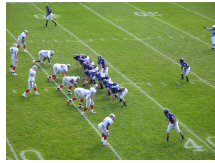


REDZONE! 2018

Rules of Play



I. DESCRIPTION OF THE GAME:

RED ZONE is a pro football replay game. Color-coded team charts have been prepared for each pro team, using comprehensive statistics based on actual season play. Each team's performance has been analyzed in great detail by use of game film and computer programs, the results encoded in easy-to-use Team Charts. Thus, each team chart reflects with accuracy and details the performance of that particular team in the year it portrays. The depth of analysis used in preparing the charts, plus extensive play testing, has produced a replay game which we are sure you will find unrivaled for excitement and true to life results!

II. EQUIPMENT INCLUDED:

- A set of color-coded Team Charts.
- Rules Book, including Advanced Rules.
- Priority and Legend Chart.
- Offensive Solitaire Chart.
- Playing Field.
- Football marker and yards to go marker.
- Five special game dice.



III. PLAY OF THE GAME:

The sequence of play follows just as in actual pro football. Each player secretly chooses one of the plays or formations from his card, and then the choices are revealed. Each player throws his special game dice, determines the total, and looks up the result of the play on his Team Chart. These offensive and defensive results are then combined according to the Priority Chart to determine the final result. Special situations such as penalties, kicks, and changes of possession are explained in a separate section.

IV. HOW TO USE THE GAME EQUIPMENT:








Before explaining in step-by-step detail the play of the game, it is necessary to first explain how to read the results from the special dice, the team charts and the priority chart, and how to operate the scoreboard and playing field.

1. Game Dice:

[A] **OFFENSIVE DICE** (1 Black, White, Yellow): to determine the total on these dice, add 10 times the number on the black die to the sum of the numbers on the white, yellow dice. The offensive dice total can be any number from 10 through 39.

1	1	2	=Dice total of 13
2	0	0	=Dice total of 20
3	4	5	=Dice total of 39

[B] **DEFENSIVE DICE** (2 Red,): 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.

			=Dice total of 1
			=Dice total of 3
			=Dice total of 5

2. Color Coded Charts:

[A] **OFFENSIVE TEAM CHARTS:** Each Offensive Team Chart contains 9 Offensive plays that may be chosen, plus special columns for **BREAKAWAY** and **QUARTERBACK TRAPPED** results (these cannot be chosen as plays, but would be results instead). On each side appears a # ON DICE column containing the possible offensive dice totals, 10 through 39. After an offensive play has been selected and the offensive dice rolled and totaled, the Offensive Result is found by cross indexing the column of the selected play with row of the offensive dice total in the # ON DICE column.

The meanings of the symbols, abbreviations, and colors are explained in the Chart Legend section on the Priority Chart.

[B] **DEFENSIVE TEAM CHARTS:** Each Defensive Team Chart contains 6 defensive formations that may be selected. On the left side of each of the six defensive formations appears # ON DICE column containing the possible defensive dice totals, 1 through 5. After formation has been selected and the defensive dice rolled and totaled, the Defensive Result is found by cross indexing the column of the offense selected with the defensive dice total in the # ON DICE column for the selected defensive formation.

The meanings of the symbols, abbreviations, and colors are explained in the Chart Legend section on the Priority Chart.

[C] SPECIAL TEAMS CHARTS: Each special teams chart contains a # ON DICE column (referring to the total rolled on the offensive dice), plus individual columns for KICKOFFS, KICKOFF RETURNS, PUNTS, PUNT RETURNS, FIELD GOAL ATTEMPTS, AND INTERCEPTION RETURNS. The # ON DICE column is also used for Extra Point Attempts. Once the offensive dice are rolled and totaled, the SPECIAL TEAM RESULT is found by cross indexing the appropriate column with row of the offensive dice total in the # ON DICE column. Special Teams Results are used directly and are not combined according to the Priority Chart.

[D] PRIORITY CHART: This is used for combining the offensive and defensive results. To determine the final out come of the play, cross index the defensive result with the offensive result: the intersection shows which result overrules, or may instruct you to combine the two results. The Legend explains the meanings of all symbols, abbreviations, and colors appearing on the Team Charts.

3. Clock, Scoreboard, & Playing Field:

- [A]** The game clock is set to 15:00 at the beginning of each quarter, and shows the time remaining in the quarter when the ball is next snapped or kicked off. The elapsed time for each type of play is shown in a chart on the scoreboard; after each play, the clock is moved backwards by the amount of time that play consumed.
- [B]** Each team is allowed 3 timeouts per half; and 2 in overtime, these are used to reduce the time of a play to 5 seconds, and are called after the play. In addition, an automatic timeout occurs with 2 minutes left in a half.
- [C]** Spaces are provided on the scoreboard for marking the score by quarters, total score, quarter, and the number of timeouts used by each team.
- [D]** On the playing field, each player has an area to indicate his offensive play or defensive formation by properly placing his selection pawn; these choices are to be made secretly.
- [E]** Another pawn is included to mark the down in the blocks provided on the playing field.
- [F]** The football is used to locate the current line of scrimmage.

- [G]** The Yards-to-go marker is used to indicate the line to gain, which must be reached for the next first down.

V. SETTING UP AND PLAYING THE GAME

The easiest way to learn how to play PAYDIRT! is to follow the procedures outlined below. As you play, certain special situations (fumbles, penalties, kicks, returns, etc.) will come up; when they do, simply refer to the Special Situations section of these rules, check what to do, then continue play. In case of doubt, apply the official rules of pro football.

1. Set Up:

- a)** Each player chooses a team by selecting its color-coded Team Chart. This may be done by mutual agreement.
- b)** Set up the field so that each player faces an End Zone. Set the Time Clock at 15:00 minutes.
- c)** Each player rolls the offensive dice. High total has the choice of kicking or receiving the opening kickoff.
- d)** Kicking team places the ball on its 30-yard line 35 2011+, rolls the offensive dice, and reads the kick yardage from the Kickoff column on its Special Teams Chart; ball is then moved this distance downfield.
- e)** Receiving team rolls the offensive dice and reads the return yardage from the Kickoff Return column on their own Special Teams Chart, and then moves the ball this distance up field.
- f)** The time clock is advanced the number of seconds used for the Kickoff and return; the Yards-to-go marker is positioned, and the Downs marker pawn is set on block 1.

2. General Sequence of Play:

- g)** The offensive player selects one of the 9 plays, the defensive player selects one of the 6 formations, and the choices (both made secretly) are then revealed at the same time.
- h)** Each player rolls their special dice and consults his Team Chart for the offensive and defensive results of the play.
- i)** The Priority Chart is now checked to find the final result of the play; the two results may combine, or one may overrule the other. If a penalty, change of possession, breakaway, or quarterback trapped is involved, the offensive player may have to roll his dice again to determine the final outcome of the play (see the Special Situations section).

j) After each play, move the ball the proper number of yards, advance the Downs Pawn and Yards-to-go marker (if necessary), and subtract the time for the play from the Time Clock. Any play begun before the end of a quarter is completed, whether or not there is enough time on the clock for that type of play.

k) If the Offensive player has not achieved the Yards-to-Go by the end of the fourth down, the Defensive player takes possession of the ball at the current position going the opposite way.

l) Play continues in this fashion until the end of the half. Proceed to d) with the 1st half Kicking Team becoming the 2nd half Receiving Team. When the time runs out in the second half, the game is over.

VI. SPECIAL SITUATIONS AND RULES

THERE IS NO RESTRICTION ON THE USE OF ANY OFFENSIVE PLAY; ANY PLAY MAY BE USED AS OFTEN AS WANTED, AT ANY TIME, AND FROM ANY POINT ON THE FIELD. The Draw and Screen may be used repeatedly; the Sideline pass may be used at any time in the game, and the Medium and Long passes may be used near the opponent's goal line.

1. Timing - Duration of Plays:

Statistical analysis has shown that the following chart gives the actual time consumed by the various plays of pro football more accurately (use 5-second clock).

Seconds	Type of Play
40	Running Play; Passing Play
30	No Huddle Plays
20	Running play with penalty Passing Play with penalty Spike with play
10	Change of Possession Play Punt Play Scoring Play; Out of Bounds Play
5	Incomplete Pass; Kickoff; Field Goal; Play with timeout
0	Extra Point; Pre-snap penalty
+5	Using Audible Rundown Play

2. The End Zone and Redzone rules:

The GOAL LINE is part of, and within, the End Zone and cannot be the line of scrimmage.

The END LINE is the line 10 yards behind the Goal Line. It is out of bounds and not part of the End Zone.

Any passing play thrown from the 20-yard line or closer that would carry to, or beyond, the defenders' End Line (either with or without defensive yardage) is ruled incomplete. An interception outcome on (or beyond) the End Line results in a touchback.

However, any passing play thrown from outside the 20-yard line that would carry to, or beyond, the defenders' End Line (either with or without defensive yardage) is ruled a Touchdown. An interception outcome on (or beyond) the End Line results in an incomplete pass.

All runs inside the 10-yard line, including QR, receive a 1-yard reduction in yardage, except LINE PLUNGE play and QB SNEAK.

3. Point after Touchdown:

To attempt the extra point, roll the offensive dice and consult the # ON DICE column of the Special Teams Chart. If the dice result is a WHITE box, the point is GOOD (1 point); if it is in a RED box, the point is NO GOOD. If the dice result YELLOW 5 yard penalty then use field goal column from 37 yard line.

To attempt a Two Point Conversion, place the ball on the 2-yard line. The Offense selects a play and the Defense selects a formation; if the play results in a touchdown, score 2 points.

4. Field Goal Attempts:

To attempt a field goal, the Offensive Team announces its intention, rolls the offensive dice, and consults its FIELD GOAL column. The kick is good (3 points) if the yardage shown equals or exceeds the distance from the line of scrimmage to the opponents' goal line. Successful field goals are followed by a Kickoff from the 30 or 35 2011+. If the field goal attempt results in a fumbled snap (see 11. Fumbles).

If the Field Goal misses, the Receiving Team may elect to return the kick starting 55 yards down field from line of scrimmage (if it is not beyond the End Line) using the Interception Return column. If not returned, then Receiving Team gets the ball 1st and 10, either 8 yards behind line of scrimmage, or their own 20, whichever they choose (for statistical purposes only, add 18 yards from line of scrimmage for the length of the kick).

[A] Missed Field Goal Options

- a) After a missed field goal, the receiving team gets the ball, 1st and 10, either 8 yards behind the line of scrimmage or their own 20, whichever they choose.
- b) Missed field goal attempts may be returned (rather than taking the ball at the 20 or 8 yards behind original line of scrimmage) by using the INTERCEPTION RETURN column. The return would begin from a point 50 yards downfield from the original line of scrimmage.

[B] Safety:

A Safety is scored when the dead-ball spot is on or behind a team's own goal line and the team itself provided the impetus. The other team scores 2 points and the victim of the safety must punt from their own 20 yard line, a free kick from line of scrimmage, adding an additional +12 yards to the length of the punt. This punt cannot be blocked. If block occurs re-roll for result. Use the Kickoff Return and Kickoff Return Defense for the return.

The Offensive Team may elect to give 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.

6. Touchback:

A touchback occurs when the dead-ball spot is on or behind a team's own goal line, and the opponents provided the impetus. No points are scored, and the team puts the ball in play 1st and 10 at the 20-yardline. Or 25 on kickoffs 2016+. TB on kickoff column is automatically touchback.

7. Breakaways And Quarterback Trapped:

If the final result of a play involves 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 on its Offensive Team Chart. When a QT roll results in positive yardage, the defense rolls its dice again and looks up the result on the QR table (below the defense chart) and combines the results (if unavailable, assume zero). Defensive yardage is added to a Breakaway if the Priority Chart so directs. Pass results on the QT column over rule defense result, use original result on the pass play.

8. Quarterback Sneak: (with column) 2007+

A QUARTERBACK SNEAK (QB) can be selected at any time but is limited to a number of times per game by the red number on the column. Roll on the QB sneak Table. Defensive yardage is not added or subtracted.

9. Quarterback Sneak: (no column)

A QUARTERBACK SNEAK (QB) can be selected on 3rd and 1, 4th and 1, or on the 1-yard line. Roll on the QB Table if available. Otherwise, refer to the QT column. If the Offensive Dice result is a white or red box then no gain. If result is , then result is . If the box is green, then the result is a 1-yard gain. This result is combined with the defense dice result on the QR table (if unavailable, assume zero).

10. Interceptions:

Move the ball forward (+) or backwards (-) the number of yards shown with the interception. The defense may then return the ball by rolling the offensive dice and using its INTERCEPTION RETURN column.

11. Fumbles:

Move the ball forward or backwards a number of yards shown. The team last in possession now rolls the offensive dice again and refers to the Fumbles line on the lower right of their Offensive Team Chart to see whether they recover the ball or lose it. Then, the defensive team rolls the offensive dice and refers to the fumble line on its defensive chart between the Defense and Special Teams Chart (when available). A defense result always Over-rules offensive result.

If the defense recovers the ball, roll on the LOOSE BALL Chart and move the ball the amount indicated. Next, roll on the FUMBLE RETURN column on the Special Teams Chart and add this yardage to find the final spot for the ball. The offense team cannot return a fumble.

If the offense recovers on 4th down but has not reached the line to gain, the defense takes possession anyway.

If a fumble puts the ball on or beyond the opponents' goal line it is a touchdown, no fumble actually occurs, and there are no recovery rolls.

12. Loose Ball Chart

Use the Loose Ball Chart after a fumble or muff for loose yardage. Roll the offensive dice and apply the indicated loose yards to the ball's current

location. . * out of bounds offense retain control of ball.

# ON DICE	Loose yards
10	4
11	7
12	1
13	
14	3
15	2
16	5
17	9
18	11
19	16
20	3
21	3
22	4
23	8
24	5
25	7
26	5
27	4
28	2
29	4
30	7
31	1
32	*
33	
34	
35	
36	
37	
38	2
39	11

13. Kickoffs;

The Kicking Team secretly chooses the type of kickoff to use. Three types of kickoffs are used in pro football: Deep, Squib, and Onside. The kickoff shown in the Special Teams Charts is the Deep kickoff.

The Receiving Team also secretly chooses the type of return to use. Two return options are used: Regular Blocking, or Team Hands. The return shown in the Special Teams Charts is the Regular Blocking return.

The Kicking team places the ball on its 30 yard line 35 2011+, rolls the offensive dice, and reads the kick yardage from the appropriate chart: either the Kickoff (Deep) column on its Special Teams Chart, the Onside Kickoff column, or the Squib Kickoff column (see below). The ball is then moved this distance downfield.

For Onside kicks, the Kicking Team recovers the ball if the dice roll on the Onside Kickoff column results in a red box; there is no Kick Return.

If the Receiving Team elected a Team Hands return, an asterisk (*) converts to a green box.

Receiving Team rolls the offensive dice and reads the return yardage from the Kick Return column corresponding to the Kicking Team's kick type (see below); the ball is then moved this distance up field.

Subtract 10 yards from the Deep Return result if the Receiving Team selected a Team Hands return.

Subtract 5 yards from the Squib Return result if the Receiving Team selected a Team Hands return.

Dice	Onside	Return	Squib	Return
10	20	36	25	
11	22*	7	23	KR
12	10		21	KR
13	8	2	33	6
14	13		38	D=15
15	13	4	42	O=15
16	18*	3	51	KR
17	16	8	40	KR
18	17*	10	39	KR
19		TD	57	B
20	18*		52	4
21	7*		O=5	17
22	12*		(40)	5
23	15*	2	50	7
24	14*		48	8
25	11		45	13
26	12		46	F+10
27	19*		43	16
28	3		36	F
29	1		35	F
30	16	5	53	18
31	11*		49	14
32	16*		47	9
33	9		41	11
34	O=5		42	10
35	(40)		37	10
36	O=5		37	12
37	13*		54	15
38	10	20	44	19
39	10		39	2

(40) --For a Deep kickoff, Receiving Team starts at their 40 yard line; no return.

(40) --For a Squib or Onside kickoff, the ball is kicked out of bounds; no return. Re-roll for kick yardage; if it is greater than 30 yards, the Receiving Team starts at their 40 yard line.

KR--Use the Kickoff (Deep) Return column on

the Special Teams Chart.

E--Use the B column on the Receiving Team's Offensive Team Chart.

14. Punts:

[A] STANDARD PUNT: The offense simply announces its punt intention, rolls the offensive dice, and consults its PUNT column to find the yardage the punt travels from the line of scrimmage. If the result is an FG or a KO, the offense rolls again and consults the FIELD GOAL or KICKOFF columns to find the punt yardage. If there is no asterisk with the punt yardage, the receiving team may return the punt by rolling the offensive dice and using their PUNT RETURN column.

[B] QUICK KICKS: Punts on 1st, 2nd, or 3rd down are automatically not returnable.

[C] SHORT-DROP PUNTS: If the line of scrimmage is inside the Kicking Team's 5-yardline and the punt is on 4th down, the defenders receive a Free Block Option (See 17. Block Kick Options)

[D] COFFIN CORNER PUNTS: Yardage may be subtracted, in advance, from the punt result. The amount of yardage must be specified before the roll of the offensive dice. Subtract multiples of the number under the PUNT column on the Special Teams Chart. For old charts, reduce the yardage by any amount.

All punts reduced more than 10 yards are considered to be non-returnable and the Receiving Team must use the Kick Return options.

All punt results with an asterisk (*) by a number or returns with FC are not returnable and the Receiving Team must use the Kick Return options. Kicks with (#) are out of bounds no return or fair catch.

15. Kick Return Options:

[A] Punt Returns

On Punt results without an asterisk, the Receiving Team has the following extra options:

- a) Fair Catch: automatic if requested.
- b) Let Ball Roll : Use let ball roll chart

On punt results with an asterisk (*), the Receiving Team cannot return the kick and must choose the Fair Catch or the Let Ball Roll option.

- c) If a Fair Catch option is selected, roll the offensive dice and consult the FAIR CATCH column, or for older charts use this table:

Fair catch column	# ON DICE
Muff	10-12
Penalty D=15	13
Fair catch	14-36
Let ball roll	37-39

d) If the Let Ball Roll option is selected (or the result of a Fair Catch), roll the defense dice and apply to the punt yardage the result of the following chart:

# On Dice	Let Ball Roll
1	+2
2	+8
3	+12
4	-2
5	Muff-5

[B] Kickoff Returns

On kickoffs without an asterisk, the Receiving Team has the following extra options:

- a) Fair Catch: automatic if requested.

16. Returns:

Returns are allowed after Kickoffs, Punts, Interceptions, Missed Field Goals, and Fumbles. If a team gains possession in the end zone they may either elect to touchback (1st and 10 on there own 20-yard line or 25 2016+ on kickoffs) or roll the dice on the RETURN column; but if they do not get out of end zone, a touchback occurs unless it is fumbled.

17. Block Kick Options:

The Receiving Team, on any punt or field goal attempt, may try to block the kick. The Receiving Team must announce this intention in advance, before any commitments by the Kicking Team. The Receiving Team is restricted to either a Fair Catch or Let Ball Roll on the return. Roll the defense dice and apply the results of the following chart:

# On dice	Block option	Free block option
1		
2		
3		
4	D=15X	
5	BLK -10	BLK -10

[A] Free Block Option: There are situations in which the Receiving Team receives a Block Option where the return is not restricted:

Any 4th down punt when inside Kicking Team's 5-yard line.

Any Field Goal attempt of 50+ yards.

Any Field Goal attempt by a "hurry up" offense (see The "Two-Minute" Offense).

18. The Muff Rule: (fair catch only)

All punt and kickoff returns that result in **F** with no yardage are considered muffs and cannot be returned or advanced with fair catch. This would also include fumbles on a Fair Catch and **F-3** on the Punt chart. Do not use the FUMBLE RETURN column in any of the above situations if FAIR CATCH is called.

A muffed kick cannot result in TD; place the ball on the 1-yard line instead.

19. Plays Within And Beyond The End Zones:

[A] FUMBLES AND BLOCKED KICKS:

- a) If a fumble puts the ball on or beyond the opponents' goal line (or even beyond the End Zone), it is a Touchdown (ball "fumbled after crossing goal; no fumble actually occurs, and there is no recovery roll).
- b) 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.
- c) If the yardage of a fumble or blocked kick leaves the ball within the team's own End Zone, the ball is live and a recovery roll is made with the offensive dice. If the offense recovers, a safety is scored, and if the defense recovers, a touchdown is scored.

[B] INTERCEPTIONS AND PASS INTERFERENCE:

- a) If the yardage of a Pass Interference penalty would place it on or behind the End Line, it is considered to have occurred 9 yards deep in the End Zone; the result is 1st and Goal at the 1-yard-line.

b) If the yardage of an intercepted pass carry to or beyond the opponents' End Line, the interception is considered to have occurred 9 yards deep in the End Zone.

c) If the yardage of an intercepted pass leaves the ball on or behind a team's own goal line, a Touchback is scored for the defense (no return is necessary).

20. Penalties:

[A] STANDARD PENALTIES: The offense rolls its dice again to determine the offensive result of the play; the defense still uses the result of its first roll. These results are then combined as usual and the offended team may take either the result of the play (and the down advances), or may take the penalty yardage (and the down remains the same). If the line to gain is reached, a first down results.

A penalty with an **X** results in an automatic first down and is marked from the end of play. If the play resulted in touchdown, then mark the penalty yardage on kickoff.

D=15X and **PI** penalties cannot be declined.

D=5X penalties may be declined.

O=10* penalties result in a loss of 10 yards and a loss of down.

If the offensive re-roll results in another penalty against the same team, the offense continues rolling until some other result is obtained. The offended team may then choose either the play or any one of the penalties (but penalty yardages do not add).

If on the re-roll a penalty against a different team occurs, the penalties are immediately offsetting (double foul), and the down is replayed from the same line of scrimmage (but advance the Time Clock 20 seconds). Opposing penalties are offsetting regardless of the relative yardages.

If on the re-roll the offense rolls a pass interference penalty, no further rolls are made; either the penalties are offsetting, or the offense may accept any one of those against the defense.

[B] PASS INTERFERENCE PENALTIES: Neither team re-rolls after a pass interference penalty; unless it occurred after another penalty (see above), it is automatically marked off and produces an automatic first down.

21. Marking Off Penalties:

The penalty yardage as given is marked off, except in the following circumstances:

- a) Pass interference penalties which would be marked in the end zone or beyond, are marked as 1st and goal at the 1-yard-line. All other pass interference penalties are marked in full.
- b) No penalty except pass interference be marked more than half the distance to the offenders' goal line. Any resulting half yards are discarded and not marked.
- c) Defensive 15-yard-penalties **D=15x** always produce an automatic first down. If such a penalty occurs on a touchdown play, it is marked on the kickoff (kickoff from 50-yardline). If such a penalty occurs on an interception, it is marked from the line of scrimmage and the offense retains ball. If such a penalty occurs on a fumble, it is marked from the spot of fumble only when the offence attained positive yardage.
- d) No quarter or half can end on a double foul or an accepted defensive penalty. An extra play is run with the clock stopped at 0:00.
- e) Penalties on kicks are marked from the previous line of scrimmage. Penalties on returns are marked from the end of the return, or on the following kickoff if the return scored (dead-ball foul).
- f) A penalty may occur before the ball is snapped. Depending on the penalty, roll the defensive dice and consult the table below. A penalty that is pre-snap is automatically enforced and uses 0 seconds on clock after a 10 second or less play, otherwise use 20 seconds. A result that adds to Play is applied

Penalty	Defense Dice	Used Time	Result
O=5 Run	1,2,3,5	0*	Pre Snap
O=5 Run	4	20	Play or penalty
O=5 Pass	1,2,3	0*	Pre Snap
O=5 Pass	4,5	20	Play or penalty
O=10 Run	1,2,4,5	20	Play or penalty
O=10 Run	3	20	Add to play
O=10 Pass	1,2,3	20	Play or penalty
O=10 Pass	4,5	20	Add to play
D=5	2,3	0*	Pre Snap
D=5	1,4,5	20	Play or penalty
D=5X Run	1,2	20	Add to play
D=5X Run	3,4,5	20	Play or penalty

22. Free Kick Field Goal Attempts:

After any fair catch, the Receiving Team may attempt a field goal from a kickoff formation. No block option can be used. A free kick after a fair catch is allowed, even if time in half has completely expired.

Roll the offensive dice, and consult the FIELD GOAL column. Add 12 additional yards to field goal result The defenders can return the kick. A block, fake or botched kick cannot happen re-roll if this result occurs

23. Asterisk (*):

- [A]** On the Offensive Team Chart, this indicates that the play was out of bounds (10 seconds inside 2:00 of half or last five minutes of game.), except when the defense overrules.
- [B]** On Punts, this indicates that the receiving team gets no Punt Return and must use fair catch column or let ball roll.

24. Returned missed extra point (2015 up)

After a missed extra point the defending team may attempt return for two points. Roll defense dice, a result of 5 would result in 2 points (Returned blocked extra point)

VII. ADVANDED RULES

1. Take A Knee:

This play can be called anytime. The result is run for a one-yard loss, and takes 40 seconds off clock unless the defensive team calls a timeout.

2. Drop An Interception:

The defense can choose to drop an interception. The play results in an incomplete pass

3. Instant Replay:

Each team can call for instant replay twice per game. After the play, one team requests an instant replay review. On a passing play this can only be used on a play where offense result is Inc and defense result is (#), or defense result is Inc and offense result is #. The team that called for review would roll defense dice. If result is 2-5 then play stands. Team that called for review loses timeout. But if result is 1 then play is reversed and team does not lose timeout. On running plays that result in first down on 10-yard mark or TD on goal line defensive team can go for review. The team that called for review would roll defense dice if result is 2-5 then play stands. Team that called for review loses timeout. But if result is 1 then play is inches short and team does not lose timeout. Do not move the ball ! Offense will need to gain 1 yard on next play for first down or TD. Instant replay cannot be called in last two minutes of each half.

4. Audibles: (clutch or luck factor)

Each coach is permitted a predetermined amount of opportunities to change the play call by using audible signals. After the offense and defense selection has been revealed, any coach may announce that he has decided to use an audible and change the play. He then calls another play. If both players call an audible at same time they offset, and the original play calls are used. See audible chart for the amount of audibles a team receives, or look on the offensive chart above the die roll. On defense, look at the number in upper left hand corner. This is the number of audibles the defense receives. If number is negative, this increases the number of offensive audibles awarded to the opposing team. Teams cannot call timeout to stop the play after audibles is called. Team audibles are awarded to offense or defense. Team audibles can be used for offense or defense.

5. Timeouts:

After both players have announced their play calls, but before they roll the dice, a player can call a timeout. Both players then re-select their plays

6. The "Two-Minute" Offense

If a team is out of timeouts or just wishes to conserve time, they may do so by two methods:

[A] No Huddle. By hurrying the next play, this reduces the time consumed by the previous play.

[B] Spiking: Intentionally throwing a pass out of bounds (throwaway-automatic if requested); this incompletion reduces the time of the previous play also, but wastes a down.

Although called the "Two-Minute" offense, it may be used at any time in the game. Hurried field goal attempts give the defenders a Free Block Option (see 17. Block Kick Options).

7. Power Rating:

On the defense charts, below the kickoff column appears a number. This is the team's Power Rating. The difference in Power Ratings between teams is the point spread with the higher rating belonging the favored team. (Games can be played by saying player must beat point spread to win)

8. Home field Rating

Combine home and road rating and divide 2, add this number to power rating (example home team +2, road team -1 total 3 so ad 1.5 to home team power rating).

9. Adding realism and strategy

Limiting End run play to once per set of downs if not using offense solitaire chart.

VIII. SOLITAIRE PLAY CALLING

The game can be played solitaire as the Offensive player by selecting defensive plays from the following charts. The first selection is based on the field situation and time remaining. This will determine what defensive strategy to use: **Basic**, **Pass**, **Short**, or **Prevent**. Cross index the time remaining with the current Play Condition. If multiple Conditions apply, use the one from the lowest row; ignore **Gray**.

- Play Conditions in **red** apply only during the 4th Quarter.
- Convert any **Prevent** to **Pass** if in the Red Zone (1-20 yard line).

Play Condition	Time Remaining on Clock (min)														
	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1 st down															
2 nd & 1-13															
2 nd & 14+															
3 rd or 4 th 1-2															
3 rd or 4 th 3-5															
3 rd or 4 th 6-15															
3 rd or 4 th 16+															
Ahead by 9+															
Ahead by 17+															
Behind by 1-8															
Behind by 9+															
1-4 yard line															
Time in Half															

Once the defensive strategy is determined, cross index it with the total of 2D6. The result is the Defensive Formation to apply. If the dice total is either 2 or 12, use the **Home field**-Chart instead of a defensive formation.

2D6	Basic	Pass	Short	Prevent
2	Home field - Chart			
3	F	C	A	C
4	A	D	B	E
5	C	F	C	A
6	F	D	B	F
7	D	F	F	E
8	A	A	B	F
9	A	E	B	D
10	C	D	C	E
11	B	D	A	E
12	Home field - Chart			

The **Home field**-Chart replaces the semi-random defensive formation selection with a formation tailored to the teams' HOME FIELD ADVANTAGE rating. This rating is located under the Power Rating on the defense charts, below the Kickoff Column. If the defensive team is the Home Team, use the +or- value; otherwise On Road, use **opposite** value. Use this value as the formation when rolling the defensive dice against the offensive play. A zero rating results in all blanks.

Home Field Advantage	# ON DICE	1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MEDIUM	8 LONG	9 SIDE-LINE
-6	1	(4)	(4)	(4)	(4)	(7)	(10)	(20)	(39)	(14)
	2	(6)	(6)	(6)	(6)	(6)	(8)	(17)	(34)	(11)
	3	(5)	(5)	(5)	(5)	(5)	(6)	(13)	(29)	(8)
	4	(7)	(7)	(7)	(7)	(4)	(4)	(10)	(24)	(5)
	5	(5)	(5)	(5)	(5)	(3)	(3)	(15)	(32)	(9)
-5	1	(4)	(4)	(4)	(4)	(7)	(10)	(20)	(39)	(14)
	2	(7)	(7)	(7)	(7)	(6)	(8)	(17)	(34)	(11)
	3	(5)	(5)	(5)	(5)	(5)	(6)	(13)	(29)	(8)
	4									
	5									
-4	1									
	2	(4)	(4)	(4)	(4)	(7)	(10)	(20)	(39)	(14)
	3	(7)	(7)	(7)	(7)	(6)	(8)	(17)	(34)	(11)
	4	(5)	(5)	(5)	(5)	(5)	(6)	(13)	(29)	(8)
	5	(8)	(8)	(8)	(8)	(4)	(4)	(10)	(24)	(5)
-3	1									
	2	(7)	(7)	(7)	(7)	(5)	(6)	(13)	(29)	(8)
	3	(6)	(6)	(6)	(6)	(7)	(10)	(21)	(39)	(14)
	4									
	5									
-2	1	(6)	(6)	(6)	(6)	(7)	(10)	(21)	(39)	(14)
	2									
	3									
	4									
	5									
-1	1									
	2									
	3									
	4	(5)	(5)	(5)	(5)	(5)	(6)	(15)	(29)	(8)
	5	(7)	(7)	(7)	(7)	(7)	(10)	(21)	(39)	(14)
+1	1									
	2									
	3									
	4	(1)	(1)	(1)	(1)					
	5	(0)	(0)	(0)	(0)					
+2	1	(1)	(1)	(1)	(1)					
	2									
	3									
	4									
	5									
+3	1									
	2	(0)	(0)	(0)	(0)					
	3	(2)	(2)	(2)	(2)					
	4									
	5									
+4	1									
	2	(3)	(3)	(3)	(3)					
	3	(0)	(0)	(0)	(0)					
	4	(2)	(2)	(2)	(2)					
	5	(1)	(1)	(1)	(1)					
+5	1	(1)	(1)	(1)	(1)					
	2	(0)	(0)	(0)	(0)					
	3	(2)	(2)	(2)	(2)					
	4									
	5									
+6	1	(3)	(3)	(3)	(3)					
	2	(1)	(1)	(1)	(1)					
	3	(2)	(2)	(2)	(2)					
	4	(0)	(0)	(0)	(0)					
	5	(2)	(2)	(2)	(2)					

PRIORITY CHART								
		DEFENSIVE RESULT						
		#	#	QT		INT	F	(#)
OFFENSIVE RESULT	# B	Add	Add	QT		INT	F	(#)
	#	Add	Add	QT		INT	F	(#)
	QT	QT	QT	QT		INT	F	(#)
				QT		INT	F	(#)
	INT	INT	INT	QT	INT	D-INT	F	(#)
	F	F	F	F	F	F	F	F
	F	F+#	F-#	QT		INT	D-F	F
		Add	Add	QT		INT	F	(#)
		Penalties Always Take Priority						

Chart Legend

- # Number of yards lost
- QT Quarterback trapped
- INT Intercepted pass
- D-INT Intercepted pass, Use defensive result
- F # Fumble (consult rules) and yards down field
- D-F Fumble, Use defensive result
- F Fumbled snap at line of scrimmage, (same as fumble)
- B Breakaway
- # Number of yards gained
- DS Direct Sum of the numbers on the three dice (add the three numbers)
- X 40 minus the total of a roll of the offensive dice
- T1 The total of a roll of the offensive dice
- T2 The total of two rolls of the offensive dice
- T3 Over The total of three rolls of the offensive dice
- (#) Over rules most offensive results number of yards down field
- No gain or no change
- Incomplete pass