

Summary of Rule Changes

These rule changes should be used to modify the rules found in the 7th Edition Rules of Play. Only the specific change for each rule is included. All other aspects of each rule remain the same. New rules are highlighted with a box.

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Running Plays

Offense Blocker vs. Defense Box

If a run is directed to an offensive blocker versus a defensive box, the BV of the blocker is added to the TV of the defensive tackler(s) in the box. If the defensive player is a defensive back, add ONE (+1) to his Tackle Value. Use the sum of the BV and adjusted TV to resolve the play.

Boxes with Two Defenders

If a running play is directed at a defensive box that is occupied by two players, consider that box to have a Tackle Value of MINUS 4 regardless of the TVs of the individual players. If the box contains a defensive back, use a TV of MINUS 3 or the lowest individual TV in the box, whichever is LOWER. If the box contains an Exceptional Tackler, use a TV of MINUS 5.

End-Reverse

End-Reverse plays can only be run by tight ends or wide receivers that possess a Rush Column and who occupy the split end, flanker, or BK3 position. A player may only have an End-Reverse directed to him once per game without modification. For each additional End-Reverse that is directed to a player, add ONE (+1) to the initial Run Number when resolving the play. Normal Run Number Modifiers also may apply to an End-Reverse.

Passing Plays

Screen Passes

A Screen Pass can be directed to a running back, or any receiver with a Rush Column occupying a split end or flanker position. Screens cannot be thrown from the Shotgun Formation, and cannot be called inside the opponent's 5-yard line.

Pass Coverage Assignments

Non-blitzing defenders must cover specific receivers as identified on the **Pass Coverage Table**. Defenders in Row 2 used to cover ends must be turned sideways on the display before the offense reveals its play.

Pass Coverage Table

Offense Position	Defender
Right End	RE covered by Box N or J*
Left End	LE covered by Box K or F*
Flanker #1	FL1 covered by Box O
Flanker #2	FL2 covered by Box M
Back #1	BK1 covered by Box F or G
Back #2	BK2 covered by Box J or I
Back #3	BK3 covered by Box G, H, or I

* Defender in Row 2 must be turned sideways to indicate that they are covering an end.

Linebacker & Safety Coverage

If a linebacker covers a tight end, add ONE (+1) to his Pass Defense Value. If a linebacker covers a wide receiver, add TWO (+2) to his Pass Defense Value. If a safety (S, SS, Rover, or FS) covers a wide receiver, add ONE (+1) to his Pass Defense Value.

+/- Receiving Adjustment

Some players possess a +/- Receiving Adjustment at the top of their Pass Gain Column. The adjustment is applied to Quick, Short, Long, Swing, and Shovel Passes thrown to the player. Receiving Adjustments do not apply in Pass Rush situations, EXCEPT when the quarterback Throws on the Run.

A negative Receiving Adjustment (-) is applied to the quarterback's Completion Range for all eligible passes thrown to the receiver. The adjustment applies even if the receiver is not the original intended receiver.

A positive Receiving Adjustment (+) is applied to the quarterback's Completion Range only if the immediately preceding passing play was not directed to the receiver.

Pass Rush(#)

Some FAC may include Pass Rush play directives followed by a number in parenthesis. Resolve these plays as follows:

If a Play Directive calls for a Pass Rush, a Pass Rush occurs only if the number of defensive players in Row 1 is equal to or greater than the number in parenthesis next to the directive. If the number of players in Row 1 is less than the number in parenthesis, the pass is thrown to the 'Original' intended receiver and the pass is resolved normally.

Player Positions and Endurance

Playing Out of Position

Players can play positions other than those listed on their cards, with some modifications. Players with more than one position on their card may play any of their positions without modification. The **Position Modifier Table** summarizes position and coverage modifiers.

● **Tight Ends (TE):** If a Tight End occupies a split end position, subtract ONE (-1) from his Blocking Value.

● **Defensive Linemen:** Defensive linemen can play any position in Row 1 with some modifications. If a nose tackle (NT or NG) or defensive tackle (DT) occupies Box A or Box E, add ONE to his Tackle Value. If a defensive end or Rush End (DE or Rush) occupies Box C, add ONE to his Tackle Value.

● **Defensive Backs:** Defensive backs can be placed in any Row with some restrictions (see 'Defense Display' p2). Add ONE to the player's Tackle Value if he is placed in Box A or Box E. Add TWO to the player's Tackle Value if he is placed in Box B or Box D. Coverage modifiers also may apply for Safeties. If a Safety is used to cover a wide receiver, add ONE to his Pass Defense Value. Cornerbacks and defensive backs without a safety or cornerback designation can cover any player without modification to their Pass Defense Value.

Endurance Modifier Table

Type of Play	Endurance Values and Modifiers			
	1 play	2 plays	3 possession	4 quarter
Running Play	+1 RN	+2 RN	+3 RN	+3 RN
Screen Pass	+5 Fum +4 Inj	+5 Fum +4 Inj	+5 Fum +4 Inj	+5 Fum +4 Inj
Shovel Pass	-3 Com	-4 Com	-5 Com	-5 Com
Swing Pass	+5 Fum	+5 Fum	+5 Fum	+5 Fum
Quick Pass	+4 Inj	+4 Inj	+4 Inj	+4 Inj
Short Pass				
Long Pass				

Use Endurance Modifiers if player's EV is exceeded. **RN** = Apply the modifier to the Run Number used to resolve the play.

Com = Apply the adjustment to quarterback's Completion Range for the type of pass being thrown. **Fum** = Apply the adjustment to the Fumble Range. **Inj** = Apply the adjustment to the player's Injury Value

Position and Coverage Modifier Table

Offense Position	Center (C)	Guard (LG or RG)	Tackle (LT or RT)	Split End
Offensive Lineman (OL)	none	none	none	
Center (C)	none	-1 BV	-1 BV and -1 PB	
Guard (G)	-1 BV	none	-1 BV and -1 PB	
Tackle (T)	-1 BV and -1 PB	-1 BV and -1 PB	none	
Tight End (TE)				-1 BV

Defense Position	Row 1					Pass Coverage		
	Box E	Box D	Box C	Box B	Box A	vs. RB	vs. TE	vs. WR
Defensive Lineman (DL)	none	none	none	none	none			
Nose Tackle (NT/NG)	+1 TV	none	none	none	+1 TV			
Defensive Tackle (DT)	+1 TV	none	none	none	+1 TV			
Defensive End (DE/Rust)	none	none	+1 TV	none	none			
All Linebackers	none	none	+2 TV	none	none	none	+1 PD	+2 PD
Safety (S)	+1 TV	+2 TV		+2 TV	+1 TV	none	none	+1 PD
Strong Safety/Rover (SS)	+1 TV	+2 TV		+2 TV	+1 TV	none	none	+1 PD
Free Safety (FS)	+1 TV	+2 TV		+2 TV	+1 TV	none	none	+1 PD
Defensive Back (DB)	+1 TV	+2 TV		+2 TV	+1 TV	none	none	none
Cornerback (CB)	+1 TV	+2 TV		+2 TV	+1 TV	none	none	none

BV = Apply modifier to player's Blocking Value.

PB = Apply to player's Pass Blocking Value (min=0).

PD = Apply modifier to player's Pass Defense Value.

TV = Apply modifier to the player's Tackle Value.