COMPUTER GAME RULES

Blue = Changes for Version 2013
Red = Changes for Version 2014
Black on Yellow = Changes for Version 2015
Black on Red = Changes for Version 2016
Black on Blue = Changes for Version 2017
Black on Green = Changes for Version 2018
Black on Grey = Changes for Version 2019
Yellow on Black = Changes for Version 2020
Red on Blue = Changes for Version 2021
Red on Yellow = Changes for Version 2022
Blue on Yellow = Changes for Version 2023
Red on Green = Changes for Version 2024
Red on Black = Version 2025
Green on Black = Version 2026

The computer game will be based upon the Super-Advanced version of the game as modified here. The Basic, Advanced and Super-Fanatical versions of the board game will not be supported. The Super-Advanced Pass Rush rule will be used. Penalties and injuries will be optional. What follows is a complete set of rules to be used by the computer game. This set of rules encompasses all rules previously found in the rule booklet and on the roster sheets, as well as the newly introduced rules.

INTRODUCTION

You have in your possession a football game with all the features of Professional Football. Professional players will perform for you according to their records and your coaching decisions.

All rules of football apply. Each coach selects his team. Place the team specialist card and starting quarterback on the positions marked on the playing board. Punch out football, first down marker and discs found on two perforated sheets. Select one man for each of the additional following positions for your starting lineup: tight end, flanker, split end, halfback and fullback. When on offense, hold these 5 cards in your hand (use them as a shield for your play selector) releasing one card to the position marked running back or intended receiver, on the playing board. This designated card will be the running back or intended pass receiver for that play. The remaining players should be set apart from your starting lineup to be used as substitutes. In selecting your players, you may refer to their records at the bottom of each card for helpful advice. To qualify for a position, a player must have the position stated on his card (found in top right-hand corner of his card). Place to one side your advanced defensive cards and advanced play selector. You will note that there are two sets of squares (that must be punched out) containing numbers and positions on both sides. Each player should take one set of squares and match them up against his team's defensive ratings (found on offensive and defensive rating card). For example, if the defensive card lists your starting middle linebacker as a 5, place the square with a value of 5 and stated position of middle linebacker on the field. Place the appropriate squares or defensive players in the appropriate positions as explained in the defensive formation instructions (3-4 Defense, 4-3 Defense, etc.) Note: the Defensive Formation Chart contains a complete list of these placements.

GAME PARTS

The following game part descriptions will be helpful in reading the instructions:

- **X-CHART** – A chart that is delivered with the board game. This is a 2-sided chart that contains the following charts to be used with the Computer Game Rules: Short Gain chart, Super Advanced Pass Rush Chart, Injury Chart and the Fumble Chart. The X-Chart also contains charts that are not used with the Computer Game Rules since replacement charts are supplied: Long Gains, Interception Returns, Penalty, Number of games injured and Onside Kickoff charts.

- **SPECIALIST CARD** - contains results for punting, kickoff, extra points, field goals, penalties, punt returns and kickoff returns. Each team has one two-sided (information on both sides of the card) specialist card.
- **OFFENSIVE PLAYER CARDS** - each team is represented by a series of 11 cards for the following positions: quarterback, halfback, fullback, tight end, split end, and flanker. Some of these cards are two-sided (information on both sides of the card).
- **ADVANCED DEFENSIVE CARD** - contains results of plays yielded by the team's defense. Each team has three advanced defensive cards.
- **ADVANCE PLAY SELECTOR** - enables you to indicate your offensive and defensive play selections. Each game contains two play selectors.
- **DEFENSIVE PLAYER SQUARES** - are the two-sided perforated squares. They are used to indicate both the positioning and the quality value of each team's defensive players. Two sets of squares are included with each game.
- **ADVANCED OFFENSIVE and DEFENSIVE RATING CARD** - contains the quality value ratings for each team's offensive and defensive players. Each offensive lineman or back's run block and pass block ratings are denoted on this card. Also, each defensive lineman and linebacker's ratings against the run and pass rush are denoted and each defensive back's defense rating is listed. Each team has one two-sided advanced offensive and defensive rating card.
- **SPECIAL BLACK DIE** - rolled at the beginning of each play (kick, pass or run). The black die determines penalty and pass rush situations. The black die is not rolled with any additional dice rolls generated from the initial roll (except to determine Receiver fumbles and QB Sack fumbles).

HOW TO PLAY

UPDATE YOUR ADVANCE PLAY SELECTOR

Before beginning play with the computer game rules you will need to make the following changes to the advance play selector:

- Add "Draw Play HB" and "Draw Play FB" circles under the "PASS RECEIVER OR RUNNER" area of your Advanced Play Selector.
- Add "Kick" and "Fake" circles underneath the Look-In Pass and Flat Pass circles of your Advanced Play Selector.

KICKOFF

Toss a coin to determine who kicks off and who receives. To kickoff, select your team's specialist card, roll two dice only, and read the results underneath the kickoff portion. The number following the result indicates which opposing back has received the kickoff.

KICKOFF RETURN

The opposing coach receiving the kickoff selects his team's specialist card and rolls 3 dice when returning a kickoff. Use the total of the red dice to read the results underneath kickoff returns for the proper receiving back. Normally you will not need the white die. However, if a fumble or TD reading occurs you will use it. If a fumble reading occurs then check the white die. If it is a 1, 2 or 3 then accept the fumble reading. However, if it is a 4, 5 or 6 then ignore the fumble reading. If a TD reading occurs and the white die is 1 through 5 then accept the touchdown. However, if it is a 6 then roll on the Variable Long Gain chart for the play result. Kickoffs caught behind or on the goal line may be runback or brought out to the 20-yard line -- the offensive coach must declare his intention before rolling dice for runback results.

ONSIDE KICKOFF

When a team decides to try an onside kick use the new Onside Kickoff chart found in these computer rules, instead of the one found on the original X-CHART. Refer to onside kickoff chart in the same fashion as kickoffs (as discussed before). The chart tells you how many yards the ball has traveled and which team has gained possession of the ball. No runback occurs. To attempt an onside kickoff, the offensive coach simply declares his intention. The kicking team is considered to be the defense.

SQUIB KICKOFF

When a team decides to try a squib kickoff follow all normal kickoff rules with these adjustments to the card readings:

ADJUSTMENTS TO THE "KICKOFF CARD" RESULTS

- Add 25 yards to the stated yard line. For example, if the kickoff card says the ball is kicked to the 5-yard line it would go to the 30-yard line instead.
- If the original says "Touchback" then the ball goes to the 20-yard line instead.

ADJUSTMENTS TO THE "KICKOFF RETURN" AND "REFER TO OPPONENTS" RESULTS

- Use the card of the designated kickoff returner for purposes of determining results, but understand that the kickoff return is actually made by an up-back so do not add the results of the kickoff return to the returner's game statistics.
- Subtract 15 yards from the return yardage shown in the result. No resulting yardage may be less than 0 yards nor more than 30 yards.
- If the return is shown as "Touchdown" then use the Long Gain chart to determine the outcome of the play instead. **Accept whatever result is shown on the Long Gain chart without subtracting any yardage.**

NFL DYNAMIC KICKOFF RULE

This NFL rule began being used with the 2024 season. It is implemented as follows:

- A white die is rolled in addition to the X and 2 red dice.
- Kickoffs are from the 35-yard line.
- A ball that hits in the "Landing Zone" (the receiving team's goal-line to their 20-yard line) must be returned.
- For a negative yardage result from the kickoff card, refer to the white die.
    - **White Die 1-3:** The ball hits in the landing zone and bounces into the endzone. The ball must be be returned or downed by the receiving team. If downed the resulting possession begins at the 20-yard line.
    - **White Die 4-6:** The ball is caught by the returner in the endzone. The ball must be be returned or downed by the receiving team. If downed the resulting possession begins at the 30-yard line.
- A "Touchback" reading from the kicker's kickoff card indicates that either the ball went through the back of the endzone or it was caught and downed in the end-zone. In either case the resulting possession begins at the 30-yard line.
- If Red Dice total 12 and the White Die is a 4, 5 or 6 then ignore the reading from the kicker's kickoff column. Instead, the ball falls short of the "Landing Zone" or goes out-of-bounds and is whistled dead. The resulting possession begins at the 40-yard line. Note that this is recorded as a touchback to the 40-yard line.
- Onsides kicks can only be used by the trailing team after the 4th quarter has begun.
- Squib Kickoffs are no longer available as they conflict with the landing zone rules.
- Also see the "Safety Rules and Safety Fee Kicks" section of these rules.

PLAY CALLING SEQUENCE

Each coach should have in his possession an advanced play selector. Use little circular discs (found on perforated sheets) to mark selections, and then reveal your respective choices as described below. The defense calls his play. Here is the sequence of play:

- Offense selects formation & subs and optionally announces he is in the "shot gun". See the Offensive Formations chart. The offense can also choose to punt or kick a field goal at this point.
- Defense selects formation & subs, and optionally announces that he is "showing blitz". See the Defensive Formations chart in Attachment A. NOTE: Prevent & short yardage defenses are not selected at this point. For example, instead of selecting "Sht Yd 3-4" the coach would select the "3-4".
- Offense can call a timeout before selecting play – they may want to depending upon the formation selected by the defense. If a timeout is called by either team then restart the play sequence from the beginning.

- Offense selects play (hidden from opponent). Select one of the plays on the advance play selector and also designate the ball carrier or intended receiver. If the offense is punting or attempting a field goal they must select "Kick" or "Fake" at this point.
- Defense selects his play – Pass or Run (Defense can call a timeout before selecting play). Short Yardage or Prevent defense can be selected at this point. The defense then adjusts his formation manually on the field (remember, when you move a defensive player, you strengthen one zone, but weaken another). Double-teaming and Keying can be selected as well. If the offense is punting or attempting a field goal the defense must announce if it is going to try for a block at this point.

OFFENSIVE AND DEFENSIVE PLAYER'S RATINGS

The offensive and defensive players' numerical values (found on both sides of offensive and defensive rating card) come into play in the following on certain readings found on the advance defense cards. For example, on a running play the reading "OFFENSIVE C +7 or +3" is found on the defensive card. Refer to the offensive center's run block rating, found on the Advanced Offensive and Defensive rating card to the right of his name. If the rating is equal or better than the white die's reading, the offense has run for 7 yards. If the offensive center's rating is less than the white die's reading, the offense has gained only three yards. For this example, let us assume the run block rating of the offensive center is 5 and the white die rolled is a 4. Since the rating is greater than the white die's reading of 4, it is a 7-yard gain. The same procedure is applied to defensive player ratings. For example, say the reading "DEFENSIVE LEFT TACKLE +1 or +6" is rolled and the white die is a 5. You must determine whether the left tackle stopped the play. If his defense number (number to the right of his position found on defensive rating card) is less than 5, a six-yard gain results. However, if his defense number is five or better, the play gains one yard. It is to be noted that the greater the ability ratings of the offensive player, the more yardage gained; whereas the greater the ability of the defensive player, the less yardage gained. You may also determine the correct amount of yardage by always accepting the first yardage figure for either an offensive or defensive player if the player's ability number is equal or better than the white die's number. If the rating of an offensive onside tackle, guard, or end is needed, use the player's rating on the side the play has been directed. For example, if you call a run around right end and the reading is onside tackle, refer to your right tackle's rating.

In throwing a short pass, a quotation similar to the following may occur, DEFENDER: X or +15. To determine the identity of the defender covering the play, refer to the top right-hand corner of the intended receiver's card. Let us say that the short pass was intended for the tight end, and the white die's reading was 4. To determine the defender covering the play, refer to the tight end's card. The defender is the strong safety. If the strong safety's rating is 4 or better, the pass is incomplete; if his rating is less than 4, the pass is completed for 15 yards. In all of the above situations, the white die determines the required ability rating needed. Any readings of linebacker in zone or defensive back in zone would follow the same procedure for determining play results. NOTE: Refer to the Offensive Formation chart for further details regarding coverage responsibilities.

SPLIT DEFENSIVE RATINGS – OPTIONAL RULE

Some seasons produced after 2014 include 2-digit defensive ratings for linebackers and safeties. These 2-digit ratings are designed to be used with this optional rule. **If you do not use this rule** then **always** use the first number listed as the defensive player's rating. For example if the player is assigned a "65" defensive rating then always use "6" as his defensive rating when not using this rule.

When using the optional Split Defensive Ratings Rule, the 2-digit defensive rating consists of his pass rating followed by his run rating. So if the defender is rated "45" then his defensive rating against a pass is "4" and his defensive rating against a run is a "5".

Whenever a pass is being defended use his first rating. Whenever a run is being defended use his second rating. Note that all containments (both linebacker and strong safety) are considered runs for purposes of this rule, so always use the defenders second number when checking containment.

Important notes:

- This rule **overrides** the following two rules (found below) regarding Free Safeties. Instead of being rated 0 use the Free Safety's Run Defense rating when following these two rules:
  - *The Safety Blitz cannot be used if the free safety is assigned coverage responsibilities. Against a run, treat a blitzing free safety in the same manner as a blitzing zero-rated linebacker.*
  - *If he is moved into the flat/look-in pass zones, or he is placed on the line of scrimmage, consider him an additional linebacker for purposes of determining the number of linebackers in the zone. If the reading "LB in zone" occurs on a run consider his defensive rating against the run to be 0.*
- Sometimes you may wish to use players who have double-digit defensive ratings along with players who have single-digit ratings (for example, a draft league that contains both older and current season players). In such a scenario use the following rules to determine the secondary rating for a defender who only has a single-digit rating:
  - For linebackers his secondary rating is always the same as his primary rating. So if a linebacker is rated a "4" then he becomes a "44".
  - For Safeties his secondary rating is always "0". So if a safety is rated a "4" then he becomes a "40".

GREAT PLAYER IMPACT RULE

Some players are so great that they can impact a game far above other players. This optional rule takes that factor into account. Whenever a player's rating is needed to determine the outcome of a play from the Team Defense card refer to this rule if that player is rated a "6". Roll 1 die and refer to the following rules:

"6" rated Defense Rating vs. a Run: if the additional die is a "6" then the great defensive player forces a fumble!

"6" rated Defense Rating vs. a Pass: if the additional die is a "6" then the great defensive player intercepts the pass!

"6" rated Offense Block Rating: if the additional die is a "6" then the great offensive block rating results in a Short Gain by the offense!

Note: If a player's rating is modified due to a formation change then use his original rating for purposes of this rule. If a player's rating is modified based upon any other game rule (for example, he is injured) then use his modified rating.

RUNNING PLAY CALLED BY THE OFFENSE

There are three basic running plays: linebuck, off tackle and end run. To find the result of a run, the offensive coach rolls THREE dice, reading THE WHITE DIE SEPARATELY FROM THE COLORED DICE TOTAL. IF THE WHITE DIE YIELDS a 1, 2, or 3 value, you would look at the offensive back involved in the play. IF THE WHITE DIE'S NUMBER IS 4, 5, or 6, YOU LOOK AT THE DEFENSIVE CARD OF THE TEAM PRESENTLY PLAYING DEFENSE, referring to that section of the card that indicates the selected offensive play. The colored dice total refers to the series of numbers (2-12) located within each column for either the offensive player or team defensive card. As an example, let us say the offense called for an End Run, the defense guessed Run, and a white 3 and a colored dice total of 4 is rolled. You would look at the running back's card underneath END RUN-RIGHT (since the defense correctly called a run). You would refer to number 4 (colored dice total) for the result (example: a +4 would indicate a four-yard gain). If the defensive coach had guessed a pass instead of a run, the play would have been guessed wrong, and you would look at END RUN-WRONG column for the result. Under the same circumstances, if the dice roll yielded a white 5 and a colored dice total of 6, the defensive coach would refer to his team defensive card under END RUN number 6 for the play result. Please note that on the defensive card, it makes no difference whether the play was called right or wrong.

PASS PLAY CALLED BY THE OFFENSE

There are three basic types of passes: flat pass (this includes look-in passes), short pass, and long pass. Let us say that the offensive coach calls a flat pass to his tight end and the defense guessed a run. THE PLAY HAS BEEN GUESSED WRONG. The dice roll yields a white 2 and colored dice total of 5. The offensive player refers to the quarter-back's card underneath FLAT PASS WRONG to the number 5. Say the result is a +8, this is a completed pass for eight yards. If the defensive coach had guessed a pass, the offensive coach would look at FLAT PASS RIGHT. Let us say there is nothing printed in the proper space, this indicates that the pass is incomplete. If the white die's number is 4, 5, or 6, you look at the defensive card of the team presently playing defense referring to that section of the card that indicates the selected play. If the dice had revealed a white 4, and a colored dice total of 6, the defensive coach would refer to his defensive card underneath FLAT PASS to number 6 to find the result of the play. In all passing situations where the white die is 1,2, or 3, always refer first to the quarterback's card, not the intended receiver. Only look at the receiver's card if the results of the quarterback's card, or the defensive card state the word RECEIVER. In this case you would then refer to the intended receiver's card. The offensive player would roll the dice, and look under FLAT PASS-RIGHT of the receiver's card for the final result.

FLAT PASS OVERRIDE

Sometimes a team will make a great call on a Flat Pass and have two linebackers positioned in the zone. In cases like this there are occasionally incompletions in the 2 LB column that are positioned next to a negative yardage completion in the 1 LB column. In these situations it actually hurts the coach who made the great call to position 2 LBs in the zone because a negative yardage completion is better than an incomplete for the defense. To rectify this situation you may use the result from the 1 LB column (a negative completion) to override the result from the 2 LB column (an incomplete pass).

EMPTY FLAT PASS = GUESSED WRONG – OPTIONAL RULE

This optional rule overrides the "Guessed Right" call (a correct call of "Pass" by the defense) and forces it to be "Guessed Wrong" when there are no linebackers in the zone that the ball is thrown to.

Notes:

- This rule is not in effect for Dump Off Flat Passes – by rule they are always guessed Right.
- If there are at least 5 men on the line (excluding the FS) and there is no more than 1 double-teamed opponent, then this rule does not apply.

CONSIDER FLATS AS RUNS - OPTIONAL RULE

In recent years the flat pass (also designated as a screen pass) has often been utilized in real-life similar to a running play. The completion is frequently made behind the line of scrimmage in order to have as high a completion percentage as possible, and the idea is to gain the same type of yardage that a typical running play might net you (or hopefully more with good yards after catch). In essence, teams use these quick passes in lieu of runs. In Strat-O-Matic this real-life change in strategy (along with a general shift in emphasis towards the passing game) has resulted in gamers guessing "Pass" most of the time, often trying to stop the run by positioning linebackers appropriately.

In order to restore a balance to the defensive Run/Pass decision, we are introducing an optional rule that will consider flat passes to be runs when determining which column on the offensive player's card to use (the Right or Wrong column). When using this rule the defense will often have a much more difficult decision to make when guessing Pass or Run, which is the intent of the rule. Other than containment (described below), this rule has no other effect - it only changes the column to be referred to on the quarterback and receiver cards.

To illustrate how this rule works, say that the offense calls for a flat pass and the defense guesses "Pass". That is considered a "Wrong" call. However, If the offense calls for a flat pass and the defense guesses "Run" then that is considered a "Right" call.

In addition to the above changes, this rule includes **Strong Safety Flat Pass Containment**. In third or fourth down situations which 5 or more yards are needed for a first down the Strong Safety is responsible to contain the Flat Pass when “Pass” is called.

In these situations, if the white die roll is 1, 2, or 3, then the Flat Pass Containment is in effect. You must refer to the "Run Containment Chart" to see if the Strong Safety stops the receiver short of the first down. If the receiver is stopped short of the 1st down then the white die indicates how many yards short of a 1st down he was. Note that containment is in effect on both the Quarterback and the Receiver's cards.

For example, if the Strong Safety is rated 5 and a 2 is rolled on the white die then the receiver is stopped 2 yards short of a first down. However, if the reading from the card results in more than 2 yards short from a first down, accept this result instead. Continuing with the same example (where a 2 is rolled on the white die) let's say this occurred in a 3rd and 10 situation and that the QB flat pass card yields a 7-yard completion, accept this figure rather than crediting the receiver with an 8-yard reception.

Strong Safety Flat Pass Containment only applies to results read off Quarterback and Receiver Flat Pass Wrong columns. Results derived from defensive cards remain the same.

With the use of this rule All Pro Strong Safeties (like Troy Polamalu in his prime) will truly become important weapons in your Strat-O-Matic games!

Important notes:

- This rule only applies to flat passes, and not to look-in passes (which are never thrown behind the line of scrimmage). So when using this rule, if the defense guesses "Run" and a flat pass is thrown it is "Guessed Right" but if a look-in pass is thrown it is "Guessed Wrong".
- This rule is never in effect for receivers who are double-teamed. If a receiver is double-teamed follow all rules (including double-teaming rules) as if this rule were not being used.
- This rule is not in effect for Dump Off Flat Passes – by rule they are always guessed Right.
- This rule can be used with or without the "Empty flat pass = guessed wrong" rule. However, when used together the "Empty flat Pass = guessed wrong" rule only applies to look-in passes (as true flat passes are considered to be runs).
- In the computer game, the computer manager automatically senses when this rule is being used, and it sometimes overrides the guess of "Pass" with a guess of "Run" when it is expecting a flat pass to be thrown.
- We do not recommend that you use this rule for seasons prior to 1994.
- If a running back is keyed, a flat pass would be considered WRONG.

LOOK-IN PASSES

When throwing a look-in pass refer to FLAT PASS for results. As a look-in pass must gain yardage, all look-in pass results of 0 or minus yardage are considered incomplete.

RECEIVER READING

When the reading RECEIVER comes up, roll all 4 dice and using the total of the red dice refer to the appropriate column on the intended receiver's card to see if the pass is completed. If it is completed and the black die reading is X, a fumble may occur (normally an X indicates a penalty when using the optional penalty system, however a penalty can only occur on the first roll, not on the roll when you refer to the receiver's card). Refer to the rolled white die number to see if a fumble has occurred. You would look at Receiver and QB Fumble rating found at the bottom of the Offensive Team Rating card and adjust it according to the TEAM REC/QB FUMBLE RATINGS ADJUSTMENT CHART. For example, if a team has a fumble rating of 1-3 then referring to the chart you would see that you should use 1-2 when checking for a receiver fumble. Using this example say that a white die reading of 2 occurs, the receiver has fumbled. A white die number of 3, 4, 5 or 6 would not yield a fumble. If a fumble occurs, follow the fumble procedures outlined below.

OTHER READINGS THAT ARE FOUND ON PLAYER AND DEFENSIVE CARDS

- **Must Run** -roll two dice and refer to quarterback's must run section (found *on* reverse side of his passing card). **Also refer to the Shadowing and Out of Bounds rules for additional information regarding Must Runs.**
- **Short Gains** -roll two dice, and refer to short gain section of X Chart.
- **Long Gains** - Ignore the Long Gain chart found on the X Chart. When a Long Gain occurs roll three dice and refer to the Variable Long Gain Chart. There are three lines within each box of the grid. Use the first line for the visiting team and the third line for the home team. If the game is being played on a neutral field (as is usually the case in the Super Bowl), or if you do not wish to use home field advantage rules, then use the middle line. Example: The home team gets a long gain reading and rolls a white 6 and a total of 10 on the red dice. 6-10 for a home team is a 71-yard gain.
- **Split Numbers** - always roll two dice in split number situations. An example can be found on most running back cards under END RUN RIGHT, number 5. Say, for example, the reading on the card was F+1, 2-9 +1, 10-12. If the dice roll falls between 2 and 9 there is a fumble (F) with a one-yard gain. If the dice roll falls between 10 and 12, there is ONLY a one-yard gain. Most fumbles and interceptions occur in split number situations.
- **DOUBLE READINGS (NUMBERS FOUND IN PARENTHESES ON CARDS)**
  - On most running back cards there are some readings in parentheses. Ignore the results in parenthesis as these relate strictly to the elementary version of the game.
  - There are double readings in the Flat Pass column of some Quarterback cards produced after 2014. The use of these readings is described below in the "Yards After Catch" section.
- **X** - Incomplete pass (also is a blank space on player or defensive card).
- **F** - Abbreviation for Fumble. In most fumble situations, it will be necessary to roll the dice twice: the first roll determines if a fumble has occurred (split number situation); the second roll indicates which team recovered the fumble.
- **Int** - Abbreviation for Interception. In most interception situations, the dice must be rolled twice; the first roll determines if an interception has occurred (split number situation); the second roll determines the interception return.

YARDS AFTER CATCH – OPTIONAL RULE

For some seasons produced after 2014 there are double readings (readings in parentheses) found in the Quarterback Flat Pass columns. When not using this optional rule ignore the reading in parenthesis and use the original result. When using this optional rule the reading in parentheses indicates how many yards the pass travels in the air before it is caught. To determine how many yards the receiver added after making the catch roll 2 dice and refer to the YARDS AFTER CATCH CHART using the receiver's YAC rating. Add the yards gained (or lost) to the reading found in parenthesis on the quarterback card to determine the total yards for the completion.

Notes

- When a reading of "LG" is found on the YARDS AFTER CATCH CHART do not add the Long Gain chart result to the number in parenthesis on the QB card. Instead, roll the dice on the Long Gain chart and use whatever reading that is found there as the final result of the play.
- Remember that receivers should not exceed their longest gain, if using that rule.

INTERCEPTIONS and RETURNS

Important: When an interception occurs on 4th down the defense can choose to either intercept the ball or to simply bat it down to the ground for an incompletion (which will make more sense in many cases).

When an interception occurs, roll two dice, and refer to the INTERCEPTION RETURN CHART for runback of interception. Alternatively, the defense can decide not to try an interception return and accept possession of the ball at the point of the interception (this eliminates the possibility of a fumble). The figure following the word "intercepted" indicates the number of yards from the scrimmage line that the interception occurred. For example, "intercepted +13" would mean that the pass was intercepted 13 yards

from the scrimmage line and the runback would therefore take effect 13 yards from the scrimmage line. NOTE: Certain readings result in a TD for flat passes only – these TDs do not apply to look-in passes.

If you wish to determine who recorded the interception another dice roll is necessary. Roll 2 dice and refer to the Interception Determination Chart to see which defensive player has intercepted the ball. In cases where the highest rating determines who recovers the ball randomly choose between players who are tied. If a player who is not in the game is listed, or no defender qualifies, then roll 1 die and credit the following with the interception: 1:lcb 2:rcb 3-4:ss 5-6:fs.

FUMBLES

Once a fumble has occurred, roll two dice to see which team has possession of the football. If the dice roll is a 2 to 6, 11 or 12 then the team that lost possession of the ball recovers its own fumble, if it is a 7 to 10 the opposing team recovers the fumble. If you wish to determine which player recovered the fumble another dice roll is necessary. Roll 2 dice and refer to the appropriate Fumble Recover Chart to see which player has made the recovery. After recovering the ball the player can attempt to advance the ball – see the Advancing Loose Ball Chart. **Note that in this chart there is a separate section for fumbles recovered by the defensive team following a sack, or a fumble by a wide receiver, since those two situations show a significant statistical increase in return yardage compared to other situations.** In cases where the highest rating determines who recovers the ball randomly choose between players who are tied. If a player who is not in the game is listed, or no defender qualifies, then roll the dice again. For fumbles that occur on kickoff and punt returns, if the offense recovers credit the returner with the fumble recovery. If the defense recovers then randomly choose between all players rated "Linebacker" or "Defense Back".

ADVANCING LOOSE BALLS

Whenever a loose ball is recovered (after fumbles or blocked kicks) the team that recovers has the option to either fall on the ball or to try to advance it. If you wish to try to advance then roll 2 dice and refer to the Advancing Loose Balls Chart. NOTE ON FUMBLES RECOVERED BY THE OFFENSE: On fourth down, during last two minutes of either half, or when attempting a 2-point conversion, the ball may be advanced only by the fumbling player. If another offensive player recovers in any of these situations the ball may not be advanced.

PUNTS

Refer to punting section of the specialist card in the same fashion as kickoffs (as discussed before). To punt, the offensive coach announces that he will punt. On the play selector the choice is made to either punt or fake the punt. The defense then announces if it will put try to block the punt or not. If the defense does not attempt to block the punt then ignore all running into the punter and roughing the punter penalties. If the defense attempts to block it then roll three dice when punting (otherwise roll 2 dice). If the white die is a 1 and the red dice total 12 then the punt is blocked, disregard the reading found on the card. In addition, other blocked punts occur on some punter's cards. Note: a punt cannot be blocked unless the defense has tried for the block (if a block occurs on the card ignore it and re-roll the dice). Whenever a punt is blocked it must be recovered. Use the Blocked Kick chart to determine which team recovers the ball. The team that recovers can attempt to advance the ball – see the Advancing Loose Ball Chart. If the offense attempts a fake then refer to the Fake Punt/Kick Chart instead of the punter's card for the play result. In addition, if a penalty occurs on a fake use the section relative to the play (Run or Pass).

COFFIN CORNER PUNT

Follow the above punting procedures but before rolling the dice announce this is a coffin corner punt. After rolling for the punt and determining the initial punt distance roll all 4 dice. Add the white die together with the two red dice and subtract this distance from the punt giving the adjusted punt distance. If the black die is an X then the punt stays in-bounds and it may be returned. If the black die is a blank or a "D" then the punt goes out-of-bounds. If the adjusted punt distance reaches the goal line, or it goes out of bounds past the goal line, then a touchback occurs (no return is possible). EXAMPLE: Say the ball is on the defensive 35-yard line and a coffin corner punt is attempted. The initial roll indicates a punt of 43 yards to the #1 Back. Do not attempt a punt return yet. Instead, roll all 4 dice. Let's say a black "D" was rolled along with a white three and two red sixes. 3+6+6 = 15 (this is the yardage to subtract from the initial punt distance).

43-15 = 28. Therefore, this is a 28-yard punt that goes out of bounds on the 7-yard line. Had the black die been an "X" then the ball would not have gone out of bounds and the number one punt returner could have elected to try and return it.

PUNT RETURNS
Refer to the PUNT RETURN section of the specialist card in the same fashion as KICKOFF RETURNS (as discussed before). A coach can decide if he wants his punt returner to attempt to return the punt or let it bounce. If he decides to try to return it, then roll all 3 dice when referring to the punt return column. If a 1 is rolled on the white die then the punt bounces and cannot be returned. In that case, and in the case where the coach has decided not to attempt a return, roll 2 dice and refer to the Punt Bounce chart to determine what happens to the ball after it bounces. Note: A punt that bounces off a member of the receiving team and is recovered by the kicking team cannot be advanced.

EXTRA POINTS and FIELDGOALS
Refer to the proper section of the specialist card. To determine whether a field goal is successful consult that portion of field goal chart that coincides with your scrimmage line. If you are keeping statistical records, record field goal attempts 17 yards behind the scrimmage line, though you are referring to the scrimmage line for results.

You cannot attempt a field goal which is greater than **68 yards long (line of scrimmage at the team's own 49 yard line for current era teams)**. You can attempt a field goal that is longer than the listed range on the place kicker's card, as long as it is not longer than **68 yards**. This "desperation" type of kick is considered good if the red dice total 2.

All field goals attempted and missed from beyond the 20-yard line will result in the defensive team taking possession of the ball at the spot of the kick which **(for purposes of our game)** is 7 yards behind the line of scrimmage (NOTE: Prior to the 1994 season the ball would be spotted at the line of scrimmage, and prior to the 1974 season the ball would be spotted at the opponent's 20 yard-line). On any field goal attempted and missed where the spot of the kick is on or inside the 20-yard line, ball will revert to defensive team at the 20-yard line.

Starting with the 1994 season the offense can opt to go for a 2 point conversion instead from the 2 yard-line (pass or run) instead of trying to kick an extra point.

The sequence for kicks is as follows: The offense announces that it will kick a field goal or point-after. On the play selector the choice is made to either kick it or to fake it. The defense then announces if it will put try to block the kick or not. If the defense does not attempt to block the kick then ignore all running into the kicker and roughing the kicker penalties. If the defense attempts to block it then roll three dice when trying for the field goal or PAT (otherwise roll 2 dice). If the white die is a 1 and the red dice total 12 then the kick is blocked, regardless of whether or not it would have been good. Otherwise, refer to the two red dice to determine if the kick was good. If the defense attempts to block the kick then all rolls of 12 that are listed as "no good" are considered to have been blocked by the defense. (CLARIFICATION: If the red dice total is 12 and the kick is listed as "good" then the kick is not blocked unless a 1 has been rolled on the white die). Note: a kick cannot be blocked unless the defense has tried for the block. If a PAT is blocked then play is whistled dead, however starting with the 2015 season a blocked PAT can be advanced by the recovering team who scores 2 points if they cross the opposing goal-line. If a field goal attempt is blocked roll the 2 dice again and refer to the Blocked Kick Chart. If the defense recovers they can attempt to advance the ball – see the Advancing Loose Ball Chart. If the offense recovers the defense takes possession of the ball at the point of recovery. If the offense attempts a fake kick then refer to the Fake Punt/Kick Chart instead of the kicker's card for the play result. In addition, if a penalty occurs on a fake use the section relative to the play (Run or Pass).

VARIABLE LENGTH FIELD GOALS
In order to provide more realism, to simulate varying conditions on the field, and to differentiate field goal distances more precisely you can use this optional Variable Length Field Goal rule.

After the offense decides to kick a field goal two dice are first rolled and the Variable Length Field Goal Chart is consulted. This chart adds or subtracts up to 5 yards to or from the chances on a field goal attempt.

For example, say you are about to try a field goal from the 24 yard-line. You would normally consult the "23-32" column for this field goal, but when using this rule that might not be the case. First roll two dice and consult the Variable Length Field Goal chart. Say that a "4" is rolled. The chart says to subtract 3 yards from the original field goal location before determining which column to use for the field goal. In this example, 24 minus 3 is 21, so the "13-22" column for the place kicker is consulted for the upcoming field goal attempt instead of the "23-32" column.

SAFETY RULES AND SAFETY FREE KICKS

A safety occurs on all plays where a loss of yardage brings the ball back to the offensive teams' goal line or beyond. For instance, if a -2 result occurs from your 2-yard line that is considered a safety. After a safety, the team that was scored upon puts the ball in play with a "free kick" from its own 20-yard line. NFL teams often punt in this situation. The punting & punt return cards should be used for this kick. Obviously a blocked punt cannot happen, so if this reading occurs then re-roll the dice. Also, add 15 yards to the length of the free-kick punt as read from the punting column. This accounts for the fact that the punter is not standing 15 yards behind a line of scrimmage. **However, please note that the maximum adjusted punt should be for 79 yards. Additionally, when using the NFL Dynamic Kickoff rule, the minimum punt should bring the ball to the opponent's 20-yard line.**

When reading the Punt Returner's card for a Free Kick return certain adjustments must be made. If a Fair Catch reading occurs then roll 2-dice and add them together to determine the return yardage. (This accounts for the fact that fair catches almost never occur on Free Kicks). Accept negative yardage punt returns as-is, without adjustment. For punt return yardage of 0 or greater roll 2-dice and add their sum to the original punt return yardage to determine the number of yards the punt was returned. Important: This also applies to returns found on the opponent's punt return card.

Also note that after a free kick all punts are returned and there is never a punt on which the ball rolls further so that the punt is not returnable. In other words, if a "1" is rolled on the white die the punt should still be returned. This is because by NFL rules there is no such thing as a punt rolling to a rest on a free kick as it is considered a live ball.

Statistical Note: Even though you use the Punt Return card to resolve a free kick it is officially considered a kickoff return for statistical purposes.

TIMING RULES

PLAY CLOCK

The play clock is found on the playing field, 60 spaces as marked in 15-second intervals. The timing of each play differs slightly based upon whether or not the optional penalty system is used:

- **WHEN USING THE PENALTY SYSTEM -** Move two spaces or thirty seconds for all plays with the following exceptions: incomplete passes, all punts and kickoffs, field goal attempts, touchdowns. Move only one space or fifteen seconds for these exceptions. In addition, if the play result is read from the Offensive card and the game clock is <u>not</u> in the last 5 minutes of a half, then the following plays also take one space or fifteen seconds: completed passes (excluding look-in passes) and end runs. See the Out Of Bounds rules for further details regarding timing in the last 5 minutes of each half. Note: On all plays where a penalty is called move the clock just one space (or fifteen seconds).
- **WHEN NOT USING THE PENALTY SYSTEM** - Move two spaces or thirty seconds for all plays with the following exceptions: incomplete passes, fair-caught punts, field goal attempts,

kickoffs not runback and touchdowns. Move only one space or fifteen seconds for these exceptions.

Move only one space or fifteen seconds for these exceptions. Also timeouts may be used to reduce the timing of any play to 15 seconds or movement of one space. Each team is allowed three timeouts per half.

OUT OF BOUNDS

During the last 5 minutes of each half a player can try to get out of bounds on certain plays. The play called must be an End Run, Flat Pass (not look-in) or short pass. **In addition, the quarterback is eligible to try to get out of bounds on a Must Run as long as he is not being shadowed (this applies to any pass play that results in a Must Run including a long pass).**

The offense should indicate if he wants to try to get out of bounds before rolling the dice. If the white die is an even number then the player gets out of bounds and the clock moves just 15 seconds. If the white die is an odd number then he was not able to get out of bounds so the play takes 30 seconds (the coach can still call a timeout or have the QB spike the ball to save time). When a reading of "Receiver" occurs on pass plays roll all 3 dice again and determine the result of the play. If it is a reception check for the possible fumble prior to determining if the player makes it out of bounds (see the Fumble rules for Receiver Fumbles). If the ball was not fumbled then use the same white die reading to determine if he was able to get out of bounds. Note: This option can only be used for plays that would have normally taken 30 seconds off the clock (when playing with penalties some of these plays take just 15 seconds already).

2-MINUTE CLOCK

In the last 2 minutes of each half switch over the 2:00 clock. The clock is divided into 18 sections, each which take about 7 seconds. For plays that take 15 seconds move the clock two spaces (or "ticks"). For plays that take 30 seconds move the clock 4 ticks. For incomplete passes and plays that get out of bounds always move the clock just 1 tick. Also, for all kickoffs move the clock just 1 tick. Note: On all plays where a penalty is called move the clock just one tick. Prior to moving the clock at the end of each play one of the following strategies may be employed (Note: the minimum time that any play can take after these adjustments is 1 tick, and you cannot use more than one of these strategies on any given play):

- The offensive team can call "hurry up". The play that just occurred will take one less tick off the clock.
- The offensive team can spike the ball. The play that just occurred will take 2 less ticks off the clock.
- Either team can call for a time out. The play that just occurred will take 3 less ticks off the clock.

In the last 2 minutes of the 4th quarter move the clock 6 ticks if all of the following is true:

- The offense has the lead before the play begins.
- They run the ball and it stays in-bounds, or complete a pass that stays in-bounds, or kneel with the ball.
- No timeout is taken at the end of the play.
- The play result is not a scoring play (in this case use 2 ticks).
- The play is not a change of possession or penalty (in these cases use 1 tick).

If an injury occurs in the last 2 minutes of a half then the following rules apply. First, cap the number of ticks for all plays at 1 tick since the official has called a timeout to deal with the injury. Second, because this official timeout has been called the post-play options are not available (such as running the "hurry up" offense). Note: We do not suggest charging teams for Injury Timeouts in the last 2-minutes of a half (as per the current NFL rules) because those rules exist to prevent fake injuries which are not possible when playing Strat-O-Matic football. That is why we do not charge teams for injury timeouts in the computer game.

CHANGE OF POSSESSION

Since the clock stops on change of possession, all change of possession plays use 15 seconds on the regular game clock and one tick on the 2:00 clock.

TIMING OF SACKS

In the NFL the timing of sacks has changed over the years. For certain seasons the clock was stopped but was restarted as soon as the ball was spotted. In other seasons the clock didn't stop at all. The application of these rules also varied based upon whether or not it was the last 2 minutes of a half. Here is what we use for sack timing in the computer game:

YEARS	DURING LAST 2 MINUTES OF HALF	ALL OTHER TIMES
Up until 2001	Clock Stops – Use 3 ticks on the 2:00 Clock	Clock Stops – Use 15 seconds
From 2002 to 2013	Clock Runs – Use 4 ticks on the 2:00 Clock	Clock Stops – Use 15 seconds
From 2014 onward	Clock Runs – Use 4 ticks on the 2:00 Clock	Clock Runs – Use 30 seconds

QB SPIKE

Use when you wish to stop the clock without a timeout in the last 2 minutes of a half. At the end of each play the QB has a chance to spike the ball. First, reduce the previous play timing by 2 ticks (down to a minimum of 1 tick). Then roll three dice; if the white die is a 1 and the red dice total 12 then the ball is fumbled. The fumble occurs one yard behind the line of scrimmage. Roll for recovery. The clock moves 4 ticks on a fumble recovered by the offense, 1 tick if the defense recovers. If the ball is not fumbled then the team hurries up to the line and the QB spikes the ball – this does not take an additional tick. The spike does not count as an attempted pass in the game statistics. The offense loses a down and play continues.

HURRY UP OFFENSE

On plays where the clock continues to run the offense can elect to "hurry-up". First, reduce the previous play timing by 1 tick. Since the offensive team has hustled to the line of scrimmage neither team can make substitutions or change their formations (however, the offense can choose whether or not to use the shotgun and the defense can choose whether or not to safety blitz). Play continues as normal. This strategy cannot be used after a change of possession, incomplete pass or timeout. This option can only be used in the last 2-minutes of each half.

QB TAKES KNEE

You can have your quarterback take the snap and kneel down to help run out the clock at the end of the game. To do this Roll three dice. If the white die is a 1 and the red dice total 12 then roll the white die again – if it is a 1 again then the ball is fumbled. The fumble occurs one yard behind the line of scrimmage. Roll for recovery. The clock moves 4 ticks on a fumble recovered by the offense, 1 tick if the defense recovers. If the ball is not fumbled then consider this play a 1-yard loss and move the clock 4 ticks (or 1 tick if a timeout is taken by the defensive team). This option can only be used in the last 2-minutes of the half.

PASS RUSH, QB SACK AND DUMP-OFF RULES

The pass rush system is based on the individual blocking abilities of linemen and running backs and the pass rush ability of defensive linemen and linebackers.

The black die is rolled at the beginning of each play. The black die is not rolled with any additional dice rolls generated from the initial roll (except to determine Receiver fumbles and QB Sack fumbles). A blank reading or an X reading (assuming the penalty system is not being utilized) indicates that play proceeds normally. However, if the black die reading reveals a "D", a possible pass rush situation has occurred. A PASS RUSH OCCURS ONLY WHEN A "D" COMES UP ON THE SPECIAL BLACK DIE IN A SHORT OR LONG PASS SITUATION IN WHICH THE DEFENSE HAS CORRECTLY GUESSED "PASS." In all other situations (a run or a pass play where the defense has incorrectly guessed run), if the special black die reading is a D, X or blank, play continues in a normal manner.
Let us assume that a black die D reading, a white 4 and a colored dice total of 6 is rolled in a short pass situation guessed correctly by the defense. A three-step process begins:

1. Identify involved players -refer to left-hand side of both offensive and defensive rating cards with white die number. In regards to offensive rating card, refer to proper column based on opponent's defense (3-4 or 4-3).
2. Once players are identified, refer to the pass rush ability rating for the involved defensive player and the pass block ability rating for the involved offensive player. Their values may be found to the left of each involved players' name on rating card.
3. Refer to advanced pass rush chart for results utilizing ratings of involved players and colored dice total.

For example (assuming the above dice roll results and a 4-3 defense) a white 4, indicates the defensive right end (found on the left-hand side of the defensive team's rating card and the offensive left tackle (found in the 4-3 defense column of the offensive team's rating card). Referring to the ability values of each player, let us assume that the defensive right end is an 8 as a pass rusher and the offensive left tackle is a 5 as a pass blocker. Refer to the advanced pass rush chart. Please note that the series of numbers going down the left side of the chart refer to the pass block ratings and the numbers across the top refer to the pass rush ratings. The numbers within the chart are based on the colored dice total and indicate whether a sack has occurred. Find the correct combination of the pass block rating and pass rush rating and read across to the right of the colored dice total for the result. In this instance a colored dice total of 6 for an 8 pass rusher and a 5 pass blocker reveals a sack. A sack has occurred. Please see “Sack - Yardage Lost & Possible Fumble” to determine the amount of yardage lost on the sack. If the colored dice total had been 10 instead of 6, a sack would not OCCUR. As the quarterback was not sacked in this instance, the offensive coach rolls 3 dice for pass results (excluding the black die). Play proceeds in normal fashion.

Several superior pass rushers have two ratings -their normal rating and an asterisk rating (for example (7*) 12). Refer to his normal rating (in this instance, 12) when he becomes the involved player via his position being identified by the white die reading. Refer to the asterisk rating if the white die reading indicates an asterisk. Use this particular player's rating of 7 in this instance. If two or more players on a defensive team have asterisk ratings and an asterisk player's ability is required, alternate or randomly choose between them.

NO SACK OCCURS IF:

- **There are no defensive players on the line of scrimmage with an asterisk rating and an asterisk rating is needed.**
- There are no linebackers blitzing and the required rating is that of the "highest rated blitzing linebacker" (high LB).
- There are 0 or 1 linebacker(s) blitzing and the required rating is that of the "second highest rated blitzing linebacker" (second high LB).

Please refer to the "Blitzing Linebacker Adjustment Chart" to determine how linebacker(s) can increase the rating of the individual pass rusher. For example, in a 3-4 defense with the highest rated blitzing linebacker (whose pass rush rating is 4) as the indicated pass rusher, two additional blitzing linebackers would increase his rating to 6. However, blitzing linebackers have no effect on the pass rush rating within their own 10-yard line. For example, with the offense on the opponent's 9-yard line, blitzing linebackers would add nothing to the rating of the indicated player.

Sometimes a good pass rusher will disrupt the offensive blocking schemes which results in another player getting a sack. Whenever a sack is generated by a pass rusher who's adjusted pass rush rating is 8 or more roll 2 dice and refer to the Sack Reassignment Table to determine who gets credited with the sack. If Part A of this table says to reassign the sack then roll 1 die and refer to Part B to determine which player gets credited with the sack.

SACK – YARDAGE LOST & POSSIBLE FUMBLE

If a sack occurs, roll all 4 dice again. The red dice total will yield your loss. For example, if the red dice total 11, there is an 11 yard loss on the sack. If an X comes up on the black die a possible fumble may occur (normally an X indicates a penalty when using the optional penalty system, however a penalty can only occur on the first roll, not when checking for the sack yardage). Refer to the rolled white number to see if a fumble has occurred. You would look at the receiver and QB Fumble Rating found on the bottom of the Offensive Team Rating card and adjust it according to the TEAM REC/QB FUMBLE RATINGS ADJUSTMENT CHART. For example, if a team has a fumble rating of 1-3 then referring to the chart you will see that you should use 1-5 when checking for QB sack fumbles. Using this example say that a white die reading of 5 occurs, the quarterback has fumbled. A white die number of 6 would not yield a fumble. If a fumble occurs, roll 2 dice to see who has recovered it (see the Fumble section of the rules).

OTHER NOTES

- In a passing situation, if a defender is in the act of blitzing, and his ability rating is needed to determine the results of the play, the pass is considered automatically completed for the stated yardage.
- Linebackers must be blitzing in order to be credited with a sack.
- If an offensive player's pass block rating is needed, but that player is the target of the pass, then use "0" for the pass block rating since he is no longer at the line of scrimmage.

DUMP-OFF PASSES

Whenever a "D" is rolled on the black die for short or long passes, and the Defense calls "Pass", if no sack occurs then the QB is flushed out of the pocket.

When a QB is flushed from the pocket one of four things will happen. Either he will be forced to run, he will force a bad throw (interception), he will scramble and complete a pass to the intended receiver or he will throw a dump-off pass to another receiver. To see which result occurs, roll the white and red dice again and consult the appropriate card (Quarterback or team defense card) in the normal fashion. If a split occurs roll to see which reading is used. However, if a "receiver" reading occurs do not roll on the receiver's card. If a "Must Run" or an interception occurs then accept that result – the play is over. In addition, if a completion occurs directly on the Quarterback's card then accept that result – the play is over. However, if any other reading occurs (such as a completion from the defense card, an incomplete pass or a "receiver" reading) ignore the play result – the Quarterback must throw a dump-off pass to a randomly selected receiver.

A dump-off pass will always use the "0-men" column in the flat column of the Defense card and the Right column on the offensive player's card. Roll the white and red dice again and refer to the "Dump Off" chart to determine the target of the dump-off pass. If the player indicated on the Dump Off chart was the primary receiver, or if he is double-teamed or he is not in the formation being used, then use the Alternate List to determine which receiver gets the dump-off (choose the first player on the list who is in the formation, and was not the primary target and not double-teamed). The white die indicates which zone the dump-off is

thrown to: 1-2: left flat zone, 3-4: lookin zone, 5-6 right flat zone. Once the receiver and location have been determined, re-roll all three dice and refer to the proper flat pass column to determine the result of the dump-off pass. EXCEPTION: In the last 30-seconds of each half never refer to the Dump Off chart. Instead follow normal short or long pass rules to determine the outcome of the pass (remember, to use the "0-men" column in the flat column of the Defense card and the Right column on the offensive player's card). NOTES: This rule does not apply unless a "D" is initially rolled on the black die. In other words, when using a safety blitz and a blank is rolled on the black die you would check for the sack but you would not use the Dump Off Rules. This rule also does not apply when the offensive team is inside the 10-yard line.

UPDATED SACK RULE

The Updated Sack Rule is an optional rule that works very similarly to the Super Advanced Pass Rush system. The differences between to the two systems is that the Updated Sack Rule introduces sacks for flat passes, recognizes differences between the pass rush for a short and long pass, and makes adjustments for when a receiver is double-teamed (which can result in more sacks).

The Updated Sack Rule is percentile dice based (two 10-sided dice that are not included with the board game would be necessary to use this system if it were to be played with the board game).

The procedure for long and short passes is exactly the same as in the Super Advanced system except you consult the Updated Sack Rule Pass Rush Chart using the ratings of the indicated players Three numbers are listed in each section of the chart. They represent the sack percentage for long/short/flat passes respectively. For example, a short pass with a Pass Rush Rating of 13 and a Pass Block Rating of 4 results in a sack percentage of 90 as shown in the Updated Sack Rule Pass Rush Chart. The Pass Rush Rating row that you consult is modified according to the Updated Sack Rule adjustment chart.

IMPORTANT NOTE: If you are checking for a sack as a result of a Safety Blitz then consult the Safety Blitz Pass Rush Chart instead of the Updated Sack Rule Pass Chart to find the sack percentage. Using the same example shown above, on the Safety Blitz Pass Rush Chart you would find that the sack percentage is 55 for a short pass with a Pass Rush Rating of 13 and a Pass Block Rating of 4.

Sacks for flat passes follow the same rules as for long and short passes (for example, "Pass" must be called by the defense for a flat pass sack to occur), but with the following exceptions. First, in order for a flat sack to be possible there must be at least 5 men on the line of scrimmage (any combination of defensive linemen, linebackers and free safety). Sacks cannot occur on dump-offs because the sack chance was already missed when initially rolling the dice for the long or short pass play attempt. The Safety Blitz rule is modified for flat pass sacks as follows: A safety blitz sack situation for flat passes only occurs on a roll of "D", never when the black die is blank.

A few examples that show the various aspects of the system follow:

> A long pass is attempted. The defense is playing a 4-3, has correctly guessed pass, has moved 2 linebackers to the line of scrimmage and has correctly double-teamed the intended receiver. A "D" is rolled on the pass attempt indicating a possible sack. Using the white die reading of "1" and referring to the Offensive and Defensive rating cards, the matchup is the DLE (a 6 rated pass rusher) against the ORT (a 5 rated pass blocker). Referring to the Updated Sack Rule Adjustments chart, we will add +4 to the pass rush rating because the defense has 2 additional linebackers blitzing (in addition to the indicated man) and another +2 because the receiver was correctly double-teamed. So the modified pass rush rating is 6+4+2, or 12. Using 12 as the pass rush rating, and cross-referencing that with the 5 pass block rating the sack percentage in the chart is indicated to be 80. Now roll the two percentile dice and if the result is from 1 to 80 then a sack has occurred.

A flat pass is attempted. The defense employs a safety blitz. The black die is blank. No sack is possible since on flat passes the black die must be "D" in order for the safety blitz sack rule to take effect.

A flat pass is attempted against a 3-4 defense. The defense has moved one linebacker to the line of scrimmage. A "D" is rolled on the black die. No sack is possible because there are less than 5 total defenders on the line of scrimmage.

A flat pass is attempted. The defense is playing a 4-3, has correctly guessed pass, is showing blitz and has moved the free safety and all three linebackers to the line of scrimmage. A "D" is rolled on the pass attempt indicating a possible sack. Using the white die reading of "6" the Free Safety (rated 10 by rule) is matched up against the BB who has a 5 pass block rating. Referring to the Updated Sack Rule Adjustments chart, we will add +6 to the pass rush rating because the defense has 3 additional linebackers blitzing (in addition to the indicated man). Using the modified pass rush rating of 16, and cross referencing that with the 5 pass block rating the sack percentage in the chart is indicated to be 40. Now roll the percentile dice and if the result is from 1 to 40 then a sack has occurred.

ADJUSTING SACK YARDAGE LOST BY TYPE OF PASS

Sacks on long pass attempts tend to be for bigger losses than sacks on shorter pass attempts. In order to account for this you should apply the following changes after the two dice are rolled to determine the yards lost on a sack:

Flat Passes: Subtract 2 yards from yardage lost. However, if this results in a zero yard loss then change that to a 1-yard loss. For example, if a "7" is rolled then the Quarterback is sacked for a 5-yard loss.

Short Passes: No change, accept the original dice roll.

Long Passes: Add 2 yards to yardage lost. For example, if a "7" is rolled then the Quarterback is sacked for a 9-yard loss.

DEFENSIVE FORMATIONS

DEFENSIVE FORMATION CHART

The Defensive Formation Chart summarizes all of the information found in this section. It tells you detailed specifics about each defensive player's role in each type of defense. For example, reading down the column "DIME 3-2-6" you will see note number 24. Further down the chart, you will find that note 24 indicates that the defense must guess Pass to use this formation, and that it cannot be used inside the defensive 20-yard line.

4-3 DEFENSE

This is the standard defense used by most teams. Here is how the players are positioned on the playing board:

Left End and Left Tackle -in the areas marked Left End and Left Tackle respectively.
Right End and Right Tackle -in the areas marked Right End and Right Tackle respectively.
Left Linebacker - in the flat pass zone on the left side of the playing board.
Right Linebacker - in the flat pass zone on the right side of the playing board.
Middle Linebacker - in the look-in pass zone.
Cornerbacks and Strong Safety - in the short pass zone.
Free Safety – in the long pass zone.

The above formation provides you with ample strength in all areas. Note that all players are defending specific areas or zones against certain types of plays. The number of players defending each zone is obvious with the exception of the linebuck and off tackle zones. The left tackle defensive zone consists of the blitz

area left of left tackle and left tackle. The right tackle zone consists of the blitz area right of right tackle and right tackle. The linebuck zone consists of both tackles and blitz area found between the tackles. Note the difference in your defensive cards - they are divided into two or three sections instead of just one, as in the elementary game. Each section represents the number of linebackers defending a zone. You would therefore refer to the column indicating the number of linebackers defending that particular zone in which the offensive team has attacked. Also note that you have ten offensive play selections on your advanced play selector-several of which attack the right or left side of the defense.

You may move the following 4 defensive players as follows:

FREE SAFETY - (normally stationed in long pass zone) may be moved to the short pass zone or any other zone.

MIDDLE LINEBACKER - (normally stationed in look-in pass zone) may be moved to the blitz areas directly left, right and between both tackles. Additionally, the MLB may be moved to either flat pass zone.

LEFT LINEBACKER - (normally stationed in left side-flat pass zone) may be moved to the blitz areas found directly left only of left tackle and left end.

RIGHT LINEBACKER - (normally stationed in right flat pass zone) may be moved to the blitz areas found directly right of right tackle and right end.

3-4 DEFENSE

The 3-4 defense is set up the same as the 4-3 defense with the following exceptions: The left and right tackles are replaced by a nose tackle who is placed in the linebuck blitz area (blitz area located between left and right tackle designation). The middle linebacker is replaced by two inside linebackers who are designated left inside and right inside linebackers. The left inside linebacker must play in the left part of the look-in zone next to the left outside linebacker and the right inside linebacker must play in the right part of the look-in zone next to the right outside linebacker.

When playing with four linebackers, the inside linebackers may be moved into either the tackle spot or the tackle blitz area on their side of the field. The tackle spot guards against linebuck & off-tackle runs only. The tackle blitz area guards against off-tackle runs & can be used to blitz. Accordingly, the left inside linebacker may move into the left tackle spot to guard against a linebuck or an off tackle run only. He may also be moved into the left tackle blitz area to guard against an off tackle run or to blitz. He may also be moved into the left flat pass zone to assist the left outside linebacker or to provide flat pass coverage if the left outside linebacker blitzes or double-teams a receiver. The right inside linebacker would follow the same rules for the right side of the defense.

Please note that the left linebacker is the same as the left outside linebacker and the right linebacker is the same as the right outside linebacker. For example, on the fullback's card it indicates that the Left Linebacker is assigned to cover the fullback for short and long passes. In the 3-4 defense this refers to the Left Outside Linebacker. Also note that substitutes desginated as linebacker may play both inside and outside linebacker.

Note about Keying with a 3-4 Defense: A 3-4 defense must have have the maximum number of players in the zone for the key to work:

- End-Runs are not affected by this rule
- For Line Bucks the defense needs to have a defender in the Left-Tackle and Right-Tackle positions in order for the key to be successful.
- For Off-Tackles the defense needs to have a defender in both the Off-tackle Blitz zone and the Off-Tackle zone in order for the key to be successful (of course they have to be in the correct side of the field).

SWITCHING BETWEEN THE 3-4 AND 4-3

You may switch between a 3-4 and a 4-3 at any time and you do not have to call pass when you switch. In pass situations refer to the chart found on the roster sheet. In addition, follow these rule changes:

- TEAM THAT NORMALLY PLAYS 4-3 SWITCHING TO A 3 MAN LINE: Use whichever tackle you prefer as the nose tackle.
  - If the reading "defensive RT", "defensive LT" or "defensive tackle" is called for refer to the rating of the player who occupies the nose tackle position, however subtract one from his defensive rating.
  - When a linebuck or off-tackle run occurs with 2 linebackers in the zone refer to the "1 LB" column on the team defensive cards.
  - When a linebuck or off-tackle run occurs with 0 or 1 linebackers in the zone refer to the "0 LB" column on the team defensive cards.
  - Using a colored pencil, make these changes on the defensive card, to be used only when playing the 3-4: Put a symbol on the Linebuck 0LB roll of 7, a symbol on the Linebuck 0LB roll of 8, and a symbol on the Off Tackle 0LB roll of 8. (These are used in lieu of the existing symbol which is used when playing in a 4-3 defense).
  - Decrease the pass rush ratings of all players by 1.
  - Use the 3-4 style pass rush when determining which defender will try for a sack (refer to the team defensive ratings card of a team that normally plays a 3-4 under the heading "3 – 4 DEF" to make this determination).
- TEAM THAT NORMALLY PLAYS 3-4 SWITCHING TO A 4 MAN LINE: Move the nose tackle to one of the tackle positions and insert another tackle at the other position.
  - **If "defensive NT" Reading Occurs:**
    - **For an Off-Tackle Right run refer to the Left Tackle's defensive rating, however subtract one from his defensive rating..**
    - **For an Off-Tackle Left run refer to the Right Tackle's defensive rating, however subtract one from his defensive rating..**
    - **For a Linebuck roll a single die:**
      - **If the die is a 1, 2 or 3 refer to the Left Tackle's defensive rating, however subtract one from his defensive rating.**
      - **If the die is a 4, 5 or 6 refer to the Right Tackle's defensive rating, however subtract one from his defensive rating.**
  - Using a colored pencil, make these changes on the defensive card, to be used only when playing the 4-3: Ignore the symbol found on the Linebuck 0LB roll of 7, replace the symbol found on the Linebuck 0LB roll of 8 with a symbol and ignore the symbol found in the Off Tackle 0LB roll of 8.
  - Increase the pass rush ratings off all players by 1.
  - Use the 4-3 style pass rush when determining which defender will try for a sack (refer to the team defensive ratings card of a team that normally plays a 4-3 under the heading "4 – 3 DEF" to make this determination).
- By using these adjustments all defensive formations may be used by any team, whether they normally play either a 4-3 or a 3-4 defense.
- A player's rating is not reduced if he has a rating at the position he is switching to. Take for example a player who starts at LT on a team that normally uses the 4-3. If he is also rated at NT then use the rating that was assigned to him when switching to a 3-4. However, if he is not rated at NT then follow the above instructions by subtracting one from his defensive rating. NOTE: "Tackle" is used to describe a player who is rated to play either LT or RT (it does not mean he is rated to play NT).

PLAYING A DEFENSIVE TACKLE AT NOSE TACKLE

Whenever a defensive tackle not specifically rated as a Nose Tackle plays that position reduce his defense rating as described above (in the "Switching between 3-4 and 4-3" section). **A further note of explanation to avoid confusion:** This rule even applies to backup tackles on those teams that use the 3-4 as their base defense. NFL teams that employ the 3-4 also utilize 4-man fronts during the season. The backup defensive linemen on these teams are rated based upon their usage at LT or RT in real-life, not at NT. So unless the player is specifically rated as an "NT" his rating should be reduced when positioned there.

PLAYING A "CB" OR "Defensive Back" AT LEFT CORNERBACK OR RIGHT CORNERBACK

Players who are rated at "CB" are used when an additional defensive back is needed to fill out a formation. Typically they are called nickelbacks or slot cornerbacks. They are not rated to play Left Cornerback (LCB) or Right Cornerback (RCB) as they did not primarily play those positions. However, they can be used as substitutes in those positions with the following adjustment: If the CB is rated as a "6" defensively then count him as a "4" defensively when playing LCB or RCB. All other CB's should be counted as a "0" defensively when playing LCB or RCB. Note that this rule also applies to those players rated as "Defensive Back" when positioned at LCB or RCB. **IMPORTANT: This rule only applies to the 2017 and later NFL season when Strat-O-Matic started rating CB's specifically as slot cornerbacks.**

3-3-5 NICKEL DEFENSE
Starting with a 3-4 defense, replace one of the inside linebackers with a defensive back. Place additional defensive back in short or long pass zone. When utilizing this alignment, the defensive coach may call a pass or run defense. The fifth defensive back will be responsible for any wide receiver not covered by a defender. This can be used by a team that normally plays a 4-man line (see adjustments above).

Important note: If you want to call "Run" from a 3-3-5 formation you must position the FS on the line of scrimmage.

4-2-5 NICKEL DEFENSE
Starting with a 4-3 defense, replace middle linebacker with a defensive back who may be placed in the short or long pass zones. When utilizing this alignment, the defensive coach may call a pass or run defense. The fifth defensive back will be responsible for any wide receiver not covered by a defender. After the offensive coach has selected his play, the defense might consider moving the free safety into the look-in zone to keep the offense honest. This can be used by a team that normally plays a 3-man line (see adjustments above).

3-2-6 DIME DEFENSE
Starting with a 3-4 defense, remove the two inside linebackers and replace them with two defensive backs (who can be rated as a LCB, RCB, SS, FS, CB, or DB). These replacement defensive backs are extra defensive backs that normally will be placed in the short and long pass zones. You must call "Pass" defense. This can be used by a team that normally plays a 4-man line (see adjustments above). Whenever the defense plays 6 defensive backs they should initially position 4 in the short zone and 2 in the long zone. You cannot use this formation inside the defensive 20-yard line.

4-1-6 DIME DEFENSE
Starting with a 4-3 defense, remove any two linebackers and replace them with two defensive backs (who can be rated as a LCB, RCB, SS, FS, CB, or DB). The sole linebacker is initially placed in the look-in zone (even outside linebackers are eligible to play the look-in zone with this defense since this is a pass prevent defense and outside linebackers are typically good at defending the pass). This linebacker may be moved to the blitz areas directly left, right and between both tackles and to either flat zone. He is responsible for covering the Fullback. The nickel-back is responsible for covering the halfback. You must call "Pass" defense. This can be used by a team that normally plays a 3-man line (see adjustments above). Whenever the defense plays 6 defensive backs they should initially position 4 in the short zone and 2 in the long zone. You cannot use this formation inside the defensive 20-yard line.

5-6 DEFENSE
The setup for this defense is slightly different, based upon the base defense normally used by this team.

- If starting with a 4-3, replace three linebackers with a defensive tackle and two defensive backs. Place defensive tackle in linebuck blitz area (he is the NT) and place one defensive back in short pass zone and one defensive back in long pass zone.
- If starting with a 3-4, replace the 4 linebackers with 2 defensive tackles and 2 defensive backs. Place the defensive tackles in the left-tackle and right-tackle areas, place one defensive back in short pass zone and one defensive back in long pass zone.

When utilizing this defense, the defensive coach must call a pass defense. In a pass rush situation, increase the rating of the indicated player by one (for example a defensive end with a pass rush rating of six becomes seven). Use the 5-6 Pass Rush Chart for pass rush situations. The halfback and fullback are covered by the extra defensive backs. Whenever the defense plays 6 defensive backs they should initially position 4 in the short zone and 2 in the long zone. You cannot use this formation inside the defensive 20-yard line.

DEFENSIVE STRATEGIES AND RULES

KEYING ON A RUNNING BACK OR A QUARTERBACK

The offense may run a particular back as frequently as desired. To combat this, the defensive coach may key the runner. To key a runner, place your disc on the appropriate defense (found on your advanced play selector). Then, after the offense has selected its play, the Free Safety must be moved to any open slot on the line of scrimmage to key on a running back. If the keyed running back does not run the ball then the Free Safety is considered out of the play and is not counted in any defensive zones. In order to use the KEY column the defense must correctly key the running back and there must be at least one defender (linebacker or Free Safety) in the blitz zone where the run occurs (NOTE: the 3-4 and 3-3-5 have additional minimum requirements for keying – please see those rules for more details).

If the key is applied correctly, the offensive coach refers to the KEY COLUMN for that particular play on the back's card actually running the ball. Of course, you would only refer to his KEY column if the white die is 1, 2, or 3. If the key is applied to the wrong back, refer to the WRONG COLUMN for the particular play on the back's card actually running the ball. Any pass would also use the WRONG COLUMN on the play (including flat pass if the optional Consider Flats as Run rule is used). In keying on a back, the defense will stop a team from running a certain back frequently. Even though you key correctly, this maneuver does not affect results derived from the defensive cards - only manpower in the proper zone does. To further strengthen your defense against a run, you should bring up one or more linebackers to anticipated running zones (this is particularly true when keying). When you key on a back, you must call a run defense.

If the correct running back is keyed but the defensive zone is empty then use the "Right" column when referring to the running back's card. NOTE: When using the 3-4 the Nose Tackle resides in the Linebuck blitz area. So for a Linebuck run against a 3-4 defense there must be a defender positioned in the left-tackle and right-tackle slot in order to use the Keyed column. Reminder: Quarterbacks can also be keyed.

SHADOWING QUARTERBACK

This rule is designed to try and prevent scrambling quarterbacks from running for a first down in obvious passing situations. To shadow the quarterback you must call a Pass defense. Remove a linebacker from the board and announce you are shadowing the QB. Any linebacker may be used to shadow, however if you shadow with a linebacker who has coverage responsibility then his man will be left open. If a "must run" reading occurs then roll 3 dice when referring to the quarterback's Must Run column. Using the white die reading refer to the Shadowing Quarterback Chart. If shadowing is successful, then the white die indicates how many yards short of a 1st down he was: if the white die is a 1 then he is stopped 1 yard short, if it is 2 then he is stopped 2 yards short, and if it is 3 then he is stopped 3 yards short (these yardage figures are the best case scenario for the offense – if the card reading indicates a worse reading then accept that instead). For example, if the linebacker is rated 5, and a 2 is rolled on the white die, then the QB is stopped 2 yards short of a first down (however, if the reading from the card results in more than 2 yards short from a first down, accept this result instead). Shadowing can be used in any down/yardage situation by the defense. You cannot shadow inside the defensive 10-yard line. Shadowing does not affect any other play result other than the "must run". If a "must run" does not occur then the linebacker is considered out of the play and is not counted in any defensive zones.

Shadowing the quarterback always prevents the quarterback from getting out of bounds on a Must Run (whether or not the shadowing linebacker stops the quarterback short of the first down).

DOUBLE TEAMING A RECEIVER

The offense may pass to any intended receiver as frequently as it desires. To combat this, the defensive coach may double-team any receiver. This is accomplished by placing your disc on the appropriate defense (found on your advanced play selector) and sliding your free safety on the game board over the double-teamed receiver (found at right-hand side of long pass zone). When you double-team a receiver, you must call a pass defense.

If you select the correct receiver the following rules apply:

- The Free Safety moves automatically into the zone which the pass has been thrown. For example, if a short pass is thrown, move the free safety into the short pass zone. This increases your manpower in the attacked zone.
- The offensive coach must refer to the RECEIVER DOUBLE-TEAMED COLUMN (Rec 2-tmd) FOR THAT TYPE OF PASS ON HIS QUARTERBACK'S CARD. Of course this would only occur if the white die reads 1, 2, or 3.
- If a reading of DEFENDER or DEFENSIVE BACK IN ZONE occurs, the pass is automatically considered incomplete.
- If a reading of RECEIVER occurs, refer to the 2-tmd column on receiver's card.

IF YOU FAIL TO SELECT THE PROPER RECEIVER, the free safety is considered out of the play and is not counted in any defensive zones. IF THE QUARTERBACK'S CARD COMES INTO PLAY, YOU WOULD REFER TO THE RIGHT COLUMN FOR THAT SPECIFIED PASS.

DB's can double-team any opponent. Follow the same rules as described for Free Safety above. You cannot double-team with a defensive back that has coverage responsibilities. Only one defensive back may double-team at a time, however the Free Safety can also double team so that a total of two opponents may be double-teamed.

PASS PREVENT DEFENSE
This defense allows one or two linebackers to drop back (out of the flat/look-in zone) into deep double-coverage. To use the Pass Prevent defense you must call a pass defense.

In order to prevent the offensive coach from throwing short and long passes, you may double team his flanker, split end and/or tight end with your linebackers in the following manner:

The LLB or LOLB can double-team the Flanker. The RLB or ROLB can double-team the Split End. The MLB and Inside Linebackers can double-team Tight Ends, but when using the 3-4 defense the linebacker must be on the same side of the field as the Tight End his is double-teaming. Linebackers may not double-team any other potential receiver with the following exception: Against formations with 3 or 4 Wide Receivers an Outside Linebacker (RLB, ROLB, LLB, or LOLB) can double-team the 3rd or 4th Wide Receiver if they are on his side of the field.

If the offense throws a short or long pass to a receiver who is double teamed by the linebacker the following rules apply:

- The offense must refer to the Receiver Double-Teamed column (Rec 2-tmd) for that type of pass on his quarterback's card. Of course this would only occur if the white die reads 1, 2, or 3.
- If a reading of DEFENDER or DEFENSIVE BACK IN ZONE occurs, the pass is automatically considered incomplete.
- Unlike double-teaming with the free-safety, if a linebacker double teams a receiver correctly, he does not move into the zone into which the pass has been thrown.
- If a reading of RECEIVER occurs, refer to the right column on the receiver's card instead of the double teamed column (Rec 2-tmd column)

A maximum of two linebackers may double team at any one time, however the Free Safety can also double team if you wish, so that as many as three opponents may be double-teamed when using the Pass Prevent defense. It is important to remember that when they double-team, linebackers drop back and leave their flat/look-in zones open – even to the man they are double-teaming. Linebacker double-teaming is effective against short and long passes only, that is why this rule is referred to as "Pass Prevent Defense".

IF YOU FAIL TO SELECT THE PROPER RECEIVER, the linebacker is considered out of the play and is not counted in any defensive zones. If a linebacker's ability rating is needed in regards to a receiver other than the one he has double-teamed, the pass is automatically completed for the stated yardage.

Note: You might find the "dime" defensive packages (the 3-2-6 and 4-1-6) preferable to this defense, as they more closely resemble the types of pass prevent defenses currently being used in professional football.

OTHER DOUBLE-TEAMING & PASS PREVENT RULES

If the ball is thrown to a receiver who is not double-teamed then all defenders who are double-teaming are considered out of the play and are not counted in any defensive zones. In this case you refer to the "Right" column for the quarterback and receiver.

- You cannot mix-and-match Linebacker and Defensive Back double-teaming. You can either double-team with any one or two linebackers (plus the Free Safety, if you choose) **or** you can double-team with a single defensive back (plus the Free Safety, if you choose).
- If a linebacker with coverage responsibilities is used to double-team another player, or is blitzing, his receiver is left open. If you call pass defense, then you may use the free safety or an extra DB to "double team" this receiver. Actually, what you are doing is reassigning this DB as the primary defender, however some double-teaming rules still apply. If the ball is thrown to this receiver, then the defensive back automatically moves into the zone where the pass has been thrown. Refer to the defensive back's defensive rating when a reading of "defender" occurs. Also, refer to the Right column on both the quarterback and receiver cards. If the ball is not thrown to this receiver then the DB is out of the play and is not counted in any defensive zones.
- When a linebacker double-teams a receiver, he automatically vacates his flat pass zone to all receivers (including the receiver he has double teamed). Therefore, if a pass is thrown to the linebacker's vacated flat pass zone, one refers to FLAT PASS-0 MEN with one exception: if the free safety is "double teaming" the receiver normally assigned to that linebacker (see preceding bullet point "Reassigning coverage responsibility"), then refer to FLAT PASS-ONE MAN.
- If a pass completion to a double-teamed player is being overridden to be an incomplete pass due to the double-team, and the pass would go for negative yardage, then don't override the completion - let it stand as-is since the negative yardage play is worse than the completion.

SHORT YARDAGE DEFENSE

In order to prevent the offensive coach from gaining a first down in a short yardage situation, you may setup your defense in the following manner: After the offense has selected its play, call a short yardage run defense and move all of your linebackers into selected blitz areas; straddle both cornerbacks between the flat pass zone on their side and the short pass zone; straddle your strong safety between the look-in pass zone and the short pass zone; and move your free safety into the short pass zone.

Your cornerbacks are now responsible for the flat pass and the strong safety for the look-in pass. Thus, if a flat or look-in pass is thrown, and the white die is a 4, 5, or 6, refer to FLAT PASS-ONE MAN. If a short pass or long pass is thrown, and the white die is a 4, 5, or 6, refer to SHORT PASS-3 MEN and LONG PASS-0 MEN respectively. If a reading of "LB in zone" occurs on an attempted flat or look-in pass, use the Left Cornerback's defensive rating for the left-flat zone, the Strong Safety's defensive rating for the look-in zone and the Right Cornerback's defensive rating for the right-flat zone

Reduce all Defensive Back ratings by one, including "Linebacker in Zone" readings since the cornerbacks and strong safety are responsible for covering the flat/look-in zones. Since the linebackers are up on the line of scrimmage the HB & FB are considered Open for passes.

When you use the Short Yardage Defense, you must call a run defense. You cannot key on a running back when using this defense. This defense cannot be used inside your 10-yard line (you don't need this defense because inside your own 10 the linebackers are always positioned on the line of scrimmage since the do not have to cover the flat/look-in zones).

Note: When using any of the following offensive formations against a Short Yardage Defense the rules where the Free Safety automatically moves into passing zones are still in effect: **3RB/2TE, TE Offense and Full House Backfield**. For example, say the offense throws a flat pass to the Split End while using a Full House Backfield and the defense is playing Short Yardage. In that case if the result is to be read from the Team Defense card then refer to the FLAT PASS 2 MEN column instead of the 1 MAN column because the Free Safety has moved into the passing zone.

SAFETY BLITZ
The defense announces he is "showing blitz". This is done at the same time he announces his formation, which is prior to the offense selecting its play. After the offense has selected its play, the defensive coach can move his free safety to the line of scrimmage (any open slot – not just the blitz slots) if the blitz is on, or to any zone on the field if it is not. In all cases, even if the safety does not blitz, if the ⊕ (aka "sniper scope") reading occurs consider that a Long Gain.

If the safety actually blitzes, a sack does not occur and the offense throws a long pass then always refer to the "LONG PASS - 0 MEN" column of the defensive card no matter how many defenders are positioned in the long pass zone (Note: see Throwing For The End Zone Between The 10 and 19-Yard Line for an exception to this rule).

The defense can call either call "Pass" or "Run" after showing safety blitz, but naturally "Pass" must be called if the blitz is on. If the offense tries a short or a long pass, and a blank or a "D" is rolled on the black die you check for a sack just as you would in a normal pass rush situation, except consult the Safety Blitz Pass Rush Chart instead of the Updated Sack Rule Pass Chart. Treat the Free Safety as an (10*) 0. His rating of 10 is used only on white die rolls of 6. Make all normal adjustment for blitzing linebackers (do not count the safety as a linebacker).

~~Safety Blitz Note: Whenever a blank reading is rolled on the black die, 3 is the minimum Pass Block rating to be used for any player when consulting the Sack chart.~~ Note: this rule was rescinded as part of the Version 8 rule changes.

The Safety Blitz cannot be used if the free safety is assigned coverage responsibilities. Against a run, treat a blitzing free safety in the same manner as a blitzing zero-rated linebacker. (**Note**: this rule is overridden when using the option SPLIT DEFENSIVE RATINGS rule – see above).

The safety blitz is a high-risk, high-reward strategy. You have a very good chance of sacking the quarterback when using it, however if the sack does not occur you have exposed yourself to giving up a long gain.

LINEBACKER-RUN CONTAINMENT
Designed to deter the offense from calling runs in third down passing situations. IT IS ASSUMED TO BE AUTOMATICALLY PART OF YOUR DEFENSE ALIGNMENT IN THIRD OR FOURTH DOWN SITUATIONS ONLY IN WHICH FIVE OR MORE YARDS ARE NEEDED FOR A FIRST DOWN. The defense may call a pass or run and play a three-, four-, or five-man line.

If the offense calls a run to an area in which the linebacker is playing his normal position (playing in flat pass or look-in zone areas) and the white die roll is 1, 2, or 3, then the run containment rule is in effect. You must refer to the Run Containment Chart to see if the linebacker stops the runner short of the first down. If the runner is stopped short of the 1st down then the white die indicates how many yards short of a 1st down he was. For example, if the linebacker is rated 5 and a 2 is rolled on the white die then the runner is stopped

2 yards short of a first down. However, if the reading from the card results in more than 2 yards short from a first down, accept this result instead. Continuing with the same example (where a 2 is rolled on the white die) let's say this occurred in a 3rd and 8 situation and that the runner's card yields a no gain result, accept this figure rather than crediting the runner with a 6-yard gain.

If the linebacker involved has vacated his normal zone (for instance, he is stationed in a blitzing position or double-teaming a receiver), no adjustment is made to yards gained on the play. This rule only applies to results read off running cards and may not be used within a team's own defensive 10-yard line. Results derived from defensive cards remain the same.

If the linebacker has been moved from his flat/look-in zone, but a defensive back has been placed there, then containment can still occur since there is a man stationed in that zone. For an Off-Tackle run vs. the 3-4 the inside linebacker on that side of the field must be in the look-in zone for containment to be in effect. For a linebuck vs. the 3-4 both inside linebackers must be back for containment to be in effect (use the higher rated linebacker when consulting the chart). The preceding two sentences apply to the 3-4 formation but they do not apply to the 3-3-5 nickel or 3-2-6 dime formations since those formations do not use 4 linebackers. Linebacker-Run Containment does not apply to Must Run readings from the Quarterback's card (see the "Shadowing Quarterback" rule).

LOW-USAGE RUNNING BACK CONTAINMENT RULE (OPTIONAL)

This optional rule is designed to prevent low-usage high-average running backs from dominating games. Some of these backs have outstanding cards, which mirror their real-life averages. However, often times these backs accumulated large totals on a relatively small number of carries because they were used in blow-outs against second-team defenses, or because they ran draw plays in obvious passing situations. In short, while their cards reflect their real-life averages those averages do not necessarily reflect their real-life abilities.

This rule applies to all low usage running backs, regardless of their average. But the rules will have much greater impact on those with high averages.

The rule is similar to the run containment rule in that when the rule is in effect it will prevent the runner from exceeding a certain yardage. The maximum run for a player who runs the ball when the rule is in effect is his own real-life rushing average (rounded to the nearest whole number).

To determine when the rule is in effect refer to the Low-Usage Running Back Containment Chart using the running back's real-life rushing attempts and team games played.

IMPORTANT: This rule only affects readings found on the running back's rushing card when the white die is a 2 or a 3. It never affects readings found on the opposing team's defense card. If the score determines that the rule is in effect, and if the white die is a 2 or a 3, then the maximum yardage that the play can result in is the running back's actual rushing average (rounded to the nearest whole number).

Examples:

A running back carried the ball 65 times in a 16 game season. The rule is never used for him – he averaged 4.1 carries per game (the Low-Usage Running Back Containment Chart indicates this).

A running back carried the ball 19 times for 97 yards in a 16 game season. He averaged 1.2 carries per game and 5.1 yards per carry. According to the Low-Usage Running Back Containment Chart the rule is in effect for this player anytime the lead is less than 22 points. Say the game is tied and this runner gets a rushing attempt. Also say that the white die is a 2 or a 3 and the result from his card is a Short Gain. Even though his card reads Short Gain, the runner was contained and the result of this play is a 5-yard run (his average).

Assume the same exact scenario described in the previous paragraph except that the white die reading is a 1. In that case the runner is not contained by the defense and the result is a Short Gain.

Other Notes:

- The rule does not apply to runs by other players (such as the quarterback or wide receivers).
- This rule is to be used before checking for Linebacker Run Containment (if you are also using that rule). For example, say it is 3rd down and 5. A low-usage running back gets the ball (say he averaged 7 yards per carry). First, determine if the Low-Usage RB Containment rule is used for the play. Let's assume that it is, and that his original run of was for 12 yards. By rule that run is reduce to a 7-yard gain. At this point a check should be made to see if Linebacker Containment is also to be used. If it is, then the 7-yard gain is further reduced below 5-yards so that the runner does not achieve a first down. Note that the same white-die reading is used for both of these rules.

SYMBOLS FOUND ON DEFENSIVE CARDS

☐ - If the symbol ☐ follows a run and the linebacker or free safety is not playing behind attacked area, an additional 10-yard gain results. If result is a short gain, add 10 yards to the result of the short gain. If a linebacker or free safety is positioned behind an attacked area, use stated yardage for result of play. Disregard ☐ if ball is within opponent's ten-yard line.

When using a 3-4 defensive formation if the ☐ symbol appears in the off-tackle run column there must be an inside linebacker in the look-in zone on the same side of the field that the run is directed to in order to prevent the additional 10-yard gain. When using a 3-3-5 defensive formation if the ☐ symbol appears in the off-tackle run column always add 10 yards to the result of the play no matter where the middle linebacker is positioned.

☐☐ - Found on teams that play a 3-4 defense under linebuck. This rule is the same as ☐ with the following exception. There must be two linebackers or one linebacker plus the free safety playing behind attacked area or an additional ten-yard gain results. Disregard ☐☐ if ball is within opponent's ten-yard line.

DEFENSIVE BACKS

Wide receivers can only be covered by defensive backs, so you must have enough DB's in the game to cover all wide receivers on the field. In both the 3-3-5 and the 4-2-5 one linebacker is removed for a defensive back. With the 3-2-6 and the 4-1-6 two linebackers are removed for defensive backs.
If the replacement defensive back(s) do not have coverage responsibilities then they can be moved to any passing area on the board (but not to the line of scrimmage). If they are moved into the flat/look-in pass zones consider them an additional linebacker for purposes of determining the number of linebackers in the zone. They can also be used to double-team receivers (see double-teaming rules below).

Defensive Backs who are assigned coverage responsibilities cannot double-team. They must be placed in the short pass zone or the long pass zone. However, if you place a defensive back who is assigned coverage in the long pass zone then the player they are assigned to cover is considered to be open if they are the target of a pass in the flat/look-in or short pass zones.

You can never place more than 4 defensive backs in the short zone or 2 in the long zone.

Whenever there are 2 defensive backs positioned in the long zone the defense must guess "Pass".

FREE SAFETY

Against most offensive formations the Free Safety is not assigned coverage. If the Free Safety has coverage responsibilities he must be placed in the short or long pass zone and he cannot double-team, key a runner or show Safety Blitz. If he does not have coverage responsibilities then he can be moved to any area on the board. However, if the defense calls Pass it must also be showing Safety Blitz in order to position the Free

Safety on the line of scrimmage. Exception: Due to the compressed field, if the offense is inside the defensive 10-yard line then the free safety can be placed on the line of scrimmage while calling pass whether or not the safety is showing Safety Blitz.

If he is moved into the flat/look-in pass zones, or he is placed on the line of scrimmage, consider him an additional linebacker for purposes of determining the number of linebackers in the zone. If the reading "LB in zone" occurs on a run consider his defensive rating against the run to be 0. (**Note**: this rule is overridden when using the option SPLIT DEFENSIVE RATINGS rule – see above).

He can also be used to double-team a receiver. When using certain offensive formations (for example, 3 running backs and 2 tight ends) the Free Safety automatically moves into the zone where the pass was thrown. However, if the Free Safety is positioned in a flat/look-in zone or on the line of scrimmage, or if he has coverage responsibilities or is double-teaming then this does not occur.

When Safety Blitzing, the safety can be placed anywhere on the line of scrimmage (he can blitz from a blitz slot or from a tackle or end slot).

LINEBACKER SHIFTING

A Middle Linebacker can be moved to either flat zone. Inside Linebackers can move outside to the flat zone on his side of the field. Outside linebackers cannot move into the look-in zone. Refer to the Defensive Formation Chart for complete details of allowable linebacker movement. You can never place more than 2 defenders in a flat or look-in zone.

LINEBACKERS ON THE DEFENSIVE LINE

If a linebacker who has coverage responsibility moves up to the line of scrimmage (to blitz or play the run) then his man is considered to be open for a pass. Exception: Inside the defensive 10-yard line linebackers must be positioned on the line of scrimmage. In this case his man is not considered open unless the linebacker double-teams another receiver.

OPEN RECEIVERS

If a linebacker who has pass coverage responsibility double-teams, shadows the QB, blitzes, or otherwise moves to the line of scrimmage, then the receiver he was covering is left open. On a pass to that receiver, a result of "defender" on the defense card is completed for the greater yardage, and on a flat/look-in pass to that receiver a result of "receiver" consults the receiver's Guessed Wrong column (even if pass defense was called). However, a FS or DB who does not have pass coverage responsibility may choose to "double-team" that receiver, in which case that receiver is no longer open – on a pass to that receiver, a result of "defender" or "LB in Zone" on the defense card uses the rating of the double-teaming FS or DB to determine if the pass is completed for the greater yardage, and on a flat/look-in pass to that receiver, a result of "receiver" consults the receiver's Guessed Right column.

If a defensive back or FS who has coverage responsibility is positioned in the long pass zone, then the receiver he was covering is left open on flat/look-in and short passes. On a pass to that receiver, a result of "defender" or "LB in Zone" on the defense card is completed for the greater yardage, and on a flat/look-in pass to that receiver, a result of "receiver" consults the receiver's guessed wrong column (even if pass defense was called). However, a FS or other DB who has no coverage responsibility may choose to double-team that receiver, in which case that receiver is no longer open. On a flat/look-in pass to that receiver, a result of "defender" or "LB in Zone" on the defense card uses the rating of the double-teaming FS or DB to determine if the pass is completed for the greater yardage while the guessed right columns are used on both the QB and receiver cards. On a short or long pass to that receiver, the double-team columns are used and a result of "defender" uses the less favorable result (which is typically incomplete).

If the quarterback's card is used in any situation where the defense calls pass and has successfully double-teamed a previously open receiver (except on a short or long pass as described in the last sentence in the paragraph above), refer to the QB's Guessed Right column for the specified pass. In any case where the ball

is thrown to the double-teamed receiver, then the double-teaming FS or defensive back automatically moves into the zone where the pass has been thrown. If a double-teamed receiver is not the target of the pass, then any double-teaming FS or defensive back is considered out of the play and is not counted in any defensive zones.

SPECIAL OPTIONAL RULES REGARDING FLAT/LOOK-IN PASSES

"OPEN ZONE = WRONG" RULE - Whenever a Flat/Look-in pass is thrown into an unoccupied zone always consider the play to be guessed Wrong on both the quarterback's and receiver's cards. **Important Note**: If there is at least one linebacker blitzing with a 4-man line or at least two linebackers blitzing with a 3-man line AND if there is no more than one player double-teaming then this rule does not apply.

"EMPHASIZE 6 LB" RULE - Whenever there is a single defender in the flat/look-in zone you must check his rating to determine if you consult the "1 Man" or "0 Men" column of the defensive card for a flat pass. Refer to the "Defense Vs. Flat/Look-in Passes" chart. For example, if the LB is rated 0 then on a roll of 4 or 5 you would check the "1 Man" column, on a roll of 6 you would check the "0 Men" column.

OFFENSIVE FORMATIONS

OFFENSIVE FORMATION CHART

The Offensive Formation Chart summarizes all of the information found in this section. It details substitutes for the various offenses (compared to the standard Pro Set) and notes about each specific offense. For instance, you can easily see that when using a "Tight End" offense you substitute the 2nd Tight End for the Split End. By reading down the column, you see "FS FL Zone", "Pass Rush -1" and "Off Onside End" apply to this offense. They are described further down the chart ("Pass Rush -1" is not described – it simply means to subtract 1 from all Pass Rush ratings when checking for a sack).

STANDARD PRO SET

The standard Pro Set offense includes a Half Back, Full Back, Flanker, Split End and Tight End. This is a well balanced offense that is used by the majority of teams. No adjustments are necessary when playing with this formation.

BLOCKING BACK OFFENSE

Using the standard Pro Set, designate one of the two backs as the "blocking back". The designated player must be rated as a back (HB, FB, RB or BB) or as "Tight End" and he should have a Run Block rating of 4 or greater (you can use a 0 rated blocker, but we recommend that you do not since this would be unrealistic). When using this offense the blocking back cannot run the ball. Decrease all defensive player's Pass Rush Rating by 1 (the minimum adjusted rating is 1). In addition, if the Offensive Onside End reading occurs on runs to the left side then use the Blocking Back's rating. Note: if a Tight End is used as the Blocking Back his pass block rating is a 0. Restriction: If a "HB-only" has a "0" Run Block rating then he cannot play Blocking Back. If a "HB-only" has a "4", "5" or "6" Run Block rating, and he is positioned at Blocking Back, then reduce his Run Block rating by 1. For purposes of this rule, a "HB-only" is a player rated to play at HB but not rated to play FB, BB, or TE.

Note: If a player is rated only at TE and not at any other BB position (HB, FB, RB or BB) then you should not allow him to be positioned at BB in competitive play. This is because doing so allows an unfair advantage to the offensive coach by allowing him to dictate pass coverage matchups. For example an ILB is able to doubleteam a TE, but no LB is able to doubleteam a BB. So we highly recommend that leagues and tournaments outlaw this practice.

FOUR WIDE RECEIVER OFFENSE

Replace the tight end with a third wide receiver (he is covered by the SS) and replace a running back with a fourth wide receiver (he is covered by the FS unless the defense goes to a dime or nickel package in which case the extra defensive back covers him). The remaining back is designated as a fullback and he is

covered by the left outside linebacker. Reduce all Run Block ratings by one. Increase all Pass Rush ratings by one.

If the running back runs the ball, and for example, a reading of "blocking back +5 or +1" occurs, then the run is for 1 yard since he does not have another back in the game to block for him. If the running back is the intended pass receiver and "blocking back" comes up as the indicated pass blocker, an automatic sack occurs. For all other situations where the blocking back's rating is needed use the running backs rating instead.

When an offense replaces its 2nd running back with a wide receiver, it becomes much harder to run. So when using this formation if the offense runs the ball, the defense guesses Pass and a "1" is rolled on the white die then refer to the "Right" column on the Running Back's Card.

THREE WIDE RECEIVERS, ONE RUNNING BACK
Replace a running back with a third wide receiver (split end or flanker). Indicate to the opposing coach position of remaining running back. In passing situations free safety is responsible for third wide receiver. The free safety may not double-team another player when defending against the third wide receiver. If an additional defensive back is inserted into lineup, the free safety is relieved of this responsibility. Reduce each individual offensive lineman's and blocking back's run block rating by one.

If the running back runs the ball, and for example, a reading of "blocking back +5 or +1" occurs, then the run is for 1 yard since he does not have another back in the game to block for him. If the running back is the intended pass receiver and "blocking back" comes up as the indicated pass blocker, an automatic sack occurs. For all other situations where the blocking back's rating is needed use the running backs rating instead.

When an offense replaces its 2nd running back with a wide receiver, it becomes much harder to run. So when using this formation if the offense runs the ball, the defense guesses Pass and a "1" is rolled on the white die then refer to the "Right" column on the Running Back's Card.

THREE WIDE RECEIVERS, TWO RUNNING BACKS
Replace tight end with a third wide receiver. Procedure is identical to three wide receivers, one running back offense except that strong safety would be responsible for third wide receiver in passing situations; thereby, permitting the free safety freedom of movement. If the blocking back's ability rating is needed on a run by a quarterback, use the rating of the highest rated back.

THREE RUNNING BACKS, TWO TIGHT ENDS
Replace flanker and split end with third back and second tight end respectively. Left cornerback and right cornerback are assumed to be covering third running back and second tight end in pass situations respectively. Increase each individual offensive linemen's and blocking back's run block rating by one (maximum is six). Decrease all defensive player's Pass Rush Rating by 1 (the minimum adjusted rating is 1). In passing situations, the Free Safety automatically moves into the zone in which pass has been thrown (this applies to any receiver). However, if the Free Safety is positioned in a flat/look-in zone or on the line of scrimmage, or if he has coverage responsibilities or is double-teaming then this <u>does not</u> occur. If the defensive coach is playing a short yardage defense and a short pass is thrown, assume the short pass zone to be defended by four men. If the blocking back's ability rating is needed on a run, use the higher rated of the remaining two backs. If the rating is needed on a pass, use the highest rated blocking back.

TIGHT END OFFENSE
Replace the split end with a second tight end. Play continues on a normal basis with one exception: If a pass is thrown to the flanker, the Free Safety automatically moves into the zone in which pass has been thrown. However, if the Free Safety is positioned in a flat/look-in zone or on the line of scrimmage, or if he has coverage responsibilities or is double-teaming then this <u>does not</u> occur. This is not a double team nor is previous defensive call of run or pass affected. For example, with the free safety positioned in the short pass zone, a long pass is thrown to the flanker. The free safety automatically moves into the long pass zone. The

aforementioned described movement only occurs with passes to flankers. The right cornerback is assumed to be covering the second tight end. Decrease all defensive player's Pass Rush Rating by 1 (the minimum adjusted rating is 1).

TWO TIGHT ENDS, TWO WIDE RECEIVERS, ONE RUNNING BACK

Replace one running back with a second tight end. The right outside linebacker is responsible for covering the second tight end. The remaining running back is designated as a fullback and is covered by the left outside linebacker. Decrease all defensive players' Pass Rush Rating by 1 (the minimum adjusted rating is 1).

If the running back runs the ball, and for example, a reading of "blocking back +5 or +1" occurs, then the run is for 1 yard since he does not have another back in the game to block for him. If the running back is the intended pass receiver and "blocking back" comes up as the indicated pass blocker, an automatic sack occurs. For all other situations where the blocking back's rating is needed use the running backs rating instead.

NOTE: Ignore the Rule Revision printed on the roster sheet for the "Two Tight Ends, Two Wide Receivers, One Running Back" offense. You may key on the Running Back at any time (we have done away with the "no-key offense"). Unlike the rule on the roster sheet, a player who is rated only at Blocking Back cannot be used as the second Tight End. Note: We have also added a separate "Blocking Back Offense" – see above.

FULL HOUSE BACKFIELD

Replace the flanker with a third running back. Play follows normal procedure with two exceptions: In passing situations, the Free Safety automatically moves into the zone in which pass has been thrown (this applies to any receiver). However, if the Free Safety is positioned in a flat/look-in zone or on the line of scrimmage, or if he has coverage responsibilities or is double-teaming then this does not occur. Secondly, increase all individual offensive linemen's and blocking back's run block rating by one (maximum rating is six). The left cornerback is assumed to be covering the third running back in passing situations. If the blocking back's ability rating is needed on a run, use the higher rated of the remaining two backs. If the blocking back's ability rating is needed on a pass, use the highest rated blocking back.

OFFENSIVE STRATEGIES AND RULES

INSIDE THE 20-YARD LINE

The offensive team may not throw a long pass or a flat pass inside the opponent's 10-yard line. They may not throw a long pass inside the opponent's 20-yard line (see next section for an exception to this rule).

THROWING FOR THE END ZONE BETWEEN THE 10 AND 19-YARD LINE

This option may be used at any time during the game, although it will most often be used late in the game when you need to throw for the end zone. For example, say you are trailing by a touchdown and it is 4th and goal from the 17-yard line with time running out. Outside the defensive 20-yard line this is not a problem because you can throw a long pass. Inside the defensive 10-yard line is also not a problem because a short pass will always reach the end zone. However, between the 10 and 19-yard lines you sometimes find you cannot score, even with most short pass completions. When in this situation you can "throw for the end zone". When doing so, you use the Long Pass column to determine the outcome of the play (this is an exception to the rule that states that Long Passes cannot be thrown inside the 20-yard line). Due to the compressed field always refer to the "2 Men" column on the team defensive card when "throwing for the end zone" (Exception: against a safety blitz refer to the "1 MAN" column).

WR REVERSE & DOUBLE-REVERSE

The Split End is eligible for the Reverse and the Flanker is eligible for the Double-Reverse. Reverses and Double-Reverses always end up with the ball being run towards the right (strong) side. To indicate the play on your Advance Play Selector, place one marker on the "Split End" or "Flanker" and another on "End Run, Your Right side, Your opponent's Left side".

Roll all dice as normal. Note that the penalty rules are in effect if you are using them. Whether the white die indicates offense (1-3) or defense (4-6) you still use the Wide Receivers Reverse chart to determine the outcome of the play. If the defense calls Pass and the right-side flat & the right-end blitz zone (the defense's left side) are both unoccupied by a defender, then use the first column in the Wide Receiver Reverse Chart (note: this column is subdivided into sections based upon the receivers average gain). Otherwise, use the second column. Important: When rolling in the first column, roll all 3 dice. If the white die is a 1, 2 or 3 then read the result from the first column (using the total of the red dice). However, if the white die is a 4, 5 or 6 then ignore the result in the first column and obtain the result from the second column.

DRAW PLAY

When selecting the draw play you must call a Linebuck or Off Tackle run. If the defense guesses "Pass" then all linebackers positioned on the line of scrimmage have been fooled on the play – remove them from the playing board before determining the results of the play. However, if the defense guesses "Run" then the defense has diagnosed the play properly. In this case, refer to the "Keyed" column on the running back's card and the maximum LB column on the defensive cards. That would be the "1 LB" column for teams that normally play a 4-3 defense, and the "2 LB" column for teams that normally play a 3-4 defense. IMPORTANT NOTE: If the reading "LB in zone", "LB in right part of zone" or "LB in left part of zone" occur but there is no linebacker in the zone then revert to the "0 LB" column for that dice roll to determine the result of the play.

Linebacker containment rules still apply when using the draw play. The draw play can be used with the shotgun, but only with linebuck runs. It cannot be used when inside the opponent's 10-yard line since linebackers are always at the line of scrimmage in that area of the field. Normal rules still apply for the and symbols when using the draw play. If the wrong player is keyed when using the draw play you still refer to the "Keyed" column because the defense has correctly guessed "Run". Note: The draw play is designed to be effective against a defense that is calling Pass and blitzing the middle or inside linebacker(s).

SHOTGUN

Can be used with any formation (announce it with the formation). Decreases all Pass Rush ratings by 1. When using the Shotgun the only runs that are allowed are Linebucks (by any RB or QB), Linebuck Draw Plays and QB End Runs.

PISTOL RATED QUARTERBACKS

Certain Quarterbacks are rated to play the Pistol. Pistol Quarterbacks have End Run cards that are computed differently than traditional Quarterbacks (some of the yardage from the Guessed Wrong column is shifted to the Guessed Right column). Only Quarterbacks rated as Pistol Quarterbacks are eligible to run the Pistol.

When a Pistol Quarterback is in the game the Pistol rules will be in effect anytime the computer or human manager calls for the Shotgun. In order to make this apparent, the check box in the computer game that normally says "Shotgun" in the play selection area will instead say "Pistol". Pistol Quarterbacks cannot run the Shotgun, however there would be no strategic reason to do so as the Pistol rule expands upon the Shotgun rule giving you more flexibility without taking anything away.

The Pistol can be used with any formation (announce it with the formation). When it is used decrease all Pass Rush ratings by 1. When using the Pistol all runs are allowed except for End Runs by a Running Back.

In addition, whether or not they are in the Pistol formation, Pistol Quarterbacks are allowed an additional 2 end runs per game above the number of End Runs normal Quarterbacks are allowed.

You can check the player notebook (in the computer game) or the roster sheet (in the board game) to determine if the Quarterback is rated for the Pistol.

BLANK RECEIVER LONG COLUMNS
If a receiver's Long column is totally blank (no readings in the Right or Wrong column) then he is not eligible to be the target of a long pass. This rule does not apply to short passes because virtually any player should be able to get 15 or so yards down the field to receive a pass.

ADJUSTING RUN BLOCK RATINGS
In all situations where you must adjust a player's run block rating, be aware that these rating increase from 0 to 4, 4 to 5, and 5 to 6.

OPTIONAL RULE: EXCEEDING LONGEST RUSH OR RECEPTION
In regards to long gains on runs, we suggest that a player may not exceed his longest rush one exception: If a player's longest rush was a touchdown of 30 yards or more, he may exceed his longest rush. A player's longest rush followed by a dot (found at the bottom of a player's running card) indicates a touchdown run. For example, if the result of a running play is a long gain of 75 yards and the runner in question has a longest rush of 50 yards *only,* his run would be 50 yards. If his longest rush was 50 followed by a dot, his run would be 75 yards. This rule is suggested for pass receptions also. IMPORTANT NOTE: This rule applies to <u>all readings</u> found on the defensive card or the quarterback's passing card. It also applies to "SG", "Short Gain", "LG" and "Long Gain" readings found on the offensive player's card. It <u>does not</u> apply to numeric readings (such as "+23") found on the offensive player's card.

The idea of this rule is to limit long breakaway gains by players who did not achieve them in real-life. However, it is assumed that any pro-level player can achieve a minimum amount of yardage even if he did not record that in real-life. So, for purposes of this rule, the minimum "cap" applied to any play will be as follows: Running plays – 5 yards, Flat/Look-in passes – 5 yards, Short passes – 10 yards, Long passes – 25 yards. For example, a player who had a longest rush of 3 yards rolls a 33 yard gain on the defensive card. That run becomes a 5 yard run (not a 3 yard run). NOTE: The cap does not apply to where interceptions are made by the defensive team but it does apply to where fumbles are recovered.

Note: In the computer game the option also exists to limit the longest receptions for all players except Wide Receivers.

BLOCKING BACKS
On offense, players rated as BB (or Blocking Back) cannot run the ball unless playing in a two or three back offense. They must then play the fullback position. Some blocking backs are not given a running section on their cards. These blocking backs cannot run the ball under any circumstance.

In all two running back formations, the blocking back is considered to be the running back not carrying the ball, or who is not the intended pass receiver. For example, say a player rated as a HB (halfback)is in the backfield with a player who is rated BB (blocking back). Say the BB runs the ball and the reading "blocking back +5 or +1" occurs. The blocking back, for purposes of this play, is the HB since he is not carrying the ball. If the quarterback carries the ball the blocking back is considered to be the higher rated blocker.

PLAYERS RATED AS "RUNNING BACK"
On offense, players rated as "Running Back" can play either the halfback or fullback position.

PENALTY SYSTEM

The penalty system is an optional feature. If you choose to use the penalty system, it will increase your playing time. However, in utilizing the penalty system, additional realism will result. The utilization of the penalty system necessitates the use of a fourth die. The fourth die or penalty die (special black die) is rolled at the beginning of each play (kick, pass, or run). For each play, the penalty die is not rolled with any additional dice rolls generated from the initial roll. On a given roll, if the penalty die reading is X, a penalty MAY occur. Complete the play before attempting to establish the results of the penalty. Once the play is

completed, roll ONLY the colored and white dice. If the white die's reading is 1,2, or 3, refer to the penalty section of the offensive team's specialist card. If the white die's reading is 4, 5, or 6, refer to the penalty section of the defensive team's specialist card. In each instance, the colored dice total refers to the series of numbers found in the penalty section of the specialist card. The following readings can be found in the penalty section of the specialist card:

- **OFFSETTING PENALTIES** - Penalties called on both teams, thereby, nullifying the play.
- **BLANK READING** - No penalty occurs. Play results are not affected.
- **OFFSIDES* or OPPONENT OFFSIDES*** - The team not penalized may accept the penalty (5 yds), thereby, nullifying the play. Any penalty reading followed by an asterisk found on the specialist card indicates an option for the team not penalized. NOTES:
  - Ignore these two readings on kickoffs (for both the kicking and receiving team).
  - Offsides against the offense is rarely called. Consider this an "Illegal Motion" penalty – the play is whistled dead and an automatic 5-yard penalty is charged against the offense.
- **NUMBER ONE to NUMBER SEVEN** - Indicates a penalty against the team whose penalty section of the specialist card is being read. For example, on an end run, a reading of number two occurs to the team playing defense. Refer to the penalty chart to the type of play (run) and the penalized team's present field situation (defense). The result is a personal foul. If there is no asterisk following a penalty reading, the penalty is automatically added on to the results of the play.
- **OPPONENT NUMBER ONE to NUMBER SEVEN** - Indicates a penalty against the team whose penalty section of the specialist card is NOT being read. Refer to the penalty chart for the penalized team in the same manner as above.

There are certain situations where the total yardage of a penalty cannot be marked off. These situations pertain to both the offense and defense and result in the penalty becoming half the distance to the goal line:

- A 15-yard penalty occurring within the 3O-yard line (29-yard line to goal line).
- A 1O-yard penalty occurring within the 2O-yard line (19-yard line to goal line).
- A 5-yard penalty occurring within the 1O-yard line (9-yard line to goal line).

In these situations half the distance to the goal line (rounding down) is marked off. *For example, if a 5-yard penalty occurs to the offensive team on their* 5- *yard line, move the ball back to the 3-yard line. This rule does not apply* to *defensive pass interference which is spotted at the end of the penalty unless the penalty reaches or exceeds the goal line in which case the ball is spotted at the 1-yard line.*

An updated penalty chart is included with the computer game rules. Use this in lieu of the one found on the X-Chart. This new chart takes into account changes in the penalty rules that have occurred since the original penalty chart was published. Other notes:

- Only plays marked by a pound sign (#) negate the play, so the play CANNOT be accepted. All other plays can be declined or accepted by the opposing team.
- Offsides on the Special Team Card CAN be declined and the play accepted!
- Assessment of penalty on extra point or 2pt conversion: If the penalty is on the defensive team the offense can retry from the 1 yd line or enforce the penalty on the kickoff. If the penalty is on the offensive team options are to redo the play (use the field goal range for the proper yardage for the PAT) or to enforce the penalty on the kickoff.
- On kickoffs and punts roll the black Penalty Die only one time – on the roll for the kick. On the return the black penalty die is not rolled.
- For a penalty on a two point conversion use the section relative to offense or defense for the play (Run or Pass), not the extra point section.
- Ignore all concluding line of scrimmage penalties that occur on scoring plays or when a turnover occurs.

VARIABLE PASS INTERFERENCE YARDAGE

In order to provide more realism you can use this optional rule to vary the penalty yardage on defensive pass interference calls.

When a defensive pass interference occurs on a Short Pass instead of accepting the automatic 15-yard penalty determine the yardage for the penalty by rolling 2 dice and adding 8 to the total of the dice. For example, if a 5 is rolled then the penalty occurred 13-yards down the field.

When a defensive pass interference occurs on a Long Pass instead of accepting the automatic 25-yard penalty determine the yardage for the penalty by rolling 2 dice and adding 18 to the total of the dice. For example, if a 12 is rolled then the penalty occurred 30-yards down the field.

INJURY AND FATIGUE RULES

INJURIES

If a three dice roll results in a triple number (for example three 5's), an injury has occurred. After you obtained the result of the play, refer to the injury section of the X Chart, roll two dice and look under the column indicated by the initial triple number roll. For example, if three 5's were initially rolled, refer to column 5-5-5. The results found here will establish which player has been injured. (Note: An injured player with specialist duties may continue to participate in his specialist role only). If the player to be injured is not in the current formation refer to the Alternate Injury Chart to determine the injured player.

An updated "Number of Games Injured" chart is attached, which replaces the one found on the X-Chart. This chart takes into account the player's real-life usage. First determine the players Injury Rating by using the Injury Rating Chart. Note: For season less than 12-games in length pro-rate the player's actual usage to 12 games before referring to this chart. For running backs calculate the injury rating using both calculations shown, and use the higher of the two numbers. For players who are not included in this chart, assume an Injury Rating of 12 if they are listed as a starter or 8 if they are a sub. IMPORTANT: If the player is listed as a starter then use the calculated injury rating or 12, whichever is higher. After determining the Injury Rating roll 2 dice and refer to the Injury Chart. Example: A backup flanker who had 49 receptions in a 16 game season would have an Injury Rating of 10 (49 / 5 = 9.8 which is 10 when rounded). Let's say this flanker was injured, and you rolled a 9 on the Injury Chart. In this case looking at column 10 for a dice roll of 9 on the Injury Chart would tell you that he would be injured for 2 more games (in addition to the rest of this game). If this flanker was a starter his injury rating would be 12, since that is the minimum to use for a starter. NOTE: Ignore all injuries when they would leave the team without a player at that position.

RUNNING BACK FATIGUE

The "Running Back Fatigue" rule helps limit the number of runs each running back can attempt in a game. Refer to the Running Back Fatigue Chart to determine the number of rushes per game each player is allowed before fatigue starts to set in. Note: For season less than 12-games in length pro-rate the player's actual usage to 12 games before referring to this chart. For example, a running back who had 125 rushes in a 16 game season would have no fatigue for his first 15 rushes, level 1 fatigue for his 16th & 17th runs, level 2 fatigue for his 18th & 19th runs and level 3 fatigue thereafter. Here are the penalties for each fatigue level:

- Fatigue Level 1 – Subtract 1 yard off all positive yardage runs generated from the offensive card.
- Fatigue Level 2 – Subtract 2 yards off all positive yardage runs generated from the offensive card.
- Fatigue Level 3 -- Always refer to the "Right" column in lieu of the "Wrong Column" and to the "Keyed" column in lieu of the "Right" column.

QUARTERBACK END RUN LIMITS

Quarterbacks are allowed an unlimited number of Linebucks and "Must Run" runs. However, each QB is limited to a certain number of End Runs per game. Some QB's are not allowed any – they have "Do not select this play" printed in the End Run section. For other QBs refer to the Quarterback End Run Limits Chart to determine the number of end runs allowed per game. Note: For season less than 12-games in length pro-rate the player's actual usage to 12 games before referring to this chart. For instance, a QB who

had 57 running attempts in a 16 game season would be allowed 2 End Runs per game (57/30 = 1.9 which is 2 rounded). After the 2nd End Run he becomes a "Do not select this play" quarterback for the rest of the game. Any QB who has an end run column is allowed at least 1 end run a game. For example, if he had 12 rushes in a 16 game season he would still be allowed 1 end run even though 12/30 = .4, which rounds to zero.

Note: Pistol rated Quarterbacks are allowed an additional 2 end runs per game above the number of End Runs that normal Quarterbacks are allowed. This applies whether or not they are in the Pistol formation.

In addition, certain Quarterbacks are such running threats that they will qualify for additional end runs. Any Quarterback who averaged 9.5 or more rushes per team game will qualify. To determine the number of extra end runs he is eligible for divide the QB's rushing attempts by his team's number of games, subtract 9 and round to the nearest integer. For example, in 2019 Lamar Jackson rushed 176 times and his team played 16 games. 176/16 – 9 = 2 (no need to round since this is already a whole number). So he is eligible for 2 additional end runs. Given this rule, this is how to work out Lamar Jackson's End Run Limit for 2019:

- **From the chart he is eligible for 6 end runs, as follows: 176/30 which is 5.87 which is 6 rounded.**
- **He is rated as a Pistol Quarterback so he gets 2 additional end runs.**
- **He also exceeded 9.5 rushes per team game, and according to the above calculation that works out to 2 more end runs.**
- **So in total 2019 Lamar Jackson is allowed up to 10 end runs per game (6 + 2 + 2).**

PLAYER OVER USAGE

The computer game will have an option to limit player over usage. When a player is over a certain percentage of usage then that player may have to sit out a game. The default limit is 110% for quarterbacks. For other positions the system is turned off by default, however if the system is used a recommended limit would be 110% . A maximum of 2 players will be forced to rest each game – the two that have the highest usage over and above their projected usage. Only one player from each category (running backs, quarterbacks and receivers) will be rested. If resting a player would result in no players being available at that position (due to injuries) then the player will not be rested. Player over usage does not take affect until the 3rd game of the season. It is not in effect for the last game of season or for the playoffs.

DETERMINING WHICH PLAYERS ARE NEVER TO BE RESTED

Players who fall into either of these two situations are never to be rested for over usage. HOWEVER, if the "Limit Oversuage For All" option is turned on in the computer game then ignore these two rules:

- Important: A player must be averaging at least one reception per game (for Receivers and TEs), three rushes per game (for RBs) or five pass attempts per game (for QBs) before being considered overused.
- If a QB, TE or WR has a certain level of real-life usage he will never be sat out by the overusage system. Please refer to the Over Usage Exemption Chart for the levels. Notes:
    - For seasons less than 12-games in length pro-rate the player's actual usage to 12 games before referring to this chart.
    - For other seasons that are not 12, 14, or 16 games in length (such as 1987 which was 15 games), pro-rate the player's actual usage to 16 games before referring to this chart.

PROCEDURE TO DETERMINE WHICH PLAYERS ARE TO BE RESTED

For Running Backs the formula is: UPct = ((RR+RC) * AGP) / ((AR+AC) * RGP).
For Quarterbacks the formula is: UPct = ((RP+RR) * AGP) / ((AP+AR) * RGP).
For Receivers the formula is: UPct = (RC * AGP) / (AC * RGP).

UPct is the player's Usage Percentage
AGP is the number of actual games played by his team
RGP is the number of replay games already played by the player's team
AR is the actual rushing attempts

RR is the replay rushing attempts
AP is the actual pass attempts
RP is the replay pass attempts
AC is the actual catches
RC is the replay catches

Example: After figuring the percentage you must then figure each player's projected total that is above 100%. For instance, take a running back who had 160 runs in 16 games in real-life. Say that fter 5 games of your replay he has 63 runs. He should have only 50 based upon his real-life average of 10 rushes per game. He is 13 rushes over.

Let's say all of the following players are above 110% usage: There is one RB who is 30 runs over his projected total usage, a QB at 25 passes over, another RB at 23 runs over and and a receiver at 22 catches over. Let's also assume there are two QB's on this team and the other QB is injured. We would rest the RB who is 30 runs over. We would not rest the QB because he is the last one at his position. We would not rest the RB who is 23 over because we are already resting a RB. Finally, we would rest the receiver who is 22 over.

Important Computer Game Note: The above description is simpler than the methodology used by the computer game when determining which players to rest. That's because the overusage percentage is not always the best way to make the choice. The computer game uses a more complex method that takes into account not only the overusage percentage but also the raw total differences of the amount a player is being overused. This results in a smoother overall usage pattern, but it is too complex to be documented. So we describe the above system for use in board game play and as a guide to help you understand how the computer game is resting players.

ABBREVIATIONS

BB - Blocking Back
C - Center
D, DEF - Defense, Defensive
ER - End Run
F - fumble
G - Guard
Int - Interception
LB - Linebuck
LCB - Left Cornerback
LE - Left End
LG - Left Guard (when position) or Long Gain (when play result)
LILB - Left Inside Linebacker
LLB - Left Linebacker
LOLB - Left Outside Linebacker
LT - Left Tackle
MLB - Middle Linebacker
NT - Nose Tackle
O - Offensive
OT - Off Tackle
RCB - Right Cornerback
RE - Right End
Rec 2-tmd - Receiver Double Teamed
RG - Right Guard
RILB - Right Inside Linebacker
RLB - Right Linebacker
ROLB - Right Outside Linebacker
RT - Right Tackle
SG - Short Gain
SS - Strong Safety
T - Tackle
TE - Tight End

IMPORTANT REMINDERS AND CLARIFICATIONS

- **Inside the defensive 20-Yard Line**
  - The offense may not throw a Long pass (see "Throwing for the End Zone between the 10 and 19-Yard Line" for an exception to this rule).
  - The defense may not use formations with 6 defensive backs (dime packages).
  - No defenders are placed in the Long pass zone. Up to 5 defensive backs can be used, however 4 is the maximum that can occupy the short pass zone, so don't forget to use the 5th player for other duties (such as double-teaming, safety blitzing, keying a running back or to help cover a flat zone).
- **Inside the defensive 10-Yard Line**
  - The offense may not throw a Long or flat/look-in pass.
  - The offense may not use the Draw Play.
  - The Dump-Off Rule is not in effect.
  - The defense may not use formations with 6 defensive backs (dime packages) or the short yardage formation.
  - No defenders are placed in the Long pass zone. Up to 5 defensive backs can be used, however 4 is the maximum that can occupy the short pass zone, so don't forget to use the 5th player for other duties (such as double-teaming, safety blitzing or keying a running back).
  - No defenders are placed in the flat/look-in zones. Linebackers must be placed on the line of scrimmage, however they can still be used to double-team.
  - Do not make an adjustment for blitzing linebackers on the Super Advanced Rush chart.

    - Linebacker Run Containment is not used.
    - The defense cannot shadow the quarterback.
    - Ignore the and symbols.
- All look-in pass results of 0 or minus yardage are considered incomplete.
- If a "D" is rolled in a pass rush situation (short or long pass where defense has called Pass) first resolve the sack attempt. If no sack then re-roll the 3 dice for the play.
- Yardage figures for runs or passes that touch or exceed the goal line are considered touchdowns.
- All passes that exceed the back of the end zone should be considered a touchdown. For example, a 13 yard short pass (as read from the cards) from the 1-yard line is considered a 1-yard touchdown. (This is because the listed yardage also includes yards advanced after the ball is caught).
- According to NFL rules, a touchdown occurs when a player crosses the goal line. If a fumble occurs at or past the goal line then the result is a touchdown. For instance, if the team is on the 3-yard line and an "F +3" reading occurs that is considered a touchdown.
- ( ) - Disregard all readings found in parenthesis on running back cards.
- The symbol requires one man in the flat pass zone behind the running zone attacked, if not then add 10 yards to the play. The requires two men, if not 10 yards are added. NOTE: IGNORE THESE SYMBOLS INSIDE THE DEFENSIVE 10-YARD LINE.
- The ⊕ (aka "sniper scope") reading is used with the Safety Blitz rules.
- Returns from the end zone (Kickoffs, interceptions) that fall short of the 1-yard line are considered to be a touchback.
- When adding to and subtracting from the Run Block Rating remember the ratings have the following sequence: 0, 4, 5, and 6. If the rating was 4 and you needed to subtract one then the rating to use is 0.
- A safety occurs on all plays where a loss of yardage brings the ball back to the offensive teams' goal line or beyond. For instance, if a -2 result occurs from your 2-yard line that is considered a safety.
- Interception returns and loose ball returns are always optional. Instead of attempting a return the team that has possession can elect to fall on the ball (the play is called dead at that point).
- If an interception indicates yardage beyond the back of the end zone then the ball is intercepted at the back of the end zone and the player who intercepts it cannot attempt a return (it is a touchback).
- For interceptions that occurs anywhere between the goal line and the back of the end zone an interception return can be attempted. If the return yardage does not bring the ball beyond the goal line then a touchback occurs.

PUNT BOUNCE CHART

DICE ROLL	BOUNCE
2	-5 hits member of receiving team – fumble, roll for recovery!
3	-3
4	-1
5	+3
6	+5
7	+6
8	+7
9	+9
10	+10
11	+11
12	+12

BLOCKED KICK CHART

ROLL	RESULT
2	Offense recovers 2 yards behind line of scrimmage
3	Offense recovers 5 yards behind line of scrimmage
4	Offense recovers 12 yards behind line of scrimmage
5	**Defense** recovers 7 yards behind line of scrimmage
6	**Defense** recovers 11 yards behind line of scrimmage
7	**Defense** recovers 9 yards behind line of scrimmage
8	**Defense** recovers 11 yards behind line of scrimmage
9	**Defense** recovers 6 yards behind line of scrimmage
10	**Defense** recovers 8 yards behind line of scrimmage
11	**Defense** recovers 13 yards behind line of scrimmage
12	**Defense** recovers 15 yards behind line of scrimmage

Note: The team that recovers can attempt to advance the loose ball.

ADVANCING LOOSE BALL CHART

ROLL	ADVANCEMENT AFTER **DEFENSE** RECOVERS SACK OR RECEIVER FUMBLE	ADVANCEMENT IN ALL OTHER SITUATIONS
2	LG	SG
3	+34	0
4	SG	+7
5	+ 1	+ 1
6	-1	-1
7	+3	+3
8	-2	-2
9	0	0
10	+3 Fumble (roll for recovery)	+3 Fumble (roll for recovery)
11	+23	+8
12	TD	LG

WIDE RECEIVER REVERSE CHART

ROLL	Defense calls pass, does not have a man in its left (strong side) flat zone or left end blitz zone, and a 1, 2 or 3 is rolled on the white die			All other cases
	Avg < 10	**Avg 10-15**	**Avg > 15**	
2	Short Gain	Short Gain	Long Gain	Long Gain
3	-2	-2	-2	-7
4	+11	+11	Short Gain	0
5	+12	+12	+12	-2
6	-1 Fumble	-1 Fumble	-1 Fumble	-4 Fumble
7	0	0	0	-2
8	+8	+8	+8	-3
9	+5	+5	+5	-5
10	+9	Short Gain	Short Gain	-1
11	Short Gain	Long Gain	Long Gain	Short Gain
12	Long Gain	Long Gain	Long Gain	-4

Note: Avg = receiver's average gain/reception

FAKE PUNT/KICK CHART

ROLL	FAKE PUNT RESULT	FAKE FIELD-GOAL / PAT
2	Pass completed to SE, Long Gain	Pass completed to TE, Short Gain
3	Pass completed to FL, Short Gain	Pass completed to SE, +12
4	If defense attempted block Punter runs for Short Gain, otherwise Punter runs 7 yards	If defense attempted block Kicker runs for 11 yards, otherwise Kicker runs 7 yards
5	If defense attempted block Punter runs for 9 yards, otherwise Punter runs 3 yards	If defense attempted block QB runs for 9 yards, otherwise QB runs for 1 yard
6	Incomplete Pass	Incomplete Pass
7	Incomplete Pass	Incomplete Pass
8	Incomplete Pass	Incomplete Pass
9	Incomplete Pass	Incomplete Pass
10	Punter runs 0 yards	QB runs 0 yards
11	Punter runs –2 yards, fumble	Kicker runs –2 yards, fumble
12	Pass intercepted +23	Pass intercepted +10

ONSIDE KICKOFF CHART

ROLL	RESULT
2	The ball travels **12 yards** and is recovered by the **defense**
3	The ball travels **15 yards** and is recovered by the **defense**
4	The ball travels **19 yards** and is recovered by the offense
5	The ball travels **9 yards** and is recovered by the offense
6	The ball travels **18 yards** and is recovered by the offense
7	The ball travels **11 yards** and is recovered by the offense
8	The ball travels **14 yards** and is recovered by the offense
9	The ball travels **13 yards** and is recovered by the offense
10	The ball travels **16 yards** and is recovered by the offense
11	The ball travels **17 yards** and is recovered by the **defense**
12	The ball travels **10 yards** and is recovered by the **defense**

VARIABLE LONG GAIN CHART

DICE	LOC	1	2	3	4	5	6
2	Road	81	77	74	83	86	89
	Neutral	91	87	84	TD	TD	TD
	Home	99	96	94	TD	TD	TD
3	Road	66	71	68	70	67	69
	Neutral	76	81	78	80	77	79
	Home	86	91	88	90	87	89
4	Road	57	56	58	55	59	54
	Neutral	67	66	68	65	69	64
	Home	77	76	78	75	79	74
5	Road	38	39	36	37	40	41
	Neutral	48	49	46	47	50	51
	Home	58	59	56	57	60	61
6	Road	35	31	32	30	33	34
	Neutral	39	35	36	34	37	38
	Home	43	39	40	38	41	42
7	Road	31	32	30	33	30	31
	Neutral	35	33	31	34	30	32
	Home	39	34	32	35	30	33
8	Road	32	35	31	33	34	30
	Neutral	42	45	41	43	44	40
	Home	52	55	51	53	54	50
9	Road	45	42	46	43	47	44
	Neutral	55	52	56	53	57	54
	Home	65	62	66	63	67	64
10	Road	53	49	50	52	48	51
	Neutral	63	59	60	62	58	61
	Home	73	69	70	72	68	71
11	Road	63	61	65	64	60	62
	Neutral	73	71	75	74	70	72
	Home	83	81	85	84	80	82
12	Road	TD	TD	TD	TD	TD	TD
	Neutral	TD	TD	TD	TD	TD	TD
	Home	TD	TD	TD	TD	TD	TD

2 MINUTE CLOCK

2:00	1:52	1:45	1:37	1:30	1:22	1:15	1:07	1:00
:52	:45	:37	:30	:22	:15	:08	:01	:00

PENALTY CHART

Number	Situation	Type of Penalty	Description with Yards
RUN – OFFENSE			
1	LB Run	Holding	10 yards from original line of scrimmage
	OT, End Run	Clipping	15 yards from original line of scrimmage
2,3,4,5		Holding	10 yards from original line of scrimmage
6,7		False Start	5 yards from original line of scrimmage **(#)**
RUN – DEFENSE			
1,2,3,4		Personal Foul Roughing	15 yards from *concluding* line of scrimmage *plus first down*
5		Neutral Zone Infraction	5 yards from original line of scrimmage
6,7		Inadvertent Face Mask	If loss of yardage, 5 yards from original line of scrimmage, otherwise 5 yards from *concluding* line of scrimmage.
ALL PASS and ATTEMPTED (e.g. Must Run, Sack) PASS SITUATIONS – OFFENSE			
1	Completed Pass	Off. Pass Interference	10 yards from original line of scrimmage
	Incomplete Pass	Intentional Grounding	10 yards from original line of scrimmage *plus loss of down*
	Must Run, Sack	Holding	10 yards from original line of scrimmage
2,3,4,5,6		Holding	10 yards from original line of scrimmage
7	Incomplete Pass	Intentional Grounding	10 yards from original line of scrimmage *plus loss of down*
	Completed Pass, must run or Sack	Illegal Procedure	5 yards from original line of scrimmage **(#)**
ALL PASS and ATTEMPTED (e.g. Must Run, Sack) PASS SITUATIONS – DEFENSE			
1,2,3,4,5	Incomplete short or long pass	Defensive Pass Interference	Short Pass - 15 yards from original line *plus first down* Long Pass - 25 yards from original line *plus first down*
	Completed pass, attempted flat	Personal Foul - Roughing	15 yards from *concluding* line of scrimmage *plus first down*
	Must Run, Sack	Personal Foul - Roughing	15 yards from original *(if sack or loss) or concluding (if must run gained yardage)* line of scrimmage *plus first down*
6		Illegal Contact	5 yards from original line of scrimmage *plus first down*
7		Holding	5 yards from original line of scrimmage *plus first down*
KICKOFF, PUNTS, FIELD GOALS and EXTRA POINT ATTEMPTS – OFFENSE (Kicking Team)			
1	Kickoff, Punt	Flagrant Face Mask	15 yards from *concluding* line of scrimmage
	FG and XP Att.	Holding	10 yards from original line of scrimmage
2	Kickoff, Punt	Inadvertent Face Mask	5 yards from *concluding* line of scrimmage
	FG and XP Att.	Holding	10 yards from original line of scrimmage
3,4,5,6,7	K/O, Punt, FG and XP attempt	Offsides	5 yards from original line; *play can be accepted* NOTE: This can be enforced on K/O, if during XP attempt.
KICKOFF, PUNTS, FIELD GOALS and EXTRA POINT ATTEMPTS – DEFENSE (Receiving Team)			
1	Kickoff Return	Illegal Block	10 yards from *concluding* line of scrimmage NOTE: Use 50 yd. line if return is greater (1^{st}/10 @ 40)
	Punt	Illegal Block	10 yards from where returner caught the punt
	FG & XP	Offsides	5 yards from original line; *play can be accepted*
2	Kickoff Return	Illegal Block	10 yards from *concluding* line of scrimmage NOTE: Use 35 yd. line if return is greater (1^{st}/10 @ 25)
	Punt, FG and XP attempt	Roughing the Kicker	15 yards from original line of scrimmage *plus first down* NOTE: This can be enforced on K/O, if during XP attempt.
3,4,5,6,7	Kickoff Return	Illegal Block	10 yards from *concluding* line of scrimmage NOTE: Use 25 yd. line if return is greater (1^{st}/10 @ 15)
	Punt, FG and XP attempt	Running into the Kicker	5 yards from original line of scrimmage. NOTE: This can be enforced on K/O, if during XP attempt.

DEFENSIVE FORMATION CHART

DEFENDER	3-4	Nickel 3-3-5	Dime 3-2-6	Prvnt 3-4	Sht Yd 3-4		4-3	Nickel 4-2-5	Dime 4-1-6	Prvnt 4-3	Sht Yd 4-3		5-6
LLB/LOLB	FB, 4	FB, 4	FB, 4	FB, 11	1, 13		FB, 4	FB, 4	n/a	FB,11	1, 13		n/a
LILB	1, 6	n/a	n/a	1,6,16	1, 13		n/a	n/a	n/a	n/a	n/a		n/a
MLB	n/a	1, 3	n/a	n/a	n/a		1, 3	n/a	FB, 3	1,3,16	1, 13		n/a
RILB	1,7	n/a	n/a	1,7,16	1,13		n/a	n/a	n/a	n/a	n/a		n/a
RLB/ROLB	HB, 5	HB, 5	HB, 5	HB, 12	1, 13		HB, 5	HB, 5	n/a	HB, 12	1, 13		n/a
LCB	FL, 14	FL, 14	FL, 14	FL, 14	FL, 14		FL, 14	FL, 14	FL, 14	FL, 14	FL, 14		FL, 14
RCB	SE, 14	SE, 14	SE, 14	SE, 14	SE, 14		SE, 14	SE, 14	SE, 14	SE, 14	SE, 14		SE, 14
SS	TE, 14	TE, 14	TE, 14	TE, 14	TE, 14		TE, 14	TE, 14	TE, 14	TE, 14	TE, 14		TE, 14
FS	1, 2	1, 2	1, 2	1, 2	1, 14		1, 2	1, 2	1, 2	1, 2	1, 14		1, 2
extra DB1	n/a	1, 10	1, 10	n/a	n/a		n/a	1, 10	HB, 8	n/a	n/a		HB, 8
extra DB2	n/a	n/a	1, 15	n/a	n/a		n/a	n/a	1, 15	n/a	n/a		FB, 9
Other Notes			24	21	22, 23				24	21	22, 23		24, 25

NUMBER	NOTES
1	Has no coverage responsibilities
2	Starts in long, can move to any zone, may be used to double-team a receiver or safety blitz
3	Starts in look-in, can move to the blitz areas directly left, right and between both tackles and to either flat zone
4	Starts in left side flat pass zone, can move to blitz areas found directly left of left tackle and left end
5	Starts in right side flat pass zone, can move to blitz areas found directly right of right tackle and right end
6	Starts in left part of look-in zone next to lolb, can be moved to left-tackle spot, the left-tackle blitz area or the left side flat-pass area
7	Starts in right part of look-in zone next to rolb, can be moved to right-tackle spot, the right-tackle blitz area, or the right side flat-pass area
8	Starts in short zone, can be moved to long zone
9	Starts in long zone, can be moved to short zone
10	Starts in short zone, can move to any pass zone, may be used to double-team a receiver
11	May be used to double-team the flanker (if so then FB is uncovered)
12	May be used to double-team the split-end (if so then HB is uncovered)
13	Must be moved to a blitz area
14	Put in short zone, cannot be moved
15	Starts in long zone, can move to any pass zone, may be used to double-team a receiver
16	May be used to double-team a tight-end (in 3-4 the tight-end must be on the same side of the field).
21	Must call "Pass" defense.
22	Must call “Run” defense. Cannot be used inside the defensive 10-yard line. Cannot Key a Running Back with this defense. Since the linebackers are up on the line the HB & FB are considered Open for passes, flat passes always have 1 man, short passes have 3 men and long passes have 0 defenders
23	Reduce all DB ratings by one, including the “Linebacker in Zone” readings since the cornerbacks and strong safety are responsible for covering the flat/look-in zones
24	Must call "Pass" defense. Cannot be used inside the defensive 20-yard line.
25	Increase all Pass Rush ratings by 1

OFFENSIVE FORMATION CHART

COVERAGE	Pro Set	Tight End	Full House	3 WR, 1 RB	3 WR, 2 RB	3 RB, 2 TE	2 TE, 2 WR, 1 RB	4 WR	Blocking Back
LLB/LOLB	FB	FB	FB	3rd WR *	FB	FB	FB	4th WR *	FB +
RLB/ROLB	HB	HB	HB	3rd WR *	HB	HB	2nd TE	4th WR *	HB +
LCB	FL	FL	3rd RB	FL	FL	3rd RB	FL	FL	FL
RCB	SE	2nd TE	SE	SE	SE	2nd TE	SE	SE	SE
SS	TE	TE	TE	TE	3rd WR	TE	TE	3rd WR	TE
ADJUSTMENTS									
FS FL Zone		X							
~~FS SE Zone~~									
FS Any Zone			X			X			
Pass Rush + 1								X	
Pass Rush – 1		X				X	X		X
Run Block +1			X			X			
Run Block -1				X	X			X	
BB High Run			X		X	X			
BB High Pass			X			X			
BB Lower				X			X	X	
BB Back1				X			X	X	
Short Yard						X			
White Die 1				X				X	
Off Onside End		X				X	X		X

* = Coach replaces either HB or FB with the WR, he is covered by the FS or an extra DB

\+ = Coach designates the Blocking Back. He must be rated 4+ Run blocker. He cannot run the ball.

ADJUSTMENT	DESCRIPTION
FS FL Zone	If the FS is in the short or long pass zone he automatically moves into the zone attacked on passes to the Flanker (see rule for exceptions)
~~FS SE Zone~~	~~If the FS is in the short or long pass zone he automatically moves into the zone attacked on passes to the Split End (see rule for exceptions)~~
FS Any Zone	If the FS is in the short or long pass zone he automatically moves into the zone attacked on any pass that is thrown (see rule for exceptions)
BB High Run	Use the highest BB Run Block rating (excluding the ball carrier)
BB High Pass	Use the highest BB Pass Block rating (excluding the receiver)
BB Lower	If the Blocking Back's rating is needed in a running situation accept the lower yardage figure unless it is the QB who is running the ball.
BB Back1	If the Blocking Back is the receiver and BB comes up as pass blocker an automatic sack occurs if there is an asterisk rated player on the defensive line of scrimmage.
ShortYard	If Defense is Short Yardage & short pass is thrown assume short pass zone to be defended by 4 men
White Die 1	If offense runs ball, defense calls Pass and the white die is a “1” refer to Right column
Off Onside End	2nd Tight End's or Blocking Back’s block rating utilized for all readings of offense onside end (left side)

ALTERNATE INJURY CHART

Result From Chart	Alternate Position	Second Alternate	Third Alternate
HB	BB (BB formation)	RB (1RB 2TE)	3rd WR
FB	BB (BB/FB form.)	2nd TE (1RB 2TE)	3rd WR
TE	4th WR	3rd WR (2RB 3WR)	
FL	RB (3RB's)		
SE	2nd TE		
LDT (4-3)	NT		
RDT (4-3)	RILB	1st DB (335 or 326)	
MLB (4-3)	LILB	2nd DB (any dime)	1st DB (4-2-5)
LLB (4-3)	LOLB (3-4)	1st DB (416 or 56)	
RLB (4-3)	ROLB (3-4)	LB (4-1-6)	NT (5-6)
NT (3-4)	LDT		
RILB (3-4)	RDT	1st DB (335 or 326)	
LILB (3-4)	MLB	2nd DB (any dime)	1st DB (4-2-5)
LOLB (3-4)	LLB (4-3)	1st DB (416 or 56)	
ROLB (3-4)	RLB (4-3)	LB (4-1-6)	NT (5-6)

INJURY RATING

PLAYER	12 game season	14 game season	16 game season
HB, FB, RB	Higher of: Rush attempts / 15 or Receptions / 2	Higher of: Rush attempts / 17 or Receptions / 2.5	Higher of: Rush attempts / 20 or Receptions / 3
QB	(Pass attempts + Rush Attempts) / 22	(Pass attempts + Rush Attempts) / 27	(Pass attempts + Rush Attempts) / 33
TE, BB	Receptions / 2	Receptions / 2.5	Receptions / 3
FL, SE	Receptions / 3	Receptions / 4	Receptions / 5

NUMBER OF GAMES INJURED

ROLL	**15+**	**14**	**13**	**12**	**11**	**10**	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
2	no	no	no	no	no	no	no	no	no	no	no	no	no	1/2	1/2	1/2
3	no	no	no	no	no	no	no	no	no	1/2	1/2	1/2	1/2	bal	bal	bal
4	no	no	1/2	1/2	1/2	1/2	1/2	1/2	1/2	bal	bal	bal	bal	1	1	1
5	no	1/2	1/2	1/2	1/2	1/2	bal	bal	bal	1	1	1	1	2	2	2
6	no	1/2	bal	bal	bal	bal	bal	bal	1	2	2	2	3	3	4	4
7	1/2	bal	bal	bal	bal	bal	1	1	2	3	3	3	4	5	6	6
8	1/2	bal	bal	bal	1	1	2	2	3	4	5	5	6	6	7	7
9	bal	bal	1	1	2	2	3	3	4	4	5	6	6	7	8	9
10	bal	1	1	2	3	3	4	4	5	5	6	7	8	9	10	11
11	bal	1	2	2	3	4	5	5	6	6	7	8	9	10	12	13
12	bal	1	2	3	4	5	6	6	7	8	9	10	11	12	13	14

no = no injury. 1/2 = remainder of this half. bal = balance of this game only. A number indicates the number of games in addition to this game.

RUNNING BACK FATIGUE

12 Game Season Actual Rushes	14 Game Season Actual Rushes	16 Game Season Actual Rushes	No FAT	FAT Lvl 1	FAT Lvl 2	FAT Lvl 3
0 to 18	0 to 21	0 to 24	1-10	11-12	13-14	15+
19 to 37	22 to 43	25 to 49	1-11	12-13	14-15	16+
38 to 55	44 to 65	50 to 74	1-12	13-14	15-16	17+
56 to 74	66 to 87	75 to 99	1-13	14-15	16-17	18+
75 to 93	88 to 108	100 to 124	1-14	15-16	17-18	19+
94 to 112	109 to 130	125 to 149	1-15	16-17	18-19	20+
113 to 130	131 to 152	150 to 174	1-17	18-19	20-21	22+
131 to 149	153 to 174	175 to 199	1-20	21-22	23-24	25+
150 to 167	175 to 197	200 to 224	1-22	23-24	25-26	27+
168 to 187	198 to 218	225 to 249	1-24	25-26	27-28	29+
188 to 224	219 to 262	250 to 299	1-27	28-29	30-31	32+
225 to 262	263 to 305	300 to 349	1-30	31-32	33-34	35+
263+	306+	350+	1-33	34-35	36-37	38+

QUARTERBACK END RUN LIMITS

12 game season	14 game season	16 game season
Rush attempts / 23	Rush attempts / 26	Rush attempts / 30

OFFENSIVE FUMBLE RECOVERY TABLE

ROLL	SACK FUMBLE	LINEBUCK & MUST RUN FUMBLE	OTHER RUN FUMBLE	RECEIVER FUMBLE
2	TE	TE	Center	Center
3	HB	FL	TE	LG
4	LT	LT	Other Side Guard	LT
5	LG	LG	QB	HB
6	QB	FB/BB	Same side Guard	SE
7	Center	QB	HB	TE
8	RG	Center	Same side Tackle	FL
9	RT	HB	FB/BB	FB/BB
10	FB/BB	RG	Other side Tackle	RT
11	SE	RT	SE	RG
12	FL	SE	FL	QB

DEFENSIVE FUMBLE RECOVERY TABLE

ROLL	SACK FUMBLE	LINEBUCK & MUST RUN FUMBLE	OTHER RUN FUMBLE	RECEIVER FUMBLE
2	LT/NT	LLB/LOLB	Highest rated LB	LLB/LOLB
3	LT/NT	LLB/LOLB	LT/NT	MLB/ROLB
4	MLB/ROLB	MLB/ROLB	LE	LCB
5	LE	LE	LLB/LOLB	Defender
6	LLB/LOLB	LT/NT	MLB/ROLB	FS
7	Defender who sacked QB	Keying FS, MLB or highest rated inside LB	Highest rated outside LB	Defender who is Double-teaming or Primary defender
8	RLB/ROLB	RT/NT	MLB/RILB	SS
9	RE	RE	RLB/ROLB	Defender
10	MLB/RILB	MLB/RILB	RE	RCB
11	RT/NT	RLB/ROLB	RT/NT	MLB/RILB
12	RT/NT	RLB/ROLB	Highest rated LB	RLB/ROLB

INTERCEPTION RETURN CHART

ROLL	RESULT
2	Touchdown
3	If flat pass: Touchdown, otherwise: +15
4	+25
5	+20
6	+12
7	0
8	+4
9	If flat pass: Touchdown, otherwise: +10
10	+13
11	+22**,** fumble
12	Touchdown

INTERCEPTION DETERMINATION CHART

ROLL	FLAT /LOOK-IN	SHORT	LONG
2	Highest rated LB in zone; if no LB in zone then defender	Defender	FS if in zone; if FS is not in zone then defender
3	Defender	FS if in zone; if FS is not in zone then defender	Defender
4	Highest rated LB in zone; if no LB in zone then defender	Defender	FS if in zone; if FS is not in zone then defender
5	Defender	FS if in zone; if FS is not in zone then defender	Defender
6	Highest rated LB in zone; if no LB in zone then defender	Defender	FS if in zone; if FS is not in zone then defender
7	DL nearest zone (if look-in pass vs. 4 man line randomly choose between LT & RT)	Highest rated DB in zone (if tied randomly choose between them)	Highest rated DB in zone (if tied randomly choose between them)
8	Highest rated LB in zone; if no LB in zone then defender	Defender	FS if in zone; if FS is not in zone then defender
9	Defender	FS if in zone; if FS is not in zone then defender	Defender
10	Highest rated LB in zone; if no LB in zone then defender	Defender	FS if in zone; if FS is not in zone then defender
11	Defender	FS if in zone; if FS is not in zone then defender	Defender
12	Highest rated LB in zone; if no LB in zone then defender	Defender	FS if in zone; if FS is not in zone then defender

RUN CONTAINMENT

Defensive Rating	White die reading where Containment works and the runner is stopped short of First Down
Def 0	1
Def 4 or Def 5	1-2
Def 6	1-3

QUARTERBACK SHADOWING

Defensive Rating	White die reading where Shadowing works and the QB is stopped short of First Down
Def 0	1
Def 4 or Def 5	1-2
Def 6	1-3

DEFENSE VS. FLAT/LOOK-IN PASSES

LB Defensive Rating	White die reading to check "1 Man" column	White die reading to check "0 Man" column
Def 0, 4 or 5	4-5	6
Def 6	4-6	n/a

3-4 PASS RUSH CHART

DIE	DEF	OFF
1	DLE	ORT
2	2nd High LB	ORG
3	DNT	OC
4	Hign LB	OLG
5	DRE	OLT
6	*	BB

4-3 PASS RUSH CHART

DIE	DEF	OFF
1	DLE	ORT
2	DLT	ORG
3	DRT	OLG
4	DRE	OLT
5	High LB	OC
6	*	BB

5-6 PASS RUSH CHART

DIE	DEF	OFF
1	DLE	ORT
2	DLT	ORG
3	NT	OC
4	DRT	OLG
5	DRE	OLT
6	*	BB

SACK REASSIGNMENT TABLE – PART A

ADJUTED PASS RUSH RATING	Original player gets sack	Reassign to another player
8	2-10	11-12
9	2-9	10-12
10	2-8,12	9-11
11	2-7, 11, 12	8-10
12 or higher	2-7	8-12

SACK REASSIGNMENT TABLE – PART B

White Die	0 Blitzing LBs	1 Blitzing LB	2 Blitzing LBs	3+ Blitzing LBs
1	LCB	#1 Hi LB	#1 Hi LB	#1 Hi LB
2	RCB	#1 Hi LB	#1 Hi LB	#1 Hi LB
3	SS	#1 Hi LB	#1 Hi LB	#1 Hi LB
4	LLB / LOLB	LLB / LOLB	#2 Hi LB	#2 Hi LB
5	RLB / ROLB	RLB / ROLB	#2 Hi LB	#2 Hi LB
6	MLB*	MLB*	#2 Hi LB	#3 Hi LB

NOTE: If a player rolled is not in the formation then roll again
*** - If playing with 4 linebackers randomly choose between LILB & RILB**

LOW-USAGE RUNNINGBACK CONTAINMENT

RB Rushing Attempts per Team Game	When Rule is In Effect
Less than 2.0	The lead is less than 22 points
Between 2.0 and 3.99	The lead is less than 15 points
4.0 or more	NEVER – RULE DOES NOT APPLY

DUMP-OFF CHART

ROLL	RESULT
2	Split End
3	Flanker
4	Halfback
5	Tight End
6	Flanker
7	Split End
8	Fullback
9	Halfback
10	Tight End
11	Fullback
12	Tight End

Alternate List: 3rd Running Back, 2nd Tight End, 4th WR, 3rd WR, Blocking Back, Halfback, Fullback,, Tight End, Split End, Flanker.

BLITZING LINEBACKER ADJUSTMENT CHART

Number of Linebackers blitzing in addition to indicated player	3-4 Defense increase Pass Rush rating of indicated player	4-3 Defense increase Pass Rush rating of indicated player
1	+0	+2
2	+2	+4
3	+4	+6
4	+6	N/A

OVER USAGE EXEMPTION CHART

	12 GAME SEASON	14 GAME SEASON	16 GAME SEASON
Quarterbacks	250 pass attempts	350 pass attempts	500 pass attempts
Tight Ends	30 receptions	35 receptions	40 receptions
Wide Receivers	50 receptions	60 receptions	70 receptions

If a player has at least this much real-life usage then he will never be sat out of a game by the Over Usage system.

UPDATED SACK RULE PASS RUSH ADJUSTMENTS

3-man line, 2 additional linebackers blitzing (in addition to the indicated player) +2
3-man line, 3 additional linebackers blitzing (in addition to the indicated player) +4
3-man line, 4 additional linebackers blitzing (in addition to the indicated player) +6
4-man line, 1 additional linebackers blitzing (in addition to the indicated player) +2
4-man line, 2 additional linebackers blitzing (in addition to the indicated player) +4
4-man line, 3 additional linebackers blitzing (in addition to the indicated player) +6
If primary receiver is correctly double teamed +2

UPDATED SACK RULE PASS RUSH CHART																					
PASS RUSH RATING	Pass Block Rating 7			Pass Block Rating 5			Pass Block Rating 4			Pass Block Rating 3			Pass Block Rating 2			Pass Block Rating 0		
17-15	61	55	28	100	90	40	100	90	40	100	90	40	100	90	40	100	90	40
14	53	48	25	98	88	37	100	90	40	100	90	40	100	90	40	100	90	40
13	45	40	22	88	80	33	98	88	37	100	90	40	100	90	40	100	90	40
12	35	32	17	80	72	31	88	80	33	98	88	37	100	90	40	100	90	40
11	27	24	13	71	64	27	80	72	31	88	80	33	98	88	37	100	90	40
10	18	16	8	61	55	23	71	64	27	80	72	31	88	80	33	100	90	40
9	8	7	3	53	48	20	61	55	23	71	64	27	80	72	31	100	90	40
8	6	5	1	45	40	17	53	48	20	61	55	23	71	64	27	100	90	40
7				35	32	13	45	40	17	53	48	20	61	55	23	100	90	40
6				27	24	11	35	32	13	45	40	17	53	48	20	98	88	37
5				18	16	7	27	24	11	35	32	13	45	40	17	88	80	33
4				8	7	3	18	16	7	27	24	11	35	32	13	80	72	31
3				6	5	1	8	7	3	18	16	7	27	24	11	71	64	27
2							6	5	1	8	7	3	18	16	7	61	55	23
1										6	5	1	8	7	3	53	48	20

SAFETY BLITZ PASS RUSH CHART																					
PASS RUSH RATING	Pass Block Rating 7			Pass Block Rating 5			Pass Block Rating 4			Pass Block Rating 3			Pass Block Rating 2			Pass Block Rating 0		
17-15	46	42	28	64	58	40	64	58	40	64	58	40	64	58	40	64	58	40
14	43	39	25	61	55	37	64	58	40	64	58	40	64	58	40	64	58	40
13	39	35	22	57	51	33	61	55	37	64	58	40	64	58	40	64	58	40
12	35	32	17	53	48	31	57	51	33	61	55	37	64	58	40	64	58	40
11	32	29	13	50	45	27	53	48	31	57	51	33	61	55	37	62	56	40
10	28	26	8	46	42	23	50	45	27	53	48	31	57	51	33	60	54	40
9	24	22	3	43	39	20	46	42	23	50	45	27	53	48	31	58	52	40
8	21	19	1	39	35	17	43	39	20	46	42	23	50	45	27	56	50	40
7	17	16	0	35	32	13	39	35	17	43	39	20	46	42	23	54	48	40
6	14	13	0	32	29	11	35	32	13	39	35	17	43	39	20	51	46	37
5	10	9	0	28	26	7	32	29	11	35	32	13	39	35	17	49	44	33
4	6	5	0	24	22	3	28	26	7	32	29	11	35	32	13	47	42	31
3	3	2	0	21	19	1	24	22	3	28	26	7	32	29	11	45	39	27
2	0	0	0	17	16	0	21	19	1	24	22	3	28	26	7	43	37	23
1	0	0	0	14	13	0	17	16	0	21	19	1	24	22	3	41	35	20

VARIABLE LENGTH FIELD GOAL CHART

ROLL	RESULT
2	-5
3	-4
4	-3
5	-2
6	-1
7	No change
8	+1
9	+2
10	+3
11	+4
12	+5

TEAM REC/QB FUMBLE RATINGS ADJUSTMENT CHART

Team Rec/QB Fumble Rating	QB Rating	Receiver Rating
0	1	0
1	1-2	1
1-2	1-4	1
1-3	1-5	1-2
1-4	1-6	1-3
1-5	1-6	1-4
1-6	1-6	1-5

YARDS AFTER CATCH CHART

	Receiver's YAC Rating				
ROLL	**A**	**B**	**C**	**D**	**E**
2	LG	LG	23	21	15
3	20	14	13	11	10
4	14	11	10	8	6
5	11	10	7	2	0
6	0	0	0	0	0
7	-1	-1	-1	-1	-1
8	6	2	0	0	-1
9	10	8	6	4	2
10	17	12	11	9	8
11	22	16	13	12	11
12	LG	24	20	16	12