



Rules of Play
TTF 7th Edition (AP)

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Tabletop™ Football (TTF) is a football simulation game based on the actual performances of football players during the season. Unique player cards are included for active players on all teams, and new cards are available each year.

Tabletop Football, All-Pro Version delivers the excitement and strategy of real professional football. TTF enhancements for the 7th Edition Rules and Player Cards include improved special teams, better statistical accuracy, new plays, more strategies, and a wider variety of defensive formations.

Game Equipment

The complete game includes:

- **Rules of Play:** The 7th Edition Rules supercede all previous versions.
- **Game Tables:** Provides important and often used tables for quick reference.
- **Play Selection Charts and Markers:** All of the Standard and Advanced plays and strategies are provided on charts for the offense and defense. Markers are included to select plays, players, and strategies.
- **Player Cards:** Lineup Cards and Player Cards are provided for each team and player.
- **Fast Action Cards (FAC):** The FAC are used in conjunction with the Player Cards to randomly generate game action and results.
- **2 Offense Displays:** Allows coaches to lay out their players and formations face-to-face with the defense.
- **2 Defense Displays:** Includes rules regarding coverage assignments, formations, and playing out of position.
- **Playing Field:** A 100-yard playing surface to keep track of field position.
- **Yard Marker and First-Down Marker:** Used to mark the line of scrimmage and first down on the Playing Field.
- **Scoresheets:** Used to record the time elapsed during the game, downs, score, timeouts, and other game information.

Game Requirements

Tabletop Football can be played by 1, 2, 3, or 4 players. Solitaire Rules are available for single player games. If more than 2 people play, different coaches can be assigned to call the plays and set the formations for the offense and defense on each team. A fifth player can participate as a timer and scorekeeper.

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Before the Game Begins

The Rules of Play contain Standard and Advanced Rules. Advanced Rules are highlighted with a box. The use of any advanced game element is optional.

Not all game situations or rules are discussed in these instructions. For game situations not discussed, normal pro football rules apply.

Home Team Adjustments

Home team adjustments include penalty (p12) and fumble (p13) adjustments.

Coin Toss

One coin toss is made at the beginning of the game using a coin or marker. The visiting team calls the toss. The winner of the toss chooses to kickoff or receive in the first or second half. The toss loser chooses to kickoff or receive in the half not chosen by the winner.

Sequence of Play

1) Substitution and Formation: Offensive and defensive players can be freely substituted and in accordance with the Display Rules. The home team substitutes last.

2) Offense/Defense: The offense secretly chooses a play, player, and strategy. The defense chooses a defense and strategy.

3) Single Back Set: If the offense has a single back, the running back may be moved to BK1 or BK2 before the defense reveals its play.

4) Defense Formation: The defense may adjust the formation of its players in accordance with the Display Rules before the plays are revealed.

5) Defense Reveals Play: The defense reveals its play. If a Blitz is called, the blitzing players are turned facedown before the offense reveals its play.

6) Offense Reveals Play: The offense reveals its play after blitzing players are turned facedown on the defense display.

7) Resolve Play: The play is resolved with Fast Action Cards and necessary modifiers.

8) Record Time: Time elapsed is recorded on the scoresheet.

9) Declare No-Huddle or Hurry-Up Offense: Before the next play begins, the offense may announce that it will run a No-Huddle Offense or a Hurry-Up Offense.

Display Rules

Offense and Defense Displays for each team are placed facing each other. Player cards are arranged in accordance with the rules below (also see 'Playing Out of Position' p15). No Display may have more than 11 players.

Offense Display

Only one player may be placed per box on the Offense Display. Each team must maintain the following players on its Offense Display:

- **5 Offensive Linemen:** 1 center, 2 guards, and 2 tackles.
- **2 Ends:** 1 left, 1 right. Wide receivers and flankers can play in the split end positions; tight ends can occupy the tight or split end positions.
- **1 Quarterback:** Only the quarterback can occupy the QB box. The quarterback also can occupy BK3 in a Shotgun Formation (p7).

- **1-3 Running Backs:** At least one and up to three running backs are placed in the BK1, BK2, or BK3 boxes. No player can be placed in BK3 if there are two flankers (except the quarterback). Tight ends and wide receivers also can occupy these boxes.

- **0-2 Flankers:** With less than three running backs, the offense must set an additional receiver(s) in the flanker position. With two running backs, a single wide receiver or tight end is used in the Flanker #1 box (FL1). With one running back, another wide receiver or tight end is used in the Flanker #2 box (FL2).

Defense Display

The Defense Display contains three rows. Defensive linemen can only occupy Row 1, linebackers can occupy Row 1 or Row 2, and defensive backs can occupy any row on the Display, with some restrictions. Defense Displays must be maintained as follows:

- **Row 1 (3-10 players):** Row 1 includes Boxes A, B, C, D, and E. At least three, and up to ten players can occupy Row 1. Zero, one, or two players may be placed in each box. Any position can be placed in these boxes except Box C, which can only be occupied by defensive linemen and linebackers. Only one defensive back can occupy Row 1. Position Modifiers may apply (see 'Playing out of Position' p15).

- **Row 2 (0-5 players):** Row 2 includes Boxes F, G, H, I, and J. From zero to five players can occupy Row 2. Only one player can be placed in each box. Linebackers and defensive backs can be placed in these boxes, but no more than two defensive backs can occupy Row 2. Position Modifiers may apply (see 'Playing out of Position' p15).

- **Row 3 (0-6 players):** Row 3 includes Boxes K, L, M, N, and O. From zero to six players can occupy Row 3. Only one player may be placed in each box, except for Box L, which can contain up to two players. Only defensive backs can be placed in these boxes. Cornerbacks are placed in Boxes K and O; the free safety is placed in Box M; and the strong safety is placed in Box N. Any defensive back can be placed in Box L, but not until every other box in Row 3 is occupied. Position Modifiers may apply (see 'Playing out of Position' p15).

Offensive Plays

On each down, the offense chooses a running play or a passing play. There are nine standard and six advanced plays. The offense also must choose an eligible runner or receiver for each play.

Running Plays

- Inside Left (IL)
- Inside Right (IR)
- Outside/Sweep Left (SL)
- Outside/Sweep Right (SR)
- End-Reverse (ER)
- QB Option Right
- QB Option Left
- Pitchout Right
- Pitchout Left

Only running backs and quarterbacks can run Sweeps and Inside Runs. End-Reverses can be run only by receivers with a Rush Column. The **maximum loss** without a Yardage Multiplier (p14) for an Inside Run is minus 3 yards (-3). There is no maximum loss for Sweeps, Pitchouts, Options, or End-Reverses.

Passing Plays

- Shovel Pass
- Swing Pass
- Screen Pass (SC)
- Quick Pass (QK)
- Short Pass (SH)
- Long Pass (LG)

The intended receiver must be identified before the defensive play is revealed. The intended receiver can be any non-linemen except the quarterback. A Long Pass cannot be called inside the opponent's 20-yard line, and Screen Passes and Swing Passes cannot be called inside the opponent's 5-yard line.

Defensive Plays

There are eight plays available to the defense, five Run Defenses and three Pass Defenses.

Run Defenses

- Run, Key BK1
- Run, Key BK2
- Run, Key BK3
- Run, Key QB
- Run, No Key

Pass Defenses

- Pass Coverage
- Prevent Defense
- Blitz

Except when keying on the quarterback, the defense always must indicate the specific box of the running back that is being keyed. The key is placed on the box in which the defense believes the running back will occupy when the offensive play is revealed. In a single back set, the offense can move its running back to BK1 or BK2 after the defense has chosen its defensive play and before the plays are revealed. The defense must choose the proper box in order for the key to take effect. It is not mandatory for the defense to key on every play.

Play Selection

The Play Selection Charts can be used to secretly select offensive and defensive players, plays, and strategies.

Fast Action Cards

There are 109 Fast Action Cards (FAC), 13 of which are special 'Z Cards'. The cards must be thoroughly shuffled and placed facedown near the field before the game begins. For each play, the top card is flipped over to reveal the fast action information. After each card is used, it is placed in a discard pile. Each card is used for only one reading, number, or result. After all the cards have been discarded, the deck is reshuffled and used again.

Every FAC contains a **Play Directive** for each offensive play call. The Directives on each FAC are listed under 'Runs' or 'Passes'. The appropriate Directive from the first FAC flipped dictates how the result of the play is determined. In many cases, the numbers on the next FACs will have to be consulted. Each FAC has a Run Number and a Pass Number that may be used to resolve the play. Run Numbers range from 1 to 12, Pass Numbers range from 1 to 48. Never use more than one Run Number or Pass Number from each FAC.

Running Plays

Inside Runs and Sweeps

Inside Runs and Sweeps (Outside Runs) are resolved as follows:

1) Play Directive: Flip the topmost FAC and refer to the appropriate Play Directive under 'Runs'. The FAC will direct the play to:

- an offensive blocker or blockers;
- a defensive box or boxes; or
- an offensive blocker vs. a defensive box.

Play Directives always list offensive blockers with a two-letter abbreviation (e.g. BK, CN, LG, RE, etc.) and defensive boxes with a one-letter abbreviation (e.g. B, C, G, E, etc.) These abbreviations match those on the Displays.

2) Run Number Modifiers: Flip the next FAC and refer to its Run Number. Apply any necessary Run Number Modifiers (below). The modifiers are applied based on the particular offensive and defensive plays and strategies in effect on the play.

There is NO modification to the Run Number if Pass Coverage, Prevent Defense, or Blitz defenses are in effect.

The following Run Number Modifiers are used for all running plays versus a Run Defense:

- **Correct Key:** Add FOUR (+4) to the Run Number in Step 2 if the defense keys on the ball carrier.
- **Wrong Key:** The Run Number is not modified if the defense keys on a back other than the ball carrier.
- **No Key:** Add TWO (+2) to the Run Number in Step 2 if the defense chooses not to key on any particular back.

Unless otherwise stated, Run Number Modifiers are applied only to the initial Run Number used on each play. Other Run Number Modifiers not identified here may be applied for some offensive and defensive strategies and other situations. No Run Number may be decreased below 1 or increased above 12. Run Number Modifiers are summarized in the **Play Modifier Table** (p8).

3) Rush Column: The modified Run Number is applied to the Normal (N) Rush Column on the Rushing section of the ball carrier's card to get a yardage amount.

4) Blocking Value (BV): If Step 1 directs the run to an offensive blocker or blockers, the Blocking Value (BV) of each blocker is added to the ball carrier's yardage from Step 3 to yield the Final Yardage. If Step 1 identifies the ball carrier as the blocker, do not apply his Blocking Value to the play's result.

+4(+5) Exceptional Blockers

Exceptional Blockers use the BV in parenthesis on their card when:

- a) the Play Directive directs the run to the Exceptional Blocker (solely or in addition to another blocker, and no defensive boxes are referenced); or
- b) the Exceptional Blocker is involved as the Primary Blocker or is assisting the Primary Blocker in a Double-Team Blocking assignment (see 'Double-Team Blocking' p7).

5) Tackle Value (TV): If Step 1 directs the run to a defensive box or boxes, the boxes are checked to determine if they are occupied. If occupied, the Tackle Values (TV) of the players are subtracted from the ball carrier's yardage from Step 3 to yield the Final Yardage (also see 'Unoccupied Defensive Boxes' and 'Boxes with Two Defenders' below).

-4(-5) Exceptional Tacklers

Exceptional Tacklers use the TV in parenthesis on their card when:

- a) the FAC directs the run to a defensive box that is occupied by the Exceptional Tackler (and no blockers are referenced); or
- b) any play is directed to a box that contains the Exceptional Tackler and another player, except if the offense runs a Sneak (p6).

6) Offense Blocker vs. Defense Box: If Step 1 directs the run 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. The sum of the BV and TV is used to resolve the play as follows:

- If the sum is ZERO, a standoff results and neither the blocker nor defender gain an advantage. Neither the blocker's BV or defender's TV are used. The ball carrier's yardage from Step 3 is the Final Yardage.
- If the sum is POSITIVE, the offensive blocker wins the blocking battle, and the blocker's original BV (**not the sum of the BV and TV**) is added to the ball carrier's yardage from Step 3 to yield the Final Yardage.
- If the sum is NEGATIVE, the defensive player wins the battle, and the defensive player's original TV (**not the sum of the BV and TV**) is subtracted from the ball carrier's yardage from Step 3 to yield the Final Yardage.

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 (4) regardless of the TVs of the individual players. If the box contains an Exceptional Tackler (see above), use a TV of MINUS 5 (-5).

Unoccupied Defensive Boxes

If a running play is directed at a defensive box that is unoccupied, add TWO YARDS to the ball carrier's yardage from Step 3 to yield the Final Yardage. If a running play is directed at two defensive boxes, both boxes would have to be empty for the two-yard bonus to be applied.

If a running play is directed to an offensive blocker versus an empty defensive box, add the offensive blocker's BV to the ball carrier's yardage from Step 3 to yield the Final Yardage.

Short Gains (SG)

Running backs, quarterbacks, and receivers have additional Rush Columns labeled 'SG' for Short Gain and 'LG' for Long Gain. The SG Rush Column is used when the 'SG' result is obtained under the I, O, or N Rush Columns. When the SG column is called for, obtain a new Run Number and refer to the SG column to get a yardage amount. Run Number Modifiers are not applied when referring to the SG column. However, BVs and TVs are applied to the SG result to determine the Final Yardage.

Long Rushes and Breakaways

The LG Rush Column is used as follows:

● **Breakaway:** When the Play Directive calls for a 'Breakaway', all BVs, TVs, and Run Number Modifiers are ignored. A new, unmodified Run Number is applied to the ball carrier's LG Rush Column to determine the Final Yardage. If the ball carrier does not have a LG column, use the SG column instead.

● **Long Gain (LG):** A Long Gain can result from a ball carrier's SG column. Apply a new, unmodified Run Number to the LG Rush Column to determine the Final Yardage. Blocking and Tackle Values do not apply.

● **Long End-Reverse (Le):** A Long End-Reverse may result from a receiver's SG column. Apply a new, unmodified Run Number to the LG Rush Column, but only if the play was an End-Reverse (below) or Screen (p4). Otherwise, use the highest yardage value in the SG column. Blocking and Tackle Values do not apply.

● **Long Scramble (Ls):** A Long Scramble may result from a quarterback's SG column. Apply a new, unmodified Run Number to the LG Rush Column, but only if the quarterback is running as a result of a Pass Rush (p6). Otherwise, use the highest yardage value in the SG column.

End-Reverse

End-Reverse plays can only be run by tight ends or wide receivers that possess a Rush Column. This play is used sparingly, and 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. An End-Reverse is resolved by referring to the 'ER' Directive on the FAC. For each Directive, the play is resolved as follows:

● **Negative Number:** A negative number on the FAC is the automatic yardage lost on the play, and no more resolution is necessary.

● **OK:** If 'OK' appears on the FAC, the play is resolved as other running plays. Obtain a Run Number on the next FAC, apply any necessary modifiers, and refer to the N Rush Column on the receiver. If the SG column is called for, obtain a new Run Number and refer to the receiver's SG Rush Column. If 'Le' or 'LG' results, obtain another Run Number and refer to the receiver's LG Rush Column. When 'Le' results are obtained from the SG column on a running play, the LG column is used only if the play was an End-Reverse. Otherwise, use the highest yardage listed in the SG column.

Blocking Backs

If the Play Directive references a back (BK) rather than a lineman or other blocker, the BV of the back who is not carrying the ball is used to resolve the play. If the ball carrier is the only back on the Display, no modifications are made, unless the play is directed to BK versus a defensive box. In this case, use the TV of the defender to modify the play's yardage. If there are two backs on the Display in addition to the ball carrier, add the BVs of both backs together (as if they were a single blocker) to determine the Final Yardage for Step 4 or Step 6.

Pitchout

The offense can set a single back in BK1 or BK2, or two backs in an "I-formation" using BK2 and BK3. With two backs, the Pitchout is always run by the tailback (BK3). A Pitchout can only be directed to a running back (RB or FB), and is resolved as follows:

c) Before the first FAC is flipped and the defense is revealed, the offense must direct the play either right or left.

d) After the direction is chosen and the defense is revealed, flip the first FAC and refer to the right or left Play Directives. The offense then chooses to run Inside or Outside.

e) If a Run Defense is in effect, and no other back is specifically keyed, a defensive key on the ball carrier applies (+4 to Run Number). The play is then resolved normally as an Inside Run or Outside Run using the blocking/tackling modifiers from the first FAC. The Run Number on the next FAC is used to resolve the play. Apply the Run Number to the appropriate Inside (I), Outside (O), or Normal (N) Rush Column on the running back's card.

f) If a fumble is called for during a Pitchout, add FIVE (+5) to the Team Fumble Range. Fumbles are recovered and advanced normally (see 'Fumbles' p13).

Quarterback Option

The Option play cannot be run from the Shotgun (p7), and is resolved as follows:

g) Before the first FAC is flipped and the defense is revealed, the offense must designate the direction (right or left) and the trailing back. The trailing back must be a running back (RB or FB).

h) After the defensive team reveals the defense and key, flip a FAC and refer to the right or left Play Directive for an Inside Run by the quarterback. The quarterback may then continue running, or lateral the ball to the trailing back. Normal modifiers apply.

i) If the quarterback laterals the ball, draw a new Run Number and use the Sweep Play Directive to the same side. Apply the next Run Number to the back's Outside (O) or Normal (N) Rush Column. Normal modifiers apply.

j) All Z Cards that do not result in a penalty or ball carrier injury (Inj: BC) are considered fumbles. Fumbles are resolved by adding TEN (+10) to the Team Fumble Range. All fumble recoveries are made 10 yards behind the end of the play, and may be advanced normally (see 'Fumbles' p13).

Passing Plays

Blitz

If the offense calls a Short or Long Pass, and a Blitz is in effect, a **Pass Rush** automatically occurs. In this case, use the Pass Rush procedure to resolve the play (p6). Screen Passes and Quick Passes are resolved normally (with appropriate modifiers).

Blitzing players are always turned facedown on the display before the offense reveals its play. At least two and up to five linebackers or defensive backs in Row 2 or Row 3 can blitz. When resolving the play, boxes occupied by blitzing players are considered unoccupied except when determining injuries.

Screen Passes

A Screen Pass can be directed to a running back or receiver with a Rush Column. Screens cannot be thrown from the Shotgun Formation, and cannot be called inside the opponent's 5 yard line. Resolve a screen as follows:

1) Screen Play Directive: Flip a new FAC and refer to the 'Screen' Play Directive under 'Passes'. The Directive will indicate Complete (Com), Incomplete (Inc), or Intercepted (Int).

2) Complete Screen: If the Screen Pass is complete, obtain a new Run Number. Refer to the Modifier Table and apply any necessary modifiers to the Run Number. Apply the modified Run Number to the receiver's Outside (O) or Normal (N) Rush Column to determine the Final Yardage. If the Play Directive indicates a yardage multiplier of ½, 2, or 3, multiply the yardage gained (or lost) by the indicated multiplier. Round fractions down.

3) Incomplete Screen: If the Screen Pass is incomplete, nothing more is done.

4) Intercepted Screen: If the Screen Pass is intercepted, use the Interception Table to determine who intercepts the pass. The Point of Interception and Return are resolved normally. The receiver on a screen play is never "covered" by a defender. Pass Defense Values are never used, and interceptions are only possible if indicated on the FAC.

Quick, Short, and Long Passes

Quick, Short, and Long Passes are resolved using the same procedure. A Long Pass cannot be called inside the opponent's 20-yard line.

1) Play Directive: Flip the topmost FAC and refer to the appropriate Play Directive under 'Passes'. Each type of pass can have its own Play Directive. 'Pass Rush' indicates that the Pass Rush procedure is used to resolve the play (p6). 'All' indicates that all passes use the same Directive. The FAC can direct the play to the 'Original' intended receiver that the offense chose before the play was revealed, or to another offensive player. The FL (Flanker) abbreviation always refers to players on the Display in this order: (1) FL1; (2) FL2; (3) BK3. However, all passes directed to a back position (BK1 or BK2) that is not occupied on the Display are redirected to FL2.

If the pass is directed to a player other than the Original receiver, the coverage forces the quarterback to "check-off" to another receiver. If the pass is directed to an **unoccupied position**, the pass is thrown away, incomplete.

2) Passing Column: The Passing Column contains Completion (Com), Incompletion (Inc), and Interception (Int? & Int) ranges for Quick, Short, and Long Passes. The Completion Range may be adjusted by four factors:

- the Defensive Play;
- the Defensive Strategy (p7);
- the Pass Defense Value of the defender covering the receiver (see 'Pass Coverage Assignments' and 'Pass Defense Value' below);
- the Pass Deflect Values of the defensive linemen (p5).

3) Pass Number: After all adjustments to the Completion Range are made, a new Pass Number is applied to determine if the pass is complete, incomplete, or intercepted.

Play Modifier Table

The Play Modifier Table (p8) summarizes run number modifiers and pass adjustments for the offense and defense. Use the table as follows:

- a) Find the appropriate Offense Play.
- b) Cross-reference the Offense Play with the Defense Play in effect. Some of the modifiers for Pass Rush situations also are included on the table (see 'Pass Rush' p6).
- c) For each box on the table that applies, use all the modifiers listed in the box(es). A brief explanation of each modifier is provided.
- d) Cross-reference the Offense Strategies (if any) with the Defense Play. Apply the resulting modifiers in addition to all other modifications.
- e) Cross-reference the Defense Strategies in effect (if any) with the Offense Play. Apply the modifiers in addition to all other modifications.

Completion Range adjustments are limited to +10 before individual Pass Defense Values are applied. The Run Number cannot be decreased below 1 or increased above 12, and the Completion Range cannot be adjusted below 1 or above 47. Modifiers in parenthesis are applied when the scrimmage line is inside the defensive team's 20-yard line. If a quarterback's Completion Range is increased or decreased, numbers that were formerly incomplete passes or interceptions become complete passes, and numbers that were formerly complete passes become incomplete passes.

Prevent Defense

At least four defensive players must occupy Row 3 to use a Prevent Defense.

Pass Coverage Assignments

Non-blitzing players occupying certain boxes must cover specific receivers during a pass play as identified on the **Pass Coverage Table**. Defenders in Row 2 used to cover tight ends must be turned sideways on the display before the offense reveals its play. Also see 'Double and Triple Coverage Assignments' (p7).

Pass Coverage Table			
Offense Position			Defender
Right End	RE	covered by	Box N
Right Tight End	RTE	covered by	Box N or J*
Left End	LE	covered by	Box K
Left Tight End	LTE	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 a tight end.

Pass Defense Value

When a pass is resolved, add or subtract the Pass Defense Value of the defender who is covering the receiver to which the pass is thrown. Ignore Pass Defense Values for Screen or Shovel Passes, or if the defender is involved in Double or Triple Team Coverage (p7).

Linebacker Coverage

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

Uncovered Receivers

If a pass is directed to an offensive player who is uncovered (i.e. the coverage box is unoccupied or contains a blitzing defender), add FIVE (+5) to the quarterback's Completion Range when resolving the play, in addition to normal modifiers. If the pass is complete, subtract ONE (-1) from the Run Number before applying it to the receiver's Pass Gain Column (see 'Complete Pass' below). Incomplete results on the quarterback's card cannot be intercepted. Ignore Uncovered Receiver adjustments for Screens and Shovel Passes.

Pass Deflect Values

Pass Deflect Values are used for Quick, Short, and Swing passes only. However, Pass Deflect Values are never used in Pass Rush situations. Pass Deflect Values are applied for all Swing Passes, or when the Play Directive for Quick or Short Passes directs the play to the 'Original' intended receiver. Apply PD Values as follows:

- The defense adds up the Pass Deflect Values of the defensive linemen in Row 1 (round up).
- After all other adjustments are applied, the sum is SUBTRACTED from the quarterback's adjusted Completion Range. The maximum Pass Deflect adjustment is minus five (-5). If the Completion Range is altered, numbers that were formerly completed passes become "deflected" passes.
- If the Pass Number used to resolve the play indicates that the pass is deflected, a new Pass Number is obtained.
- If the new Pass Number falls within the Interception Range of ANY defensive player on the field, the pass is intercepted. Otherwise, the pass falls incomplete. If more than one player can intercept the pass, the player with the SMALLER range makes the interception. Defenders with '48?' ranges are considered to have ranges of '48'. If the defensive players have the same Interception Range, use the Interception Table to determine who intercepts the pass. The Point of Interception and Interception Return are resolved normally.

4) Complete Pass: A pass is complete if the Pass Number falls within the quarterback's adjusted Completion Range (Com). Flip the next FAC and refer to its Run Number. To yield the Final Yardage, the Run Number is applied to the Quick (Q), Short (S), or Long (L) Pass Gain Column on the receiver's card. Use the column that corresponds with the type of pass being thrown. If the receiver does not have a yardage figure for the particular pass being thrown, the pass is dropped and incomplete.

Long Pass Gain

The Long Pass Gain Column (L) is used in the following two situations:

- When the quarterback completes a Long Pass, apply the Run Number to the receiver's L column as described above. If a Long Pass is completed during the last two minutes of a game, the yardage result for Run Number '1' in the L column becomes a TOUCHDOWN.
- When the 'L' result is obtained from the Quick (Q) or Short (S) Pass Gain Columns, apply a new Run Number to the L column to determine the Final Yardage.

Completions Beyond the End Zone

If a completed pass ends up beyond the end zone, the result is a TOUCHDOWN.

5) Incomplete Pass: A pass is incomplete if the Pass Number falls within the quarterback's adjusted Incompletion Range (Inc). Incomplete passes may result in an interception (Step 6) or Pass Interference Penalty (Step 9).

6) Interception: A pass can be intercepted after a Deflection (see 'Pass Deflect Values' above), off an incomplete pass from the Pass Rush line (see 'Pass Rush' p6), or as follows:

- If the Pass Number falls within the quarterback's **Interception Range (Int)**, the pass is intercepted. Obtain a new Run Number and apply it to the **Interception Table** to determine who intercepts the pass. Any defensive player, including linemen, can intercept the ball from the Interception Table. If the defensive box indicated on the Interception Table is empty, the pass falls incomplete. If the defensive box is occupied by two players, the defense can choose either player to intercept the pass, or pro-rate the interception ranges of both defenders and use a new Pass Number (1-48) to determine who intercepts the pass. The Point of Interception and Return are resolved as described in Steps 7 and 8.
- If a pass is incomplete on the quarterback's card, the pass (except Shovel Passes and uncovered receivers) may be intercepted if the Pass Number falls within the Interception Range of the defensive player who is covering the receiver to which the pass is thrown (see 'Pass Coverage Assignments' p4). The Point of Interception and Return are resolved as described in Steps 7 and 8.

If Double or Triple Coverage is in effect on the receiver, any of the assigned defenders (see 'Double and Triple Coverage Assignments' p7) may intercept the pass. If more than one defender is eligible to intercept the pass, the defense can choose the player to intercept the pass, or use the method described above.

Interception Table					
Run Number	Type of Pass				
	Screen	Quick	Shovel	Swing	Short
1:	A	F	F	F	K
2:	F	A	A	G	F
3:	G	E	M	J	J
4:	F	L	G	M	M
5:	H	H	N	L	L
6:	I	G	H	M	M
7:	J	I	I	N	N
8:	G	N	M	M	M
9:	B	J	J	O	O
10:	C	K	K	K	K
11:	D	M	L	N	N
12:	E	O	O	O	O

Use the Interception Table for Screen and Shovel Passes, and Int results on the quarterback's card.

Interception 48?

A defensive player with an Interception Range of '48?' may or may not have intercepted the pass. If the Pass Number is 48, a new Pass Number is obtained. If the Pass Number is 1 to 24, it's an interception; if it is 25 to 48, the pass is incomplete.

7) Point of Interception (PI): Determine the PI before the interception return by obtaining a new Run Number and using it with the **Point of Interception Table**. Round fractions down.

Point of Interception Table (PI)	
Type of Pass	Yards from Scrimmage
Shovel/Swing	½ times Run Number
Screen Pass	½ times Run Number
Quick Pass	Run Number
Short Pass	2 times Run Number
Long Pass	4 times Run Number

If the PI is determined to be on the goal line or in the end zone, a TOUCHBACK occurs. A touchback results in a change of possession, and the ball is placed at the 20-yard line, first-and-ten for defensive team. If the PI is beyond the end zone the ball is thrown out of the end zone, and the pass is incomplete.

Returning a Touchback

The defense may choose to return a pass intercepted at the goal line or in the end zone. The return begins at the PI in the end zone. If the return does not get out of the end zone or 'No Return' results from the Interception Return Table, the play remains a touchback.

8) Interception Return: If no touchback occurs, the defensive player with the interception begins a return from the Point of Interception. Obtain a new Run Number and apply the defensive player's **Interception (Int) Return Value** to the Run Number, if available. If the pass is a Swing Pass, subtract ONE (-1) from the Run Number, in addition to the Int Return Value. Then, determine the row on the Display that the defensive player occupies and cross-reference the modified Run Number to the proper column on the **Interception Return Table** below.

If the interception return yardage does not result in a touchdown, and is followed by an asterisk, obtain another Run Number (do not modify this Run Number). If the Run Number falls within the range at the bottom of the return column, use the result next to the range instead. Ignore fumbles if 'No Return' results from the table.

Interception Return Table (Yards from PI)			
Run Number	Player Box is in Row . . .		
	Row 1	Row 2	Row 3
1:	75*	55*	40*
2:	60	40	30
3:	45	30	25
4:	30	20	20
5:	20	15	15
6:	15	10	10
7:	10	8	8
8:	6	6	6
9:	4	4	4
10:	2	2	2
11:	No Return	No Return	No Return
12:	No Return	No Return	No Return
	*1-3: TD	*1-3: TD	*1-3: TD

Use the Point of Interception Table to determine where the interception return begins.

Swing Pass: subtract ONE (-1) from the Run Number, in addition to the player's Int Return Value

9) Pass Interference Range: If the Pass Number used to resolve a passing play falls within the quarterback's adjusted Incompletion Range, check the **Interference Range**, if any, of the defender who is covering the receiver to which the pass is thrown. If the Pass Number falls within this range, a defensive pass interference penalty results, and the offense gets a first down at the spot of the foul.

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The **spot of foul** is determined in the same manner as a Point of Interception. If the spot of foul is in the end zone, the ball is placed at the 1-yard line, first-and-goal. If the spot of foul is beyond the end zone, the pass is considered "uncatchable", and no penalty occurs.

Ignore the Interference Range if the Pass Number results in a completion or interception on the quarterback's card, if the pass is deflected, if the pass is a Screen Pass or Shovel Pass, or if the defender is involved in Double or Triple Team Coverage. Interference Ranges are used in addition to penalties from the Penalty Table (see 'Z Cards' p12).

Shovel Pass

A Shovel Pass can only be thrown from the Shotgun Formation (p7) to a running back. To resolve a Shovel Pass, use the quarterback's **Quick Pass Completion Range** and apply the adjustments from the Play Modifier Table. Flip the first FAC and apply the Pass Number to the adjusted Completion Range.

A back to which a Shovel Pass is thrown is never "covered" by a defender. Individual Pass Defense Values, Double and Triple Coverage, and Uncovered Receiver modifications are ignored. A Shovel Pass may be intercepted only if a Pass Number 48 is drawn. In this case, an Interception Range of '48?' is used. If an interception occurs, use the Interception Table to determine who intercepts the pass. All other 'Int' and 'Int?' results are incomplete.

If a Shovel Pass is complete, use the running back's Inside (I) or Normal (N) Rush Column to resolve the play. No Blocking or Tackling Values or Run Number Modifiers are applied. Shovel passes are completed 2 yards behind the line of scrimmage, so 2 yards must be subtracted from the play's yardage (-2 YARDS).

Swing Pass

A Swing Pass can only be directed to a running back, and cannot be called inside the opponent's 5-yard line. To resolve a Swing Pass, use the quarterback's **Short Pass Completion Range** and apply the adjustments from the Play Modifier Table. Flip the first FAC and apply the Pass Number to the adjusted Completion Range. 'Int?' results become incomplete, and 'Int' results are treated as 'Int?' results. If a Swing Pass is intercepted, subtract ONE (-1) from the Run Number used for the return, in addition to the player's Interception Return Value, if any.

If a Swing Pass is complete, obtain a new Run Number. Subtract TWO (-2) from the Run Number and apply it to the back's Outside (O) or Normal (N) Rush Column to resolve the play. No Blocking or Tackling Values are applied. Swing passes are completed 5 yards behind the line of scrimmage, so 5 yards must be subtracted from the play's yardage (-5 YARDS).

Pass Patterns

Different pass patterns can be designated for each receiver -- Quick, Short, or Long. Screen, Shovel, and Swing Passes can only be called to the original intended receiver. When the Play Directive redirects a pass to a secondary receiver, the pass pattern can change as well. Completion Range adjustments from individual Pass Defense Values, type of Defense, and Double and Triple Coverage also may change.

Pass Rush

If a Play Directive or other situation calls for a Pass Rush, ignore the normal pass procedure and follow the Pass Rush procedure below:

1) Pass Rush Values: The defense adds up the Pass Rush Values of all players in Row 1 and blitzing players. Use the Blitz Table to determine the Pass Rush Value of each blitzing player.

Blitz Table	
Position	Pass Rush Value
Row 2	2 or individual Pass Rush Value, whichever is LARGER
Box L, M, or N	1 plus individual Pass Rush Value
Box O or K	2 plus individual Pass Rush Value

2) Pass Blocking Values: The offense adds the Pass Blocking Values of the five offensive linemen and any other pass blocking adjustments (see 'Bootleg', 'Extra Pass Blocking', and 'Shotgun Formation' p7).

3) Sack Range: The sums obtained in Steps 1 and 2 are compared. If the defensive sum is greater, the difference between the two sums is multiplied by TWO (x2) and ADDED to the Sack Range on the Pass Rush Line of the quarterback's card. If the offensive sum is greater, the difference between the two sums is multiplied by TWO (x2) and SUBTRACTED from the quarterback's Sack Range. If the defensive and offensive sums are the same, the Sack Range is unchanged. The Sack Range cannot be decreased below 1 or increased above 30. If the Sack Range is altered, numbers that were formerly Sacks become Runs, and numbers that were formerly Runs become Sacks. Adjustments from Defensive Line Stunts (p7), if any, are applied to the Sack Range after other adjustments have been made.

4) Pass Rush Line: Flip a new FAC and refer to its Pass Number. Apply the Pass Number to Pass Rush Line on the quarterback's card as described in Steps 5 through 8.

5) Sack: The quarterback is sacked if the Pass Number from Step 4 falls within the modified Sack Range. Obtain another Pass Number and divide it by THREE (round fractions down) to determine the number of yards lost on the sack.

6) Run/Scramble: If the Pass Number from Step 4 falls within the modified Run Range, the quarterback is forced to Scramble (also see 'Throwing on the Run' below). When the quarterback Scrambles, obtain a new Run Number and apply it to the quarterback's Normal (N) Rush Column. If 'SG' results, obtain a new Run Number and apply it to the quarterback's SG Rush Column. If a Long Gain (LG) or Long Scramble (Ls) results from the SG column, obtain another new Run Number and apply it to the quarterback's LG Rush Column. 'Ls' results are only used if the quarterback is forced to Scramble as a result of a Pass Rush.

Throwing on the Run

If a quarterback Scrambles (Runs) as a result of a Pass Rush, each receiver can "shorten" their pattern by one level, Short to Quick, Long to Short, or Deep to Long (see 'Deep Route' p7).

The quarterback can then Scramble normally or attempt another pass to any eligible receiver with the Completion Range adjustment identified in the **Throwing on the Run Table**. Other pass adjustments may apply, and 'Int?' results are treated as 'Int' results. Individual Pass Defense Values are always used in Scramble situations. However, Double Coverage, Triple Coverage, and Pass Deflect Values are ignored. The decision to run or pass is made before revealing the next FAC.

Throwing on the Run Table	
Pass Pattern	Completion Adjust
Quick	-10 Com
Short	-6 Com
Long*	-6 Com

* If the intended receiver shortens a Deep Route (p7), reduce the Long Pass Completion Range by SIX (-6) in addition to other adjustments, and ignore the Run Number modifications.

7) Pass Rush Completion: If the Pass Number from Step 4 falls within the modified Pass Rush Completion Range, the pass is completed to the original intended receiver. The pass is resolved normally by obtaining a Run Number and applying it to the appropriate Pass Gain Column on the receiver's card. The Pass Rush Completion Range is never adjusted during a Pass Rush.

8) Pass Rush Incompletion: If the Pass Number from Step 4 falls within the modified Pass Rush Incompletion Range, the pass is incomplete. If the pass is incomplete, it is intercepted if the Pass Number falls within the Interception Range of the defensive player(s) who is covering the intended receiver. The Point of Interception and Return are resolved normally.

Pass Rush?

If a game table or other situation indicates 'Pass Rush?', then a Pass Rush (see above) only occurs if the total Pass Rush Value of the defense is greater than the total Pass Blocking Value of the offense. Otherwise, the play is resolved normally, and regular modifiers apply.

Offensive and Defensive Strategies

There are two types of strategies, **Primary Strategies** and **Secondary Strategies**. No more than one Primary Strategy can be called for each play; any number of Secondary Strategies can be used. Either type of strategy can be used with or without the other.

The use of any Offensive or Defensive Strategy is optional. Strategy modifiers are always applied in addition to all other modifiers and adjustments. Additional strategies are available in the Advanced Rules section.

Primary Offensive Strategies

● **Flop:** A Flop is called with an Inside Run to the QB. A Flop results in a 1-yard loss, no FAC is flipped and no fumble is possible.

● **Sneak:** A Sneak is called with an Inside Run to the QB. Subtract the Tackle Values of the defensive players in Boxes B, C, and D from the Blocking Values of the offensive C, LG, and RG. Apply the result to 32 to determine the Sneak Range. Then flip a single FAC -- a Pass Number within the modified Sneak Range results in a 1-yard gain, all other Pass Numbers result in no gain. Resolve Z cards normally.

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● **Draw Play:** A Draw Play may only be called with an Inside Run to a running back or the quarterback. When resolving a Draw Play, if a Pass Coverage or Prevent Defense is in effect, subtract TWO (-2) from the Run Number when resolving the play. If the defense Blitzes, subtract FOUR (-4) from the resulting Run Number. If any Run Defense is in effect, add TWO (+2) to the Run Number.

● **Play-Action:** Play-Action can only be called with a Short or Long Pass, and cannot be used from the Shotgun (below). Against any Run Defense, add FIVE (+5) to the Completion Range. Against a Pass Coverage or Prevent Defense, subtract FIVE (-5) from the Completion Range. If a Pass Rush is in effect, subtract ONE (-1) from the combined Pass Block Value of the offensive line.

● **Bootleg:** A Bootleg is called with a Quick, Short, or Long Pass. Use the modifications below in addition to normal modifiers.

a) 'Pass Rush' results are changed to 'Pass Rush?' results (p6), except if the defense blitzes.

b) Add TWO (+2) to the combined Pass Blocking Value of the offensive line.

c) Subtract TWO (-2) from the Completion Range for Quick, Short, and Long Passes. The completion adjustment does not apply in Pass Rush situations.

Secondary Offensive Strategies

● **Deep Route:** The Deep Route is a Secondary Strategy that can only be used with the intended receiver of a Long Pass. The offense may deepen the receiver's pattern by subtracting one (Deep1) or two (Deep2) from the Run Number used to resolve the play if the pass is complete. However, the completion adjustments on the **Deep Route Table** must be applied to quarterback's Completion Range when resolving the play. Deep Route modifications also are applied to the Pass Rush Completion Range in Pass Rush Situations. Other modifications may apply.

Deep Route Table

Deep Pattern	Completion Range Adjust	Pass Rush Completion
-1 RN	-4 Com	-2 Com
-2 RN	-8 Com	-4 Com
Throwing on the Run*	-6 Com	

* If the intended receiver shortens a Deep Route as a result of Throwing on the Run (p6), reduce the Long Pass Completion Range by SIX (-6) in addition to other adjustments, and ignore the Run Number modifications.

● **Extra Pass Blocking:** When a Quick, Short, or Long Pass is called, the offense may state that one or two of its backs in BK1 and BK2, or one or two tight ends, are being used as Extra Pass Blockers. Tight ends used for Double-Team Blocking cannot be used as Extra Pass Blockers (see 'Double-Team Blocking' below). The pass may not be originally directed at any of these players, and if the FAC redirects the pass to one of the extra blockers, the pass is thrown away, incomplete. In non-Pass Rush situations, add ONE (+1) to the quarterback's Completion Range for each running back or tight end kept back to block.

If a Pass Rush is in effect, Extra Pass Blockers have no effect on the Pass Rush Completion Range. However, each running back kept back to block has a Pass Block Value of ONE (1). Tight ends used as Extra Pass Blockers have no Pass Block Value during a Pass Rush.

● **Double-Team Blocking:** The offense may choose to Double-Team any defensive player. Double-Teaming is a Secondary Strategy, and may be called with any Run or Pass play.

a) The offense secretly chooses with its play ONE defensive player that will be Double-Teamed. Any defensive player can be chosen. If the player is in Row 2 or Row 3, the Double-Team only takes effect if the player blitzes or is moved to Row 1 before the plays are revealed.

b) During the normal sequence of play, the defense may adjust its formation before the plays are revealed.

c) After the defense adjusts its formation, the offense announces the player it will Double-Team, or it may cancel the Double-Team.

d) After the plays are revealed, use the Double-Team Table to determine the **Primary Blocker**. The offense must choose one of the **Secondary Blockers** listed on the table to "assist" the Primary Blocker.

e) For running plays, if the Play Directive references the Primary Blocker in a Double-Team assignment, use a combined Blocking Value of '+4' for that position. If an **Exceptional Blocker** is the Primary Blocker or is assisting the Primary Blocker, use a Blocking Value of '+5'. If the Directive references the Secondary Blocker, use a Blocking Value of '+0' or the Secondary Blocker's BV, whichever is LOWER.

f) If a pass is directed to a tight end participating in the Double-Team, the pass is thrown away, incomplete.

g) In all Pass Rush situations, reduce the Pass Rush Value of the defensive player being Double-Teamed by HALF and round down (1 becomes 0, 3 becomes 1, etc.)

h) If the defense blitzes, add FOUR (+4) to the Sack Range on the quarterback's Pass Rush line in addition to any other modifications.

Double-Team Table

Defense Player	Primary Blocker	Secondary Blocker	Blitz
Box A	LT (+4)	LG or LTE (=+0)	+4 Sack
Box B	LG (+4)	C or LT (=+0)	+4 Sack
Box C	C (+4)	LG or RG (=+0)	+4 Sack
Box D	RG (+4)	C or RT (=+0)	+4 Sack
Box E	RT (+4)	RG or RTE (=+0)	+4 Sack

If the Play Directive references the Primary Blocker, use a Blocking Value of +4. If an **Exceptional Blocker** is the Primary Blocker or is assisting the Primary Blocker, use a Blocking Value of +5.

If the Play Directive references the Secondary Blocker, use a Blocking Value of +0 or the Secondary Blocker's BV, whichever is LOWER.

Reduce the Pass Rush Value of the double-teamed defensive player by half (round down).

For Blitzes, add FOUR (+4) to the QB Sack Range.

● **Shotgun Formation:** The Shotgun is used by setting the quarterback in box BK3 before the defense chooses its play. Any pass, except a Screen Pass, can be thrown from the Shotgun Formation. Shovel Passes (p6) can only be thrown from the Shotgun.

The Shotgun cannot be used with Play-Action or QB Option play. The following adjustments are applied:

a) For Inside and Outside Runs, add ONE (+1) to the Run Number.

b) The Completion Range for Short Passes is increased by TWO (+2).

c) The Completion Range for Long Passes is increased by ONE (+1).

d) The combined Pass Block value of the offensive line is increased by ONE (+1).

Primary Defensive Strategies

● **Double Coverage:** Double Coverage may only be applied if a Pass Coverage or Prevent Defense is called and three or more players occupy Row 2 and four or more players occupy Row 3. To double-cover a wide receiver (WR) or flanker (FL), at least 2 of the players in Row 2 and Row 3 must be defensive backs not involved in other single coverage.

● **Triple Coverage or Double Coverage x2:** The defense can apply Triple Coverage to a single receiver or Double Coverage to two receivers if a Pass Coverage or Prevent Defense is called and at least two players occupy Row 2 and six players occupy Row 3.

Double and Triple Coverage Assignments

Double or Triple Coverage on a receiver always includes the normal assigned defender as noted on the Pass Coverage Table. The second and third defenders must be linebackers or defensive backs that are not involved in other single or double coverage.

NOTE: Linebackers cannot be used to double or triple-cover wide receivers or flankers.

The defense must specify the receivers that are triple-covered or double-covered before the offense reveals its play. This is done by using the Play Chart, or by announcing the double or triple-covered receiver(s) aloud. If the pass is thrown to a receiver who is double or triple-covered, ignore the individual Pass Defense Values. Instead, the receiver is automatically covered with a combined Pass Defense Value of MINUS 7 (-7) for Double Coverage or MINUS 15 (-15) for Triple Coverage.

Secondary Defensive Strategies

● **Defensive Line Stunts:** Line Stunts are a Secondary Defensive Strategy, and can be called with any Run, Pass, or Blitz Defense. Defensive linemen or linebackers in adjacent boxes A-B, B-C, C-D, D-E can run line stunts. No more than two pair of players can stunt on each play. If the offense runs directly into any stunting linemen (SL vs A or B, IR vs C or D, SR vs D or E, etc.), then subtract ONE (-1) from the Run Number used to resolve the play. On passing plays, add TWO (+2) to the Pass Rush Sack Range for each pair of stunting linemen. All other Pass Rush modifiers apply.

Play Modifier Table		Defense Play							Strategy				
Run	Offense	Run Def Correct Key	Run Def Wrong Key	Run Def No Key	Pass Coverage	Prevent Defense	Blitz	Pass Rush	Double Coverage	Triple Coverage	Uncovered Receiver	Line Stunt	
		Inside/Sweep Pitchout ^A	+4 RN		+2 RN								-1 RN
	QB Option	+4 RN	+5 Fum	+5 Fum	+5 Fum	+5 Fum	+5 Fum	+5 Fum				-1 RN	
	End-Reverse	+4 RN		+2 RN									
	Screen Pass	+4 RN		+2 RN			-2 RN	-4 RN					
Pass	Quick Pass	0 (-10) Com -PD?	0 (-10) Com -PD?	0 (-10) Com -PD?	-10 (-15) Com -PD?		+10 Com -PD?	-10 Scram -PD?	-7 Com	-15 Com	+5 Com -1 RN	+2 Sack per Stunt	
	Short Pass	+5 (0) Com -PD?	+5 (0) Com -PD?	+5 (0) Com -PD?	-5 Com -PD?		-5 Com -PD?	Pass Rush -5 Scram	-7 Com	-15 Com	+5 Com -1 RN	+2 Sack per Stunt	
	Long Pass	+5 Com	+5 Com	+5 Com			-7 Com	Pass Rush	-7 Com	-15 Com	+5 Com -1 RN	+2 Sack per Stunt	
	Swing Pass	+5 (0) Com -PD -2 RN -5 Yards	+5 (0) Com -PD -2 RN -5 Yards	+5 (0) Com -PD -2 RN -5 Yards	-5 Com -PD -2 RN -5 Yards	+5 Com -PD -2 RN -5 Yards	+5 Com -PD -2 RN -5 Yards	Pass Rush? -PD -2 RN -5 Yards		-7 Com	-15 Com	+5 Com -1 RN	+2 Sack per Stunt
	Shovel Pass	+5 Com -2 Yards	+5 Com -2 Yards	+5 Com -2 Yards	+5 Com -2 Yards	+5 Com -2 Yards	+5 Com -2 Yards	+5 Com -2 Yards					
Strategy	Draw Play	+2 RN	+2 RN	+2 RN	-2 RN	-2 RN	-2 RN	-4 RN					
	Play-Action	+5 Com	+5 Com	+5 Com	-5 Com	-5 Com		-1 PB					
	Bootleg	-2 Com	-2 Com	-2 Com	-2 Com	-2 Com	-2 Com	-2 Com	+2 PB				
	Deep Route	-4 / -8 Com	-4 / -8 Com	-4 / -8 Com	-4 / -8 Com	-4 / -8 Com	-4 / -8 Com		-2 / -4 Com				
	Deep1/Deep2	-1 / -2 RN	-1 / -2 RN	-1 / -2 RN	-1 / -2 RN	-1 / -2 RN	-1 / -2 RN		-1 / -2 RN -6 Scram				
	Extra Pass	+1 Com	+1 Com	+1 Com	+1 Com	+1 Com	+1 Com	+1 Com	+1 PB				
	Blocking	per Blocker	per Blocker	per Blocker	per Blocker	per Blocker	per Blocker	per Blocker	per Back				
	Shotgun	+1 RN +2 SH +1 LG	+1 RN +2 SH +1 LG	+1 RN +2 SH +1 LG	+1 RN +2 SH +1 LG	+1 RN +2 SH +1 LG	+1 RN +2 SH +1 LG	+1 RN +2 SH +1 LG	+1 PB				
	Double-Team	+4 BVp	+4 BVp	+4 BVp	+4 BVp	+4 BVp	+4 BVp	+4 BVp	PR x½				
	Blocking	+0 max BVs	+0 max BVs	+0 max BVs	+0 max BVs	+0 max BVs	+0 max BVs	+0 max BVs	+0 max BVs	+4 Sack			

For each box on the table that applies, use all the modifiers listed in the box.
Strategy modifiers are applied in addition to any other modifiers that may apply to the play.
Modifications in parenthesis apply if the line of scrimmage is inside the opponent's 20-yard line
NOTE: The maximum adjustment to the Completion Range is +10 before individual Pass Defense Values are applied. The Run Number cannot be decreased below 1 or increased above 12, and the Completion Range cannot be adjusted below 1 or above 47.

BVp = If the Primary Blocker is referenced by the Play Directive on a running play, use a Blocking Value of +4.
BVs = If the Secondary Blocker is referenced by the Play Directive on a running play, use a Blocking Value of +0 or the Secondary Blocker's BV, whichever is lower.
Com = Apply the adjustment to the quarterback's Completion Range.
Fum = Apply the adjustment to the Team Fumble Range.
LG = Apply the adjustment to the quarterback's Long Pass Completion Range.
PB = Apply adjustment to the combined Pass Blocking Value of the offensive line.
PD = Apply Pass Deflect Values if no Pass Rush is in effect.
PD2 = Apply Pass Deflect Values only if the play is directed to the 'Original' receiver.
RN = Apply the modifier to the Run Number.
PR = Reduce the Pass Rush Value of double-teamed defensive lineman by one-half (round down).
Sack = Apply to the Sack Range on the quarterback's Pass Rush line.
Scram = Apply adjustment to the Completion Range if throw is made after a 'Run' result from the Pass Rush line.
SH = Apply the adjustment to the quarterback's Short Pass Completion Range.
Yards = If the pass is complete, subtract the yards from the play's Final Yardage.

Run Number	Screen Shovel	Quick Swing	Short	Long
1:	A	F	F	K
2:	F	A	G	F
3:	G	E	M	J
4:	F	L	G	M
5:	H	H	N	L
6:	I	G	H	M
7:	J	I	I	N
8:	G	N	M	O
9:	B	J	J	M
10:	C	K	K	K
11:	D	M	L	N
12:	E	O	O	O

Use the Interception Table for Screen and Shovel Passes, and Int results on the quarterback's card.

Run Number	Player Box is in Row...	Row 1	Row 2	Row 3
1:		75*	55*	40*
2:		60	40	30
3:		45	30	25
4:		30	20	20
5:		20	15	15
6:		15	10	10
7:		10	8	8
8:		6	6	6
9:		4	4	4
10:		2	2	2
11:	No Return	No Return	No Return	No Return
12:	No Return	No Return	No Return	No Return

*1-3: TD

Use the Point of Interception Table to determine where the interception return begins.
Swing Pass: subtract ONE (-1) from the Run Number, in addition to the player's Int Return Value

Type of Pass	Yards from Scrimmage
Shovel/Swing	½ times Run Number
Screen Pass	¾ times Run Number
Quick Pass	Run Number
Short Pass	2 times Run Number
Long Pass	4 times Run Number

Run Number	Fumble or Block
1:	25*
2:	15
3:	10
4:	5
5:	No Return
6:	No Return
7:	No Return
8:	No Return
9:	No Return
10:	No Return
11:	No Return
12:	No Return

*1-3: TD

The PR is always at the end of the play, except for blocked punts and kicks. Use the Fumble Table to determine if a fumble or block can be advanced.
 Ignore fumbles if 'No Return' results from the table.

Type of Play	Endurance Value and Modifiers			
	1 play	2 plays	3 possession	4 quarter
Running Play	+2 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
All Passes (except Screens)	-5 Com +5 Fum +4 Inj	-5 Com +5 Fum +4 Inj	-7 Com +5 Fum +4 Inj	-7 Com +5 Fum +4 Inj

Use the modifiers if player's EV is exceeded.

Pass Number	Games Played															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	G
2-4	13	12	11	10	9	8	7	6	5	4	3	2	1	G	G	H
5-8	11	10	9	8	7	6	5	4	3	2	1	1	G	H	Q	Q
9-13	9	8	7	6	5	4	3	2	1	1	G	H	Q	Q	5m	S
14-20	7	7	6	5	5	4	3	2	1	1	G	H	Q	Q	6m	S
21-28	5	5	4	4	3	3	2	2	1	G	G	H	Q	4m	S	1m
29-35	6	6	5	4	4	3	2	1	G	G	H	Q	4m	S	2m	2m
36-40	8	7	6	5	4	3	2	1	1	G	H	Q	3m	S	4m	4m
41-44	10	9	8	7	6	5	4	3	2	1	1	G	H	Q	6m	6m
45-47	12	11	10	9	8	7	6	5	4	3	2	1	1	G	H	Q
48	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN

= game plus # G = game H = half Q = quarter S = series m = minutes RN = Run Number (draw again)

Position Modifier Table									
Offense Position	Center (C)			Guard (LG or RG)			Tackle (LT or RT)		
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		
Defense Position	A or E	Row 1 B or D	C	Row 2 F - J	SS Box N	Safeties Box M	FS	Cornerback L/R CB	Box L
Nose Tackle (NT) DT, DL	+1 TV none	none none	none none						
Defensive End (DE) All Linebackers	none none	none none	+1 TV +2 TV	none					
Defensive Back (DB) Safety (S)	+1 TV +1 TV	+2 TV +2 TV		none	none	none	none	+1 PD none	none
Strong Safety (SS) Free Safety (FS)	+1 TV +1 TV	+2 TV +2 TV		none	none	+1 PD	+1 PD	+1 PD +1 PD	none
Cornerback (CB)	+1 TV	+2 TV		none	+1 PD	+1 PD	none	none	none

Kickoff Yardage Table			
Run Number	Column A	Run Number	Column B
1:	Use Col B	1:	KR1/15
2:	KR1/5	2:	KR2/16
3:	KR1/6	3:	KR4/17
4:	KR2/7	4:	KR2/18
5:	KR1/8	5:	KR3/19
6:	KR1/9	6:	KR1/20
7:	KR2/10	7:	KR1/5
8:	KR2/11	8:	Touchback
9:	KR3/12	9:	Touchback
10:	KR2/13	10:	Touchback
11:	Touchback	11:	KR4/5
12:	Use Col B	12:	KR4/5

The Kickoff Yardage Table is used only if the kicking team does not have a kickoff specialist.

Penalty Table									
Penalty 1	Runs, Screens, Quick Passes, Shovel Passes, Swing Passes, Field Goals, Fake Kicks/Punts (Runs)				Spot of Foul				
Penalty 2	Short Passes, Long Passes, Fake Kicks/Punts (Passes)				Unless stated otherwise, the spot of foul is determined by obtaining a new Run Number. If the number is ODD the spot of foul is at the halfway point of the play (round down). If the number is EVEN, the spot of foul is at the end of the play. A safety occurs if the spot of foul is on the offensive team's goal line or in their end zone.				
Penalty 3	Punts and Punt Returns								
Penalty 4	Kickoffs/Free Kicks, Kickoff Returns								
O1	D1	O2	D2	R3	K3	R4	K4	Penalty	
1-3		1-3				1-5		Delay of Game: Ignore during No-Huddle or Two-Minute Offense, unless voluntary by offense. Penalized team may use timeout to ignore penalty and replay down. (No Option) 5 yards from scrimmage, replay down.	
4	1	4	1			6		Illegal Substitution: (No Option) 5 yards from scrimmage, replay down. Penalized team may use a timeout to ignore the penalty and replay the down.	
5	2	5	2			7		Illegal Participation: 15 yards from the line of scrimmage, replay down. Penalized team may use a timeout to ignore the penalty and replay the down.	
							1-14	Kick Out of Bounds: (No Option) The ball is put in play 30 yards from spot of kick, unless the penalty occurs the first time an onside kick is attempted. In this case, the kicking team is penalized 5 yards from the spot of the kick (kick again and add 5 yards to the spot at which the return begins or recovery is made).	
				1				Advancing a Dead Ball: Fair Catch only. 5 yards from spot of catch, down and play count.	
6-11	3-10	6-8	3-8	2-5	8-13			False Start/Movement: (No Option) 5 yards from line of scrimmage, replay down.	
12-17	11-18	9-11	9-16	6-13	14-19	1-2	15-20	Offside/Encroachment: 5 yards from line of scrimmage, replay down.	
18-20		12-14						Illegal Motion/Procedure: 5 yards from line of scrimmage, replay down.	
21-23		15-17						Illegal Formation: 5 yards from line of scrimmage, replay down.	
24-26		18-20						Intentional Grounding: Incomplete passes only. Ignore if pass is deflected or if thrown incomplete while scrambling or using the Bootleg strategy. Loss of down and 10 yards from line of scrimmage, or loss of down at spot of foul if spot of foul is more than 10 yards behind the line of scrimmage. Use a new Run Number to determine yards behind the line of scrimmage where foul occurred. If spot of foul is in the end zone, the defense may accept a safety or decline the penalty and accept the result of the play.	
27		21-22						Illegal Forward Pass: Quick, Short, or Long Pass only. 5 yards from scrimmage, down and play count.	
28-29		23-24						Ineligible Receiver: Scrambles and Fake Punt/Kick Passes only. 5 yards from scrimmage, replay down.	
30-37		25-35		14				Offense Holding/Illegal Use of Hands Run: 10 yards from line of scrimmage, replay down. Safety occurs if foul is in the end zone. Pass: 10 yards from line of scrimmage, replay down. If the line of scrimmage is inside the offensive team's 6-yard line, determine spot of foul by multiplying a new Run Number by ONE-HALF (round down). The result is yards behind the line of scrimmage where the foul occurred. A safety occurs if the foul is in the end zone.	
	19-26		17-21					Defense Holding/Illegal Use of Hands: 5 yards from spot of foul, first down. If the spot of foul is behind the line of scrimmage or the play involved a change of possession, the penalty is marked off from scrimmage.	
38-40		36-38		15-29		3-36		Illegal Block: 15 yards from spot of foul, down and play count.	
	27-28		22-25					Illegal Contact: Quick, Short, or Long Pass only. Ignore if pass is deflected or quarterback scrambles. 10 yards from spot of foul, automatic first down.	
	29-32		26-33					Defense Pass Interference: Quick, Short, or Long Pass only. Ignore if pass is deflected or quarterback scrambles, and on successful two-point tries. Automatic first down at spot of foul. Determine spot of foul in same manner as a Point of Interception. If the spot of foul is in the end zone, the ball is placed at the 1-yard line, first-and-goal. If the spot of foul is beyond the end zone, the pass is considered "uncatchable" and no penalty occurs.	
41-42		39-41						Offense Pass Interference: 10 yards from line of scrimmage, replay down.	
				30-35				Running into the Kicker/Holder: 5 yards from line of scrimmage, replay down.	
				36-38				Roughing the Kicker/Holder: 15 yards from line of scrimmage, automatic first down for punting team.	
					20-21			Simulated Roughing: 15 yards from line of scrimmage, replay down.	
					22-27			Noncontact Catch Interference: 5 yards from end of return. May extend half if time expires.	
					28-30			Contact Catch Interference: 15 yards from spot of catch. May extend half if time expires.	
43	33-36	42	34-37	39	31-34	37-38	21-25	Incidental Face Mask: 5 yards from end of play, down and play count. If the play ended behind the line of scrimmage or involved a change of possession, the penalty is marked off from the line of scrimmage.	
	37-38		38-39		35-37		26-28	Defense Face Mask: 15 yards from end of play, automatic first down.	
44		43		40		39-40		Offense Face Mask: 15 yards from spot of foul, down and play count.	
	39-42		40-42					Roughing the Passer: Pass play only. 15 yards from end of play, automatic first down. If the play ended behind the line of scrimmage or involved a change of possession, the penalty is marked off from scrimmage.	
	43-45		43-45		38-44		29-38	Live-Ball Personal Foul: 15 yards from end of play, automatic first down. If the play ended behind the line of scrimmage or involved a change of possession, the penalty is marked off from the line of scrimmage.	
45-46		44-45		41-43		41-43		Live-Ball Personal Foul: 15 yards from spot of foul, down and play count. Spot of foul is line of scrimmage for all pass plays. Else, determine spot of foul by obtaining a new Run Number: ODD = halfway point of play (round down); EVEN = line of scrimmage.	
	46-48		46-48		45-48		39-48	Dead-Ball Personal Foul: 15 yards from end of play, automatic first down. If change of possession, then defense gains possession 15 yards from end of play, down and play count.	
47-48		46-48		44-48		44-48		Dead-Ball Personal Foul: 15 yards from end of play, down and play count.	

Field Goals and PATs

Field Goals

The offensive team may attempt a field goal or fake field goal (below) on any down if the kick is within the kicker's field goal range. To determine the distance of a kick, add 17 to the current line of scrimmage (an attempt from the 41-yard line would be kick of 58 yards).

To attempt a field goal, obtain a Pass Number and apply it to the proper distance range on the kicker's card. If the Pass Number falls within the Good Range, the kick is good (3 points). Numbers outside the Good Range are missed or blocked (below). After a successful field goal, the offensive team kicks off. After a missed attempt, the defensive team takes over at the spot of the kick. The spot of the kick is 7-yards behind the line of scrimmage. If the line of scrimmage was inside the 20-yard line, the ball is returned to the 20-yard line.

Fake Field Goals

A team can only attempt one fake field goal per game without modification. For each additional fake field goal that is called by the kicking team, add ONE (+1) to the Run Number when resolving the fake. Fake kicks can never be used in the final two minutes of a half or game. To resolve a fake field goal attempt, obtain a Run Number and apply it to the **Fake Field Goal Table**.

Fake Field Goal Table

Run Num ¹	Fake Field Goal Result
1:	Pass to LE for 25 yards
2:	Pass to FL for 18 yards
3:	Pass to RE for 15 yards
4:	Pass to BK1 for 10 yards
5:	Pass to BK2 for 9 yards
6:	Quarterback runs for 15 yards
7:	Incomplete Pass
8:	Incomplete Pass
9:	Incomplete Pass
10:	Incomplete Pass
11:	Incomplete Pass
12:	Interception ²

¹Add ONE (+1) for each fake field goal attempt after the first fake of the game for each team.

²Use the 'Quick' column on the Interception Table to determine Row, then subtract ONE from the next Run Number used to resolve the return on the Interception Return Table.

If an interception results from the Fake Field Goal Table, draw a new Run Number and use the 'Quick' column on the Interception Table to determine the Row of the intercepting player (A-E = Row 1, F-J = Row 2, K-O = Row 3). Then, obtain another Run Number and subtract ONE (-1) before applying it to the proper column on the Interception Return Table. The return is marked off from the original line of scrimmage.

Blocked Field Goals

A field goal attempt is blocked if the Pass Number used to resolve the kick is within the proper Block Range on the kicker's card. A result of '48?' means the kick may be blocked. In this case, obtain a new Pass Number, and if the number is 1 to 24, the kick is blocked; if it is 25 to 48, the kick is missed.

Recovering and Advancing a Blocked Kick

A blocked kick may be recovered and advanced by either team as follows:

a) Determine the Point of Recovery by obtaining a new Run Number. The result is the number of yards behind the line of scrimmage where the recovery is made.

b) Use a new Run Number to determine who recovers the block, 1-32 and the defense recovers, 33-48 and the kicking team recovers.

c) Use the **Fumble Return Table** to determine the return yardage. If the kicking team recovers and a Run Number 1 is drawn for the return, ignore the asterisk next to the return yardage. If the kicking team recovers on any down other than fourth down, it retains possession. If the kicking team recovers on fourth down, it must make the yardage necessary for the first down to keep the ball.

Field Goals Beyond 55 Yards

The Good Range for field goal attempts greater than 55 yards is determined by subtracting 2 from the kicker's '51-55 Yards' Good Range for each yard beyond 55 yards. The maximum field goal range is listed on the card. For example, a kicker with a 51-55 Good Range of 1-13 could attempt a maximum kick of 61 yards with a Good Range of 1.

Extra Points

After a touchdown, the scoring team must attempt an Extra Point or a Two-Point Conversion, even if time expires during a half or game, except after a winning score in overtime. Extra points are attempted by obtaining a new Pass Number and applying it to the kicker's Extra Points Column to determine if the kick is good (1 point) or missed. Ignore Z Cards on extra point kicks.

Two-Point Tries

To attempt a Two-Point Conversion, one play is run from the 2yard line (or farther if the offense chooses). All rules are the same as a regular play, except penalty enforcement (see 'Penalties After Scores' p13). Z Cards apply. Fumbles in the end zone are ignored. Interceptions and fumbles cannot be advanced by either team. A touchdown is worth 2 points.

Punting

Punts are resolved as follows:

1) Announce Punt or Fake: The offense announces its intention to punt or fake punt.

2) Punt Defense: After the kicking team chooses to punt or fake punt, the defense announces (aloud) one of the three Punt Defenses that it will use.

- a) Return;
- b) Fake Punt Defense; or
- c) All-Out Punt Rush.

3) Change Punt or Fake: After the receiving team announces it's Punt Defense, and before flipping the next FAC to resolve the play, the kicking team can change its decision to punt or fake punt.

Fake Punt

If the kicking team chooses a fake punt, obtain a Run Number and apply it to the **Fake Punt Table** to determine the play's result. Add TWO (+2) to the Run Number if a Fake Punt Defense is in effect. If Run Number 12 results from the table, obtain a new Pass Number and multiply it by TWO (x2) to determine the daylight yardage.

A team can only attempt one fake punt per game without modification. For each additional fake punt that is called by the kicking team, add ONE (+1) to the Run Number in addition to other modifiers when resolving the fake. Fake punts can never be used in the final two minutes of a half or game. The Return Punt Defense and All-Out Punt Rush have no effect on the fake punt result.

Fake Punt Defense

If a Fake Punt Defense is in effect, and the kicking team chooses a Fake Punt, add TWO (+2) to the Run Number before applying it to the Fake Punt Table. If the kicking team punts normally and a return is made, add ONE (+1) to the Run Number when resolving the return.

Fake Punt Table

Run # ^{1,2}	Fake Punt Result
1:	Punter runs for daylight ³
2:	Pass to LE for 30 yards
3:	Pass to FL for 15 yards
4:	Punter Runs for 10 yards
5:	Pass to RE for 8 yards
6:	Pass to BK1 for 5 yards
7:	Pass to BK2 for 3 yards
8:	Punter runs for 1 yards
9:	Punter runs for 0 yards
10:	Incomplete Pass
11:	Incomplete Pass
12:	Punter runs for -3 yards

¹Add ONE (+1) for each fake punt after the first fake of the game for each team.

²Add TWO (+2) to the Run Number if a Fake Punt Defense is in effect.

³daylight: multiply Pass Number by TWO

All-Out Punt Rush

If an All-Out Punt Rush is in effect, punts are Resolved normally, except that results on the Punter's card next to Run Number 12 are ignored. Instead, if a 12 is revealed, obtain a new Run Number and apply it to the **Punt Rush Table**. If a return is made, add TWO (+2) to the Run Number when resolving the return.

Punt Rush Table

Run Num	All-Out Rush Result
1-4:	Punt Blocked: Determine recovery and advance as a normal Blocked Punt (see 'Recovering and Advancing a Blocked Punt' below).
5-9:	Punt Hurried: Use yardage across from Run Number 11 on punter's card.
10-12:	Roughing the Kicker Penalty: Optional penalty against the return team. 15 yards from line of scrimmage, automatic first down for punting team.

4) Punt Yardage: For normal punts, flip a new FAC and obtain a Run Number. The Run Number is applied to the punter's card to determine the yardage of the punt and the basic instructions for returning the punt. The yardage of the punt is marked off from the line of scrimmage before the return.

Punt Number 12

When Run Number 12 on the punter's card is called for, a new Run Number is obtained and applied to the range at the bottom of the punter's card. The result may be the punter's longest punt (which is never returned), a blocked punt (see 'Recovering and Advancing a Blocked Punt' p11), or a 'Movement' penalty.

For Movement penalties, obtain a new Run Number to determine which team the penalty is against. An EVEN number indicates a 5yard movement penalty against the PUNTING team. An ODD number indicates a 5yard movement penalty against the RETURN team. Movement penalties from the punter's card expend no time and may be declined. If the offense decides to punt again after a movement penalty, the punt procedure is started again from Step 1.

Recovering and Advancing a Blocked Punt

A blocked punt may be recovered and advanced by either team. Resolve a blocked punt as follows:

- Determine the Point of Recovery (PR) by obtaining a new Run Number and adding TEN (+10). The result is the number of yards behind the line of scrimmage where the recovery is made. Blocks that go beyond the kicking team's end zone are safeties.
- Use a new Run Number to determine who recovers the block, 1-32 and the receiving team recovers, 33-48 and the kicking team recovers.
- Use the **Fumble Return Table** to determine the return yardage. If the kicking team recovers and a Run Number 1 is drawn for the return, ignore the asterisk next to the return yardage. If the kicking team recovers on any down other than fourth down, it retains possession. If the kicking team recovers on fourth down, it must make the yardage necessary for the first down to keep the ball.

5) Punt Return: The instructions for a return can result in 'Fair Catch' (FC), 'No Return' (NR), or 'PR1 to PR4'. The return also can involve a fumble (f) or an asterisked result.

Fair Catch (FC)

If a Fair Catch results, no return is made, and the return team gets the ball and a first down at the spot of the catch. Z Card fumbles may apply (see 'Fumbles' p13). Time in a half or game cannot expire on a Fair Catch, and the offense may attempt a **Fair Catch Kick** (field goal attempt) at any time during the game immediately after a Fair Catch is made without expending any time.

Fair Catch Return and FC Value

The return team may attempt to change a Fair Catch to a return, with some modifications to the result. A Fair Catch Return is always optional. If the return team chooses to attempt a Fair Catch Return, then proceed as follows:

- Obtain a new Pass Number and compare it to the returner's **FC Value**. The FC Value is located next to the punt returner's name.
- If the Pass Number is EQUAL to or LESS than the FC Value, the Fair Catch is returned. If the Pass Number is GREATER than the FC Value, the Fair Catch cannot be returned.
- For Fair Catches that are returned, all non-asterisked return results are reduced by HALF (round down). The result after a Run Number 1 is the only yardage that isn't modified.
- If a fumble results when an attempt is made to return a Fair Catch, add FIVE (+5) to the return team's Fumble Range. The fumble adjustment applies even if the Fair Catch could not be returned. The fumble is then resolved normally, except that fumbles after a Fair Catch cannot be returned (see 'Fumbles' p13).

No Return (NR)

No Return means that the punt was kicked out of bounds or was downed by the kicking team.

PR1 to PR4

PR1 to PR4 identifies the returner who will run back the punt. To return a punt, obtain a Run Number and apply it to the proper column on the return team's Punt Return Card to determine the return yardage.

Punt Return Fumbles & Fair Catch Fumbles

Fumbles on punt returns can take place from a Z Card (p12) or if a return result is followed by an 'f'. To determine if a Punt Return Fumble occurs, use the normal fumble procedure (see 'Fumbles' p13). If a Punt Return Fumble occurs, refer to the **Fumble Table** to determine if the fumble is returned. Fumbles that result after a Fair Catch cannot be returned.

Punt Return Asterisk

If an asterisk follows the return result, obtain a new Run Number and apply it to the asterisked range at the bottom of the returner's yardage column. If the Run Number falls within the range, use the result next to the range. If the Run Number does not fall within the range, use the original yardage result.

Touchbacks & Punts Inside the 6-Yard Line

Any punt that lands on or beyond the goal line is a TOUCHBACK, and no return is possible. All non-Coffin Corner punts that land inside the return team's 6-yard line may become touchbacks. This includes all punts that result in 'Fair Catch', 'No Return', or 'PR1 to PR4'. In this case, obtain a new Run Number and subtract it from the yard line where the punt landed. If the result is POSITIVE, the ball is downed at the spot where the punt landed, and no return is made. If the result is ZERO or NEGATIVE, a touchback occurs.

Coffin Corner Punts

The punting team may announce that any punt is a Coffin Corner attempt. The punter must state the number of yards that will be deducted from the punt's yardage before a Run Number is obtained to resolve the punt. At least 10 and no more than 25 yards may be deducted from the punt. The pre-stated yardage is deducted from the punt no matter what the punt's result (also see 'Coffin Corner Value' below).

After the yardage deduction is stated, the punt is resolved normally. However, if the Run Number resolving the punt is ODD, the punt goes out of bounds, and no return is possible. If the Run Number is EVEN, the punt is returned normally, unless a 'Fair Catch' or 'No Return' results. A Coffin Corner punt that lands inside the 6-yard line, but does not go out of bounds, may become a touchback as described above.

Coffin Corner Value (CC)

The CC Value represents bonus yardage that may be used in addition to the pre-stated yardage deduction of a Coffin Corner punt.

The decision to apply the CC Value is always made immediately after the punt yardage is determined, but before any more FACs are flipped. The punter can choose to subtract the entire CC Value from the punt yardage, or make no adjustment to the punt yardage. In all other ways, the punt is resolved as a normal Coffin Corner punt.

Kickoffs

The kicking team may choose a Normal, Squib, or Onside Kickoff. All kickoffs are kicked from the kicking team's 30-yard line. Free kicks after a safety are kicked or punted from the kicking team's 20-yard line. The return team can choose to set up a normal return or an Onside Kickoff Defense.

6) Kickoff Defense: Before the kicking team announces the type of kickoff, the receiving team announces its return defense. The receiving team can choose to set up a normal return or an **Onside Kickoff Defense**. The Onside Kickoff Defense increases the return team's chance of recovering an onside kick, but decreases the return yardage if the kicking team chooses to kickoff normally. The return yardage for a team using the Onside Kickoff Defense against a Normal kickoff is reduced by HALF. The **Kickoff Table** shows the effect of Kickoff Defenses against each type of kickoff.

7) Kickoff: After the receiving team declares the kickoff defense, the kicking team announces the type of kickoff -- Normal Kickoff, Squib Kickoff, or Onside Kickoff.

Normal Kickoff

If the kicking team chooses a Normal Kickoff, obtain a Run Number and apply it to Column A of the kickoff specialist's card. Use the **Kickoff Yardage Table** if the team does not have a kickoff specialist. Column A indicates where the kickoff lands and who will return it (KR1 to KR4). If the result in Column A says to 'Use Col B', obtain another Run Number and apply it to Column B. The '0' yard line or 'GL' indicates that the kickoff is returned from the goal line.

Kickoff Yardage Table			
Run Number	Column A	Run Number	Column B
1:	Use Col B	1:	KR1/15
2:	KR1/5	2:	KR2/16
3:	KR1/6	3:	KR4/17
4:	KR2/7	4:	KR2/18
5:	KR1/8	5:	KR3/19
6:	KR1/9	6:	KR1/20
7:	KR2/10	7:	KR1/5
8:	KR2/11	8:	Touchback
9:	KR3/12	9:	Touchback
10:	KR2/13	10:	Touchback
11:	Touchback	11:	KR4/5
12:	Use Col B	12:	KR4/5

The Kickoff Yardage Table is used only if the kicking team does not have a kickoff specialist.

Squib Kickoff

The kicking team may declare that any kickoff is a Squib Kickoff. Squib kicks are short, safe kickoffs intended to minimize the kickoff return. Squib Kicks are returned normally (see Step 4), with the following exceptions:

- Add 15 yards to the spot at which the kickoff return begins.
- Add ONE (+1) to the Run Number used to resolve the kickoff return. The Onside Kickoff Defense has no other effect on a Squib kick.

Ignore Kickoff Return Modifiers (p12) on the kickoff specialist's card.

Onside Kickoff

The kicking team may declare an Onside Kick at any time during the game. For an Onside Kick, obtain a Pass Number and apply it to the proper column on the Kickoff Table to

Kickoff Table		
Type of Kickoff	Normal Kickoff Defense	Onside Kickoff Defense
Onside Kickoff	<u>Pass Number</u> 1-12: Kicking Team Recovers First-down 15 yards from spot of kick 13-48: Return Team Recovers First-down 15 yards from spot of kick	<u>Pass Number</u> 1-8: Kicking Team Recovers First-down 15 yards from spot of kick 9-48: Return Team Recovers First-down 15 yards from spot of kick
Squib Kickoff	Add 15 yards to spot at which return begins. Add ONE to Run Number used for return. Ignore Kickoff Return Modifiers	Add 15 yards to spot at which return begins. Add ONE to Run Number used for return. Ignore Kickoff Return Modifiers
Normal Kickoff	Use the Normal Kickoff procedure.	Use the Normal Kickoff procedure. Multiply return by HALF (round down).

determine the result. Onside kicks are always recovered 15 yards from the spot of the kick, and no return is possible. Ignore fumbles and injuries on Onside Kickoffs.

8) Kickoff Return Modifiers: Kickoff Return Modifiers only apply on Normal Kickoffs, and are ignored when using the Kickoff Yardage Table. When a Normal Kickoff is returned, apply the Kickoff Return Modifier as follows:

- Obtain a new Run Number and apply it to the 'Ret' column on the kickoff specialist's card.
- Apply the resulting modifier, if any, to the Run Number before resolving the return.
- If the return result has an asterisk, use the asterisked Return Modifier at the bottom of the kickoff specialist's 'Ret' column as described in 'Kickoff Return Asterisk' below.

9) Kickoff Return: Apply the same modified Run Number from Step 3 to the proper return column on the return team's Kickoff Return Card (KR1, KR2, KR3, or KR4). The return yardage is marked off from the yard line where the kickoff landed.

Kickoff Return Fumble

Fumbles on kickoff returns can take place from a Z Card (below) or if a return result is followed by an 'f'. Ignore fumbles on plays resulting in a touchback. To determine if a Kickoff Return Fumble occurs, use the normal fumble procedure (see 'Fumbles' p13). If a fumble takes place, refer to the **Fumble Table** to determine if the fumble is returned.

Kickoff Return Asterisk

If an asterisk follows the return result, obtain a new Run Number and refer to the asterisked modifier at the bottom of the 'Ret' column on the kickoff specialist's card. Apply the modifier, if any, to the Run Number. Then apply the modified Run Number to the asterisked range at the bottom returner's yardage column. If the Run Number falls within the range, use the result next to the range. If the Run Number does not fall within the range, use the original yardage result.

Z Cards

There are 13 Z Cards in the Fast Action Deck. Z cards create special events, such as fumbles and penalties. Z Cards are only used if they are revealed within the first THREE FAC that are flipped when resolving a play. Z Cards are ignored in the following situations:

- Ignore Z Cards that are revealed after the third FAC is flipped for each play.
- Ignore the second (or third, or fourth, etc.) Z Card revealed on the same play. No more than one Z Card can be applied on each play.

- Ignore Z Cards revealed during Extra Point Kicks and Point of Interception, Point of Recovery, and Fumble Recovery determinations.

When a Z Card is applicable to the play, finish resolving the play normally. Then determine the meaning of the Z Card by flipping a new FAC and referring to the 'Z Results' section. Z Results include Injuries, Penalties, Fumbles, and Yardage Multipliers.

Injuries (Inj)

When an injury occurs, the Z Result specifies the offensive position or defensive box to which the injury applies. Offensive positions are referred to using a two-letter abbreviation, and defensive boxes always use a one-letter abbreviation. If two defenders occupy the indicated box, both players are injured. Some injuries are labeled 'BC', which stands for 'ball carrier'. BC always refers to the last player who can be determined to have been carrying the ball on the play. After a play with a fumble, BC would refer to the player who fumbled the ball.

Injuries are ignored in the following situations:

- Ignore injuries if the Z Result indicates a box that is unoccupied.
- Ignore injuries on all kickoffs, field goal attempts, fake field goal attempts, punting plays, and fake punts.
- Ignore BC injuries that result on incomplete passes, interceptions, kickoffs, field goal attempts, fake field goal attempts, punting plays, fake punts, and blocked punts and kicks.
- Ignore injuries to any position that would reduce the number of eligible players at that position below the minimum requirement.

The minimum number of players at each position is: 1 quarterback, 2 running backs, 3 wide receivers, 2 tight ends, 5 offensive

linemen, 4 defensive linemen, 4 linebackers, 5 defensive backs, 1 kicker, 1 punter, 1 kickoff specialist, 1 kickoff returner, and 1 punt returner.

Offensive linemen, defensive linemen, and defensive backs must be played out of position before an injury can be ignored (see 'Playing Out of Position' p15).

Injury Table

If an injury occurs, obtain a new Pass Number. Apply this number to the column on the **Injury Table** that matches the number of games played by the injured player. If more than one player is injured, draw separately for each player.

Injuries to Punt and Kick Returners

If a punt or kick returner is injured, another returner must replace the injured player on the Return Card. Injured returners are replaced by the highest available returner on the card (i.e. PR1 is replaced by PR2, KR4 is replaced by KR1, etc.) In addition, if a lower returner replaces a higher returner, their asterisked range is reduced by HALF (round down).

Penalties

Resolve Z Card penalties as follows:

1) Penalty Category: The category of the penalty (1, 2, 3, or 4) depends on the play taking place, and is determined as follows:

Penalty 1.	Running Plays, Screen Passes, Quick Passes, Shovel Passes, Swing Passes, Field Goals, Fake Field Goals/Punts (Runs)
Penalty 2.	Short and Long Passes Fake Field Goals/Punts (Passes)
Penalty 3.	Punts and Punt Returns
Penalty 4.	Normal and Squib Kickoffs Kickoff Returns

2) Penalized Team: Each penalty category indicates the penalized team (D=Defense, O=Offense, R=Receiving, K=Kicking).

3) Team Penalty Range: To determine if a penalty occurs, draw a new Pass Number. If the penalized team is the home team, subtract FIVE (-5) from the Penalty Range on the home team's Lineup Card. Apply the Pass Number to the adjusted Penalty Range. If the number is within the Penalty Range, the penalty takes place. If the number is outside the Penalty Range, no penalty occurs, and the down and play count.

Injury Table																
Pass Number	Games Played															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	G
2-4	13	12	11	10	9	8	7	6	5	4	3	2	1	G	G	H
5-8	11	10	9	8	7	6	5	4	3	2	1	1	G	H	Q	Q
9-13	9	8	7	6	5	4	3	2	1	1	G	H	Q	Q	5m	S
14-20	7	7	6	5	5	4	3	2	1	1	G	H	Q	Q	6m	S
21-28	5	5	4	4	3	3	2	2	1	G	G	H	Q	4m	S	1m
29-35	6	6	5	4	4	3	2	1	G	G	H	Q	4m	S	2m	2m
36-40	8	7	6	5	4	3	2	1	1	G	H	Q	3m	S	4m	4m
41-44	10	9	8	7	6	5	4	3	2	1	1	G	H	Q	6m	6m
45-47	12	11	10	9	8	7	6	5	4	3	2	1	1	G	H	Q
48	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN	RN

= remainder of game plus # H = remainder of half S = remainder of series
G = remainder of game Q = remainder of quarter m = minutes
RN = Draw a new Run Number. The Run Number equals the number of games injured.

4) Penalty Table: If a penalty occurs, obtain another Pass Number and apply it the proper column on the Penalty Table (p9) to determine the type of penalty. It also may be necessary to determine the spot of foul.

Penalty Option/No Option

Any penalty may be declined, except those marked as 'No Option'. If a penalty is declined by the non-penalized team, then the play's result and down expenditure are accepted.

Penalties After Scores

- **Touchdowns:** All dead-ball personal fouls and 15-yard personal fouls against the defense (including Roughing and Face Mask penalties) are assessed on the following kickoff. All other penalties must be declined to accept the score. If the offense commits a live-ball personal foul, the score is cancelled, the penalty is marked off from the spot of foul, and the down is replayed.

- **Field Goal Attempts:** For successful field goals, dead-ball personal fouls and personal fouls committed by the defense are assessed on the following kickoff. For missed field goals, personal fouls are assessed from the line of scrimmage. All other penalties must be declined to accept a score. A successful field goal also may be cancelled to accept a penalty.

- **Tries:** Defensive penalties are assessed on the following kickoff for successful tries, or from the line of scrimmage for unsuccessful tries. If accepted, offensive penalties that result in a loss of down cancel any score.

Penalties Half the Distance to Goal-Line

The maximum penalty yardage for any penalty not committed in the end zone is HALF the distance to either goal line, except Defense Pass Interference penalties. In this case, the offense is awarded a first down at the spot of foul (or the 1-yard line if the spot of foul is in the end zone).

Delay, Movement, Illegal Substitution, and Illegal Participation Penalties

Time expenditure for Delay, Movement, Illegal Substitution, and Illegal Participation penalties depends on the previous the play.

If the preceding play was 10 seconds or less (i.e. stops the clock), the penalty expends no time. If the previous play did not stop the clock, a Delay penalty expends 30 seconds, and Movement, Substitution, and Participation penalties expend 10 seconds. The penalized team may choose to use an available timeout to cancel Delay, Substitution, and Participation penalties and replay the down. The offense may declare a Delay of Game penalty against itself at any time, but never in succession. The non-penalized team always has the option of declining any Delay of Game penalty. Ignore Delay penalties when the Hurry-Up or No-Huddle Offense (p15) is in effect.

Penalties Near the End of a Half or Game

- **Defense Penalties:** If the defensive team is behind in the score and commits a penalty when it has no time outs left in the final 30 seconds of either half, the offensive team can decline the penalty and have the time on the clock expire. On a penalty by the defense on last play of a half or game, the down is replayed if the penalty is accepted.

Any penalty on the defense not declined, except dead-ball penalties, may extend a period. If a live-ball penalty on the last play of a half or game is accepted, the down is replayed, except if the penalty takes place after a change of possession (i.e. personal foul after a turnover). A dead-ball foul at the end of a half is enforced on the kickoff in the second half or on the first play in sudden death. A dead-ball foul can never extend a period.

- **Offense Penalties:** On a foul by the offense on the last play of a half or game, the down is not replayed and the play is nullified, except fair catch interference and penalties committed by the offense after a turnover.

Fumbles

If a fumble is called for, first determine if a fumble occurs by following the procedure below. If a fumble occurs, then determine which team recovers the fumble. Ignore fumbles that take place on plays involving: outside kickoffs; touchdowns (except Option Plays); field goal attempts; incomplete passes; touchbacks; and interceptions, fumbles, blocked punts, and blocked kicks that aren't advanced.

1) Team Fumble Range: To determine if a fumble occurs, draw a new Pass Number. Apply the number to the Fumble Range on the Lineup Card of the ball carrier's team. If the number is within the adjusted Fumble Range, a fumble occurs. If the number is outside the Fumble Range, no fumble occurs.

NOTE: Ignore individual fumble ranges on the player cards.

When determining if a fumble occurs, the ball carrier's Team Fumble Range is adjusted by the defensive team's Defense Fumble Adjustment and the tackler's Forced Fumble Adjustment. The **Fumble Table** identifies Fumble Range adjustments, as well as the Point of Recovery and Fumble Return conditions for various fumble situations.

Fumble(s)

Fumble(s) results are resolved as normal fumbles with the following additional adjustments:

a) Add FIVE (+5) to the Defense Fumble Adjustment of the home team.

b) If the ball carrier possesses a Surehanded (s) rating, subtract TEN (-10) from the ball carrier's Team Fumble Range.

2) Defense Fumble Adjustment: Apply the defensive team's Defense Fumble Adjustment to the offensive team's Fumble Range when determining if a fumble occurs. The Defense Fumble Adjustment may be modified by a Fumble(s) result (above).

3) Forced Fumble Adjustment: The individual Forced Fumble Adjustment value on the defensive player's card is applied to the Team Fumble Range after a completed pass, a sack, or when one or more specific defensive boxes are referenced on a running play. Determine which defender's Forced Fumble Adjustment to use as follows:

- **For running plays,** use the Forced Fumble Adjustment of the defender or defenders in the box or boxes referenced by the Play Directive.

Only one adjustment from a single defender is used. If more than one defender is referenced, use the largest Forced Fumble Adjustment. If no box is referenced, or the referenced boxes are unoccupied, no adjustment is applied.

Fumble Table					
Play	Fumble	Recovery	Return		
Fumble Situation	Fumble Range Adjustments	Fumble(s)	Point of Recovery	Offense, Ball Carrier, or Return Team	Defense, Tackling, or Kicking Team
Running Play or Completed Pass	<ul style="list-style-type: none"> ✓ Defense ✓ Forced Fumble ✓ Endurance: add FIVE (+10) ✓ Option Play: add TEN (+10) ✓ Pitchout: add FIVE (+5) 	<ul style="list-style-type: none"> ✓ Home: Add FIVE (+5) to home team's Defense Fum Adjust ✓ Surehanded: subtract TEN (-10) 	End of Play Option Play: End of Play -10 yards	Return, except on fourth down, two point tries, or after the two-minute warning	Return
Punt or Kickoff Return	<ul style="list-style-type: none"> ✓ Defense ✓ Endurance: add FIVE (+10) ✓ FC Return: add FIVE (+5) 	<ul style="list-style-type: none"> ✓ Home 	End of Play	Return, except after the two-minute warning	Return
Fair Catch	<ul style="list-style-type: none"> ✓ Defense ✓ FC Return: add FIVE (+5) 	<ul style="list-style-type: none"> ✓ Home 	End of Play	No Return	No Return
Interception or Fumble Return	<ul style="list-style-type: none"> ✓ Defense 		End of Play	Return	Return
Blocked Punt	<ul style="list-style-type: none"> 1-32 Receiving Team recovers block 33-48 Kicking Team recovers block 		Run Num plus 10	Return	Return, ignore return asterisk
Blocked Field Goal	<ul style="list-style-type: none"> 1-32 Receiving Team recovers block 33-48 Kicking Team recovers block 		Run Num	Return	Return, ignore return asterisk

Defense = Apply the tackling team's Defense Fumble Adjustment to the ball carrier's Team Fumble Range. **No Return** = The team that recovers the fumble or block cannot advance the ball.
Endurance = Apply the adjustment if the player's Endurance Value is exceeded. **Option Play** = Apply the adjustment if the offense is running an Option Play.
FC Return = Apply the adjustment if the receiving team returned or attempted to return a Fair Catch. **Pitchout** = Apply the adjustment if the offense is running a Pitchout.
Forced Fumble = Apply the tackler's individual Forced Fumble Adjustment to the Team Fumble Range. **Return** = The recovering team may advance the ball. Use the Fumble Return Table.
Home = Apply the adjustment to the home team's Defense Fumble Adjustment. **Surehanded** = Apply the adjustment to the ball carrier's Team Fumble Range if the ball carrier has a surehanded (s) rating.

● For completed passes, use the Forced Fumble Adjustment of the defender who is covering the receiver who caught the ball (see 'Pass Coverage Assignments' p4).

Only one adjustment from a single defender is used. If the receiver is double or triple-covered, use the largest Forced Fumble Adjustment of the defenders involved in the coverage (see 'Double and Triple Coverage Assignments' p7). For Screen or Shovel Passes, use the Forced Fumble Adjustment of the defender who is normally assigned to cover the receiver. No adjustment is applied for uncovered receivers.

● For sacks, if the defender who made the sack is determined, use that player's Forced Fumble Adjustment to modify the Team Fumble Range.

4) Fumble Recovery: If a fumble occurs, obtain a new Pass Number to determine which team recovers the fumble. If the Run Number is 1 to 24, the OFFENSE or BALL CARRIER team recovers. If the Run Number is 25-48, the DEFENSE or TACKLING team recovers.

5) Point of Recovery (PR): The Point of Recovery for a fumble is at the end of the play.

6) Fumble and Block Return: The defensive, tackling, or kicking team may advance any fumble, blocked punt, or blocked kick at any time, except fumbles after a Fair Catch. The offensive, ball carrier, or return team may advance fumbles and blocks with the following exceptions: after a Fair Catch; on any fourth down run or pass play; and after a two-point try.

Fumble Return Table (Yards from PR)

Run Number	Fumble or Block
1:	25*
2:	15
3:	10
4:	5
5:	No Return
6:	No Return
7:	No Return
8:	No Return
9:	No Return
10:	No Return
11:	No Return
12:	No Return

*1-3: TD

The PR is always at the end of the play, except for blocked punts and kicks. Use the Fumble Table to determine if a fumble or block can be advanced.

Ignore fumbles if 'No Return' results from the table.

Use the Fumble Table to determine if a fumble can be returned. If a return is called for, use the **Fumble Return Table** to determine the return yardage. The Fumble Return, if any, always begins at the PR. If the return yardage is followed by an asterisk, obtain another Run Number (do not modify this Run Number). If the Run Number is within the range at the bottom of the return column, use the asterisked result instead. Ignore the asterisk for blocked punts recovered by the kicking team. Ignore fumbles by the recovering team if no return takes place.

Yardage Multipliers

If the Z Result indicates a Yardage Multiplier of 'Double' or 'Triple', the play's Final Yardage gained or lost is doubled (x2) or tripled (x3). For example, if an Inside Run gains 7 yards and a 'Double' Z Result occurs, the play would gain 14 yards. If the play had lost 2 yards, the Double result would increase the loss to four yards. Yardage Multipliers are applied to all plays that gain or lose yardage, including running plays, completed passes, sacks, punt and kick returns, interception returns, and fumble and block returns.

Ignore Yardage Multipliers on scoring plays, incomplete passes, extra points, fair catches, touchbacks, and field goal attempts. Yardage Multipliers are never applied to: the length of a punt, kickoff, or field goal; penalty yardage; point of interception yardage; or point of recovery yardage.

Timing

Each play expends a certain number of seconds and is recorded on the scoresheet. Each box on the scoresheet represents 10 seconds. An 'X' is marked in each box for every 10 seconds that a play expends. A half-X (or slash '/') in a box represents 5 seconds.

Consult the **Timing Table** to determine the time expenditure for various plays. No play may expend more time than is necessary to bring a quarter or a half to a close. Special rules apply to penalties that take place near or at the end of a half or game (see 'Penalties Near the End of a Half or Game' p13).

Out of Bounds

If the last FAC resolving a play uses its Run Number and that Run Number is followed by the letters 'OB', the play ends out of bounds. Ignore the OB indication for all Inside Runs.

Timeouts

Each team receives three timeouts per half. Unused timeouts are not carried over to the second half. A play followed by a timeout expends no more than 10 seconds. A timeout may be called before or after any play. For example, the defense can call a timeout during a No-Huddle or Huddle Offense (p15) to get substitutions on the field, or the offense can call a timeout to change a play or strategy. In addition, a team that commits a Delay, Substitution, or Participation penalty, may use an available timeout to avoid the penalty.

Two-Minute Warning

The clock stops when there are exactly two minutes left in the 2nd and 4th quarters. The clock stops even if a play would normally bring the clock below the two-minute mark.

Two-Minute Rules

Special rules may apply inside the two-minute mark of the 2nd and 4th quarters. Fake punts and fake field goals can never be attempted in the final two minutes of a half or game. The offensive or kicking team can never advance a fumble after the two-minute warning in a half. Kickoffs inside the two-minute warning expend only 5 seconds of time. If a Long Pass is completed during the last two minutes of a game, the yardage result for Run Number '1' in the L column becomes a TOUCHDOWN. Also see 'Penalties Near the End of a Half or Game' (p13).

Spike

The offense can Spike the ball to "stop the clock" only after a play that does not stop the clock. Plays that stop the clock include those that involve: a timeout; penalty; injury of one game or more; out of bounds; fumble; incomplete pass; field goal attempt; or change of possession. A Spike reduces the time expenditure of the preceding play by HALF. No play can be reduced below 10 seconds by a Spike. No FAC are flipped, and a Spike expends one down and 5 seconds.

Timing Table

Plays	Normal Time Expended	No-Huddle Hurry-Up ³
Running Play.....	40 seconds	20 seconds
Flop or Sneak.....	40 seconds	20 seconds
Complete Pass.....	40 seconds	20 seconds
Incomplete Pass.....	10 seconds	5 seconds
Out of Bounds Play.....	10 seconds	5 seconds
Play with Touchdown.....	10 seconds	5 seconds
Play with Injury = 1 game.....	10 seconds	5 seconds
Play with Penalty.....	10 seconds	5 seconds
Delay of Game Penalty ¹	0 or 30 sec	0 or 30 sec
Illegal Substitution Penalty ¹ ..	0 or 10 sec	0 or 5 sec
Movement Penalty ¹	0 or 10 sec	0 or 5 sec
Extra Point Attempt.....	0 seconds	0 seconds
2-Point Conversion Attempt.	0 seconds	0 seconds
Touchback on Kickoff.....	0 seconds	0 seconds
Spike ²	5 seconds	5 seconds ³
Field Goal Attempt.....	5 seconds	5 seconds ³
Kickoff inside 2-minutes.....	5 seconds	5 seconds ³
Punt or Kickoff.....	10 seconds	10 seconds ³
Change of Possession.....	10 seconds	10 seconds ³
Play followed by Timeout.....	10 seconds	10 seconds ³

The clock always stops at exactly the two-minute mark of the 2nd and 4th quarters.

No play can expend more time than is necessary to bring a quarter or a half to a close.

Plays run during a No-Huddle or Huddle Offense use half of their normal time expenditure.

¹ If the previous play stopped the clock, penalty expends no time, if previous play expended more than 10 secs, penalty expends 30, 10, or 5 seconds.

² A Spike always expends 5 seconds, and reduces the previous play by half. No previous play can be reduced below 10 seconds by a Spike.

³ Punts, field goal attempts, change of possessions, plays followed by a timeout, and offense substitutions end the No-Huddle or Huddle Offense until the offense starts it again.

No-Huddle Offense

The No-Huddle Offense may be used at any time during the game. The offense announces its intention to initiate a No-Huddle before the next play begins. The No-Huddle remains in effect until: the offense voluntarily rescinds it at the end of a play; the offense substitutes a player; a timeout is called; a punt or kick is attempted; or a change of possession takes place. The No-Huddle is never in effect on punt or kicking plays. Plays during the No-Huddle proceed normally with the following exceptions:

- **Substitution:** When the No-Huddle is announced and before the first No-Huddle play is run, each team may substitute its players normally. As long as the No-Huddle Offense remains in effect, no additional substitutions may be made by either team until the No-Huddle Offense is rescinded or until the clock is stopped. Plays that stop the clock include those that involve or end in: a timeout; penalty; injury of one game or more; out of bounds; fumble; incomplete pass; Spike; field goal attempt; or change of possession. Offensive and defensive formations always can be modified freely.

- **Time Expenditure:** Each play run during a No-Huddle Offense uses HALF of its normal time expenditure (except Spike and Delay of Game penalty). Consult the **Timing Table** for the time expenditure of plays run during a No-Huddle Offense.

- **Yardage Modification:** During the No-Huddle Offense, the final yardage for any Run, Screen Pass, Shovel Pass, or Swing Pass is reduced by HALF (round down). Touchdowns and plays involving negative yardage are unaffected.

- **Completion Range Adjustment:** During the No-Huddle Offense, the Completion Range for Swing Passes, Short Passes, and Long Passes is reduced by THREE (-3) in addition to normal adjustments.

Hurry-Up Offense

The Hurry-Up Offense may be used at any time during the game. This offense is similar to the No-Huddle, but it provides more opportunities to reduce the time expenditure of plays. The Hurry-Up Offense remains in effect until: the offense voluntarily rescinds it at the end of a play; the offense substitutes a player; a timeout is called; a punt or kick is attempted; or a change of possession takes place. The Hurry-Up Offense is never in effect on punt or kicking plays. Plays during the Hurry-Up proceed normally with the following exceptions:

- **Substitution, Time Expenditure, and Yardage Modification:** Same as No-Huddle Offense.

- **Completion Range Adjustment:** During the Hurry-Up Offense, the Completion Range for Swing Passes, Short Passes, and Long Passes is reduced by FIVE (-5) in addition to normal adjustments.

- **Out of Bounds:** During the Hurry-Up Offense, any non-Inside Runs and completed passes that have their yardage determined by an EVEN Run Number automatically end up out of bounds. Such plays that are resolved by ODD Run Numbers stay in bounds (unless they go out of bounds normally). Incomplete passes are unaffected by out of bounds considerations.

Sudden Death

Normal rules apply for overtime, except as described below. A new coin toss is made at the beginning of the overtime period, and the winner must choose to kickoff or receive (visiting team calls the toss). The first team to score wins the game. Extra points are not attempted after a winning score in overtime.

For regular season games, sudden death lasts a maximum of 15 minutes, and each team gets two timeouts. Unused timeouts are not carried over from preceding regulation or overtime periods.

For playoff games, additional 15 minute periods are played until a winner is determined. Each team gets three timeouts per period. A coin toss precedes each sudden death period.

Player Positions and Endurance

Lineup Cards and Player Information

Player cards contain information about each player's position, games played, games started, and season statistics. This information is intended as a guide to help coaches determine where and how players should be used.

Lineup Cards contain the primary starting lineups for each team. In most cases, these players should be started if they are not injured. Conference finish is in parenthesis, and bowl teams have an asterisk next to their record.

Playing Out of Position

Offensive linemen and defensive players can play positions other than those listed on their cards, with some modifications. The **Position Modifier Table** summarizes the modifiers.

- **Tackles (T):** If an offensive Tackle plays a Guard or Center position, subtract ONE from his Blocking Value and ONE from his Pass Blocking Value. Tackles can move between left and right Tackle positions without modification.

- **Guards (G):** If an offensive Guard plays the Center position, subtract ONE from his Blocking Value. If a Guard plays a Tackle position, subtract ONE from his Blocking Value and ONE from his Pass Blocking Value. Guards can move between left and right Guard positions without modification.

- **Centers (C):** If a Center plays a Guard position, subtract ONE from his Blocking Value. If a Center plays a Tackle position, subtract ONE from his Blocking Value and ONE from his Pass Blocking Value.

NOTE: Pass Blocking Values can never be reduced below zero.

- **Defensive Linemen and Linebackers:** Defensive linemen and linebackers can play any position in Row 1 with some modifications. If a nose tackle (NT) occupies Box A or Box E, add ONE to his Tackle Value. If a defensive end (DE) occupies Box C, add ONE to his Tackle Value. If a linebacker occupies Box C, add TWO to his Tackle Value.

- **Safeties (FS, SS):** If a safety plays any position in Row 3 for which he is not intended, add ONE to his Pass Defense Value. A safety without a 'Free' or 'Strong' designation can play either safety position (Box M or Box N) without modification. 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.

- **Cornerbacks (CB):** If a cornerback plays a safety position, add ONE to his Pass Defense Value. Cornerbacks can move between cornerback positions (Box K and Box O) without modification. 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.

- **Defensive Backs (DB):** A defensive back without a safety or cornerback designation can play any position in Row 3 without modification. Add ONE to the player's Tackle Value if he is placed in Box A or Box E. Add TWO to the Tackle Value if he is placed in Box B or Box D.

- **Box L:** Any defensive back (S, SS, FS, CB, or DB) can play in Box L without modification.

NOTE: Safeties, cornerbacks, and defensive backs cannot occupy Box C.

Position Modifier Table

Offense Position	Center (C)	Guard (LG or RG)	Tackle (LT or RT)
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

Defense Position	A or E	Row 1 B or D	C	Row 2 F - J	SS Safeties Box N	FS Box M	Cornerback L/R CB	Box L
Nose Tackle (NT)	+1 TV	none	none					
DT, DL	none	none	none					
Defensive End (DE)	none	none	+1 TV					
All Linebackers	none	none	+2 TV	none				
Defensive Back (DB)	+1 TV	+2 TV		none	none	none	none	none
Safety (S)	+1 TV	+2 TV		none	none	none	+1 PD	none
Strong Safety (SS)	+1 TV	+2 TV		none	none	+1 PD	+1 PD	none
Free Safety (FS)	+1 TV	+2 TV		none	+1 PD	none	+1 PD	none
Cornerback (CB)	+1 TV	+2 TV		none	+1 PD	+1 PD	none	none

BV = Apply modifier to player's Blocking Value.

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

TV = Apply modifier to the player's Tackle Value

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

Endurance Values (EV)

All offensive players except linemen possess a letter or number Endurance Value on their card. The value appears near the player's name and position, and may appear in parenthesis.

Quarterbacks (QB): Quarterbacks possess an Endurance Value of A, B, or C. If any quarterback is injured, and the team does not have at least a B backup quarterback available, then the quarterback cannot be injured for more than the remainder of the game. If the team has no other uninjured quarterbacks, then the quarterback cannot be injured at all. Quarterbacks with the same EV can be substituted freely, as long as they are eligible to be in the game as described below.

● **Endurance A:** The player is a starting quarterback, and must start and play for the entire game unless injured or his team is significantly ahead in the fourth quarter. If a team possesses multiple quarterbacks with A Endurance Values, any one of them may start or enter the game at any time.

● **Endurance B:** The player is a backup quarterback and may only start, enter, or stay in the game if all of the team's A quarterbacks are injured, or if the A quarterback can be removed as described above.

● **Endurance C:** The player is a very infrequently used quarterback, and may only enter the game if all of the team's A and B quarterbacks are injured. If a C quarterback enters the game before the fourth quarter, none of the team's other quarterbacks can re-enter or be used in the game at any position. C quarterbacks can never start a game.

Running Backs and Receivers (RB, TE, WR): Running backs and receivers possess an EV of 0, 1, 2, 3, or 4. For endurance purposes, a play is 'directed' at a player if the original offense play includes the player as the ball carrier or intended receiver. Passes that are redirected are not counted for endurance purposes.

● **Endurance 0:** The player may have a play directed to him an unlimited number of times without adverse modifications.

● **Endurance 1:** The player may have a play directed to him without modification only if the immediately preceding play was NOT directed to him.

NOTE: An "immediately preceding" play is any play that involves flipping a FAC, including extra points, penalties, or an offensive play by either team. If a play is directed to the player before his proper 'rest' period, then apply the appropriate modifiers from the Endurance Modifier Table when resolving the play.

● **Endurance 2:** The player may have a play directed to him without modification only if the TWO immediately preceding plays were not directed to him. Use the proper modifiers from the Endurance Modifier Table if the player's endurance is exceeded.

● **Endurance 3:** The player may have a play directed to him without modification only ONCE during the team's current POSSESSION. Use the proper modifiers from the Endurance Modifier Table if the player's endurance is exceeded.

● **Endurance 4:** The player may have a play directed to him without modification only ONCE during the current QUARTER. Use the proper modifiers from the Endurance Modifier Table if the player's endurance is exceeded.

NOTE: Endurance Values never mean that a play cannot be directed to a player, only that in certain situations adverse modifiers may apply.

Endurance Modifier Table

Type of Play	Endurance Value and Modifiers			
	1 1 play	2 2 plays	3 possession	4 quarter
Running Play	+2 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	-5 Com	-5 Com	-7 Com	-7 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

Endurance Values and Injuries

If a running back, tight end, or wide receiver cannot start a game due to injury or is injured and out for the rest of the current game, he may be "replaced" by adjusting the Endurance Value (EV) of another player at that position.

One player at the same position who possesses an Endurance Value that is LARGER than that of the injured player may have their Endurance Value reduced by ONE for the remainder of the current game. However, no Endurance Value can be reduced below 1. Only one player per position may have their Endurance Value lowered per game, and if the injured player is out for more than the current game, a different player may have their Endurance Value reduced in the next game.

For example, if a back with an EV of 0 or 1 is injured for the remainder of the current game or longer, any other back on the team with an EV of 2, 3, or 4 can have their value reduced by one. This would apply until the end of the current game, until another back is modified at the beginning of the next game, or until the injured player returns.

Player Duplication

Some players may have a card on more than one team. These players should not play for more than one team at the same time. A decision should be made regarding when the player will play for each team based on their team contribution, or when the player was signed or released.



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Solitaire Rules

All normal rules apply to Solitaire play except:

● Offensive plays and defensive formations are chosen by the coach. Defensive plays and strategies are determined by the FAC.

● The offense may not choose two Screen Passes, two Shovel Passes, two Swing Passes, or two Quick Passes in succession.

● Remove one Z Card from the FAC deck.

Solitaire plays are resolved as follows:

1) Offense Play: The offense chooses its substitutions, formation, play, player, and strategies.

2) Defense Formation: Appropriate defensive substitutions and formations must be chosen for each play.

3) Solitaire Defense: Flip a FAC and refer to the Solitaire section. This section has five possible defenses listed, with numbers from 1 to 5. One defense is used for each play. Each number applies to a specific game situation.

● **Number 1:** All plays on First Down.

● **Number 2:** All plays on Second Down with 6 or less yards needed for a first down. Also, all plays when the ball is at the opponent's 3, 4, or 5-yard line, regardless of down.

● **Number 3:** All plays on Second Down with 7 or more yards needed for a first down.

● **Number 4:** All plays on Third and Fourth Down with 7 or more yards needed for a first down.

● **Number 5:** All plays on Third and Fourth Down with 6 or less yards needed for a first down. And all plays when the ball is on the opponent's 1 or 2-yard line, regardless of down.

Solitaire defenses are abbreviated as follows:

Abbreviation Type of Defense

Blitz	Blitz Defense
Run(NK)	Run Defense, No Key
Run(BC)	Run Defense, Ball Carrier is Keyed
Pass	Pass Coverage
Prevent	Prevent Defense
Pass(x2)	Pass Coverage, Double Coverage*
Prevent(x2)	Prevent Defense, Double Coverage*

* Eventual receiver to which pass is directed is double-covered, if defensive formation permits.

If the line of scrimmage is inside the defensive team's 20-yard line, all Prevent Defenses are changed to Pass Coverage.

4) Blitz: If a Blitz is called for, refer to the Pass Number on the same FAC and apply it to the Solitaire Blitz Table to determine the blitzing players. If an indicated box is EMPTY, then choose any other player in Row 2 or Row 3 to blitz. Players who are not involved in coverage assignments must be chosen first. Blitzing players are turned upside down on the Display.

Solitaire Blitz Table

Pass Number	Blitzing Players
1-26:	Boxes F and J
27-35:	Boxes F, J, and M
36-48:	Boxes F, G, H, I, and J

If a box is empty, choose a player in Row 2 or Row 3 that is not involved in a coverage assignment.

5) Resolve Play: After the defense for the play is determined, flip a new FAC to resolve the play normally.