

# Coach's Call Football



## Playing Rules

You will need two dice of different colors or sizes. Choose two teams to go head to head. Decide who will receive the opening kickoff by a roll of the dice.

Fill out your player lineups on the scoresheet. Choose three eligible running backs, five eligible receivers, a punt returner, and a kick returner for each team.

Overall team strengths are assigned according to the number of victories a team had during the 16-game regular season. If one team had 2-3 more wins than the other, the better team is considered the FAVORED team, while the other is considered the UNDERDOG. If one team had 4 or more wins than the other, the better team is HEAVILY FAVORED, while the other is the HEAVY UNDERDOG. Any team which had an overall winning percentage

of .500 or better during the season gets credit for a bonus win when playing at home. You can also assign team strengths intuitively based on their performance during the current season.

Based on a team's status as favorite, heavy favorite, underdog, or heavy underdog, they are given a certain number of Quality Points with which to grade their players in preparation to take the field.

The HEAVILY FAVORED team gets 76 quality points.

The FAVORED team gets 70 quality points.

The UNDERDOG gets 62 quality points.

The HEAVY UNDERDOG gets 56 quality points.

If the teams are evenly matched, both teams get 66 quality points.

Before kickoff, the teams 'spend' their quality points, using exactly how many they have been credited with, to fix both their players and their specific squads with strengths and weaknesses. Below is a chart showing how many quality points it costs to have your game roster feature a player or squad of a certain level of skill. On the scoresheet, write down each player's

	A-rated player costs...	B-rated player costs...	C-rated player costs...	D-rated player costs...
Quarterback	9	7	5	-----
<i>QB's additional mobility rating</i>	3	2	1	-----
Running back (assign 3 RBs)	9	7	5	3
Receiver (assign 4 RECs)	8	6	4	2
Kicker	6	4	2	-----
Punter	3	2	1	-----
Kick Returner	5	3	1	-----
Punt Returner	5	3	1	-----

OVERALL DEFENSE	A-rated defense costs...11	B-rated defense costs...8	C-rated defense costs...5
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Your quarterback is rated for his overall ability, and in addition, he must be given a mobility rating which costs either 1, 2, or 3 quality points. Only running backs and receivers can be D-rated.

Write down each player's A, B, C, or D rating on the roster sheet.

A D-rated player is the same as a C-rated player with one exception: No D-rated player can run for longer than 15 yards on any play, and no receiver can catch a pass for longer than 15 yards.

All running backs are said to be B-rated receivers unless you declare when setting your rosters that an A or B rated back is also an excellent receiver, in which case he becomes an A-rated receiver on short passes and screen passes only. This option costs an additional 2 quality points.

Defensive linemen (DL1, DL2, DL3, DL4), defensive backs (DB1, DB2, DB3, DB4), offensive linemen (OL1, OL2, OL3, OL4, OL5) and linebackers (LB1, LB2, LB3) are ranked by their general ability, with a 1 being the highest ranking, and 5 the lowest.

On reverse plays from scrimmage, the ball-carrying receiver becomes a B-rated runner.

You may substitute freely during the game, but no player coming in off the bench can be rated as highly as the man he is replacing. Reduce his skill level accordingly.

### **Regular Game Play**

You'll add or combine the two differently-colored main dice to get your results on the play charts. After every play, including extra points and two point conversions, write down the exact digits of the dice roll you just completed in the next blank box on the scoresheet's game clock. (Example: a dice roll of 3+4 is written down as 34 on your scoresheet's game clock, with the larger or darker die read first.) When you have written down 40 total dice numbers, the quarter ends. By writing down your dice numbers in a linear sequence, you will both keep track of how much time is left in the quarter and maintain a record which is the key to a speedier game.

*Note: The letters A-Z written on the game clock will determine such factors as penalties, fumble recoveries, sacks, interceptions, and injuries.*

No matter what happens on any given play, you will only roll the dice just once. To get a second, third, or even fourth dice result on a play without re-rolling, consult the line of dice numbers you've been writing down on the scoresheet game clock. To get your second dice result for the current play (i.e. a punt return after a punt, a Long Gain result after a complete pass, or the roll which would determine a fumble recovery), simply "rewind" a set number of transcribed dice numbers on the game clock and use the previously attained dice number you come to. How many dice numbers you "rewind" is determined by the numerical difference between the digits showing on the dice you just rolled. So, for example, if you roll a 4+1, your dice roll is a 5, transcribed as a 41 on the scoresheet. Let's say this dice roll resulted in an interception. To determine the length of the return, "rewind" three dice numbers on the game clock (the difference between 4 and 1 is 3) and use that dice result. If you happen to roll doubles, which results in no numerical difference between the dice, rewind 6 dice numbers, not zero dice numbers. So you will always rewind 1, 2, 3, 4, 5, or 6 numbers.

Example: Let's say the first quarter's line of previously recorded dice rolls looks like this so far:

13	41	55	62	31	15		
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The dice are rolled and a pass is intercepted on a roll of 4+6. To determine the length of the interception, you'll need to get a new dice number, so rewind two dice numbers on the game clock. (You're rewinding two because that's the numerical difference between the 4 and the 6 you just rolled.) After you write down the 46 in the next empty box, this takes you back to the #31. The Interception Return chart tells you that the defense returns the pick 10 yards---that #31 is read as a 4 on this particular chart, with the dice added instead of combined. Always write down the number currently showing on the dice before rewinding.

Need a third dice result on the same play? Using the case above, you would just rewind two more dice #s, taking you to # 55. Rewind as far as you must to resolve the play, then "fast forward" to the most recent dice number to resume play.

Only the first few plays of the game may require you to roll the dice more than once, because you won't yet have established enough dice numbers on the game clock line to refer to for clock rewinds. If you need to rewind back into the dice numbers recorded on the previous quarter's game clock line to resolve a play, do so.

In addition to the plays provided, here are some more options for the offense:

Try a **SCREEN PASS**: Use the Short Pass column and subtract 2 yards from gains on complete passes, but all interceptions are instead dropped by the defense.

Try a **SIDELINE PASS**: Take the ball out of bounds after any complete screen, short, or medium pass by subtracting 2 yards from the gain. You must announce this option before the play starts.

Try a **QUARTERBACK SNEAK**: Only when the first down marker is at a yard line ending in 1 or 5. Roll the dice, on a 2-8 a single yard is gained, on a 9-12 there's no gain.

Try a **REVERSE**: Use the End Run column. Double all gains, but multiply all losses by 3.

Try a **TRICK PASS**: Use the Long Pass column. Add 20 yards to all gains, but sacks become results of INT 28 instead.

Try a **FAKE PUNT** or **FAKE FIELD GOAL**: Use the Short Pass or End Run table. A team may try a fake only once per game, but if they get a first down, they are allowed to add 2 quality points to the rating of any one particular player for the duration of the game.

To discourage you from becoming too predictable with your offense, use this rule: If you ever call the same type of play twice in a row during the same possession, all long gain results are ignored on the repeated play; instead, the quarterback fumbles the ball on the snap if a long gain is showed! Only long passes are exempted from this rule.

Interceptions beyond the end zone are intercepted 9 yards deep, while completed passes beyond the end zone are still touchdowns. A team does not have to bring any type of return out of the end zone.

**HURRY-UP OFFENSE**: If you call a time out after a play in bounds, or spike the ball for an incomplete pass after a play in bounds, do not write down that play's dice number in the next blank clock box as usual; instead, overwrite the most recent dice number so that the play takes up no time on the game clock. Also, with three plays left to go in the half or overtime, any play that goes out of bounds does not take up any time on the clock.

A half cannot end on an extra point try or two-point conversion try.

**RARE PLAYS**: Notice how one box on the game clock in the 2nd and 4th quarters and overtime is shaded. When you've filled a shaded box in with a dice number, the NEXT play will be a Rare Play. Instead of choosing a play and rolling the dice, go to the Rare Play chart and do so. If the play right after a shaded box is going to be a kick or punt, there is no Rare Play in that instance.

**PLAYER STAMINA**: Running backs may only have a combined total of 30 carries and pass receptions during a game. Receivers may only have a combined total of 12 pass receptions and carries during a game. If a player exceeds his stamina level, he is said to then be a D-rated player in all facets of the game, and the defense always recovers his fumbles and returns them automatically for 30 yards.

# Action Table 1

	Line Run	End Run	Short Pass	Medium Pass	Deep Route	Long Pass	Long Gain
11	0- FUMBLE	0-FUMBLE	Scramble		Scramble		19
12	FLAG DOWN	FLAG DOWN	(3rd or 4th down & 1 to go: 14)		(3rd or 4th down & 1 to go: 28)		20
13	FLAG DOWN	FLAG DOWN	SACK -4	SACK -6	SACK -2	SACK -5	21
14	-3	-6	SACK -8 (A mobility: run +6)	SACK -9 (A mobility: run +8)	SACK -7	SACK -8	22 ob
15	-2	-5 ob	FLAG DOWN	FLAG DOWN	SACK -11 (A mobility: Run +11)	SACK -13 (A mobility: Run +12)	23 (DEF C: TD!)
16	-1 (A run: 4)	-4 (A run: 1)	FLAG DOWN	FLAG DOWN	FLAG DOWN	FLAG DOWN	24
21	-1	-3 ob	INT 8	INT 14	FLAG DOWN	FLAG DOWN	25
22	0 (C run: -5)	-2 (C run: -7)	inc (DEF C: 10)	inc	INT 19	INT 23	26 ob
23	0	-1 (INJURY ON PLAY)	inc (C mobility: SACK -7)	inc (C mobility: SACK -7)	INT 25 (A QB: inc)	INT 29 (first down: +26)	27
24	0 (A run: 5)	0 ob	inc (DEF C: 8)	inc (DEF C: 11)	inc (C mobility: SACK -7)	INT 36 (A QB: inc)	28
25	0	0 (A run: 5)	inc (DEF C: 7)	inc (DEF C: scramble)	inc (DEF C: 22)	inc (C mobility: SACK -7)	29
26	1 (C run: -4)	1 (C run: -4)	inc (A REC:9)	inc (DEF C: 14)	inc (DEF C: 24)	inc (C mobility: SACK -12)	30 ob
31	1	1 ob	inc (A QB: 5)	inc (INJURY ON PLAY)	inc (DEF C: scramble)	inc (DEF A: SACK -13)	31
32	1 (A run: 6)	2 (C run: -3)	inc (A QB: 7)	inc (5P: SACK -5)	inc (5P: SACK -6)	inc (DEF A: SACK -18)	32
33	2 (C run: -3)	2	inc (A QB: 9)	inc	inc	inc	33
34	2	3 ob	2 (5P: 9)	inc (A REC:13)	inc	inc	34 ob
35	3	3 ob	3 (C rec: -2)	inc (A QB: 8)	inc	inc	35
36	3 (A run: 8)	3 (A run: 8)	4 ob (5P: 9 ob)	inc (A QB: 10)	inc	inc	36
41	3 ob	4 ob (DEF A: -3 ob)	5 (A REC:12)	inc (A QB: 13)	inc (DEF A: SACK -12)	inc (3rd down & 7+ to go: SACK -13)	37 (DEF C: 75)
42	4 (C run: -1)	4 (C run: -1)	6 (C QB: inc)	8 (C rec: 3)	inc	inc (DEF C:39)	38 ob
43	4 (C run: -1)	4(5P: 0)	6 (DEF A: inc)	9 ob (DEF A: inc)	inc	inc (5P: SACK -8)	39
44	4 (5P: 0)	5 ob	7 (A REC: 16)	10 (A REC: 16)	inc	inc	40
45	5	5 (A run: 10)	7 ob (DEF A: inc)	11 (C QB: inc)	inc	inc (DEF C: 28)	42 FUM
46	5 (C run: 0)	5 (5P: 0)	8 (C QB: inc)	12 ob (DEF A: inc)	inc (A REC:18)	inc (DEF C: scramble)	46 ob
51	5	6 ob	9 (C rec:: inc)	13 (C rec: 7)	Inc (A QB:25)	inc	50
52	6 (5P: 0)	6 ob (5P: 0)	9	14 (C rec: inc)	inc	inc (C QB: INT 25)	55
53	6 (DEF A:-3)	6 (C run: 1)	10 ob (DEF A: inc)	inc (A REC: 8)	19 (A QB: 33)	inc (C QB: INT 30)	60 ob
54	7 (C run: 2)	7 ob (DEF A: -3 ob)	11 (C rec: 3)	15 (C QB: inc)	21 ob (DEF A: inc)	inc (A REC: 28)	65 (DEF A: 24)
55	8 (5P: 0)	7 (5P: 0)	11 (C QB: inc)	16 ob (DEF A: inc)	22 (C REC: inc)	inc (A QB: 30)	70 (DEF A: 25)
56	8 ob (5P: 0)	8	12	17 (C rec: 9)	23 (A REC: 32)	inc (A QB: 50)	75 ob
61	8 (DEF A: -2)	9 ob (DEF A: -5 ob)	inc	9 (3rd down & 7+ to go: inc)	24 (3rd down & 7+ to go: inc)	inc	80
62	9 (C run: 4)	10 (A run: 20)	11 (3rd down & 7+ to go: inc)	inc	25 (C QB: inc)	35	85 (DEF A: 23)
63	10 (5P: 0)	12 (5P: 0)	15 (C rec: 6)	18 (C QB: inc)	26 (DEF A: inc)	42 ob (DEF A: inc)	TD!
64	12 (A run:22)	15 ob (DEF A: 2 ob)	7	13 ob	inc	50 (C QB:30)	(DEF A: 22)
65	15 (DEF A:1)	18 (C run: 3)	18 ob	20	30 (C QB: inc)	LONG GAIN	TD!
66	LONG GAIN	LONG GAIN	LONG GAIN	LONG GAIN	LONG GAIN	TD! (5P: inc)	TD!

## Action Table 2

	<i>punt return</i>	<i>fumble return</i>	<i>interception return</i>	<i>QB scramble</i>
2	0-FUMBLE	defense 8	30	35
3	Long gain	defense 15	20	SACK -8 FUMBLE!
4	Ball goes ob	offense 0	10 <b>Time</b>	16
5	14	defense – long gain!	3	2
6	Ball rolls dead	defense 0	0 (DEF A: 30)	4 ob (A mobility: 14 ob)
7	Fair catch is made	defense 0	Long gain	5 (A mobility: 11 ob)
8	7 (A returner: 16) (C returner: -1)	Defense 0	0 (DEF C: dropped, inc)	7 ob (C mobility: 0 ob)
9	4	Offense 0 (DEF A: def 0)	7	<b>8 Time</b>
10	-3 <b>Time</b>	Defense 5 (DEF C: off 0)	15 ob	12 (C mobility: 1 ob)
11	6	defense 10	25	22
12	FLAG DOWN	defense 20	0-FUMBLE	0 ob

	<i>field goal</i>	<i>punt</i>	<i>short punt</i>	<i>kickoff</i>	<i>onsides kick</i>
2	blocked -8	Blocked -12	FUMBLE -15	fumbled at 10 yard line	+20 to RT
3	61 (A kicker: 63) (C kicker: 59)	64 (C punter: 58)	35, rolls dead	long gain from goal line	+16 to RT
4	55	58 (C punter: 31)	Ball goes ob at 5 yl	Long gain from 4 yard line	+9 to KT
5	52	50	29, rolls dead (A punter: rd at 1)	ret to 18 yard line (C returner: to 12 yl)	+14 to RT
6	48	45	Rolls dead from 12 yard line	ret to 25 yard line (A returner: to 45 yl)	+11 to RT
7	45	42	rd from 10 yard line	ret to 20 yard line	+12 to KT
8	42	38	30	ret to 15 yard line	+10 to RT
9	38 (C kicker: 24)	32 (A punter: 40)	Touchback	ret to 30 yard line	+8 to RT
10	34	27	40 (C punter: touchback)	ret to 40 yard line (A returner: kick OB, ball spotted at 40) (C returner: to 10 yl)	+6 to RT
11	missed! * (A kicker: 21)	21 (A punter: 48)	35 (C: 26)	Touchback	+13 to RT
12	FLAG DOWN	FLAG DOWN	FLAG DOWN	FLAG DOWN	+18 to RT

\* An extra point is good UNLESS the game is tied, in which case it is missed.

A blocked punt or kick is considered a fumble.

SHORT PUNTS are those from the defense's 45 yard line or closer.

FIELD GOALS: Add 17 yards to the line of scrimmage. If the number shown on the chart is equal to or more than the length of the try, the kick is good. Missed field goals are spotted 7 yards behind the line of scrimmage.

The Fumble column tells you who recovered the fumble and how long they returned it.

After a safety, add 15 yards to all kickoff returns.

# Action Table Key

## YELLOW RESULTS on RUNNING PLAYS

On 3rd or 4th down and 1 or 2 to go OR if the ball is at or inside the defense's 5 yard line, the play is stopped for no gain!

On 3rd or 4th down and 7 or more to go, the run goes for a gain of at least 7.

## YELLOW RESULTS on PASSING PLAYS

If the ball is at or inside the defense's 10 yard line, the pass is incomplete.

DEF A: A-rated defense      DEF C: C-rated defense  
 A QB: A-rated quarterback    C QB: C-rated quarterback  
 A REC: A-rated receiver      C rec: C-rated receiver  
 A run: A-rated rusher        C run: C-rated rusher

**ob** the play goes out of bounds    **fum** fumbled    **ret** returned    **yl** yard line  
**rd / rolls dead** The ball rolls dead. Get a new dice number, the sum of its two digits equals the length of the forward roll---but if doubles come up, the ball rolls backwards that number of yards. Any punt may be allowed to roll instead of trying a return.

**FLAG** Penalty on the play. Consult the Penalty chart. It is not necessary to get a new dice number.

**KT** kicking team    **RT** return team

**Time** The team with the ball takes a time out after this play.

**5P** With 5 time clock boxes or less left in the 2<sup>nd</sup> or 4<sup>th</sup> quarters, change the play result.

## PENALTIES

To determine a penalty, use the game clock grid designation. The grid designation is determined by reading the line of letters a-o reading across the clock and the letters A-C reading down, and cross-referencing the two.

The most recent play clock box (after recording the current dice roll) has this designation....	Penalty on a running play	Penalty on a passing play	Penalty on a kickoff	Penalty on a punt	Penalty on a fumble return, interception return, or punt return
A-a    A-o    B-n	Def 15+	Def 5+	KT 5	KT 15+	TT 15+
A-b    B-a    B-o	Off 5	DPI	RT contact	RT contact	RT contact
A-c    B-b    C-a	Off 15	Def 5 FD	KT 15+	RT 15	TT 15+
A-d    B-c    C-b	Off 10	Off 5	RT contact	RT holding	RT 15
A-e    B-d    C-c	Def 15+	Off 15	KT 15+	KT 5	TT 5+
A-f    B-e    C-d	Off 10	Off 10	RT holding	RT holding	RT holding
A-g    B-f    C-e	Def 5	DPI	RT 15 half	Roughing 15	TT 15+
A-h    B-g	Off 10	Off 10	RT holding	KT 10	TT 5+
A-i    B-h	Off 5	DPI	RT contact	RT contact	RT contact
A-j    B-i	Off 5	Def 5 FD	KT 5+	Running 5	TT 15+
A-k    B-j	Def 5	Off 10	RT contact	RT contact	RT contact
A-l    B-k	Def 5+	DPI	KT 5	Off 5	RT 15
A-m    B-l	Off 10	Def 15+	RT 15 half	KT 15+	TT 15+
A-n    B-m	Off 10	Off 10	RT holding	RT holding	RT holding

**TT** penalty is against the tackling team    **KT** penalty is against the kicking team    **RT** penalty is against the return team  
**5+ or 15+** add 5 or 15 yards to the end of the gain, automatic first down

**Contact / Holding** Illegal contact/holding against the return team. On a kickoff, the ball is placed on the 15 yard line. On a punt return, move the ball 10 yards back from where the punt was fielded. If the ball was allowed to roll, ignore the flag.

**DPI** Pass interference is called. Automatic first down. On a short or screen pass, the ball is moved 10 yards downfield, automatic first down. On a medium pass, the ball is moved 15 yards downfield. On a deep route, the ball is moved 22 yards downfield. On a long pass or trick play, the ball is moved 35 yards downfield. If the pass was complete or never thrown, the penalty is changed instead to Off 10.

## INJURY CHART

To determine which player is hurt, use the game clock grid designation. The grid designation is determined by reading the line of letters a-o reading across the clock and the letters A-C reading down, and cross-referencing the two.

If a player is hurt, he has to leave the game for good, and his replacement must be rated 2 Quality Points lower than him.

If two offensive linemen on the same team have left the game because of injury, the quarterback's rating is immediately reduced by 2 for the duration of the game, as is RB1's rating.

The most recent play clock box (after recording the current dice roll) has this designation....	This player is injured	The most recent play clock box (after recording the current dice roll) has this designation....	This player is injured	The most recent play clock box (after recording the current dice roll) has this designation....	This player is injured
A-a	DL1	A-n	OL2	B-l	DL3
A-b	REC4	A-o	QB	B-m	DB4
A-c	DB1	B-a	DL4	B-n	QB
A-d	OL1	B-b	RB2	B-o	REC1
A-e	RB1	B-c	LB2	C-a	LB1
A-f	QB	B-d	DB2	C-b	OL4
A-g	DB1	B-e	REC3	C-c	REC1
A-h	DL4	B-f	QB	C-d	REC2
A-i	OL1	B-g	DL2	C-e	DL2
A-j	RB1	B-h	DL1		
A-k	LB3	B-i	RB3		
A-l	QB	B-j	DB3		
A-m	OL5	B-k	OL3		

Any injury during a TIE game extends beyond this game. See below.

Ball is currently on this yard line	Duration of injury
Offense's 1-10	2 games
Offense's 11-20	3 games
Offense's 21-30	4 games
Offense's 31-40	5 games
Offense's 41-50	6 games
Defense's 49-41	8 games
Defense's 40-31	Player is out for the season
Defense's 30-21	10 games
Defense's 20-11	12 games
Defense's 10 to end zone	1 game

## Miscellaneous Statistical Assignments

### **SACKS AND BLOCKED KICKS**

To determine which player made a sack or blocked a kick, use the game clock grid designation. The grid designation is determined by reading the line of letters a-o reading across the clock and the letters A-C reading down, and cross-referencing the two.

The most recent play clock box (after recording the current dice roll) has this designation....	This player makes the play	The most recent play clock box (after recording the current dice roll) has this designation....	This player makes the play
A-a B-f	DL3	A-k C-a	LB1
A-b B-g	DL4	A-l C-b	DL1
A-c B-h	DL2	A-m C-c	DB1
A-d B-i	DL1	A-n C-d	DL2
A-e B-j	DB3	A-o C-e	LB2
A-f B-k	DB2	B-a	DL1
A-g B-l	DB1	B-b	DB4
A-h B-m	LB3	B-c	LB2
A-i B-n	LB2	B-d	DL2
A-j B-o	LB1	B-e	DL1

### **INTERCEPTIONS ON SHORT AND MEDIUM PASSES**

To determine which player intercepted the ball, use the game clock grid designation. The grid designation is determined by reading the line of letters a-o reading across the clock and the letters A-C reading down, and cross-referencing the two.

The most recent play clock box (after recording the current dice roll) has this designation....	This player makes the play	The most recent play clock box (after recording the current dice roll) has this designation....	This player makes the play
A-a B-f	LB1	A-k C-a	DB1
A-b B-g	LB2	A-l C-b	LB1
A-c B-h	LB3	A-m C-c	DB1
A-d B-i	DB1	A-n C-d	LB2
A-e B-j	DB2	A-o C-e	DB2
A-f B-k	DB3	B-a	LB3
A-g B-l	DB4	B-b	DB3
A-h B-m	DL1	B-c	LB1
A-i B-n	DL2	B-d	DL3
A-j B-o	LB1	B-e	DL4

### **INTERCEPTIONS ON DEEP AND LONG PASSES AND TRICK PLAYS**

To determine which player intercepted the ball, use the game clock grid designation. The grid designation is determined by reading the line of letters a-o reading across the clock and the letters A-C reading down, and cross-referencing the two.

The most recent play clock box (after recording the current dice roll) has this designation....	This player makes the play	The most recent play clock box (after recording the current dice roll) has this designation....	This player makes the play
A-a B-f	DB2	A-k C-a	LB1
A-b B-g	DB3	A-l C-b	DB4
A-c B-h	DB4	A-m C-c	DB3
A-d B-i	DB1	A-n C-d	DB2
A-e B-j	DB3	A-o C-e	DB1
A-f B-k	DB2	B-a	LB2
A-g B-l	DB1	B-b	LB3
A-h B-m	DB2	B-c	DB1
A-i B-n	DB1	B-d	DB1
A-j B-o	DB1	B-e	DB1

## FUMBLE RECOVERIES ON RUNS AND PASSES FROM SCRIMMAGE

To determine which player picked up the ball, use the game clock grid designation. The grid designation is determined by reading the line of letters a-o reading across the clock and the letters A-C reading down, and cross-referencing the two.

The most recent play clock box (before the current dice number is written down) has this designation....	This player makes the play	The most recent play clock box (before the current dice number is written down) has this designation....	This player makes the play
A-a B-f	DL3 *DB1	A-k C-a	LB2
A-b B-g	DL4 *DB2	A-l C-b	LB1
A-c B-h	DL1 *DB3	A-m C-c	DB1
A-d B-i	DL1 *DB4	A-n C-d	DL1 *DB2
A-e B-j	DL2 *DB1	A-o C-e	LB1 *DB3
A-f B-k	DB4	B-a	LB2 *DB1
A-g B-l	DB3	B-b	DL2 *DB2
A-h B-m	DB2	B-c	DB2 *DB1
A-i B-n	DB1	B-d	LB1 *DB2
A-j B-o	LB3	B-e	DB1 *DB1

\* If the ball is fumbled 15 yards or more past the line of scrimmage, this player gets the fumble instead.

On special teams plays, no player is specified on a fumble recovery

Rare Plays: FAVORED team (home team if teams are evenly matched)	
11	A jump ball is thrown on a long pass, it's tipped up in the air and caught by REC1 for 40 yards!
12	A vicious scuffle breaks out after a 3 yard running gain by RB1! A defensive player is slapped with a 15 yard unsportsmanlike conduct penalty, automatic first down!
13	Quarterback drops back to pass, he is nailed but at the last second he flips the ball backhanded to RB1 who gallops for ten yards, it's considered a complete pass!
14	Miracle leaping catch by REC1 over the middle, a 15 yard gain! <b>(INJURY ON PLAY)</b>
15	Miracle leaping catch by REC2 on the sideline, a 15 yard gain and out of bounds!
16	Miracle leaping catch by REC1, he drags both feet in bounds, a 15 yard gain! (ob)
21	Miracle diving catch by REC3, a 15 yard gain! <b>(INJURY ON PLAY)</b>
22	Miracle diving catch by REC1, a 30 yard gain! But did he really catch it? The refs say he did! (CHALLENGE? See Challenge Rule.)
23	Quarterback throws over the middle, right into the hands of LB3....oh, he drops it! That was a guaranteed long runback! He was running before he made sure to hold onto it!
24	Quarterback drops back and throws short near the sideline, a charging DB4 anticipates the throw but drops an easy interception with nothing but running room in front of him! Oh, agony!
25	Quarterback throws short, into and out of the hands of DB3, and it's caught by a REC2 for 12 yards!
26	Long run from scrimmage by RB1, the ball is stripped away, it's fallen on by the offense! A 25 yard gain!
31	Quarterback throws, it's tipped high in the air, and caught for a 15 yard gain by REC4! <b>(INJURY ON PLAY)</b>
32	The ball is picked off ten yards downfield, but DB2 unwisely tries to lateral the ball, it's fallen on by the offense, it winds up being a 10 yard gain!
33	The defense jumps offside and nails the quarterback! There's a scuffle, and the defense is hit with a 15 yard unsportsmanlike conduct penalty, automatic first down!
34	Miracle leaping catch by REC2, a gain of 9! But did he hold onto it? The refs say he did! (CHALLENGE? See Challenge Rule.)
35	RB2 fumbles at the line of scrimmage, it bounces forward 15 yards, and is fallen on by the offense!
36	Short pass caught by REC3....before he's hit he laterals it to REC1, who rumbles forward, all in all it's a 20 yard gain!
41	The defense panics upon seeing a confusing offensive setup and has to use a time out! Call a new play.
42	The defense is flagged for a pass interference call in the end zone! 1st and goal from the 1! <b>(INJURY ON PLAY)</b>
43	Amazing run by RB1, who reverses his field and goes for 14!
44	RB1 is nailed at the line of scrimmage, somehow keeps on his feet, breaks tackle after tackle for a gain of 13!
45	The quarterback is sacked for a loss of 4, and a fight breaks out between the teams! Pushing and shoving everywhere, it's getting way too personal out there! An unsportsmanlike conduct penalty is called against the offense, tack 15 yards onto the loss!
46	Quarterback drops back, throws quickly behind the line of scrimmage to REC2, he in turn steps back and throws the ball downfield for a 20 yard gain to RB2!
51	REC3 is thrown to over the middle, and a linebacker CRUSHES him, incomplete pass, the receiver lies there dazed for a full minute! <b>(INJURY ON PLAY)</b>
52	Quarterback drops back to pass, has nothing, no one open, the pocket collapses, he scrambles back and forth across the field, evading everyone, no one can catch him, he goes from sideline to sideline, finally throws deep, it's caught by REC1 for a gain of 28! What an amazing feat of endurance!
53	RB3 gallops for a first down....or does he? It's a questionable spot, the refs leave him a yard short! Oh, that is a questionable call! (CHALLENGE? See Challenge Rule.)
54	Ball pops loose after a 5 yard run by RB1, there's a pileup....they're still fighting for it....after the smoke clears, the ref gives the ball to the offense! Oh, that is a questionable call! (CHALLENGE? See Challenge Rule.)
55-56	Quarterback nailed as he releases the ball, it's a fumble, DL1 picks it up and gallops for a 20 yard return! But wait....the referee is saying the QB's arm was moving forward and it's an incomplection! (CHALLENGE? See Challenge Rule.)
61-62	15 yard gain on a passing play! The defense claims REC2 trapped the ball, but is overruled. (CHALLENGE? See Challenge Rule.)
63-64	25 yard gain on a passing play, REC1 is shoved out of bounds. The defense claims he only had one foot down, but is overruled. (CHALLENGE? See Challenge Rule.)
65-66	RB3 loses the ball after a 7 yard gain, the defense falls on it, but the referee rules the back's knee was down and therefore the offense retains possession. (CHALLENGE? See Challenge Rule.) B

**CHALLENGE RULE:** On selected plays, if you wish to challenge the referee's call in an attempt to reverse it, roll the dice INSTEAD of getting a new dice number off the play clock. If you roll doubles, the call is reversed. Otherwise, the call stands after review and you are charged with a time out. On the Fumble Return table, a CHALLENGE result means the offense claims the ball carrier was down and the ball was dead, no fumble. (On a blocked kick or punt, ignore the challenge.) If doubles are rolled, the offense retains possession. If the play was an interception, the offense claims the player who intercepted the ball dropped it, thus no interception. If doubles are rolled, the offense retains possession.

**(INJURY ON PLAY)** Consult the Injury Chart.

## Rare Plays: UNDERDOG (visitors if teams are evenly matched)

11	Quarterback slips and falls going back to pass, loss of 8!
12	A clever shovel pass to RB2 goes for a gain of 10! <b>(INJURY ON PLAY)</b>
13	Two consecutive false start penalties on the offense! Move it back 10 yards!
14	Quarterback gets away with blatant intentional grounding, no flag, pass incomplete! <b>(INJURY ON PLAY)</b>
15	Quarterback throws 30 yards downfield to a wide open REC1, and he DROPS THE BALL!
16	Quarterback throws 50 yards downfield to a wide open REC2, but he's not looking for the ball and it drops incomplete! Total miscommunication!
21	Quarterback hits REC1 over the middle 10 yards downfield, the catch is made but he fumbles the ball, it's fallen on by the defense, no return! <b>(INJURY ON PLAY)</b>
22	Quarterback throws the ball over the middle, it hits a referee and falls incomplete!
23	Long run from scrimmage by RB1, the runner gets to the defense's 10 but the ball is stripped loose there, fallen on by the defense at the 5, 1st & 10 going the other way! (If ball is inside the defense's 15 when this play begins: use #11.)
24	Pass is caught, REC3 gallops toward the end zone, but the ball is batted from behind by DB1, it bounces through the end zone and the defense takes over at their own 20!
25	Quarterback throws, it's batted right back to him, he catches it, falls on it, it's a 3 yard gain!
26	Jail break at the line, the defense swarms the quarterback, it's a sack for a loss of 8, no protection whatsoever!
31	Short pass is broken open, REC4 gets to the defense's 20 and fumbles it! (If ball is inside the defense's 25 when this play begins: use #11.)
32	RB1 back trips over his own lineman, no gain.
33	Miscommunication at the line, the quarterback drops back to hand the ball off to RB1, who had no idea it was coming, the QB falls on the ball, a 6 yard loss.
34	Faulty route causes the quarterback to throw to a man who's nowhere in sight. Botched play, incomplete. <b>(INJURY ON PLAY)</b>
35	Fumble on the snap! The quarterback falls on it, a loss of 3.
36	Pass from the QB goes in and out of the hands of REC3, intercepted 10 yards downfield! Roll for return.
41	Trick play, RB1 takes the ball, runs toward the sideline, sets and throws downfield---oh, what an awful throw, 10 yards short of the man going deep! Almost comically bad.
42	Quarterback cracks under heavy pressure and throws it away, and is immediately called for intentional grounding! Ten yards, loss of down!
43	Quarterback has to scramble out of the pocket, can't find anyone open, is pursued relentlessly, he keeps dropping further and further back, oh, he should just throw it away but he never does and he's finally caught from behind for a mammoth loss of 24!
44	Quarterback takes a one step drop and fires the ball at a wide receiver near the sideline, it's anticipated beautifully and picked off, it's a 30 yard return! But the offense says the defender didn't get his hands fully under the ball and it should be ruled an incomplete pass! (CHALLENGE? See Challenge Rule.)
45	Trick play is botched when REC2 near the sideline drops the initial lateral from the quarterback. He falls on it, a loss of 2 yards.
46	A receiver is wide open deep on the sideline, but the ball is overthrown! Agony! <b>(INJURY ON PLAY)</b>
51	Screen pass hits RB2 in the back of the helmet, he never saw it coming, incomplete!
52	RB1 finds a hole in the line and rumbles forward, but his progress is halted when he runs right into the referee. Oh, a potentially long gain is reduced to a 7 yarder!
53	Quarterback is unclear about which play to call and must burn a time out. Ugly! Select a play again.
54	Quarterback feels his receivers are confused and must burn a time out. Oh, he's not happy about that!
55-56	RB1 breaks it along the sideline, he's off to the races and for a touchdown!! But no, the referee says he stepped out of bounds after only an 8 yard gain! (CHALLENGE? See Challenge Rule.)
61-62	REC1 catches a 22 yard pass on the sideline, but the referee says he only got one foot in bounds and rules it incomplete. (CHALLENGE? See Challenge Rule.) <b>(INJURY ON PLAY)</b>
63-64	REC2 makes a low grab of a pass and thinks he has a 14 yard catch. But the referee rules that the ball hit the ground and was trapped, incomplete pass. (CHALLENGE? See Challenge Rule.)
65-66	Quarterback is hit from behind as he attempts a pass, it's scooped up by the defense and returned for a touchdown! It's a questionable call, the QB's arm might have been going forward! (CHALLENGE? See Challenge Rule.)

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**(INJURY ON PLAY)** Consult the Injury Chart.

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>overtime</b>	<b>FINAL</b>

<b>time outs left</b>	1st half	3	2	1	0	2nd half	3	2	1	0	overtime	2	1	0
	1st half	3	2	1	0	2nd half	3	2	1	0	overtime	2	1	0

<b>GAME CLOCK – 1<sup>st</sup> quarter</b>															
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
A															
B															
C															
<b>GAME CLOCK – 2<sup>nd</sup> quarter</b>															
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
A															
B															
C															
<b>GAME CLOCK – 3<sup>rd</sup> quarter</b>															
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
A															
B															
C															
<b>GAME CLOCK – 4<sup>th</sup> quarter</b>															
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
A															
B															
C															
<b>GAME CLOCK – overtime</b>															
	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
A															
B															
C															

**DOWN AND FIELD POSITION**

<b>HOME TEAM</b>	Rating	Stats	<b>VISITORS</b>	Rating	Stats
QB			QB		
RB1			RB1		
RB2			RB2		
RB3			RB3		
REC1			REC1		
REC2			REC2		
REC3			REC3		
REC4			REC4		
PUNTER			PUNTER		
KICKER			KICKER		
P.RET			P.RET		
K.RET			K.RET		
DL1			DL1		
DL2			DL2		
DL3			DL3		
DL4			DL4		
LB1			LB1		
LB2			LB2		
LB3			LB3		
DB1			DB1		
DB2			DB2		
DB3			DB3		
DB4			DB4		
Overall defense					Overall defense
OL1			OL1		
OL2			OL2		
OL3			OL3		
OL4			OL4		
OL5			OL5		