

## POSSESSION LAUNCH CHART

Anytime a team starts their drive outside the defense's 30 yard line, use this table to determine the result of the drive. If the progression of their drive puts them at or inside the defense's 30 yard line, play using the Offense Play Result Charts. If a roll of the dice on the Possession Launch Chart puts the offense into the defense's end zone, place the ball on the 10 yard line instead, it's 1st and goal! If a roll of the dice on this chart puts the offense into their own end zone, the result is a safety, the QB is sacked in the end zone, two points!

<b>11</b>	-5 yards, 4th down and 15 (If the defense is gambling: <b>+45 yards, 3rd down and 3!</b> )	<b>41</b>	+14 yards, 4th down and 2 - <b>UNDERDOG calls a time out. (Visiting team if tied.)</b>
<b>12</b>	<b>TURNOVER!</b> <u>1st half:</u> running back is nailed after a 10 yard gain and is stripped of the ball, it goes to the defense, roll for a return! <u>2nd half:</u> receiver catches pass for a 7 yard gain, loses it, it goes to the defense, roll for a return!	<b>42</b>	+ 15 yards, 3rd down and 7 - <b>Play Clock ticking down!</b>
		<b>43</b>	+ 16 yards, 3rd down and 5 <b>(Ghost Coach shows blitz!)</b>
		<b>44</b>	+ 17 yards, 3rd down and inches
		<b>45</b>	+ 19 yards, 2nd down and 10
		<b>46</b>	+ 21 yards, 3rd down and 4
<b>13</b>	-5 yards, 3rd down and 15 <b>(((54)))</b>	<b>51</b>	+ 23 yards, 3rd down and 12
<b>14</b>	-2 yards, 4th down and 12 <b>(((55)))</b>	<b>52</b>	+ 25 yards, 3rd down and 15 - <b>Play Clock ticking down!</b>
<b>15</b>	no gain, 4th down and 10 <b>(((56)))</b>	<b>53</b>	+ 27 yards, 2nd down and 20
<b>16</b>	no gain, 3rd down and 10 <b>(((61)))</b>	<b>54</b>	+ 29 yards, 3rd down and 8 <b>(((13)))</b>
<b>21</b>	no gain, 3rd down and 10	<b>55</b>	+ 32 yards, 3rd down and 1 <b>(((14)))</b>
<b>22</b>	+ 2 yards, 3rd down and 8 - <b>UNDERDOG calls a time out. (Visiting team if tied.)</b>	<b>56</b>	+ 35 yards, 3rd down and 9 <b>(((15)))</b>
<b>23</b>	+ 4 yards, 3rd down and 6	<b>61</b>	+ 38 yards, 4th down and inches <b>(((16)))</b>
<b>24</b>	+ 6 yards, 2nd down and 4 - <b>Consult RARE PLAY table!</b>	<b>62</b>	+ 41 yards, 3rd down and 11 <b>(Ghost Coach shows blitz!)</b>
<b>25</b>	+ 7 yards, 2nd down and 3	<b>63</b>	+ 45 yards, 3rd down and 3
<b>26</b>	+ 8 yards, 3rd down and 5	<b>64</b>	Short pass is caught, receiver breaks it for a <b>LONG GAIN!</b>
<b>31</b>	+ 9 yards, 4th down and 1 - <b>UNDERDOG calls a time out. (Visiting team if tied.)</b>	<b>65</b>	<b>LONG GAIN!</b> 1st half: Long run from scrimmage! 2nd half: Long pass from scrimmage!
<b>32</b>	+ 9 yards, 3rd down and 1	<b>66</b>	+48 yards, 3rd down and 1 <b>(Backup QB in game: - 7 yards, 4th and 17)</b>  <i>(On results that show a number in parentheses, the FAVORED TEAM switches to that dice number if the result would help them. The UNDERDOG switches to that dice number if the result would hurt them. Otherwise, the dice roll stays the same.)</i>
<b>33</b>	+ 10 yards, 4th down and 10		
<b>34</b>	+ 11 yards, 3rd down and inches		
<b>35</b>	+ 12 yards, 2nd down and 18 - <b>Consult RARE PLAY table!</b>		
<b>36</b>	+ 13 yards, 3rd down and 4		

**PLAY CLOCK TICKING DOWN:** If the Coached Team is on offense, he has a choice to make. His team is too slow getting a play in. If he doesn't call a time out to regroup right now, he must roll the dice and let the Ghost Coach Play Selection Chart choose his play for him!

**GHOST COACH SHOWS BLITZ:** The Ghost Coach blitzes on this play.

**INCHES TO GO:** You may call for a measurement if you wish. You must expend a time out to get one, but if you then roll a 1 or 2 on a single die, a first down is ruled. Otherwise, you must get an 'inches' result or better on the next play to make the first down. (NOTE: 'Inches' results on the Offense Play charts are not cumulative.)

**GAMBLING:** The Coached Team may subtract dice roll numbers to gamble on defense. (Example: a defense, down by 10 in the 4th quarter, wants to play more aggressively. So the coach announces he will subtract 8 numbers from the dice roll on this chart, turning a 44 into a 32. There can be no lower roll than an 11; therefore, subtracting 5 numbers from a roll of 13 still results in an 11.)

## OFFENSE PLAY RESULTS: R U S H I N G

	LINE RUN	END RUN	DRAW PLAY	DIVE PLAY	QB SNEAK	REVERSE
2	11 ob (strip?)	10 ob (strip?)	0	- 1	0	10
3	0 - FUMBLE!	0 - FUMBLE!	( 5 )	1	inches	22 - FUMBLE!
4	Flag Down	Flag Down	Flag Down	Flag Down	Flag Down	Flag Down
5	( 12 )	( 5 )	( 3 )	0	0	( 9 ob )
6	( 6 )	0 (under 2 minutes: -2 ob)	4	inches gained	inches gained	- 7
7	3	3 ob	1 ob	1	2	( 25 )
8	1 (under 2 minutes: -1)	- 7	2 (under 2 minutes: 0)	0	0	- 10 ob
9	- 4	(16 ob)	( 1 )	0	inches gained	2
10	10 (under 2 minutes: 1)	12 (under 2 minutes: -2)	9 (under 2 minutes: -2)	3	4	19 (strip?)
11	LONG GAIN!	LONG GAIN!	8 (under 2 minutes: 3)	0 - FUMBLE!	0	LONG GAIN!
12	14 (under 2 minutes: 1)	18 ob	12 (strip?)	2	2	30

- ( ) - If it's the COACHED team's ball on 3rd or 4th and 2 or less OR if the COACHED team has the ball on the defense's 1 or 2 yard line, he is stopped for no gain by a swarming defense.  
 If the Coached Team is playing a Goal Line Defense, the GHOST COACH is stopped for no gain.  
 If either team is facing a Blitz, the running back goes for a 9 yard gain.

	FUMBLE, INTERCEPTION, and BLOCKED KICK RETURNS/ADVANCES		TWO POINT CONVERSIONS	
2	10 - <b>FUMBLED</b> back to the other team, they fall on it!	If a kickoff or punt is returned for a TD, that counts as a full possession.  If the offense recovers an onside kick, do not mark off any possessions on the scoresheet; it's just as if the offense's original possession was never completed.  The same is true if a fumble or interception is returned for a TD---or if a fumble or interception return is fumbled right back to the other team.	2	<b>Quarterback is sacked just before he can get the pass off!</b>
3	20 (strip?)		3	<b>Pass is tipped away at the last second, what a play!</b>
4	0		4	<b>Running back is stopped inches short!</b>
5	<b>LONG GAIN!</b> (If the offense recovered the ball, there is no advance.)		5	<b>PASS is complete, a jumping catch in traffic, 2 points!</b>
6	15 and out of bounds		6	<b>Running back is smothered immediately, no gain!</b>
7	<b>LONG GAIN!</b> (If the offense recovered the ball, there is no advance.)		7	<b>Quarterback finds a man wide open, complete, 2 points!</b>
8	0 - <b>CHALLENGE!</b>		8	<b>Running back fights his way in, 2 points!</b>
9	5 - <b>UNDERDOG</b> calls time out. (Visiting team if tied.)		9	<b>Quarterback draw fools the defense, he goes in for 2 points!</b>
10	35		10	<b>PASS is complete at the back of the end zone, 2 points!</b>
11	0		11	<b>Pass in the back of the end zone is too high, incomplete!</b>
12	3		12	<b>Pass DROPPED in the end zone! Oh, my!</b>

### FUMBLE RECOVERIES: Roll two dice.

- \* The FAVORED team recovers the fumble on a roll of 2 - 9. (Tie game: Ball to home team.)
- \* The UNDERDOG recovers on a roll of 10 - 11. (Tie game: Ball goes to visiting team.)
- \* The ball bounces out of bounds on a roll of 12, the fumbling team keeps possession.

If the offense recovers a fumble, consult the Fumble Return Table for the length of the advance.

(strip?) You may have the last defenseman on the play try to strip the ball loose from the ball carrier. Roll two dice.  
 On a roll of 7, the ball is stripped loose, it's a fumble and your defenseman falls on it and downs it right there! On any other dice roll, double the gain, and the ball carrier holds on to the football.

**CHALLENGE!** If the play was a fumble, the offense argues that the ball carrier was down before the ball came loose. If the play was an interception, the offense argues that the defender did not make a clean catch on the ball and that it was an incomplete pass. Both calls are reviewable; see the Challenge Rule at the bottom of the Rare Play tables. There is no dispute if the play was a blocked kick

# OFFENSE PLAY RESULTS: P A S S I N G

	SHORT PASS	SCREEN PASS	MEDIUM PASS	DEEP PASS	LONG PASS
2	batted down at line!	pass is dropped!	pass is dropped!	Intercepted! 25 yds	50
3	15 ob	13	20	27 ob	pass is dropped!!
4	<b>SACK - 6!</b> (vs. goal line defense: 12)	1 (vs. goal line defense: 10)	<b>SACK - 8!</b> (vs. goal line defense: 15)	<b>SACK - 10 !</b> (vs. goal line defense: 22)	<b>SACK - 12!</b> (vs. goal line defense: 15)
5	pass is dropped! (4 + 1 = INT 10)	3 (3rd/4th & 20 or more: 13)	14 ob	overthrown! (4 + 1 = INT 24)	Intercepted 35 yards downfield!
6	11 (inside 10 yard line: almost picked off, incomplete!)	8 ob	17 (inside 10 yard line: inches too high!)	incomplete, receiver wants a flag, but none is coming!	just inches too long for a diving receiver!
7	8 (3rd/4th & 20 or more: 14)	thrown too far ahead of the receiver, incomplete!	QB is nailed hard as he throws it, it winds up short! (6 + 1 = INT 14)	23	<b>LONG GAIN</b> (under 2 minutes: ball is caught but only one foot was in, INCI!)
8	receiver catches it, drops it when he's nailed by defender!	6 (inside 10 yard line: caught for no gain!)	bobbled, almost a miracle catch, but he can't hold on!	ball is batted away at the last second!	a mid-air battle for the ball results in drama but no catch!
9	<b>RUSH</b> (vs. goal line defense: 9)	<b>RUSH</b> (vs. goal line defense: 14)	<b>RUSH</b> (vs. goal line defense: 21)	<b>RUSH</b> (vs. goal line defense: 29)	<b>RUSH</b> (vs. goal line defense: 52)
10	broken tackles lead to a 22 yard gain!	QB just gets it off, an 18 yard gain!	25 (UNDERDOG then calls a time out)	a weak, wobbly throw for 33!	44 (1st down:60)
11	Flag Down	Flag Down	Flag Down	Flag Down	Flag Down
12	<b>LONG GAIN!</b>	<b>LONG GAIN!</b>	<b>LONG GAIN!</b>	<b>LONG GAIN!</b>	30

C1 GAIN	14	17	20	25	50
C2 GAIN	20	22	25	30	60
C3 GAIN	32	30	35	45	70
INT. LENGTH	10	0	15	20	35

Note that some results above change when certain dice combinations come up. For example, on a short pass, a 4 and 1 result in an interception, where a 3 and 2 result in an incomplete pass, the ball is dropped. Also, some results change when the offense has the ball inside the defense's 10 and certain dice combinations come up.

**Passes completed or intercepted beyond the end zone are ruled COMPLETE or INTERCEPTED nine yards deep. The Ghost Coach always takes a touchback if he picks the ball off in the end zone; the Coached Team may attempt a return.**

**RUSH:** On a 6 + 3, the receiver is COVERED. On a 5 + 4, the quarterback is under PRESSURE. See below, roll dice again.

	BLITZ	RECEIVER COVERED	PRESSURE - QB RUNS FOR IT	
2	Hurried pass is intercepted!	<b>TOUCHDOWN!!</b>	8	When the Coached Team is PRESSURED or his receiver is COVERED, he may choose to throw the ball away for an incomplete pass rather than risk running for it or throwing into heavy coverage.  The Ghost Coach always runs for it on PRESSURE results, always forces a throw on COVERED results.
3	Dumped off to a back, C2 gain!	intercepted!	3 ob	
4	Thrown into coverage, C1 gain! (X)	intercepted!	<b>SACK! -2</b>	
5	<b>SACK - 6</b> , quarterback loses the ball, fumble!	C3 gain! Amazing throw on sideline!	<b>SACK! -5</b>	
6	Quarterback is surrounded and <b>sacked</b> , loss of 9! (LONG PASS play: QB's pass is intercepted 35 yards downfield!)	C2 gain! A great leaping catch!	30 ob	
7	Quarterback <b>sacked</b> from behind! -5	C1 gain!	<b>SACK! - 8</b>	
8	Quarterback is blindsided and drilled into the turf, <b>OUCH!</b> - 8 (X)	incomplete, lots of contact but no flag!	16	
9	Quick thinking, C1 gain! (DEEP PASS play: QB gets the throw off, but it's poorly thrown, incomplete)	receiver slips and the ball is intercepted!	9 ob	
10	C2 gain, receiver breaks a tackle!	ball knocked away!	<b>- 5 FUMBLE!</b>	
11	C3 gain, a beautiful throw into heavy coverage!	high throw, incomplete!	25	
12	Ball is tipped and intercepted!	low throw, incomplete!	20	

(X) Quarterback goes down hard and gets up hurting. If the quarterback is sacked again on the very next play and an (X) comes up again, he is knocked out of the game! The third string quarterback must come in and stay in for the rest of the game. From this point forward, subtract 10 dice roll numbers from *all* of the offense's possession launches. (See Backup Quarterback rule.)

	SHORT PUNT		KICKOFF		PUNT		PUNT return
2	ball rolls dead at the 10 yard line *	2	returned to the 10, <b>FUMBLE!</b>	2	<b>BLOCKED!</b> 13 yards behind the line!	2	5 - <b>FUMBLE!</b>
3	out of bounds at the 4	3	returned to the 22 **	3	23 ob	3	3
4	ball downed at the 1!	4	returned to the 35	4	33 - tough catch!	4	- 6
5	35	5	touchback	5	53 - tough catch!	5	<b>LONG GAIN!</b>
6	40	6	returned to the 20	6	56	6	8
7	fair catch at the 8	7	<b>LONG GAIN from the 5!</b>	7	35 - ball must roll	7	fair catch made
8	touchback	8	returned to the 15	8	39	8	11 ob
9	30	9	returned to the 30	9	45	9	16 (strip?)
10	out of bounds at the 12	10	returned to the 10	10	34	10	- 2
11	Flag Down on punt	11	Flag Down on return	11	Flag Down on punt	11	Flag Down on return
12	<b>FUMBLE!</b> - 14	12	Kicked out of bounds, ball put at the 40!	12	64 - tough catch!	12	ball touches retreating returner, <b>FUMBLE!</b>

\* If the Ghost Coach is punting, it's a fake! He throws for a 10 yard completion!

\*\* Unless the game is tied, the ball is FUMBLED at the 22!

- A kick or punt that goes into the end zone is downed there and not returned by the Ghost Coach. The Coached team, however, may attempt a return. Any ball kicked *through* the end zone is always a touchback.
- Use the SHORT PUNT table for punts from the defense's 45 yard line or closer.
- A blocked extra point is a dead ball. A blocked FIELD GOAL is a fumble. If the offense recovers it, there is no advance.

**LETTING THE BALL ROLL:** If the Coached team wants to forgo a return and let the ball roll instead, he can roll two dice. The number shown equals the length of the ball roll, and the ball is blown dead there. If doubles are rolled, the ball rolls *backwards* that yardage amount.

The Ghost Coach always attempts a return unless the punt is taken on or inside the 5 yard line, in which case he always lets the ball roll.

**TOUGH CATCH:** The ball must either be caught on the run or in a crowd. You may let the ball roll or call for a fair catch. If you want to gamble and try a return, roll two dice, and add that yardage amount to whatever return you make. If doubles are rolled though, the returner FUMBLES the ball before he can begin his return!

Ignore the TOUGH CATCH result if the Ghost Coach is receiving.

FIELD GOAL ATTEMPTS			
2	<b>BLOCKED!</b> -7, roll for fumble recovery (3rd down?)		If the number shown on the chart is equal to or greater than the line of scrimmage, the kick is good! If the number is <i>less</i> than the line of scrimmage, the kick is missed, see the result in the second column.
3	46	short	
4	40	wide right	Extra points are tried from the 3 yard line. If a field goal is missed, spot the ball 7 yards back from the line of scrimmage, and the other team takes over there.
5	35	wide left	
6	32	short	EXAMPLE: A field goal is attempted, with the line of scrimmage being the 29 yard line. If a 5 is rolled, the kick is good---35 is more than 29. If a 10 is rolled, the kick is missed---27 is less than 29. The second column tells you that the kick went off the upright.
7	28	way right	
8	25	way left	The offense cannot advance a blocked kick.
9	20 ( 5 + 4 on dice: Flag Down as well)	wide by inches!	
10	27	off the left upright!	
11	missed! (An extra point is good unless the game was tied before the touchdown.)	tipped!	
12	5 (If the Ghost Coach is kicking, it's a fake! He runs for a 12 yard gain!	off the right upright!	

**(3rd down?)** If the Coached Team is kicking on third down, the snap is fumbled, but the ball is smothered and downed seven yards behind the line of scrimmage, bringing up fourth down and another kick attempt if you wish. *The Ghost Coach never kicks on third down.*

## GHOST COACH PLAY SELECTION

	1st down OR 2nd down and 1-6 yards to go		2nd down and 7 or more yards to go		3rd or 4th down and 1 yard to go		3rd or 4th down and 2 or 3 yards to go
2	long pass	2	long pass	2	quarterback sneak	2	deep pass
3	screen pass	3	medium pass	3	line run	3	medium pass
4	draw play	4	short pass	4	medium pass	4	screen pass
5	end run	5	end run	5	end run	5	short pass
6	line run	6	short pass	6	line run	6	draw play
7	short pass	7	line run	7	short pass	7	short pass
8	line run	8	medium pass	8	end run	8	line run
9	medium pass	9	screen pass	9	line run	9	end run
10	end run	10	deep pass	10	dive play	10	line run
11	deep pass	11	long pass	11	screen pass	11	short pass
12	long pass	12	draw play	12	draw play	12	long pass

	3rd or 4th down and 4-9 yards to go		3rd or 4th down and 10-15 yards to go		3rd or 4th down and 16-20 yards to go		3rd or 4th down and 21 or more yards to go	2 min drill →	any down and 3+ yards to go	3rd or 4th down and 1 or 2
2	long pass	2	line run	2	draw play	2	draw play	2	long pass	end run
3	short pass	3	draw play	3	long pass	3	bomb	3	short pass	short pass
4	end run	4	screen pass	4	deep pass	4	long pass	4	long pass	short pass
5	short pass	5	medium pass	5	medium pass	5	deep pass	5	draw play	draw play
6	medium pass	6	deep pass	6	deep pass	6	long pass	6	medium pass	line run
7	draw play	7	deep pass	7	deep pass	7	deep pass	7	short pass	short pass
8	medium pass	8	medium pass	8	deep pass	8	long pass	8	screen pass	line run
9	short pass	9	medium pass	9	long pass	9	long pass	9	medium pass	short pass
10	deep pass	10	long pass	10	deep pass	10	short pass	10	screen pass	long pass
11	screen pass	11	short pass	11	short pass	11	long pass	11	short pass	screen pass
12	long pass	12	long pass	12	deep pass	12	medium pass	12	trick play	end run

The two situation tables on the end are to be used during the 2 Minute Drill IF the Ghost Coach is trailing.

The longest pass that can be called inside the defense's 25 yard line is a DEEP PASS.

The longest pass that can be called inside the defense's 10 yard line is a MEDIUM PASS.

The longest pass that can be called inside the defense's 5 yard line is a SHORT PASS.

Change the Ghost Coach's play call as necessary to the next shortest route.

A trick play is considered a pass attempt unless otherwise noted on the Trick Play table.

## JOLT POSSESSION LAUNCH TABLE

2	On first down, the QB hits a wide open receiver down the field, he waltzes in for a touchdown!! What happened?!
3	QB was shaken up on last possession, and he's headed to the locker room, done for the game! The third string quarterback comes in. See Backup Quarterback rule. (subtract 10 dice roll numbers from <i>all</i> Possession Launches)
4	On 3rd and 10, QB rolls out and hits the tight end right at the first down marker. Roll for a measurement, no time out assessed. On a roll of 1,2,3, or 4, it is 4th and literally one inch to go. On a roll of 5 or 6, it's 1st and 10.
5	QB goes deep on first down, it's incomplete but the defender is called for pass interference---a highly questionable call, it was obviously incidental contact! Penalty occurs 40 yards downfield, 1st and 10 from that spot!
6	1st and 10 - Running back is stopped, reverses direction entirely, evades tackles, gets around the other end for 20!
7	1st and 10 - Consult <b>RARE PLAY</b> table for first play.
8	On first down, <b>Ghost Coach</b> calls a TRICK PLAY! <b>Coached team</b> fumbles the snap, falls on it, -3 yds, 2nd and 13.
9	An idiotic personal foul after a 3rd down and long play gives the offense a first down. +20 yards, 1st down.
10	An idiotic personal foul wipes out a terrific gain on 1st down. -15 yards, make it 1st and 25.
11	On 1st down, <b>Ghost Coach</b> calls a REVERSE! <b>Coached team</b> throws, the ball is batted in the air at the line and intercepted at the line of scrimmage! Roll for a return!
12	Disastrous possession: QB falls on a fumbled snap, offensive line jumps offsides, the run goes nowhere, a poor pass is thrown. Ugly stuff, -7 yards, 4th down and 17.



	LONG GAINS		ONSIDES KICKS
2	81 yards!	2	Kick goes for 12 yards, and it's a <b>LONG GAIN</b> return!
3	70 yards!	3	Kick goes for 15 yards, offense recovers! (no advance)
4	36 yards! (strip?)	4	Kick goes for 9 yards, no return.
5	32 yards, out of bounds!	5	Kick goes for 18 yards, no return.
6	<b>TOUCHDOWN, untouched!</b>	6	Kick goes for 7 yards, returned - 3.
7	51 yards!	7	Kick goes for 10 yards, offense recovers! (no advance)
8	46 yards, out of bounds!	8	Kick goes 11 yards, returned 2.
9	<b>Runner breaks several tackles for a TOUCHDOWN!</b>	9	Kick goes out of bounds, other team takes over at kicking team's 42.
10	65 yards, out of bounds!	10	Kick goes 10 yards, offense recovers, it's advanced 5 more yards!
11	Runner laterals the ball to another before he's taken down, it's a total gain of 40 yards!	11	Kick goes 12 yards, returned 3.
12	24 yards, out of bounds!	12	Kick is touched too soon by offense. 5 yard penalty, kick again.

## TIME REGULATIONS: The Two Minute Drill

The Coached Team starts a two-minute drill at the end of the 2nd, 4th, and overtime quarters. Play out the quarter using the normal play result charts no matter where either team is on the field. Do not use the Possession Launch table.

If the **FAVORED** team gets the ball in the 1st half, there is 1:40 left in the quarter. In 2nd half or overtime, there's 2:00 left.

If the **UNDERDOG** gets the ball in the 1st half, there is 1:00 left in the quarter. In 2nd half or overtime, there's 2:00 left.

**Tie game:** Ball is taken with 1:10 left in the quarter.

running plays, completed passes, and sacks	take <b>20</b> seconds or <b>40</b> seconds (offense's choice)
plays that go out of bounds	take <b>10</b> seconds
plays during which a flag is thrown	take <b>10</b> seconds
plays after which the ball is spiked	take <b>10</b> seconds
incomplete passes	take <b>10</b> seconds
turnovers and changes of possession	take <b>10</b> seconds
field goal attempts	take <b>10</b> seconds
extra points, two point conversion attempts, touchbacks on kickoffs	take <b>0</b> seconds

The quarter is played until time runs out. Both the Coached Team and the Ghost Coach play offense using the normal play charts no matter where they are on the field. Do not use the Possession Launch table.

	TRICK PLAY	BOMB	TIMING PATTERN (at or inside 10 yard line only)	POOCH KICK (from the 30 yard line)	SAFETY KICK (after a safety, it's from the 20)
2	QB's pass is complete for 22!	<b>TOUCHDOWN!!</b>	pass is too long, incomplete!	40 yards, <b>FUMBLE!</b>	returned to the 50
3	QB tackled, SACK - 5	intercepted 40 yards downfield	off target, INC!	returned to the 15	<b>LONG GAIN from 20!</b>
4	terrible wobbly throw by running back, incomplete	intercepted 50 yards downfield, no return, defensive back kneels	<b>INTERCEPTED</b> in the end zone, and downed there!	returned to the 20	returned to the 45
5	intercepted 20 yards downfield!	incomplete	broken up, incomplete!	returned to the 25	returned to the 42
6	<b>LONG GAIN</b> plus 15 yards!	incomplete	<b>TOUCHDOWN</b> , a leaping catch!	returned to the 30	returned to the 40
7	overthrown by QB, incomplete	intercepted 50 yards downfield, no return	<b>TOUCHDOWN!</b>	returned to the 33	returned to the 36
8	underthrown by running back, incomplete	ALMOST CAUGHT but incomplete!	<b>TOUCHDOWN</b> , a diving catch!!	returned to the 36	returned to the 32
9	intercepted 25 yards downfield!	incomplete	caught, but out of bounds!	returned to the 39	returned to the 28
10	jump ball, incomplete	Caught on the fly at the 10 yard line!! *	<b>INTERFERENCE FLAG</b> , 1st and goal from the 1!	returned to the 44	returned to the 25
11	broken up, incomplete	Quarterback sacked, -5	too short, INC!	returned to the 49	returned to the 20
12	running back tackled, -8	Tipped in the air, tipped again, then AGAIN....and it falls incomplete!	pass dropped!	<b>LONG GAIN</b> return from the 30!	50 yard kick, <b>FUMBLE!</b>

\* Roll two dice, add them, and that's how many yards the receiver advances after the catch!

# PENALTIES

*There can only be one flag down on any play.* If a defensive penalty is called on an extra point, assess the yardage against the kickoff return.

## RUNNING PLAYS

2	unnecessary roughness, underdog, 15 yards FD (penalty against visitors if game is tied)
3	face mask, defense, 5 yards tacked onto the gain
4, 12	illegal motion, offense, 5 yards
5	taunting call on underdog, after the play, 15 yards FD (penalty against visitors if game is tied)
6	delay of game, offense, 5 yards, no play
7, 11	holding, offense, 10 yards
8	face mask, defense, 15 yards added to the gain, first down
9	unsportsmanlike conduct, underdog, after the play, 15 yards FD (penalty against visitors if game is tied)
10	holding, defense, 5 yards and a first down

## PASSING PLAYS

2	pass interference, offense, 10 yards (If pass was never thrown, use penalty #9)
3	intentional grounding, offense, 10 yards, loss of down (If pass was complete or never thrown, use penalty #6)
4	unsportsmanlike conduct, underdog, after the play, 15 yards FD (penalty against visitors if game is tied)
5	pass interference, defense, ignore the result of the play, C2 gain FD (If pass was complete or never thrown, use penalty #12)
6	holding, offense, 10 yards
7, 8	pass interference, defense, ignore the result of the play, C2 gain FD (If pass was complete or never thrown, use penalty #11)
9	ineligible receiver, offense, 5 yards
10	holding, defense, 5 yards, first down
11	roughing the passer, defense, 15 yards added to end of gain, first down
12	passer beyond the line of scrimmage, 5 yards, loss of down

## PUNTS AND PLACE KICKS

2, 3	holding, offense, 10 yards
4	roughing the kicker, 15 yards, first down
5	illegal formation, underdog, 5 yards (penalty against visitors if game is tied)
6	running into the kicker, 5 yards
7	false start, offense, no play, 5 yards
8	encroachment, defense, 5 yards
9	offside, defense, 5 yards, no play
10	unfair leaping, defense, 5 yards
11	twelve men on the field, underdog, 5 yards (penalty against visitors if game is tied)
12	delay of game, offense, 5 yards

## RETURNS

2, 3	face mask, kicking team, 5 yards added to the end of the return
4	face mask, kicking team, 15 yards added to the end of the return
5, 11	late hit, kicking team, 15 yards added to the end of the return
6, 7, 10	illegal use of the hands, return team, 10 yard penalty from the midpoint of the return (on a kickoff play: ball is placed on the 10 yard line)
8	holding, kicking team, 10 yards added to the end of the return
9	unsportsmanlike conduct, underdog, after the play, 15 yards FD (penalty against visitors if game is tied)
12	interfering with fair catch signal, kicking team, 10 yards (on a kickoff play: use penalty #9)

No penalty aside from defensive pass interference can move the ball closer than half the distance to the defense's goal line, and no penalty can move the ball closer to half the distance from the offense's own goal line.

**FD** If the penalty is against the defense, it's an automatic first down.

# OTHER COACHED TEAM OPTIONS

## PUNT RUSH

1	Punt is blocked, -10 yards, fumble recovered by the defense, roll for a return!
2	Punt is tipped, it goes 20 yards forward and is downed there!
3	35 yard punt, +12 yard roll, ball downed there.
4	40 yard punt, +13 yard roll, ball downed there.
5	48 yard punt, +12 yard roll, ball downed there.
6	50 yard punt, fair catch called, a roughing the kicker flag is thrown! 15 yards, automatic first down!

## FAKE PUNT/FIELD GOAL

1	Pass is complete, first down plus 7 yards!
2	Kicker runs for it, he makes the first down plus 7 yards!
3	Wobbly pass is incomplete!
4	Pass is complete but the receiver is tackled 2 yards shy of a first down!
5	Kicker runs for it and goes nowhere, a loss of 3.
6	Pass is broken up!

*When you try a fake punt or field goal, your risk-taking is rewarded in another way: you may erase all Play Counts on the scoresheet you have accumulated up to this point and start from scratch!*

## TAKING A KNEE

Takes 40 seconds, take a 2 yard loss.

## SPIKING THE BALL

If this is done after a complete pass or running play in bounds, that play takes only 10 seconds.

## TAKING A SAFETY

Anytime you have the ball at or inside your own 15 yard line, you may take a safety on any play.

## QUICK PUNTS

If you punt on 3rd down, consider it a 35 yard punt with no return possible, the ball rolls instead.

## BRINGING IN A BACKUP QUARTERBACK

The Coached team can give an extra boost to their offense anytime *after halftime* by bringing in a backup quarterback. Once he enters the game, he must stay in permanently. When the backup quarterback enters the game, the Coached team must gamble on offense by adding at least 6 dice numbers every time he rolls on the Possession Launch table for the rest of the game. If the Backup Quarterback is hurt and has to leave the game, the third string QB comes in. The third stringer is far less effective. From that point forward, *subtract* 10 dice numbers from every Possession Launch. Once the third stringer comes in for ANY reason, he MUST stay in for the rest of the game.

## DRAWING THE DEFENSE OFFSIDES

On any play, you may elect to have the quarterback do a long count, not even running a play, to try to draw the defense offsidess. Roll one die. On a roll of 1, the defense jumps, and they incur a 5 yard penalty! On a roll of 2-6, the offense is flagged for a 5 yard delay of game penalty.

## ICING THE KICKER

No one's ever been able to prove this actually works, but if you call a time out just before the Ghost Coach's kicker tries a field goal, there is a very slight chance it will affect his concentration. Before the kick, roll two dice. On a roll of 12, the kicker misses the field goal, hooking it wide! On all other rolls, attempt the kick normally.

## PRAYER KICKOFF RETURN

Use this Kickoff Return table only when either team is receiving a kickoff with less than one minute left in the game, and only if they are trailing by 4 points or more. It is assumed that the receiving team will attempt a series of laterals in an attempt to keep the ball moving downfield before time expires.

1	The laterals go nowhere, and finally the ball is fumbled to the kicking team, which downs it at the receiving team's 30.
2 - 5	The laterals go nowhere, ball returned to the receiving team's 20.
6	The laterals generate some excitement....with the ball at the receiving team's 30, the craziness really starts....roll two dice and keep adding them. Each roll tells you the number of yards the ball is advanced from the 30. The ball carrier is tackled if you roll doubles after that number of yards is added to the return.



## RARE PLAYS: FAVORED TEAM (home team if tied)

11	Trick play! Running back throws a wobbler downfield, caught for a gain of 25 yards! (HF: 50 yards)
12	Vicious scuffle breaks out after a 3 yard running gain! A defensive player is ejected after being slapped with a 15 yard unsportsmanlike conduct penalty, automatic first down!
13	Quarterback drops back to pass, he is nailed but at the last second he flips the ball backhanded to the running back who gallops for ten yards, it's considered a complete pass! (HF: 25 yards)
14	Miracle leaping catch by receiver over the middle, a 15 yard gain! (HF: 25 yards)
15	Miracle leaping catch by receiver on the sideline, a 15 yard gain and out of bounds! (HF: 25 yards)
16	Miracle leaping catch by receiver, drags both feet in bounds, a 15 yard gain! (HF: 25 yards)
21	Miracle diving catch by receiver, a 15 yard gain! (HF: 25 yards)
22	Miracle diving catch by receiver, a 30 yard gain! (HF: 45 yards)
23	Quarterback throws over the middle, right into the hands of a linebacker....oh, he drops it! That was a guaranteed long runback! He was running before he made sure to hold onto it!
24	Quarterback drops back and throws short near the sideline, a charging safety anticipates the throw but drops an easy interception with nothing but running room in front of him! Oh, agony!
25	Quarterback throws short, into and out of the hands of a defensive back, and it's caught by a receiver for 12 yards! (HF: 25 yards)
26	Long run from scrimmage, the ball is stripped away, it's fallen on by the offense! A 25 yard gain! (HF: 35 yards)
31	Quarterback throws, it's tipped high in the air, and caught for a 15 yard gain! (HF: 30 yards)
32	Ball is picked off ten yards downfield, but the defensive back unwisely tries to lateral the ball, it's fallen on by the offense, it winds up being a 10 yard gain! (HF: 20 yard gain)
33	Defense jumps offside and nails the quarterback! There's a scuffle, and the defense is hit with a 15 yard unsportsmanlike conduct penalty, automatic first down!
34	Blazing receiver is intentionally dragged down on his way to the end zone, and the man who tried to cover him is flagged for pass interference. It was the only way to avoid a clear touchdown! +20 yards, 1st down and 10.
35	Running back fumbles at the line of scrimmage, it bounces forward 15 yards, and is fallen on by the offense!
36	Short pass caught....before he's hit the receiver laterals it, the new ball carrier rumbles forward, all in all it's a 20 yard gain! (HF: 35 yards)
41	The defense panics upon seeing a confusing offensive setup and has to use a time out! Reset the play, no Rare Play.
42	The defense is flagged for a pass interference call in the end zone! 1st and goal from the 1!
43	The defense is flagged for a pass interference call 20 yards downfield! 1st and 10! (HF: 1st and goal from the 1)
44	The defense is flagged for a pass interference call 35 yards downfield! 1st and 10! (HF: 1st and goal from the 1)
45	The defense is flagged for a pass interference call 10 yards downfield! 1st and 10!
46	Quarterback drops back, throws quickly behind the line of scrimmage to a wide receiver, he in turn steps back and throws the ball downfield for a 20 yard gain! (HF: 35 yards)
51	Shovel pass to the running back fools the defense, a gain of 8! (HF: 15 yards)
52	3 yard running gain. Defense's star linebacker is hurt and must leave the game for good. Coached team may run unlimited running plays with no threat of exceeding play call limits. (GHOST COACH ON OFFENSE: use #61)
53	3 yard passing gain. Defense's star defensive back is hurt and must leave the game for good. Coached team may run unlimited passing plays with no threat of exceeding play call limits. (GHOST COACH ON OFFENSE: use #65)
54	Ball pops loose after a 5 yard run, there's a pileup....they're still fighting for it....after the smoke clears, the ref gives the ball to the offense! Oh, that is a questionable call! (CHALLENGE? See Challenge Rule.)
55-56	Quarterback nailed as he releases the ball, it's a fumble, the defense picks it up and gallops for a 20 yard return! But wait....the referee is saying the QB's arm was moving forward and it's an incomplection! (CHALLENGE? See Challenge Rule.)
61-62	15 yard gain on a passing play! The defense claims the receiver trapped the ball, but is overruled. (CHALLENGE? See Challenge Rule.)
63-64	15 yard gain on a passing play, the receiver is shoved out of bounds. The defense claims he only had one foot down, but is overruled. (CHALLENGE? See Challenge Rule.)
65-66	Running back loses the ball after a 7 yard gain, defense falls on it, but the referee rules the back's knee was down and therefore the offense retains possession. (CHALLENGE? See Challenge Rule.)

**CHALLENGE RULE:** If you wish to challenge the referee's call in an attempt to reverse it, roll one die. On a roll of 1, the call is reversed. On a roll of 2-6, the call stands after review and you are charged with a time out. The Ghost Coach always challenges if he stands to benefit at all from it. No time out is charged on a successful challenge.

HF: If the team is HEAVILY favored, note that the result of the play is affected.

## RARE PLAYS: UNDERDOG (visiting team if tied)

11	Quarterback drops the snap and has to fall on the ball, no gain! (HU: loss of 8 yards)
12	Quarterback drops the snap, the defense falls on it, turnover, no return! (HU: returned 15 yards)
13	Running back drops the handoff and has to fall on the ball, no gain! (HU: - 8 yards)
14	Running back drops the handoff and the defense falls on it, turnover, no return! (HU: returned 15 yards)
15	Quarterback throws 30 yards downfield to a wide open receiver, and he DROPS THE BALL!
16	Quarterback throws 50 yards downfield to a wide open receiver, and he DROPS THE BALL!
21	Quarterback hits a receiver over the middle 10 yards downfield, the catch is made but he fumbles the ball, it's fallen on by the defense, no return! (HU: returned 20 yards)
22	Quarterback hits a receiver on the sidelines 15 yards downfield, the catch is made but he fumbles the ball, it's scooped up by the defense, roll for a return! (HU: returned 25 yards)
23	Long run from scrimmage, the runner gets to the defense's 10 but the ball is stripped loose there, fallen on by the defense at the 5, 1st & 10 going the other way! (If ball is inside the defense's 15 when this play begins: use #11.)
24	Pass is caught, the receiver gallops toward the end zone, but the ball is batted from behind by a defensive back, it bounces through the end zone and the defense takes over at their own 20!
25	Quarterback throws, it's batted right back to him, he catches it, falls on it, it's a 3 yard gain. (HU: 5 yard loss)
26	Jail break at the line, the defense swarms the quarterback, it's a sack for a loss of 8! (HU: loss of 14)
31	Linebacker dashes around an oblivious offensive line and immediately nails the quarterback for a loss of 12!
32	Running back trips over his own lineman, no gain. (HU: loss of 5)
33	Miscommunication at the line, the quarterback drops back to hand the ball off to the back who had no idea it was coming, the QB falls on the ball, a 6 yard loss. (HU: loss of 10)
34	Faulty route causes the quarterback to throw to a man who's nowhere in sight. Botched play, incomplete.
35	Running back wipes out his own 12 yard gain by twisting the facemask of the man who tackles him. 15 yard flag!
36	Pass from the QB goes in and out of the hands of the receiver, intercepted 10 yards downfield. Roll for return.
41	Trick play, ball carrier takes the ball, runs toward the sideline, sets and throws downfield---oh, what an awful throw, 15 yards short of the man going deep! Almost comically awful. (HU: ball is picked off 15 yards downfield)
42	Quarterback is sacked for a loss of 5 and is hurt! He's got to leave the game for good. See Backup Quarterback rule.
43	Star wide receiver is hurt on an incomplete pass and he has to leave the game for good. All Long Pass plays are now exhausted and cannot be called. (GHOST COACH ON OFFENSE: use #61)
44	Star running back goes for a 1 yard gain but is hurt. He has to leave the game for good. All Line Run plays are now exhausted and cannot be called. (GHOST COACH ON OFFENSE: use #63)
45	Trick play is botched when the receiver near the sideline drops the initial lateral from the quarterback. He falls on it, a loss of 2 yards. (HU: loss of 8 yards)
46	A receiver is wide open deep on the sideline, but the ball slips out of the quarterback's hands and lands harmlessly at his own feet! Incomplete! (HU: ball picked off 30 yards downfield, returned 10)
51	Screen pass, the running back catches it behind the line of scrimmage and is nailed immediately, it's a 4 yard loss. (HU: 8 yard loss)
52	Running back finds a hole in the line and rumbles forward, but his progress is halted when he runs right into the referee. Oh, a potentially long gain is reduced to a 7 yarder! (HU: 1 yard gain)
53	Quarterback drops back to pass, the rush is heavy, he unloads it and is called for very obvious intentional grounding. A ten yard penalty and a loss of down. (If the ball was at or inside the offense's 5, it's a safety, he threw it away in the end zone!)
54	Quarterback feels his receivers are confused and must burn a time out. Oh, he's not happy about that!
55-56	Running back breaks it along the sideline, he's off to the races and for a touchdown!! But no, the referee says he stepped out of bounds after only an 8 yard gain! (CHALLENGE? See Challenge Rule.)
61-62	Receiver catches a 12 yard pass on the sideline, but the referee says he only got one foot in bounds and rules it incomplete. (CHALLENGE? See Challenge Rule.)
63-64	Receiver makes a low grab of a pass and thinks he has a 12 yard catch. But the referee rules that the ball hit the ground and was trapped, incomplete pass. (CHALLENGE? See Challenge Rule.)
65-66	Quarterback is hit from behind as he attempts a pass, it's scooped up by the defense and returned for a touchdown! It's a questionable call, the QB's arm might have been going forward! (CHALLENGE? See Challenge Rule.)

**CHALLENGE RULE:** If you wish to challenge the referee's call in an attempt to reverse it, roll one die. On a roll of 1, the call is reversed. On a roll of 2-6, the call stands after review and you are charged with a time out. The Ghost Coach always challenges if he stands to benefit at all from it. No time out is charged on a successful challenge.

HU: If the team is a HEAVY underdog, note that the result of the play is affected.

	1	2	3	4	overtime	FINAL

time outs left	GHOST COACH	1st half	3	2	1	0	2nd half	3	2	1	0	overtime	2	1	0
	COACHED TEAM	1st half	3	2	1	0	2nd half	3	2	1	0	overtime	2	1	0

POSSESSION TRACKER			
1st quarter	2nd quarter	3rd quarter	4th quarter
Coached team's ball	Coached team's ball	Ghost Coach's ball	Ghost Coach's ball
Ghost Coach's ball	Ghost Coach's ball <b>(RARE)</b>	Coached team's ball <b>(JOLT)</b>	Coached team's ball
Coached team's ball	Coached team's ball	Ghost Coach's ball	Ghost Coach's ball
Ghost Coach's ball <b>(JOLT)</b>	Ghost Coach's ball Coached team's ball <b>(TWO MINUTE DRILL!)</b>	Coached team's ball <b>(RARE)</b>	Coached team's ball <b>(TWO MINUTE DRILL!)</b>
For overtime, use the same possession pattern as in the 4th quarter---and note that the Ghost Coach wins the toss and receives the kickoff.			
(JOLT) Refer to the Jolt Possession Launch table.      (RARE) The first play of the drive is a RARE Play.			

COACHED TEAM rushing stats	GHOST COACH rushing stats
COACHED TEAM passing stats	GHOST COACH passing stats
COACHED TEAM turnovers	GHOST COACH turnovers

## POSSESSION LAUNCH CHART : DEFENSIVE BATTLE

Anytime a team starts their drive outside the defense's 30 yard line, use this table to determine the result of the drive. If the progression of their drive puts them at or inside the defense's 30 yard line, play using the Offense Play Result Charts. If a roll of the dice on the Possession Launch Chart puts the offense into the defense's end zone, place the ball on the 10 yard line instead, it's 1st and goal! If a roll of the dice on this chart puts the offense into their own end zone, the result is a safety, the QB is sacked in the end zone, two points!

<b>11</b>	-5 yards, 4th down and 15 (If the defense is gambling: +35 yards, 3rd down and 3!)	<b>41</b>	+14 yards, 4th down and 2 - <b>UNDERDOG calls a time out. (Visiting team if tied.)</b>
<b>12</b>	<b>TURNOVER!</b> <u>1st half:</u> running back is nailed after a 1 yard gain and is stripped of the ball, it goes to the defense, roll for a return! <u>2nd half:</u> receiver catches pass for a 2 yard gain, loses it, it goes to the defense, roll for a return!	<b>42</b>	+ 15 yards, 3rd down and 9 - <b>Play Clock ticking down!</b>
		<b>43</b>	+ 16 yards, 3rd down and 5 <i>(Ghost Coach shows blitz!)</i>
		<b>44</b>	+ 17 yards, 3rd down and 2
		<b>45</b>	+ 18 yards, 2nd down and 10
		<b>46</b>	+ 19 yards, 4th down and 4
<b>13</b>	-5 yards, 3rd down and 15 <b>(((44)))</b>	<b>51</b>	+ 20 yards, 3rd down and 22
<b>14</b>	-3 yards, 4th down and 13 <b>(((45)))</b>	<b>52</b>	+ 21 yards, 3rd down and 15 - <b>Play Clock ticking down!</b>
<b>15</b>	-2 yards, 4th down and 12 <b>(((46)))</b>	<b>53</b>	+ 22 yards, 2nd down and 25
<b>16</b>	no gain, 3rd down and 10 <b>(((53)))</b>	<b>54</b>	+ 23 yards, 3rd down and 8 <b>(((13)))</b>
<b>21</b>	no gain, 3rd down and 10	<b>55</b>	+ 24 yards, 3rd down and 3 <b>(((14)))</b>
<b>22</b>	+ 2 yards, 3rd down and 8 - <b>UNDERDOG calls a time out. (Visiting team if tied.)</b>	<b>56</b>	+ 25 yards, 3rd down and 9 <b>(((15)))</b>
<b>23</b>	+ 4 yards, 3rd down and 6	<b>61</b>	+ 26 yards, 4th down and 4 <b>(((16)))</b>
<b>24</b>	+ 6 yards, 2nd down and 4 - <b>Consult RARE PLAY table!</b>	<b>62</b>	+ 27 yards, 3rd down and 11 <i>(Ghost Coach shows blitz!)</i>
<b>25</b>	+ 7 yards, 2nd down and 3	<b>63</b>	+ 28 yards, 3rd down and 3
<b>26</b>	+ 7 yards, 3rd down and 3	<b>64</b>	+ 29 yards, 3rd and 7
<b>31</b>	+ 8 yards, 4th down and 2 - <b>UNDERDOG calls a time out. (Visiting team if tied.)</b>	<b>65</b>	+ 30 yards, 3rd and 15
<b>32</b>	+ 9 yards, 3rd down and 1	<b>66</b>	+ 32 yards, 3rd down and 3 <b>(Backup QB in game: - 7 yards, 4th and 17)</b>  <i>(On results that show a number in parentheses, the FAVORED TEAM switches to that dice number if the result would help them. The UNDERDOG switches to that dice number if the result would hurt them. Otherwise, the dice roll stays the same.)</i>
<b>33</b>	+ 10 yards, 4th down and 10		
<b>34</b>	+ 10 yards, 3rd down and inches		
<b>35</b>	+ 11 yards, 2nd down and 19 - <b>Consult RARE PLAY table!</b>		
<b>36</b>	+ 12 yards, 3rd down and 4		

**PLAY CLOCK TICKING DOWN:** If the Coached Team is on offense, he has a choice to make. His team is too slow getting a play in. If he doesn't call a time out to regroup right now, he must roll the dice and let the Ghost Coach Play Selection Chart choose his play for him!

**GHOST COACH SHOWS BLITZ:** The Ghost Coach blitzes on this play.

**INCHES TO GO:** You may call for a measurement if you wish. You must expend a time out to get one, but if you then roll a 1 or 2 on a single die, a first down is ruled. Otherwise, you must get an 'inches' result or better on the next play to make the first down. (NOTE: 'Inches' results on the Offense Play charts are not cumulative.)

**GAMBLING:** The Coached Team may subtract dice roll numbers to gamble on defense. (Example: a defense, down by 10 in the 4th quarter, wants to play more aggressively. So the coach announces he will subtract 8 numbers from the dice roll on this chart, turning a 44 into a 32. There can be no lower roll than an 11; therefore, subtracting 5 numbers from a roll of 13 still results in an 11.)

# POSSESSION LAUNCH CHART : BAD WEATHER GAME

Anytime a team starts their drive outside the defense's 30 yard line, use this table to determine the result of the drive. If the progression of their drive puts them at or inside the defense's 30 yard line, play using the Offense Play Result Charts. If a roll of the dice on the Possession Launch Chart puts the offense into the defense's end zone, place the ball on the 10 yard line instead, it's 1st and goal! If a roll of the dice on this chart puts the offense into their own end zone, the result is a safety, the QB is sacked in the end zone, two points!

<b>11</b>	Short pass turns into a 25 yard gain when the defender slips in the snow! (If the defense is gambling: +35 yards, 3rd down and 3!)	<b>44</b>	+14 yards, 4th down and 2 - <b>UNDERDOG calls a time out. (Visiting team if tied.)</b>
<b>12</b>	<b>TURNOVER!</b>	<b>45</b>	+ 15 yards, 3rd down and 9 - <b>Play Clock ticking down!</b>
<b>13</b>	<u>1st half:</u> running back can't hold on to the ball, it slips out at the line of scrimmage, defense falls on it, no return!	<b>46</b>	+ 15 yards, 3rd down and 5 <i>(Ghost Coach shows blitz!)</i>
<b>14</b>		<b>51</b>	+ 16 yards, 3rd down and 2
<b>15</b>	<u>2nd half:</u> quarterback can't hold onto the ball on the snap, defense falls on it at the line of scrimmage, no return!	<b>52</b>	+ 16 yards, 2nd down and 10
<b>16</b>	-5 yards, 3rd down and 15 <b>(((44)))</b>	<b>53</b>	+ 17 yards, 4th down and 4
<b>21</b>	-3 yards, 4th down and 13 <b>(((45)))</b>	<b>54</b>	+ 17 yards, 3rd down and 22
<b>22</b>	-2 yards, 4th down and 12 <b>(((46)))</b>	<b>55</b>	+ 18 yards, 3rd down and 15 - <b>Play Clock ticking down!</b>
<b>23</b>	no gain, 3rd down and 10 <b>(((53)))</b>	<b>56</b>	+ 18 yards, 2nd down and 25
<b>24</b>	no gain, 3rd down and 10	<b>61</b>	+ 19 yards, 3rd down and 8 <b>(((13)))</b>
<b>25</b>	+ 2 yards, 3rd down and 8 - <b>UNDERDOG calls a time out. (Visiting team if tied.)</b>	<b>62</b>	+ 19 yards, 3rd down and 3 <b>(((16)))</b>
<b>26</b>	+ 4 yards, 3rd down and 6	<b>63</b>	+ 20 yards, 3rd down and 9 <b>(((21)))</b>
<b>31</b>	+ 6 yards, 2nd down and 4 - <b>Consult RARE PLAY table!</b>	<b>64</b>	+ 22 yards, 4th down and 4 <b>(((22)))</b>
<b>32</b>	+ 7 yards, 2nd down and 3	<b>65</b>	+ 24 yards, 3rd down and 11 <i>(Ghost Coach shows blitz!)</i>
<b>33</b>	+ 7 yards, 3rd down and 3	<b>66</b>	Running back rumbles for 25 yards! ( <b>Backup QB in game: - 7 yards, 4th and 17</b> )
<b>34</b>	+ 8 yards, 4th down and 2 - <b>UNDERDOG calls a time out. (Visiting team if tied.)</b>	<i>(On results that show a number in parentheses, the FAVORED TEAM switches to that dice number if the result would help them. The UNDERDOG switches to that dice number if the result would hurt them. Otherwise, the dice roll stays the same.)</i>	
<b>35</b>	+ 9 yards, 3rd down and 1		
<b>36</b>	+ 10 yards, 4th down and 10		
<b>41</b>	+ 10 yards, 3rd down and inches		
<b>42</b>	+ 11 yards, 2nd down and 19 - <b>Consult RARE PLAY table!</b>		
<b>43</b>	+ 12 yards, 3rd down and 4		

**PLAY CLOCK TICKING DOWN:** If the Coached Team is on offense, he has a choice to make. His team is too slow getting a play in. If he doesn't call a time out to regroup right now, he must roll the dice and let the Ghost Coach Play Selection Chart choose his play for him!

**GHOST COACH SHOWS BLITZ:** The Ghost Coach blitzes on this play.

**INCHES TO GO:** You may call for a measurement if you wish. You must expend a time out to get one, but if you then roll a 1 or 2 on a single die, a first down is ruled. Otherwise, you must get an 'inches' result or better on the next play to make the first down. (NOTE: 'Inches' results on the Offense Play charts are not cumulative.)

**GAMBLING:** The Coached Team may subtract dice roll numbers to gamble on defense. (Example: a defense, down by 10 in the 4th quarter, wants to play more aggressively. So the coach announces he will subtract 8 numbers from the dice roll on this chart, turning a 44 into a 32. There can be no lower roll than an 11; therefore, subtracting 5 numbers from a roll of 13 still results in an 11.)

**NOTE: IN A BAD WEATHER GAME, ALL FIELD GOAL ATTEMPTS, INCLUDING POINT AFTER ATTEMPTS, MUST GO AN EXTRA 5 YARDS TO BE CONSIDERED GOOD!**