



GRIDIRON CHAOS!

A Game of Professional Football at Its Most Thrilling

Gridiron Chaos is designed to amp up the experience of the NFL to give you more big gains, more dramatic losses, more sacks, more great returns, more blocked kicks, more quarterback scrambles, more spectacular individual achievements, crazier plays.....more of everything to give you a contest for the record books. A simple game engine provides an unusually high number of seesaw battles and will streak you through the contest with exciting speed.

1. You will need two dice, of different colors. Select two teams to play against each other and prepare the scoresheet by filling in the roster slots (see 'Setting Up the Rosters'). The rosters from four great Super Bowls from the past are included with the game.

Roll the dice and determine who receives the kickoff through an odds/evens call.

2. Consult the Kickoff table and roll the dice, adding them, to find the result of the kickoff.

3. Adjust the receiving team's down and field position on the scoresheet. A good way to keep track of the ball is to merely write down the new field position after every play, underlining figures that signify a first down. (Example: a line that reads RAMS 35, 38, 42, 47>, shows that the Rams started their possession with a first down at their own 35, got the ball to the 38 on 1st down, setting up a 2nd and 7, got to the 42 on 2nd down, and on 3rd and 3 moved the chains by reaching the opponent's 47.)

4. Each team will use the Play Calls table to determine play results from scrimmage. Use the Short Yardage chart when you are at or inside the defense's 3 yard line OR anytime it is 3rd or 4th down and 2 or less to go for a first. Here are some common abbreviations to watch for as you call plays:

LR: line run
ER: end run
DW: draw play
RVS: reverse
SCR: screen pass
DV: dive play
SHVL: shovel pass

INC: incomplete pass
INT: interception
FF: flea flicker
QBS: quarterback sneak
(ob): the play goes out of bounds
TD: touchdown

5. Letters A - P and AA – CC follow most play results. These letters are used to credit individual players for the purpose of keeping statistics on rushes, caught passes, punt and kick returns, sacks, fumble recoveries, and interceptions. Each letter corresponds to a specific player.

Credit for fumble recoveries and interceptions are given on the returns table---except when a fumble happens on a punt return, kick return, or break, in which case credit is given immediately upon the fumble. Disregard that credit if the offense winds up recovering the fumble.

You can fill out your lineup sheet with any team you like, assigning statistics (which will often be extraordinary ones!) to the appropriate players, using this simple system. Some past Super Bowl teams come with the game.

Start your quarterback, kicker, punter, kick returner, and punt returner based on whichever player is the most dominant at that position. Fill out the rest of the lineup sheet as follows:

Players A, B, and C are the team's three best running backs, in descending order of playmaking ability.

Players AA, BB, CC, and DD are the team's four best wide receivers or tight ends, in descending order of playmaking ability.

Players E and F are the team's two best linebackers, in descending order of playmaking ability.

Players G, H, I, and J are the team's four best defensive backs, in descending order of playmaking ability.

Players K and L are the team's two best defensive linemen, in descending order of playmaking ability.

Players M, N, O, and P are the team's players most likely to sack the quarterback, in any position, in descending order of playmaking ability.

You may if you wish assign one player to two different spots on the defensive roster (i.e. the best linebacker, E, could also be the most likely to sack the quarterback, M, or a superstar receiver could be both receiver A and C). Manipulate the rosters to highlight the stars you most want to see shine!

6. Time during the game is kept as follows:

- Running plays, completed passes, and sacks take **45** seconds off the clock. With two minutes to go or less in the second quarter, fourth quarter, or overtime, the offense may elect for any play to take only **30** seconds.
- Plays that go out of bounds, plays during which a flag is thrown, incomplete passes, field goal attempts, changes of possession, scores, plays after which a challenge is made, plays after which a time out is called, and plays after which the ball is spiked into the ground for an intentionally incomplete pass all take **15** seconds off the clock.
- Extra points, two point conversion attempts, and touchbacks on kickoffs all take **0** seconds off the clock.

7. A complete pass that goes beyond the end zone is still complete. An interception which goes beyond the end zone is still an interception nine yards deep. The defense always has the option of downing the ball in the end zone on interceptions, fumbles, and punts, or returning it.

8. Note that Two Point Conversions are tried using a separate table, not by placing the ball at the 3 and calling a play from the Play Calls table.

9. Some Play Calls results are notated with a \diamond symbol. If the ball is at or inside the defense's 10 yard line when these results are rolled, all running plays go for zero yards, and all passes are incomplete.

10. Some Play Calls results are featured with the notation "2 Minutes: INC" or "2 Minutes: 1". The original result of the play is changed to the less favorable one (an incomplete pass or a 1 yard gain) in the last 2 minutes of the 2nd, 4th, and overtime quarters. This will make it more difficult to both throw long and to run out the clock on the ground.

11. Certain time boxes on the scoresheet are marked with an L, T, or M. This component of the game gives the offense a sudden advantage if they wish to call specific plays: long pass (L), trick play (T), or medium pass (M). Whenever the progression of the game clock passes through a time box marked with a letter, the offense's quarterback suddenly senses that the defense is exposing a weakness against the type of play that has been noted. If the offense calls that specific play upon the *very next snap* during this possession, ignore all turnovers during the play. Fumbles do not happen, and interceptions only fall incomplete---except on Rare Play results. If the game clock passes through a time box marked with a letter and the next snap instead produces a kicking play, the opportunity for an advantage on a medium pass, long pass, or trick play simply does not come up this time around. The same is true if the offense just wants to call a different play from scrimmage.

Common Play Table Results

RARE PLAY: Go to the Rare Play Table to determine the result of the play. Note that there are two Rare Play tables, one for the trailing team, one for the leading team. Your play might be changed automatically.

SCOREBOARD: The score of the game dictates what happens. The team trailing on the scoreboard will use a different play result than the team leading on the scoreboard. If the game is tied, the VISITING team is considered the Leading team, while the HOME team is considered the Trailing team.

BREAK!: A player breaks it into the open field. To determine how long the gain is, roll the dice again and consult the Break chart beneath the Play Calls table.

FLAG DOWN: Consult the Penalty Table after the play to determine who the flag is against and what it's for.

FUMBLE / INTERCEPTION: Roll two dice when a fumble occurs and note on the play tables that the outcome of the dice roll determines who picks up the fumble. If the defense recovers a fumble or interception and doesn't just fall on the ball, consult the Fumble, Interception, and Block Returns table.

BRING IN THE CHAINS: Roll again. On a roll of 2-6, the offense has achieved a first down. On a roll of 7-12, they are inches short and must gain a full yard for a first down. The first down marker can also be the goal line if it's a goal-to-go situation; in this case, a roll of 2-6 scores the touchdown and a 7-12 stuffs the ball carrier just inches short.

CHALLENGE!: Consult the Challenge Rule, described at the bottom of the Rare Play tables.

DIAMOND ♦ results: If the ball is at or inside the defense's 10 yard line, running plays go for zero yards, and passes are incomplete.

All other playing rules are covered on the various play tables. If a situation arises that is not addressed by the tables, use your best judgment as to how to resolve play.

Gridiron Chaos!

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Play Calls

	<i>Running play</i>	<i>Short yardage</i>	<i>Short pass</i>	<i>Medium pass</i>	<i>Long pass</i>	<i>Trick play</i>
11	◇ Break! A	LR Break! A	Break! (ob) AA	Break! AA	TOUCHDOWN!! AA	RVS TD!! AA
12	LR 19 A (2 minutes:1)	LR 17 B (ob)	◇ 30 BB	◇ 39 BB	65 BB	RVS 70 BB
13	◇ LR 13 B	LR 12 A	26 AA	◇ 35 (ob) AA	50 (2 minutes: INC) AA	RVS 50 CC
14, 15		RARE PLAY!				
16	LR The running back / receiver is tackled right at the first down marker! Bring in the chains! A / AA (2-6 first down, 7-12 just short, 1 yard to go)				40 AA	RVS 40 DD
21	LR 11 A (2 minutes:1)	LR 10 A	23 AA	31 AA	30 (ob) CC (2 minutes: INC)	RVS 30 (ob) AA
22	LR 9 A (2 minutes:1)	LR 8 A	◇ 19 BB	◇ 29 AA	INC Receiver can't make the juggling catch!	RVS 25 BB FUMBLE!
23	LR 9 B FUMBLE!	LR 7 A (2 minutes:1)	◇ 15 AA	◇ 25 (ob) CC	INC Inches beyond the receiver's grasp!	RVS 20 (ob) AA
24	◇ LR 8 A	LR 6 B	14 (ob) AA	21 AA	INC Receiver drops it!	RVS 10 AA
25	LR 8(ob) A	LR 4 A (2 minutes:1)	◇ 10 BB	17 BB	INC Tipped away at the last second!	RVS 0
26	LR 7 C	LR 0 A	9 CC	15 AA	48 AA	RVS -3 AA
31	◇ LR 8 A	LR 0 C	5 A	12 FUMBLE! BB	22 (first down: TD!!) AA	RVS -6 BB
32	LR 7 A (2 minutes:1)	LR -1 B	2 (1st down throw: 10) AA	Complete 1 yd. shy of a 1st down! AA	SACK -8 He thought he had room to run, but no! N	RVS -9 (ob) CC
33	LR -2 A	LR -2 B	3 CC	SACK -8 A vicious hit! M	SACK -5 Blindsided! O	RVS -12 AA
34	LR 0 A FUMBLE!	LR 5 A FUMBLE!	7 AA	9 DD	Pass interference! +30, first down!	RVS -15 BB
35	LR 0 A	ER -2 C	complete 1 yard shy of a first! DD	SACK -6 M	SACK -10 Swarming blitz! M	RVS -20 AA
36	LR 5 A	ER Break! A	8 AA	SACK -2 Nobody open! N	SACK -13 Brutal hit! N	RVS -7 BB FUMBLE!
41	LR 3 A	ER -2 (ob) A	QB RUNS! 14	INC, Receiver nailed, drops it!	SACK -15 The QB trips! O	SHVL 15 A
42	LR -3 C	ER 8 (ob) A (2 minutes:1)	QB RUNS! 7 (ob)	SACK -12 Blitz runs him over! P	SACK -20 Unwise evasion! M	SHVL 2 B
43	LR -4 B	ER 0 A	SACK -15 No protection! N	QB RUNS! 12	QB RUNS! 11	FF AA TOUCHDOWN!!
44, 45		SCOREBOARD: Trailing team uses # 21, Leading team uses # 33, if tie game RARE PLAY				
46	ER 8 A (2 minutes:1)	ER -4 B	INC Almost picked off!	QB RUNS! 5	QB RUNS! 6 (ob)	FF 50 BB (2 minutes: INC)
51	ER -3 A	DV 2 A	INC A hard hit jars it loose!	INC Defense drops a sure pick!	QB RUNS! 30	FF 40 AA (2 minutes: INC)
52	ER Break! A	DV 1 A	SACK -8 Thrown down hard! M	INC Only one foot in bounds!	INC Receiver wants a flag!	FF 30 (1st down throw: 50) AA
53	◇ ER 12(ob) A (2 minutes:1)	DV -2 A	SACK -10 FUMBLE! M	INC A diving play breaks it up! (first down: comp +9 AA)	INC Receiver is wide open, but the QB makes a bad throw!	FF 25 DD (2 minutes: INC)
54	ER 8 A	QBS 6 (2 minutes:1)	SACK -5 Held on too long! O	SACK -6 He goes down fast! M	INC Just barely overthrown!	FF 20 AA
55	ER 3 A	QBS 0	INC Tipped!	INC Short throw!	INT 25	FF INC
56	ER 0 A	QBS 2	INT 7	INT 15	INC Almost intercepted!	FF INT 35
61	ER -6 B	QBS 1	SCR Break! A	INC Bobbled!	INT 45 (no return)	FF SACK -12 M
62	FLAG DOWN!					
63	◇ DW 9 A (2 minutes:1)	QBS 1	SCR 10 (ob) B	INC Tipped, there's a chase, no one gets to it!	INT 55 (1st down throw: complete +45!)	FF INT 15 (1st down throw: complete +45!)
64	DW 6 A	QBS 0 FUMBLE!	SCR 5 C	INC Broken up!	INC Receiver becomes a defender to prevent a pick!	FF INT 20 (no return)
65	DW 2 A	QBS 1	SCR inc	SCR 19 A	SCR First down! (ob) A	FF INC
66	DW -4 C	QBS -2	SCR -8 A	SCR -5 B	SCR -6 A	FF INC
BREAK! 2) 80 3) TD! 4) 65 5) 40 6) 30 7) 50 8) 25 9) 20 10) 15 11) 10 12) 40 - FUMBLE! G						

DIAMOND ◇ results - If the ball is at or inside the defense's 10 yard line, running plays go for zero yards, and passes are incomplete.

FUMBLE RECOVERIES

2	To offense – advanced 20 yards!	5-7	To the defense, roll for a return!
3	To offense – no advance.	8-12	To the defense – roll for a return. However, if the offense is trailing, they fall on it, no advance!
4	To offense – no advance. However, if the defense is trailing, THEY get the ball, roll for a return!		

Penalties

There can only be one flag down on any play. If a defensive penalty is called on an extra point, assess the yardage against the kickoff return.

RUNNING PLAYS

11-16	Late hit, defense, add 15 yards to the end of the gain, automatic first down!
21-26	Taunting, offense, 15 yards!
31-36	Facemask, defense, 15 yards added to the end of the gain!
41-46	Holding, offense, 10 yards!
51-56	Unsportsmanlike conduct, visiting team, 15 yards!
61-66	Illegal motion, offense, 5 yards!

PASSING PLAYS

11-16	Pass interference, defense, move ball forward 20 yards, 1st down! (if pass was complete, or never thrown, it's holding on the defense, 5 yards, automatic first down)
21-26	Intentional grounding, offense, 10 yards and loss of down! (if ball was spotted on or inside the offense's own 5 yard line, a safety is called!) (if pass was complete, or never thrown, it's holding on the defense, 5 yards, automatic first down)
31-36	Passer beyond line of scrimmage, 5 yards, loss of down!
41-46	Roughing the passer, defense, add 15 yards to the end of the gain, automatic first down!
51-56	Holding, defense, 5 yards, automatic first down!
61-66	Pass interference, offense, 10 yards!

PUNTS AND PLACE KICKS

11-16	Roughing the kicker, defense, 15 yards, automatic first down!
21-26	Running into the kicker, defense, 5 yards!
31-36	Holding, offense, 10 yards!
41-46	Unsportsmanlike conduct, visiting team, 15 yards, automatic first down!
51-56	Illegal motion, offense, 5 yards!
61-66	Offsides, defense, 5 yards!

RETURNS on kicks, punts, and turnovers

11-16	Late hit, covering team, add 15 yards to the end of the gain, automatic first down!
21-26	Illegal block to the back, return team, move ball back to the spot of the beginning of the return! (On a kickoff, cut the return in half)
31-36	Taunting, visiting team, 15 yards!
41-46	Facemask, covering team, 15 yards added to the end of the return!
51-56	Unsportsmanlike conduct, visiting team, 15 yards!
61-66	Late hit out of bounds, kicking team, add 15 yards to the end of the gain, automatic first down!

No penalty aside from defensive pass interference can move the ball closer than half the distance to the defense's goal line, and no penalty can move the ball closer to half the distance from the offense's own goal line.

Taking a safety

Anytime you have the ball at or inside the 15 yard line, you may intentionally take a safety.

	Field Goal Attempts and Extra Point Attempts	Fumble, Interception, and Blocked Kick returns	Two Point Conversions	Onsides Kicks
2	Good from the 47 or closer	20 ob INT: G FUM: P	Quarterback is sacked just before he can get the pass off! P	16 – recovered by the offense—they advance it – BREAK!
3	BLOCKED! -9 FUMBLE!	0 INT: F FUM: I	Pass is tipped away at the last second, what a play! F	
4	Good from the 43 or closer	0 – CHALLENGE! See Challenge Rule INT: H FUM: H	Running back is stopped inches short! Unbelievably close! A	8 – recovered by the defense! (no return)
5	Good from the 38 or closer	35 – CHALLENGE! See Challenge Rule INT: J FUM: G	Running back runs wide, dives for the end zone marker....he misses it, he's stopped!! A	
6	Good from the 33 or closer	40 (ob) INT: G FUM: F	Quarterback draw fools the defense, he lunges in for 2 points! A	
7	Good from the 28 or closer	20 INT: H FUM: K	Quarterback fires a dart between two defenders, it's complete, 2 points! BB	12 – recovered by the offense! (no advance)
8	Good from the 25 or closer	-5 INT: I FUM: K	Running back fights his way in after being denied, 2 points! A	
9	Good from the 20 or closer (5+4 on dice: Flag Down as well!)	TOUCHDOWN! (off Hail Mary : 5) INT: G FUM: L	PASS is complete, a fantastic jumping catch in traffic, 2 points! The defense may CHALLENGE the call, claiming the receiver only got one foot in bounds! CC	14 – recovered by the defense! (no return)
10	Good from the 15 or closer	10 – FUMBLED right back & downed! INT: E FUM: L	QB fires into traffic....who's got it? It's the receiver, 2 points! He fought for that one! DD	6 – to defense (no return)
11	Snap is FUMBLED! – 7	15 INT: E FUM: E	Pass in the back of the end zone is inches too high, incomplete!	11 – defense recovers – BREAK on the return!
12	FAKE! Pass +12 CC (Extra point is good)	5 INT: H FUM: E	Pass DROPPED in the end zone! Oh, my! BB	

	Punt	Punt from defense's 45 yard line or closer	Kickoff (after a safety, add 15 yards to the return length)	Punt return	Hail Mary pass (must be within 70 yards of defense's goal line)
2	FAKE! Pass +12 DD	Ball spotted at the 15	Flag down on return	Flag Down on return	Caught at the defense's 7! Roll two dice, add them....2-6 stopped short, 7-12 TD!! AA
3	FUMBLE! -10	Flag down on punt	Returned to the 22 – and FUMBLED! I	0 – FUMBLE! J	
4	BLOCKED! -13 Fumble!	Fielded at the 10	Returned to the 17	-2	Intercepted at the 5 yard line!
5	39	15 ob	Returned to the 23	8	
6	33	Ball spotted at the 4	Returned to the 10	11	
7	63	Ball spotted at the 1	BREAK from the goal line!	BREAK!	
8	53	Ball spotted at the 8	Returned to the 45	16	
9	21	Fielded at the 18	Returned to the 15	-5	Tipped once, twice, three times....INC!
10	48	BLOCKED -12! Fumble!	Returned to the 5	7	
11	Flag Down on punt	FUMBLE! -8	Returned to the 50	-12	Incomplete
12	8 – ball must roll	Ball spotted at the 25	Kick goes out of bounds, spotted on 40	Ball touches retreating returner, FUMBLE! I	TOUCHDOWN!! CC

—Extra points are tried from the 3 yard line. If a field goal is missed, spot the ball 7 yards back from the line of scrimmage, and the other team takes over there.

—A blocked extra point is a dead ball. A blocked FIELD GOAL is a fumble. The offense cannot advance a blocked kick.

—Any ball kicked into the end zone is always a touchback.

Letting the Ball Roll

If you want to forgo a return and let the ball roll on a punt instead, roll two dice. The number shown equals the length of the ball roll, and the ball is blown dead there. If doubles are rolled, the ball rolls *backwards* that yardage amount.

Rare Plays: TRAILING team (home team if game is tied)

11	A jump ball is thrown on a long pass, it's tipped up in the air and caught by the receiver for 40 yards! AA
12	A vicious scuffle breaks out after a 3 yard running gain! A defensive player is slapped with a 15 yard unsportsmanlike conduct penalty, automatic first down! A
13	Quarterback drops back to pass, he is nailed but at the last second he flips the ball backhanded to the running back who gallops for ten yards, it's considered a complete pass! A
14	Miracle leaping catch by receiver over the middle, a 15 yard gain! AA
15	Miracle leaping catch by receiver on the sideline, a 15 yard gain and out of bounds! AA
16	Miracle leaping catch by receiver, drags both feet in bounds, a 15 yard gain! (ob) BB
21	Miracle diving catch by receiver, a 15 yard gain! AA
22	Miracle diving catch by receiver, a 30 yard gain! But did he really catch it? The refs say he did! (CHALLENGE? See Challenge Rule.) DD
23	Quarterback throws over the middle, right into the hands of a linebacker (E)...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 defensive back anticipates the throw but drops an easy interception with nothing but running room in front of him! Oh, agony! I
25	Quarterback throws short, into and out of the hands of a defensive back, and it's caught by a receiver for 12 yards! AA
26	Long run from scrimmage, the ball is stripped away, it's fallen on by the offense! A 25 yard gain! A
31	Quarterback throws, it's tipped high in the air, and caught for a 15 yard gain! BB
32	Ball is picked off ten yards downfield, but the defensive back unwisely tries to lateral the ball, it's fallen on by the offense, it winds up being a 10 yard gain! I
33	Defense jumps offside and nails the quarterback! (L) There's a scuffle, and the defense is hit with a 15 yard unsportsmanlike conduct penalty, automatic first down!
34	Miracle leaping catch, a gain of 9! But did he hold onto it? The refs say he did! (CHALLENGE? See Challenge Rule.) BB
35	Running back fumbles at the line of scrimmage, it bounces forward 15 yards, and is fallen on by the offense! B
36	Short pass caught....before he's hit the receiver laterals it, the new ball carrier rumbles forward, all in all it's a 20 yard gain! AA
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!
43	Amazing run by the star running back, who reverses his field and goes for 14! AA
44	Running back is nailed at the line of scrimmage, somehow keeps on his feet, breaks tackle after tackle for a gain of 13! A
45	The quarterback is sacked for a loss of 4 (N), and a fight breaks out between the teams! Pushing and shoving everywhere, offsetting penalties and four ejections! It's getting way too personal out there!
46	Quarterback drops back, throws quickly behind the line of scrimmage to a wide receiver (BB), he in turn steps back and throws the ball downfield for a 20 yard gain! AA
51	Receiver (AA) is thrown to over the middle, and a linebacker CRUSHES him, incomplete pass, the receiver lies there dazed for a full minute!
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 for a gain of 28! What an amazing feat of endurance! AA
53	Running back 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.) A
54	Ball pops loose after a 5 yard run, 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.) A
55-56	Quarterback nailed (R) as he releases the ball, it's a fumble, the defense picks it up (L) and gallops for a 20 yard return! But wait....the referee is saying the QB's arm was moving forward and it's an incompletion! (CHALLENGE? See Challenge Rule.)
61-62	15 yard gain on a passing play! The defense claims the receiver trapped the ball, but is overruled. (CHALLENGE? See Challenge Rule.) DD
63-64	25 yard gain on a passing play, the receiver is shoved out of bounds. The defense claims he only had one foot down, but is overruled. (CHALLENGE? See Challenge Rule.) CC
65-66	Running back (A) loses the ball after a 7 yard gain, defense falls on it (F), 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. 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.

Rare Plays: LEADING TEAM (visiting team if game is tied)

11	Quarterback slips and falls going back to pass, loss of 8!
12	Quarterback is nailed as he releases the ball, incomplete pass, and he has to leave the game for this quarter and the next!
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!
15	Quarterback throws 30 yards downfield to a wide open receiver, and he DROPS THE BALL! CC
16	Quarterback throws 50 yards downfield to a wide open receiver, but he's not looking for the ball and it drops incomplete! Total miscommunication! DD
21	Quarterback hits a receiver over the middle 10 yards downfield, the catch is made but he fumbles the ball, it's fallen on by the defense (M), no return! BB
22	Quarterback throws the ball over the middle, it hits a referee and falls incomplete!
23	Long run from scrimmage, the runner gets to the defense's 10 but the ball is stripped loose there, fallen on by the defense at the 5 (G), 1st & 10 going the other way! (If ball is inside the defense's 15 when this play begins: use #11.) B
24	Pass is caught, the receiver gallops toward the end zone, but the ball is batted from behind by a defensive back, it bounces through the end zone and the defense takes over at their own 20! BB
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, the receiver gets to the defense's 20 and fumbles it! (If ball is inside the defense's 25 when this play begins: use #11.) AA
32	Running back trips over his own lineman, no gain. B
33	Miscommunication at the line, the quarterback drops back to hand the ball off to the back, 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.
35	Running back gains 12, but then twists the tackler's facemask! Mark off a 15 yard penalty from the end of the run! A
36	Pass from the QB goes in and out of the hands of the receiver (BB), intercepted 10 yards downfield (H)! Roll for return.
41	Trick play, ball carrier (A) takes the ball, runs toward the sideline, sets and throws downfield---oh, what an awful throw, 15 yards short of the man going deep! Almost comically awful.
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! (K)
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 (I), 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 the receiver (BB) 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 slips out of the quarterback's hands and lands harmlessly at his own feet! Incomplete!
51	Screen pass hits the running back in the back of the helmet, he never saw it coming, incomplete! B
52	Running back 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! A
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	Running back 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.) A
61-62	Receiver 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.) BB
63-64	Receiver 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.) AA
65-66	Quarterback is hit from behind as he attempts a pass (M) , it's scooped up by the defense and returned for a touchdown! (O) It's a questionable call, the QB's arm might have been going forward! (CHALLENGE? See Challenge Rule.)

CHALLENGE RULE: On selected plays, if you wish to challenge the referee's call in an attempt to reverse it, roll the dice. 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.

	1	2	3	4	OT	FINAL

TIME CLOCK																	
	1	2	3	4	O T		1	2	3	4	O T		1	2	3	4	O T
15:00						9:45						4:30	T				
14:45						9:30						4:15					
14:30						9:15				T		4:00				L	
14:15				M		9:00	M					3:45					
14:00						8:45			L			3:30					
13:45		L				8:30						3:15					
13:30						8:15				L		3:00		T			
13:15					L	8:00						2:45					
13:00						7:45						2:30	L		M		
12:45						7:30						2:15					
12:30	M					7:15		L			T	(2:00)					
12:15			T			7:00						1:45				M	
12:00						6:45						1:30					
11:45						6:30			M			1:15					
11:30						6:15						1:00			L		
11:15		M		L		6:00						0:45					
11:00						5:45						0:30					
10:45						5:30				L		0:15					
10:30	L					5:15						The clock stops at the two minute warning.					
10:15					M	5:00											
10:00						4:45		M									

TIME OUTS LEFT

Visitors 1st half
3 2 1 0
Visitors 2nd half
3 2 1 0
Home 1st half
3 2 1 0
Home 2nd half
3 2 1 0
Visitors overtime
2 1 0
Home overtime
2 1 0

QB	QB	D O W N Y A R D S T O G O F I E L D P O S I T I O N →
A	A	
B	B	
C	C	
AA	AA	
BB	BB	
CC	CC	
DD	DD	
E	E	
F	F	
G	G	
H	H	
I	I	
J	J	
K	K	
L	L	
M	M	
N	N	
O	O	
P	P	
Kick Ret	Kick Ret	
Punt Ret	Punt Ret	
Kicker	Kicker	
Punter	Punter	

Pittsburgh Steelers 1978		Dallas Cowboys 1978	
QB	Terry Bradshaw	QB	Roger Staubach
QB2	Cliff Stoudt	QB2	Danny White
A	Franco Harris	A	Tony Dorsett
B	Rocky Bleier	B	Robert Newhouse
C	Sidney Thornton	C	Preston Pearson
AA	Lynn Swann	AA	Drew Pearson
BB	John Stallworth	BB	Tony Hill
CC	Randy Grossman	CC	Billy Joe DuPree
DD	Theo Bell	DD	Butch Johnson
P Ret	Theo Bell	P Ret	Butch Johnson
K Ret	Larry Anderson	K Ret	Butch Johnson
Punter	Craig Colquitt	Punter	Danny White
Kicker	Roy Gerela	Kicker	Rafael Septien
E	Jack Lambert	E	Tom Henderson
F	Jack Ham	F	Bob Breunig
G	Mel Blount	G	Cliff Harris
H	Donnie Shell	H	Charlie Waters
I	Mike Wagner	I	Benny Barnes
J	Ronald Johnson	J	Aaron Kyle
K	Joe Greene	K	Ed Jones
L	L. C. Greenwood	L	Randy White
M	Joe Greene	M	Ed Jones
N	John Banaszak	N	Randy White
O	L.C. Greenwood	O	Tom Henderson
P	Steve Furness	P	Larry Cole

St. Louis Rams 2001		New England Patriots 2001	
QB	Kurt Warner	QB	Tom Brady
QB2	Jamie Martin	QB2	Drew Bledsoe
A	Marshall Faulk	A	Antowain Smith
B	James Hodgins	B	Kevin Faulk
C	Trung Canidate	C	Marc Edwards
AA	Torry Holt	AA	Troy Brown
BB	Isaac Bruce	BB	David Patten
CC	Az Hakim	CC	J. R. Redmond
DD	Ricky Proehl	DD	Jermaine Wiggins
P Ret	Dre Bly	P Ret	Troy Brown
K Ret	Yo Murphy	K Ret	Patrick Pass
Punter	John Baker	Punter	Ken Walter
Kicker	Jeff Wilkins	Kicker	Adam Vinatieri
E	London Fletcher	E	Mike Vrabel
F	Tommy Polley	F	Tedi Bruschi
G	Adam Archuleta	G	Ty Law
H	Aeneas Williams	H	Lawyer Milloy
I	Kim Herring	I	Otis Smith
J	Dexter McCleon	J	Trebucky Jones
K	Grant Wistrom	K	Richard Seymour
L	Brian Young	L	Anthony Pleasant
M	Grant Wistrom	M	Brandon Mitchell
N	Jeff Zgonina	N	Roman Phifer
O	Tommy Polley	O	Mike Vrabel
P	Don Davis	P	Bobby Hamilton

San Francisco 49ers 1988		Cincinnati Bengals 1988	
QB	Joe Montana	QB	Boomer Esiason
QB2	Steve Young	QB2	Turk Schonert
A	Roger Craig	A	Ickey Woods
B	Tom Rathman	B	James Brooks
C	Tom Rathman	C	Stanford Jennings
AA	Jerry Rice	AA	Cris Collinsworth
BB	John Frank	BB	Eddie Brown
CC	John Taylor	CC	Tim McGee
DD	Jerry Rice	DD	Rodney Holman
P Ret	Dana McLemore	P Ret	Ray Horton
K Ret	Derrick Harmon	K Ret	Stanford Jennings
Punter	Barry Helton	Punter	Lee Johnson
Kicker	Mike Cofer	Kicker	Jim Breech
E	Charles Haley	E	Reggie Williams
F	Keena Turner	F	Leon White
G	Ronnie Lott	G	Lewis Billups
H	Tom McKyer	H	David Fulcher
I	Jeff Fuller	I	Solomon Wilcots
J	Don Griffin	J	Eric Thomas
K	Michael Carter	K	Tim Krumrie
L	Larry Roberts	L	Jason Buck
M	Charles Haley	M	Leon White
N	Kevin Fagan	N	Carl Zander
O	Keena Turner	O	Jim Skow
P	Larry Roberts	P	Joe Kelly

Denver Broncos 1997		Green Bay Packers 1997	
QB	John Elway	QB	Brett Favre
QB2	Bubby Brister	QB2	Steve Bono
A	Terrell Davis	A	Dorsey Levens
B	Vaughn Hebron	B	William Henderson
C	Howard Griffith	C	Robert Brooks
AA	Shannon Sharpe	AA	Antonio Freeman
BB	Ed McCaffrey	BB	Mark Chmura
CC	Tyrone Davis	CC	Robert Brooks
DD	Rod Smith	DD	Terry Mickens
P Ret	Robert Brooks	P Ret	Robert Brooks
K Ret	Vaughn Hebron	K Ret	Antonio Freeman
Punter	Tom Rouen	Punter	Craig Hentrich
Kicker	Jason Elam	Kicker	Ryan Longwell
E	Bill Romanowski	E	Seth Joyner
F	John Mobley	F	Brian Williams
G	Steve Atwater	G	Eugene Robinson
H	Tyrone Braxton	H	Tyrone Williams
I	Ray Crockett	I	LeRoy Butler
J	Darrien Gordon	J	Doug Evans
K	Neil Smith	K	Reggie White
L	Keith Traylor	L	Santana Dotson
M	Neil Smith	M	Reggie White
N	Keith Traylor	N	Gilbert Brown
O	Bill Romanowski	O	Santana Dotson
P	Alfred Williams	P	Gabe Williams