

**Summary of Rule Changes**

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

**Running Plays**

Offense Blocker vs. Defense Box  
Boxes with Two Defenders  
End-Reverse

**Passing Plays**

Screen Passes  
Pass Coverage Assignments  
    ■ *Pass Coverage Table*  
Linebacker & Safety Coverage  
+/- Receiving Adjustment  
Interceptions  
Pass Rush(#)

**Endurance Values**

    ■ *Endurance Modifier Table*

**Running Plays**

**Offense Blocker vs. Defense Box**

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

**Boxes with Two Defenders**

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

**End-Reverse**

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

**Passing Plays**

**Screen Passes**

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

**Pass Coverage Assignments**

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

**Pass Coverage Table**

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

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

**Linebacker & Safety Coverage**

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

**+/- Receiving Adjustment**

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

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

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

**Pass Rush(#)**

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

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

**Interception**

For TTF games that include quarterbacks with **Int Ranges** and **Int? Ranges**, ignore the interception procedures on page 5 of the 7<sup>th</sup> Edition Rules and use the following procedures instead:

**5) Incomplete Pass:** A pass is incomplete if the Pass Number falls within the quarterback's adjusted Incompletion Range (Inc).

**6) Interception:** A pass can only be intercepted from the quarterback's card from: [1] a Pass Deflection, [2] off an incomplete pass from the Pass Rush line, or [3] as follows:

a) If the Pass Number falls within the quarterback's **Int Range**, 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.

A suggested method to determine who intercepts when two defenders are in the same box is to 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.

b) If a Pass Number falls within the quarterback's **Int? Range**, 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 Step 7 and Step 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.

**Endurance Values**

Apply the modifiers on the Endurance Modifier Table if a player exceeds his Endurance Value.

**Endurance Modifier Table**

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

Use Endurance Modifiers if player's EV is exceeded.

RN = Apply the modifier to the Run Number used to resolve the play.

Com = Apply the adjustment to quarterback's Completion Range for the type of pass being thrown.

Fum = Apply the adjustment to the Fumble Range.

Inj = Apply the adjustment to the player's Injury Value