



RED-ZONE RULES

I. DESCRIPTION OF THE GAME:

RED ZONE! Is a pro football replay game. Color-coded team charts have been prepared for each pro team, using comprehensive statistics based on actual season play. Each team's performance has been analyzed in great detail by mathematical statistics and computer programs, the results encoded in easy-to-use Team Charts. Thus, each team chart reflects with accuracy and details the performance of that particular team in the year it portrays.

The depth of analysis used in preparing the charts, plus extensive play testing, has produced a replay game which we are sure you will find unrivaled for excitement and true to life results!

II. EQUIPMENT INCLUDED

1. A set of 32 color-coded Team Charts, one for each team.
2. Rules.
3. Two special charts, D-Chart for home field advantage, Offensive solitaire
4. Playing field
5. Football marker and yards to go marker. 9 blocks
6. Seven special game dice
7. CD with game tracker and other info.

III. PLAY OF THE GAME:

Basically the sequence of play follows just as in actual pro football. Each player secretly chooses one of the plays or formations from his card, then the choices are revealed. Each player throws his special game dice, determines the total, and looks up the result of the play on his Team Chart. These offensive and defensive results are then combined according to the Priority Chart to determine the final result. Special situation such as penalties, kicks, and changes of possession are explained in a separate section.

IV. HOW TO USE THE GAME EQUIPMENT:

Before explaining in step-by-step detail the play of the game, we will first explain how to read the results from the special dice, the team charts and the priority chart, and how to operate the scoreboard and playing field.

1. GAME DICE:

- (A) **OFFENSIVE DICE** (1 Black, 2 White): to determine the total on these dice, add ten times the number on the black die to the sum of the numbers on the white dice. The

offensive dice total can be any number from 10 through 30

(B) **EXAMPLES:**

1	1	2	=Dice total of 13
2	0	0	=Dice total of 20
3	5	4	=Dice total of 39

(B) **DEFENSIVE DICE** (1 Red 1 Green):

The defensive dice total is simply the sum of the numbers on the two dice. The defensive dice total can be any number from 1 through 5.
EXAMPLES:

0	1	=Dice total of 1
2	1	=Dice total of 3
2	3	=Dice total of 5

2. COLOR CODED CHARTS:

The **LEGEND** explain the meaning of all colors, symbols and abbreviation appearing on these charts

(A) **OFFENSIVE TEAMCHARTS:**

After an offensive play has been selected, the offensive dice are rolled and totaled. To find the **OFFENSIVE RESULT**, read down the column of the play selected the and across from the offensive dice total in the **#ON DICE** column. The box at the intersection contains the offensive result (which must be combined with defensive result using priority chart).

(B) **DEFENSIVE TEAM CHARTS:**

This chart contains a **separate # ON DICE** column for each of the six defensive formations. After an offensive play and defensive formation have been selected the defensive dice are rolled and totaled. The **DEFENSIVE RESULTS** is found as follows: Read down the column of the offensive play selected, and across from the defensive dice total in the **#ON DICE** column of the defensive formation used. The box at the intersection contains the defensive result (which must still be combined with the offensive result, using the Priority Chart).

(C) **SPECIAL TEAM CHART:** Same as offense see special teams defense.

(D) **PRIORITY CHART:** This is used for combining the offensive and defensive results to determine the final outcome of the play. Look in the defensive result and in the row across from the offensive result: the box at the intersection shows which result overrules, or may instruct you to combine the two results.

3. PLAYING FIELD, TIMING AND PLAY SELECTION: The football Marker is used to locate the current line of scrimmage or position of the ball. The Yards-to-go marker indicates the 10 yards necessary for the next first down.

The score, quarter, time remaining, down and timeouts are recorded with blocks provided.

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Rules in red are changes or my personal rules.

TIMING: STATISICAL ANALYSIS has shown that the following chart gives the actual time consumed by the various plays of pro football more accurately.

40 Seconds

All plays other than the ones listed below.

30 Seconds

Hurry up plays

20 Seconds

Any 40-second play, whenever it is followed by a throwaway or hurried play

10 Seconds

Plays out of bounds inside 2:00 in first half or 5:00 at end of game. All plays out of bounds have a *; incomplete passes; any play involving a penalty, accepted or not; any play followed by a Timeout; any scoring play; touchbacks; all change of possession plays; any 30-second play, whenever it is followed by a throwaway or hurried play.

0 Seconds

Extra points.

Kickoffs not returned in last 2 minutes of each half.

FUMBLES AND BLOCKED KICKS:

Move the ball backward (-) or forward (+) the number of yards shown with fumbles or blocked kick. The team last in possession now rolls the offensive dice again and refers to the fumble line on right of offensive chart to see whether they recover the ball or lose it team then **the defensive team refers to the fumble line on defensive chart between defense and special teams charts. Defense result all ways over rules offensive result. If defensive recovers the ball then use fumble return column in the special teams chart. Offense cannot return fumble.**

If a fumble puts the ball on or beyond the opponents' goal line it is a touchdown no fumble actually occurs, and there is no recovery rolls

PUNTING OPTIONS;

Coffin corner punts are called before kick. **Subtract multiples of number under PUNT on special teams chart.** All punts reduced more than -10 are then considered not returnable and must **follow punt return options.** For old charts reduce any amount. Amounts more than -10 results in punt return options. **All punt results with a * by a number or returns with FC* are not returnable and receiving team must use punt return options.**

BLOCK KICK OPTIONS;

Defensive team on any punt or field goal attempt may try to block the kick. To do so, the defensive team must announce this intention in advance, before any commitments By kicking team the team going for the block must bear the following disadvantages **Receiving team must fair catch or let ball roll DEF=5 running into kicker**

# On dice	Block option	Free block option
1		
2		
3		
4	DEF=5	
5	BLK -10	BLK -10

FREE BLOCK OPTION

There are **three** situations in which the defensive team receives a FREE block option on 4th-down punts when inside kicking teams 5-yard line, on field goal attempts with time conserved, **and any field goal attempt 50+ yards**

PUNT RETURN OPTIONS;

On punts with asterisk (*) receiving cannot return kick and must call for fair catch or let ball roll if calling for fair catch **consult fair catch column** or for older charts use this table.

Fair catch column	# ON DICE
Fumble	10-12
Penalty D=15	13
Fair catch	14-36
Let ball roll	37-39

Let ball roll option-Use defense dice for result (+5 would add 5 to punt). F-5 ball kicks back hits player.

#1	#2	#3	#4	#5
+5	+8	+12	-2	F-5

SPECIAL TEAMS DEFENSE;

Combine special teams defense located under special teams, with opponents special teams result. Don't combine punt return defense when fair catch is called. On field goal defense results over rule all offense results accept penalties.

POINT AFTER TRY:

The offense and defense refer to column to right of field goal column if result red NG if white good, if yellow O=5
You can also try for 2 point run a play from 2-yard line if you make it 2 points if not 0.

FIELD GOAL ATTEMPTS;

To attempt a field goal, the offense simply announces its intention, rolls the offensive dice and consults its field goal column and opponents field goal defense. The kick is good 3 points are awarded if the yardage shown equal or exceeds the distance from the line of scrimmage to the opponents' goal line other wise, the kick fails. **If the field goal misses the receiving team can return kick 50 yards down field from line of scrimmage using interception return, combined with opponents interception defense.** If not returned then receiving team gets the ball 1st and 10 either 7 yards behind line of scrimmage or they're own 20, whichever they choose. For statistical purposes add 17 from line of scrimmage for length of kick.

FREE KICK;

A team may attempt a free kick after any none returned kick or fair catch. **Use field goal column plus add 7 yards to the length of the kick, kicks are from line of scrimmage. No block option can be used or field goal defense.**

RED ZONE DEFENSE;

To reflect the factor of a shorter field all passing plays that would carry to or beyond the defenders' end line (either with or without added defensive yardage) are ruled incomplete passes. Interceptions on or beyond the end line result in touchback. Any passes completed throw from outside 20-yard line and go beyond the end line result in Touchdown. Any Interceptions throw from outside 20-yard line and go beyond the end line result in incomplete pass. All runs inside the 10- yard including QR receive -1 reduction accept line plunge play.

PENALTIES;

When a penalty occurs, the offense rolls dice again to determine the offensive result. The offended team may either accept the result of play or penalty. If PI penalty is rolled there are no father rerolls: final out come of play is penalty regardless of defense result.

All penalties with out X or PI can be excepted or declined. All penalties with D=15X result in them result in automatic first down and are marked at end of play if play resulted in touchdown then mark on kickoff. All penalties on special teams plays are marked at the end of the play. **Penalties O=5 on run or pass plays are automatic pre snap.** All other penalties can be accepted or declined reroll offensive dice for result of play if another penalty occurs on same team decline one penalty and accept the other. If penalties occur against both team no play offsetting 10 seconds off clock. No penalty can result in more than half the distances to the goal accept pass interference.

D=5X penalties can be accepted or declined. Penalties with O=10* 10 yards and loss of down.

MARKING OFF PENALTIES:

No penalty (except PI) may exceed half the distance to the goal.
Special teams return penalties are marker at the end off the play.
No quarter may end on penalty. Extra play is run.

PRIORITY CHART;

Offense plays are on left hand side.

Defense									
#B	#	#	QT	Int	F	(#)	#B	#	QT
Add	Add	Add	QT	Int	F	(#)	Add	Add	QT
QT	QT	QT	QT	Int	F	(#)	QT	QT	QT
Int	Int	Int	QT	Int	F	(#)	Int	Int	QT
F	F	F	QT	Int	F	F	F	F	QT
Add	Add	Add	QT	Int	F	(#)	Add	Add	QT
Penalties always take priority									

QUARTERBACK TRAP;

On QT that results in positive yardage use opponents QR defense under defense chart and combine results.

QUARTERBACK SNEAK:

When a sneak is called look at QT column if result white or red box no gain. If box green then result 1 yard. Then combine with QR. If result F+# then result F.

SAFETIES:

A safety is scored when the dead-ball spot is on or behind a team's own goal line and the team itself provided the impetus. The other team scores 2 points and the **victims of the safety must punt from there own 20 a free kick from line of scrimmage, add an additional 12+ yards to the length of the punt. Punts cannot be blocked if block occurs rekick for result. Use kickoff return and kickoff return defense for the return.**

KICKOFF OPTIONS:

When kicking 3 options are used regular, squib or onside.

RETURNS:

Returns are allowed after kickoffs. Punts, Interceptions, Fumbles. If a team gain possession in the end zone they may ether elect to touchback 1st and 10 on there own 20 or return but if they do not get out of end zone **touchback occurs unless it is fumbled.**

KICKOFF RETURN OPTIONS;

When returning kickoffs 2 option are used regular or hands. **If hands are used Add 10 yards to regular or 5 yards from squib return.**

KICKOFF CHARTS:

Kicking team must decide on kick regular, squib or onside.

Receiving team must decide on regular blocking or hands team

***Receiving team recovers if hands team.**

Subtract 5 yards to squib, 10 yards to regular return if hands team in.

(40) On kickoffs receiving team starts on there 40 1st&10

O=5 on onside inside 1 minute = **(40)**

(40) Ball kicked out of bounds On Squib or onside re-roll for yardage you can take yardage if less than 30 yards no return.

Dice	Onside	Return	Squib	Return
10	22		25	
11	14		23	KR
12	17		21	KR
13	6		33	6
14	7		38	DEF=15
15	8		42	OFF=15
16	9		51	KR
17	30		40	KR
18	35		39	KR
19	33		57	B
20	27		52	4
21	20		O=5	17
22	11*		(40)	5
23	14	8	50	7
24	13	3	48	8
25	12	1	45	13
26	16	TD	46	F+10
27	19		43	16
28	25		36	F
29	22		35	F
30	5		53	18
31	15	12	49	14
32	11	5	47	9
33	10		41	11
34	O=5		42	10
35	(40)		37	10
36	15	31	37	12
37	12		54	15
38	18		44	19
39	20		39	2

THE MUFF RULE:

All punt & kickoff returns that result in F with no yardage are considered muffs and cannot be returned or advanced this would also include fumble on fair catch and F-2 on punt roll chart. Do not use fumble return column in any of the above situations. Muffed kick cannot result in TD place the ball on the 1-yard line.

LEDGEND

	Incomplete Pass
	No Gain
B	Breakaway
QT	Quarter Back Trapped
F #	Fumble # down field
INT #	Interception # Down Field
NG	Field goal No Good
BLK #	Blocked Kick # yards down field
*	Out of bounds, punt return options
PI O=	Penalty
D=	
NG	Field goal no good
#	Number off yards lost
#	Number off yards gained
G	Field goal good

OFFENSE dice for those that don't have original special dice.

USE 1 BLACK AND 2 WHITE 6 SIDE DICE FOR OFFENSE RESULT

Dice	1	2	3	4	5	6
2	15	25	25	35	35	35
3	10	20	20	30	30	30
4	11	21	21	31	31	31
5	12	22	22	32	32	32
6	13	23	23	33	33	33
7	14	24	24	34	34	34
8	15	25	25	35	35	35
9	16	26	26	36	36	36
10	17	27	27	37	37	37
11	18	28	28	38	38	38
12	19	29	29	39	39	39

ADVANCED RULES

POWER RATING:

On the defense charts below kickoff column appears a number this is the strength of the team. This is point spread between teams the team with higher rating is the favored team by the difference in points

HOME FIELD ADVANTAGE:

This is located under power rating. The team on defense when solitaire chart call for d-chart uses this number. If team on defense is home team use + rating if on road use - rating. Team with 0 ratings are considered blank.

TAKE A KNEE:

This play can be called anytime the result is run for -1 takes 40 seconds off clock unless other team calls timeout.

DROP A INTERCEPTION:

At any time a defense can drop an interception play would then be an result of incomplete.

RED-ZONE Football-Solitaire Play Calling

This chart is designed for these charts but will work with old charts.

Use two regular 6-side dice

DEFENSE

Dice	Standard	Pass	Short	Prevent
2	D-Chart			
3	F	C	A	C
4	A	D	B	E
5	C	F	C	A
6	F	D	B	F
7	D	F	F	E
8	A	A	B	F
9	A	E	B	D
10	C	D	C	E
11	B	D	A	E
12	D-Chart			

D-Chart is the home advantage field chart

Standard;

All other

Pass;

Ahead by 9-16 points with less than 8:00-6:00 left in 4th quarter.

Ahead by 1-8 points with less than 3:00 left in 4th quarter.

Or less than 2:00 in Half

Ahead by 17+ points in 4th quarter.

Use on 2nd down and 14+

Use on 3rd or 4th down and 6-15 yards.

Short;

Use on 3rd or 4th down and 1-2 yards to go.

Use inside 5-yard line.

Behind by 9 or more points with 8:00 left in the 4th quarter

Behind by 1-8 points with 3:00 minutes left in game

Prevent;

Do not use inside the 20-yard line

Ahead by 9+ points with less than 6:00 left in 4th quarter.

Or less than 1:00 in half.

Ahead by 17+ points with less than 10:00 in 4th quarter.

Use on 3rd or 4th down and 16+ yards.

DEFENSE dice for those that don't have original special dice.

USE TWO 6 SIDE DICE FOR DEFENSE

DICE	RESULT
2	4
3	3
4	1
5	1
6	1
7	2
8	2
9	3
10	3
11	4
12	5

SEE MY PAYDIRT WEB PAGE;

For online play join my online group

<http://www.games.groups.yahoo.com/group/redzonepaydirt>

<http://www.tc.umn.edu/~hunte006/paydirt.htm>

INSTANT REPLAY:

Each team can call for instant replay twice per game. After the play one of the teams call instant replay. On a passing play this can only be used on a play were offense result was Inc and defense result was (#) or defense result was Inc and offense result was #. The team that called for review would roll defense dice if result is 2-5 then play stands. Team that called for review loses timeout. But if result is 1 then play is reversed and team does not lose timeout.

On running plays that result in first down on 10-yard mark or TD on goal line defensive team can go for review. The team that called for review would roll defense dice if result is 2-5 then play stands. Team that called for review loses timeout. But if result is 1 then play is inches short and team does not lose timeout do not move the ball team would need to gain 1 yard on next play for first down or TD.

AUDIBLES:

Each coach is permitted a determined amount of change of play by using audible signals. After the offense and defense selection has been revealed, any coach may announce that he has decided to use this option and change play. He then changes play to any play. If both players call audible at same time they off set and use the plays that were selected. See audible chart for amount of audibles. Or look on offense above die roll. On defense look at number in upper left hand corner this is number of audibles defense receives if number is negative this is the amount of additional audibles the opponent receives for their offense.

TIMEOUTS:

After both players have announced there plays but before they roll there dice a player can call a timeout the last play becomes 10 second play and both play re-select there plays

