



Nailbiter Football

Nailbiter Football is a unique simulation of the professional game. Instead of resolving a game through an extended play-by-play process, you will experience all the scoring, drama, tension, and heartbreak of a pro contest through a series of game highlights and crucial turning points.

A. Regular Game Play

1. Select two teams to play against each other and prepare the scoresheet. Choose which team will use the Ghost Coach system, and which team you yourself will helm. In every game, one team will be the FAVORED team, and the other will be the UNDERDOG.

In general, if a team had 2-3 wins during a standard 16 game NFL season than the other team, they are FAVORED. If the teams are evenly matched or within 1 game of each other, neither team has a clear edge, though the home team will get certain subtle breaks.

If one team is far superior to the other, with 4 or more victories during the standard 16 game season, they are said to be HEAVILY FAVORED and the other team is the HEAVY UNDERDOG. (Distinctions between *heavy* underdogs/favorites and *regular* underdogs/favorites come into play only on the Rare Play charts .)

2. Nailbiter Football is played through alternating possessions, as noted on the scoresheet. As each possession ends, you will cross out the possession on the scoresheet. You'll see that in the 1st quarter, the Coached team receives the kickoff, while in the 3rd quarter, the Ghost Coach receives the kickoff. Teams will have approximately the same number of possessions as they would during an actual NFL game. There is no need to keep track of clock time until the Two Minute Drill.

3. The ball is kicked off from the 30 yard line. Consult the Kickoff table and roll the dice, adding them, to find the result of the kickoff.

4. Adjust the receiving team's down and field position on the scoresheet (Example: RAMS 1st - 10 - own 34). Down, yards, to go, and field position will be kept track of in this way throughout the game.

5. Whenever a team takes over the ball **outside the defense's 30 yard line**, refer to the **Possession Launch Chart** for the initial results of the offense's drive. Instead of playing out a possession normally from 1st down as in other simulations, Nailbiter leaps forward to the most key play in the possession.

6. If the progression of the offense's drive ever puts them **at or inside the defense's 30 yard line**, you will play on using the regular Offensive Play Result tables—skip to rule 8. Deep in the defense's territory, Nailbiter demands more hands-on play-calling.

7. Let's say that the offense started their possession outside the defense's 30, as most possessions do. The offense now refers to the Possession Launch Chart and rolls the dice to set up the key play. The dice roll will tell the offense where they have advanced the ball to and what the new down situation is. Then it's time for the offense to line up for the **key play**.

The team with possession of the ball now uses the Offensive Play Result tables to execute plays from scrimmage until they get a first down. Once a first down is achieved, they flip back to the Possession Launch Chart and roll for a new key play. (EXCEPTION: If the progression of their drive ever puts them **at or inside the defense's 30 yard line**, play on using the Offensive Play Result tables—skip to rule 8.)

Example 1: After a kickoff, the Rams have a first down and 10 at their own 35. Consulting the Possession Launch Chart, they roll the dice and combine them, with the black die showing a 2 and the white die showing a 3. On this table, dice are combined, not added, with the black die being read first. The result is 23: +4 yards, 3rd down and 6. On the scoresheet, note that the Rams now have a 3rd down and 6 from the 39. This upcoming play is said to be the **key play** of the drive. If you are coaching the Rams, you now choose a run or pass from the Offensive Play Results table and then roll the dice again (adding them this time) to see if the Rams can get a first down through passing or running. If the Rams are the Ghost Coach's team, a play is selected for them from the Ghost Coach Play Selection Chart instead of you choosing one for them.

Example 2: After a punt, the Rams have a first down and 10 at their own 16. Consulting the Possession Launch table, they roll the dice and combine them. Let's say the result is 53: +27 yards, 2nd down and 25. On the scoresheet, note that the Rams now have a 2nd down and 25 from their own 43. The Rams coach calls for a medium pass, rolls the dice, and comes up with a 5. The pass is caught for 14 yards and the receiver steps out of bounds. It's now 3rd and 11 from the Steelers' 43. Because a first down wasn't achieved, the Rams must call another play, trying to march forward to the first down marker. If they don't get a first down this time, it's 4th down and they can either go for it or punt. Whenever they do achieve a first down, it's time to go back to the Possession Launch Chart to see if they can continue getting good yards. (EXCEPTION: If the progression of their drive puts them **at or inside the defense's 30 yard line**, play on using the Offensive Play Result tables—skip to rule 8.)

Example 3: The Rams' key play is a 3rd down and 8 from their own 20 yard line. They attempt a Line Run which gains them 25 yards. It's now 1st down and 10 from their own 45. Because they're still outside the defense's 30, they now flip back to the Possession Launch table to see what the next key play of their drive is, marching down the field.

8. If a team does manage to get the ball to or inside the defense's 30 yard line, they then drop the Possession Launch Chart **for the rest of their possession**, and instead the coach calls **all** plays from the runs and passes of the Offensive Play Results tables.

Example 1: The Rams have a first down and 10 at the Steelers' 46 yard line. Consulting the Possession Launch table, they roll the dice and combine them, with the black die showing 4 and the white die showing a 5. The result is 45: +19 yards, 2nd down and 10. On the scoresheet, note that the Rams now have a 2nd down and 10 from the Steelers' 27. Because the Rams have driven inside the Steelers' 30, they now run the rest of their drive by calling runs and passes from the Offensive Play Results tables. Do not again go back to the Possession Launch Chart. If they are the Ghost Coach's team, those plays are selected from the Ghost Coach Play Selection Table instead of the gameplayer choosing them for him.

Example 2: The Rams have a first down and 10 at the Steelers' 46 yard line. Consulting the Possession Launch Chart, they roll the dice and combine them, resulting in a 36. The result is +13 yards, 3rd down and 4. On the scoresheet, note that the Rams now have a 3rd down and 4 from the Steelers' 33. A short pass play gets them an 11 yard gain for a first down. Because the Rams have now driven inside the Steelers' 30, they will run the rest of their drive by calling runs and passes from the Offensive Play Results tables. If they are the Ghost Coach's team, those plays are selected from the Ghost Coach Play Selection Chart instead of the gameplayer choosing them for him.

9. If the result shown on the Possession Launch Chart puts a team into the defense's end zone, place the ball on the 10 yard line instead and give them a first and goal from the 10.

Example 1: The Rams have a first down and 10 at the Steelers' 32. Consulting the Possession Launch Chart, they roll the dice and combine them. The result is 11: +45 yards, 3rd down and 4. Because this places the ball inside the Steelers' end zone, give the Rams the ball instead on the 10, first and goal.

Example 2: The Rams have a first down and 10 at the Steelers' 17. Because they're inside the 30, they must call their own plays. They try a reverse, and it goes for 25 yards. That's a touchdown!!

10. If the result shown on the Possession Launch Chart puts a team into its own end zone, the result is a safety, the quarterback is sacked in the end zone, 2 points. They then kick a safety kick and the other team takes the ball.

11. Note that on the scoresheet, the word JOLT sometimes appears beside a team's possession notation. This means that this possession will *begin* not by referring to the Possession Launch Chart but to the **Jolt Possession Launch Chart**. When the word RARE appears, the possession will begin by referring to the **Rare Play** table. Prepare for a little more drama than usual! Then, if they get a first down, go back to the regular Possession Launch Chart.

12. If a kickoff or punt is returned for a TD, that counts as a full possession for the team that returned it. If a fumble or interception is returned for a TD—or if a fumble or interception return is fumbled right back to the other team—do not mark off any possessions on the scoresheet. It's just as if the offense's possession was never completed. The same is true for an onside kick which the kicking team recovers. It's as if they never surrendered the ball at all and their previous possession was never completed.

13. **GAMBLING:** The Coached team may gamble on possessions begun on the Possession Launch Chart if the coach feels a need to crank things up on defense. Before he rolls the dice, the Coached team may *subtract* any number of dice roll numbers to achieve this effect.

Example: The Steelers, down by 12 in the 4th quarter, want to shut down the Rams offense, so they announce they will subtract 10 dice numbers from their dice roll on the Possession Launch Chart. A 45 is rolled. This 45 is turned into a 31. If he had rolled a 14, it would have been turned into a 11.

The Ghost Coach does not ever gamble.

14. Play alternates in this manner. When the Ghost Coach surrenders the ball after their last possession of the 1st quarter, the quarter ends. Note that some quarters feature more possessions than others. The only time the actual game clock comes into play is during the Coached Team's Two Minute Drill (read on for rules concerning the drill).

15. Note that two point conversions are attempted with a separate table, not by calling a specific play.

16. **PLAY COUNTS:** This is going to be a real test of your coaching skills. When calling plays in Nailbiter Football, you will have to think harder on offense and defense to design a scheme which does not become too predictable. On the scoresheet, each offensive play has a number beside it; this is the maximum amount of that kind of play that the Coached Team may call during the game. If you exceed that amount, the Ghost Coach is said to have learned your scheme, and you must roll the dice *twice* whenever you call that play, using the less favorable result every time! The Coached team does *not* get a new set of plays in overtime, so watch out. Play calls do not count if the play is called dead before the snap due to a penalty. Also, play calls do not count unless they were specifically chosen from the Offensive Play Result tables (example: rare plays do not count).

B. Play Table Results

Possession Launch Chart

CONSULT RARE PLAY TABLE: Note the team's new field position and then go to the Rare Play Table to determine the result of their key play without calling a play. Note that there are two Rare Play tables, one for the favored team, one for the underdog.

PLAY CLOCK TICKING DOWN: There's trouble getting the play in from the sidelines or indecision on the quarterback's part. If the Coached team doesn't call a time out right now to regroup, he must roll the dice and let the dice choose a play for him on the Ghost Coach Play Selection chart. *This rule does not affect the Ghost Coach.*

GHOST COACH SHOWS BLITZ: The Ghost Coach *will* blitz on this key play. If the Coached team attempts a pass play, go directly to the Blitz Table for the result of the play. Running plays are done normally. Blitzes on passes tend to result in either sacks, interceptions, or larger than usual gains.

INCHES TO GO: The Coached team may call for a measurement whenever they have just inches to go for a first down. You must expend a time out to get the referees to bring in the chains. However, if you roll an 1 on a single die, a first down is ruled. Otherwise, you are still inches short of the first.

Note that some running plays show 'inches' results. This means that if a team needs only inches to go for a first down, they achieve it. 'Inches' results are not cumulative and do not mean a full yard was gained. For example, if the Steelers have a 3rd down and 1, and a Dive Play results in an 'inches' result, it is now 4th down and they still 1 yard to go. *The Ghost Coach never calls for a measurement.*

LONG GAIN: A player breaks it in the open field or catches a pass deep. Consult the Long Gains table for the yardage.

NUMBERS IN PARENTHESES: Here's an example of how the favored team has an edge over the underdog. If you roll the dice on the Possession Launch Chart and come up with a result followed by a number in parentheses, check the team ratings. Based on who's the favorite, the dice roll is switched to the one shown in parentheses if it hurts the underdog or if it helps the favored team.

Example: The Rams have a 1st and 10 from the 50. They roll the dice and come up with a 55. Because they are the underdog, change this instead to a 14.

Example: The Steelers have a 1st and 10 from the 50. They roll the dice and come up with a 55. Keep the 55, because as the favored team, this helps them, rather than switching to a 14, which would hurt them.

Offensive Play tables

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

LONG GAIN: Consult the Long Gain Table to determine the length of the gain.

FUMBLE/INTERCEPTION: Roll two dice when a fumble occurs and note on the play charts 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. Each pass play has an interception length noted at the bottom of the Passing Plays table if the length of the interception is not specifically noted on the charts.

RUSH: On a dice combination of 6 and 3, the primary receiver is COVERED. At this point, the Coached team must choose whether to force a throw to that receiver or merely throw the ball away and take an incomplete pass. If he chooses to force a throw, consult the Receiver Covered table. On a dice combination of 5 and 4, the quarterback is under PRESSURE. At this point the Coached team must choose whether to have his QB run

the ball or merely throw the ball away and take an incomplete pass. If he chooses to run the ball, consult the Pressure/Quarterback Runs table. *The Ghost Coach always chooses to run for it when under pressure, always forces a throw when his receiver is covered.*

SACK: Each pass play has a Sack length noted at the bottom of the Passing Plays table if it is not specifically noted on the charts.

C1/C2/C3 GAIN: Each pass play has a C1/C2/C3 Gain length noted at the bottom of the Passing Plays table. These are mostly used when the pass is complete against a blitz.

C. The Two-Minute Drill

1. Note that at the end of the 2nd, 4th, and overtime quarters, the Coached team gets the ball for a 2-minute drill. When they take possession of the ball for this final drive, consult the Time Regulations table for rules on how to proceed.
2. Never use the Possession Launch Chart to determine the result of possessions in the Two Minute drill. Play entirely using the Offensive Play Result tables. It's time to make some serious play calls.
3. In the last two minutes of the quarter, mark off time on the scoresheet. Note that different types of play results take different amounts of time off the clock.

D. Coached Team Options

GOAL LINE DEFENSE: The Coached team may stack his defensive line and play a Goal Line defense to stop the run. Certain play results will change on the Offensive Play tables when this defense is employed, and these changes are noted there.

BLITZ: Before the Ghost Coach determines his play, the Coached team may call for a blitz. On a passing play, go directly to the Blitz table and roll the dice. On a running play, note that the blitz will change certain run results.

A list of other Coached Team options, like fake kicks, trick plays, bombs, drawing the defense offside, spiking the ball, taking a safety, etcetera, are included on a separate chart.

E. Ghost Coach Advantages

1. The Ghost Coach is given some small advantages as noted on the playing charts to balance out the fact that many decisions are made for him. The Coached team is meant to make as few decisions as possible for the other team. However, certain situations arise that require the game player to evaluate the Ghost Coach's situation and make calls for him. Rather than assume what the Ghost Coach wants, it's better to roll one die and calculate the odds of the Ghost Coach accepting or declining penalties, calling time outs to save clock time at the end of a half or overtime, spiking the ball or taking a knee, punting or kicking a field goal, punting or going for it on fourth down, going for two point conversions, etcetera. Sometimes choices for Ghost Coach will be obvious, such as having to call timeouts when trailing late in the 4th quarter, or accepting very advantageous penalties. No die roll is necessary here.

Example 1: The Ghost-Coached Steelers, down by 14 in the beginning of the 4th quarter, have a 4th and 1 on the Rams' 24 yard line. Chances are most likely that they would go for the first down rather than try a long field goal, about 5 chances out of 6 on a single roll of a die. Perhaps if they were down by only 7, the chances of them going for it rather than kicking a field goal would be 4 out of 6 instead.

2. Unless it's specifically called for on the play charts, the Ghost Coach never gambles on the Possession Launch Chart, attempts a fake punt or field goal, plays a Goal Line defense, takes a safety, calls for a measurement, tries a Quick Punt, lets a punt roll, or tries a pooch kick. Don't make these decisions for the Ghost Coach. They will sometimes naturally come about on the charts.

3. If the Ghost Coach only has one play left in the 4th quarter or overtime and absolutely needs a touchdown, do not use the Ghost Coach Play Selection table. Instead, pick a pass play that would, if completed, almost guarantee a touchdown. For example, with one play left in the 4th quarter, the Ghost Coach, down by 6 on the defense's 12 yard line, should call a Medium Pass. Beyond the defense's 50 yard line, call a Bomb. With one play left before halftime, use your best judgment as to what the Ghost Coach would do.

4. Special consideration should be given in determining whether the Ghost Coach would call time outs during the 2-Minute Drill in order to conserve time so as to get better field position if they get the ball back.

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

F. Helping You Beat the Ghost Coach: Game Play Tips

Be careful when gambling on defense! Note that going too far on the Possession Launch Chart can cause a drastic result. (Example: A team trying to shut down an opponent's offense announces that 15 numbers will be subtracted from the dice roll. A 22 is rolled. This becomes the lowest total possible, an 11, which results in a quick 45 yard drive!)

Note that the Dive Play gives you a slightly better percentage of getting that all-important one yard, but it can also result in a fumble. The QB Sneak is a safer bet if you just need inches. And the Draw Play, while not providing much yardage, also is a safe bet if you're afraid of fumbling the ball. On the Passing Play table, the Screen Pass is very safe if you're leery of a pickoff.

When your receiver is covered, a complete pass will result in a big gain, but the chance of an interception goes way up. Similarly, having your quarterback run for it when under pressure can force a fumble or a tough sack.

Be very careful during your 2-Minute Drill. Scoring too quickly leaves the door open for retaliation.

While playing a Goal Line defense against the Ghost Coach can stifle his running game, sometimes you might get burned big time if he calls for a pass. But while a 3rd or 4th down and 1 or 2 to go situation can prove just as hard for *you* to run the ball effectively, note that you as coach do *not* receive the advantage of shocking the Ghost Coach with a pass and getting any particular advantage. Chalk it up to the Ghost Coach's unusually keen defensive awareness.

Note that throwing a long pass on first down gives you a slight surprise factor and a longer gain on a certain dice roll.

Note on the Running Plays table that it's not so easy to run out the clock with 2 minutes or less left in the half or game by handing the football off again and again. The defense will be jacked up for it.

The Play Count rule is the most demanding aspect of the game for the coach. You may want to think twice before you call an obvious play in certain situations—how many of those plays do you have left? Will you have enough passing plays heading into the final Two Minute drill? If you mismanage your play counts, you're going to have some tough times late in the game. And it usually doesn't pay to play for a tie game—in overtime, you're not getting any extra plays to work with, and the Ghost Coach receives the ball first. But note that attempting a fake punt or field goal can reset your play counts. This could really help late in the game. Do you dare?

There will be lots of little decisions for the coach to make during the game to keep things interesting. Trying to field difficult punts, trying to return kicks rather than letting them roll, going for fakes, bringing in a backup quarterback, trying to strip a ball from a ball carrier's hands, calling for a video review of a close call....it's all designed to test you and put your team's destiny not with the dice but in your hands. If you find yourself winning a lot of games in Nailbiter Football, give yourself some credit. If you find yourself dropping a lot of close ones....well, the owner would like to have a word with you....

Possession Launch Chart

Anytime a team starts their drive outside the defense's 30 yard line, use this table to determine the result of the drive. If the progression of their drive puts them at or inside the defense's 30 yard line, play using the Offense Play Result Charts. If a roll of the dice on the Possession Launch Chart puts the offense into the defense's end zone, place the ball on the 10 yard line instead, it's 1st and goal! If a roll of the dice on this chart puts the offense into their own end zone, the result is a safety, the QB is sacked in the end zone, two points!

11	-5 yards, 4th down and 15 (If the defense is gambling: +45 yards, 3rd down and 3!)	41	+14 yards, 4th down and 2 – UNDERDOG calls a time out. (Visiting team if teams are evenly matched.)
12	TURNOVER! <u>1st half:</u> running back is nailed after a 10 yard gain and is stripped of the ball, it goes to the defense, roll for a return! <u>2nd half:</u> receiver catches pass for a 7 yard gain, loses it, it goes to the defense, roll for a return!	42	+ 15 yards, 3rd down and 7 – Play Clock ticking down!
		43	+ 16 yards, 3rd down and 5 (Ghost Coach shows blitz!)
		44	+ 17 yards, 3rd down and inches
		45	+ 19 yards, 2nd down and 10
		46	+ 21 yards, 3rd down and 4
13	-5 yards, 3rd down and 15 (((54)))	51	+ 23 yards, 3rd down and 12
14	-2 yards, 4th down and 12 (((55)))	52	+ 25 yards, 3rd down and 15 – Play Clock ticking down!
15	no gain, 4th down and 10 (((56)))	53	+ 27 yards, 2nd down and 20
16	no gain, 3rd down and 10 (((61)))	54	+ 29 yards, 3rd down and 8 (((13)))
21	no gain, 3rd down and 10	55	+ 32 yards, 3rd down and 1 (((14)))
22	+ 2 yards, 3rd down and 8 – UNDERDOG calls a time out. (Visiting team if teams are evenly matched.)	56	+ 35 yards, 3rd down and 9 (((15)))
23	+ 4 yards, 3rd down and 6	61	+ 38 yards, 4th down and inches (((16)))
24	+ 6 yards, 2nd down and 4 – Consult RARE PLAY table!	62	+ 41 yards, 3rd down and 11 (Ghost Coach shows blitz!)
25	+ 7 yards, 2nd down and 3	63	+ 45 yards, 3rd down and 3
26	+ 8 yards, 3rd down and 5	64	Short pass is caught, receiver breaks it for a LONG GAIN!
31	+ 9 yards, 4th down and 1 – UNDERDOG calls a time out. (Visiting team if teams are evenly matched.)	65	LONG GAIN! 1st half: Long run from scrimmage! 2nd half: Long pass from scrimmage!
32	+ 9 yards, 3rd down and 1	66	+48 yards, 3rd down and 1 (Backup QB in game: - 7 yards, 4th and 17) <i>(On results that show a number in parentheses, the FAVORED TEAM switches to that dice number if the result would help them. The UNDERDOG switches to that dice number if the result would hurt them. Otherwise, the dice roll stays the same.)</i>
33	+ 10 yards, 4th down and 10		
34	+ 11 yards, 3rd down and inches		
35	+ 12 yards, 2nd down and 18 – Consult RARE PLAY table!		
36	+ 13 yards, 3rd down and 4		

PLAY CLOCK TICKING DOWN: If the Coached Team is on offense, he has a choice to make. His team is too slow getting a play in. If he doesn't call a time out to regroup right now, he must roll the dice and let the Ghost Coach Play Selection Chart choose his play for him!

GHOST COACH SHOWS BLITZ: The Ghost Coach blitzes on this play.

INCHES TO GO: You may call for a measurement if you wish. You must expend a time out to get one, but if you then roll a 1 or 2 on a single die, a first down is ruled. Otherwise, you must get an 'inches' result or better on the next play to make the first down. (NOTE: 'Inches' results on the Offense Play charts are not cumulative.)

GAMBLING: The Coached Team may subtract dice roll numbers to gamble on defense. (Example: a defense, down by 10 in the 4th quarter, wants to play more aggressively. So the coach announces he will subtract 8 numbers from the dice roll on this chart, turning a 44 into a 32. There can be no lower roll than an 11; therefore, subtracting 5 numbers from a roll of 13 still results in an 11.)

Offense Play Results: R u s h i n g

	<i>Line Run</i>	<i>End Run</i>	<i>Draw Play</i>	<i>Dive Play</i>	<i>QB Sneak</i>	<i>Reverse</i>
2	11 ob (strip?)	10 ob (strip?)	0	- 1	0	10
3	0 - FUMBLE!	0 - FUMBLE!	(5)	1	inches gained	22 - FUMBLE!
4	Flag Down	Flag Down	Flag Down	Flag Down	Flag Down	Flag Down
5	(12)	(5)	(3)	0	inches gained	(9 ob)
6	(6)	0 (under 2 minutes: -2 ob)	4	inches gained	inches gained	- 7
7	3	3 ob	1 ob	1	2	(25)
8	1 (under 2 minutes: -1)	- 7	2 (under 2 minutes: 0)	0	0	- 10 ob
9	- 4	(16 ob)	(1)	0	inches gained	2
10	10 (under 2 minutes: 1)	12 (under 2 minutes: -2)	9 (under 2 minutes: -2)	3	4	19 (strip?)
11	LONG GAIN!	LONG GAIN!	8 (under 2 minutes: 3)	0 - FUMBLE!	0	LONG GAIN!
12	14 (under 2 minutes: 1)	18 ob	12 (strip?)	2	2	30

- () - If it's the COACHED team's ball on 3rd or 4th and 2 or less OR if the COACHED team has the ball on the defense's 1 or 2 yard line, he is stopped for no gain by a swarming defense.
 If the Coached Team is playing a Goal Line Defense, the GHOST COACH is stopped for no gain.
 If either team is facing a Blitz, the running back goes for a 9 yard gain.

	Fumble, Interception, and Blocked Kick returns/advances			Two Point Conversions
2	10 - FUMBLED back to the other team, they fall on it!	If a kickoff or punt is returned for a TD, that counts as a full possession.	2	Quarterback is sacked just before he can get the pass off!
3	20 (strip?)		3	Pass is tipped away at the last second, what a play!
4	0		4	Running back is stopped inches short!
5	LONG GAIN! (If the offense recovered the ball, there is no advance.)		5	PASS is complete, a jumping catch in traffic, 2 points!
6	15 and out of bounds	If the offense recovers an onside kick, do not mark off any possessions on the scoresheet; it's just as if the offense's original possession was never completed. The same is true if a fumble or interception is returned for a TD—or if a fumble or interception return is fumbled right back to the other team.	6	Running back is smothered immediately, no gain!
7	LONG GAIN! (If the offense recovered the ball, there is no advance.)		7	Quarterback finds a man wide open, complete, 2 points!
8	0 - CHALLENGE!		8	Running back fights his way in, 2 points!
9	5		9	Quarterback draw fools the defense, he goes in for 2 points!
10	35		10	PASS is complete at the back of the end zone, 2 points!
11	0		11	Pass in the back of the end zone is too high, incomplete!
12	3		12	Pass DROPPED in the end zone! Oh, my!

FUMBLE RECOVERIES: Roll two dice.

- * The FAVORED team recovers the fumble on a roll of 2 - 9. (Teams evenly matched: Ball to home team.)
- * The UNDERDOG recovers on a roll of 10 - 11. (Teams evenly matched: Ball goes to visiting team.)
- * The ball bounces out of bounds on a roll of 12, the fumbling team keeps possession.

If the offense recovers a fumble, consult the Fumble Return Table for the length of the advance.

(strip?) You may have the last defenseman on the play try to strip the ball loose from the ball carrier. Roll two dice. On a roll of 7, the ball is stripped loose, it's a fumble and your defenseman falls on it and downs it right there! On any other dice roll, double the gain, and the ball carrier holds on to the football.

CHALLENGE! If the play was a fumble, the offense argues that the ball carrier was down before the ball came loose. If the play was an interception, the offense argues that the defender did not make a clean catch on the ball and that it was an incomplete pass. Both calls are reviewable; see the Challenge Rule at the bottom of the Rare Play tables. There is no dispute if the play was a blocked kick.

Offense Play Results: P a s s i n g

	<i>Short Pass</i>	<i>Screen Pass</i>	<i>Medium Pass</i>	<i>Deep Pass</i>	<i>Long Pass</i>
2	Intercepted! 10	INCOMPLETE	INCOMPLETE	Intercepted! 25 yds	50
3	15 ob	13	20	27 ob	INCOMPLETE
4	SACK - 6! (vs. goal line defense: 12)	1 (vs. goal line defense: 10)	SACK - 8! (vs. goal line defense: 15)	SACK - 10! (vs. goal line defense: 22)	SACK - 12! (vs. goal line defense: 15)
5	INCOMPLETE	3 (3rd/4th & 20 or more: 13)	14 ob	INCOMPLETE (4 + 1 = INT 24)	Intercepted 35 yards downfield!
6	11 (inside 10 yard line: INCOMPLETE)	8 ob	17 (inside 10 yard line: INCOMPLETE)	INCOMPLETE	INCOMPLETE
7	8 (3rd/4th & 20 or more: 14)	INCOMPLETE	INCOMPLETE (6 + 1 = INT 14)	23	LONG GAIN (under 2 minutes: INCOMPLETE)
8	INCOMPLETE	6 (inside 10 yard line: caught for no gain!)	INCOMPLETE	INCOMPLETE	INCOMPLETE
9	RUSH (vs. goal line defense: 9)	RUSH (vs. goal line defense: 14)	RUSH (vs. goal line defense: 21)	RUSH (vs. goal line defense: 29)	RUSH (vs. goal line defense: 52)
10	22	18	25 (UNDERDOG then calls a time out)	33	44 (1st down:60)
11	Flag Down	Flag Down	Flag Down	Flag Down	Flag Down
12	LONG GAIN!	LONG GAIN!	LONG GAIN!	LONG GAIN!	30

C1 GAIN	14	17	20	25	50
C2 GAIN	20	22	25	30	60
C3 GAIN	32	30	35	45	70
INT. LENGTH	10	0	15	20	35

Note that some results above change when certain dice combinations come up. For example, on a short pass, a 4 and 1 result in an interception, where a 3 and 2 result in an incomplete pass, the ball is dropped. Also, some results change when the offense has the ball inside the defense's 10 and certain dice combinations come up.

Passes completed or intercepted beyond the end zone are ruled COMPLETE or INTERCEPTED nine yards deep. The Ghost Coach always takes a touchback if he picks the ball off in the end zone; the Coached Team may attempt a return.

RUSH: On a 6 + 3, the receiver is COVERED. On a 5 + 4, the quarterback is under PRESSURE. See below, roll dice again.

	Blitz!	Receiver Is Covered!	Pressure - QB runs for it!	
2	intercepted!	TOUCHDOWN!!	8	When the Coached Team is PRESSURED or his receiver is COVERED, he may choose to throw the ball away for an incomplete pass rather than risk running for it or throwing into heavy coverage. The Ghost Coach always runs for it on PRESSURE results, always forces a throw on COVERED results.
3	C2 gain!	intercepted!	3 ob	
4	C1 gain! (X)	intercepted!	SACK! -2	
5	SACK - 6 , quarterback loses the ball, fumble!	C3 gain!	SACK! -5	
6	SACK - 9! (LONG PASS play: Intercepted 35 yards downfield!)	C2 gain!	30 ob	
7	SACK - 5	C1 gain!	SACK! - 8	
8	SACK - 8 (X)	INCOMPLETE	16	
9	C1 gain! (DEEP PASS play: INCOMPLETE)	intercepted!	9 ob	
10	C2 gain!	INCOMPLETE	- 5 FUMBLE!	
11	C3 gain!	INCOMPLETE	25	
12	intercepted!	INCOMPLETE	20	

(X) Quarterback goes down hard and gets up hurting. If the quarterback is sacked again on the very next play and an (X) comes up again, he is knocked out of the game! The third string quarterback must come in and stay in for the rest of the game. From this point forward, subtract 10 dice roll numbers from *all* of the offense's possession launches. (See Backup Quarterback rule.)

	Short Punt		Kickoff		Punt		Punt return
2	ball rolls dead at the 10 yard line *	2	returned to the 10, FUMBLE!	2	BLOCKED 13 yards behind the line!	2	5 - FUMBLE!
3	out of bounds at the 4	3	returned to the 22 **	3	23 ob	3	3
4	ball downed at the 1!	4	returned to the 35	4	33 - tough catch!	4	- 6
5	35	5	LONG GAIN from the 5!	5	53 - tough catch!	5	LONG GAIN!
6	40	6	returned to the 30	6	56	6	8
7	fair catch at the 8	7	returned to the 20	7	35 - ball must roll	7	fair catch made
8	touchback	8	returned to the 15	8	39	8	11 ob
9	30	9	touchback	9	45	9	16 (strip?)
10	out of bounds at the 12	10	returned to the 10	10	34	10	- 2
11	Flag Down on punt	11	Flag Down on return	11	Flag Down on punt	11	Flag Down on return
12	FUMBLE! - 14	12	Kicked out of bounds, ball put at the 40!	12	64 - tough catch!	12	ball touches retreating returner, FUMBLE!

* If the Ghost Coach is punting, it's a fake! He throws for a 10 yard completion!

** Unless the game is tied, the ball is FUMBLED at the 22!

- A kick or punt that goes into the end zone is downed there and not returned by the Ghost Coach. The Coached team, however, may attempt a return. Any ball kicked *through* the end zone is always a touchback.
 - Use the SHORT PUNT table for punts from the defense's 45 yard line or closer.
- A blocked extra point is a dead ball. A blocked FIELD GOAL is a fumble. If the offense recovers it, there is no advance.

LETTING THE BALL ROLL

If the Coached team wants to forgo a return and let the ball roll instead, he can 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.

The Ghost Coach always attempts a return unless the punt is taken on or inside the 5 yard line, in which case he always lets the ball roll.

TOUGH CATCH

The ball must either be caught on the run or in a crowd. You may let the ball roll or call for a fair catch. If you want to gamble and try a return, roll two dice, and add that yardage amount to whatever return you make. If doubles are rolled though, the returner FUMBLES the ball before he can begin his return!

Ignore the TOUGH CATCH result if the Ghost Coach is receiving.

Field Goal Attempts and Extra Point Attempts

2	BLOCKED! -7, roll for fumble recovery (3rd down?)	<p>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.</p> <p>The offense cannot advance a blocked kick.</p> <p>(3rd down?) If the Coached Team is kicking on third down, the snap is fumbled, but the ball is smothered and downed seven yards behind the line of scrimmage, bringing up fourth down and another kick attempt if you wish. <i>The Ghost Coach never kicks on third down.</i></p>
3	Good from the 46 or closer	
4	Good from the 40 or closer	
5	Good from the 35 or closer	
6	Good from the 32 or closer	
7	Good from the 28 or closer	
8	Good from the 25 or closer	
9	Good from the 20 or closer (5 + 4 on dice: Flag Down as well)	
10	Good from the 27 or closer	
11	missed! (An extra point is good unless the game was tied before the touchdown.)	
12	Good from the 5 or closer (Ghost Coach kicking a field goal: it's a fake! He runs for a 12 yard gain!	

Ghost Coach Play Selection Table

	1st down OR 2nd down and 1-6 yards to go		2nd down and 7 or more yards to go		3rd or 4th down and 1 yard to go		3rd or 4th down and 2 or 3 yards to go
2	long pass	2	long pass	2	quarterback sneak	2	deep pass
3	screen pass	3	medium pass	3	line run	3	medium pass
4	draw play	4	short pass	4	medium pass	4	screen pass
5	end run	5	end run	5	end run	5	short pass
6	line run	6	short pass	6	line run	6	draw play
7	short pass	7	line run	7	short pass	7	short pass
8	line run	8	medium pass	8	end run	8	line run
9	medium pass	9	screen pass	9	line run	9	end run
10	end run	10	deep pass	10	dive play	10	line run
11	deep pass	11	long pass	11	screen pass	11	short pass
12	long pass	12	draw play	12	draw play	12	long pass

	3rd or 4th down and 4-9 yards to go		3rd or 4th down and 10-15 yards to go		3rd or 4th down and 16-20 yards to go		3rd or 4th down and 21 or more yards to go	2 min ute drill →	any down and 3+ yards to go	3rd or 4th down and 1 or 2
2	long pass	2	line run	2	draw play	2	draw play	2	long pass	end run
3	short pass	3	draw play	3	long pass	3	bomb	3	short pass	short pass
4	end run	4	screen pass	4	deep pass	4	long pass	4	deep pass	short pass
5	short pass	5	medium pass	5	medium pass	5	deep pass	5	draw play	draw play
6	medium pass	6	deep pass	6	deep pass	6	long pass	6	medium pass	line run
7	draw play	7	deep pass	7	deep pass	7	deep pass	7	short pass	short pass
8	medium pass	8	medium pass	8	deep pass	8	long pass	8	screen pass	line run
9	short pass	9	medium pass	9	long pass	9	long pass	9	medium pass	short pass
10	deep pass	10	long pass	10	deep pass	10	short pass	10	screen pass	long pass
11	screen pass	11	short pass	11	short pass	11	long pass	11	short pass	screen pass
12	long pass	12	long pass	12	deep pass	12	medium pass	12	trick play	end run

The two situation tables on the end are to be used during the 2 Minute Drill IF the Ghost Coach is trailing.

The longest pass that can be called inside the defense's 25 yard line is a DEEP PASS.
 The longest pass that can be called inside the defense's 10 yard line is a MEDIUM PASS.
 The longest pass that can be called inside the defense's 5 yard line is a SHORT PASS.
 Change the Ghost Coach's play call as necessary to the next shortest route.

A trick play is considered a pass attempt unless otherwise noted on the Trick Play table.

Jolt Possession Launch Table

2	On first down, the QB hits a wide open receiver down the field, he waltzes in for a touchdown!! What happened?!
3	QB was shaken up on last possession, and he's headed to the locker room, done for the game! The third string quarterback comes in. See Backup Quarterback rule. (subtract 10 dice roll numbers from <i>all</i> Possession Launches)
4	On 3rd and 10, QB rolls out and hits the tight end right at the first down marker. Roll for a measurement, no time out assessed. On a roll of 1, 2, 3, or 4, it is 4th and literally one inch to go. On a roll of 5 or 6, it's 1st and 10.
5	QB goes deep on first down, it's incomplete but the defender is called for pass interference—a highly questionable call, it was obviously incidental contact! Penalty occurs 40 yards downfield, 1st and 10 from that spot!
6	1st and 10 - Running back is stopped, reverses direction entirely, evades tackles, gets around the other end for 20!
7	1st and 10 - Consult RARE PLAY table for first play.
8	On first down, Ghost Coach calls a TRICK PLAY! Coached team fumbles the snap, falls on it, -3 yds, 2nd and 13.
9	An idiotic personal foul after a 3rd down and long play gives the offense a first down. +20 yards, 1st down.
10	An idiotic personal foul wipes out a terrific gain on 1st down. -15 yards, make it 1st and 25.
11	On 1st down, Ghost Coach calls a REVERSE! Coached team throws, the ball is batted in the air at the line and intercepted at the line of scrimmage! Roll for a return!
12	Disastrous possession: QB falls on a fumbled snap, offensive line jumps offsides, the run goes nowhere, a poor pass is thrown. Ugly stuff, -7 yards, 4th down and 17. (Place the ball no further backward than the 1 yard line.)

Long Gains		Onsides Kicks	
2	81 yards!	2	Kick goes for 12 yards, and it's a LONG GAIN return!
3	70 yards!	3	Kick goes for 15 yards, offense recovers! (no advance)
4	36 yards! (strip?)	4	Kick goes for 9 yards, no return.
5	32 yards, out of bounds!	5	Kick goes for 18 yards, no return.
6	TOUCHDOWN, untouched!	6	Kick goes for 7 yards, returned - 3.
7	51 yards!	7	Kick goes for 10 yards, offense recovers! (no advance)
8	46 yards, out of bounds!	8	Kick goes 11 yards, returned 2.
9	Runner breaks several tackles for a TOUCHDOWN!	9	Kick goes out of bounds, other team takes over at kicking team's 42.
10	65 yards, out of bounds!	10	Kick goes 10 yards, offense recovers, it's advanced 5 more yards!
11	Runner laterals the ball to another before he's taken down, it's a total gain of 40 yards!	11	Kick goes 12 yards, returned 3.
12	24 yards, out of bounds!	12	Kick is touched too soon by offense. 5 yard penalty, kick again.

Time Regulations: The Two Minute Drill

The Coached Team starts a two-minute drill at the end of the 2nd, 4th, and overtime quarters. Play out the quarter using the normal play result charts no matter where either team is on the field. Do not use the Possession Launch table.

If the **FAVORED** team gets the ball in the 1st half, there is 1:40 left in the quarter. In 2nd half or overtime, there's 2:00 left.

If the **UNDERDOG** gets the ball in the 1st half, there is 1:00 left in the quarter. In 2nd half or overtime, there's 2:00 left.

If teams are evenly matched: Ball is taken with 1:10 left in the quarter.

running plays, completed passes, and sacks	take 20 seconds or 40 seconds (offense's choice)
plays that go out of bounds	take 10 seconds
plays during which a flag is thrown	take 10 seconds
plays after which the ball is spiked	take 10 seconds
incomplete passes	take 10 seconds
turnovers and changes of possession	take 10 seconds
field goal attempts	take 10 seconds
extra points, two point conversion attempts, touchbacks on kickoffs	take 0 seconds

The quarter is played until time runs out. Both the Coached Team and the Ghost Coach play offense using the normal play charts no matter where they are on the field. Do not use the Possession Launch table.

	Trick Play	Bomb	TIMING PATTERN (at or inside 10 yard line only)	POOCH KICK (from the 30 yard line)	SAFETY KICK (after a safety, it's from the 20)
2	22	TOUCHDOWN!!	INCOMPLETE	40 yards, FUMBLE!	returned to the 50
3	SACK - 5	intercepted 40 yards downfield	INCOMPLETE	returned to the 15	LONG GAIN from 20!
4	INCOMPLETE	intercepted 50 yards downfield, no return, defensive back kneels	INTERCEPTED in the end zone, and downed there!	returned to the 20	returned to the 45
5	intercepted 20 yards downfield!	incomplete	INCOMPLETE	returned to the 25	returned to the 42
6	LONG GAIN plus 15 yards!	incomplete	TOUCHDOWN , a leaping catch!	returned to the 30	returned to the 40
7	INCOMPLETE	intercepted 50 yards downfield, no return	TOUCHDOWN!	returned to the 33	returned to the 36
8	INCOMPLETE	ALMOST CAUGHT but incomplete!	TOUCHDOWN , a diving catch!!	returned to the 36	returned to the 32
9	intercepted 25 yards downfield!	incomplete	INCOMPLETE	returned to the 39	returned to the 28
10	INCOMPLETE	Caught on the fly at the 10 yard line!! *	INTERFERENCE FLAG, 1st and goal from the 1!	returned to the 44	returned to the 25
11	INCOMPLETE	SACK -5	INCOMPLETE	returned to the 49	returned to the 20
12	running back tackled, -8	Tipped in the air, tipped again, then AGAIN...and it falls incomplete!	INCOMPLETE!	LONG GAIN return from the 30!	50 yard kick, FUMBLE!

* Roll two dice, add them, and that's how many yards the receiver advances after the catch!

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	
2	unnecessary roughness, underdog, 15 yards FD (penalty against visitors if teams are evenly matched)
3	face mask, defense, 5 yards tacked onto the gain
4, 12	illegal motion, offense, 5 yards
5	taunting call on underdog, after the play, 15 yards FD (penalty against visitors if teams are evenly matched)
6	delay of game, offense, 5 yards, no play
7, 11	holding, offense, 10 yards
8	face mask, defense, 15 yards added to the gain, first down
9	unsportsmanlike conduct, underdog, after the play, 15 yards FD (penalty against visitors if game if teams are evenly matched)
10	holding, defense, 5 yards and a first down

Passing Plays	
2	pass interference, offense, 10 yards (If pass was never thrown, use penalty #9)
3	intentional grounding, offense, 10 yards, loss of down (If pass was complete or never thrown, use penalty #6)
4	unsportsmanlike conduct, underdog, after the play, 15 yards FD (penalty against visitors if game if teams are evenly matched)
5	pass interference, defense, ignore the result of the play, C2 gain FD (If pass was complete or never thrown, use penalty #12)
6	holding, offense, 10 yards
7, 8	pass interference, defense, ignore the result of the play, C2 gain FD (If pass was complete or never thrown, use penalty #11)
9	ineligible receiver, offense, 5 yards
10	holding, defense, 5 yards, first down
11	roughing the passer, defense, 15 yards added to end of gain, first down
12	passer beyond the line of scrimmage, 5 yards, loss of down

Punts and Place Kicks	
2, 3	holding, offense, 10 yards
4	roughing the kicker, 15 yards, first down
5	illegal formation, underdog, 5 yards (penalty against visitors if game if teams are evenly matched)
6	running into the kicker, 5 yards
7	false start, offense, no play, 5 yards
8	encroachment, defense, 5 yards
9	offside, defense, 5 yards, no play
10	unfair leaping, defense, 5 yards
11	twelve men on the field, underdog, 5 yards (penalty against visitors if teams are evenly matched))
12	delay of game, offense, 5 yards

Returns	
2, 3	face mask, kicking team, 5 yards added to the end of the return
4	face mask, kicking team, 15 yards added to the end of the return
5, 11	late hit, kicking team, 15 yards added to the end of the return
6, 7, 10	illegal use of the hands, return team, 10 yard penalty from the midpoint of the return (on a kickoff play: ball is placed on the 10 yard line)
8	holding, kicking team, 10 yards added to the end of the return
9	unsportsmanlike conduct, underdog, after the play, 15 yards FD (penalty against visitors if teams are evenly matched)
12	interfering with fair catch signal, kicking team, 10 yards (on a kickoff play: use penalty #9)

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.

FD If the penalty is against the defense, it's an automatic first down.

Other Coached Team Options

Punt Rush

1	Punt is blocked, -10 yards, fumble recovered by the defense, roll for a return!
2	Punt is tipped, it goes 20 yards forward and is downed there!
3	35 yard punt, +12 yard roll, ball downed there.
4	40 yard punt, +13 yard roll, ball downed there.
5	48 yard punt, +12 yard roll, ball downed there.
6	50 yard punt, fair catch called, a roughing the kicker flag is thrown! 15 yards, automatic first down!

Fake Punt / Fake Field Goal

1	Pass is complete, first down plus 7 yards!
2	Kicker runs for it, he makes the first down plus 7 yards!
3	Wobbly pass is incomplete!
4	Pass is complete but the receiver is tackled 2 yards shy of a first down!
5	Kicker runs for it and goes nowhere, a loss of 3.
6	Pass is broken up!

When you try a fake punt or field goal, your risk-taking is rewarded in another way: you may erase all Play Counts on the scoresheet you have accumulated up to this point and start from scratch!

Taking a Knee

Takes 40 seconds, take a 2 yard loss.

Spiking the Ball

If this is done after a complete pass or running play in bounds, that play takes only 10 seconds.

Taking a Safety

Anytime you have the ball at or inside your own 15 yard line, you may take a safety on any play.

Quick Punts

If you punt on 3rd down, consider it a 35 yard punt with no return possible, the ball rolls instead.

Bringing in a Backup Quarterback

The Coached team can give an extra boost to their offense anytime *after halftime* by bringing in a backup quarterback. Once he enters the game, he must stay in permanently. When the backup quarterback enters the game, the Coached team must gamble on offense by adding at least 6 dice numbers every time he rolls on the Possession Launch table for the rest of the game. If the Backup Quarterback is hurt and has to leave the game, the third string QB comes in. The third stringer is far less effective. From that point forward, *subtract* 10 dice numbers from *every* Possession Launch. Once the third stringer comes in for ANY reason, he MUST stay in for the rest of the game.

Drawing the Defense Offsides

On any play, you may elect to have the quarterback do a long count, not even running a play, to try to draw the defense offsides. Roll one die. On a roll of 1, the defense jumps, and they incur a 5 yard penalty! On a roll of 2-6, the offense is flagged for a 5 yard delay of game penalty.

Prayer Kickoff Return

Use this Kickoff Return table only when either team is receiving a kickoff with less than one minute left in the game, and only if they are trailing by 4 points or more. It is assumed that the receiving team will attempt a series of laterals in an attempt to keep the ball moving downfield before time expires.

1	The laterals go nowhere, and finally the ball is fumbled to the kicking team, which downs it at the receiving team's 30.
2 - 5	The laterals go nowhere, ball returned to the receiving team's 20.
6	The laterals generate some excitement....with the ball at the receiving team's 30, the craziness really starts....roll two dice and keep adding them. Each roll tells you the number of yards the ball is advanced from the 30. The ball carrier is tackled if you roll doubles after that number of yards is added to the return.

Rare Plays: FAVORED team (home team if teams are evenly matched)

11	Trick play! Running back throws a wobbler downfield, caught for a gain of 25 yards! (HF: 50 yards)
12	Vicious scuffle breaks out after a 3 yard running gain! A defensive player is ejected after being 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 the running back who gallops for ten yards, it's considered a complete pass! (HF: 25 yards)
14	Miracle leaping catch by receiver over the middle, a 15 yard gain! (HF: 25 yards)
15	Miracle leaping catch by receiver on the sideline, a 15 yard gain and out of bounds! (HF: 25 yards)
16	Miracle leaping catch by receiver, drags both feet in bounds, a 15 yard gain! (HF: 25 yards)
21	Miracle diving catch by receiver, a 15 yard gain! (HF: 25 yards)
22	Miracle diving catch by receiver, a 30 yard gain! (HF: 45 yards)
23	Quarterback throws over the middle, right into the hands of a linebacker....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 safety 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 a defensive back, and it's caught by a receiver for 12 yards! (HF: 25 yards)
26	Long run from scrimmage, the ball is stripped away, it's fallen on by the offense! A 25 yard gain! (HF: 40 yards)
31	Quarterback throws, it's tipped high in the air, and caught for a 15 yard gain! (HF: 30 yards)
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! (HF: 25 yard gain)
33	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	Blazing receiver is intentionally dragged down on his way to the end zone, and the man who tried to cover him is flagged for pass interference. It was the only way to avoid a clear touchdown! +20 yards, 1st down and 10.
35	Running back fumbles at the line of scrimmage, it bounces forward 15 yards, and is fallen on by the offense!
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! (HF: 35 yards)
41	The defense panics upon seeing a confusing offensive setup and has to use a time out! Reset the play, no Rare Play.
42	The defense is flagged for a pass interference call in the end zone! 1st and goal from the 1!
43	The defense is flagged for a pass interference call 20 yards downfield! 1st and 10! (HF: 1st and goal from the 1)
44	The defense is flagged for a pass interference call 35 yards downfield! 1st and 10! (HF: 1st and goal from the 1)
45	The defense is flagged for a pass interference call 10 yards downfield! 1st and 10!
46	Quarterback drops back, throws quickly behind the line of scrimmage to a wide receiver, he in turn steps back and throws the ball downfield for a 20 yard gain! (HF: 40 yards)
51	Shovel pass to the running back fools the defense, a gain of 8! (HF: 15 yards)
52	3 yard running gain. Defense's star linebacker is hurt and must leave the game for good. Coached team may run unlimited running plays with no threat of exceeding play call limits. (GHOST COACH ON OFFENSE: use #61)
53	3 yard passing gain. Defense's star defensive back is hurt and must leave the game for good. Coached team may run unlimited passing plays with no threat of exceeding play call limits. (GHOST COACH ON OFFENSE: use #65)
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.)
55-56	Quarterback nailed as he releases the ball, it's a fumble, the defense 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 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.)
63-64	30 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.)
65-66	Running back loses the ball after a 7 yard gain, defense falls on it, but the referee rules the back's knee was down and therefore the offense retains possession. (CHALLENGE? See Challenge Rule.)

CHALLENGE RULE: If you wish to challenge the referee's call in an attempt to reverse it, roll one die. On a roll of 1, the call is reversed. On a roll of 2-6, the call stands after review and you are charged with a time out. The Ghost Coach always challenges if he stands to benefit at all from it. No time out is charged on a successful challenge.

HF: If the team is HEAVILY favored, note that the result of the play is affected.

Rare Plays: UNDERDOG (visiting team if teams are evenly matched)

11	Quarterback drops the snap and has to fall on the ball, no gain! (HU: loss of 8 yards)
12	Quarterback drops the snap, the defense falls on it, turnover, no return! (HU: returned 15 yards)
13	Running back drops the handoff and has to fall on the ball, no gain! (HU: - 8 yards)
14	Running back drops the handoff and the defense falls on it, turnover, no return! (HU: returned 15 yards)
15	Quarterback throws 30 yards downfield to a wide open receiver, and he DROPS THE BALL!
16	Quarterback throws 50 yards downfield to a wide open receiver, WAY underthrown, intercepted!
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, no return! (HU: returned 25 yards)
22	Quarterback hits a receiver on the sidelines 15 yards downfield, the catch is made but he fumbles the ball, it's scooped up by the defense, roll for a return! (HU: returned 30 yards)
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, 1st & 10 going the other way! (If ball is inside the defense's 15 when this play begins: use #11.)
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!
25	Quarterback throws, it's batted right back to him, he catches it, falls on it, it's a 3 yard gain. (HU: 5 yard loss)
26	Jail break at the line, the defense swarms the quarterback, it's a sack for a loss of 8! (HU: loss of 17)
31	Linebacker dashes around an oblivious offensive line and immediately nails the quarterback for a loss of 12!
32	Running back trips over his own lineman, no gain. (HU: loss of 5)
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. (HU: loss of 10)
34	Faulty route causes the quarterback to throw to a man who's nowhere in sight. Botched play, incomplete.
35	Running back gains 12, twists the tackler's facemask! Mark off a 15 yard penalty from the end of the run!
36	Pass from the QB goes in and out of the hands of the receiver, intercepted 10 yards downfield. Roll for return.
41	Trick play, ball carrier 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. (HU: ball is picked off 15 yards downfield)
42	Quarterback is sacked for a loss of 5 and is hurt! He's got to leave the game for good. See Backup Quarterback rule. (HU: loss of 13)
43	Star wide receiver is hurt on an incomplete pass and he has to leave the game for good. All Long Pass plays are now exhausted and cannot be called. (GHOST COACH ON OFFENSE: use #61)
44	Star running back goes for a 1 yard gain but is hurt. He has to leave the game for good. All Line Run plays are now exhausted and cannot be called. (GHOST COACH ON OFFENSE: use #63)
45	Trick play is botched when the receiver near the sideline drops the initial lateral from the quarterback. He falls on it, a loss of 2 yards. (HU: loss of 10 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! (HU: ball picked off 30 yards downfield, returned 25)
51	Screen pass, the running back catches it behind the line of scrimmage and is nailed immediately, it's a 4 yard loss. (HU: 8 yard loss)
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! (HU: 1 yard gain)
53	Quarterback drops back to pass, the rush is heavy, he unloads it and is called for very obvious intentional grounding. A ten yard penalty and a loss of down. (If the ball was at or inside the offense's 5, it's a safety, he threw it away in the end zone!)
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.)
61-62	Receiver catches a 28 yard pass on the sideline, but the referee says he only got one foot in bounds and rules it incomplete. (CHALLENGE? See Challenge Rule.)
63-64	Receiver makes a low grab of a pass and thinks he has a 12 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.)

CHALLENGE RULE: If you wish to challenge the referee's call in an attempt to reverse it, roll one die. On a roll of 1, the call is reversed. On a roll of 2-6, the call stands after review and you are charged with a time out. The Ghost Coach always challenges if he stands to benefit at all from it. No time out is charged on a successful challenge.

HU: If the team is a HEAVY underdog, note that the result of the play is affected.

	1	2	3	4	overtime	FINAL

time left in two-minute drill													
	2:00	1:50	1:40	1:30	1:20	1:10	1:00	0:50	0:40	0:30	0:20	0:10	0:00
	2:00	1:50	1:40	1:30	1:20	1:10	1:00	0:50	0:40	0:30	0:20	0:10	0:00

time outs left	GHOST COACH	1st half	3	2	1	0	2nd half	3	2	1	0	overtime	2	1	0
	COACHED TEAM	1st half	3	2	1	0	2nd half	3	2	1	0	overtime	2	1	0

Play Counts		
line run (5)	short pass (6)	timing pattern (1)
end run (3)	screen pass (3)	reverse (1)
draw play (3)	medium pass (5)	bomb (1)
dive play (1)	deep pass (3)	trick play (1)
QB sneak (1)	long pass (3)	

Possession Tracker			
1st quarter	2nd quarter	3rd quarter	4th quarter
Coached team's ball	Ghost Coach's ball	Ghost Coach's ball	Ghost Coach's ball
	Coached team's ball		Coached team's ball
Ghost Coach's ball	Ghost Coach's ball (RARE)	Coached team's ball (JOLT)	Ghost Coach's ball
Coached team's ball	Coached team's ball	Ghost Coach's ball	Coached team's ball
Ghost Coach's ball (JOLT)	Ghost Coach's ball	Coached team's ball (RARE)	Ghost Coach's ball
	Coached team's ball (TWO MINUTE DRILL!)		Coached team's ball (TWO MINUTE DRILL!)
Coached team's ball		Ghost Coach's ball	Coached team's ball (TWO MINUTE DRILL!)
For overtime, use the same possession pattern as in the 4th quarter—except the Ghost Coach wins the toss and receives the kickoff. Begin overtime by crossing out the Coached team's first possession.			
(JOLT) Refer to the Jolt Possession Launch table. (RARE) The first play of the drive is a RARE Play.			

Field Position

COACHED TEAM rushing stats	GHOST COACH rushing stats
COACHED TEAM passing stats	GHOST COACH passing stats
COACHED TEAM turnovers	GHOST COACH turnovers

Possession Launch Chart : DEFENSIVE BATTLE

Anytime a team starts their drive outside the defense's 30 yard line, use this table to determine the result of the drive. If the progression of their drive puts them at or inside the defense's 30 yard line, play using the Offense Play Result Charts. If a roll of the dice on the Possession Launch Chart puts the offense into the defense's end zone, place the ball on the 10 yard line instead, it's 1st and goal! If a roll of the dice on this chart puts the offense into their own end zone, the result is a safety, the QB is sacked in the end zone, two points!

11	-5 yards, 4th down and 15 (If the defense is gambling: +35 yards, 3rd down and 3!)	41	+14 yards, 4th down and 2 – UNDERDOG calls a time out. (Visiting team if teams are evenly matched)
12	TURNOVER! <u>1st half:</u> running back is nailed after a 1 yard gain and is stripped of the ball, it goes to the defense, roll for a return! <u>2nd half:</u> receiver catches pass for a 2 yard gain, loses it, it goes to the defense, roll for a return!	42	+ 15 yards, 3rd down and 9 – Play Clock ticking down!
13	-5 yards, 3rd down and 15 (((44)))	43	+ 16 yards, 3rd down and 5 (Ghost Coach shows blitz!)
14	-3 yards, 4th down and 13 (((45)))	44	+ 17 yards, 3rd down and 2
15	-2 yards, 4th down and 12 (((46)))	45	+ 18 yards, 2nd down and 10
16	no gain, 3rd down and 10 (((53)))	46	+ 19 yards, 4th down and 4
21	no gain, 3rd down and 10	51	+ 20 yards, 3rd down and 22
22	+ 2 yards, 3rd down and 8 – UNDERDOG calls a time out. (Visiting team if teams are evenly matched)	52	+ 21 yards, 3rd down and 15 – Play Clock ticking down!
23	+ 4 yards, 3rd down and 6	53	+ 22 yards, 2nd down and 25
24	+ 6 yards, 2nd down and 4 – Consult RARE PLAY table!	54	+ 23 yards, 3rd down and 8 (((13)))
25	+ 7 yards, 2nd down and 3	55	+ 24 yards, 3rd down and 3 (((14)))
26	+ 7 yards, 3rd down and 3	56	+ 25 yards, 3rd down and 9 (((15)))
31	+ 8 yards, 4th down and 2 – UNDERDOG calls a time out. (Visiting team if teams are evenly matched)	61	+ 26 yards, 4th down and 4 (((16)))
32	+ 9 yards, 3rd down and 1	62	+ 27 yards, 3rd down and 11 (Ghost Coach shows blitz!)
33	+ 10 yards, 4th down and 10	63	+ 28 yards, 3rd down and 3
34	+ 10 yards, 3rd down and inches	64	+ 29 yards, 3rd and 7
35	+ 11 yards, 2nd down and 19 - Consult RARE PLAY table!	65	+ 30 yards, 3rd and 15
36	+ 12 yards, 3rd down and 4	66	+ 32 yards, 3rd down and 3 (Backup QB in game: - 7 yards, 4th and 17) <i>(On results that show a number in parentheses, the FAVORED TEAM switches to that dice number if the result would help them. The UNDERDOG switches to that dice number if the result would hurt them. Otherwise, the dice roll stays the same.)</i>

PLAY CLOCK TICKING DOWN: If the Coached Team is on offense, he has a choice to make. His team is too slow getting a play in. If he doesn't call a time out to regroup right now, he must roll the dice and let the Ghost Coach Play Selection Chart choose his play for him!

GHOST COACH SHOWS BLITZ: The Ghost Coach blitzes on this play.

INCHES TO GO: You may call for a measurement if you wish. You must expend a time out to get one, but if you then roll a 1 or 2 on a single die, a first down is ruled. Otherwise, you must get an 'inches' result or better on the next play to make the first down. (NOTE: 'Inches' results on the Offense Play charts are not cumulative.)

GAMBLING: The Coached Team may subtract dice roll numbers to gamble on defense. (Example: a defense, down by 10 in the 4th quarter, wants to play more aggressively. So the coach announces he will subtract 8 numbers from the dice roll on this chart, turning a 44 into a 32. There can be no lower roll than an 11; therefore, subtracting 5 numbers from a roll of 13 still results in an 11.)

Possession Launch Chart : BAD WEATHER GAME

Anytime a team starts their drive outside the defense's 30 yard line, use this table to determine the result of the drive. If the progression of their drive puts them at or inside the defense's 30 yard line, play using the Offense Play Result Charts. If a roll of the dice on the Possession Launch Chart puts the offense into the defense's end zone, place the ball on the 10 yard line instead, it's 1st and goal! If a roll of the dice on this chart puts the offense into their own end zone, the result is a safety, the QB is sacked in the end zone, two points!

11	Short pass turns into a 25 yard gain when the defender slips in the snow! (If the defense is gambling: +35 yards, 3rd down and 3!)	44	+14 yards, 4th down and 2 – UNDERDOG calls a time out. (Visiting team if teams are evenly matched)
12	TURNOVER!	45	+ 15 yards, 3rd down and 9 – Play Clock ticking down!
13	<u>1st half:</u> running back can't hold on to the ball, it slips out at the line of scrimmage, defense falls on it, no return!	46	+ 15 yards, 3rd down and 5 (Ghost Coach shows blitz!)
14		51	+ 16 yards, 3rd down and 2
15	<u>2nd half:</u> quarterback can't hold onto the ball on the snap, defense falls on it at the line of scrimmage, no return!	52	+ 16 yards, 2nd down and 10
16	-5 yards, 3rd down and 15 (((44)))	53	+ 17 yards, 4th down and 4
21	-3 yards, 4th down and 13 (((45)))	54	+ 17 yards, 3rd down and 22
22	-2 yards, 4th down and 12 (((46)))	55	+ 18 yards, 3rd down and 15 – Play Clock ticking down!
23	no gain, 3rd down and 10 (((53)))	56	+ 18 yards, 2nd down and 25
24	no gain, 3rd down and 10	61	+ 19 yards, 3rd down and 8 (((13)))
25	+ 2 yards, 3rd down and 8 – UNDERDOG calls a time out. (Visiting team if teams are evenly matched)	62	+ 19 yards, 3rd down and 3 (((16)))
26	+ 4 yards, 3rd down and 6	63	+ 20 yards, 3rd down and 9 (((21)))
31	+ 6 yards, 2nd down and 4 – Consult RARE PLAY table!	64	+ 22 yards, 4th down and 4 (((22)))
32	+ 7 yards, 2nd down and 3	65	+ 24 yards, 3rd down and 11 (Ghost Coach shows blitz!)
33	+ 7 yards, 3rd down and 3	66	Running back rumbles for 25 yards! (Backup QB in game: - 7 yards, 4th and 17)
34	+ 8 yards, 4th down and 2 – UNDERDOG calls a time out. (Visiting team if teams are evenly matched)	<p><i>(On results that show a number in parentheses, the FAVORED TEAM switches to that dice number if the result would help them. The UNDERDOG switches to that dice number if the result would hurt them. Otherwise, the dice roll stays the same.)</i></p> <p>NOTE: IN A BAD WEATHER GAME, ALL FIELD GOAL ATTEMPTS, INCLUDING POINT AFTER ATTEMPTS, MUST GO AN EXTRA 5 YARDS TO BE CONSIDERED GOOD!</p>	
35	+ 9 yards, 3rd down and 1		
36	+ 10 yards, 4th down and 10		
41	+ 10 yards, 3rd down and inches		
42	+ 11 yards, 2nd down and 19 – Consult RARE PLAY table!		
43	+ 12 yards, 3rd down and 4		

PLAY CLOCK TICKING DOWN: If the Coached Team is on offense, he has a choice to make. His team is too slow getting a play in. If he doesn't call a time out to regroup right now, he must roll the dice and let the Ghost Coach Play Selection Chart choose his play for him!

GHOST COACH SHOWS BLITZ: The Ghost Coach blitzes on this play.

INCHES TO GO: You may call for a measurement if you wish. You must expend a time out to get one, but if you then roll a 1 or 2 on a single die, a first down is ruled. Otherwise, you must get an 'inches' result or better on the next play to make the first down. (NOTE: 'Inches' results on the Offense Play charts are not cumulative.)

GAMBLING: The Coached Team may subtract dice roll numbers to gamble on defense. (Example: a defense, down by 10 in the 4th quarter, wants to play more aggressively. So the coach announces he will subtract 8 numbers from the dice roll on this chart, turning a 44 into a 32. There can be no lower roll than an 11; therefore, subtracting 5 numbers from a roll of 13 still results in an 11.)