

Pro Football History

Pro Football History is a free game brought to you by Gen1400 Gaming.

Have you every wanted to rewrite your own football history? Are you looking for a football game where you can start all over? You are in complete control. You decide when and who to expand. One of the best things about Pro Football History is that a lot of the rules are optional and can very easily be changed to suit your own football league. I will give you the rules of how it works and then some blank sheets and charts so you can do your own league.

Pro Football History Rules

Step 1: Select the year in which you would like to play. In my example I am selecting the year 1900.

Step 2: Decide how many teams are in your first ever season and how your schedule format will work.

In my example, I am going to do a 4-team league, with 1 division, each team plays the other team 2 times, for a total of 6 games a piece. The top two teams will play in my Superbowl.

Step 3: Either select which four cities will start in your league by choice or by random.

I am taking New York, Cleveland, Green Bay, and Chicago.

Step 4: Determine your roster size. This game is designed to play season after season rather quickly so don't get hung up on the roster size aspect. 5 is a great number but you can do as many as you want. For my example I am picking 5. QB, HB, FB, WR, TE

Step 5: Now you need to work out the details of your first ever rookie draft. With 4 teams and 5 players per team, I need 20 total players to draft from.

Step 6: You need to determine the skill level and names of these players. You can use every single player who ever played the game, you can use all created names, or you can use only names from a specific time period. How you come up with your players and your ratings is completely up to you. In my example I will be using a ton of ex football players.

Step 7: You need to rate each person in your player pool. Each player is given a rating of 1-5. 1 being the worst at his position and a 5 being the best. I have a small example below of my player pool.

Step 8: Determine how you are going to select the 20 people for your first draft. You can do it completely randomly or you can set a skill level cap, or you can select any 20 you want to. I have done mine completely random.

Step 9: Determine how you are going to run your rookie draft and who is selecting where. Since this is my first ever draft I am going to do it fantasy style, so the team that drafts 1st will draft last in the 2nd round. Every draft after this one, I am going to do it NFL style and let the worst teams pick first and the best teams last. I am also going to select my first ever order randomly by rolling a die for each team and the highest will draft first and so on. Once again, after this draft, all of my future drafts will be based on order of finish.

Step 10: Run your draft. Try to do it in the best interest of each team you are drafting for. It will make your league a lot more fun later on. Once your draft is complete you need total up the skill points of each player to get a total team skill. For example $5+2+3+4+2=16$. This would mean your 5 players give you a team skill value of 16. Obviously the higher a teams skill value, the better the team will be.

Step 11: Now create your schedule. With just 4 teams this becomes very simple. As you add more teams, this task more and more difficult. If you feel like you just can't do a schedule or don't want to deal with making a schedule, just play all of one teams games first and so on until all of the games have been played.

Step 12: Play your games. Playing a game is very simple and easy. There are no stats or scores. Just take the two teams and subtract the difference of their skill values. If you have a 16 team facing a 14 team, then you are adding 2 to the higher level team. Use one 10-sided die to play the games and never add more than 5 to any one team's die. Any rolls of 0 are considered rolls of 10. Both teams roll the die and after adding 2 to the better team, whoever had the higher roll, wins the game. All ties go to the home team.

Step 13: Make sure to keep standings and after your regular season games are played, play any playoff games to finish out your first season. Before I get into how to go into your offseason, I will show you how to record all of the data from our first season 1900.

Pro Football History

1900 NFL (1st season)

Original Teams	Standings	W	L	GB
New York	Green Bay	4	2	-
Cleveland	New York	4	2	-
Green Bay	Chicago	2	4	-
Chicago	Cleveland	2	4	-

1900 NFL Rookie Draft

Available Players

QB	Rick Mirer-1		FB	Ed Cherry-2
QB	Ryan Leaf-1		FB	Lincoln Coleman-1
QB	Dan Marino-5		WR	Lance Alworth-5
QB	Chad Pennington-3		WR	Miles Austin-2
HB	Willie Parker-4		WR	Flipper Anderson-3
HB	Richard Huntley-2		WR	Stephen Baker-3
HB	Eric Dickerson-5		TE	Mark Bavaro-4
HB	Larry Johnson-4		TE	Jerame Tuman-2
FB	Tim Lester-4		TE	Cap Boso-2
FB	Darian Barnes-2		TE	Chris Baker-3

1900 NFL Rookie Draft Results

Round	Green Bay	Chicago	New York	Cleveland
1	QB-Dan Marino-5	WR-Lance Alworth-5	HB-Eric Dickerson-5	TE-Mark Bavaro-4
2	HB-Willie Parker-4	HB-Larry Johnson-4	QB-Chad Pennington-3	FB-Tim Lester-4
3	TE-Chris Baker-3	FB-Darian Barnes-2	WR-Flipper Anderson-3	WR-Stephen Baker-3
4	WR-Miles Austin-2	TE-Cap Boso-2	FB-Ed Cherry-2	HB-Richard Huntley-2
5	FB-Lincoln Coleman-1	QB-Ryan Leaf-1	TE-Jerame Tuman-1	QB-Rick Mirer-1
TOTAL	15	14	14	14

1900 NFL Schedule

Week 1	Week 2	Week 3	Week 4
GB @ CHI	NY @ GB	GB @ CLE	CHI @ GB
NY @ CLE	CLE @ CHI	CHI @ NY	CLE @ NY

Week 5	Week 6
GB @ NY	CLE @ GB
CHI @ CLE	NY @ CHI

Winners in **bold**

SUPERBOWL I

New York vs **Green Bay**

WORLD CHAMPS

Green Bay

Pro Football History

NFL Rookie Player Pool

QB	HB	FB
00-Tom Brady-5	00-Curtis Enis-1	00-Sam Agee-1
01-Jim Plunkett-3	01-Cedric Benson-2	01-Deon Anderson-2
02-Dan Fouts-4	02-Walter Abercrombie-3	02-Richie Anderson-3
03-Kordell Stewart-2	03-Willie Parker-4	03-Tim Lester-4
04-Rick Mirer-1	04-Jim Brown-5	04-Mike Alstott-5
05-Ryan Leaf-1	05-Rich Erenberg-1	05-Butch Avinger-1
06-Tim Couch-2	06-Richard Huntley-2	06-Darian Barnes-2
07-Trent Dilfer-3	07-Bam Morris-3	07-Fred Beasley-3
08-Randall Cunningham-4	08-Larry Johnson-4	08-Leon Campbell-4
09-Dan Marino-5	09-Walter Payton-5	09-John L. Williams-5
10-Alex Van Pelt-1	10-Kijana Carter-1	10-Lincoln Coleman-1
11-Tommy Maddox-2	11-Merrill Hoge-2	11-Ed Cherry-2
12-Chad Pennington-3	12-TJ Duckett-3	12-Rock Cartwright-3
13-Phillip Rivers-4	13-John Riggins-4	13-Zack Crockett-4
14-Joe Montana-5	14-Eric Dickerson-5	14-Larry Centers-5
WR	TE	
00-Will Blackwell-1	00-Zac Alcorn-1	
01-Courtney Hawkins-2	01-Jerame Tuman-2	
02-Chris Calloway-3	02-Stephen Alexander-3	
03-Irving Fryar-4	03-Robert Awalt-4	
04-Jerry Rice-5	04-John Mackey-5	
05-Limas Sweed-1	05-Eric Bailey-1	
06-Sam Aiken-2	06-Billy Bajema-2	
07-Flipper Anderson-3	07-Chris Baker-3	
08-Terry Glenn-4	08-Mark Bavaro-4	
09-Lance Alworth-5	09-Ozzie Newsome-5	
10-Jahine Arnold-1	10-Jerome Collins	
11-Miles Austin-2	11-Cap Boso-2	
12-Stephen Baker-3	12-Kyle Brady-3	
13-Fred Barnett-4	13-Dallas Clark	
14-James Lofton-5	14-Kellen Winslow-5	

Pro Football History

Pro Football History Rules

Now you should have a basic idea of how it works. Now that we are done with our first season, we are getting ready for season 2. 1901. Here is where you have a ton of options. Are you going to expand? How many teams?

How many players can each team protect? Are you going to run an expansion draft?

For my next season, I am going to add two teams. I am going to add Los Angeles and I am going to add Miami. Now that I will have 6 total teams, I am going to break them into two separate divisions. East and West. I am going to put Chicago, Green Bay, and Los Angeles in the west and Cleveland, New York, and Miami in the East. After the regular season ends, I will take the top team from each division and hold my Superbowl II. I am going to keep my 6 game schedule for at least another season. Division foes will play twice and then strength of schedule will play each other cross division. How I will do this is, #1 will play #1 and #2. #2 will play #1 and #3. #3 will play #2 and #3.

As far as the expansion draft goes. Each team will get to select any three players to protect. The rest of the players are headed to the expansion draft. This gives me 8 players in the expansion draft. I will run a 4 round expansion draft giving each of the new teams 4 total players. The team that selects first in the expansion draft will select second in the rookie draft. I will run a complete 2-round rookie draft. That means I have 6 teams each doing a two round draft, so I need 12 total players. I will pick two players from each position and then I will randomly select the other two positions to get me to 12. After both draft the players that are left over are free agents and I will hold them in the FA pool for exactly one more full season. So at the start of 1903 if they haven't been picked up, they will disappear forever.

Besides expansion, you also have much much more options you can do. You can decide to have short careers or even free agency. Maybe you want to hold off on free agency for a couple of more seasons until your available player pool is larger. Eventually, you will want some way for the talent to either become spread out or to diminish. If not your original teams will eventually be perfect. Below are a couple of charts to use to move some talent around. Remember these charts are optional and you are the one doing your own football history, so you can change it anyway you see fit.

Retirement Chart A		Free Agent Chart A	
Dice Roll	Result	Dice Roll	Result
00-09	Slight chance of retirement	00-09	Slight chance of free agent loss
10-89	None	10-89	None
90-99	Good chance of retirement	90-99	Good chance of free agent loss
Slight chance of retirement		Slight chance of free agent loss	
Dice Roll	Result	Dice Roll	Result
00-19	Player retires	00-19	Free agent loss
20-99	None	20-99	None
Good chance of retirement		Good chance of free agent loss	
Dice Roll	Result	Dice Roll	Result
00-49	Player retires	00-49	Free agent loss
50-99	None	50-99	None
Good chance of retirement		Free Agent Loss	
Dice Roll	Result	Dice Roll	Result
00-14	Oldest player retires	00-19	Best player becomes free agent
15-29	second oldest player retires	20-39	second best player becomes free agent
30-44	third oldest player retires	40-59	third best player becomes free agent
45-59	fourth oldest player retires	60-79	fourth best player becomes free agent
60-74	youngest player retires	80-99	worst player becomes free agent
75-83	best player retires		
84-91	worst player retires		
92-99	second best player retires		

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Pro Football History Rules

When it comes to retirement and free agency do not roll for each player. Just roll after the season once for each team. If a team loses a player, roll for that team again. As long as they keep losing players, keep rolling. This will be how a team can lose multiple players in a season. If a team loses a player and it results in a tie between two or more players just pick the one you want or flip a coin or roll a die to determine which player is gone. If a player retires he is gone forever. If a player is lost due to free agency then another team can pick him up. If a team picks up a free agent, they must release the player currently occupying that position. Make sure to follow these rules to run a short free agent type period.

Step 1: After rolling the dice for every team after the season, group together all of the free agents.

Step 2: Determine which teams are eligible to sign which free agents. Eligibility is determined by a couple of factors. A team can not resign their own player and in order for a team to be in the running for a free agent, the player that currently plays that position must have a rating of LOWER than the free agent. For example if your QB has a 4 rating your team can only attempt to sign 5 rated QBs and nothing less than a 5.

Step 3: Roll two dice and check the free agent signing chart to see which team that player signed with.

Step 4: Roll and check the chart for each individual free agent.

Step 5: Once a team signs a free agent, if they have to release a player, that player now becomes a free agent. Place that player at the end of the free agent list. Continue doing this until all free agents are either signed or there are no more eligible teams.

Free Agent Signing Chart

Dice Roll	Result
00-11	Team with the worst record signs player
12-23	Team with the best record signs player
24-35	Team with the worst current rated player at that position signs player
36-47	Team with the lowest current skill level signs player
48-59	Team with the highest current skill level signs player
60-69	Remove the team with highest skill level and roll again
70-79	Remove the team with the lowest skill level and roll again
80-89	Remove the team with the best record and roll again
90-99	Remove the team with the worst record and roll again

Ok that pretty much sums up how to play Pro Football History. You may want to do a huge player pool so you have a chance to draft players from all different eras in pro football. Depending on how many players you want to do, assign each player a number. 000-999 for each position. Then roll the dice and whatever you roll that is the player that will enter your league. In my player pool example each player only had a double digit number. For example when I rolled to get my original 4 Qbs in the draft, if I had rolled a 00, Tom Brady would have entered my NFL in 1900.

I hope you enjoy this game. It is a pretty simple and basic game, but a lot of fun to play.

If you have any questions please email me at george@gen1400.com

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