

# Heroes and Rallies Football

## PLAYING RULES

You will need two dice of different colors. Select two NFL teams to face each other and fill out the lineups on the scoresheet. A team which won 2-4 more games than the other during a standard 16 game season is said to be the Favored team, while the other is the Underdog. If a team won 5 more games (or more) than the other, they are the Heavily Favored team and the other is the Heavy Underdog. If the teams were within one game of each other during the season, the teams are evenly matched. If a team was 9-7 or better during the season, they receive a one win bonus when playing at home.

In addition, each team receives a set number of rating points to emphasize the skills of certain players in their lineup, making them Elite players. Mark an E next to a player's name on the scoresheet if a team has enough points to designate him as such and would like to do so.

Rating points awarded	Points required to make a player Elite	
HEAVILY FAVORED TEAM: 11 FAVORED TEAM: 8 UNDERDOG: 5 HEAVY UNDERDOG: 2 TEAMS EVENLY MATCHED: 6	Kicker: 2	Back: 2
	Punter: 1	Receiver: 2
	Kick or Punt Returner: 1	Defensive Lineman: 2
	Quarterback: 4	Linebacker: 2
		Defensive Back: 2

If a punt returner and kick returner are the same player, he can only be considered Elite in one area unless you wish to spend another point.

If you have a single point left over which you don't wish to use, make a note of it on the scoresheet; it can be used to a team's benefit under the Magic Point rule.

Roll the dice to determine who receives the opening kick; an odd dice roll means the home team will receive, an even dice roll means it will be the visitors. Roll the dice again, adding them together, and consult the Kickoff chart.

There are 20 time units per quarter; *every* play from scrimmage, plus kickoffs and including extra point attempts, count as one time unit. Also counting as a single time unit are **play sequences** as shown on the Action Chart.

## GAME ACTION

Most of the game's action will come to life through the use of the multi-colored Action table. To play out each drive, roll the dice and combine them, reading the darker-colored die first. Consult the column corresponding to the team's field position to find out what happened, and which particular players were involved, if designated.

### Action Chart Key

+ 6 / - 2	<b>This is a play sequence.</b> Through a series of plays, the team moves the ball 6 yards down the field or loses 2 yards; roll again to continue. (If a lost yardage result would put the team into their own end zone, place the ball instead on the 1 yard line. If a positive yardage result takes the ball into the opponent's end zone, it's a touchdown!)
PASS 12 / RUN 4	The quarterback throws a 12 yard pass or a back runs for 4 yards. The green-shaded box in the lower right of the Action Chart shows the procedure for determining which particular player ran or caught the ball. If a RUN play results in a loss that puts the team into their own end zone, a safety is scored.
FUMBLE!	The ball is fumbled at the line of scrimmage! Roll again and consult the Fumble Return chart to see which team recovers it and how long the return is.
INTERCEPTION	A pass is picked off! Roll again and consult the Interception Return chart.
FLAG DOWN!	Roll again and consult the Penalty chart for the result of the flag. There is no need to know what gain or loss there was on the play. Penalties are never declined; simply move the ball forward or backward depending on the result shown.
RARE PLAY	Roll again and consult one of the Rare Play charts for the result of the play.
+6, 4 <sup>th</sup> & 4	After the team moves the ball 6 yards, it's 4 <sup>th</sup> down. The team may either elect to punt or go for it; if going for it, select a play from the Going for It on 4 <sup>th</sup> Down chart and execute it.
4 <sup>th</sup> & G 2	4 <sup>th</sup> and goal from the 2 yard line. The team may either elect to kick a field goal or go for it; if going for it, select a play from the Going for It on 4 <sup>th</sup> Down chart and execute it.
SCRAMBLE	Roll again and consult the Scramble chart for the result of the QB's run.
SACK!	The QB is sacked for a loss! If a sack results in a loss that puts the team into their own end zone, a safety is scored.
BIG PLAY!	Roll again and consult the Big Play chart for the length of the gain.

Note that some dice rolls will take you to colored boxes which change the result of the play according to the skills of certain players. Use the chart below the Action chart to apply these effects. For example, a dice roll of 26 on the Action chart results in a loss for the offense unless they feature an Elite quarterback, who turns the result into a 20 yard pass play.

## THE HURRY-UP OFFENSE

As soon as the white shaded boxes in the 2<sup>nd</sup>, 4<sup>th</sup>, or overtime quarters end, the team with the ball may elect to go into the Hurry-Up mode. Use the appropriate Action column during their drive. In the Hurry-Up offense, incomplete passes, plays that go out of bounds, plays followed by a timeout, or plays followed by a QB spiking the ball earn the team a **bonus roll**. Place a circle in one of the boxes marked with a T to remind you that this box also now counts as valid time. The quarter ends when all boxes and bonus time have been used. If your team has the ball and you do NOT want to enter the Hurry Up offense, you are considered to be killing the clock; use the normal Action columns to resolve the drive. In this mode, results marked with a \*\* become **0** results instead (no gain or loss).

You may only spike the ball after a completed pass or run, not after a gain/loss with a + or – symbol before it.

If the progression of the drive in the Hurry-Up Offense brings the ball to the defense's **9** yard line, use the proper field position columns rather than the Hurry-Up column.

You may actually go into the Hurry-Up mode at any time, but note that results on the Action chart colored in grey result in a sack if you go into the Hurry-Up before the proper time. Spikes and time outs have no effect until the grey boxes on the scoresheet have been entered.

## OTHER ACTION & CHART RESULTS

### FIELD GOALS

Add 17 yards to the line of scrimmage to determine the length of the field goal try. If the number shown on the Field Goal chart is greater than or equal to the distance, the kick is good; otherwise, it's missed. A blocked field goal or put is considered a fumble. If a field goal is missed, give the other team 7 yards to begin their drive.

### EXTRA POINTS

An extra point is always considered good, with no dice roll necessary and no time counted, UNLESS the touchdown came when a player's or team's skill rating improved the play result; in this case, roll the dice and consult the Field Goal table to see if the extra point is good.

### WHO GOT THE BALL?

You can determine which player ran the ball or caught a pass by referring to the bottom of the scoresheet; beginning with the topmost box on the left, check the boxes off as individual players are noted to have made catches or gotten the call on carries. If a ♦ result is rolled on the Action Chart, skip one box. For variety, you might also want sometimes to work from the bottommost box on the right and work backwards. To spotlight individual players when defensive plays are made or fumbles occur, roll the dice again and consult the Defensive Spotlight chart.

### MAGIC POINTS

If a team has a single rating point left over after designating its Elite players, and it would be unrealistic to assign it to a player just for the sake of not having a point left over, that point may be used, if you choose, to make any player Elite for a single play when the move is announced in advance of the snap. A team may only use one Magic Point during the game.

- Note that punting plays and returns on punts are condensed into the same chart, while the Fumble Return chart tells you both who recovered the ball and how far it was returned or advanced.
- On LONG or LONG GAIN results, roll again and consult the Long Gain chart for the yardage.
- You may use the "Going For It on 4<sup>th</sup> Down" chart to determine the result of what might be the final play of the 2<sup>nd</sup>, 4<sup>th</sup>, and overtime quarters regardless of the down.
- Passing gains that go beyond the back line of the end zone are considered touchdowns.
- If the Interception Return chart indicates that the intercepting team starts with the ball behind their own goal line, bring the ball out to the 20 instead.
- The offense may "take a knee" by accepting a 2 yard loss and expending one time unit.

## Defensive Spotlight

SACKS & BLOCKED KICKS		INTERCEPTIONS	
Dice #	This player made the play	Dice #	This player made the play
11-26	Star DL	11-33	Star DB
31-36	DL2	34-46	DB2
41-43	DL3	51-54	DB3
44	DL4	56-61	DB4
45-46	Star DB	62-64	Star LB
51	DB2	65	LB2
52	DB3	66	LB3
53	DB4	<b>WHO FUMBLED?</b>	
54-61	Star LB	11-16	Quarterback
62-64	LB2	21-56	Back
65-66	LB3	61-66	Receiver

FUMBLE RECOVERIES AFTER CAUGHT PASSES		OTHER FUMBLE RECOVERIES	
Dice #	This player made the play	Dice #	This player made the play
11-26	Star DL	11-12	Star DL
31-36	DL2	13	DL2
41-43	DL3	14-33	Star DB
44	DL4	34-44	DB2
45-46	Star DB	45-51	DB3
51	DB2	52	DB4
52	DB3	53-62	Star LB
53	DB4	63-65	LB2
54-61	Star LB	66	LB3
62-64	LB2		
65-66	LB3		

## Going For It on 4<sup>th</sup> Down

None of these results are play sequences; they are all single plays.

	Run	Dive Play	QB Sneak	Short Pass	Medium Pass	Deep Pass	Long Pass
2	9 ob	- 1	0	Intercepted!	Intercepted!	Intercepted!	50
3	<b>FUMBLE!</b>	1	Inches gained	15 ob	20	27 ob	INCOMPLETE
4	2	1	Inches gained	<b>SACK -2</b> (4 <sup>th</sup> & inches, 1 or 2: 12)	<b>SACK -8</b> (4 <sup>th</sup> & inches, 1 or 2: 15)	<b>SACK -9</b> (4 <sup>th</sup> & inches, 1 or 2: 22)	<b>SACK -11</b> (4 <sup>th</sup> & inches, 1 or 2: 25)
5	0	0	inches gained	INCOMPLETE	14 ob	INCOMPLETE	Intercepted 35 yards downfield!
6	0	inches gained	inches gained	11 (inside defense's 10: INCOMPLETE)	17 (inside defense's 10: INCOMPLETE)	INCOMPLETE	INCOMPLETE
7	3	0	2	8	INCOMPLETE	23	<b>LONG GAIN</b>
8	1	1	0	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
9	- 4	0	inches gained	<b>SCRAMBLE</b> (4 <sup>th</sup> & inches, 1, or 2: 9)	<b>SCRAMBLE</b> (4 <sup>th</sup> & inches, 1 or 2: 21)	<b>SCRAMBLE</b> (4 <sup>th</sup> & inches, 1 or 2: 29)	<b>SCRAMBLE</b> (4 <sup>th</sup> & inches, 1, or 2: 52)
10	8	2	4	22	25	33	44
11	<b>LONG GAIN</b>	<b>FUMBLE!</b>	0	4	8	15	19
12	14	2	2	<b>LONG GAIN</b>	<b>LONG GAIN</b>	<b>LONG GAIN</b>	30 (last play of quarter: TD!)

	Own 1 – Def 30	Def 29-20	Def 19-10	Def 9-5	Def 4-1	Hurry Up
11	FUMBLE!					INTERCEPTION!
12	INTERCEPTION!					INTERCEPTION!
13	PENALTY!					
14	RARE PLAY!					
15	+10, 4 <sup>th</sup> & inches!					
16	+9, 4 <sup>th</sup> & 1	+9, 4 <sup>th</sup> & 1	+9, 4 <sup>th</sup> & 1	4 <sup>th</sup> & G 1	4 <sup>th</sup> & G 1	+8, 4 <sup>th</sup> & 2
21	+7, 4 <sup>th</sup> & 3	+8, 4 <sup>th</sup> & 2	+7, 4 <sup>th</sup> & 3	4 <sup>th</sup> & G 2	4 <sup>th</sup> & G 1	+6, 4 <sup>th</sup> & 4
22	+5, 4 <sup>th</sup> & 5	+6, 4 <sup>th</sup> & 4	+5, 4 <sup>th</sup> & 5	4 <sup>th</sup> & G 4	4 <sup>th</sup> & G 2	+4, 4 <sup>th</sup> & 6
23	+2, 4 <sup>th</sup> & 8	+4, 4 <sup>th</sup> & 6	+3, 4 <sup>th</sup> & 7	4 <sup>th</sup> & G 7	4 <sup>th</sup> & G 3	+2, 4 <sup>th</sup> & 8
24	4 <sup>th</sup> & 10	+1, 4 <sup>th</sup> & 9	4 <sup>th</sup> & 10	4 <sup>th</sup> & G 11	4 <sup>th</sup> & G 5	-1, 4 <sup>th</sup> & 11
25	-10	-11	-12	-10	-10	-12
26	-5	-4	-5	-5	-5	-5
31	+3	+1	0	-2	-2	+7
32	+5 Time	+4	+2 ⊗	+0 ⊗	-1 ⊗	+10
33	+8 **	+7 **	+4	+0 Time	+0 Time	+15
34	+11 **	+10 **	+5	+1	+0	+18
35	+14 **	+13 **	+6	+2	+1	+22
36	+17 **	+16 **	+8	+3	+2	+26
41	+19 **	+18 **	+9	+4	+2	RUN -3
42	+21	+20	+11	+6	+3	RUN 7
43	+24	+23	+13	+8	+4	PASS inc ⊗
44	RUN -2	RUN -3	RUN -3	RUN -4	RUN -1	PASS inc
45	RUN 1 ♦	RUN 2 ob ♦	RUN -1 ♦	RUN 1 ♦	RUN 0 ♦	PASS inc ♦
46	RUN 4	RUN 3	RUN 2	RUN 2	RUN 0	PASS 4
51	RUN 6 ob ⊗	RUN 7 ⊗	RUN 4 ob	RUN 3	RUN 1	PASS 8 ob
52	RUN 8 ♦	RUN 9 ♦	RUN 5 ♦	RUN 4 ♦	RUN 1 ♦	PASS 12 ♦
53	RUN 12 **	RUN 11 **	RUN 8	RUN 4 ob	RUN 0 ob	PASS 16 ob
54	Scramble	Scramble	Scramble	RUN 6	RUN 1	Scramble
55	SACK! -7	SACK! -4	SACK! -8	Scramble	RUN 2	PASS 17
56	PASS 5	PASS 4 ob	PASS 3	SACK! -6	RUN 3 ob	SACK! -9
61	PASS 10 ♦	PASS 9 ♦	PASS 5 ob ♦	PASS 2 ♦	RUN 4 ♦	PASS 18 ob ♦
62	PASS 14 ob **	PASS 13 **	PASS 7	PASS 4 ob	PASS Scramble	PASS 19
63	PASS 18	PASS 17	PASS 9	PASS 5	SACK! -5	PASS 22 ob
64	PASS 22	PASS 21	PASS 12	PASS 6	PASS 3	PASS 24 ob
65	PASS 25	PASS 24	PASS 15 **	PASS 8	PASS 2 ob	PASS 27
66	BIG PLAY!	BIG PLAY!	BIG PLAY!	BIG PLAY!	BIG PLAY!	BIG PLAY!

Elite QB	An Elite QB throws a pass for 20 yards!
Favored team	They advance 5 yards; it's not 4 <sup>th</sup> down. HEAVILY FAVORED: They advance 15 yards, it's not 4 <sup>th</sup> down!
Underdog	No forward advance, 4 <sup>th</sup> down and 5! HEAVY UNDERDOG: They lose 10 yards, 4 <sup>th</sup> & 12!
Elite Back	If an Elite back got the carry, he breaks it for 20!
Elite Receiver	If an Elite receiver caught the ball, he goes for 20!
Elite DL	If the team has an Elite DL, he sacks the QB, loss of 9!
Elite LB	If the team has an Elite LB, he creates an 8 yard loss!
Elite DB	If the team has an Elite DB, he breaks up a pass and thwarts a big play!
GREY: If team is in the Hurry-Up before it's time, it's a SACK! -10      ** If team is killing the clock, no gain	

#### BIG PLAY!

11	PASS TD!	21	PASS 60	31	PASS 39	41	PASS 33	51	RUN 27	61	PASS 21
12	RUN 95	22	RUN 55	32	PASS 38	42	PASS 32 ob	52	PASS 26 ob	62	PASS 20
13	PASS 88 ob	23	PASS 50 ob	33	PASS 37 ob	43	RUN 31	53	PASS 25	63	PASS 19 ob
14	RUN 81	24	RUN 45	34	RUN 36	44	PASS 30	54	RUN 24	64	RUN 18
15	PASS 74 ob	25	PASS 43	35	PASS 35	45	PASS 29 ob	55	PASS 23 ob	65	RUN 17
16	RUN 67	26	PASS 41 ob	36	PASS 34 ob	46	RUN 28	56	PASS 22	66	PASS 16 ob

Favored team	Double the gain! HEAVILY FAVORED: Multiply the gain yardage by 4!
Underdog	A holding penalty wipes out a touchdown! Spot the ball 10 yards back. HEAVY UNDERDOG: Ball is intercepted 8 yards downfield and returned 20!

**Time** - The team now with the ball calls a time out.

⊗ - Use the RARE PLAY chart for the next snap!

Punt		Punt from def 45 - 30 yd line	Field Goal	Fumble Return	Interception Return	QB Scramble		
11	35 LONG	LONG from 3	2	Blocked -8	Defense 8	10 LONG	35	
12	9 (bad punt)	LONG from 8	3	61	Defense 15	45	SACK -5 & FUMBLE!	
13	12 (bad punt)	1	4	56	Offense 0	36	SACK -12	
14	15 (P41)	1	5	53	Defense – LONG	5 LONG	12	
15	18 (P41)	2 (R11)	6	49	Defense 0	28	4 ob	
16	21 (P41)	2	7	46	Defense 0	20	5	
21	24	3	8	43	Defense 0	12	7 ob	
22	27 (P41)	3 (R12)	9	39	Offense 0	4	8	
23	30	4	10	35 (K3)	Defense 5	To line of scrmg +5	2	
24	33 (P41)	4	11	missed!	Defense 10	To line of scrimmage +15	22	
25	36	5	12	FLAG DOWN	Defense 20	30 LONG	0 ob	
26	39 (P41)	6						
31	42 FUMBLE!	6	2	Kickoff	Onsides kick	Two Point Conversions	Long Gain	
32	45	7	3	Fumbled at 10 yard line!	Return team gets the ball, takes over 12 yards downfield.	Quarterback is sacked just before he can throw!	18	
33	48	7	4	LONG from goal line		Pass is tipped away at the last second, what a play!	54 ob	
34	51	8	5	LONG from 4 yard line		Running back is stopped inches short!	TD!	
35	54 (R11)	10	6	18 (R3)	Return team gets the ball, takes over 16 yards downfield.	PASS is complete, a jumping catch in traffic!	25	
36	57	11	7	20		Running back is smothered immediately, no gain!	30 ob	
41	60 (R45)	12	8	25	Return team gets the ball, takes over 8 yards downfield.	Quarterback finds a man wide open, complete!	35	
42	63	13	9	30		Running back fights his way in, 2 points!	40	
43	66	14	10	40		Quarterback draw fools the defense, he goes in!	20	
44	40 LONG	16	11	15	Kicking team gets the ball 12 yards downfield, 1 <sup>st</sup> down!	PASS is complete at the back of the end zone!	47 ob	
45	50 LONG	19 (P15)	12	Touchback		Pass in the back of the end zone is too high, incomplete!	67	
46	FLAG	20		40 (ball is kicked ob!)		Pass DROPPED in the end zone! Oh, my!	79	
51	BLOCK –8	20 (P15)	2	FLAG on Action Chart				FLAG on punt/field goal try
52	FUMBLE –12*	20 (P15)	3	Defense 15				15 yds on offense
53	28	20 (P15)	4	Defense 15				5 yds on defense
54	29	20	5	Defense 15				15 yds on defense +
55	30	20 (P15)	6	Defensive pass interference 20 yards downfield! 1 <sup>st</sup> down!				10 yds on offense
56	32	22	7	Defensive pass interference 40 yards downfield! 1 <sup>st</sup> down!				5 yds on offense
61	34	25 (P15)	8	Defense 15				5 yds on offense
62	36	28 (bad punt)	9	Offense 10				5 yds on defense
63	38	32 (bad punt)	10	Offense 15				10 yds on offense
64	40	FLAG	11	Defense 15				5 yds on defense +
65	42	BLOCK –12	12	Offense 15				15 yds on offense
66	44	FUMBLE –4*	The return team on a punt or field goal try is the offense. Penalties putting the ball into the end zone are placed at the 1 yard line instead. + Automatic 1st down.					10 yds on offense
YELLOW RESULT		Move the ball downfield this number of yards, that’s where the opposing team starts their possession after the punt and their return, or their interception and their return.						
35 LONG		The ball travels this number of yards downfield, followed by a LONG GAIN return.						
GREEN RESULT		This is the yard line where the opposing team begins their drive after the punt/kickoff and return.						

(P#) Elite punter: Use this chart # if it would help his team.

(R#) Elite returner: Use this chart # if it would help his team.

(K#) Elite kicker: Use this chart # if it would help his team.

\* If the game is not tied, use chart #36 instead.

## Rare Plays #1 – Use this chart if current yard line ends in 1, 4, 7

11	Pass complete to the Star receiver, but the ball is stripped 7 yards downfield! The defense takes over right there!
12	Long run from scrimmage by the Star back, the ball is stripped away, it's fallen on by the offense! A 25 yard gain!
13	Miracle leaping catch by the Star receiver over the middle, a 15 yard gain!
14	Miracle leaping catch by the second receiver on the sideline, a 15 yard gain and out of bounds!
15	Miracle leaping catch by the Star receiver he drags both feet in bounds, a 15 yard gain! (ob)
16	Miracle diving catch by the third receiver, a 15 yard gain!
21	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!
22	Quarterback drops back and throws short near the sideline, a charging defensive back anticipates the throw but drops an easy interception with nothing but running room in front of him! Oh, agony!
23	A great pass is dropped by the Star receiver!
24	A great pass is dropped by the second receiver!
25	The defense panics upon seeing a confusing offensive setup and has to use a time out!
26	Amazing run by the Star back, who reverses his field and goes for 14!
31	The star back is nailed at the line of scrimmage, somehow keeps on his feet, breaks tackle after tackle for a gain of 13!
32	The quarterback doesn't like the look of the defense and calls a timeout at the last second.
33	A pass is batted down by a defensive lineman!
34	Star 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.)
35	Star receiver catches a 22 yard pass on the sideline, but the referee says he only got one foot in bounds and rules it incomplete. (CHALLENGE? See Challenge Rule.)
36	Second receiver makes a low grab of a pass and thinks he has a 14 yard catch. But the referee rules that the ball hit the ground and was trapped, incomplete pass. (CHALLENGE? See Challenge Rule.)
41	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.)
42	Quarterback takes a one step drop and fires the ball at a wide receiver near the sideline, it's anticipated beautifully and picked off, it's a 30 yard return! But the offense says the defender didn't get his hands fully under the ball and it should be ruled an incomplete pass! (CHALLENGE? See Challenge Rule.)
43	Miracle diving catch by the Star receiver, a 30 yard gain! But did he really catch it? The refs say he did! (CHALLENGE? See Challenge Rule.)
44	Miracle leaping catch by the third receiver, a gain of 9! But did he hold onto it? The refs say he did! (CHALLENGE? See Challenge Rule.)
45	Bench back gallops for a first down....or does he? It's a questionable spot, the refs leave him a yard short, it's 4 <sup>th</sup> down! Oh, that is a questionable call! (CHALLENGE? See Challenge Rule.)
46	Ball pops loose after a 5 yard run by the Star back, 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, his knee looked down! (CHALLENGE? See Challenge Rule.)
51	The quarterback eludes tacklers in the pocket and rolls out. but can't find anyone open! He runs all over the field in desperation and finally goes down for a loss of 9 after almost making a heroic escape!
52	The quarterback throws deep to the Star receiver, and he has to knock the ball away from a defensive back to thwart an interception! It's an incomplete pass but a great play!
53	The quarterback throws over the middle and the Star receiver is nailed by a defensive back, sending him to the turf without the ball, what a brutal hit!
54	The snap is fumbled but the quarterback alertly picks it up and throws to the second receiver for a 4 yard gain!
55	The blitz chases the quarterback deep in the pocket; he floats a screen pass to the second back but upon catching it he's tackled immediately for a 6 yard loss!
56	The Star receiver makes a great sliding catch for a gain of 15!
61	The second receiver makes a great diving sideline catch for a gain of 13!
62	The third receiver makes a great sliding catch for a gain of 12!
63	The quarterback splits two defenders with a laser throw into traffic; the Star receiver has it for a 19 yard gain!
64	The quarterback throws to the third receiver, and the ball bounces off his hands and is intercepted! The defense takes over, first down 13 yards downfield!
65	The defense swarms the QB on a blitz, he has no choice but to throw the ball out of bounds as soon as he escapes the pocket!
66	The offense beats the blitz with a beautifully executed screen pass to the Star back who goes for 17 yards!

### CHALLENGE RULE

On selected plays, if you wish to challenge the referee's call in an attempt to reverse it, roll the dice again. If you roll doubles, the call is reversed. Otherwise, the call stands after review and you are charged with a time out.

## Rare Plays #2 - Use this chart if current yard line ends in 2, 8, 0

11	Quarterback slips and falls going back to pass, loss of 8!
12	A clever shovel pass to the second back goes for a gain of 10!
13	Two consecutive false start penalties on the offense! Move it back 10 yards!
14	Quarterback gets away with blatant intentional grounding, no flag, pass incomplete!
15	Quarterback throws 30 yards downfield to a wide open third receiver, and he DROPS THE BALL!
16	Quarterback throws incomplete, but the defense is flagged for roughing the passer, 15 yards and an automatic first down! Oh, a stupid penalty, completely unnecessary!
21	Quarterback hits the Star 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!
22	Quarterback throws the ball over the middle, it hits a referee and falls incomplete!
23	Long run from scrimmage by the Star back, 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 third 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 1 yard gain!
26	Jail break at the line, the defense swarms the quarterback, it's a sack for a loss of 8, no protection whatsoever!
31	Short pass is broken open, bench receiver gets to the defense's 20 and fumbles it! (If ball is inside the defense's 25 when this play begins: use #11.)
32	Star back trips over his own lineman, no gain.
33	Fumble on the snap! The quarterback falls on it, a loss of 3.
34	Pass from the QB goes in and out of the hands of the third receiver, intercepted 10 yards downfield! Roll for return.
35	Trick play, Star back takes the ball, runs toward the sideline, sets and throws downfield---incomplete!
36	Quarterback cracks under heavy pressure and throws it away, and is immediately called for intentional grounding! Ten yards, loss of down!
41	Quarterback has to scramble out of the pocket, can't find anyone open, is pursued relentlessly, he keeps dropping further and further back, oh, he should just throw it away but he never does and he's finally caught from behind for a mammoth loss of 20!
42	Trick play, Star back takes the ball, runs toward the sideline, sets and throws downfield---complete to the Star receiver for a LONG GAIN!
43	Trick play is botched when the second receiver near the sideline drops the initial lateral from the quarterback. He falls on it, a loss of 2 yards.
44	A receiver is wide open deep on the sideline, but the ball is overthrown! Agony!
45	Star 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!
46	Quarterback is unclear about which play to call and must burn a time out. Ugly!
51	Trick play, Quarterback takes the ball, hands it to the back, who pitches it back to him....there's a long throw...complete to the Star receiver for a LONG GAIN!
52	Trick play, Quarterback takes the ball, hands it to the back, who pitches it back to him....there's a long throw....incomplete!
53	Reverse! Star receiver takes it and goes for 20!
54	Reverse! Second receiver takes it and goes for 10!
55	Reverse! Star receiver takes it and goes for a LONG GAIN!
56	A reverse fools nobody, the Star receiver loses 5 yards!
61	A reverse fools nobody, the second receiver loses 8 yards!
62	The Star receiver catches a pass, turns it up the field, and he's going to go all the way! He dives at the last second and tries to strike the pylon with the ball before he goes out of bounds but he loses control and the ball rolls through the end zone for a touchback! The defense takes over on the 20! But it's so close, maybe it was a touchdown after all! (CHALLENGE? See Challenge Rule.)
63	Quarterback nailed as he releases the ball, it's a fumble, defensive lineman 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 incompleteness! (CHALLENGE? See Challenge Rule.)
64	15 yard gain on a passing play! The defense claims the second receiver trapped the ball, but is overruled. (CHALLENGE? See Challenge Rule.)
65	25 yard gain on a passing play, Star receiver is shoved out of bounds. The defense claims he only had one foot down, but is overruled. (CHALLENGE? See Challenge Rule.)
66	Bench back loses the ball after a 7 yard gain, the 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

On selected plays, if you wish to challenge the referee's call in an attempt to reverse it, roll the dice again. If you roll doubles, the call is reversed. Otherwise, the call stands after review and you are charged with a time out.

## Rare Plays #3 - Use this chart if current yard line ends in 3, 9

11	Under immense pressure, the QB floats a screen pass over the line and the Star back rumbles for 22 yards!
12	The QB throws short toward the sideline...and the defensive back jumps the route, picking it off and going the other way for a TOUCHDOWN!
13	The quarterback takes a one-step drop and hits the Star receiver on a slant route, he splits the defense for a 24 yard gain!
14	The quarterback, pursued by a lineman, throws a wobbly pass off his back foot and it's intercepted!
15	The quarterback throws and it's tipped up in the air by a defensive lineman! The ball is caught by the center, who falls at the line of scrimmage. Complete pass, no gain!
16	The Star running back runs for 3 yards and is then totally mugged by a linebacker, who rips the ball free and takes it the other way for 30 yards!
21	The quarterback hits the second receiver for a long touchdown pass!! But wait—the referees are saying he stepped out of bounds and then came back in! Instead of a touchdown it's a 5 yard penalty against the offense!
22	There goes the Star back, breaking tackles, getting free, and turning on the speed to go all the way for a TOUCHDOWN!! But wait—a holding penalty is called on the offense, that's a 10 yarder, no score!
23	On 3 <sup>rd</sup> and long, a defensive back breaks up a pass, the drive is over—but no, he's called for illegal contact! 5 yard penalty, automatic first down!
24	Short pass caught by the third receiver....before he's hit he laterals it to the Star receiver, who rumbles forward, all in all it's a 20 yard gain!
25	On 3 <sup>rd</sup> down, the defense gets to the quarterback and causes him to throw incomplete—but wait, the referees are calling the defense for roughing the passer! Fifteen yards and an automatic first down on a very dubious call!
26	The quarterback hits the Star receiver over the middle, he breaks free to go all the way for a TOUCHDOWN!! But wait—he's being called for offensive pass interference! 10 yard penalty, no score!
31	Quarterback drops back to pass, he is nailed but at the last second he flips the ball backhanded to the Star back who gallops for ten yards it's considered a complete pass!
32	The snap is fumbled! The QB tries to fall on it, but the ball now belongs to the defense! 1 <sup>st</sup> down going the other way!
33	The QB throws short toward the sideline...and the defensive back jumps the route, picking it off and going the other way for a TOUCHDOWN!
34	The QB's arm is hit as he releases it, the ball floats—oh, two defensive backs go for it simultaneously and their collision jars the ball loose, it's an incomplete pass!
35	The quarterback throws a screen pass to the Star back, and he drops it!
36	Quarterback drops back, throws quickly behind the line of scrimmage to the second receiver, he in turn steps back and throws the ball downfield for a 20 yard gain to the second back!
41	The third receiver is thrown to over the middle, and a linebacker CRUSHES him, incomplete pass, the receiver lies there dazed for a full minute!
42	Quarterback drops back to pass, has nothing, no one open, the pocket collapses, he scrambles back and forth across the field, evading everyone, no one can catch him, he goes from sideline to sideline, finally throws deep, it's caught by the Star receiver for a gain of 28! What an amazing feat of endurance!
43	The offense attempts a shovel pass to the second back, but it fools no one, it's a 3 yard loss!
44	Miscommunication at the line, the quarterback drops back to hand the ball off to the Star back, who had no idea it was coming, the QB falls on the ball, a 6 yard loss.
45	Faulty route causes the quarterback to throw to a man who's nowhere in sight. Botched play, incomplete.
46	The quarterback throws a screen pass to the second back, and he drops it!
51	The 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!
52	The defense sends everyone in on a blitz and the quarterback has no chance! He's sacked for a loss of 10, it's 4 <sup>th</sup> and 15!
53	The 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!
54	The defense sends everyone in on a blitz and the quarterback throws quickly to the second receiver, who's got it with running room! He gallops forward for an 18 yard gain!
55	The quarterback is sacked for a loss of 4, and a fight breaks out between the teams! Pushing and shoving everywhere, it's getting way too personal out there! An unsportsmanlike conduct penalty is called against the offense, tack 15 yards onto the loss!
56	The Star back runs wide and goes out of bounds after a 2 yard gain....and is hit out of bounds very late! That's a 15 yard penalty against the defense tacked on to the end of the run!
61	Screen pass hits second back in the back of the helmet, he never saw it coming, incomplete!
62	Quarterback throws outside to the third receiver...oh, he was looking up the field before he secured the ball and it's dropped! 4 <sup>th</sup> down and 4!
63	The quarterback changes the play at the line of scrimmage with a last second audible, drops back, and hits the Star receiver for 11 yards! Great play!
64	The quarterback throws...it's tipped into the air and caught by the Star defensive lineman! First down going the other way!
65	The quarterback throws a bomb down the sideline...the Star receiver dives...and it's just off his fingertips!
66	The quarterback throws a bomb down the middle...and the defensive back leaps at the last second and breaks up a sure touchdown! What a play!

## Rare Plays #4 - Use this chart if current yard line ends in 5, 6

11	Breakdown in the secondary! The quarterback throws a bomb to the Star receiver, he's wide open for the TOUCHDOWN! What happened??
12	The quarterback drops pack to pass...the ball is stripped out of his hands and the defense falls on it 6 yards behind the line of scrimmage! First down going the other way!
13	The quarterback drops pack to pass...he's hit, the ball comes out of his hands, and the defense falls on it 10 yards behind the line of scrimmage! First down going the other way!
14	The quarterback drops pack to pass...he's hit, the ball comes out of his hands, and the defense scoops it 3 yards behind the line of scrimmage! It's a LONG GAIN return!
15	The coach is hollering like crazy at the quarterback to call a timeout, worried about the look of the defense, but the ball is snapped and the blitz swarms the QB, he goes down for a 4 yard loss!
16	The Star back plows into the line and hits a wall, but when the play seems over he bounces out of it and heads for the sideline! He turns a short loss into a 7 yard gain!
21	The second back loses the ball after 2 yard gain, and there's a massive pileup! Both teams are signaling that they have the ball, and it takes a couple of minutes to quell the pile and get all the bodies out of there, after which it's revealed that the offense still has it!
22	The quarterback drops back to pass but everyone is covered...his protection is great but no one's open...he runs left, right....still looking...finally he fires a deep bullet and hits a sliding Star receiver for a gain of 23! A perfect throw!
23	The quarterback has a man open deep...but he overthrows him! Oh, he puts his hands to his helmet, he knows he had a touchdown but threw a bad ball!
24	Hauled down from behind by a defender, the QB makes a long underhanded throw to the bench back, who takes it for a six yard pass completion!
25	Surrounded by the pass rush, the quarterback throws to the third receiver on the sideline! He drops the ball and has to smother it, it's considered a lateral! It's a 5 yard loss!
26	It's a play action pass...the quarterback is airing it out! He throws the ball down the field with all the strength he has in his arm...it's caught by the Star receiver, he goes in for a TOUCHDOWN! (Ball is inside the defense's 40: use # 22)
31	The Star back drops the handoff! He has to fall on it, it's a 4 yard loss!
32	The second back drops the handoff! He tries to fall on it but the ball belongs to the defense 3 yards behind the line of scrimmage! First down going the other way!
33	An unblocked defensive lineman dashes right at the quarterback, who goes down before he's touched, a loss of 7!
34	In the shotgun formation, the ball is snapped over the QB's head! He falls on it for a loss of 14!
35	In the shotgun formation, the ball is snapped too low! The QB has to fall on it for a loss of 9!
36	In the shotgun formation, the ball is snapped over the QB's head! The defense falls on it 12 yards behind the line of scrimmage, that's a first down going the other way!
41	The QB throws to the sideline...the defensive back jumps the route and has the ball right in his hands but drops it! Oh, he had a wide open field in front of him but he took his eyes off the ball!
42	The QB's pass is batted up in the air....and picked off by a defensive lineman! He falls at the line of scrimmage, it's a first down going the other way!
43	There's a long throw over the middle, incomplete, and the receiver is screaming for a pass interference call! He won't get it!
44	There's a short completion to the Star receiver...oh, he jukes the defensive back out of his socks and goes for 10 yards! What a move!
45	The Star back runs wide, seems trapped near the line of scrimmage, but some terrible tackling lets him go for an 8 yard gain!
46	A jump ball is thrown on a long pass, it's tipped up in the air and caught by the Star receiver for 40 yards!
51	A vicious scuffle breaks out after a 3 yard running gain by the Star back! A defensive player is slapped with a 15 yard unsportsmanlike conduct penalty tacked to the end of the gain, automatic first down!
52	Quarterback throws short, into and out of the hands of a defensive back, and it's caught by the second receiver for 12 yards!
53	Quarterback throws, it's tipped high in the air, and caught for a 15 yard gain by the bench receiver!
54	A three yard passing gain is followed by a helmet-to-helmet hit on the receiver! Add 15 yards to the gain!
55	On 3 <sup>rd</sup> down and short, the Star back reaches the ball forward after hitting the line but it's going to be 4 <sup>th</sup> and inches!
56	On 3 <sup>rd</sup> down and short, the second back reaches the ball forward after hitting the line but it's going to be 4 <sup>th</sup> and inches!
61	On 3 <sup>rd</sup> down, the QB completes a pass to the Star receiver, who lunges for the first down marker...and makes it there! (If the team has only the end zone to reach, he knocks over the pylon and it's a TOUCHDOWN!)
62	On 3 <sup>rd</sup> down, the QB completes a pass to the second receiver, who lunges for the first down marker...but is stopped inches short! (If the team has only the end zone to reach, he's stopped two inches short of the end zone!)
63	The ball is snapped right to the Star receiver, who runs for 8 yards!
64	The Star back lines up behind center! He takes the snap and throws the ball short to the quarterback near the sideline, it's complete for a 9 yard gain!
65	The quarterback drops deep in the pocket and is surrounded...but he miraculously escapes a sack not once, but twice! He runs forward and throws the ball downfield to the third receiver, who catches it for a 13 yard gain!
66	The quarterback scrambles and throws complete down the field....but he's ruled beyond the line of scrimmage! It's a 10 yard penalty. 4 <sup>th</sup> down and 17!

Teams	1	2	3	4	OT	FINAL	Time Outs Left		
							3 2 1 0	3 2 1 0	2 1 0
							3 2 1 0	3 2 1 0	2 1 0

VISITORS		HOME	
Quarterback		Quarterback	
Star back		Star back	
Second back		Second back	
Bench back		Bench back	
Star receiver		Star receiver	
Second receiver		Second receiver	
Third receiver		Third receiver	
Bench receiver		Bench receiver	
Kicker / Punter	/	Kicker / Punter	/
Punt Ret / Kick Ret	/	Punt Ret / Kick Ret	/
Star D. Lineman		Star D. Lineman	
D. Lineman 2 / 3 / 4	/ /	D. Lineman 2 / 3 / 4	/ /
Star Linebacker		Star Linebacker	
Linebacker 2 / 3	/	Linebacker 2	/
Star Defensive Back		Star Defensive Back	
Defensive Back 2/3/4	/ /	Defensive Back 2/3/4	/ /
Offensive Linemen		Offensive Linemen	

[illegible]

FIELD POSITION

*A team may choose to write a linebacker into the D. Lineman 4 spot if the defense's usual formation suggests a 4<sup>th</sup> LB.*

<b>RUN</b>	Star Back	2 <sup>nd</sup> Back	Star Back	Star Back	2 <sup>nd</sup> Back	Star Back	Star Back
<b>PASS</b>	Star Receiver	2 <sup>nd</sup> Receiver	2 <sup>nd</sup> Receiver	Star Receiver	Star Back	Star Receiver	3 <sup>rd</sup> Receiver
<b>RUN</b>	2 <sup>nd</sup> Back	Star Back	Bench Back	Star Back	Star Back	Star Back	2 <sup>nd</sup> Back
<b>PASS</b>	Bench Rec.	Star Receiver	Star Receiver	2 <sup>nd</sup> Receiver	Star Receiver	2 <sup>nd</sup> Receiver	3 <sup>rd</sup> Receiver
<b>RUN</b>	Star Back	Bench Back	Star Back	Star Back	2 <sup>nd</sup> Back	2 <sup>nd</sup> Back	Star Back
<b>PASS</b>	Star Receiver	2 <sup>nd</sup> Receiver	Star Receiver	3 <sup>rd</sup> Receiver	Star Back	Star Receiver	2 <sup>nd</sup> Receiver
<b>RUN</b>	2 <sup>nd</sup> Back	Star Back	Star Back	Star Back	Star Back	Star Back	2 <sup>nd</sup> Back
<b>PASS</b>	Star Receiver	Star Receiver	Star Receiver	2 <sup>nd</sup> Back	2 <sup>nd</sup> Receiver	Bench Rec.	3 <sup>rd</sup> Receiver