

GAME OF INCHES is a swift-playing, highly abstracted simulation of the flow and major events of a pro football game, designed so you can play many games in a single sitting. To play, you will need only a scoresheet, the game charts, two six-sided dice of different colors or sizes, and a pencil. A familiarity with NFL rules is assumed.



1. Choose two teams to go head to head and fill out the scoresheet.

In every game, one team will be considered the FAVORED team, and the other will be the UNDERDOG. If a team had 2-3 more wins during a standard 16 game NFL season than the other team, they are considered the FAVORED team. If one team is far superior, with 4-16 more victories during a standard 16 game season than the other, they are said to be HEAVILY FAVORED and the other team is the HEAVY UNDERDOG.

If the home team had a .500 record or better during the regular season, award them a 1 game bonus when setting the team ratings.

Make a note on the scoresheet as to the teams' ratings for the game you're about to play. Team ratings come into play when 'Big Plays' are rolled, and sometimes on the Scrimmage Action chart. See the Team Ratings Effects chart for explanations.

2. On a single die roll of an even number, the home team receives the opening kickoff; on a roll of an odd number, the visitors receive it.

3. The result of the opening kickoff is determined by rolling the two dice, totaling them, and consulting the **Kickoff** chart for the result. Mark off one time box on the scoresheet.

4. Action from scrimmage during a drive is typically resolved with a roll of both dice on either the **Scrimmage Action**, **No Huddle Offense**, or **Ball Control Offense** charts; it is always the option of the team with the ball. The Scrimmage Action chart will be the default option, with the No Huddle and Ball Control charts used situationally. The offense may switch between these charts at will during a drive.

5. The game clock: Each quarter has 25 time boxes. Mark off one time box for each play for a roll of the dice on any game chart whose column heading is in **green** shading; do *not* mark off a box for a roll of the dice on any game chart whose column heading is in **red** shading. *Note that even extra points and two point conversions count against the clock. (The clock is greatly abstracted.)*

Even if a team runs out of time in a half or overtime, they are *always* allowed a final field goal attempt or extra point attempt.

6. Explanations of the results of all plays on all charts are found on the Game Reference sheet.

SPECIAL RULES

1. On 4th down, a team must use the **4th down** chart instead of the Scrimmage Action, No Huddle, or Ball Control charts.

2. When attempting an onside kick before the 4th quarter, add 1 to the dice roll.

GAME REFERENCE SHEETS

SCRIMMAGE ACTION / NO HUDDLE OFFENSE / BALL CONTROL OFFENSE

- 2 / +15	Negative and positive numbers reflect the overall progression of the drive, not any one individual play. When there is a <u>positive</u> number, advance the ball down the field the number of yards shown; when there is a <u>negative</u> number, move it backwards. If an advance puts the ball at or beyond the opponent's goal line, a touchdown is scored; roll next on the Field Goal & Extra Point chart or the Two Point Conversion chart. If the ball goes backwards to the offense's own goal line or beyond, a safety is scored. If neither a score nor a 4 th down has occurred, the offense rolls again and continues to try to move down the field.
4 th & long / 4 th & short	On 4 th down, the offense must either punt (note there are different punt charts depending on the field position), try a field goal (consult the Field Goal & Extra Point chart), or go for it. If the offense goes for it, they roll on the 4 th Down chart.
Big Play	Roll the dice again and consult the Big Play chart, combining the dice instead of adding them to get a result from 11-66.
+15	The HEAVY UNDERDOG gains only 5 yards instead.
+5	The HEAVILY FAVORED team gains 15 yards instead.

4th DOWN

FUMBLE!	Roll again and consult the Fumble Return chart.
Short +	<u>If it is 4th & short</u> , the drive continues; advance the ball the number of yards shown and then resume the drive using the Scrimmage Action, No Huddle Offense, or Ball Control Offense charts. If it is 4 th & long, however, the drive ends. Advance the ball the number of yards shown, but the other team takes possession.
Long +	<u>If it is 4th & long</u> , the drive continues; advance the ball the number of yards shown and then resume the drive using the Scrimmage Action, No Huddle Offense, or Ball Control Offense charts.. If it is 4 th & short, however, the drive ends. Advance the ball the number of yards shown, but the other team takes possession.
Stopped!	The drive ends and the other team takes possession.
INTERCEPTION!	Roll again and consult the Interception Return chart.

KICKOFF

Fumbled at the 10 yard line	Roll again and consult the Fumble Return chart. <i>(On a kickoff after a safety, the ball is instead fumbled at the 20.)</i>
LONG GAIN from 5 yard line	Roll again and consult the Long Gain chart. <i>(On a kickoff after a safety, the long gain is from the 15 instead.)</i>
Returned to the #	Place the ball on the yard line shown; the offense's possession begins. <i>(On a kickoff after a safety, add 10 yards to the result.)</i>
Touchback	Place the ball on the 20. <i>(On a kickoff after a safety, the ball is instead returned to the 40.)</i>
Kicked out of bounds, ball spotted at 40	Place the ball on the 40.

FIELD GOAL & EXTRA POINT

Blocked! #	Roll again and consult the Fumble Return chart after moving the ball backwards the number of yards shown.
44	Any number shown alone represents a yard line on the defense's side of the field. If a field goal or extra point is attempted from this yard line or closer, the kick is good; otherwise it's missed. In case of a missed field goal, move the ball back 7 yards and the other team takes over possession.
18 *	When an asterisk is shown, there is the possibility of a fake kick. If the combined total of both team's scores matches the current yard line, it's a fake; otherwise, the kick is attempted normally. If there is a fake, roll a single die. On a roll of 1-5, it's successful for +12 yards and a first down. On a roll of 6, it fails, no gain, and the other team takes over at the current line of scrimmage. (<i>Example:</i> The ball is on the 34 yard line. The score of the game is 20-14; so on an asterisked kick result, the fake is attempted!)
Missed!	The kick is no good regardless of the distance. On a missed field goal, move the ball back 7 yards and the other team takes over possession.
Penalty against defense, first down!	Do not advance the ball. If this was a field goal attempt, the offense may not resume the drive using the Scrimmage Action, No Huddle Offense, or Ball Control Offense charts. If it was a PAT, the kick is simply good.

FUMBLE RETURN

Defense 8	The defense recovers the ball and advances it the number of yards shown. The defense is always considered to be the team which did <i>not</i> fumble the ball.
Offense 0	The offense falls on the ball and retains possession. The offense is always considered to be the team which fumbled the ball.
Defense – LONG GAIN!	The defense recovers the ball and advances the ball; consult the LONG GAIN chart to see how far they advance it after the recovery.

Note that under new NFL rules, if the defense returns a blocked PAT or fumble on a 2-point conversion all the way to the opposing endzone, they score 2 points.

INTERCEPTION RETURN

10 – LONG	The ball travels downfield the number of yards shown and is intercepted; roll again and consult the Long Gain chart for the length of the return. (If the number to the left of the dash would put the ball beyond the defense's end line, the result is an incomplete pass instead,)
32	If a number is shown by itself, place the ball this number of yards from the line of scrimmage toward the defense's endzone. The ball was thrown, picked off, and returned to this spot. (If the result would put the ball beyond the defense's end line, the result is an incomplete pass instead.)
To line of scrmg +5	The ball is thrown downfield and intercepted, then returned to the line of scrimmage <u>plus</u> the number of yards shown.

Note that under new NFL rules, if the defense returns an interception on a 2-point conversion all the way to the opposing endzone, they score 2 points.

LONG GAIN

+18	If a number is shown, this is the number of yards gained. A result of 'ob' merely signifies that the runner went out of bounds to end the play, but this has no effect on game play.
+20 (FUMBLE if tie game)	If the game is tied, roll again and consult the Fumble Return chart. If the game is not tied, the Long Gain goes for 20 yards.

PUNT / PUNT FROM MIDFIELD OR CLOSER

Blocked! -12	Roll again and consult the Fumble Return chart after moving the ball backwards the number of yards shown.
45 – LONG	The ball is punted 45 yards; roll again and consult the Long Gain chart to determine the length of the return.
64	If a number is shown alone, this is not the length of the punt; instead it is an abstraction of both the punt and the return. Place the ball this number of yards downfield, and the other team takes over possession. (If the number would place the ball into the opponent's endzone, it is considered a touchback instead.)
15 *	When an asterisk is shown, there is the possibility of a fake punt. If the combined total of both team's scores matches the current yard line, it's a fake; otherwise, the punt is attempted normally. If there is a fake, roll a single die. On a roll of 1-5, it's successful for +12 yards and a first down. On a roll of 6, it fails, no gain, and the other team takes over at the current line of scrimmage. (<i>Example:</i> The ball is on the 48 yard line. The score of the game is 28-20; so on an asterisked punt result, the fake is attempted!)
36 (FUMBLE if tie game)	If the game is tied, the ball is moved 36 yards downfield and the dice are rolled again; consult the Fumble Return chart. If the game is not tied, place the ball 36 yards downfield and the opponent takes possession there. (If the number would place the ball into the opponent's endzone, it is considered a touchback instead.)
Down at #	Place the ball on the yard line shown, and the other team takes possession.
Touchback	Place the ball on the 20.
PUNT – D – FD	Penalty against the defense, automatic first down for the offense, the drive resumes where it left off.

BIG PLAY!

In general, Big Play chart results are set up just like the ones on the Scrimmage Action chart, though with more color description, so except for the results below, consult the Scrimmage Action chart to understand the results.

PEN – D +25	Penalty against the defense; move the ball forward the number of yards shown. If this would place the ball into the defense's endzone, place the ball on the 1 yard line instead.
PEN – O –10	Penalty against the offense; move the ball backward the number of yards shown. If this would place the ball into the offense's own endzone, place the ball at the 1 yard line instead.
LONG TOUCHDOWN PASS / RUN	The team scores!

The Onsides Kick and Two Point Conversion charts are self-explanatory.

Game Action charts

	Scrimmage Action	4 th down	Kickoff	Field Goal & Extra Point	No Huddle Offense	Ball Control Offense	Long Gain
2	- 2	FUMBLE!	Fumbled at the 10 yard line!	Blocked! -8	-4	+18	+18
3	4 th and long	Short +2	LONG GAIN from the goal line!	44	+17	4 th & long	+54 ob
4	+15	Short +5	LONG GAIN from the 5 yard line	39	SACK! 4 th & long	+9	TOUCHDOWN!
5	+10	Short +3	Returned to the 12	36	+11	+5	+25
6	+5	Short +1	Returned to the 24	34	+22	-2	+30 ob
7	BIG PLAY!	Long +10	Touchback	31	BIG PLAY!	3	+35
8	+8	Stopped!	Touchback	26	+16	4 th & short	+40
9	+20	Short +8	Returned to the 30	23	+29	+8	+20 (FUMBLE if tie game)
10	4 th & short	Long +13	Returned to the 15	19*	4 th & short	+11	+47 ob
11	+30	Stopped!	Touchback	Missed!	INTERCEPTION!	BIG PLAY!	+67
12	Breakaway run! +35	Interception!	Kicked out of bounds, ball spotted at the 40	Penalty against defense, first down!	+37	Breakaway run! +35	+79
	Fumble Return	Interception Return	Punt	Punt from midfield or closer	Two Point Conversion	Onsides Kick	<div>Do not mark off an extra time box to resolve Long Gains, Fumble Returns, Interception Returns, and Big Plays.</div> <div>GAME OF INCHES FOOTBALL</div> <div>Copyright 2016 by Soren Narnia</div>
2	Defense 8	10 – LONG	Blocked! -12	Blocked! -14	INTERCEPTION!	Return team gets the ball, takes over 12 yards downfield	
3	Defense 15	45	45 – LONG	Down at 3	Pass incomplete, conversion fails		
4	Offense 0	32	64	Down at 8	Pass incomplete, conversion fails		
5	Defense – LONG GAIN!	5 – LONG	57	Down at 1	Run stopped short, conversion fails	Return team gets the ball, takes over 16 yards downfield	
6	Defense 0	23	50	Down at 5	Run stopped short, conversion fails		
7	Defense 0	15	43	Touchback	Pass complete, conversion good!	Return team gets the ball, takes over 8 yards downfield	
8	Defense 0	7	36 (FUMBLE if tie game)	Down at 12	Pass complete, conversion good!		
9	Offense 0	2	29	Down at 16	Pass complete, conversion good!		
10	Defense 5	To line of scrimmage +5	22	30	Run successful, conversion good!	Kicking team gets the ball, takes over 12 yards downfield!	
11	Defense 10	To line of scrimmage +15	15*	20*	Run successful, conversion good!		
12	Defense 20	30 - LONG	PEN – D - FD	LONG GAIN from 5	Run successful, conversion good!		

	<i>BIG PLAY</i>
11	Heavy pressure results in a SACK, 4 th and short!
12	QB throws a terrible pass, INTERCEPTION!
13	QB's pass is tipped and INTERCEPTED!
14	Defensive back makes a daring play and gets an INTERCEPTION!
15	QB under heavy pressure throws an INTERCEPTION!
16	FUMBLE, receiver loses the ball!
21	FUMBLE, running back loses the ball!
22	FUMBLE, QB sacked and loses the ball!
23	QB holds on to the ball too long, SACK, 4 th and long!
24	QB tucks the ball but his scramble out of the pocket is stopped, SACK, 4 th and short!
25	Breakdown on the offensive line, SACK, 4 th and short!
26	4 th and short – the chains show the offense is just inches shy!
31	The defense blitzes and causes a SACK, -11!
32	Great defensive pass coverage, SACK! -3
33	A sure interception is dropped! -1
34	PEN – O -10
35	Second effort by running back gets a first down on 3 rd and long! +8
36	Huge 3 rd down catch! +9
41	Receiver fights for inches on 3 rd and long and comes up with a huge first down! +10
42	Diving catch! +11
43	Amazing throw! +12
44	Defense picks up a fumble ... then loses it again! Offense +14
45	Leaping catch! +15
46	QB evades a blitz on 3 rd and long and makes a laser throw for a huge first down! +16
51	QB makes a miracle throw! +17
52	Pass is tipped ... and caught! +18
53	Fantastic one-handed catch by a receiver! +19
54	Amazing QB scramble, +20!
55	Breakaway run! +22
56	Reverse! +24
61	PEN – D +25
62	Trick play! +36
63	PEN – D +40
64	LONG TOUCHDOWN RUN!
65	LONG TOUCHDOWN PASS!
66	Beautiful long pass! +27

TEAM RATINGS EFFECTS

If, on the dice roll of 7 that first generated the Big Play result, the larger or darker die showed a 1...	The FAVORED or HEAVILY FAVORED team adds 8 dice roll numbers to the final Big Play result above, with 66 being the maximum result. The UNDERDOG or HEAVY UNDERDOG subtracts 8 dice roll numbers, with 11 being the minimum result.
If that die showed a 2...	As above, but add 6 numbers or subtract 6 numbers.
If that die showed a 3...	As above, but add 4 numbers or subtract 4 numbers.
If that die showed a 4...	As above, but add 2 numbers or subtract 2 numbers.
If that die showed a 5...	As above, but add 1 number or subtract 1 number.
If that die showed a 6...	No effect.

GAME OF INCHES scoresheet

	1	2	3	4	OT	FINAL

GAME CLOCK

FIELD POSITION

NOTES