



Dream Season Football

DREAM SEASON FOOTBALL lets you quickly play out a full NFL season for your favorite team, telling you not just who won or lost with its rapid-play format, but showing you the trends, heartbreaks, and unexpected surprises that are part of the drama of an NFL campaign. Your team will improve or regress due to injuries, quarterback controversies, coaching problems, superior individual performances, turnover issues, unwise free agent signings, exceptional play on one or both sides of the ball, special teams woes, locker room incidents, even blowout wins and agonizing losses which boost or lower team morale.

1) You will need two dice of different colors or sizes. On the scoresheet, fill out your team's name, as well as their offense, defense, X, coach, and quarterback rankings. These rankings are found on the Team Rankings page.

2) The higher a team's offense, defense, or X ranking is, the better they are. Offense takes into consideration the running, passing, and kicking game, and defense includes everything involving a team's ability to stop opposing offenses. A team's X index takes into account such factors as turnover ratio and special teams, as well as all the intangibles that make a team good or bad. The coach and quarterback rankings are more a reflection of job security in those areas.

3) It's time for the opening game of the season. On the scoresheet, fill in your first game matchup on the top two lines of the season schedule chart. Write the visiting team's name on the top line, the home team's name underneath it.

4) The results of each team's possessions are determined by rolling the dice and consulting the Possession table. It has 5 separate columns. Which column a team uses is dictated by the strength of their offense as opposed to the strength of the opponent's defense.

If the team's offense index is 17 or more points higher than the opponent's defense index, use column A.

If the team's offense index is 8-16 points higher than the opponent's defense index, use column B.

If the team's offense index is within 7 points of the opponent's defense index, use column C.

If the team's offense index is 8-16 points lower than the opponent's defense index, use column D.

If the team's offense index is 17 or more points lower than the opponent's defense index, use column E.

Write the letter of the Possession column each team will use inside the parentheses on the scoresheet.

5) Each game in Dream Season Football is made up of roughly 11 possessions per team, with the visiting team always rolling the dice first to start the game.

6) The Possession table will tell you what happens when the team has the ball. They will either score, punt, miss a field goal, or somehow turn the ball over to the other team. Then it is the opponent's turn to roll the dice. Possessions alternate in this way. The HOME team receives the opening kickoff of the second half AND in overtime, so they roll first to begin play at that time, the *opposite* of the way the first half progresses.

A touchdown on a return or block of any kind counts as a full possession for the scoring team. Touchdowns are followed by successful extra points unless otherwise noted. Teams do *not* get the ball back on a safety.

(Example: The Rams are playing at the Cowboys. The Rams get the first possession of the game. A roll of the dice tells you they have to punt. Mark a zero in column 1 for the Rams. The Cowboys then roll the dice, and kick a short field goal. Mark a 3 in column 1 for them. The score of the game is 3-0. Time for the Rams to get the ball again. They score a rushing touchdown! Mark a 7 in column 2 for the Rams, and the ball goes back to the Cowboys. They have to punt. Write another 3 down for them, this time in column 2, denoting that they still have only 3 points.)

7) Sometimes a team will return a fumble, interception, punt, or kick for a touchdown. Write this score in their next possession column as you normally would. This return constitutes their entire possession.

(Example: The Chiefs, visiting the Saints, are rolling the dice under possession column 4. They have to punt. The Saints' possession results in a fumble returned for a Chiefs touchdown! The Saints are said to go out scoreless in column 4, and the Chiefs are given a touchdown in column 5. Then it's the Saints' turn to get the ball again.)

8) The very last possession of each half and overtime—the possession lettered on the scoresheet with an F—is determined not by using the regular Possession table, but by using the Final Possession table. Make sure to use the right one, as the offense's priorities change as the clock starts to run out. The visitors get one roll on this table to close out the first half, while the home team will get one last chance to score at the end of the second half and overtime. If the home team is winning when they enter column F, the game simply ends; do not roll the dice.

9) Two point conversions should only be tried in the second half as strategy dictates. The conversion is good on a roll of 2-7, and it fails otherwise. In instances where you must roll the dice to see if your team has made an extra point following a touchdown (touchdowns marked on the Possession table with an XP notation leave it in doubt), you must decide whether or not to go for a two point conversion BEFORE you roll the dice to try the extra point.

10) Onside kicks should only be tried late in the game as strategy dictates. On a roll of 2-6, the onside kick is successful. This allows the team to remain "stuck in time" once in the possession column they just scored within. (Example: In the 4th quarter, the home team Giants score a touchdown in possession column F to bring them to within 3 of the Patriots. A successful onside kick allows them to keep the ball one last time, remaining in column F.)

11) If the visiting team is forced to punt on their last possession of the 4th quarter---possession 10---they may instead elect to go for it on 4th down to mount a last-gasp effort at a score. On a roll of 2-6, the first down is achieved and they may roll again on the Possession table to try to score. On a roll of 7-12, they turn the ball over on downs. They may go for it on 4th down as often as they need to, but *only* on possession # 10.

11) When the game is over, it's time to see what effects the victory or loss had on your team, and/or why they played the way they did. Consult the Wrap-up tables. You will now roll the dice five separate times, drawing one result for each category: the team's offense (OFF), defense (DEF), injuries (INJ), X factor (X), and coaching factor (CCH). On some occasions when your team either suffers an ugly loss or achieves a blowout victory, you will roll the dice to draw TWO results in each of the team's categories (except when you win, you won't have to draw two injury results). Use the proper table according to the final score of the game you just played.

Each roll of the dice gives you a number which corresponds on the Results Key to a change in your team for better or worse.

12) Make note of the changes to your team's various indices on the scoresheet. You will head into the next game a slightly different team based on how hurt your roster is, how your players are performing, how your head coach and quarterback are faring, etcetera. These results are cumulative from week to week, so your team's rankings heading into the season will be a thing of the past quite quickly.

If a player is injured for more than one game, make a note in the Injuries section on the scoresheet as to which game he will return and what effect his injury has on the team. When he returns to the lineup, reverse that effect. (Example: The Ravens' star linebacker is hurt during the first game of the season and is out for eight games. Going into game # 2, their defense rating is reduced by 9. When game # 9 rolls around and he is back in the lineup, a!! 9 to the team's defense rating.)

The same injury can strike more than once. For instance, if your star quarterback is hurt, his replacement is said to be the new "star" quarterback and if he goes down as well, you must subtract 16 from the team's offense index.

13) If, at any time, your head coach's index drops to zero, he **MUST** win the next game to save his job! If he wins, push his index back up to 1 and go on from there. Every time his index drops to zero, he must save his job with an immediate victory. If he loses right after he drops to zero, he's fired!

If, at any time, your quarterback's index drops to zero, he's benched! A backup starts the next game. However, he only starts playing with a QB index of 2—a short leash. If he ever falls to zero, the original starter is put back in with a 2 index. If the original starter fails a **SECOND** time during the season, dropping to zero, the third stringer is given a shot at the starting job, and is also given a 2 index. In case of *his* failure, the original starter finishes out the season no matter what, unless he is injured. In case of injury, a backup or third stringer starts off with an index of 2.

14) All other rules are included on the game charts. Turnovers can lead to better opportunities for a team to score, freak plays may occur, extra points may be missed, miracle touchdowns can turn victory into defeat. Good luck getting to the Super Bowl! Pick your playoff opponents fairly, from the top teams in the league.

Sample Game

TEAMS		1	2	3	4	5	F	6	7	8	9	10	F	OT	OT	F	
New England Patriots	(C)	0	3	3	6	14	14	16	16	16	16	24					24
Indianapolis Colts	(B)	0	0	7	7	7		7	14	14	14	21	24	30			30

The Patriots played at the Colts. The Patriots' offense versus the Colts' defense was rated as C, while the Colts were rated a B.

The Patriots kicked a field goal on their second possession. The Colts couldn't answer, but later scored on a touchdown pass on their third possession.

After the Patriots made it 7-6, the Colts fumbled the ball away on their fourth possession. The fumble was returned for a touchdown, as noted in the Patriots' column 5. After the Colts punted, the Patriots got one last chance to score some points on possession F, but they missed a field goal.

The dice-rolling order reversed in the second half, with the Colts opening it up by turning the ball over. The Patriots then scored on a safety, but the Colts returned the ensuing kickoff for a touchdown (column 7)!

After the Colts scored a touchdown on possession 10, the Patriots were trailing 21-16, and as the visiting team, it was then their turn to roll under column 10, their very last chance for points in regulation. They got to the goal line on a roll of 13, and then scored a touchdown! They gambled and made the two-point conversion, making it 24-21. The Colts got one last try, under column F, using the *Team Down by 1-3* table. The tying field goal was good! As the home team, they rolled first in overtime, marched down the field, and ran it in for a touchdown to end the game!

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Possession table

	A	B	C	D	E
11	Rushing TD!	Rushing TD!	Rushing TD!	Rushing TD!	Passing TD!
12	Rushing TD! (XP)	Rushing TD!	Rushing TD!	Rushing TD! (XP)	Rushing TD! (XP)
13	<i>Ball on the goal line. Roll again. 2-3 Pass TD! 4-6 Rush TD! 7 Field goal 8-10 Lost on downs 11 Missed FG 12 Turnover</i>				
14	Passing TD!	Passing TD! (XP)	Passing TD! (XP)	Passing TD!	Passing TD!
15	Passing TD! (KR)	Passing TD!	Passing TD!	Passing TD! (KR)	Very long field goal!
16	Passing TD!	Passing TD! (OK)	Passing TD! (OK)	Very long field goal!	Long field goal!
21	Passing TD!	Very long field goal!	Very long field goal!	Long field goal!	Medium range FG
22	Very long field goal!	Long field goal!	Long field goal!	Medium range FG	Short FG
23	Long field goal!	Medium range FG (KR)	Medium range FG	Short FG	Chip shot FG (KR)
24	Medium range FG	Short FG	Short FG (KR)	Chip shot FG	MISSED field goal
25	Short FG	Short FG	Chip shot FG	MISSED field goal	MISSED field goal
26	Short FG	Chip shot FG	MISSED field goal	MISSED field goal	Use EVENT table
31	Chip shot FG	MISSED field goal	MISSED field goal	Use EVENT table	Lost on downs
32	MISSED field goal	MISSED field goal	Use EVENT table	Lost on downs	Punt (+8)
33	MISSED field goal	Use EVENT table	Lost on downs	Punt (+8)	Fumble
34	Use EVENT table	Lost on downs	Punt (+8)	Fumble (TD?)	Fumble (-8)
35	Punt (+8)	Punt (+8)	Fumble	Fumble (-8)	Fumble
36	Lost on downs	Fumble (TD?)	Fumble (-8)	Fumble	Fumble (TD?)
41	Fumble (-8)	Interception	Interception (TD?)	Interception (TD?)	Interception (TD?)
42	Interception (TD?)	Interception (-8)	Interception (-8)	Interception (-8)	Interception (-8)
43	Interception	Fumble	Interception	Interception	Interception
44	HOME: Passing TD! (only if team had a winning record during the season, otherwise they punt)		HOME: Rushing TD! (only if team had a winning record during the season, otherwise they punt)		
45	VISITORS: Ugly three and out, punt.		VISITORS: Ugly three and out, punt.		
46	Higher X rating than opponent: Passing TD!		Higher X rating than opponent: Use # 13		Higher X rating: FG
51	Lower or equal X rating: Punt		Lower or equal X rating: Punt		Lower or equal X: Punt
52	Punt (PR)	Punt (PR)	Punt (PR)	Fumble	Interception
53			Punt (-8)	Punt (PR)	Fumble
54					Punt (PR)
55					
56					
61					
62	Punt	Punt	Punt	Punt	Punt
63					
64					
65					
66					

EVENT table

2	Fake punt goes for a touchdown!	8	Team scores on a safety!
3	Blocked punt returned for a touchdown!		
4	Trick play goes for a touchdown!	9	Team's punt is blocked out of the end zone, safety!
5	Team blocks a field goal try, returns it for a TD!	10	Fake field goal fails, ball turned over on downs!
6	Team's punt is blocked! (TD?)(-8)	11	Fake punt fails, ball turned over on downs!
7	Team's field goal is blocked! (TD?)(-8)	12	Fake field goal goes for a touchdown!

(XP) The extra point is assumed to be good unless an asterisked result is rolled. In that case, roll the dice again, a!!ing them. On a roll of 9, the kick is no good!

(PR) The punt is returned for a touchdown on a roll of 9. Ignore the return touchdown if the PR result comes as a result of possession # 5 or # 10.

(KR) The ensuing kickoff is returned for a touchdown on a roll of 9. Ignore the return touchdown if the KR result comes as a result of possession # 5 or # 10.

(OK) If this possession is the first one of the game, second half, or overtime, it's not a passing TD; instead, the opening kickoff is returned for a touchdown!

(TD?) On a roll of 9, the turnover is returned for a touchdown.

(-8)(+8) Because a turnover puts the opposing team in very good field position, or a punt puts them in very poor field position, a!! or subtract 8 dice numbers on the opponent's ensuing dice roll. (Example: 44 minus 8 becomes a 33, 16 becomes an 11.) This is not necessary if a blocked punt or field goal is returned for a touchdown outright, and is not applicable when the team must use the Final Possession table to resolve their possession.

Final possession of the first half

	A	B	C	D	E
2	Use EVENT table	Use EVENT table	Use EVENT table	Use EVENT table	Use EVENT table
3	Lost on downs	Lost on downs	Lost on downs	Lost on downs	Passing touchdown!
4	Clock expires	Clock expires	Punt	Passing touchdown!	Punt
5	Clock expires	Passing touchdown!	Passing touchdown!	Punt	Clock expires
6	Passing touchdown!	Clock expires	Clock expires	Clock expires	Clock expires
7	Field goal	Field goal	Field goal	Missed field goal	Missed field goal
8	Field goal	Field goal	Missed field goal	Field goal	Missed field goal
9	Missed field goal	Missed field goal	Field goal	Field goal	Field goal
10	Rushing touchdown!	Rushing touchdown!	Interception	Interception	Interception
11	Interception	Interception	Rushing touchdown!	Rushing touchdown!	Rushing touchdown!
12	Punt	Punt	INT returned for TD	Fumble ret. for TD	INT returned for TD

Final possession of the 4th quarter (F) – team down by 4 or more

	A	B	C	D	E
2	Touchdown pass on the very last play of the game!				
3	Lost on downs	Lost on downs	Fumble!	Lost on downs	Lost on downs
4	Fumble!	Fumble!	Lost on downs	Fumble!	Fumble!
5	Lost on downs	Lost on downs	Passing touchdown!	Passing TD! (XP)	Passing TD! (XP)
6	Clock expires	Passing touchdown!	Clock expires	Clock expires	Clock expires
7	Passing touchdown!	Clock expires	Clock expires	Clock expires	Clock expires
8	Interception	Interception	Interception	Interception	Interception
9	Rushing touchdown!	Rushing touchdown!	Rushing touchdown!	Interception	Interception
10	Clock expires	Clock expires	Lost on downs	Rushing touchdown!	Lost on downs
11	Lost on downs	Lost on downs	Lost on downs	Lost on downs	Rushing touchdown!
12	Lost on downs	Lost on downs	INT returned for TD	INT returned for TD	Fumble return for TD

Final possession of the 4th quarter or overtime(F)– team down by 1-3 or game tied

	A	B	C	D	E
2	Fumble	Fumble	Fumble	◇ Passing touchdown!	◇ Passing touchdown!
3	Interception	◇ Passing touchdown!	◇ Passing touchdown!	Fumble	Lost on downs
4	Passing touchdown!	Interception	Interception	Interception	Fumble
5	Clock expires	Clock expires	Clock expires	Clock expires	Interception
6	Missed field goal	Missed field goal	Missed field goal	Missed field goal	Missed field goal
7	Field goal	Field goal	Field goal	Field goal	Field goal
8	Field goal	Lost on downs	Lost on downs	Clock expires	Clock expires
9	Lost on downs	Field goal	Missed field goal	Lost on downs	Lost on downs
10	Missed field goal	Missed field goal	Field goal	Missed field goal	Missed field goal
11	Clock expires	Clock expires	Clock expires	Field goal	INT returned for TD
12	FG blocked!	FG blocked!	FG blocked!	FG blocked, returned for a touchdown!	

Diamond ◇ results: The opponent is left with just a few ticks on the game clock in which to try to score. On a roll of 5, they score a miracle touchdown as time expires. On any other dice roll, they fail to score and the game is over.

(XP) The extra point is assumed to be good unless an asterisked result is rolled. In this case, roll the dice again, adding them. On a roll of 9, it is no good!

Post-win wrap-up

Team scores 0-14 and WINS		OFF	DEF	INJ	X	CCH	Team scores 25 or more and WINS by 1-7		OFF	DEF	INJ	X	CCH
	2	18	3	11	11	8		2	2	24	26	11	8
	3	19	1	25	1			3	4	4	41	6	
	4	34	9	56	5			4	13	17	45	13	
	5	29	8	52	9			5	18	7	55	9	
	6	31	10	49	7			6	11	16	46	7	
	7	8	2	2	11	2		7	1	18	5	11	2
	8	18	3	11	11	8		8	2	24	52	11	8
	9	19	1	25	1			9	4	4	41	6	
	10	34	9	56	5			10	13	17	45	13	
	11	29	8	28	9			11	18	7	55	9	
	12	31	10	49	7			12	11	16	46	7	
Team scores 15-24 and WINS by 1-7		OFF	DEF	INJ	X	CCH	Team scores 25 or more and WINS by 8-14		OFF	DEF	INJ	X	CCH
	2	25	1	8	11	6		2	28		11	1	
	3	11	2	44	1			3	11	5	44	3	
	4	13	6	43	8	8		4	29	2	12	12	
	5	9		17	12			5	25	3	42	9	
	6	2		45	7			6	3	24	35	7	
	7	1	24	6	11	2		7	32	1	10		4
	8	25	1	8	11	6		8	28		11	1	
	9	11	2	44	1			9	11	5	44	3	
	10	13	6	43	8	8		10	29	2	12	12	
	11	9		17	12			11	25	3	42	9	
	12	2		45	7			12	3	24	35	7	
Team scores 15-24 and WINS by 8-14		OFF	DEF	INJ	X	CCH	Team scores 25 or more and WINS by 15-24		OFF	DEF	INJ	X	CCH
	2	4	18	12	1			2	13	8	21	4	
	3	12		20	8			3	11	9	38	3	
	4	28	14	37				4	18	14	15	16	
	5	32	15	17	9			5	4	15	53	9	
	6	2		31	7			6	11	1	39	7	
	7	3	24	4		11		7	12	2	5		4
	8	4	18	12	1			8	13	8	52	4	
	9	12		20	3			9	11	9	38	3	
	10	28	14	37				10	18	14	15	16	
	11	32	15	17	9			11	4	15	32	9	
	12	2		31	7			12	11	1	39	7	
Team scores 15-24 and WINS by 15 or more		OFF	DEF	INJ	X	CCH	Team scores 25 or more and WINS by 25 or more (roll TWICE in each category except INJ)		OFF	DEF	INJ	X	CCH
	2	3	8	39	2			2	12	1	50		
	3	11	15	50	3			3	13	17	51	3	
	4	4	2	18				4	19	18	18		
	5	12	3	51	16			5	29	2	29	9	
	6	19	9	56	7			6	1	3	57	7	
	7	1	14	6		2		7	11	10	16	16	4
	8	3	8	39	2			8	12	1	50		
	9	11	15	50	3			9	13	17	51	3	
	10	4	2	18				10	19	18	18		
	11	12	3	51	16			11	29	2	29	9	
	12	19	9	56	7			12	1	3	57	7	

Blank boxes indicate that no particular effect is applied.

If you are instructed to roll the dice twice in each category, ignore any duplicate results you might get and accept just the first dice roll.

Post-loss wrap-up

Team scores 0-14 and LOSES by 1-7		OFF	DEF	INJ	X	CCH	Team scores 15-24 and LOSES by 1-7		OFF	DEF	INJ	X	CCH
	2	6	1	52	2			2	26	4	43	8	
	3	7	3	11	6	12		3	16	11	22	10	7
	4	26	2	24	10			4	15	5	49		11
	5	31	5	54				5	23	13	40		
	6	14	19	48	12	5		6	30	6	45	12	14
	7	5	5	1	10	1		7	31	5	5	10	1
	8	6	1	52	2			8	26	4	43	8	
	9	7	3	11	6	12		9	16	11	52	10	7
	10	26	2	24	10			10	15	5	49		11
	11	31	5	54				11	23	13	40		
	12	14	19	48	12	5		12	30	6	45	12	14
Team scores 0-14 and LOSES by 8-14		OFF	DEF	INJ	X	CCH	Team scores 15-24 and LOSES by 8-14		OFF	DEF	INJ	X	CCH
	2	10	11	12	8			2	20	16	7	2	5
	3	15	7	23				3	17	7	57		11
	4	16	6	53	12			4	24	11	16	9	
	5	17	20	38	14	9		5	27	22	53		7
	6	20	2	45				6	14	23	47		
	7	23	5	6	12	6		7	6	4	3	12	1
	8	10	11	12	8			8	20	16	7	2	5
	9	15	7	23				9	17	7	57		11
	10	16	6	33	12			10	24	11	16	9	
	11	17	20	38	14	9		11	27	22	53		7
	12	20	2	45				12	14	23	47		
Team scores 0-14 and LOSES by 15-21		OFF	DEF	INJ	X	CCH	Team scores 15-24 and LOSES by 15+		OFF	DEF	INJ	X	CCH
	2	21	20	9	4	11		2	5	7	12	8	7
	3	27	12	53				3	6	12	34		
	4	14	16	52	15	5		4	16	13	14	6	
	5	15	4	17	3			5	17	16	27	12	10
	6	33	5	39				6	31	21	44		
	7	30	13	6	12	3		7	14	23	4	12	6
	8	21	20	9	4	11		8	5	7	12	8	7
	9	27	12	53				9	6	12	34		
	10	14	16	52	15	5		10	16	13	14	6	
	11	15	4	17	3			11	17	16	27	12	10
	12	33	5	39				12	31	21	44		
Team scores 0-14 and LOSES by 22+ (Roll TWICE in each category)		OFF	DEF	INJ	X	CCH	Team scores 25 or more and LOSES		OFF	DEF	INJ	X	CCH
	2	14	19	37	5	11		2	1	6	19	8	
	3	5	5	50				3	24	11	18	15	12
	4	7	12	18	15			4	26	19	30	4	
	5	22	20	39	15	13		5	17	20	36	1	
	6	20	23	51				6	10	5	38	17	
	7	17	6	13	12	3		7	2	4	10	15	3
	8	14	19	37	5	11		8	1	6	19	8	
	9	5	5	50				9	24	11	18	15	12
	10	7	12	18	15			10	26	19	53	4	
	11	22	20	39	15	13		11	17	20	36	1	
	12	20	23	51				12	10	5	38	17	

Blank boxes indicate that no particular effect is applied.

If you are instructed to roll the dice twice in each category, ignore any duplicate results you might get and accept just the first dice roll.

Results Key: OFFENSE

- 1) Running game performing very well. +3 to offense index
- 2) Passing game performing very well. +3 to offense index
- 3) Receivers performing very well. +3 to offense index
- 4) Offensive line performing very well. +3 to offense index
- 5) Problems with the running game. -3 from offense index
- 6) Problems with the passing game. -3 from offense index
- 7) Receivers underperforming. -3 from offense index
- 8) Problems with the offensive line. -3 from offense index
- 9) Kicker is on a great run. +1 to offense index (switch to # 10 if kicker missed any kicks during the game)
- 10) Kicker having problems. -1 from offense index (ignore if kicker made all kicks during the game)
- 11) Quarterback performing very well. +4 to offense index, +1 to QB index
- 12) Star running back performing very well. +4 to offense index
- 13) Star receiver performing very well. +3 to offense index
- 14) Quarterback ineffective. -4 from offense, -1 from QB index
- 15) Star running back ineffective. -4 from offense index
- 16) Star receiver ineffective. -3 from offense index
- 17) Dropped passes starting to mount. -2 from offense index
- 18) Offensive rookie excels. +1 to offense index
- 19) Big free agent signing on offense pays off. +1 to offense index
- 20) Big free agent signing on offense not panning out. -1 from offense index
- 21) Bad field position kills the offense. -1 from offense index
- 22) Third down woes kill the offense. -1 from offense index
- 23) Problems with the offensive scheme. -1 from offense index
- 24) Problems converting on short yardage hurt the offense. -1 from offense index
- 25) Terrific pass protection. +1 to offense index
- 26) Poor pass protection. -2 from offense index
- 27) Star receiver getting double-teamed and taken out of games. -2 from offense index
- 28) Previously unheralded offensive player becomes a star. +1 to offense index
- 29) Key offensive veteran shows superior play. +1 to offense index
- 30) Key offensive veteran shows big decline in skills. -1 from offense index
- 31) Red zone woes hurt the offense. -2 from offense index
- 32) Red zone success spurs the offense. +2 to offense index
- 33) Offensive star suspended for four games for violating league's substance abuse policy. -2 from offense index
- 34) Off-the-field problems dog an offensive star. -2 from offense index

Results Key: DEFENSE

- 1) Pass rush performing well. +3 to defense index
- 2) Run defense performing well. +3 to defense index
- 3) Defensive secondary performing well. +3 to defense index
- 4) Problems with the pass rush. -3 from defense index
- 5) Problems with the run defense. -3 from defense index
- 6) Problems with the defensive secondary. -3 from defense index
- 7) Problems with poor tackling. -3 from defense index
- 8) Star linebacker performing very well. +3 to defense index
- 9) Star defensive lineman performing very well. +3 to defense index
- 10) Star defensive back performing very well. +3 to defense index
- 11) Star linebacker ineffective. -3 from defense index
- 12) Star defensive lineman ineffective. -3 from defense index
- 13) Star defensive back ineffective. -3 from defense index
- 14) Defensive rookie excels. +1 to defense index
- 15) Big free agent signing on defense pays off. +1 to defense index
- 16) Big free agent signing on defense not panning out. -1 from defense index
- 17) Previously unheralded defensive player becomes a star. +1 to defense index
- 18) Key defensive veteran shows superior play. +1 to defense index
- 19) Key defensive veteran shows big decline in skills. -1 from defense index
- 20) Defense can't stop teams in the red zone. -2 from defense index
- 21) Defensive star suspended for four games for violating the league's substance abuse policy. -2 from defense index
- 22) Off-the-field problems dog a defensive star. -2 from defense index
- 23) Problems with the defensive scheme. -1 from defense index
- 24) Defense excelling in short yardage situations. +2 to defense index

Results Key: INJURIES

- 1) Starting quarterback is injured, out for the rest of the season! -16 from offense index
- 2) Starting quarterback is injured, out for eight games! -16 from offense index
- 3) Starting quarterback is injured, out for four games! -16 from offense index
- 4) Starting quarterback is injured, out for two games! -16 from offense index
- 5) Starting quarterback is injured, out for the next game. -16 from offense index
- 6) Starting quarterback is injured, will play hurt. -10 from offense index
- 7) Star running back is injured, out for the rest of the season! -10 from offense index
- 8) Star running back is injured, out for eight games! -10 from offense index
- 9) Star running back is injured, out for four games! -10 from offense index
- 10) Star running back is injured, out for two games! -10 from offense index
- 11) Star running back is injured, out for the next game. -10 from offense index
- 12) Star running back is injured, will play hurt. -6 from offense index
- 13) Star receiver is injured, out for the rest of the season! -8 from offense index
- 14) Star receiver is injured, out for eight games! -8 from offense index
- 15) Star receiver is injured, out for four games! -8 from offense index
- 16) Star receiver is injured, out for two games! -8 from offense index
- 17) Star receiver is injured, out for the next game. -8 from offense index
- 18) Star receiver is injured, will play hurt. -4 from offense index
- 19) Kicker is injured, out for the rest of the season! -5 from offense index
- 20) Kicker is injured, out for four games! -5 from offense index
- 21) Kicker is injured, out for two games! -5 from offense index
- 22) Kicker is injured, out for the next game. -5 from offense index
- 23) Kicker is injured, will play hurt. -3 from offense index
- 24) Kick returner injured, out for the rest of the season! -2 from X index
- 25) Kick returner injured, out for four games! -2 from X index
- 26) Kick returner injured, out for two games! -2 from X index
- 27) Kick returner injured, out for next game. -2 from X index
- 28) Kick returner injured, will play hurt. -1 from X index
- 29) Punt returner injured, out for the rest of the season! -2 from X index
- 30) Punt returner injured, out for four games! -2 from X index
- 31) Punt returner injured, out for two games! -2 from X index
- 32) Punt returner injured, out for next game. -2 from X index
- 33) Punt returner injured, will play hurt. -1 from X index
- 34) Star linebacker injured, out for the rest of the season! -9 from defense index
- 35) Star linebacker injured, out for eight games! -9 from defense index
- 36) Star linebacker injured, out for four games! -9 from defense index
- 37) Star linebacker injured, out for two games! -9 from defense index
- 38) Star linebacker injured, out for the next game. -9 from defense index
- 39) Star linebacker injured, will play hurt. -6 from defense index
- 40) Star defensive lineman injured, out for the rest of the season! -7 from defense index
- 41) Star defensive lineman injured, out for eight games! -7 from defense index
- 42) Star defensive lineman injured, out for four games! -7 from defense index
- 43) Star defensive lineman injured, out for two games! -7 from defense index
- 44) Star defensive lineman injured, out for the next game. -7 from defense index
- 45) Star defensive lineman injured, will play hurt. -4 from defense index
- 46) Star defensive back injured, out for the rest of the season! -6 from defense index
- 47) Star defensive back injured, out for eight games! -6 from defense index
- 48) Star defensive back injured, out for four games! -6 from defense index
- 49) Star defensive back injured, out for two games! -6 from defense index
- 50) Star defensive back injured, out for the next game. -6 from defense index
- 51) Star defensive back injured, will play hurt. -3 from defense index
- 52) Injuries to the offensive line. -3 from offense index
- 53) Injuries to the defensive line. -3 from defense index
- 54) Injuries to backup offensive skill players. -3 from offense index
- 55) Injuries to the defensive secondary. -3 from defense index
- 56) Injuries to the offense. -3 from offense index
- 57) Injuries to the defense. -3 from defense index

Results Key: X Factor

- 1) Star kick returner performing very well. *+1 to X index*
- 2) Star kick returner ineffective. *-1 from X index*
- 3) Star punt returner excelling. *+1 to X index*
- 4) Star punt returner ineffective. *-1 from X index*
- 5) Punter ineffective. *-1 from X index*
- 6) Punter highly effective. *+1 to X index*
- 7) Team winning the field position battle. *+1 to X index*
- 8) Problems with kick coverage. *-1 from X index*
- 9) Special teams performing well. *+1 to X index*
- 10) Team especially demoralized after losing this close game. *-2 from X index*
- 11) Team especially enthused after winning this close game. *+2 to X index*
- 12) Penalties hurt the team. *-1 from X index*
- 13) Key offensive player's contract talks are creating a distraction. *-1 from X index*
- 14) Key defensive player's contract talks are creating a distraction. *-1 from X index*
- 15) Blowout loss lowers morale. *-2 from X index*
- 16) Blowout win boosts morale. *+2 to X index*
- 17) Front office controversies overshadow the team's play. *-2 from X index*

Results Key: COACHING Factor

- 1) Questionable play calls hurt the team. *-1 from coach index*
- 2) Stellar coaching helps the team. *+1 to coach index*
- 3) Morale on the team is low. *-1 from coach index and X index*
(after 3rd straight loss: -2 from coach index)
- 4) Morale on the team is high. *+1 to coach index and X index*
- 5) Team not playing with a sense of urgency. *-1 from coach index*
- 6) Off the field problems dog the team. *-1 from coach index*
- 7) Team seems to have doubts about the coach's ideas. *-1 from coach index*
(after 3rd straight loss: Locker room seems to be in revolt. -2 from coach index)
- 8) Coach's bold call secures the win. *+1 to coach index*
- 9) Coach's roster moves are questioned. *-1 from coach index*
- 10) Infighting amongst the players creates a distraction. *-1 from coach index*
- 11) Poor discipline leads to stupid penalties. *-1 from coach index*
(after 3rd straight loss: -2 from coach index)
- 12) Minor problems in the locker room. *-1 from coach index*
- 13) Huge problems in the locker room. *-2 from coach index*
(after 3rd straight loss: -2 from coach index)
- 14) Coach criticized for dubious clock management. *-1 from coach index*

Sample NFL Team Rankings (from the 2005 season)

	OFFENSE	DEFENSE	X	COACH	QB
Indianapolis Colts	29	24	8	3	3
Seattle Seahawks	32	17	8	3	3
Cincinnati Bengals	30	12	8	3	3
Denver Broncos	28	13	8	3	3
New York Giants	25	11	7	3	3
Jacksonville Jaguars	13	29	7	3	3
San Diego Chargers	27	18	7	3	3
Chicago Bears	4	31	7	3	2
New England Patriots	26	6	6	3	3
Carolina Panthers	11	30	6	3	3
Pittsburgh Steelers	12	28	6	3	3
Tampa Bay Buccaneers	8	32	6	3	2
Kansas City Chiefs	31	5	5	3	3
Washington Redskins	21	26	5	3	2
Minnesota Vikings	7	9	5	2	2
Dallas Cowboys	18	23	5	3	3
Atlanta Falcons	22	19	4	3	3
Miami Dolphins	17	7	4	3	2
Philadelphia Eagles	19	8	4	3	3
Cleveland Browns	10	20	4	3	2
St. Louis Rams	24	3	3	2	3
Baltimore Ravens	9	27	3	3	2
Arizona Cardinals	23	21	3	3	2
Tennessee Titans	20	15	3	3	3
Oakland Raiders	14	14	2	2	2
Detroit Lions	6	10	2	2	2
Buffalo Bills	3	4	2	2	2
New Orleans Saints	16	16	2	2	2
Green Bay Packers	15	25	1	2	3
New York Jets	5	22	1	3	2
Houston Texans	2	2	1	2	3
San Francisco 49ers	1	1	1	3	2

How the rankings are determined

You can easily create rankings for any NFL season in minutes by following these guidelines:

OFFENSE: The top offense in the league in terms of total accumulated passing and rushing yards is given a 32 rating, the worst offense a 1.

DEFENSE: The top defense in the league in terms of total accumulated passing and rushing yards *allowed* is given a 32 rating, the worst defense a 1.

X: The teams are ranked 1 through 8 in terms of wins and losses, 32 teams in all, resulting in the top four teams being given an 8 rating, the bottom 4 given a 1.

COACH and QB: These are more intuitive rankings based on the general trends of a particular season. If a team's starting quarterback was often in danger of being replaced during the year, he should be given an index of 2 or even 1, while a very secure quarterback should receive a 3. The same applies to the head coach.

No team's offense or defense ranking can ever exceed 32 or drop below 1. No team's X ranking can ever exceed 8 or drop below 1. Coach and QB rankings cannot improve above 3 or drop below 1.