, for a 1 yard gain, unless there is a fumble.

The special events are now resolved, the # first. (The order is arbitrary, but here if a fumble is rolled, it affects the play final results, so it is rolled first.) A roll of 2 indicates that the ballcarrier is injured, and that there has indeed been a fumble. The fumble is resolved on the appropriate chart. A roll of 1 indicates that the ball is recovered 1 yard deeper, giving an aggregate gain of 2 yards on the play. If credit is to be awarded, the players most likely to have recovered are listed. In this case, some imagination is called for. LS is a sideline zone, where perhaps on a 1 or 2 the ball bounced out of bounds. H#48 is injured, so maybe give him one chance: a roll of 1, although usually he would be credited with 2 chances. TE#80 has two contact points. Credit him with the recovery on a 4 or 5. Other nearby offensive players are T#70, G#62, and F#27, all of which are just a zone away, and we will figure one of them gets it on a 6. A roll of 4 means #80 recovered the fumble.

Note that for the fumble roll itself, only a 1 or 2 would have allowed the offense to recover the ball, since the defense had both more men (3 to 2) and more points (7 to 4, counting #48) in the zone. Only a roll of 6 would have allowed a run with the ball after recovery. If the defense recovers, it could not have bounced out of bounds.

Now the injury to H#48 needs to be resolved. A roll of 3 on the injury table indicates that he is out for the remainder of the series. For the "&" result at the line of scrimmage, a roll of 5 followed by a roll of 1 indicates that a defensive lineman, if present, is injured. In this case the only defender present was LB#56, who is not a defensive lineman, so there is no injury and the "&" has no effect, to everyone's relief. For clock management purposes, the injury is ignored; we assume either #48 hobbled off the field, or it was a while before officials stopped the clock to call for help.

### Example #9



#### Play: LW/IR || TE/RS roll rt defense rushes

On this play the movement of the primary receiver is subject to variation due to an attempt to "bump" him at the line by the man-to-man defender, DH#43. W#87 has a +1 advantage since, even though C+S is equal, he is a specialist W starting at the line opposite WWL (or WL). A bump dice roll (with two dice) is 5, modified +1 for the advantage of W#87. The result (for a 6) is "r-s", or receiver - 1 speed (and pass value as well), is that W#87 is now effectively a 5 in movement and speed. He still can reach his destination of IR, but with no movement points left. The secondary receiver easily gets to RS with 2 points left over (more than 0 for #87), and so qualifies as a safety valve receiver. (Nobody tried to bump him.) Note that any defender at the line of scrimmage is assumed to be bumping a receiver opposite him. LB#55 would bump E#88, but since E#88 is not involved in the play, the bump there is not resolved. (Nobody is watching.)

The next issue to resolve is whether Q#16 succeeds in rolling out. To see whether a rollout is possible, count rushers and blockers for the R zone. H#48, who is available to block, is counted by default. There is one rusher and two blockers, so a rollout is possible, but if H#48 had been written as not blocking rollout would not have been possible. With speed 4, a QB has a nominal 2/3 chance to roll out. A roll of 3 means he is successful.

Defensive reaction for DH#43 is somewhat complicated. Had the bump been unsuccessful, he could have moved only one area (to LS) and would be effectively out of the play. Since after the bump his speed is higher than the offensive player's, he can follow anywhere on the field with no more than a -P penalty. So, he follows the receiver all the way to IR. The reaction to TE#80's route is straightforward. LB#58, covering him man-to-man, has sufficient speed to defend the pass in zone RS.

The pass rush involves only the defenders in R and C, and their offensive opposites, since the rollout was successful. The pass blocking total is  $6.5(T#75) + 6(G#61) + 6(C#55) + 5(G#62) + 5(F#27) + 3(H#48) + 6(Q#16) = 37$ . Note that as a rollout to the right, rushers

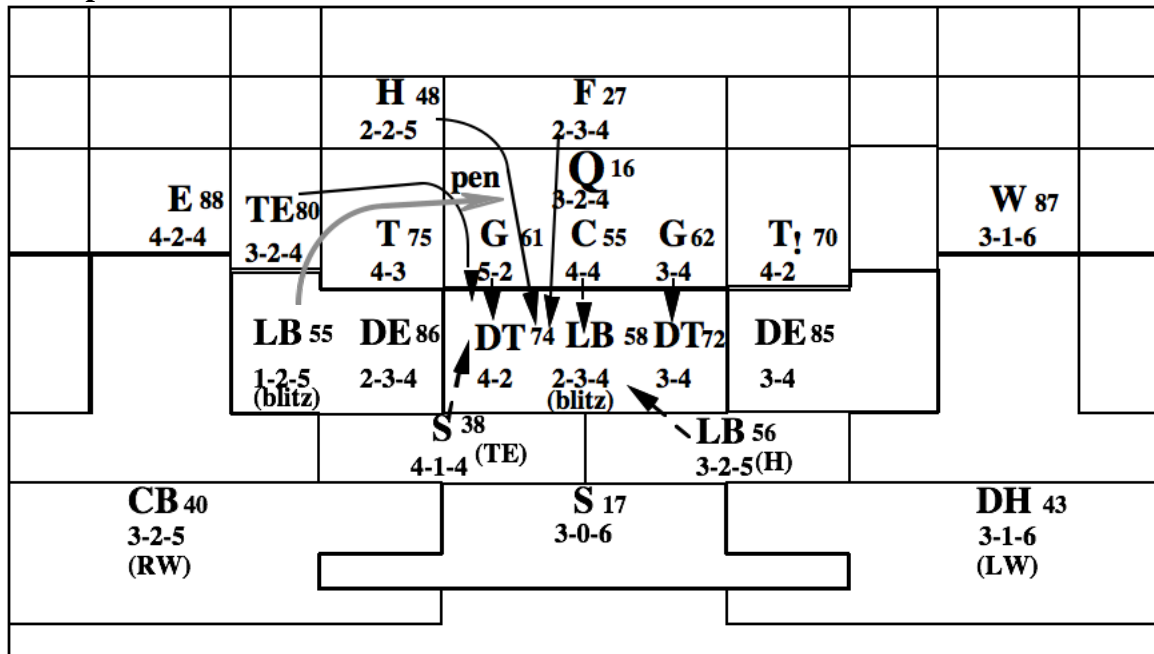
in WR and adjacent blockers may also count. But with no defender rushing adjacent, #88 is left out. Had he been a "W" he would not have counted anyway. [This is a matter of interpretation. It is also reasonable to say that #88 does block (helping against #86) and a close reading of the rules would not contradict this. If he does block (and the play could be written to make that explicit), then LB55 ends up in zone at -C, -P and ready to help.] The rush total is  $10(\text{DE}\#86) + 7(\text{DT}\#74) + 8(\text{DT}\#72) = 25$ . The rush value is  $37$  (blocking)  $+0$  (W#87 has no extra movement points)  $-25$  (rushers)  $= 12$ . A roll of 4 has no effect. A pass may now be attempted to W#87 in IR.

The pass values of zones IR and RS are increased +1 to 3 and 4 respectively, since the quarterback #16 has successfully rolled to that side, and he is (by default) a right handed quarterback. [A left handed quarterback is usually designated as Q<sub>L</sub>.] The pass total is  $3(\text{Q}\#16) + 3(\text{W}\#87) + 3(\text{IR}) - 3(\text{CB}\#40) - 2(\text{DH}\#43) = 4$ . A roll of 3 (CS/S) indicates that a pass will instead be thrown to the secondary receiver. But first there is another pass rush roll, this one at -3 from the previous pass rush total, or +9. (The TE had more movement points left over, but the secondary route addition cannot be greater than that of the primary route if the secondary receiver is thrown to as a result of a pass table, rather than pass rush table, die roll.) A roll of 4 again has no effect. The pass total for the throw to TE#80 is  $3(\text{QB}\#16) + 3(\text{TE}\#80) + 4(\text{RS}) - 2(\text{LB}\#58) - 0(\text{LB}\#55 \text{ is in the zone but is } -2\text{P, so at } -1\text{P he is treated as if not there}) = 8$ . A roll of 4 completes the pass.

The initial contact roll has a total of  $2(\text{TE}\#80) - 3(\text{LB}\#58) - 0$  (LB#55 is -2 since #88 is not involved)  $= -1$ . A roll of 5 yields a relative gain of +2. This is measured from the far boundary of the RS zone since it is the initial contact roll on a pass. Thus, TE#80 advances into zone IR.

Defenders with a speed of 4 or more can now pursue. DH#43 is already in IR since he followed #87 there, and #40 was there in zone from the beginning. Nobody can get there in pursuit, and there's no point moving anybody else since the receiver won't get more than 2 more yards. The contact total in IR is  $2(\text{TE}\#80) - 2(\text{CB}\#40) - 1(\text{DH}\#43) = -1$ . W#87 does not block, since with a penalty of -1 in blocking as a wide receiver specialist, he would contribute nothing to the total. A better blocker would have made an attempt at blocking. The roll of 6 for contact might have allowed a long gain, but the contact in RS limits the total gain to 8 yards.

### Example #10



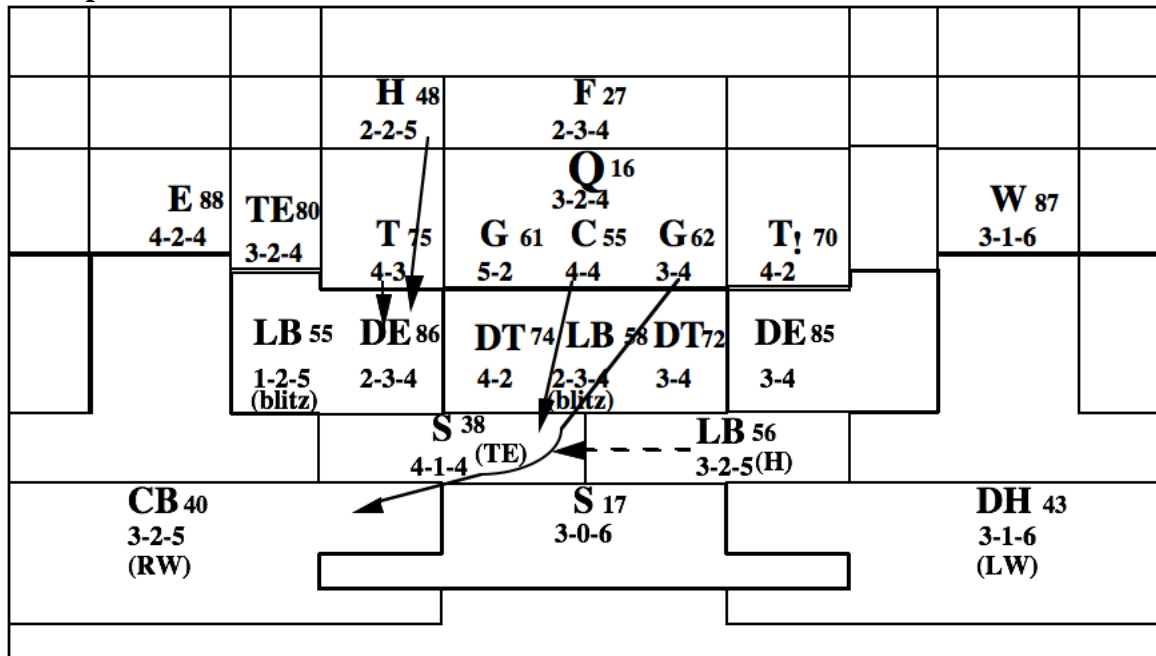
#### Play: H/RC (F,TE) dive defense blitzing

This play is designed to make short yardage near the goal line or on third down. Normally the offense is limited to four blockers in zone C, but a "dive" play allows one extra, in this case the TE. (This is an optional rule. Without it, the TE would have been left out, giving +1 less at the line but preventing the penetration risk.)

Since this is not a "quick" play and there is a blitz, there is chance for penetration. Of the eligible defenders, only LB#55, who is unblocked, has a chance. (For DE#86, the penetration value is  $10 - 6(\text{blocker}) - 2 \times 2 \text{ spaces to move} = 0$ .) The linebacker's chances are  $7(\text{LB}\#55 \text{ C+S}) - 4(2 \text{ zones distance}) - 1(1 \text{ player from zone boundary}) = 2$  chances in 6. A roll of 5 fails (1 or 2 was needed.), and the play proceeds. LB#56 and S#38 react to meet the play in zone C.

Before the first contact roll, the "dive" table is used. A roll of 6 is increased to 7 due to the halfback's specialization bonus of +1. (A fullback would get +2.) A 7 indicates "+1", a one column shift to the right on the contact chart. The contact total is  $2(\text{H}\#48) + 5(\text{G}\#61) + 4(\text{C}\#55) + 3(\text{G}\#62) + 3(\text{F}\#27) + 2(\text{TE}\#80) - 4(\text{DT}\#74) - 2(\text{LB}\#58, -1 \text{ for blitzing}) - 3(\text{DT}\#72) - 1(\text{S}\#38) - 2(\text{LB}\#56) = +7$ . A shift of 1 column right puts the play on the +8 column, guaranteeing at least 3 yards. The die roll of 5 gives a result of "\*". Since dive table result was not "N" (normal play), the gain is limited to 3 yards, and the ball is dead. Had the dive table roll been 1 (modified to 2), H#48 would have had a chance for a longer gain.

**Example 11**



**Play: H/Scn R (T)(C)(G) defense blitzing**

The screen pass avoids the blitz, and the rushers play no further part in the play (unless they read the screen - see 4.7.8a). DE #86 has a chance, since the opposite tackle is blocking. Assuming no modifiers for the QB being a rookie or the DE experienced, he needs a roll of 1 on one die to read it. Alas, he rolls a 3. So Zone R is, in effect, empty. The blockers are -1 in movement for a screen pass, and can get to the zones assigned as shown. Since the ballcarrier's path is unknown, the blockers each go to the nearest of the possible zones since no special guidance is given. After offensive movement, the offensive player must declare where the H#48 will exit the zone, to RS or SR. There is a C waiting to block in SR (the nearest zone is the default if none is specified) but LB#56 is waiting there, while no defenders are in RS. So, #48 chooses the outside route.

Only one defender can react, LB#56 moving to SR. T#75 was assigned to block in R, but there are no defenders present, and no possibility of one pursuing into the zone. Since he had one extra movement point, he moves on to SR (again, as a default, the inside zone) and helps block there, but as it happens the block does no good since the ballcarrier cut right.

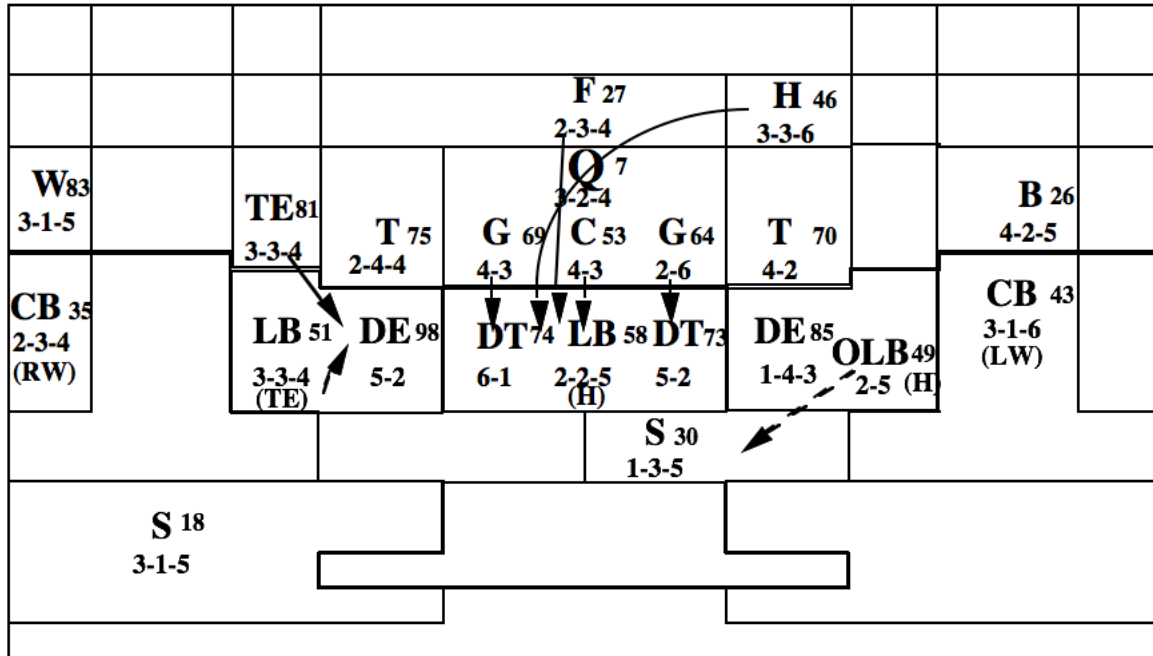
The pass to H#48 is  $3(QB\#16) + 2(H\#48) + 4(\text{zone R}) = 9$ . There is no secondary receiver on a screen pass. A roll of 3 completes. An initial contact roll in R is unnecessary, with no defenders present.

Now the defense can pursue. LB#56 moves to IR, and S#17 to LR. H#48 runs into WR rather than SR as mentioned, thus avoiding the need for a contact roll. H#48 continues to IR and encounters LB#56 and CB#40 (who, as man-to-man on #80, is at -2 in contact and thus contributes zero for the defense). G#62 is blocking, giving a contact value of +3. A roll of 6 lets H#48 keep running, so he next encounters S#17 in LR, a contact roll on the +2 table. Here again he is fortunate to get a 6, another "\*" result. Since there are no other defenders to encounter, a roll is made on the "\*" table. A roll of 4 gives 50 yards +5 (for speed 5), for a total of 75, since the \* gain starts at the last contact

(at 20 yards). Obviously, if the ball starts anywhere beyond the offense's 25, this is a TD. If it started exactly at the offense's 25, a die roll would decide if the ball got into the end zone (4-6) or was down with inches to go (1-3).

The screen can be very effective against a blitzing defense, but in this case H #48 made some nifty moves too. Had DE#86 read the screen, the pass value would have been 6, with a chance for an interception, and the first contact would have been at -3 yards, at +3 contact, likely stopping the play for negative gain.

### Example 12

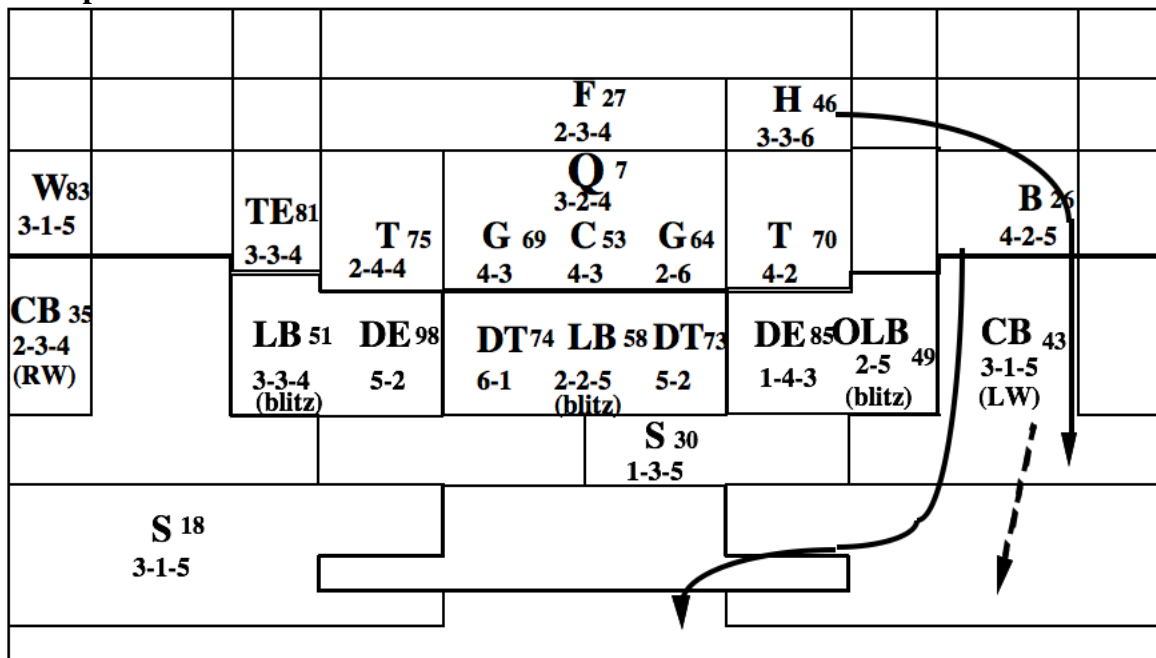


#### Play: H/RC(F)(E) qk defense normal (not rushing)

Here the halfback is fast enough to run a quick hitter in the center. (With S=5 plus the H bonus of 1, a 5 speed H could do this.) The TE#80 would normally be fast enough to get to SR, since as a TE specialist he needs only one point to exit R even with two defenders. But since one of the defenders in man to man on him, that defender counts as two (his contact value is equal - see 4.1.14), and TE#80 cannot exit R. The covering man, LB#51, also stays in R, which does help. LB#49 can react, but only downfield to SL since, with the quick play speed bonus for the offense, he has a -1 disadvantage. He is a specialized OLB, though, so he gets a +S for reaction and pursuit with respect to the man he is covering. That means he reacts one area downfield (and would have been able to pursue to SC but H#46 gets a +1 in speed for the qk play. He needs for the H #46 to be slowed down in order to get into the play.) LB#58, well positioned, does not need to move, and gets a +1 bonus. (Had he been a MLB, the bonus would have been +2.) The initial contact is 3(H#46) +3(F#27) +4(G#69) +4(C#53) +2(G#64) -6(DT#74) -3(LB#58) -5(DT#73) = +2. The contact roll is a 6. Since H#46 has a modified speed of 7, no defenders are fast enough to get pursuit, and none block his path. A "\*" roll is a 1, limiting the gain to 20+15(for speed 7) yards from the last contact roll at the line of scrimmage.

Notice that if the TE had reached SR, the linebacker following him would have been in position to make the play before H#46 broke loose. This might have been the case with a very fast TE, or if his coverage had been elsewhere. **A technical point: Note also that G#64 has a speed of 4 or more (halved to 2 or more) that would allow him to get position even with the play going right. Had H#46 come from the right HB spot and run LC, G#69, with a speed of 3 (halved to 1) could be said not have gotten position. In practice, this problem at the line of scrimmage has been ignored. That's because RC and LC are both from the same zone. (Or, has this been an oversight?) By this understanding, any guard or center with speed 2 can block. On a quick play H/RT qk, a speed 3 TE blocks too. That is allowed because the runner is going straight ahead; the blocker can enter from the same side anywhere. H/REqk (TE) requires RT speed 4 for the RT to block.**

**Example 13**



**Play: LW/DC || H/LS defense blitzes**

Here the offensive play is a long pass designed to shake off close coverage, but the defense is blitzing. Either the offense failed to "read the blitz" or they ran this play anyway. It is a risky play. The first issue is the attempt of CB#43 to slow up B#26 at the line. The CB is specialized, and with that considered C+S is equal. An unmodified roll of 8 (with two dice) has no effect. B#26 runs his route, and CB#43, unable to cover him 3 areas away, cannot get to the pass (notice that his +1 speed for reaction does not count as making him faster, and hence able to follow anywhere. Notice also that even though the DC area has a zone (VDC) two areas downfield from LS, the DC zone is not. DH#43 can get to MC, ML, LL, or VDC. DL is chosen since from that zone he is guaranteed to be able to catch B#26 in VDC should he catch the pass, and in LL he can also be in better position to limit the gain of H#46 (at 20 yards rather than 30) should he receive the ball.

The next issue concerns the blitz. The quarterback, who is 26 years of age, has one plus one per blitz chances in 6 to notice the impending blitz before the snap and check off to a different play or, in this case, a secondary receiver. A roll of 5 indicates he

was preoccupied with the matchup at wide left, and did not notice. He does soon after the snap. The pass rush blocking is: 5(TE#81) +9(T#75) +5.5(G#69) +5.5(C#53) +4(G#64) +6(T#70) +5(F#27) +6(QB#7) +0 (no points of movement left for #26) - rushers: -7(LB#51) -8(DE#98) -8(DT#74) -7(LB#58) -8(DT#73) -9(DE#93) -7(OLB#49) -3 for no blocker against outside rusher #49 = -12. A roll of 5 on the pass rush table offers an escape: "s".

This "s" result indicates that the quarterback, seeing the heavy rush, dumps the ball to a safety valve receiver (if he has one) instead of holding it long enough for the primary route to develop. To qualify, the secondary receiver must have more movement points left over than the primary receiver. This is true for H#46; he has 4 extra. (Had there been no safety valve, Q#7 would have simply thrown incomplete, ending the play.) With H#46 as the receiver, the pass rush total comes to +8 instead of -12, due to the 20 points for 4 movement points left over. Notice that this is different from a secondary receiver pass due to a pass table "s" result. The safety valve pass rush has a roll of 2, followed by a 3, on the +6 column of the table, giving a "qt" result, for "quarterback trapped." QB#7 must try to run. The "qt" table is consulted. There are no die roll modifiers. A roll of 3 gives -8rb, a roll on the runback table from 8 yards behind the line of scrimmage. Q#7 rolls a 4, for a 5 yard gain, so he loses only 3 yards on the sack.

Since a 2 was rolled on the pass rush table, there is also the possibility of a penalty. A roll of 2 for this possible penalty indicates "offensive holding", probably an offensive lineman who was particularly anxious to help his QB. The defense will have to decide between a down and 7 yards. (A 2 roll on the primary receiver's rush would have been illegal procedure, and play would stop there.)

If the "qt" roll had been a 2, the loss on the play would have been 9 yards, with no chance for the quarterback to run. Furthermore, the "#" could cause further problems. A roll on the "#" table of 1 indicates a fumble on the sack (rather than on the scramble, as it would on the "rb" table. For this circumstance, a roll of 3 or 4 on the Fumble table (normally #men and #points) is interpreted as a recovery by the defense and 1 is added to the die roll on the "rb" and "lrb" tables. Here a roll of 4, and a rb roll of 4 (+1) gives a fumble runback of 8 yards, plus a possible bonus, depending on which rusher recovered. The rushers have a total of 27 contact points. Breaking these into groups of 6 (we will count in order of player number), a roll of 4, then 5 translates into the 23rd contact point. The highest numbered player, #98, contributed points 23 to 27, so he recovered the fumble. With his contact ability of 5, he gets a bonus of 2 yards, for a fumble runback of 10 yards, and a total loss of 19 yards by the offense.

**Example #14**

					<b>F</b> 27 2-3-4		<b>H</b> 46 3-3-6		
<b>W</b> 83 3-1-5		<b>TE</b> 81 3-3-4	<b>T</b> 75 2-4-4	<b>G</b> 69 4-3	<b>Q</b> 7 3-2-4	<b>C</b> 53 4-3	<b>G</b> 64 2-6	<b>T</b> 70 4-2	<b>B</b> 26 4-2-5
<b>CB</b> 35 2-3-4 (RW)		<b>LB</b> 51 3-3-4 (TE)	<b>DE</b> 98 5-2	<b>DT</b> 74 6-1	<b>LB</b> 58 2-2-5 (H)	<b>DT</b> 73 5-2	<b>DE</b> 85 1-4-3	<b>OLB</b> 49 2-5 (H)	<b>CB</b> 43 3-1-6 (LW)
					<b>S</b> 30 1-3-5				
<b>S</b> 18 3-1-5									

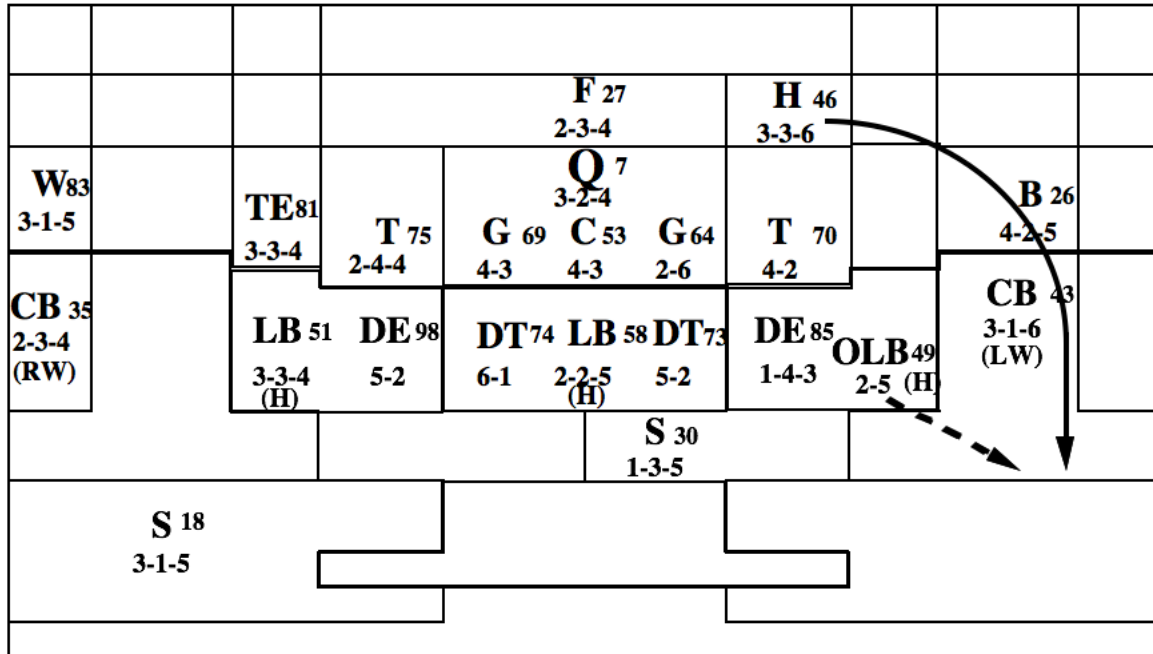
**Play: H/LT (LG) qk normal (no rush)**

This quick play is unusual in that the guard is extremely fast, and so can block in the L zone. (Most teams would have had this guy convert to running back.) The guard's movement is 2 (for the move to the T zone) + 2 (pulling) +2 (to cross the line of scrimmage into L). A speed 5 guard could also have done this, since specialized guards get +1 movement when pulling.

The initial contact is still not very favorable, since the defending linebacker in the zone, OLB#49, is a specialized outside linebacker man-to-man on the ballcarrier. As such he gets a +2 bonus. The contact value is 3(H#46) +4(T#70) +2(G#64) -4(DE#85) -4(OLB#49) = +1. A contact roll of 4 gives a 2 yard gain.

The other linebacker covering H#46, LB#58, was too slow to get to L, since with the quick play modifier his relative speed disadvantage is 2. He cannot even react to SL, as he could had the qk option not been used. He also does not get pursuit. This would be true even had H#46 been slowed, unless #58 was a specialized middle linebacker, in which case his reaction to SL would allow him to meet the ballcarrier at +1 contact if he got through the line. H#46 hits the hole extremely quickly. The defense did have S #30 there in SL just in case though.

**Example #15**



**Play: H/LS qk defense rushing**

The H can get to LS without going through LE where he would have been bumped. Through LE the cost would be 2 (2 offensive zones)+ 2 (into L) +2 (into LS)=6 plus any bump effect. Through WL the cost is 3 (3 offensive zones) +2(into WL) +2(into LS)=7. The halfback #46 has 7 movement points as a specialized H. A speed 5 H would have to go through the TE spot and get bumped. (Both routes are considered the same speed for purposes of route selection because they are no different in extra movement points affecting the pass rush. Indeed, there is no pass rush on a qk play.

If H#46 had started from the tailback spot behind the fullback, he still might have tried to run a route to LS, but would have had to pass through zone L from the TE position. This would have not been a problem except for the presence of a defender covering him man-to-man, thus preventing him from completing his pass route without a "bump". [Here again, the general rule for by-mail play, and perhaps for in person as well, is that the back should take the shortest route regardless of coverage, and let the bump roll tell the story. That is probably the better way to do this. It is unusual where there's a choice. Usually that occurs for backs out of the backfield.

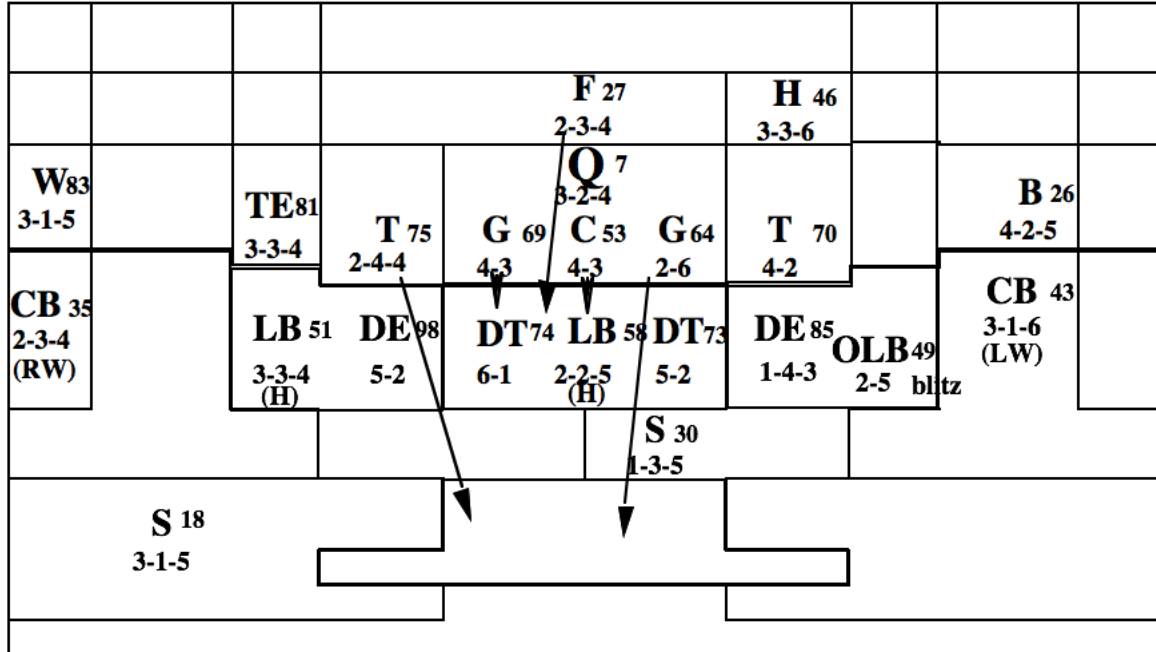
This quick pass will have to get over the outstretched arms of DE#85. Since it is a quick pass, the rush has no other effect.

As for a run, the linebacker OLB#49 reacts to LS. His modified speed is 6 (+1 for OLB in L) and the ballcarrier's is 7 (+1 for qk) so the OLB can react one area downfield. The CB is in the area, and since there is only the one active player (and his man is not involved) he too is placed in LS. The pass value is 3(Q#7) +3(H#46) +3(LS zone) - 1(DE#85) -2(CB#43) -0(OLB#49)=6. The CB is at -1 value since he is man-to-man on B#26. DE#85 would not have been counted if he had not rushed. A roll of 4 on the pass table gives "cs/s". There is no secondary receiver, as it is a "qk" play. A second roll of 1 indicates that the "c" applies; the pass is complete. The contact value is +1 (since CB#43

is -1). A roll of 5 gives a 4 yard gain into IL, with no defenders having sufficient speed to pursue. (S#30 is 6 with his safety bonus to H#46's 7.) The total gain is 10 yards.

If this was a first down play, a measurement is needed to see if the ball got far enough for a first down. On a die roll of 1-3, it would be just short. The play would only run 20 seconds off the clock instead of the usual 40 if the offense is trying to save clock.

**Example #16**



**F/C (RG,C)(LG,RT) draw defense blitzes**

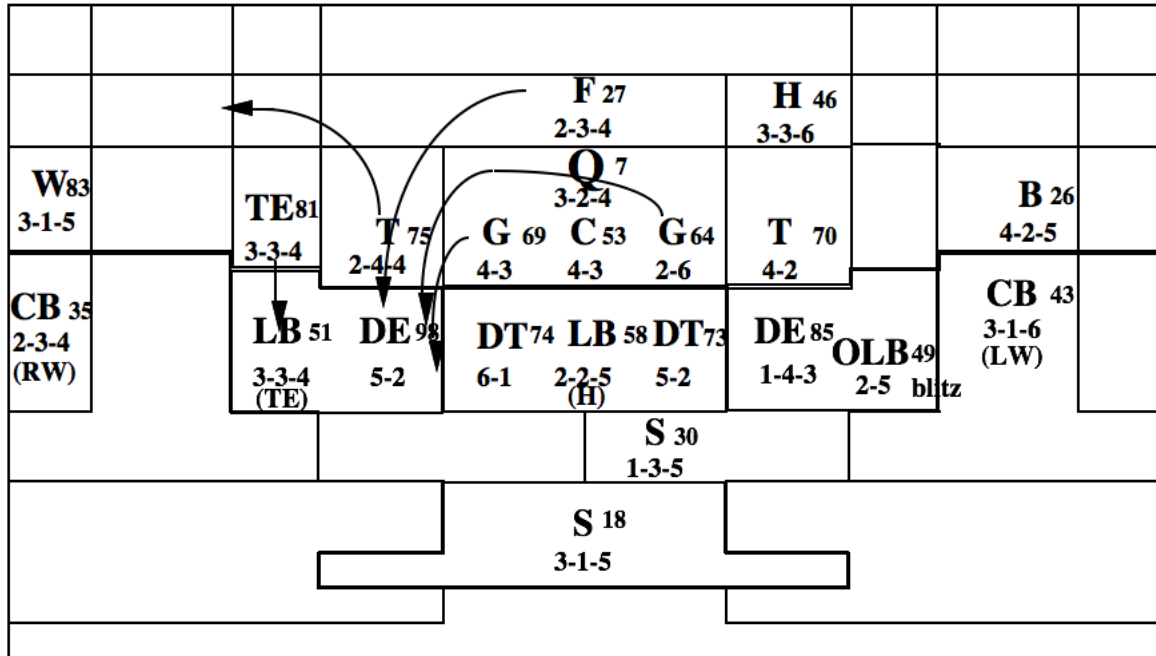
If the defenders are rushing as they are here, offensive movement on the draw is -1 but the rushers do not affect movement through L, R, and C as they usually do. The only defenders left in these zones are those man-to-man on players not involved in the play, and so only count 1/2 each, rounded down, for no effect on movement in either R or C. T#75 is able to reach SC to block, as does G#64 easily. G#64 could have moved farther since the zone is vacant, but stays in SC to block S#30 who will pursue into the zone. The other guard and center block at the line. Notice that, like a pass play, The ballcarrier's destination is a zone. He does need to choose which of the two possible paths downfield he will take, but that decision comes after seeing the defense (but not their reaction). F#27 chooses to move to SR rather than SL to avoid (temporarily) S#30. Also notice that penetration does not apply; it is a planned part of the play, and is taken into account by the near edge of zone C being (for the draw) placed at -3 relative to the initial line of scrimmage. (Zones L and R are at -6 yards for a draw.)

Each DT has a chance to read the draw, but the chance is 0 (opposite linemen blocking +1/6, -1/6 for base chance to read it, no rookie or veteran effects apply etc.)

The initial contact is 3(F#27) +4(C#53) +4(G#69) -6(DT#74) -5(DT#73) -0(LB#58, at -2) = 0. A roll of 3 would normally give a "0" result, but since the play is a draw and all defenders are either rushing or man-to-man on non-involved players, a 1, 3 or a 4 gives a "\*" result. In pursuit, S#30 moves to SC, where a roll of 1 on the +6 table gives a +2, for an 8 yard overall gain. (Had #30 started in SC, in zone, he would have a 2 yard benefit (1

faster and he is a safety = -2 yards) and the play would have stopped for only 6 yards gain.)

**Example #17**



**F/RT(LG,RG,TE,no T) defense rushes**

This is a trap play, with the right tackle T#77 pulling to entice the rushing DE#98 to vacate the hole through which F#27 is to run. Tackle #75 fulfills the requirement that the pulling lineman be of speed 3 or more. DE#98 is only of speed 2, which means that he may not vacate the hole very quickly. There is a 2/3 chance that he is indeed trapped. A roll of 6 indicates he was trapped, and plays no part in the play. Since there was a rush, there is some chance of defensive penetration. C#53 blocks DT#74, who is closer to the play, so C#53 has a -1 penalty. DT#74 is worth 8 rushing, -4 for 2x distance to intercept point, -5 (blocking value of #53) - 1 (#53 being over one) = 0 chances to make the play. DT#73 is unblocked, but he is the third player from the zone boundary (notice that the LB counts), and so has a penalty of -2. He thus has 8(C+S+1 bonus) -2(3rd from R) -4(2 zones away) =2 chances to penetrate and attempt a tackle. A roll of 3 just misses.

The initial contact has the same benefits as the draw since the hole was vacated. The contact total is 3(F#27) +2(G#64) +4(G#69) +3(TE#81) -3(OLB#51) = +9. A roll of 2, normally a +4, now counts as "\*". (For +8 and +10 it is rolls of 2 and 3 vice 3 and 4 that give special benefits.) F#27 then runs all the way to MC where he is caught by S#30 in pursuit and S #18, too). The contact value is -1. A contact roll of 3 limits the play to an 11 yard gain. Had #98 not vacated the hole, the initial contact would have been at +4, and a roll of 2 or 3 would have given F#8 only a short gain. A roll of 4 still would have sprung him since there was no man to man or zone coverage. The safety #18 does not get the "early stop" bonus here because most of the points got to the zone in pursuit rather than starting there in zone.

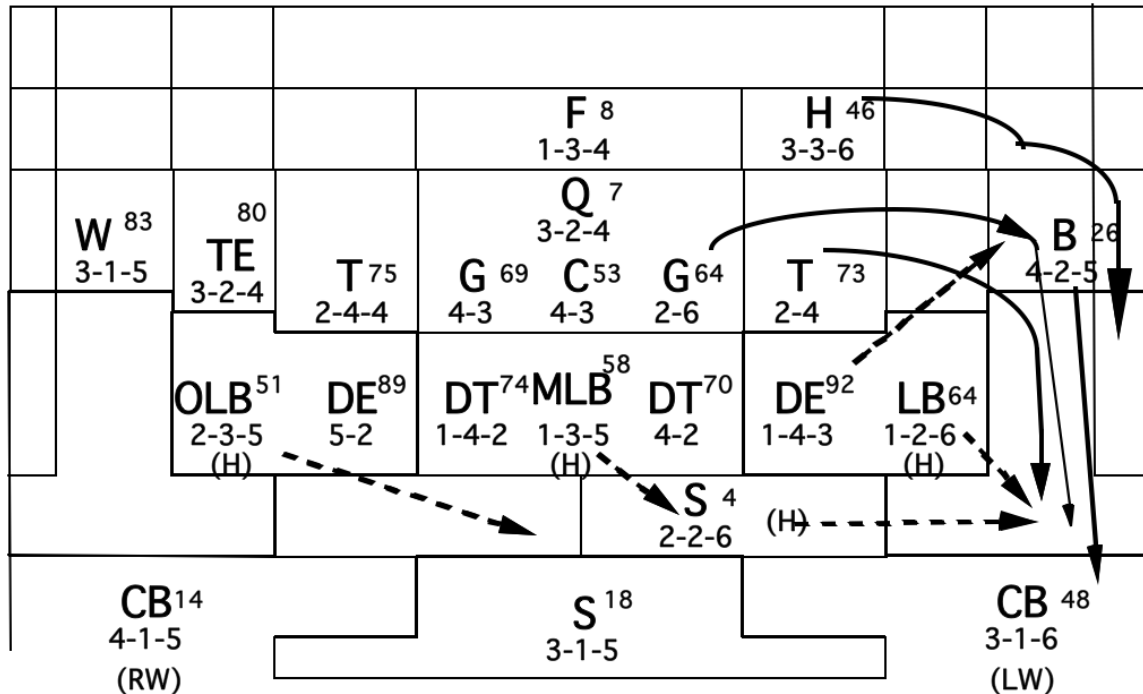
**Example #18**

				<b>F</b> 27 2-3-4		<b>H</b> 46 3-3-6			
<b>W</b> 83 3-1-5		<b>TE</b> 81 3-3-4	<b>T</b> 75 2-4-4	<b>Q</b> 7 3-2-4	<b>G</b> 69 4-3	<b>C</b> 53 4-3	<b>G</b> 64 2-6	<b>T</b> 70 4-2	<b>B</b> 26 4-2-5
		<b>OLB</b> 51 2-3-5 (TE)	<b>DE</b> 89 5-2	<b>DT</b> 74 1-4-2	<b>MLB</b> 52 2-2-5 (H)	<b>DT</b> 70 4-2	<b>DE</b> 92 1-4-3	<b>LB</b> 64 1-2-6(H)	↓ ↑
				<b>S</b> 20 2-2-6 (H)					
<b>CB</b> 14 4-1-5 (RW)				<b>S</b> 18 3-1-5					<b>CB</b> 48 3-1-6 (LW)

**Play: LW/LS qk defense rushing**

On this quick out pattern the cornerback is more than fast enough to meet the receiver and defend on the pass. The Defensive end DE#92, rushing from L, contributes his one point also to pass defense since the pass is to LS or IL, and it is a quick pass. The pass value is  $3(Q\#7) + 4(B\#26) + 3(LS \text{ zone}) - 3(CB\#48) - 1(DE\#92) = +6$ . When the pass is thrown a 6 is rolled (-/is) followed by a 4, resulting in an interception. (There is no opportunity to throw to a secondary receiver on a quick pass.) Since DE#92 contributed 1 of 4 points to the pass defense, there is a possibility of his deflecting the pass, and the interception being made by a rusher. A selection roll of 4 gives just this outcome. Another die is rolled to see which rusher caught it. A 5 says roll again, followed by a 4 indicating that DE#92, the highest numbered rusher, caught it. (One might also allocate the chance to intercept by pass value plus one, or just assume it was the lineman that contributed the point, who is the most likely to see where the ball went.) Since a lineman intercepted, the reference point for the interception is at the line of scrimmage -6 yards instead of at +6 yards where the receiver is. A 4 roll on the interception table gives double the usual distance on the runback. On the "rb", runback table, a roll of 6 means that another roll is made on the "lrb", long runback table, giving a 2 for 14 yards, which is modified for DE#92's speed (-2) to 12 then doubled to give a runback of 24 from the the interception point at -6 from line of scrimmage. So the play loses 30 yards. A roll on the "&" table of 4 indicates that an offensive player (rather than defensive, given the change of possession) was injured. He is randomly selected from those pass blocking and the quarterback, since only they would be able to make the play. (On lrb & on 4 has been eliminated; there is only one "&" on the lrb table now.)

### Example #19



#### Play: LH/PWL (LT,LGlead)(-)(LW) defense rushing

This pitchout is supposed to allow the halfback to get wide with blockers, but the reactions of LB#64 and S#20 can make it difficult by reacting to WL. If H#46 goes to WWL, which he can opt to do as a specialized H, then he would meet S#20 and LB#64 in LS at +3 yards instead of at -2 yards! That seems preferable. So that's what he does.

Note that T#73, with nobody outside of him, can get to WL with a movement value of 3. Having him pull gives DE #92 a better penetration shot though. G#64, in his role as lead blocker, finds WL clear and proceeds downfield to block CB#48. (Offensive movement reaction has not yet taken place, so zone LS is not yet occupied.) The play might have done better had he not been a "lead blocker" and been assigned to LS.

The next issue to resolve is whether H#46 catches the pitchout. He has a pass value for the purpose of 4 (including +1 as a halfback). The pitch could be received in the P2 or P3 zones with a pass value of 6 or 5 respectively. The choice is made to receive it in P2, making it necessary to either expend an extra movement point there or be -1 in pass value. H #46 has no problems with using a movement point; he has two extra movement points. But he does not want to linger in order to avoid a possible penetration, so he takes the -1 pass penalty. This gives a total pass value of  $3(Q\#7) + 4(H\#46) + 5(P2\text{zone} - 1) = 12$ . The choice to receive it in P2 at -1 prevents rushing defender DE#92 from catching H#46 at 6 yards deep. (He's assumed charging in from opposite the TE spot.) Also, if penetration takes place in the offensive zone across from WWL, the first zone where the movement points are equal for both the H and the DE, DE#92 has 1/6 chance less chance for not being the outermost defender. The penetration chances are  $9(DE\#92 C+S+1) - 1(\text{not outermost}) - 6(3 \text{ zones distant}) = 2$  of 6. The roll is 2, indicating success. Lead blocker #64 doesn't help because he is going in the same direction as H #46; he's out in front instead of being able to block #92 who is converging on #46 at the sideline. H#46 against DE#92, but is speed 6 versus speed 3 in the backfield. That is a

+2 advantage (die roll modifier). There is a -1 contact value (but +2 modifier). A roll of 1 (modified to 3) indicates -1 yard gain, from -3 yards from the line of scrimmage, for a net loss of 4 yards on the play.

However, suppose H#46 does not catch the pitch: not good. A pitch pass roll sequence of 6,5 or 6,6 would give this result for a +12 pass value. (The rules do not address rushing linemen in this case, just man to man defenders near the line.) The actual destination (WWL) is the point of interest. LB #64 started within 3 zones of WWL (which is not on the sideline), so he counts on fumble resolution. S #20 is also three zones away, so he does too. A roll of 3 (men=1 to 2) or 4 (points = 3 to 4) would result in defense recoveries. The recovery would be at -6 yards.

**Example #20**

				<b>F 27</b> 2-3-4			<b>H 46</b> 3-3-6		
<b>W 83</b> 3-1-5		<b>TE 81</b> 3-3-4		<b>Q 7</b> 3-2-4			<b>B 26</b> 4-2-5		
			<b>T 75</b> 2-4-4	<b>G 69</b> 4-3	<b>C 53</b> 4-3	<b>G 64</b> 2-6	<b>T 70</b> 4-2		
		<b>OLB 51</b> 2-3-5 (TE)	<b>DE 89</b> 5-2	<b>DT 74</b> 1-4-2	<b>MLB 52</b> 2-2-5 (F)	<b>DT 70</b> 4-2	<b>DE 92</b> 1-4-3	<b>LB 64</b> 1-2-6(H)	
			<b>S 20</b> 2-2-6 (H)						
<b>CB 14</b> 4-1-5 (RW)				<b>S 18</b> 3-1-5			<b>CB 48</b> 3-1-6 (LW)		

**Play: RE/RS qk no rush**

Here the tight end is shown to pass through zone R to get to his assigned destination at RS. It is possible for him to get there by this route even though, with a man covering him in the zone, there are in effect 3 defenders. He is entering from the TE spot (normally meaning 2 defenders rather than one would have to be present to require him to expend an extra point to leave zone R). He is a specialized TE, meaning with 2 defenders he expends only the one point to leave R. Finally, he is cutting out to RS rather than SR, meaning that even with an effective 3 defenders he can get there.

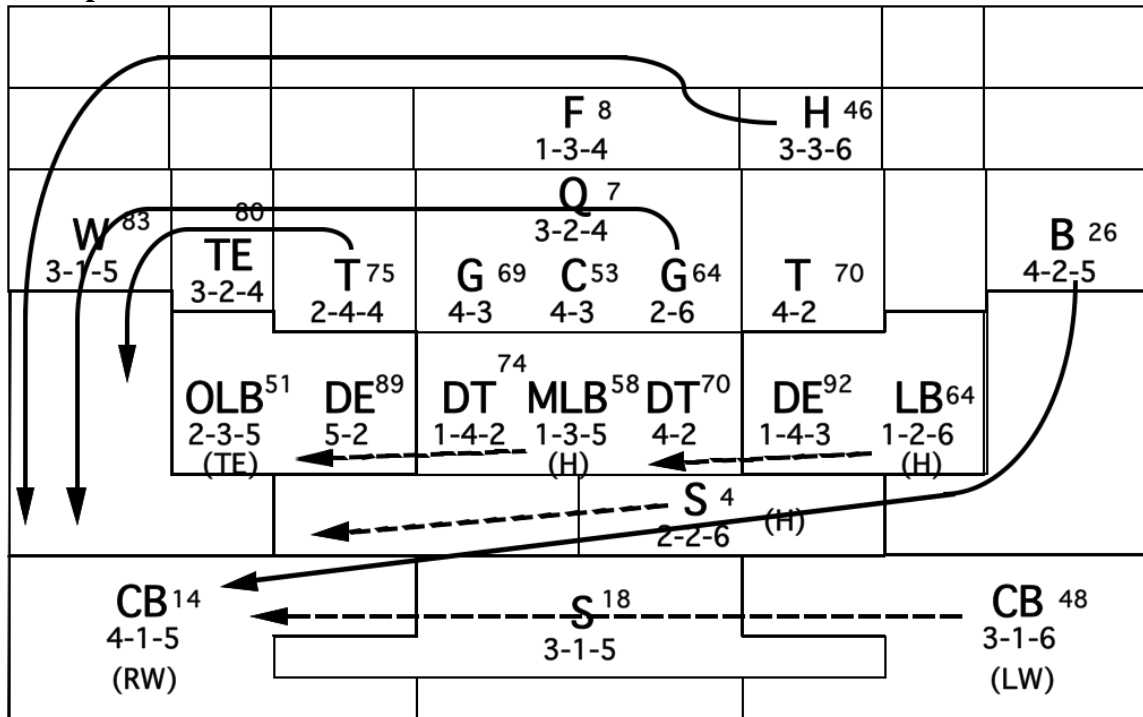
The above assumes that the Chapter 4 movement provisions for blockers also apply to receivers. If that was the case, a 4 contact value LB would have prevented TE 81 from going out, and the pass would fall incomplete. The other interpretation is that for receivers man to man coverage is not counted at all except bump effects. We seem to have been playing the latter way.

It is necessary to resolve a "bump" attempt by the defender. The modified roll is 8(2 dice) +7(TE#81 C+S) -8(OLB#51 C+S) -2(bump action in R "TE slot" rather than WR by location) +1(#81 is a TE specialist) = 6. On the bump table, the result is receiver

speed -1 (and also P-1). TE#81, with only one movement point left now, cannot get to RS (he needs two since it is a qk play). OLB#51 stays with him in R. The pass is still thrown, however, to the empty zone. The pass value is  $3(Q\#7) + 3(RS) + 1(\text{empty}) = 7$ . A roll of 5, then 6 indicates a pass interference penalty. A further 6 indicates it is on the offense, TE#81, for a 10 yard penalty.

Actually, as the play is written TE#81 seemingly can avoid this hazard by first moving toward the sideline, then to RS via WR, with OLB#51 defending there. He can't do this first because he has insufficient movement points; he'd have to be a "5" or the pass a loft. However, even so the rules always allow the adjacent defender to get a "bump" so the bump is resolved as described and the TE can't get there. This is another case where following the principle of taking the shortest route without looking at the coverage / bump possibilities makes for a cleaner game.

**Example #21**



**Play: H/WR (RT, RG lead)(-)(WL) defense rushes**

The offense uses its offensive line speed to get H#46 wide with blockers in front. T#75 expends 4 points getting to WR and can move no farther, even though there are no defenders to block there. G#64 expends 6 points in getting to WR: 4 zones, 1 for pulling, and 1 for passing behind the center. In his role as lead blocker, and as a specialized guard he gets two further movement points which can be used to move to RS, since there are no defenders to block in WR, and even further to IR. (Note that, for determining if a lead blocker moves on through an occupied zone, the order in which blockers are listed, and moved, can be important.) The wide receiver #26 can block in IR since, beyond the line of scrimmage, an extra movement point to get into position is not needed if the blocker enters from the near zone boundary as does B#26 here.

There is conceivably a chance for penetration by DE#89 in the H2 zone behind the tackle. H#46 has to take the handoff somewhere, and he starts in an H2 zone. He can't

take it there. He could cut directly across through the FB, H2, and P3 zones. That route to WL needs 6 movement points, and with his H bonus #46 has seven. So, he can either go all the way to WWR (unnecessary) or take a longer route to WR avoiding the penetrating tackle (he hopes). So, #46 moves to the F spot (H1), takes the handoff there, then runs deep and wide through the TB zone on his way to WR.

DE#89, having a pass rush value of 8, is blocked only by TE #80. He can possibly make the play in the offensive zone adjacent to WR, or way back in the backfield where #46 runs around out of the TB zone heading right (at -10 yards!) or anywhere in between. We always pick (or try) the first zone where penetration is possible, even though the odds might be adjacent to WR (only 2 zones instead of 3 distant). DE#89 is NOT penalized -1 for not being adjacent to the WR zone boundary of R if he aims for the zone 2 behind the TE position, the first one where a tackle is possible. The same is true for a penetration attempt been to H2, one behind the TE spot has the H followed that route to WWR. Neither DE #89 nor the TE#80 blocking him are penalized, since the penetration is straight ahead. The penetration chances are  $8(\text{DE}\#89) - 4(\text{TE}\#80) - 6(3 \text{ zones away}) = -2$ ; no chance to make the play. The DE has a chance only if his route is closer. What about just behind WR? The penetration chances are  $8(\text{DE}\#89) - 4(\text{TE}\#80) - 4(2 \text{ zones away}) - 1(\text{not adjacent to WR}) = -1$ ; still no chance to make the play. Penetration isn't possible. (Indeed, H #46's longer route seems not to have been necessary.) The tight end TE#80 DID need to become involved in the play to block DE#89, to reduce his chances to zero, so the linebacker covering him, OLB#51, is released to participate in the play, though at -1 value in contact.

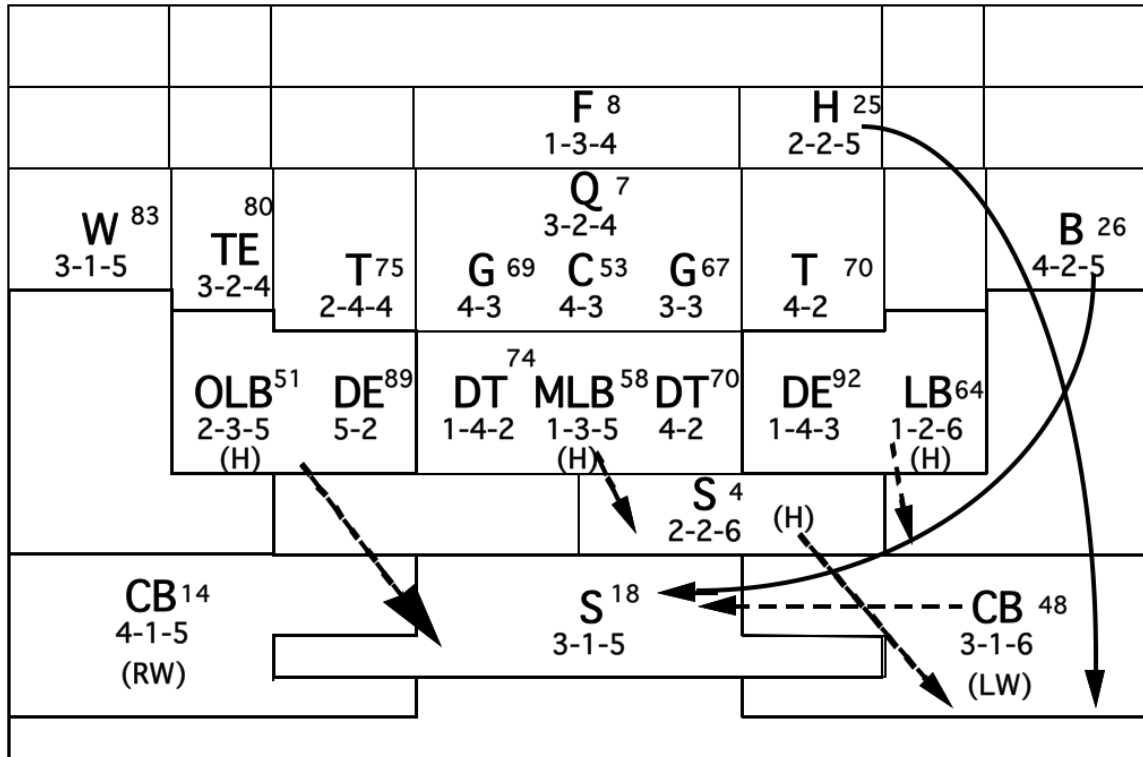
The man-to-man defenders react as shown. S#20 can move one area to SR, from whence he will be able to pursue to IR. He does not get the extra +1 speed bonus for reaction since he did not start in SC, but he will get the +1 pursuit bonus. He does not need it anyway, in this case. MLB#52, being 1 slower than H#46 (but +1 with MLB specialization), can move to R from which he will later pursue (at +1) to RS. He will be able to catch the play there. (As a specialized MLB, he gets a +1 speed bonus for reaction and pursuit vs the ballcarrier if he starts in zone C, SL or SR against the covered man, making his effective speed equal to that of H#46.) CB#48 easily follows B#26 across the field to IR. LB#64 can at best move to C then pursue to RS and hope H#46 is slowed down in RS so he will get an extra move in pursuit to IR. OLB #51 gets a man to man bonus against #80 but not against #46, but since #80 blocks penetration, he reverts to zone (at -C). so on that basis he does get to pursue to RS since he has a +1 pursuit bonus as an OLB in R in (now) zone, even though C is -1.

When H#46 arrives in WR, no defenders are present, so a contact roll is not necessary. The defenders can now pursue. OLB#51, released from the need to cover TE#80, gets his +1 pursuit bonus, since he is the outermost OLB defender, in zone R. This makes his speed effectively 6, as fast as H#46, so he can get to RS to make the play. MLB#52 is there too. S#4 pursues to IR. LB#64 pursues from C to SR.

The contact value in RS is  $3(\text{H}\#46) - 2(\text{OLB}\#51, -1 \text{ for initially covering TE}\#80) - 2(\#52) = -1$ . A roll of 6 gives a result of "\*". H#46 is not slowed, and so LB#64 cannot reach IR. H#46 now moves to IR. The contact total there is  $3(\text{H}\#46) + 2(\text{B}\#26) + 2(\#64) - 2(\text{S}\#4) - 1(\text{CB}\#48) = +4$ . CB#14, who is -2 since he is covering the uninvolved W#83, is not counted at all rather than at a negative value. There is no open field advantage since

the defense has a 6 speed defender. (S #20 actually counts as 7 speed.) A roll of 2 stops the run at +2 yards, for an overall gain of +8.

**Example #22**



**Play: H/LL loft || LW/SC bullet defense “normal”**

Here the secondary receiver, B#26, benefits the play by drawing coverage out of the IL area. H#25 gets a bonus movement point for the loft pass, and 1 point as a specialized halfback, for a total of 7 movement points. He moves 3 offensive zones to pass through WL (1 ½ movement points, equal to his bonuses), rather than L where LB#64 would have possibly slowed him up. [The extra ½ movement point would have been lost in rounding, so he ends up with the same number of extra movement points one way or the other. So, he can choose, and naturally takes the outside route.] As it is, H#25 has one extra movement point (since it was a loft).

S#20 can react far enough to defend on the pass and tackle H#25 if need be.

OLB #64 is faster (speed 6 versus 5) so he can follow all the way to LL. But he is -p for following 2 areas and -2p for a LB being LL after reaction. That reduces his pass value to -2, which is taken from contact value when contact is resolved. Since contact value is only zero, that means he is out of the play; it’s as if he’s not there.

OLB #51, on the far side, can also move two areas (one any direction, one downfield) in coverage. So he could get to IR area, LR zone, from which he will get pursuit to VDC. He would be reduced to less than 0 pass value in DR, however, (-1P for 2 areas distant, -2P for being an OLB in LR) so he is also -3P. But since he is C=3, and P=2 to begin with, he still has a contact value of 2 should he have to attempt a tackle. But, he has another option. He can react to MC instead. From there, with his +S for pursuit against the covered man, he can pursue 2 zones to VDC, and will retain a contact

value of 3 instead of 2 since he would just be -2P in MC. Note that this has the added benefit of putting him in the path of the secondary receiver.

MLB #52 also reacts 2 areas (downfield) and can reach the IL area. The LL zone is within that area. He is -2P (as #64, #51) plus -P for moving two areas, so he is -1P and hence treated as P=0, C=1. There is lots of coverage, but in effect the halfback has gotten behind them but has to pull up a bit to make the catch.

For a "normal" defense, each defensive lineman is -1 in pass rush value. Here, the blocking total is 4(#80) + 9(#75) + 6 1/2 (#69, using the optional rule that gives 1 1/2 points for speed 3) + 6 1/2 (#52) + 4 (#64) + 6 (#70) + 5 (#8) + 6 (#7) + 5 (one extra movement point) = 52. The pass rush value is 7 (#89) + 7 (#74) + 6 (#70) + 8 (#93) = 28. So resolution is at +24. A roll of 6 does nothing. (Often one can just roll, and on seeing a 6 and no special blitz, one need not bother figuring the numbers.)

The pass value is 3(Q#7) + 2(H#25) + 0(LL zone) - 2(S#4, not -1 as the receiver is not a W) = +5. The one LB present, #52, has no remaining pass value. A roll of 6 is "is/s" on the Pass value 3 column (used since on a loft a column 2 left is used for resolving interceptions.) A subsequent roll of 2 causes the pass to go to the secondary receiver.

Another pass rush is conducted. The -3 for secondary receiver does apply (the "s" was on the pass table, not the pass rush table, so this is not a "safety valve" pass. This particular secondary receiver could not be a "safety valve" anyway.) The rush total is 47 (blocking) - 28 (rushing) - 3 for secondary + 0 for extra movement points (since a bullet requires an extra movement point) = 16. A roll of 2 causes a -1 adjustment on the pass and a check for a penalty: roll of 5, but there are no "!" players.

On the pass, S#18, who is in zone, is halved in pass value, rounded up to 2. Since it is a bullet pass, DT#74 would normally contribute 1 to the pass defense. But the defense is "normal". The pass value is 3(QB#7) + 4(B#26) + 3(SC) - 2(S#18) - 3(CB#48, who is faster) - 1(rush) = +4. A roll of 3 on the +3 table (for a bullet) is in complete. ("s" becomes "-" since there is no other secondary receiver; the "s" is ignored.) Since this QB does not have the special "3 receivers" attribute (and in any event no 3rd receiver was written), the pass is resolved: With the roll of 3, the pass falls incomplete.

Had the pass been complete, B #26 would have had contact at +12 yards vs S#18 (+1) then vs. OLB #51 in MC (at -1) at 12 yards, and if he got past those pursuit by the various players in LL defending the primary receiver would have met him in VDC.