

PAYDIRT!

AVALON HILL'S TRADEMARK NAME FOR ITS PLAY/ACTION GAME OF PRO FOOTBALL

2008

RULES

IMPORTANT: These rules replace and supersede all previous rules for the PAYDIRT! game.

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PAYDIRT LEGEND 1

BASIC RULES

I. DESCRIPTION OF THE GAME

PAYDIRT! is SPORTS ILLUSTRATED's pro football replay/simulation game. Color-coded team charts have been prepared for each of the pro teams, using the actual statistics for each team and season portrayed. These statistics have been analyzed, using mathematical formulas and computer programs, and the results have been encoded in the easy to use Team Charts. Thus, each color coded Team Chart reflects, with great accuracy and detail, the real life performance, in each and every phase of the game, of that particular team for that particular season. The attention to detail used in preparing the Charts, along with extensive playtesting, has produced a replay game, which we are sure you will find unrivaled for excitement and fidelity!

II. EQUIPMENT INCLUDED

- One set of color-coded Team Charts, one for each pro team.
- Rules Folder, including both Basic Rules and (optional) Advanced Rules.
- Two special charts, one for each player, containing the Legend, Priority Chart, Timing Chart, Squib Kickoff Return Chart, and spaces for marking the offensive play or defense formation of your choice.
- Playing field.
- Football marker and Yards-to-go marker.
- Five special game dice.
- One standard six-sided die.
- Scorepad.

III. PLAY OF THE GAME

Basically, the sequence of play is the same as in actual pro football. Each player secretly chooses an offensive play or defensive formation from his Team Chart, then throws his special game dice. From the totals, the results are then found on the Team Charts. The offensive and defensive results are then combined, using the Priority Chart, to determine the final outcome of the play. Special situations (penalties, kicking plays, free balls, etc.) are explained in a separate section.

IV. HOW TO USE THE GAME EQUIPMENT

1. SPECIAL GAME DICE

(A) OFFENSIVE DICE (1 Black, 2 White)

To determine the total on these dice, add ten times the number on the black die to the sum of the numbers on the two white dice. The offensive dice total can be any number from 10 through 39.

(B) DEFENSIVE DICE (1 Red, 1 Green)

The defensive dice total is simply the sum of the numbers on the two dice. The defensive dice total can be any number from 1 through 5.

2. COLOR CODED CHARTS

The **LEGEND** explains the meanings of all colors, symbols, and abbreviations appearing on these charts.

(A) OFFENSIVE TEAM CHARTS

After an offensive play has been selected, the offensive dice are rolled and totaled. To find the OFFENSIVE RESULT, read down the column of the play selected and across from the offensive dice total in the # ON DICE column. The box at the intersection contains the offensive result (which must still be combined with the defensive result, using the Priority Chart).

(B) DEFENSIVE TEAM CHARTS

This chart contains a separate # ON DICE column for each of the six defensive formations. After an offensive play and defensive formation have been selected, the defensive dice are rolled and totaled. The DEFENSIVE RESULT is then found as follows: Read down the column of the offensive play selected, and across from the defensive dice total in the # ON DICE column of the defensive formation used. The box at the intersection contains the defensive result (which must still be combined with the offensive result, using the Priority Chart).

(C) SPECIAL TEAM CHARTS

To determine the result of a Special Team Play, roll and total the OFFENSIVE DICE. Look at the Special Team Chart, in the column of the type of play called (Kickoff, Punt Return, etc.) and across from the offensive dice total in the # ON DICE column. The box at the intersection contains the FINAL OUTCOME of the play (do not combine with any other result). The #ON DICE column itself is also used for Extra Point Attempts (see Basic Rule VI-7).

(D) PRIORITY CHART

This is used for combining the offensive and defensive results to determine the final outcome of the play. Look in the column below the defensive result and in the row across from the offensive result; the box at the intersection shows which result overrules, or may instruct you to combine the two results.

EXAMPLE 1: Offensive result was a 5 in a green box, defensive result was a -2 in a red box. Priority Chart says ADD, so final outcome is a 3-yard gain.

EXAMPLE 2: Offensive result was a 4 in a green box, defensive result was a (0) in a red box. Priority Chart says defense overrules, and final outcome is No Gain.

EXAMPLE 3: Offensive result was a (4) in a green box, defensive result was a -1 in a red box. Priority Chart says offense overrules, and final outcome is a 4-yard gain.

EXAMPLE 4: Offensive result was a (4) in a green box, defensive result was an (-1) in a red box. Priority Chart says the offense overrules, and final outcome is a 4-yard gain.

EXAMPLE 5: Offensive result was a -2 in a red box; defensive result was a -2 in a red box. Priority Chart says ADD, so the final outcome is a 4-yard loss.

EXAMPLE 6: Offensive result was a white box, defensive result was a -3 in a red box. Priority Chart says ADD, so the final outcome is a 3-yard loss.

EXAMPLE 7: Offensive result was a QT in a red box, defensive result was a -10 in a red box. Priority Chart says offensive overrules; offense rolls its dice again and finds the final outcome in the QT column of its Offensive Team Chart (no subtraction).

EXAMPLE 8: Offensive result was an F +6 in a red box, defensive result was a 12 in a green box. Priority Chart says offense overrules, and the result is a fumble 6 yards downfield (see Basic Rule VI-10).

EXAMPLE 9: Offensive result was an OFF S in a yellow box; defensive result was an INT 10 in a red box. Priority Chart says offense overrules, resulting in a penalty against the offense (but the defensive result may still apply; see Basic Rule VI-4).

EXAMPLE 10: Offensive result was an F +22 in a red box, defensive result was a (TD) in a green box. Priority Chart says the outcome is a fumble one yard deep in the defenders' End Zone (see Basic Rules VI-10 and VI-12).

EXAMPLE 11: The offense punts, with a result of 48 in a green box. For Special Team plays there is no defensive result and the Priority Chart is not used, The final outcome is a 48-yard punt, and the defenders may attempt a return (see Basic Rule VI-5).

EXAMPLE 12: Offensive result was an INT 28 in a red box, defensive result was a (TD) in a green box. Priority Chart says the final outcome is an incomplete pass.

3. PLAYING FIELD, TIMING, SCOREPAD, AND PLAY SELECTION

The Football Marker is used to locate the current line of scrimmage or position of the ball. The Yards-to-go marker indicates the 10 yards necessary for the next first down.

The score, quarter, time remaining, down, and timeouts are recorded on the special Scorepad. After each play, the time consumed is found from the Timing Chart and the proper number of timing squares are blacked out on the scorepad. Each box equals 10 seconds, and each set of boxes equals one minute. The blank boxes then show the time remaining at the next snap or kickoff.

Each team receives 3 timeouts per half. These are called after a play, and are used to reduce the duration of that play to 10 seconds. Whenever a team calls a timeout, black in the space provided. If a play begins with more than two minutes remaining in a half, there must be at least two minutes remaining when the following play begins, due to the official's timeout at the 2-minute warning.

Any play begun before the end of a quarter is completed as part of that quarter, whether or not sufficient time for that type of play remained on the clock. Completed quarters are indicated by blacking in the box provided.

The down is shown by moving a coin onto the proper circle on the scorepad. Scores are recorded in the linescore grid provided.

Sets of spaces are provided on each of the special charts, so that a coin may be used to indicate the players' choice of offensive play or defensive formation.

V. **SETTING UP AND PLAYING THE GAME**

The easiest way to learn how to play PAYDIRT! is to follow the procedures outlined below. If you are uncertain how to read the dice or game charts, refer to the previous explanations and examples. As you play, certain special situations (penalties, kicks, free balls, etc.) will arise; when they do, refer to Section VI below, check what to do, and then continue play. **EXCEPT WHEN THE SPECIAL RULES OF PAYDIRT! APPLY, AND IN ANY CASE OF DOUBT, ALWAYS APPLY THE CURRENT OFFICIAL RULES OF PRO FOOTBALL.**

1. TEAM SELECTION

Each player picks a team by selecting its color coded Team Chart. This may be done by mutual agreement.

2. SPECIAL CHARTS

Each player will also have one of the special charts for reference.

3. COIN TOSS

Each player rolls the offensive dice; high total has the choice of receiving or kicking off (the other player has the choice at the beginning of the second half).

4. KICKOFF

Kicking team places the ball on its 30 yard line, rolls the offensive dice, and reads the kick yardage from the Kickoff column of its Special Team Chart; the ball is then move this distance downfield.

5. KICKOFF RETURN

The receiving team now rolls the offensive dice and reads the return yardage from the Kickoff Return column of its own Special Team Chart, then moves the ball this distance back upfield.

6. TIME RESOLUTION

The Timing Chart is consulted for the time consumed by the kickoff and return, and the proper number of timing boxes is marked off on the scorepad. The yards-to-go marker is placed, extending from the line of scrimmage to 10 yards upfield. A coin is placed on the 1st Down circle on the scorepad.

7. PLAY SELECTION

Each player now chooses an offensive play or defensive formation by placing a coin on the proper square of his special chart. This is done separately and secretly, each player shielding his choice by using his hand or Team Chart. The choices are then revealed to each other.

8. DICE ROLL

Each player now rolls his special game dice and consults his Team Chart for the offensive or defensive result of the play. *NOTE: Technically, the defensive player is not required to reveal his formation or roll his dice until after the offensive result of the play has been determined.*

9. PLAY RESOLUTION

The Priority Chart is now used to determine the final outcome of the play (see Basic Rule IV-2-D). If a penalty, free ball, B, QT, or a variable result (DS, X, T1, T2 or T3) is involved, the offensive player may have to roll his dice again to decide the final result of the play (see Section VI).

10. PLAY OUTCOME

After each play, move the ball the proper number of yards, and move the Yards-to-go marker if a first down is awarded. After consulting the Timing Chart, mark off the time required for the play in the scorepad boxes, and move the coin onto the circle indicating the next down. Whenever appropriate, record timeouts used, completed quarters, and scores on the scorepad.

11. GAME CONTINUATION

Play is continued in this fashion until the end of the game.

VI. SPECIAL SITUATIONS AND RULES

1. PLAY SELECTION

There is no restriction on the use of any offensive play. Any play may be used as often as desired, at any time desired, and from any point on the field.

2. BREAKAWAYS AND QUARTERBACK TRAPS

If the result of a play is a Breakaway (B) or a Quarterback Trapped (QT), the offense rolls its dice again and looks up the result in the B or QT column of its Offensive Team Chart. **THESE COLUMNS MAY NOT BE CHOSEN AS PLAYS BY THE OFFENSE**, but are instead results of other plays chosen.

3. VARIABLE YARDAGE ENTRIES

The yardage entries DS, X, T1, T2 and T3 may be interpreted in either of the following two ways:

(A) **QUICK METHOD:** Count these entries as constant values: DS=6, X=12, T1=28, T2=55, T3=83.

(B) **FULL-FEATURE METHOD:** Roll the offensive dice again immediately to determine the yardage, as follows:

DS = Direct Sum of the numbers on the three dice (add the numbers up).

X = 40 minus the normal offensive

T1 = The normal offensive total.

T2 = The total of two consecutive normal offensive dice rolls.

T3 = The total of three consecutive normal offensive dice rolls.

EXAMPLE 1: You roll a 3 on the black die and a 2 and 5 on the white dice. The normal offensive dice total is 37; DS=10; X=3; T1=37.

EXAMPLE 2: You roll a 1 on the black die and a 0 and 3 on the white dice. The normal offensive dice total is 13; DS=4; X=27; T1=13. In combination with the roll of Example 1, T2 would equal 50.

Either method A or method B may be used; just be consistent and make sure you agree with your opponent, before the game starts, on which method is to be used. If any of these symbols appears in a red box with a negative sign (-), it represents the corresponding minus yardage.

4. PENALTIES

(A) **PENALTY PROCEDURE**

- i. When a penalty occurs, the offense rolls its dice again to determine the offensive result of the play (Exception: (iii) below); the defense still uses the result of its ORIGINAL roll. These results are then combined according to the Priority Chart, and the offended team may accept either the result of the play (down counts) or the penalty yardage (down replayed).
- ii. If the offense reroll results in another penalty, the offense continues rolling until a non-penalty result occurs (Exception: (iii) below). The offended team may then accept the result of the play

(down counts) or any ONE of the penalties (penalty yardages are not combined). If offsetting penalties have occurred, 10 seconds elapse on the clock, but the play is cancelled and the down is replayed.

- iii. If a PI penalty is rolled, there are no further rerolls; the defensive result is cancelled and the final outcome of the play is an incomplete pass.

(B) PENALTY YARDAGES

The penalty yardage entries S (scrimmage or snap) and R (return) may be interpreted in either of the following two ways:

- i. **QUICK METHOD:**

Count S penalties as 5 yards; OFF R penalties as OFF 10 penalties; and DEF R penalties as DEF15 penalties.

- ii. **FULL FEATURE METHOD:**

Immediately roll the offensive dice again to determine the actual penalty yardage, using the following chart:

PENALTY YARDAGE	OFF=S	DEF=S	OFF=R	DEF=R
5 yards	10-29	10-24	10	--
5Y yards	--	25-29†	--	11-16†
5X yards	--	30-35*	--	17-19*
10 yards	30-36	--	11-34	--
15 yards	37-39	36-39*†	35-39	20-39*†
Notes: * Automatic first down. † Marked from the end of any gain or previous spot (Offensive Player's Choice).				

Either method A or method B may be used; just be consistent and make sure you agree with your opponent, before the game starts, on which method is to be used.

(C) MARKING OFF PENALTIES

- i. Unless otherwise noted, all penalties are marked from the PREVIOUS SPOT (where the ball was last snapped or kicked off).
- ii. No penalty (except PI) may exceed half the distance to the offenders' Goal Line.
- iii. The DEF 5Y penalty, indicating defensive inadvertent facemask or contacting the kicker does not carry an automatic First Down in addition to the five penalty yards. If the play was, a run or pass which gained yardage the five yards are marked from the end of the gain. If the play was a successful point after touchdown, the five yards are marked on the following kickoff.
- iv. The DEF 5X penalty, indicating defensive holding, carries an automatic First Down in addition to the five penalty yards. If the play was a run, or pass, which gained yardage the five yards are marked from the end of the gain. If the play was a successful point after touchdown, the five yards are marked on the following kickoff.
- v. DEF15 penalty, indicating a defensive personal foul, carries an automatic First Down, in addition to the fifteen penalty yards. If the play was a run, or pass, which gained yardage the

fifteen yards are marked from the end of the gain. If the play was a successful point after touchdown, the five yards are marked on the following kickoff.

- vi. **SPECIAL TEAM PENALTIES:** Penalties on kicks are marked from the previous spot. Penalties on returns are marked from the end of the return, with one exception: if the return exceeds the point half way from its beginning, to the opponents Goal Line, any offensive penalty is marked from this half way point. **NOTE:** On the Special Team Chart, the "Offensive Team" refers to the one represented by that Chart (rolling the dice).
- vii. If the spot where the penalty or the ball would be marked lies on a half-yard line, use the yard line which is closer to the 50-yard line as the spot.
- viii. No quarter may end on an accepted defensive penalty (including a double foul). An extra play is run with the clock stopped at 0:00 remaining.
- ix. If multiple fouls on one team occur, the yardages are added (no X's). Penalty yardage in excess of 15 shall be treated as plus or minus yardage to be added to the offensive yardage result of the play.

EXAMPLE 1: A's ball with 3rd and 19 at B's 44, A gains 3 yards and there is a DEF 15 penalty. RESULT: 1st and 10 at B's 26.

EXAMPLE 2: A's ball with 3rd and 5 at B's 7, A accepts a DEF 5 penalty against B. RESULT: 3rd and 3 at B's 5.

EXAMPLE 3: A's ball with 3rd and 5 at B's 6, A accepts a PI 4 penalty. RESULT: 1st and Goal at B's 2.

EXAMPLE 4: A has 1st and 10 at his 17; B accepts an OFF 15 penalty. RESULT: A has 1st and 18 at his own 9.

EXAMPLE 5: A returns a kickoff from his 4 to his 29, after first rolling an OFF 15 penalty. RESULT: A has 1st and 10 at the 15.

EXAMPLE 6: A's, ball with 2nd and 17 at their own 32. A rolls a PI 12 penalty. B's defensive result is a QT. RESULT: Defensive result cancelled, pass incomplete, defensive pass interference 12 yards downfield; A now has 1st and 10 at his own 44.

EXAMPLE 7: A has 3rd and 5 at his own 41. A rolls a DEF 5Y penalty, then the result of the play is a 43-yard pass completion. RESULT: A now has 1st and 10 at B 's 11.

EXAMPLE 8: A has 3rd and 5 at his own 41. A rolls a DEF 5X penalty, then the result of the play is a 43-yard pass completion. A declines the penalty. RESULT: A now has 1st and 10 at B 's 11.

EXAMPLE 9: A rolls an OFF 5 then a PI 8. RESULT: Defensive result cancelled, incomplete pass, offsetting penalties; play is nullified and down is replayed.

EXAMPLE 10: On a passing play, B intercepts it his own 13. B tries an Interception Return first rolling an OFF 10 then a 52-yard return. RESULT: The spot of the penalty is at A 's 44; B takes, possession, 1st and 10 at his own 46.

(D) OPTIONAL HOME TEAM ADVANTAGE

In each half, the first occurrence of any penalty against the home team shall be canceled. EXCEPTIONS: Conditional all-out kick rush, forced punt returns.

5. PUNTS

To punt, the offense simply announces this intention, rolls the offensive dice, and consults the Punt column on its Special Team Chart to find the yardage the punt travels from the line of scrimmage. If there is no † (BALL DOWNED or OUT OF BOUNDS) or * (FAIR CATCH) with the punt yardage, the receiving team may return the punt by rolling the offensive dice and consulting the Punt Return column of its own Special Team Chart.

6. FIELD GOAL ATTEMPTS

To attempt a field goal, the offense simply announces this intention, rolls the offensive dice, and consults the Field Goal column on the Special Team Chart. If the yardage shown EQUALS or EXCEEDS the distance from the line of scrimmage to the opponents' Goal Line, the field goal is GOOD. If the yardage shown is less, the kick fails, and the defenders take possession, 1st and 10, either at their 20 yard line or at the Spot of the Hold (7 yards behind the line of scrimmage) - whichever is to their advantage. *NOTE: The yardages in the Field Goal Column refer to the distance from the line of scrimmage to the opponents' Goal Line - not to the statistical length of the attempt, which is 17 yards (10 yards of the End Zone + 7 yards to the spot of the hold) greater.*

7. POINT AFTER TOUCHDOWN (THE CONVERSION)

A team scoring a TD has the option of attempting either a one point conversion (by kick) or a two-point conversion (by run or pass, from the 2 yard line).

- (A) To try the extra point, roll the offensive dice and refer to the # ON DICE column of the Special Team Chart. If the dice total is in a WHITE box, the point is GOOD; if the dice total is in a RED box, the point is NO GOOD.
- (B) To try a two-point conversion, the ball is placed on the 2-yard line and a play is called. If the result of the play places the ball at or beyond the defensive Goal Line, the try for two is GOOD. Otherwise, the try for two points is NO GOOD. If the defensive team, as the result of a turnover, returns the ball to or beyond their opponents Goal Line, the two points are awarded to the defensive team.

8. ON-SIDE KICKOFFS

To attempt an onside kickoff, the kicking team simply announces this intention and rolls the offensive dice. The kicking team recovers if the dice total is 13 through 20, inclusive; the receiving team recovers on any other total. In either case, the ball travels 12 yards, and there is never any advance or return of the kick. (See Adv. Rule III-5 for a procedure involving more strategies.)

9. INTERCEPTIONS

Move the ball forward (+) or backward (-) the number of yards shown. The defense may then return the ball by rolling the offensive dice and consulting the Interception Return column of their Special Team Chart or the defense may instead decline the interception by declaring it an incompleting (ball batted away).

10. FUMBLES AND BLOCKED KICKS

Move the ball forward (+) or backward (-) the number of yards shown. The erring team now rolls the offensive dice and refers to the FUMBLE line on the lower right edge of its Offensive Team Chart, to see whether they recover the free ball or lose it.

The opponents are entitled to an INTERCEPTION RETURN, from the spot of recovery, of ANY blocked kick lost by the kicking team (recovery attempt totals 19 and 39 are automatic touchdowns) and fumbles which are lost due to recovery attempt totals of 37, 38, or 39.

The offensive team is entitled to an INTERCEPTION RETURN, from the spot of recovery, of ANY blocked kick recovered by the kicking team at or behind the line of scrimmage with recovery attempt totals of 17, 18, or 19 or Fumbles which are recovered with recovery attempt totals of 17, 18, or 19. Otherwise, the next play begins from the spot of the recovery. If the offense recovers on 4th down but fails to make first down yardage, the defense takes possession anyway.

11. THE ASTERISK (*) AND DAGGER (†)

On Punts, these indicate that the receiving team is allowed no Punt Return. On the Offensive Team Chart, these indicate that the play ended Out of Bounds. Time these plays like all others except in the last two minutes of the first half and in the last five minutes of the second half where only 10 seconds elapse. The play is NOT out of bounds if the Defense overrules or if the play results in a fumble.

12. PLAYS WITHIN AND BEYOND THE END ZONES

(A) The GOAL LINE is part of and within the End Zone.

(B) The END LINE, 10 yards behind the Goal Line, is out of bounds and not part of the End Zone.

(C) Any PLAY or RETURN which gains enough yardage to carry to the opponents' Goal Line, or ANY distance beyond it, is a TOUCHDOWN. EXCEPTIONS: Fumbles (VI-12-D below) and penalties (a penalty can never produce a Touchdown).

(D) FUMBLES AND BLOCKED KICKS

i. If the yardage of a fumble places the ball within the defenders' End Zone, the ball is live and may be recovered by either team. If the offense recovers, they score a touchdown; if the defense recovers, and fails to advance the ball across the Goal Line, a touchback occurs.

ii. If the yardage of a fumble places the ball on or beyond the defenders' End Line, consider the ball live in the End Zone. To find the distance beyond the Goal Line, roll only the white offensive dice. The total is the number of yards into the End Zone the ball will be recovered. If the offense recovers, they score a touchdown; if the defense recovers, and fails to advance the ball across the Goal Line, a touchback occurs.

iii. If the yardage of a fumble or blocked kick leaves the ball on or behind a team's own End Line, a safety is scored.

iv. If the yardage of a fumble or blocked kick leaves the ball within a team's own End Zone, the ball is live and may be recovered by either team. If the defense recovers, they score a Touchdown; if the offense recovers, a safety is scored.

(E) PASSING PLAYS

Passes completed (and not fumbled) within the defenders' End Zone are Touchdowns. Passes completed with yardages sufficient to carry the ball to or beyond the defenders' End Line are considered to be completed in the field of play and run into the End Zone for a Touchdown.

In each of the following examples, the offense has attempted a pass with 1st and Goal at the 8.

EXAMPLE 1: Offensive result is an 18 in a green box, defensive result is a 2 in a red box. RULING: Complete for touchdown.

EXAMPLE 2: Offensive result is a 16 in a green box, defensive result is a 2 in a green box, RULING: Complete for touchdown.

EXAMPLE 3: Offensive result is a 16 in a green box, defensive result is a (19) in a green box. RULING: Complete for touchdown.

EXAMPLE 4: Offensive result is a 19 in a green box, defensive result is a (16) in a green box. RULING: Touchdown.

EXAMPLE 5: Offensive result is an F +20 in a red box defensive result is a (16) in a green box
RESULT: Pass completed but fumbles into the End Zone, 8 yards deep; offensive player must roll: fumble recovery to determine if the result is a Touchdown or a touchback.

EXAMPLE 6: Offensive result is a 19 in a green box, defensive result is a QT in a red box. RULING: Result is a QT. Offensive player rolls again and consults QT column; result is a 22 in a green box. RULING: Touchdown.

- i. If the yardage of an INTERCEPTED pass would carry to or beyond the defenders' End Line, the spot of the interception is marked 9 yards deep in the End Zone.
- ii. If the spot of an intercepted pass is within a team's own End Zone, a Touchdown is scored by the defense (no return necessary).
- iii. If the spot of an intercepted pass is on or behind a team's own End Line, a safety is scored (lateral out of the End Zone).
- iv. If the spot of a PI penalty is anywhere within or beyond the defender's End Zone, the foul occurred within the End Zone, and acceptance of the penalty results in 1st and Goal at the 1-yard line.

(F) RETURNS

- i. When a team gains possession within its own End Zone, they may either: (a) Elect an automatic touchback, or (b) Attempt a return. Note: If a return is attempted, the End Zone yardage must be counted in the return; if the ball is not advanced across the Goal Line, a touchback results.
- ii. Returns may not be attempted from, on or behind the End Line. The ball is out of play, and either a touchback or safety has occurred.

(G) TOUCHBACKS AND SAFETIES

- i. A TOUCHBACK scores no points for either team. The team defending that Goal Line puts the ball in play, 1st and 10 at their 20 yard line.
- ii. A SAFETY scores two points for the defense. The victims of the safety are awarded a free kick (Kickoff or Punt) from their own 20 yard line, using the same procedure as for an ordinary kick (see V-4 through V-6 or VI-5).

ADVANCED RULES

The Basic Rules which you have just read are entirely sufficient to create all the excitement, skill, and strategy, of actual pro football. In these Advanced Rules, however, we will suggest certain OPTIONAL features which we feel can make PAYDIRT! even more exciting and realistic. You may decide to use some, none, or all of these Advanced Rules in your own play of the game; just be sure that you and your

opponent are agreed in advance on which ones are being used in a particular game, And, of course, feel free to introduce your own innovations!

I. OFFENSIVE OPTIONS

1. RAZZLE-DAZZLE PLAY: (RZDZ)

This is an extra play available to the offense, including such oddities as multiple reverses, halfback passes, flea-flickers, etc. It is called in the same fashion as any other play, using the RZDZ square on the special chart. The sequence of play then proceeds as follows.

- (A) The offensive player reveals that he has called the RZDZ. Beyond this point, the defensive formation chosen may remain concealed, but may not be changed.
- (B) The defensive player rolls the OFFENSIVE dice and records the total.
- (C) Now the offensive player rolls the offensive dice and records the total.
- (D) The player with the LOWER dice total wins the right to choose the offensive result of the play (offense wins on ties).
- (E) If the OFFENSE wins, they may choose any non-penalty result from any of their 9 offensive plays, opposite the LOWER dice total.
- (F) If the DEFENSE wins, they may choose any non-penalty result from any of the offensive team's 9 offensive plays, opposite EITHER of the two dice totals rolled.
- (G) AFTER the offensive result is finally decided, the defensive player must reveal his defensive formation, roll the defensive dice, and look up the defensive result, opposite the offensive play finally chosen and his own previously picked defensive formation. The offensive and defensive results are then combined as usual, according to the Priority Chart. If a penalty, B, QT, or fumble occurred, it may be necessary for the offensive player to roll the offensive dice again and consult the offensive team chart for the final outcome of the play.
- (H) No penalty result may be chosen by either player, unless ALL possible choices are penalties. In this event, the offensive play from which the penalty was chosen is used to determine the offensive result of the play on the reroll.
- (I) See Adv. Rule II-1 for the effect of the Wild-Card Defense on the RZDZ play.

2. QUARTERBACK SNEAK

In an effort to gain a SINGLE YARD, the offense may call a Quarterback Sneak (by placing a coin on the QB Sneak square of the special chart). The defensive result is then automatically a white box, "No Change" (unless Adv. Rule II-1 is also in use). The offensive result is found by rolling the offensive dice and looking under Play #1 on the Offensive Team Chart. ONLY THE COLOR OF THE BOX IS IMPORTANT. All green boxes count as 1-yard gains; all white and yellow boxes as No Gain; and all red boxes as fumbles at the line of scrimmage. The symbols in the boxes are to be ignored.

Do not confuse this play with the Line Plunge. The defensive result against Play #1 is irrelevant; the defensive dice are never rolled with this play, and the defense does not participate at all unless it has specifically Wild Carded the QB Sneak (Adv. Rule II-1).

3. QB DRAW

Offense may run the QT against a blank defense. If the defense correctly wild cards the play, the result is (0). May also be chosen by either team off the RZDZ.

4. HAIL MARY

At the end of a half or at the end of an overtime period, the offense may try a Hail Mary Pass against a blank defense. Roll the offensive dice and refer to the following table for the results.

Dice Total	Result
10-18	Complete (25 + T1 yards downfield)
19	Complete (TD)
20-23, 26-29	INT (25 + T1 yards downfield)
24-25	QT
30-38	INC
39	DEF PI (25 + T1 yards downfield)

5. HURRY-UP OFFENSE

A team may conserve playing time, without calling timeouts, by the following methods. The "Hurry-Up Offense", may be employed at any time during the game.

(A) NO HUDDLE OFFENSE

By "hurrying" the next play (quick or no huddle), thus reducing the time consumed by (and after) the PREVIOUS play (remember, the clock always shows the time remaining when the next play begins - not necessarily the time when the ball was last declared dead). Assuming the previous play was a 40-second play, it would be counted as just 20 seconds if followed by a hurried play; the hurried play itself would then be timed as usual.

The DISADVANTAGES of the quick huddle are that, during the hurried play, (a) Defensive penalties may be counted as OFF 5 penalties (false start fouls; defensive result cancelled, no rerolls, 0 seconds elapsed), AND (b) Offensive penalties may be counted as fumbled snaps from center; the defensive result is cancelled. Use the penalty chart below if the "NO HUDDLE OFFENSE" is being utilized by the offense.

PENALTY YARDAGE	OFF=S	DEF=S	OFF=R	DEF=R
5 yards	10-11 (FS*) 12-29	10-14 OFF 5 15-24 DEF 5	10†	--
5Y yards	--	25-29††	--	11-16††
5X yards	--	30-35**	--	17-19**
10 yards	30-36	--	11-34	--
15 yards	37-39	36-39**††	35-39	20-39**††

Notes:

* No Penalty - Bad Snap (F-13 on punt attempts, F-7 on FG attempts, F-2 on all other plays)

** Automatic first down.

† Prior to the change of possession.

†† Marked from the end of any gain or previous spot (Offensive Player's Choice).

(B) **SPIKING THE BALL**

By intentionally throwing a spiking the ball (automatic if requested; no dice rolls or charts used). Used after a 40-second play, this would cause the previous play and the spike, **COMBINED**, to consume a total of only 20 seconds. A down is wasted, but the hazards of the quick huddle are avoided.

(C) **OUT OF BOUNDS**

The offense can **GUARANTEE** that the upcoming play will be a 10-second play by designating it (prior to any dice roll by the offense) as **OUT OF BOUNDS**. The **DISADVANTAGE** is that 5 yards will be subtracted from the outcome of the play, after the offensive and defensive results are combined, but before applying the yardage factor. The 5 yards is not subtracted from penalty yardages, incomplete passes, TD or (TD) results, or any play which would have been out of bounds anyway. **NOTE:** This rule may not be applied to punts.

Options (A) and (B) are, of course, available only to the offense, and would not be used following a 0-second or 10-second play. They must be exercised **IMMEDIATELY** following the play whose time is to be reduced.

6. **ELECTED SAFETIES**

The team in possession of the ball may elect to give the opponents an automatic safety, at any time and from any point on the field. The safety may not be elected after the ball is dead on 4th down, or while the ball is free.

7. **RUNNING OUT THE CLOCK**

The offense may resort to the following methods to use up time.

(A) **QUARTERBACK KNEEL DOWN**

Have the QB take the snap and drop immediately behind center. This is automatic if requested (no dice rolls, or charts used). There is an automatic 2-yard loss, and 40 seconds are consumed (unless the defense calls timeout).

(B) **DELAY**

If the defense fails to call timeout after a 40-second play, the offense may take an intentional Delay of Game penalty (5 yards), increasing the time consumed by the previous play to 50 seconds. If the clock now reads 0:00 remaining, the quarter is considered to have ended prior to the delay violation.

(C) **IN BOUNDS**

The offense can increase the likelihood of the clock continuing to run by declaring the upcoming play (prior to any dice roll by the offense) to be **IN BOUNDS**. The **DISADVANTAGE** is that 5 yards will be subtracted from the outcome of any play not otherwise in bounds, after the offensive and defensive result are combined, but before applying the yardage factor. The 5 yards is not subtracted from penalty yardages, incomplete passes, TD or (TD) results, or any play which would have been in bounds anyway. **NOTE:** For the purposes of this rule, "in bounds" means "in bounds between the Goal Lines."

II. DEFENSIVE OPTIONS

The idea of the Wild Card Defense is to try to stop the offense cold by guessing exactly which play they are going to use, rather than by calling one of the six regular defensive formations.

1. WILD CARD DEFENSE

When the Wild Card Defense is employed by a team entitled to its use, it is called a Free Wild Card. When employed by a team not entitled to its use, it is termed a Conditional Wild Card. No team is ever forced to use the Wild Card Defense, either Free or Conditional. They may always employ one of their six regular defensive formations instead.

(A) ELIGIBILITY

- i. If Adv. Rule VIII-4 is not in use, only those teams identified by a black "W" in a red field in the upper left corner of their Defense Team Charts are entitled to the Free Wild Card. Any use of the Wild Card Defense by any other team is a Conditional Wild Card.
- ii. If Adv. Rule VIII-4 is in use, ANY team will be entitled to the Free Wild Card at those times in the game when they are even with or trailing the Point Spread; but the use of the Wild Card Defense by ANY team (even one with the "W" notation) when they are leading the Point Spread is a Conditional Wild Card.

(B) CALLING WILD CARD DEFENSES

The Wild Card Defense is called as follows. Instead of placing a coin on one of the six defensive formation spaces, the defensive player places the coin on one of the OFFENSIVE play spaces; this indicates the play he believes the offense will call. The QB Sneak and the RZDZ may be Wild Carded, but the throwaway pass (Adv. Rule I-5-B), the QB Kneel Down (Adv. Rule I-7-A), and the Hail Mary (Adv. Rule I-4) may not.

(C) WILD CARD DEFENSE RESULTS

The result of the play depends on whether the defense has guessed correctly or incorrectly. The defense has guessed INCORRECTLY if:

- i. The Offense chose a different play, or
- ii. The QB Sneak was Wild Carded and Play 1 was used, or vice versa; or
- iii. One of plays 1 through 9 was Wild Carded and the offense chose the RZDZ, even if the offensive play eventually chosen during the RZDZ was the one Wild Carded.

If the defense guessed correctly, neither team rolls its dice or consults its Team Chart. There is no penalty for the use of a Conditional Wild Card, IF the defensive guess is correct (see D below). The final outcome of the play is:

- iv. No Gain, inbounds, on all running plays and the QB Sneak;
- v. An incomplete pass, on all passing plays and the RZDZ.

If the defense guessed INCORRECTLY, the defensive result is automatically a White Box (No Change). Thus, the Defense NEVER rolls its dice or consults its Team Chart when using a Wild Card Defense. When the defense guesses incorrectly with a Conditional Wild Card, then the yardage factor is DOUBLED for that play (if Adv. Rule II-1-A is not in use, simply double the yardage outcome of the play, with the same exceptions as stated in Adv. Rule II-1-C).

2. RUN AND PASS DEFENSES

Although not themselves Wild Card Defenses, the Run and Pass defenses may be freely employed when, and only when, a team is entitled to the Free Wild Card Defense (Adv. Rule II-1). The Run and Pass defenses are similar to, and used in the same manner as a team's six regular defensive formations, except that they are the same for every team. The Pass defense is called by placing a

coin on the "Deep" square of the special chart; the Run defense is called by placing a coin on the "Onside" square.

(A) **RUN DEFENSE**

The Defensive Results = (0) on a roll of 1 against plays 1 – 4. All other boxes are blank white boxes meaning “no change”

(B) **PASS DEFENSE**

The Defensive Results = INC (Black Box) on a roll of 1 against plays 5 – 9. All other boxes are blank white boxes meaning “no change”

(C) **CONDITIONAL RUN AND PASS DEFENSES**

If the defensive team "guesses correctly," there is no penalty for the use of the Run and Pass defenses by a team not entitled to them.

The defensive team has "guessed correctly" if the offense uses a running play against Run or uses a pass play against Pass; this is not affected by the defensive dice total. Any QT is to be treated as part of a pass play; the RZDZ play (Adv. Rule I-1) is to be treated according to the offensive play from which the offensive result is finally chosen.

If a team uses the Run or Pass defenses when not entitled to do so, and guesses INCORRECTLY, then the yardage factor is doubled for that play (if Adv. Rule II-1-A is not in use, simply double the yardage outcome of the play, with the same exception stated in Adv. Rule II-1-C).

3. **RANDOM DEFENSE**

Defense rolls one standard die along with the regular defensive dice. The standard die result determines the defensive formation used: 1=A, 2=B, 3=C, 4=D, 5=E, 6=F. Blank against offensive plays Razzle Dazzle, QB Sneak, QB Draw, and Hail Mary. There is no restriction on this defense; it may be called at will.

4. **RED ZONE DEFENSE**

If the line of scrimmage is inside the defensive teams 20-yard line, the defensive team may accept a blank defensive result at any time prior to rolling the defensive dice (the offense must roll first); and the result of an incorrect wild card shall be a blank white box.

III. KICKING OPTIONS

1. **KICKOFF OPTIONS**

Three types of kickoffs are commonly used in pro football: deep, squib, and onside. The one shown in the Special Team Charts is the deep kickoff; onside kickoffs were explained in Basic Rule VI-8. If you wish to use a SQUIB KICKOFF simply announce your intention; the kick automatically travels 40 yards, and the receiving team uses the Squib Kickoff Return Chart for its return.

To introduce further strategy into the choice of kickoff, it can be done as follows. Prior to the kickoff, the kicking and receiving teams secretly choose the type of kickoff they will use or expect to receive (indicating the choice by placing a coin on the proper Kickoff Selection Space of their Special Team Chart). The choices are then revealed, and the receiving team is rewarded or penalized for the accuracy of its guess, according to the chart shown here (KT = kicking team, RT = receiving team).

RT's Choice	KT's Choice		
	DEEP	SQUIB	ON-SIDE*
DEEP	Kickoff = Chart Return = Chart	Kickoff = 25 + T1 Return = X	Kickoff = X KT recovers on 10 – 19 and 34 - 35
SQUIB	Kickoff = Chart Return = Chart - 8 yards Return may not exceed 30 yards	Kickoff = 25 + T1 Return = Chart Return may not exceed 40 yards (except TD)	Kickoff = X KT recovers on 10 – 19 and 34 - 35
ON-SIDE	Kickoff = Chart Return = Chart - 15 yards Return may not exceed 20 yards	Kickoff = 25 + T1 Return = DS	Kickoff = X KT recovers on 10 – 19

2. PUNT OPTIONS

In addition to the normal punt procedure described in Basic Rule VI-5, the following punt strategies may be employed. At any time, the punting team may cancel all asterisks (*) / daggers (†) in its punt column, by so declaring just prior to the punt in question.

(A) SHORT-DROP PUNTS

If the line of scrimmage is inside the 5-yard line of a team punting on any down, the defenders are entitled to a Free All-Out Kick Rush (see Adv. Rule V-2). In addition, all asterisks (*) and daggers (†) are deleted and all minus yardage returns are zero yard returns.

(B) COFFIN-CORNER PUNTS

At the will of the kicking team, any amount of yardage may be subtracted from any kick. The amount of yardage subtracted must be specified before any dice roll by either team, and may not be altered thereafter. The yardage is subtracted from the yardage on the Special Team Chart, before the ball is moved downfield; but no yardage is subtracted from a penalty, blocked kick, or fumbled snap result. If 15 yards or more is subtracted from a punt, the punt is automatically out of bounds (unless otherwise specified in advance by the punting team), and there can be no return, fair catch (Adv. Rule IV-1-A), or roll yardage (Adv. Rule IV-1-B).

(C) QUICK KICK

For all punts on 1st, 2nd, and 3rd downs, no Fakes or Blocks (FBO, Free All-Out Rush, and SPBO) are allowed. In addition, no returns are allowed; and all Short Drop Punts hazards are cancelled.

3. FIELD GOAL ATTEMPTS

(A) T2 ATTEMPTS

The KT rolls a T2. If T2 is equal to or greater than the distance from the line of scrimmage to the goal line plus 25 yards, the FG is good. No Fakes are allowed and the defensive team has the FBO. The FBO applies to all rolls of the T2; if any roll of the T2 is within ± 2 of the FB# (± 3 if the defensive team has the FBO or SPBO), the kick fails (no further T2 roll). Unblocked misses count as automatic touchbacks. The defensive team may forfeit these special blocking

rights in advance in order to be eligible for a KOR from a point 2 yards beyond the end of the kick.

(B) **FREE KICKS**

KT rolls a T2. If T2 is equal to or greater than the distance from the spot of the kick to the goalpost, the FG is good; otherwise, defensive team's ball at the spot of the kick.

IV. KICK RETURN OPTIONS

1. **PUNT RETURNS**

Following a punt (which crosses the line of scrimmage and remains in bounds) without a * or †, the receiving team (RT) must either attempt to punt return, attempt a fair catch, or let the ball roll toward its own End Zone. In the discussion below, the term "End of the Punt" refers to the point to which the ball carried according to the printed punt yardage.

(A) **FAIR CATCH:** This is attempted by rolling the offensive dice.

- i. On any total except 13 or 35, the fair catch is successful, and the RT takes possession, 1st and 10, at the end of the punt.
- ii. If the dice total is 13, the receiver has muffed the punt, and the RT must then roll its fumble recovery to see which team gains possession, 1st and 10, at the end of the punt.
- iii. If the dice total is 35, the receiver has backed off from or missed the ball, and the kicking team (KT) gains the roll option. The RT will then take possession, 1st and 10, either at the spot to which the ball rolls (if the KT accepts the roll option) or the end of the punt (if the KT declines the roll option).

(B) **LET THE BALL ROLL:** This would be done by the RT in the hope that the ball would roll into the End Zone for a touchback, and by the KT in an effort to down the ball just short of the RT's Goal Line. To let the ball roll, roll the offensive dice and subtract 15 from the total; the ball is considered to roll dead this many yards beyond the end of the punt (totals between 10 and 14 correspond to a backward bounce and negative roll yardage).

(C) If a punt (which crosses the line of scrimmage and remains in bounds) is marked by a * or †, then the RT is allowed no return. They must either attempt a fair catch, or allow the KT the roll option, exactly as in (a)-(iii) above.

(D) Punts (and kickoffs) which carry or roll to or beyond the Goal Line may be treated as automatic touchbacks by the RT.

(E) **FORCED PUNT RETURNS**

The RT may attempt to return even those punts normally considered to be non-returnable.

- i. The ball is spotted at the distance of the punt.
- ii. The KT rolls its offensive dice and then the RT rolls the offensive dice.
 - (a) If $RT = KT$, the RT loses a muff at the spot of the ball.
 - (b) If $RT = KT \pm 1$ (and ± 2 for quick kicks with a star/dagger), an OFF15 is charged against the RT at the spot of the ball.
- iii. All printed PR penalties are OFF15 against the RT at the spot of the ball.

- iv. All fumbles by the RT are lost muffs at the spot of the ball (no recovery roll).
- v. If the result of the return is a lost muff, any OFF PEN is cancelled, and any positive PR column yardage is cancelled.
- vi. If the result of the return is an OFF PEN, any positive PR column yardage is cancelled and the penalty is marked off from the spot of the ball.
- vii. This option may not be exercised for coffin-corner punts deliberately kicked out of bounds, or in conjunction with a conditional all-out kick rush.
- viii. Home team penalty exemption is cancelled for RT.

2. KICKOFF RETURNS

- (A) On deep kickoffs, as with returnable punts, the RT must either try a return, attempt a fair catch, or let the ball roll.
- (B) On squib kickoffs, no fair catch is allowed. The RT must either flop on the ball (0 yard return; DR = 17 Muff), try a return, or let the ball roll.
- (C) If the RT allows a kickoff to roll, and it fails to reach or cross the End Line, it is treated as a muff. The RT must roll its fumble recovery to see which team gains possession of the live free ball, 1st and 10, at the spot to which the ball rolled.
- (D) Kickoffs which carry or roll to or beyond the End Line are to be treated as automatic touchbacks by the RT.

V. FAKE AND BLOCK OPTIONS

1. FAKE OPTION

On punts, field goal attempts, and extra points, the kicking team (KT) may designate any one dice total, 10 through 39, as a FAKE-KICK NUMBER (FK #). Unless the RT is employing the Conditional All-Out Kick Rush, fake numbers called during a scrimmage kick play must be chosen from the following values:

- Punt entries of T2, KO, DEFxx, or 40 or more yards;
- FG entries of T1, KO, DEFxx, or yardage sufficient for success;
- Extra Point (Conversion) entries representing success.

The fake may be any of plays 1 through 9 or QT, and must be run against a blank defense. Against the Conditional All-Out Kick Rush, any numbers may be called as fakes or exempts. The number must be chosen prior to the first dice roll, and may not be changed thereafter. If the receiving team (RT) employs the All-Out Kick Rush of Adv. Rule V-2, the KT is allowed to designate THREE different dice totals as FK #'s.

- (A) When the KT rolls the offensive dice to attempt the kick, the result on the Special Team Chart is read as usual (opposite the KT dice total) if any total other than the FK # or the BK # (see Adv. Rule V-2 and V-3) is rolled. If, however, the KT dice total matches the FK #, no kick takes place; the result on the Special Team Chart is cancelled; and the KT MUST now attempt to run or pass for first down yardage. Ordinarily, only KT must choose one of their 9 regular offensive plays for this purpose; however, if the RT employed the All-Out Kick Rush of Adv. Rule V-2, then the KT is also entitled to use a free and unopposed RZDZ play (as in Adv. Rule I-1, except that the defense does not take part at all).

- (B) If the FK # is rolled, the KT then announces which of the allowable plays it will use for the fake kick play; rolls and totals the offensive dice again; and reads the result of that play from their Offensive Team Chart. The defensive result is automatically a white box, ("No Change."), but the Yardage Factor (Adv. Rule IX-1) is still applicable. The final result is then marked as would be any ordinary offensive play, and the next down is begun as usual.

2. ALL-OUT KICK RUSH

- (A) The RT may attempt to block any field goal attempt. To do so, they must announce this intention in advance, before any commitments by the KT. The KT may then decide to change any or all conditions of the kick, or even not to kick at all. The RT, however, is now committed to the block attempt.
- (B) After all intentions are announced, including the designation of three FK #'s (see Adv. Rule V-1) by the KT, the RECEIVING TEAM rolls the OFFENSIVE dice. The resulting dice total, and the two numbers on either side of it, are the Blocked Kick Numbers (BK #'s) (for example, if the RT rolls 32, then the BK #'s are 31, 32 and 33). The KT then rolls the offensive dice to attempt the kick. If the KT dice total is any total other than a BK # or a FK #, the Special Team Chart is read as usual, opposite the KT dice total. If, however, the KT rolls a BK # (which is not also a FK #) the kick is BLOCKED, DS yards behind the line of scrimmage; refer to Basic Rule VI-10 for the sequel.
- (C) The RT must bear the following four disadvantages as the price for mounting the All Out Kick Rush.
 - i. The KT is allowed three FK #'s, rather than one.
 - ii. The KT is allowed to use a free and unopposed RZDZ play if they roll a FK #.
 - iii. All offensive penalty boxes in the kick column are instead counted as DEF 5 penalties.
 - iv. If the kick crosses the line of scrimmage, the RT is allowed no return or fair catch, and the KT is granted the roll option as in Adv. Rule IV-1-B.
 - v. If the RT is attempting a Short Drop Punt (Adv. Rule II-2-A), the RT may employ the All-Out Kick Rush without bearing any of the four disadvantages in (C) above; only one FK# may be called.

3. FREE BLOCK OPTION

Certain teams, in recognition of their outstanding kick rush, are allowed a FREE BLOCK OPTION. These teams are identified by the letters "FBO" or "SPBO," printed, black on a red field, in the upper left corner of their Defensive Team Charts.

Teams with the Free Block Option are permitted to attempt to block any scrimmage kick. The procedure is the same as for the All Out Kick Rush of Adv. Rule V-2, with three major differences:

- (A) There is just one, and not three, BK # in effect (only the EXACT dice total rolled by the RT is a BK#).
- (B) The RT suffers none of the four disadvantages of Adv. Rule V-2-C; only one FK # may be called.
- (C) These, and ONLY these teams may attempt to block extra points tries.

4. RULINGS

- (A) All FK # and BK # remain in force until the kick attempt is either executed or abandoned.
- (B) A FK # overrules a BK #; that is, if the KT dice total matches both a FK # and a BK #, no kick occurs, and a fake kick play takes place (Adv. Rule V-1). This applies to the Free Block Option as well as to the All Out Kick Rush.
- (C) No team may employ the All Out Kick Rush against extra point tries.
- (D) If a team entitled to the Free Block Option employs the All Out Kick Rush, they must bear the same disadvantages as any other team.
- (E) If an All Out Kick Rush is mounted against a hurried kick (Adv. Rule I-5-A), ALL penalty boxes are counted as false-start fouls against the KT.

VI. WEATHER EFFECTS

For all outdoor stadiums, precipitation and wind may be a factor. The conditions may be determined by agreement or by rolling the Defensive Dice and referring to the following table.

Precipitation		Wind	
Dice Total	Condition	Dice Total	Condition
1, 2, 5	A	1, 2, 5	A
3	B	3	B
4	C	4	C

- (A) PRECIPITATION
 - i. CONDITION A: GOOD to EXCELLENT: Clear skies.
Effects: No Change.
 - ii. CONDITION B: BAD: Light rain, drizzle, or snow flurries, cold and icy.
Effects:
 RUN – minus 1 to all gains (except TDs)
 PASS – minus 3 to all gains (except TDs)
 KICKOFF RETURNS – minus 5 to all gains (except TDs)
 PUNT RETURNS – minus 2 to all gains (except TDs)
 - iii. CONDITION C: VERY BAD – Lots of rain & mud or lots of snow, blizzard conditions.
Effects:
 RUN – minus 2 to all gains (except TDs)
 PASS – minus 5 to all gains (except TDs)
 KICKOFF RETURNS – minus 10 to all gains (except TDs)
 PUNT RETURNS – minus 5 to all gains (except TDs)
- (B) WIND CONDITIONS
 - i. CONDITION A: NO WINDS
Effects: No change.

ii. **CONDITION B: LIGHT WINDS**

Effects:

KICKOFFS & PUNTS – minus 5 against & plus 5 with.

FIELD-GOAL ATTEMPTS – minus 5 against; nothing with.

iii. **CONDITION C: STRONG WINDS**

Effects:

MEDIUM & LONG PASSES – completions only; #'s 1 thru 20 are all incomplete against the wind.

KICKOFFS AND PUNTS – minus 10 against & plus 10 with.

FIELD-GOAL ATTEMPTS – minus 10 against & plus 5 with.

Since wind conditions can change rather quickly; using the chart below, roll to see if the wind conditions have worsened (W), improved (I), or remained unchanged (U) for the second half:

Wind	
Dice Total	Condition
1, 2, 5	U
3	I
4	W

All #'s, results, etc., in parenthesis still take priority. ALSO: these weather & wind conditions can be used at any time, depending on the game, where it's supposed to be played and simply when the user wants to use it.

VII. ALTERNATE TIMING METHOD

The total time for a play (from the snap until the snap for the succeeding play) can be broken down into three parts: the "Action Time" (AT), the "Return Time" (RT), and the "Dead Time" (DT). Thus, the total time (TT) may be indicated by:

$$TT = AT + RT + DT.$$

The "Action Time" refers to the live-ball interval from the snap until the ball is dead or until the other team gains possession.

The "Return Time" refers to the time after a change of possession occurs on a play to the end of the play or another change of possession occurs.

The "Dead Ball Time" DT is the time between the dead-ball whistle and the snap of the succeeding play, during which the game clock is running. In this interval, the players are unpiled, the ball is respotted, the down and yardage indicators are reset, the teams huddle, and the formations are set for the next snap. The DT will depend primarily on the nature of the initiating play and the intentions of the two teams. The timing differences of pro and college ball must also be considered. Another important distinction to note is that between "Continuous" and "Interrupted" plays. The game clock runs without Interruption on Continuous plays, while on Interrupted plays, it is stopped temporarily and then restarted on the referee's ready signal (windmill action of the arm). "Interrupted" plays include the following: plays on which first down yardage is made exactly (clock stopped for measurement), and plays involving a quarterback sack or a fumble not advanced. The table of AT, RT, and DT times follows:

<u>Action</u>	<u>Elapsed Time</u>
Action Times	
Runs and Completed Passes	5+T seconds
Incomplete Passes	5 seconds
QB Sneaks or QB Flops	3 seconds
Punts	6+R seconds
FG Attempts	2+T seconds
Kickoffs, PAT Attempts	0 seconds
Razzle-Dazzle Play	Add 2 additional seconds
Fumble Occurs	Add 2 additional seconds
Intercepted Passes	Count as completed pass of equal yardage
BK or Fumbled Kick Snap	5+T seconds until recovery
Hail Mary	3+T seconds
Onside Kickoffs	3 sec
Squib Kickoffs	5 sec
Deep Kickoffs	5 + 1/2R sec; where R is the roll yardage of Adv. Rule IV-2-C.
Return Times	
No Return Involved, or Kick Out of Bounds	0 sec
Fair Catches and Touchbacks	1 sec
Actual Return Attempted	3+T sec
For Occurrence of Muff or Fumble,	Add 2 Additional Seconds
Dead Times	
Referee Timeout Plays	0 sec
Continuous Plays	30
Interrupted Plays	20
Continuous Play, Time Conserved	10
Interrupted Play, Time Conserved	3
Continuous Play, Timeout called instantly	2
Interrupted Play, Timeout called instantly	0
Delayed Timeout	10
Intentional Delay Penalty Taken,	ADD 10 sec

The "T" referred to above is the "Tens Digit" of the net yardage covered (or in the case of FG attempts, the yard line of scrimmage). Thus, a 26-yard gain on a run or pass would require 7 seconds AT, since T=2; a BK-18 on a punt attempt would use up 6 seconds from snap to recovery, since T=1; a 53-yard FG attempt (line of scrimmage at the 36) would require 5 seconds AT, since T=3.

The "R" in the Punt entry refers to the number of yards the ball is allowed to roll after hitting the ground.

The "Referee Timeout Plays" are those on which the clock stops automatically when the ball is whistled dead: incompletions, out of bounds, change of possession plays, scoring plays, and touchbacks, and any play involving a penalty. The "Time Conserved" notation refers to the option of Adv. Rule I-5-A; the decision on this is made after the result of the current play is known, and affects the result of the next play. If the throwaway pass of Adv. Rule I-5-B is employed, the Time Conserved DT figures above are used for the sum total of the DT time of the current play and the time consumed by the throwaway play.

EXAMPLE 1: Team A (the one putting the ball in play) gains 6-yards and lets the clock run (but does not take a delay penalty). AT=5; RT=0; DT=30; TT=35

EXAMPLE 2: Team A gains 6-yards and lets the clock run, taking an intentional delay penalty. AT=5; RT=0; DT=40; TT=45

EXAMPLE 3: Team A gains 6-yards, then "hurries" the next snap to conserve time. AT=5; RT=0; DT=10; TT=15

EXAMPLE 4: Team A gains 6-yards, which is exact first down yardage, then throws the ball away intentionally to stop the clock. AT=5; RT=0; DT=3; TT=8

EXAMPLE 5: Team A loses 13-yards, going out of bounds. AT=6; RT=0; DT=0; TT=6

EXAMPLE 6: Team A's quarterback is sacked for a 10-yard loss; he fumbles and B recovers; B then returns the fumble 37-yards. AT=8; RT=6; DT=0; TT=14

EXAMPLE 7: With the score tied, A has 2nd and 10 at their 30. A gains 5-yards on a pass play, bringing up 3rd and 5. After it becomes apparent A does not intend to call timeout, Team B calls timeout. AT=5; RT=0; DT=10; TT=15

EXAMPLE 8: Team A is leading and attempts to run out the clock with a Quarterback Flop. Team B, instantly calls timeout. AT=3; RT=0; DT=2; TT=5

EXAMPLE 9: Team A is leading and attempts to run out the clock with a Quarterback Flop. Team B is out of timeouts, and Team A takes an intentional delay penalty. AT=3; RT=0; DT=40; TT=43

EXAMPLE 10: Team A's quarterback is sacked for a 7-yard loss, and neither team calls timeout or conserves time. AT=5; RT=0; DT=20; TT=25

EXAMPLE 11: Team A punts for 34-yards; the ball is returned 18-yards by Team B, then fumbled but recovered by Team B. AT=6; RT=6; DT=0; TT=12

EXAMPLE 12: Team A's 47-yard (LOS=30) FG attempt is blocked (BK-7). Team A recovers on a roll of 13, and attempts to advance the ball using Pass #9. The passer is sacked for a further loss of 11-yards and A loses the ball on downs. AT=11; RT=0; DT=0; TT=11

EXAMPLE 13: Team A scores on an 87-yard pass play. AT=13; RT=0; DT=0; TT=13

EXAMPLE 14: Team A's Kickoff is returned 102-Yards for a touchdown. AT=0; RT=13; DT=0; TT=13

EXAMPLE 15: Team A's attempted long pass is intercepted 38-yards downfield, and returned 51-yards by Team B; there is also a clipping penalty on the return. AT=8; RT=8; DT=0; TT=16

EXAMPLE 16: Team A gains 48-yards on a Razzle-Dazzle play, then conserves time prior to the next snap. AT=11; RT=0; DT=10; TT=21

EXAMPLE 17: Team A scores on a Quarterback Sneak. AT=3; RT=0; DT=0; TT=3

EXAMPLE 18: Team A gains 14-yards and a first down, but lets the clock run. AT=6; RT=0; DT=30; TT=36

EXAMPLE 19: Team A tries to run out the clock by taking an intentional safety on 4th down; to do so, the quarterback starts from the line of scrimmage (A's 35) and runs backwards clear out of his own End Zone. AT=9; RT=0; DT=0; TT=9

EXAMPLE 20: Team A attempts to punt from the 50. The snap is centered over the punters head (F-40), but he retreats and recovers the ball, on a-recovery roll of 18. He now attempts to advance the ball using Pass #9, but throws an interception (INT 28). Team B returns the interception 18-yards and fumbles it, losing the ball on a roll of 38; Team A now returns the ball 80-yards for a touchdown. AT=16; RT=17; DT=0; TT=33

The computations take a while to get accustomed to, but fortunately most plays you encounter are of the garden variety (Ex's. #1, 5, 10, 13, 15, 17, 18) and do not require any extraordinary cerebration.

One note in regard to taking the delay penalty to consume time: for reasons of equity, a player may not take just a part of the extra 10 seconds and avoid the penalty while consuming the time. The only exception to this occurs if time expires during or at the end of the extra 10 seconds; in this event, no penalty is called and the half is over.

WHY NOT USE IT FOR THE WHOLE GAME?

The timing system described is really only intended for use inside the two-minute warnings (actually, college football has no automatic timeout at the 2-minute mark; some players prefer to "invent" one by assuming that a TV timeout is imposed at this point). However, there is no intrinsic reason why it could not be used throughout the entire game - but there are a couple of practical arguments against this-

- (1) The system is considerably more complicated than the ordinary timing system; and most players consider it's use, justified only when playing time is critical. It's exclusive use may slow down play considerably.
- (2) By actual comparison with real game timing statistics, one can show that the efficiency of the above timing system is somewhat exaggerated; that is, teams will actually get in more plays under this system than they do in reality. This is not primarily due to any errors in the basic assumed times but rather due to the inefficiency of real-life teams. You may have noticed in televised, games how frequently players, coaches and sometimes even officials allow the game-clock to run when either common sense or the actual rules tells them to call timeout. Use of the system over an entire game might result in a noticeable exaggeration in the number of plays run.

In connection with (2), I might note the preferences of my own playtesters. They prefer to use the regular timing system during the first 28 minutes of each half, with two modifications: (A) 10 seconds are added to the duration of each play not terminated by a referee's timeout (thus 20 second plays are counted as 30; 30 sec plays as 40; 40 sec plays as 50), and (B) All out of bounds marks are ignored. The precise timing system of this article is then used only within the two-minute warnings. This procedure actually over compensates for the slight error introduced by (2) within the 2-minute warnings, resulting in fewer total plays than the known norm for a game (between 75 and 90% of normal). This tends to produce slightly shorter, speedier, and closer than average games - all effects which they enjoy. This is strictly a matter of player preference.

One further point. If you do use this timing system for the entire game, be aware that in pro ball, the game clock runs during free kicks outside the 2-minute warnings.

VIII. POWER RATINGS

In the upper right corner of each Offensive Team Chart, in the box above the B and QT columns, appears a number (for example, the number 209.5 on the 1980 New Orleans chart). This is a measure of the strength of the team called its POWER RATING.

1. POINT SPREADS

First of all the power ratings provide a quantitative method of determining the favored team in a given game. This is done by subtracting the smaller power rating from the larger one; the difference is the POINT SPREAD, the margin by which the team with the higher power rating is favored over the team with the lower power rating (see Adv. Rule X if one team has been designated the home team).

EXAMPLE: 1980 San Diego (power rating 227.5) is to play 1980 New Orleans, (power rating 209.5) on, a neutral site; the rating difference is 18 so, San Diego is rated an 18-point favorite over New Orleans (point spread = 18)

The point spread can be used to put two players on an even basis, regardless of the relative strengths of their teams. After it is decided which two teams are to play (by schedule, by choice, or by lot), the favorite and the point spread are calculated from the power ratings. The players then choose their respective teams (by mutual agreement, or by rolling the offensive dice for high total) with the following point in mind: **IN ORDER TO SCORE A CLEAR-CUT VICTORY, THE PLAYER WITH THE FAVORED TEAM MUST BEAT THE POINT SPREAD:** that is, he must not only win, his margin of victory must exceed the point spread. A quantitative measure of the players' performances can be obtained by use of the RATING POINTS explained below.

2. RATING POINTS:

When the point spread is in use for a game, RATING POINTS are assigned to each player at the end of the game, depending on the outcome. In the instructions and examples following, Player A is the one coaching the favored team and Player B is the one coaching the underdog.

- i. If the favored team wins by more than the point spread, Player A receives 10 rating points and Player B receives zero.
- ii. If the favored team wins by the point spread or less, each player receives 5 rating points.
- iii. If the two teams tie, Player B receives 10 rating points. Player A receives zero rating points, if the point spread was 10 or less; if the point spread was greater than 10, Player A receives (10-point spread) rating points - a NEGATIVE score.
- iv. If the underdog wins, Player B receives (10 + point spread) rating points. Player A is scored as in the case of a tie, (iii) above.

EXAMPLE: Consider the San Diego-New Orleans game mentioned earlier; Player A is coaching San Diego, Player B is coaching New Orleans. Different outcomes would be scored as follows:

After the game is completed, RATING POINTS are awarded to the two players as follows:

CASE #1 San Diego wins 28-7; A scores 10 rating points, B zero.

CASE #2 San Diego wins 21-7; A and B each score 5 rating points.

CASE #3 San Diego and New Orleans tie, 17-17. A receives - 8 (MINUS 8) rating points, B receives 10 rating points.

CASE #4 New Orleans upsets San Diego, 17-14. A receives -8 rating points, B receives 28 rating points.

3. CUMULATIVE RATINGS

To make the above system most meaningful, a record should be kept of the number of games played and total rating points earned by each player. For each player, a RATING PERCENTAGE, similar to a baseball batting average, can then be calculated: Rating Percentage = (total Rating Points) divided by (10 X Total Number of Games Played). This is the ultimate measure of your all-around skill at PAYDIRT!

4. TRACKING THE FAVORITE

A second use of the point spread is to simulate the “intangibles” and “lucky bounces” of pro football, factors which defy statistical simulation but which are of great importance in actual play. This can be done as follows:

- (A) Whenever a team is LEADING the point spread (for example in the previous illustration - San Diego if ahead 24-3; New Orleans if behind only 17-7), they receive a Yardage Factor of 80% (see Adv. Rule IX) and are not allowed the Free Wild Card Defense (but may employ the Conditional Wild Card; see Adv. Rule II-1).
- (B) Whenever a team is TRAILING the point spread (for example, New Orleans when behind 21-0, or San Diego when leading by only 20-3), they receive a Yardage Factor of 100% (see Adv. Rule IX) and are entitled to the Free Wild Card Defense (see Adv. Rule II-1)
- (C) If the game score should match the point spread EXACTLY (for example, if San Diego were leading 21-3 at some point) both teams receive a Yardage Factor of 80%, and both teams are entitled to the Free Wild Card Defense.
- (D) Note that the Yardage Factor and Wild Card status of a team may change several times in the course of a game, and will often change whenever a team scores.
- (E) Power Ratings and Yardage Factors for charts copyrighted prior to 1981, including Bowl Bound charts, are available upon request from Avalon Hill (include a long, self-addressed envelope stamped with first-class postage).

5. POWER RATING RECOMMENDATIONS

IT IS STRONGLY RECOMMENDED THAT WHEN POWER RATINGS ARE IN USE, ADV. RULES II-1, II-2, VIII (especially part 4), IX, and X BE EMPLOYED AS A UNIT. This is by far the most effective method for simulating the proper relative playing strengths of the teams, and this is particularly true when older charts are involved.

IX. YARDAGE FACTORS

A yardage factor is a percentage to be taken of the yardage outcome of a play whenever Adv. Rule VIII-4 is in use. For charts copyrighted 1981 or later yardage factors are either 80 or 100%; yardage factors (and power ratings) for earlier charts are presented on the Power Rating Chart. The lesser percentage is used when the team is even with or leading the point spread; the greater percentage is used when the team is trailing the point spread (See Adv. Rule VIII-4). Note that the yardage factor to be used for a particular play is the yardage factor in effect for the OFFENSIVE TEAM (the team in possession) at that time. The yardage factor of the defensive team is irrelevant.

1. YARDAGE FACTORS APPLICATIONS

The yardage factor is applied to the yardage outcome of a running or passing play, AFTER the offensive and defensive results have been combined but BEFORE determining the End Zone status of the play (Basic Rule VI-12)

2. YARDAGE FACTORS SPECIAL SITUATIONS

Yardage factors of 100% have no effect upon a play, and yardage factors are never applied to the following results: Zero or negative yardages, penalty yardages, incomplete passes, TD or (TD) results. Special Team Chart entries, or QB Sneaks.

3. YARDAGE FACTORS ROUNDING

If application of the yardage factor produces a fractional or decimal yardage result, round off to the nearest whole yard before proceeding. If the fraction is an exact half, round down for yardage factors less than 100% and round up for yardage factors exceeding 100%.

In each of the following examples, a yardage factor of 80% is in effect.

EXAMPLE 1: Outcome of the play is a 6-yard gain. Application of the yardage factor makes the final result a 5-yard gain.

EXAMPLE 2: Outcome is a 48-yard breakaway. Yardage factor makes the final result a 38-yard gain.

EXAMPLE 3: Outcome is an incomplete pass and a PI 12 penalty. Final result is a 12-yard penalty for defensive PI (yardage factor does not apply).

EXAMPLE 4: Outcome is an INT 37. Final result is an INT 30.

EXAMPLE 5: Outcome is a QT for a 9-yard loss. This is also the final result, since the yardage factor does not apply to a loss.

EXAMPLE 6: Play is a 10-yard Squib Kickoff Return. This is also the final result; the yardage factor does not apply to any Special Team play.

EXAMPLE 7: A has 1st and goal at B's 5. The outcome of the play is a completed pass for 18 yards. The yardage factor makes the final result a 14-yard completion, producing a touchdown rather than an incompleteness.

4. YARDAGE FACTOR ADJUSTMENTS

The gross scoring level may be adjusted as desired by increasing or decreasing the yardage factors. For example, if higher scoring games are desired, the recommended 80/100% yardage factors may be increased to 90/110 or even 100/120. The relative strength of the charts will remain essentially unchanged as long as their yardage factors are changed by equal amounts.

X. HOME TEAM ADVANTAGE

The home team in pro football usually has an advantage over the visiting team. This advantage can best be simulated by adding to, and subtracting from, the Power Rating of the teams, and then employing Adv. Rule VIII - particularly Adv. Rule VIII-4 - in the usual manner. Of course, the players must determine in advance (by schedule, mutual agreement, or lot) which is to be the home team. For teams copyrighted 1989 and newer, the ±# next to the Power Rating is the Home Field Advantage and should be subtracted from the visiting teams Power Rating and added to the Home Teams Power Rating. For charts copyrighted 1988 and older, the Home Field Advantage is listed on the Power Rating chart.

EXAMPLE 1: 1980 San Diego (power rating 227.5) is to play 1980 New Orleans, (power rating 209.5) on, a neutral site; the rating difference is 18 so, San Diego is rated an 18-point favorite over New Orleans (point spread = 18)

EXAMPLE 2: 1980 San Diego (power rating 227.5) is to play 1980 New Orleans, (power rating 209.5) at San Diego; San Diego has a Home Field Advantage of ± 1 , while New Orleans has a Home Field Advantage of $\pm .5$. Therefore, San Diego (power rating $227.5+1=228.5$) is rated an 19.5 point favorite over New Orleans (power rating $209.5-.5=209$)

EXAMPLE 3: 1980 San Diego (power rating 227.5) is to play 1980 New Orleans, (power rating 209.5) at New Orleans; San Diego has a Home Field Advantage of ± 1 , while New Orleans has a Home Field Advantage of $\pm .5$. Therefore, San Diego (power rating $227.5-1=226.5$) is rated an 16.5 point favorite over New Orleans (power rating $209.5+.5=210$)

Paydirt Legend

or -# = Number of yards gained or lost

(#) or (-#) = On offense, overrides all defensive results except [#]

(#) or (-#) = On defense, overrides all offensive results except (#) or penalties

A Circle is used on older charts in place of () but the meaning is the same

[#] or [-#] = Defense only, overrides all offensive results except penalties

* = Play ended out of bounds – for time keeping purposes

† = Same as *

TD or (TD) or [TD] = Touchdown

DS or -DS = Variable yardage based on dice roll – default value of 6 yards

X or -X = Variable yardage based on dice roll – default value of 12 yards

T0 = Same as X

T1 = Variable yardage based on dice roll – default value of 28 yards

T2 = Variable yardage based on dice roll – default value of 55 yards

T3 = Variable yardage based on dice roll – default value of 83 yards

Off # = Offensive penalty for # of yards

Off R = Variable yardage offensive penalty – default of 10 yards, used on returns only

Off S = Variable yardage offensive penalty – default value of 5 yards

Def # = Defensive penalty for # of yards

Def 5X = Defensive penalty for 5 yards and automatic first down

Def R = Variable yardage defensive penalty – default of 15 yards – Used on returns only

Def S = Variable yardage defensive penalty – default value of 5 yards

PI # = Pass Interference on the defense at # of yards down the field

F = Fumble

F +# or F -# = Fumble at # of yards down field or behind the line of scrimmage

INC = Incomplete Pass

INT # or INT -# = Interception at # of yards down the field or behind line of scrimmage

B = Breakaway

QT = Quarterback Trapped

NG = No Good – Field Goal use only

BK -# = Kick blocked at # of yards behind line of scrimmage, Field Goals and Punts only

FG or FG* = Used in the Punt column only, means a shanked Punt. Use FG Column

KO or KO* = Used in Punt column only, means a long Punt. Use Kickoff Column

Empty white box = no gain or loss

Empty black box = incomplete pass

* can appear on any offensive play or Punt. Examples:

10* = 10 yard gain, out of bounds at end of play

T2* = T2 yard gain, out of bounds at end of play

(-5)* = -5 yards, out of bounds

* = No gain, out of bounds

Combinations can be used. For example:

PI X = Pass Interference at X number of yards

F +T1 = Fumble at T1 yards down the field

F -DS = Fumble at DS yards behind the line of scrimmage