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Statis-Pro Football: 6th Edition Rules [Avalon Hill]

*still to complete:-*

#### *Introduction*

Including a summary of changes from the 5th Edition Rules, possibly a Rules Timeline (otherwise just post each edition of the rules and link to the relevant playing sets).

#### *Errors*

Rule 9.5 when a QB "spikes" the ball, the time used on the previous play should be changed as if a timeout or out of bounds had occurred

Not sure why the clock is only stopped for OB etc in the final minutes ?

Timing Table is clearly wrong, as incomplete passes, penalties etc have same time as a normal play. I believe they should read 20/10/10/5 seconds

## 1.0 Components

The following items, necessary to play the game, are included in the game box.

- Football Field
- Two Offensive Displays
- Two Defensive Displays
- Rulebook with Tables
- Scorepad
- Football & First Down marker
- Fast Action Cards
- Strategy Cards
- Player Cards for an NFL Season

## 2.0 Sequence of Play

The following sequence is used for resolving each down of the football game

- *2.1 Substitution:* The player-coaches may freely substitute offensive and defensive players on their respective squads [see rule [8.7](#) below for 'No Huddle' exceptions]
- *2.2 Display:* Each player-coach must set, within certain limitations [as per [3.0](#) below], his players in the positions desired on the individual displays
- *2.3 Offense/Defense Choices:* Next, the defensive coach secretly chooses a defense and strategy, meanwhile the

offensive coach secretly chooses a play, player and a strategy [refer to section [7.0](#) for details]

- *2.4 Final Formation:* Each coach may now shift the placement of the players on their respective displays - the offensive coach first, and then the defensive coach within certain limitations [see Shift/Motion rules in [3.1.3](#) and [3.2.4](#)]
- *2.5 Play Revelation & Resolution:* Both coaches reveal their choices as made in [2.3](#). The defensive coach reveals first, then the offense. If a double or triple coverage is in effect, the defensive coach must announce the fact and indicate the players involved [see [8.3.1.7.1](#), [7.2.2.2](#) and [7.2.2.3](#)] before the offensive coach reveals. The results of the play are then resolved through the use of Fast Action Cards as described below [see section [8.0](#)]
- *2.6 Time Elapsed:* The amount of time expended by the play is noted on the scorepad. In several instances the offensive coach may decide the amount of time expended. He may also indicate that a special strategy such as the "two-minute offense" is in effect. Either team may take a time-out if they have any remaining

## Abbreviations

Throughout this rulebook, the following abbreviations are used to facilitate play

- BK: Back/Backfield Position
- BV: Blocking Value
- CN: Offensive Center
- ER: End-Around: running play
- FAC: Fast Action Card
- FC: Fair Catch
- FL: Flanker
- FS: Free Safety
- ILB: Inside Linebacker
- IL/IR: Inside Left/Right: running play
- ILLB/IRLB: Inside Left/Right Linebacker
- KR: Kick Returner
- LCB/RCB: Left/Right Cornerback
- LE/RE: Left End/Right End
- LG: Long Gain
- LP: Long Pass
- LG/RG: Left/Right Guard or Long Gain [LG]
- LLB/RLB: Left/Right Linebacker
- LT/RT: Left/Right Tackle
- MLB: Middle Linebacker
- NT: Nose Tackle
- OLB: Outside Linebacker
- PN: Pass Number [FAC]
- PR: Punt Returner
- QB: Quarterback
- QK: Quick Pass
- RN: Run Number [FAC]
- SC: Screen Pass
- SG: Short Gain
- SH: Short Pass
- SL/SR: Sweep Left/Right: running play
- SS: Strong Safety
- TE: Tight End
- TV: Tackle Value

## 3.0 Displays

Each coach receives two 'displays' - one defensive and one offensive - on which their squads on the field are represented. Eleven player cards may be put on each display

- 3.1 *Offensive Displays*: The Offensive Display consists of the Line and the Backfield. Players must be assigned within these positions as follows:
  - 3.1.1 *Line*: A player must maintain five linemen on the offensive display. These must include a Center, two Guards and two Tackles. In addition, two other players must be indicated as ends, one left and one right. These latter may consist of any Tight End, Wide Receiver or Running Back. Only one player card may be assigned to each box on the display.
  - 3.1.2 *Backfield*: One Quarterback must be on the display at all times. There may be from one to three Backs in the game [BK#1, BK#2 and/or BK#3]. The coach may fill out all the remaining available positions by using receivers or backs as Flankers [FL#1 and FL#2]. Note that only one player may be assigned per box on the Offensive Display
  - 3.1.3 *Shift/Motion*: After both coaches have set their displays, all members of the Backfield - except the Quarterback - and all Ends may be Shifted [pu in motion] to any other position within the restrictions listed above
- 3.2 *Defensive Displays*: The Defensive Display consists of 15 boxes, subdivided into three rows of five boxes each. Row 1 is the Defensive Line, Row 2 is the Linebacker area and Row 3 contains the Secondary
  - 3.2.1 *Row 1*: At least three and as many as ten player cards may be placed in Row 1. Zero, one or two players may be placed in each box. Only ends, tackles, guards and linebackers can occupy these boxes. They are labelled A,B,C,D and E
  - 3.2.2 *Row 2*: From zero to five players may be placed in this row 2, all of which must be linebackers. Only one player may be placed per box on the display. The boxes are labelled F,G,H,I and J
  - 3.2.3 *Row 3*: From zero to six players may be placed in Row 3, all of whom must be Defensive Backs [Cornerbacks or Safeties]. These boxes are labelled K,L,M,N and O. Only one player card may be placed in each box - except box L which can contain up to two. In general, Cornerbacks are placed in boxes K and O, the Free Safety in box M and the Strong Safety in box N. Defensive backs may be placed in box L, but *only* if the other four boxes are already occupied.
  - 3.2.4 *Shift/Motion*: The defensive coach may change the arrangement of his players [subject to the restrictions above] before both coaches reveal their play selections. Defensive shifts take place *after* offensive shifts.

#### 4.0 Player Cards

Each team in the NFL is represented by a set of cards:

- 4.1 *Team Cards*: There are two 'title' cards for each team. One shows the year of the card set, the team name, its conference and division and that year's record. The second gives the usual starting lineup for the team and several other special values which apply to the team as a whole
- 4.2 *Offensive Player Cards*
  - 4.2.1 *Quarterback Card*: Besides the player's name, these give the Completion, Incompletion and Interception ranges for Passing [Quick, Short and Long], his Rushing Values [Normal, Short Gain and Long Gain], and Pass Rush results. The letter designator after the name is used for the Endurance [4.5 below]
  - 4.2.2 *Back, Receiver and End Cards*: These cards give the Rushing [Normal, Short Gain and Long Gain], Passing [Quick, Short and Long] and Blocking Value for the named player. If a particular column is left blank, that player may not be assigned to perform that operation. Again, the number after the name is used to determine his Endurance [4.5]. If a pass is directed to a player who does not have pass values, the play is considered to result in an incompletion
  - 4.2.3 *Offensive Line Cards*: These cards each contain - besides the player's name - the Blocking and Pass Blocking values of that single offensive lineman
- 4.3 *Defensive Player Cards*
  - 4.3.1 *Defensive Back Cards*: These contain the Pass Rush, Pass Defense and Interception values for each member of the defensive secondary
  - 4.3.2 *Linebacker Cards*: These cards contain the Tackle, Pass Rush, Pass Defense and Interception values for each linebacker
  - 4.3.3 *Defensive Line Cards*: These cards contain the Tackle and Pass Rush values for each defensive lineman
- 4.4 *Special Teams Cards*
  - 4.4.1 *Kickoff Return Card*: This card gives the names of the team's players who return kickoffs and the amount of yardage they may gain [return based on Run Numbers]
  - 4.4.2 *Punt Return Card*: This card gives the names of the team's players who return punts and the amount of

- yardage they may gain [return based on Run Numbers]
- 4.4.3 *Placekicker Cards*: These cards give the odds for successful Field Goals and Extra Points [based on Pass Numbers]
- 4.4.4 *Punter Cards*: Along with the name, these cards give the distances for punts [based on Run Numbers]
- 4.5 *Quarterback Endurance*: All Quarterbacks have a letter designator after their name. These are their Endurance factors. These letters have the following meanings
  - 4.5.1 *"A"*: The player *must* start and play quarterback for the entire game unless injured [if a team does not have a remaining quarterback, the quarterback may not be injured]. If a team possesses two quarterbacks rated "A", either may start and be freely substituted by the coach. The only time an A-rated QB can be removed from the game - other than for injury - is when his team has more than a 20 point lead in the 4th quarter
  - 4.5.2 *"B"*: This type of player may only enter the game if another player indicated on the team's starting lineup has suffered an injury [and may not remain in the game after the injury to the A-rated player has expired], or the team is ahead by more than 20 points in the 4th quarter
  - 4.5.3 *"C"*: Similarly, a C-rated player may only be substituted for a B-rated player as above
- 4.6 *Play Direction*: All backs and receivers have a number designator after their name. These numbers indicate the number of consecutive plays which may be directed at them. If a FAC redirects a pass to a receiver, ignore the endurance values for that play and resolve the play as normal. However, this still counts as an "immediately preceding play" for the next down. These numbers have the following meanings
  - 4.6.1 *"0"*: This type of player may have an unlimited number of plays directed at him per game
  - 4.6.2 *"1"*: This type of player may have a play directed at him *only* if the immediate preceding play was not directed at him. [An immediate preceding play is defined as any that involved the flipping of a FAC]
  - 4.6.3 *"2"*: This player may not have a play directed at him if either of the two immediate preceding plays were directed at him. Resolution is as for the 1-rating above
  - 4.6.4 *"3"*: This type of player may have a play directed at him *only once* during the team's current possession
  - 4.6.5 *"4"*: This type of player may have a play directed at him *only once* during a quarter

## 5.0 Fast Action Cards

There are 109 Fast Action Cards [FAC] in the game. Thirteen of these are special "Z-cards": the other 96 are "normal" cards

- 5.1 *Use of Deck*: Before the start of play, the FAC deck should be shuffled thoroughly and placed face down near the board showing the football field. Then as each play is undertaken, the coaches will flip the top-most card, revealing its information. Once card is used for *each* distinct reading or result. After the information on this card is used, it is placed in the discard pile. This process continues until after the shuffled deck is used, after which all the cards are reshuffled and the process is repeated
- 5.2 *Contents of Card*:
  - 5.2.1 If a card has only a "Z", a penalty or injury may occur, with some restrictions [see [8.8](#)]
  - 5.2.2 *Run Number*: The Run Number [RN] is a value from 1 to 12 and is used when resolving a running play or any other result which requires a RN
  - 5.2.3 *Pas Number*: The Pass Number [PN] is a value from 1 to 48 and is used when resolving a passing play or any other result which requires a PN
  - 5.2.4 *Play Directive*: Every FAC contains a play directive for each offensive play call and Z-card. When resolving a play, the appropriate "directive" of the FAC flipped will tell the coaches how to begin to determine the result of the current play
  - 5.2.5 *Solitaire*: These results apply to the choices available when using the Solitaire Rules [see below]

## 6.0 Tables

A number of Tables, found on the back cover of the rulebook are used to resolved various aspects of the game for which the FAC do not serve, as indicated below. Please refer to the end of this document for the actual Charts

- 6.1 *Time Table*: This table gives the time taken for each play. It is broken into four different sections. The "maximum" and "minimum" columns indicate the most and least amounts of time the offensive coach may allocate to a play under ordinary conditions. That coach may choose any amount of time [in 5 second increments] between those listed. The time listed under the "Final Minutes" column is that used in the last two minutes of the first half and the last five

minutes of the second half [9.4] The time listed under the "Two Minute Offense" is used if the offensive coach has selected to operate in that mode [9.4.1]

- 6.2 [Injury Table](#): This table gives the number of plays [or games] that must be missed by a player due to injury
- 6.3 [Penalty Table](#): This table gives the effect of penalties caused by a Z-card
- 6.4 [Kickoff Table](#): This table is used for all teams to resolve return yardage on any kickoff
- 6.5 [Run Number Table](#): This table gives all modifiers to be applied to a running play based on the offensive and defensive calls
- 6.6 [Pass Defense Table](#): This table gives all modifiers to the pass or run results based on the offensive and defensive calls
- 6.7 [Interception Table](#): This table determines the specific defensive player who intercepted a pass if an interception is generated from the Quarterback's card.
- 6.8 [Interception Return Table](#): This table determines the return yardage for all interceptions
- 6.9 [Big Play Table](#): This table lists the results for Big Play Defenses [8.4]
- 6.10 [Fake Kick Tables](#): This table is used to resolve all fake punts and field goals [11.6]

## 7.0 Strategy Cards

Each coach has a set of "Strategy" cards. These are used to define the offensive plays and players, or the defensive strategy. These cards are chosen before the play is resolved and revealed after each coach has made any shifts to his final formation.

- 7.1 *Offensive Cards*: The offensive coach has three different types of cards. One of each of these types is secretly selected for each play
  - 7.1.1 *Play Selection Cards*: These cards indicate the nine plays available to the offensive coach. They are:
    - Running, Inside Right [IR]
    - Running, Inside Left [IL]
    - Running, Sweep Right [IR]
    - Running, Sweep Left [IL]
    - Running, End Around [ER] - may only be called when an on display receiver has a rushing column
    - Screen Pass [SC] - may not be called within own 5 yard line
    - Quick Pass [QK]
    - Short Pass [SH]
    - Long Pass [LG] - may not be called within the opponent's 20 yard line
  - 7.1.2 *Offensive Strategy Cards*: These cards include the Quarterback Flop, Quarterback Sneak, Draw Play, Play Action and No Strategy. Note that the coach is not *required* to have a strategy card - in which case "No Strategy" is assumed to have been selected
    - 7.1.2.1 *"No Strategy"*: This card is used as a decoy: if selected, it will have no effect on the resolution of the play
    - 7.1.2.2 *"Quarterback Flop"*: This may only be selected with an Inside Run to the Quarterback. It automatically results in a loss of one yard. No FAC are flipped and no fumble is possible
    - 7.1.2.3 *"Quarterback Sneak"*: This play may only be selected with an Inside Run to the Quarterback. A single FAC is flipped. If the PN is even, the play gains one yard: if the PN is odd, the play goes for no gain. If the turn of the first FAC yields a Z-card, flip another card to resolve the Sneak and then determine the meaning of the Z-card normally
    - 7.1.2.4 *"Draw Play"*: This strategy may only be called with an Inside Run to any Back [including the Quarterback]. If a Prevent Defense is in effect, subtract 2 from the RN when resolving the Run. Subtract 4 against a Pass or Pass Blitz defense. Add 2 to the RN if any Run Defense is in effect. These modifiers are in addition to the normal RN modifiers called for each particular defense.
    - 7.1.2.5 *"Play Action"*: This card may only be played with a Short or Long Pass. If any Run Defense is in effect, add 5 to the QB's completion range. If a Pass Defense has been called, subtract 5. If a Prevent Defense has been called, subtract 10
  - 7.1.3 *Offense Player Involved*: These cards list the player to whom the play was keyed. The players are Quarterback, Back#1, Back#2, Back#3, Flanker#1, Flanker#2, Left End and Right End. Each offensive play must make use of players on the offensive display. When a running play is chosen, the ball carrier must be indicated by the secret selection. When a pass is chosen as the play, the intended receiver must be named. The player selected must be available for the current play as per the Endurance Rules [4.6]
- 7.2 *Defensive Cards*: The defensive coach has two types of cards. One of each of these types is secretly selected for

## each play

- 7.2.1 *Defense Selection Cards*: These cards indicate the seven defensive selections available to the defensive coach. They include:
  - Run Defense - Key Back 1
  - Run Defense - Key Back 2
  - Run Defense - Key Back 3
  - Run Defense - No Key
  - Pass Defense
  - Prevent Defense
  - Pass Blitz Defense [see [8.3.8](#) and [8.3.6.1](#) below]
- 7.2.2 *Defense Strategy Cards*: These cards provide for either Double or Triple coverage on a specific player [to be named] or No Strategy. Note that the coach is not required to have a Strategy Card, in which case "No Strategy" is assumed to have been selected.
  - 7.2.2.1 *"No Strategy"*: This card is used as a decoy
  - 7.2.2.2 *"Double Coverage"*: This card may only be used if a Pass or Prevent Defense is in effect *and* a) four players occupy each of Row 2 and Row 3 *or* b) three players occupy Row 2 and five players occupy Row 3. When revealing a double coverage call, the defensive coach must specify which receiver positions it is being applied against [LE,RE,FL#1,FL#2,BK#1,BK#2,BK#3] and which player[s] will be involved in the double coverage aloud *before* the offensive coach reveals his play. If a receiver to which a pass has been thrown is Double Covered, ignore the Pass Defense value of the normal defender. Instead, he is automatically considered with a combined defense of -7 [ie subtract 7 from the QBs normal completion range] regardless of the printed values of the defenders.
  - 7.2.2.3 *"Triple Coverage"*: This card may only be used if a Pass or Prevent Defense is in effect *and* two players occupy Row 2 and six players occupy Row 3 [3-2-6 formation]. When revealing a Triple Coverage call, the defensive coach must specify which receiver positions it is being applied against [LE,RE,FL#1,FL#2,BK#1,BK#2,BK#3] and which player[s] will be involved in the triple coverage aloud *before* the offensive coach reveals his play. If a receiver to which a pass has been thrown is Triple Covered, ignore the Pass Defense value of the normal defender. Instead, he is automatically considered with a combined defense of -15 [ie subtract 15 from the QBs normal completion range] regardless of the printed values of the defenders. At the defender's option, this card may be used for Double Coverage on two opposing receivers, applying the same rules as in 7.2.2.2 to *each* receiver.
  - 7.2.2.4 *"Multiple Coverage"*: Where possible, the defensive coach may use any number of Double and Triple coverages on a single play subject to the limitations discussed above.
  - 7.2.2.5 *"Big Plays"*: See section [8.4](#) for the resolution of Big Plays.

## 8.0 Plays

This section gives the methods used to resolve plays

- 8.1 *Kickoffs*: A kickoff starts each half and follows each score. To kick off, flip a FAC and refer to its RN. Consult Column A of the Kickoff Table (in some cases, this will refer the player to Column B). The result indicates where the kick will land and who will return it. A new FAC is then flipped. Look at its RN and apply the result to the proper return man's column as indicated on his team's Kickoff Return Card. This indicates the return yardage, marked from the spot the ball lands (as determined by the first FAC)
  - 8.1.1 *Asterisks \**: If the result is followed by an asterisk [\*], a new FAC is flipped and a RN of 1 or 2 means that the asterisked result at the bottom of the original card is used. A new number of 3-12 means that the original number is used.
  - 8.1.2 *Fumbles*: An "f" after a result means that the return is followed by a fumble at its conclusion. [see section [8.8.5](#) below]
  - 8.1.3 *Onside Kickoff*: The kicking team may declare that any kick is "On-Side". In this case, flip a FAC and refer to its PN. Numbers 1-11 indicate that the kicking team has recovered the ball. All other numbers give the ball to the receiving team. Possession is taken at the 50 yard line with no return
  - 8.1.4 *After Safeties*: Kickoffs performed after a safety must add 15 yards to the spot the kick would land. Kicks which would have been touchbacks are considered fielded at the 15 yard line. Note that most kicks following safeties are punts rather than placekicks but the results from the regular kickoffs are used since they are more reflective of what could be expected.

- 8.1.5 *Penalties*: Offside penalties generated by Z-cards on kickoffs are resolved by adding or subtracting 5 yards from the landing point of the next kick [assuming the penalty was taken rather than the result]
- 8.2 *Running Plays*: The following procedures are used if the offensive coach has selected a running play
  - 8.2.1 *Play Direction*: To begin the resolution of a running play, a FAC is flipped and the appropriate section under "Runs" is checked. This will direct the run to either: a) offensive blockers, b) defensive boxes or c) offensive players vs defensive boxes
  - 8.2.2 *Defense Modification*: The next FAC is flipped and its RN is checked. This number may be modified by the Run Number Modifiers Table. There is no modification to the RN if a Pass, Prevent or Blitz defense has been called. However, if a Run Defense has been called, and the back carrying the ball has been keyed, 4 is added to the RN. If a Run defense with no key has been called, 2 is added to the RN. If a Run Defense has been called with but the wrong back has been keyed, the RN is not modified. If the running play selected was a Draw Play [7.1.2.4] an additional 2 is added to the RN for Run defenses, or 2 is subtracted for a Prevent defense, or 4 for a Pass or Blitz defense. The RN may never be less than 1 or greater than 12, regardless of modification
  - 8.2.3 *Yardage Gained*: The modified run number is now applied to the Normal Rush Column [N] of the player card of the back who is carrying the ball. This will show a result in yards gained or lost. The yardage gained is further modified by the player[s] or box[es] to which the play was directed in 8.2.1 [note that when adding a negative number, you are subtracting from the yardage]
    - 8.2.3.1 *Offensive Player*: If, in 8.2.1, the run was directed to an offensive player, the Blocking Value of this player is added to the yardage result
    - 8.2.3.2 *Defensive Box*: If, in 8.2.1, the run was directed at a defensive box[es], the Tackle Value of any player[s] occupying the box[es] on the display is added to the yardage result. If the play is directed at a defensive box which is unoccupied, add 2 yards to the result. If a play was directed at 2 defensive boxes, both boxes would need to be empty for the addition of 2 yards to apply
    - 8.2.3.3 *Offense vs Defense*: If, in 8.2.1, the run was directed to an offensive player versus a defensive box, add the Blocking Value of the offensive player to the Tackling Value of the defensive player. If the result is 0, neither player's value comes into play. If the result is positive [in the favour of the blocker], use *only* the Blocking Value to modify the yardage. If the result is negative [the defender has won the matchup], use *only* the Tackling Value to modify the yardage.
    - 8.2.3.4 *Multiple Players*: If, in 8.2.1, a play is directed to two offensive players or two defensive boxes, add the individual Blocking Values of Tackle Values of the indicated players before modifying the play's yardage as indicated in 8.2.3.1 or 8.2.3.2 If the FAC calls for an offensive player versus a defensive box that is empty, do not award the two yard bonus: instead, simply add that offensive player's Blocking Value to the yardage. Finally, if the play is directed at a defensive box that is occupied by two players, treat that box as if it were occupied by a single player with a Tackle Value of "Minus 4"
  - 8.2.4 *Short Gain*: If the RN result is 1 and the rusher has a Short Gain [SG] column, listed in this row, flip a new FAC to obtain a new RN to resolve the short gain. Use the new RN, cross-indexed under the SG column to determine the yardage gained [adjusted as described above]. Some player cards may not have this column in which case the number under "N" is used.
  - 8.2.5 *Long Gain*: If the first FAC drawn contains a result of "Break" then a Long Gain is indicated. Flip a new FAC and use that RN value under the "LG" column to determine the result of the long gain. If a player does not have a "LG" column, use the next highest column [SG or N]
  - 8.2.6 *End Around Play*: The offensive coach may call an End-Around [or Reverse] play *only* if a Tight End or Wide Receiver currently on the Display has a rushing column. A particular player may only have one End-Around play directed at him during the game. To resolve this play, consult the "ER" result on the first FAC flipped. The result will either be "OK" or a negative number. If the negative number result comes up, that amount of yardage is lost automatically and no further resolution is necessary. If "OK" appears, the play is resolved by obtaining a new FAC and locating the RN under the "N" column. If RN of 1 comes up, a Short Gain is indicated. This is resolved as in Rule 8.2.4 *unless* the new RN is 1 or 12, in which case a long gain is indicated which is resolved with yet another RN per 8.2.5 [Receivers are the only ball carrier that can get long gains without a "Break" result]
  - 8.2.7 *Maximum Loss*: The maximum loss for any Inside Run is 3 yards. Other types of runs have no such limitations.
  - 8.2.8 *Blocking Backs*: Some FAC may direct the run to a back [BK] rather than a lineman or defensive box. This means that the back who is not carrying the ball uses his Blocking Value to add or subtract yardage from the play as in 8.2.3.1. If there is no other back on the display, no modification is made. If there are two other backs in addition to the ball carrier, both Blocking Values are added to the yardage result.
  - *Example of a Run*: An Inside Left Run, against a Run Defense with No Key, draws a result of B+G by the "IL" entry under "Runs" on the first FAC [8.2.1]. The next FAC is flipped and 2 is added due to there being "No

Key", to the RN [8.2.2] which results in a gain of 1 yard from the ball carriers player card. However, in Box B is a tackle with Tackle Values of -2 and Box G contains a Linebacker with Tackle Value of +1, so the total yardage on the play is 1,-2 for Box B, plus + for Box G and a final total of 0 yards. If both boxes had been unoccupied, the final yardage would have been 3 yards [2 yards added to run if def boxes referred to are all empty]. If the linebacker had moved into Box B prior to the play, the result would have been -3 yards [2 def players in a single box counts as a total TV of -4 regardless of printed values]. If the first FAC had instead stated "LG vs B", the BV of the left guard [+3 for example] would be added to the TV of the tackle in Box B. The result is a +ve number [+3 + (-2) = +1], so the BV of the guard is added to the yardage [8.2.3.4] giving a final result of 4 yards.

- 8.3 *Passing Plays*: The following procedures are used if the offensive coach has selected a Passing Play [Note that the Screen Pass is resolved somewhat differently than the Quick, Short and Long Passes, see 8.3.7 below]
  - 8.3.1 *Receiver*: To begin the resolution of a passing play, flip the next FAC in the deck and consult the "ALL" portion of the Pass section. If the word "ORIG" appears, the pass has been directed to the receiver called for by the offensive coach. If "Pass Rush" occurs, see section 8.3.6 below. If an abbreviation for an offensive position appears, the original receiver was covered and the pass is now directed to the player designated. If there is no player at the position so designated, the pass is considered to fall incomplete.
  - 8.3.2 *Completion Range*: The next FAC is flipped and its PN is checked against the Quarterback's passing column by the type of pass attempted [Quick, Short or Long]. For all non-Screen passes, each quarterback has a completion range. This is a range of PNs for each type of pass. The possible results are Complete "COM", Incomplete "INC", or Intercepted "INT". These PN ranges are modified by the defense currently in effect and by the Pass Defense value of any defensive players guarding the receiver [as determined by 8.3.1]
    - 8.3.2.1 *Defense*: Consult the Pass Defense Table to determine the effect of each type of defense on the Completion Range of Quick, Short and Long passes. Note that some defenses increase in effectiveness inside the defender's 20 yard line [per the Pass Defense Table]
    - 8.3.2.2 *Pass Defenders*: Defensive players occupying certain boxes must guard specific receivers during a pass. Additional defenders may participate in Double or Triple coverage [7.2.2.2 and 7.2.2.3] if one of those defensive strategies is in effect. Blitzing players are not considered to be in their boxes and therefore *cannot* participate in guarding any receivers. Pass defense alignments are as follows
      - RE is guarded by Box N
      - LE is guarded by Box K
      - FL#1 is guarded by Box O
      - FL#2 is guarded by Box M
      - BK#1 is guarded by Box F
      - BK#2 is guarded by Box J
      - BK#3 is guarded by Box H
    - 8.3.2.3 *Pass Defense Values*: When a pass is being resolved, add or subtract the Pass Defense Values of the defender[s] guarding the receiver to which the pass is being directed. If the box is empty, add 5 to the quarterback's Completion ranges. Numbers which were added to the Completion range are subtracted from the Incompletion range. The interception range is not affected. As an example, a QB has "Com: 1-25, Inc: 26-47, Int: 48". If the total PN modification is -3, the new values are "Com: 1-22, Inc: 23-47, Int: 48"
  - 8.3.3 *Complete Passes*: If a PN falls within the Completion range of the QB, the pass is caught by the receiver. A new FAC is turned and the RN is checked versus the Passing column of the receivers card under the type of pass thrown [Q/S/L]. This will yield a value which is the number of yards gained on the play. If the receiver's card does not contain a number under this column, the pass is incomplete. A result of "L" on the 1st two for Quick and Short passes indicates a long gain: flip another FAC and use the new RN to determine the yardage under the LG column
    - 8.3.3.1 *Long Gains*: In the last two minutes of the game, *any* long passes completed to a Wide Receiver or Flanker which results in a RN of 1 is a touchdown
  - 8.3.4 *Incomplete Passes*: If the PN falls within the QB's incompletion range, the play is over at this point [although still with a chance for interception due to coverage, see 8.3.5.1 below]
  - 8.3.5 *Interceptions*: If a PN falls within the QB's Interception range, the pass is intercepted by the defending player. Consult the Interception Table to determine which defensive player intercepts the pass by flipping a new FAC and using the RN
    - 8.3.5.1 *Coverage Interception*: If a PN falls within the Incompletion range for a QB, the pass may still be intercepted if the PN is within the Interception Rating of the defensive player who was guarding the receiver. If Double or Triple coverage is in effect, any applicable defender may be used. The defender may make the choice of interceptors if more than one is possible.
    - 8.3.5.2 *Interception - 48?*: Many defensive players possess an Interception Rating of "48?" signifying that

- he may or may not intercept the pass. Flip a new FAC. If the PN is even, the interception has been made: if odd, the pass is incomplete.
- 8.3.5.3 *Point of Interception*: Before the interception is returned, the point of interception must be determined. Flip a new FAC and refer to its RN to obtain the yardage past the line of scrimmage where the pass has to be stolen
    - Screen Pass: RN - 6 yards
    - Quick Pass: RN
    - Short Pass: RN times 2
    - Long Pass: RN times 4
  - If the point of interception is on the goal line of in the end zone, no return occurs and the result is a touchback, otherwise the interception will be returned.
  - 8.3.5.4 *Interception Return*: Consult the Interception Return table by the type of interceptor and flip a new FAC using its RN to determine the yardage of the return from the point of interception.
- 8.3.6 *Pass Rushes*: If a Pass Rush is indicated by the first FAC, ignore the normal pass resolution and use the following procedure.
- 8.3.6.1 *Pass Rush Values*: The defensive coach adds up the Pass Rush values of *all* players in Row 1. If a blitz strategy card [7.2.1] is in effect, *all* blitzing players have their Pass Rush values added to this total as well. The offensive coach adds up the Pass Blocking values of all five interior linemen [what happened to Blocking Backs being used to add 2 to the Pass Block total?]
  - 8.3.6.2 *Sack Range*: These two sums are compared. If the defensive sum is greater, the difference between the two is multiplied by two and added to the QB's sack range under the Pass Rush section of his card. If the offensive sum is greater, the difference is multiplied by two and subtracted from the Sack Range. Note that this number affects the Runs range in the opposite manner. The Completion and Incompletion Ranges are not modified.
  - 8.3.6.3 *Pass Rush Check*: A new FAC is flipped and the PN is applied to the modified Pass Rush Values on the QB's card. The results may be Sack, Runs, Complete or Incomplete.
    - 8.3.6.3.1 *Sack*: If the QB is sacked, flip a new FAC and refer to the PN. Divide this number by three [round fractions down] to determine the number of yards lost on the play
    - 8.3.6.3.2 *Runs*: A new FAC is flipped and the QB's rushing column is checked the find the distance gained. Use the "N" column and resolve like a normal run with no modifications
    - 8.3.6.3.3 *Complete*: The pass is complete to the intended receiver. Resolve as above
    - 8.3.6.3.4 *Incomplete*: The pass is incomplete - unless the PN falls within the intercept range of the player guarding the intended receiver. In this caes, resolve the interception system as above
- 8.3.7 *Screen Passes*: A screen pass must be directed towards a back [not a tight end or wide receiver]. A special procedure is used to resolve this play. Flip a FAC and refer to the "SC" section under passes. The result will be "INC" [Incomplete], "COM" [Complete] or "INT" [Intercepted]. The quarterback's card is NOT consulted.
- 8.3.7.1 *Incomplete*: The play ends here
  - 8.3.7.2 *Complete*: Flip a new FAC and consult the Rushing "N" column of the back to whom the pass has been thrown. The yardage is calculated the same as for a run. Blocking and Tackling values are not used, but the defense which was in effect may affect the yardage gained. Consult the Pass Defense Table for this modification. Further, some of the COM results on the original FAC will have certain multipliers [3, 2 or ½], these are applied to the modified yardage to give the final result [round fractions up]
  - 8.3.7.3 *Interception*: If the pass is intercepted, consult the Interception Table [8.3.5] to determine who intercepts the pass and use the Interception Return Table to determine the yardage gained from the point of interception [8.3.5.3]. Coverage interceptions [8.3.5.1] are not allowed
- 8.3.8 *Blitz*: If a blitz defense selection card [7.2.1] is in effect, and a Long or Short pass has been called, a Pass Rush [8.3.6] automatically occurs. Quick and Screen passes are resolved normally
- 8.3.9 *Restrictions to Passing*:
- 8.3.9.1 *Long Passes*: No long passes may be attempted when the line of scrimmage is inside the 20 yard line of the defender
  - 8.3.9.2 *Long Yardage Passes*: Complete passes whose yardage is into or out of the end zone are considered touchdowns
  - 8.3.9.3 *Double Flankers*: If two flankers are in the game at the same time, one if FL#1 and the other FL#2. Passes directed at a flanker always go to FL#1 and passes directed to a "running back" position which is not in the game go to FL#2
  - *Example of Pass*: A Quick Pass to the LE is called by the offensive coach. The QB's completion range is "1-35" for Quick Passes. A "Pass" defense is in effect. The first FAC is flipped and under "ALL" it states "RE", The pass will go to the right end. Covering the right end is the defensive strong safety [Pass

Defense -4]. From the Pass Defense Table, 10 must be subtracted from the Completion range for a Quick Pass. this makes a total subtraction of -14. The new completion range is 1-21. IF the next FAC is 20, the pass is complete. A third FAC is flipped and the RN is used under the passing "Q" column on the RE's card to determine the yardage gained.

- 8.4 *Big Plays*: NFL teams have a tendency to come up with a Big Play defense. Each team lineup card lists the number of big plays each team may use in a game depending on whether it is the Home or Away team. When a team wishes to employ one of its big plays, the fact is stated before beginning to resolve the play. The next FAC is flipped and the RN is applied to the Big Play Table [6.9]. If the result is "Card Fails", the play is resolved normally. Only one big play may be called per possession.
- 8.5 *Punts*: If the offensive coach wishes to punt, this fact must be stated aloud before the Offensive/Defensive choice of cards [2.3]. A FAC is flipped and its RN referred to. This number indicates the yardage of the punt and instructions for its return. "FC" means that a Fair Catch has been made and there is no return. "PR1" to "PR4" indicates the return man who will run back the punt. To make this return, flip a new FAC and refer to its RN. This number is applied to the proper column of the Punt Return Card, the result indicating the return yardage.
  - 8.5.1 *Asterisks and Fumbles*: Asterisked results and values followed by a "f" are resolved in the same manner as for kickoffs [in 8.1.1 and 8.1.2 above]
  - 8.5.2 *Penalties*: If a penalty occurs due to a result on the punter's card, flip a new FAC and refer to its RN. An even numbered result indicates a five yard movement penalty against the kicking team and an odd-numbered result indicates a five yard offsides penalty against the return team. These penalties are automatic and cannot be refused. The punt is then restaged [following the same format] unless a defensive penalty gives the offense a first down.
  - 8.5.3 *Delay of Game*: The kicking team can request a delay of game penalty. This penalty is five yards, and the receiving team has the option of accepting or declining. If this option is exercised, the preceding play's time must have been the maximum possible [see the Time Table 6.1]
  - 8.5.4 *Punt #12*: When a RN "12" appears on the punter's card, it always signifies that a new FAC must be flipped and that this new RN will apply to the "See Below" result of the *original* card. This result will be *either* a blocked kick which is recovered by the defense [8.5.5] or a penalty [8.5.2]
  - 8.5.5 *Blocked Punt*: If a punt is blocked, draw a new FAC and multiply the resulting Rn by five. This is the distance of the return from the original line of scrimmage.
  - 8.5.6 *Coffin Corner Punts*: The punter may state before drawing the FAC that any punt is a "Coffin Corner" attempt. This means that the punting coach must state a number of yards [at least 10 and no more than 25] that is to be deducted automatically from the punt's yardage. The pre-stated yardage deduction must be applied no matter what the result. If the RN resolving the punt is odd, the punt goes out of bounds and no return is possible. If the number is even, a punt is returned normally - unless a fair catch results. Any non-coffin corner punt which lands inside the opponents six yard line is considered to have rolled into the endzone for a touchback.
  - 8.5.7 *All-Out Rush*: On any punt, the defense may state that it is attempting an "All-Out Punt Rush". Such a punt is resolved normally, except for results on the punter's card of RN "12". If a "12" is revealed, flip a new FAC and obtain a new RN. Numbers 1-4 indicate that the punt is blocked [8.5.5]. Numbers 5-9 indicate that the kick has been hurried and the yardage from RN "11" is used. A result of 10-12 gives a "Roughing the Kicker" penalty (15 yards and a first down). However, the maximum return on any punt with an All-out rush is three yards
- 8.6 *Field Goals / Extra Points*
  - 8.6.1 *Field Goal*: The offense may attempt a field goal on any down if the ball is within 38 yards of the opponent's goal. The kicking coach flips over a FAC and refers to its PN. Apply this number to the Placekicker card next to the proper distance in order to see if the kick is good or missed. [Only the "Good" range is listed on the card] . To determine the *distance of the kick*, add 17 yards to the line of scrimmage. Subtract two from the kicker's highest Good Range [46-50] for each yard over 50 of the attempt. The maximum distance is 60 yards. After an unsuccessful attempt, the opposing team takes over the ball at the line of scrimmage if it was greater than the 20 yard line, or at the 20 yard line if not. If the PN is "48" the kick has been blocked and is returned for a touchdown by the defender. If the kick is attempted from a distance of greater than 50 yards, this number is "47" or "48"
  - 8.6.2 *Extra Point*: After a touchdown, the scoring coach flips a FAC and checks its PN. The number is applied to the placekicker card in order to see if the kick is good [for 1 point] or is missed

8.7 *No-Huddle Offense*: If a team indicates that it is using a "No-Huddle" offense, substitutions may be made by the defensive coach *only* if the offense elects to substitute [during 2.1]. These restrictions are lifted at any time the clock is stopped for any reason [penalty, time-out etc] Note that the clock is not stopped for out of bounds and incomplete

passes except in the final minutes. [?]

- 8.8 *Z-Cards*: Thirteen cards in the Fast Action Deck are termed "Z-Cards". These cards initiate special events [such as fumbles, penalties and injuries]
  - 8.8.1 *Occurrences*: Z-cards are only applicable if they are revealed during the *first three* FACs that are flipped in order to resolve any play. That is, a Z-card is ignored [and a new FAC is flipped] after the third FAC has been turned to resolve a play. Z-cards are also ignored during on-side kicks, extra points and fumble recovery determination. A maximum of *one* Z-card can be resolved for each play. Any extra Z-cards drawn after the first on a given play are ignored: instead, simply turn over a new FAC
  - 8.8.2 *Application*: When a Z-card is applicable to the play, finish resolving the play normally - then determine the meaning of the Z-card by flipping a new FAC and reading the section labelled "Z Results". Z-cards drawn during this resolution are also ignored.
  - 8.8.3 *Penalties*: [PEN] If a penalty is called for, the category of that penalty must be determined. A #1 applies to all running plays, quick passes and screen passes. #2 applies to short and long passes. #3 applies on field goals and punts and their returns. #4 applies to kickoffs and their returns. Each type of penalty is followed by a capital letter and a number. The letter designates the team the penalty is called against [O = offense, D = defense, K = kicking, R = Receiving]. and the number indicates the type of penalty called [Refer to the Penalty Table for this]. Most penalties leave the non-penalised team the option of accepting the play's result or taking the penalty. a few penalties are labelled "No Option" and *must* be accepted. An offensive holding penalty on a pass play called inside the offensive team's 5 yard line is a safety. All other penalties which are greater than half the distance to the goal are equal to half the distance to the goal [fractions rounded down] except for a pass interference penalty as indicated in the penalty table
  - 8.8.4 *Injuries*: [INJ] If an injury occurs, the FAC specifies whether it applies to an offensive position or defensive box. If two defenders occupy the indicated box, a coin toss decided which one is afflicted. If the offensive position or defensive box is vacant, no injury occurs. Some injuries are labelled "BC" which indicates that the player carrying the ball at the time the Z-card was drawn is the one injured. On a pass play, the "BC" result is considered to be against the quarterback if it occurs as the 1st card drawn, and against the receiver otherwise. When an injury occurs, a new FAC is flipped and its PN is used on the injury table to determine the duration of the injury. Injuries cannot take place on kicking plays
  - 8.8.5 *Fumbles*: If a fumble occurs, flip a new FAC and refer to its PN. Apply this value to the fumbling team's roster card, locating their "Fumble's Lost" heading and adjusting that number either upward or downward for the opposing team's "Defensive Fumble Adjustment" value from their roster card.[ As an example, if the offense has a fumble rating of 1-21 and the defensive team has an adjustment of +3, the new fumbles lost range is 1-24]. All fumbles are recovered at the *exact* spot the play ended. If a fumble[s] appears on the original Z-card, a fumble is resolved *unless* the ball carrier is on the home team, in which case no fumble happens.

8.9 *Scoring*: Scoring is accomplished as follows

- 8.9.1 *Touchdown*: A touchdown is scored when the offensive team achieves a result which places the ball at or past the opponent's goal line. A touchdown may not be scored as the result of a penalty
- 8.9.2 *Safety*: A safety is scored when the defensive team achieves a result which places the ball on or behind the offensive coach's goal line. A safety may also be scored if an offensive holding penalty is called on a pass play which originates inside the defenses 5 yard line. A kickoff follows a safety as per section [8.1.4](#)
- 8.9.3 *Automatic Safety*: If the ball is located within the offensive's 20 yard line, the offensive coach may elect to take an automatic safety by stating such at the start of the play. This play uses 10 seconds.
- 8.9.4 *Field Goals/Extra Points*: These results are covered under their individual play sections.

## 9.0 Timing

A game consists of four quarters, each of 15 minutes duration. Each play expends a certain number of seconds, which are recorded on the Scorepad. A pencilled 'X' in a box represents the passage of ten seconds of time, a pencilled '/' indicates five seconds have elapsed. Consult the Time Table to determine the applicable expenditure for each play [see [6.1](#) above]

- 9.1 *Out of Bounds*: If the last FAC resolving a play uses the RN and that RN is followed by the letters "OB", the play

- ends out of bounds. [Exception: Inside Runs never end up out of bounds]
- 9.2 *Time-Outs*: Each coach receives three Time-Outs per half. These may be used to "stop the clock" and reduce the time required for a play, as per the Time Chart
  - 9.3 *Two Minute Warning*: An automatic 'Time-Out' is called after any play which would place the clock on or below the two minute mark of the first or second half. This play automatically uses the minimum time required per the Timing Chart
  - 9.4 *Final Minutes*: In the last two minutes of the first half, and the last five minutes of the second half, each play which results in an out of bounds play, incomplete pass or penalty on the defensive team results in a shorter time expenditure as per the Time Chart
    - 9.4.1 *Two-Minute Offense*: An offensive team may select to use the time expired under the Two-Minute Offense column at any time during the Final Minutes
  - 9.5 *Deliberate Grounding*: At any time when a No-Huddle offense [8.7] has been called, the offensive coach may select to have the Quarterback commit a deliberate grounding of the ball. This play uses no time but does expend one down. [This should change the timing of the previous play to be equivalent to a timeout play]
  - 9.6 *Substitutions*: If the offensive coach wishes to substitute on the next play, at least 30 seconds must be used for any Run or Pass play which does not otherwise have the clock stopped.
  - 9.7 *End of Quarter*: No play may expend more time than is necessary to bring a quarter to a close. No half may end with a defensive penalty. If such a penalty occurs on a play which expends all remaining time in either half, an additional play is awarded to the offensive coach. This process may be repeated as long as successive plays end in defensive penalties. A half can end on any offensive penalty.
  - 9.8 *Overtime*: Games in which the score is tied at the end of regulation play go to overtime. Kickoff in these extra periods is determined by another coin toss.
    - 9.8.1 *Regular Season*: Games which are being played as regular season games will have one extra period played - until the end of that 15 minutes causes the game to end in a tie or until one coach scores, immediately ending the game with a win. There are two Time-Outs allotted in the extra period. This period is played as if it were the last quarter of the game, with all other timing rules above applicable
    - 9.8.2 *Playoff Games*: Games which are considered to be play-off games are played to conclusion [someone must score to win the game immediately]. Each successive half of play is conducted exactly as the last half of a regular game.

## 10.0 Design Credits

- 6th Edition Design: Jim Burnett
- 6th Edition Development: Rex A. Martin
- Cover: *unknown*
- Typesetting: Colonial Composition

## Optional Rules

Any or all of the following rules may be used upon agreement of *both* coaches before the game starts. Note that while adding realism to the game system, this comes at a cost in simplicity and length of playing time

- O1 *Playing Out of Position*: Normally, players must play only in the positions indicated on their cards. This optional rule alters that. Offensive linemen may play any position on the offensive line. However, if they play in a position that is not on their card, the coach must subtract 1 from their Blocking and Pass Blocking values. Defensive Linemen may play any position in Row 1 without any modification. Cornerbacks and Safeties may play in any position on Row 3 but if they are not in the position listed on the team's roster card, subtract 1 from their Pass Defense values. All Defensive Backs may play in Box L without modification
- O2 *Onside Kick Defense*: During a kickoff, the receiving team may state that it is using an Onside Kick Defense. In this case, the kicking team recovers any attempted onside kick on a PN of 1-7. Should the kicking team kick off normally, the maximum return is 20 yards.
- O3 *Squib Kick*: The kicking team may declare any kickoff to be a squib kick. Resolve such kicks normally, but add 15 yards to the spot at which the kickoff return begins. In addition, add 1 to the RN used to resolve the return. [ a '12' remains a '12']
- O4 *Extra Pass Blocking*: When announcing a pass play, the offensive coach may state that any or all of his on display

backs are being used as additional blockers. The pass may not be directed at these blockers [if so directed by a FAC, the pass is incomplete]. If one back remains in the blocking pattern, add 2 to the QB's completion range. If two backs are used, add 4. If a Pass Rush [8.3.6] is in effect, add this number to the Pass Blocking Values of the linemen

- *O5 Measurements:* At any time a yardage result is exactly that needed for a first down, a touchdown or a safety, a measurement occurs. If the next RN is even, the necessary yardage has been attained. If odd, the ball is just short. This may occur even on a zero gain down [eg you got exactly to the goal line on a play but a measurement left you just short, if you then gain 0 yards on the next play, a good measurement can result in a TD]. Note than any combination of penalties adding up to the exact yardage needed is a first down, unless there was a non penalty play in the sequence of downs [exception: Incomplete Pass]. The measurement may also be used for safeties.
- *O6 Fake Kicks:* Before any punt or field goal, the offensive coach may declare that he is staging a "Fake Kick". This procedure is resolved by flipping the next FAC referring to the RN and consulting the appropriate column on the Fake Kick Table [6.10]. When using this option, the defensive coach should select a strategy before each kick. "No Strategy" means he will defend as usual (the coach is vulnerable to the Fake Kick per the Tables, but a non fake kick is resolved normally). Any other strategy card means the defensive coach suspects the fake and is ready. A Fake Kick is resolved with 2 added to the RN [exception: you must still receive a '12' on the FG to get an interception, the pass is incomplete otherwise]. If the kick is not a fake, the receiving team cannot block the kick. Any 'Block' result is resolved again.

Tables & Charts

6.1 Timing Chart [9.0]

\* *note:* It appears these tables are wrong. Incomplete Passes for example shouldn't take as long as complete passes! Probably these values should have read 20/10/10/5 ?

Plays:	Elapsed Time in seconds			
	Max	Min	Final Mins [9.4]	2 Min Off. [9.4.1]
Run	45	20		10
Complete Pass	45	20		10
Incomplete Pass *	45	20	10	5
Out of Bounds *	45	20	10	5
Play with Injury *	45	20	10	5
Play with Penalty *	45	20	10	5
Play with Touchdown	10			
Play with TimeOut	10			
Punt or Returned Kickoff	10			
Possession Change	10			
Field Goal	5			
Extra Point	0			
Touchback	0			
Movement Penalty	0			
Deliberate Grounding	0			

6.2 Injury Table [8.8.4]

In the space of one game, ignore any injuries that affect a position that has previously lost a starter because of injury. As an example, if the starting QB is lost for the remainder of the game, his replacement may play for the remainder of the game injury free. If the loss had been for only one quarter, however, the starting player would once again be in jeopardy once he

returns to the game. The numbers 44 through 47 indicate that the injured player must miss this game and the next number of games indicated by the + number. For example 46 means the player will exit the current game and also miss the next 3 games.

#### PN Length of Injury

- 1-10 Next 2 plays
- 11-20 Next 4 plays
- 21-30 Next 6 plays
- 31-35 Rest of Quarter
- 36-43 Rest of Game
- 44 Rest of Game +1
- 45 Rest of Game +2
- 46 Rest of Game +3
- 47 Rest of Game +4
- 48 Rest of Season

### 6.3 Penalty Table [\[8.8.3\]](#)

#### Pen Description & Effect

- 1 Offside. 5 yards. [Option]
- 2 Movement. 5 yards. [No Option]
- 3 Illegal Procedure. 5 yards. [No Option]
- 4 Motion. 5 yards. [Option]
- 5 Personal Foul. 15 yards. [No Option] if penalty is on defense, return or kicking team, yardage marked from spot where play ended, down and play count. [Option] if penalty is on offense, if accepted, yardage marked off from scrimmage line
- 6 Non flagrant facemask: 5 yards. Same conditions as #5
- 7 Holding. 10 yards if against Offense [Option], 5 yards if against defense, automatic 1st down [Option]
- 8 Pass Interference: 15 yards if against Offense, down and play count [Option]. First down at spot of foul if against defense [Option]. Determine spot of foul in same way as Point of Interception. If in the end zone, 1st and goal at the 1 yard line
- 9 Personal Foul: 15 yards, same conditions as #5
- 10 Intentional Grounding: 15 yards, down counts [No Option]. Only applies on incomplete pass, otherwise ignore
- 11 Clipping, 15 yards from spot of foul [No Option]. Determine spot of foul by drawing new FAC. If RN is odd, spot of foul is at halfway point of return. If the RN is even spot of foul is where return ended.
- 12 Roughing Kicker: 15 yards from original line of scrimmage - 1st down [Option]
- 13 Running into Kicker: 5 yards from original line of scrimmage [Option]
- 14 Delay of Game: 5 yards [No Option]
- 15 Kickoff out of Bounds: 5 yards [Option - Offense takes ball at its own 35]. Perform the kickoff and add 5 yds to the spot where subsequent return begins.

### 6.4 Kickoff Table [\[8.1\]](#)

The designation to the left of the slash indicates the number of the return man. The number to the right of the slash is the yard line at which the return begins. GL = Goal Line. Touchback = no return, offense begins from own 20 yard line.

RN Column A      RN Column B

1 use Column B	1 KR-1/10
2 KR-1/GL	2 KR-2/11
3 KR-1/1	3 KR-4/12
4 KR-2/2	4 KR-2/13
5 KR-1/3	5 KR-3/14
6 KR-1/4	6 KR-1/15
7 KR-2/5	7 KR-1/GL
8 KR-2/6	8 Touchback
9 KR-3/7	9 Touchback
10 KR-2/8	10 Touchback
11 Touchback	11 KR-4/GL
12 Use Column B	12 KR-4/GL

6.5 Run Number Modifiers [\[8.2.2\]](#)

Remember that the modifiers for the Draw play are in addition to the normal modifier on the play [eg. Draw vs Run BC - +6 to RN]. BC = Ball Carrier

Play	Run Defense Key BC	Run Defense No Key	Run Defense Wrong Key	Prevent Defense	Pass or Blitz Defense
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Runs	+4	+2	0	0	0
Draw	+2	+2	+2	-2	-4

6.6 Pass Defense Table [\[8.3.2.1\]](#)

The indicated numbers are modifications to the QB's completion range for that combination of Pass and Defense. Modifications in parantheses [] apply if the scrimmage line is within 20 yards of the defense's goal. The asterisked results on a Screen Pass are not modifications to the Completion range but are modifiers to the RN of a back who has just caught a screen pass. In the Screen Pass versus Run Defense, if the back is keyed, add 4 to the RN, if no key is used add 2, if the wrong key is used, no modification occurs.

Pass	Run Defense	Pass Defense	Blitz Defense	Prevent Defense
------	-------------	--------------	---------------	-----------------

Quick	0[-10]	-10[-15]	+10	0
Short	+5[0]	-5	Pass Rush	-5
Long	+7	0	Pass Rush	-7
Screen	0/+2/+4	0	-4*	-2*

6.7 Interception Table

When an interception occurs off a QB's card, this table determines which defensive player intercepts the ball. The player occupying the indicated box intercepts. If a box is occupied by two players, either may intercept (choose the player with the best interception rating or flip a coin if both equal). If the indicated box is empty, the pass is not intercepted, it is merely incomplete

RN Screen Quick Short Long

1	J	N	N	L
2	F	O	M	M
3	C	J	J	M
4	I	I	F	O
5	B	H	I	N
6	G	G	H	K
7	H	F	G	O
8	E	J	O	N
9	D	H	K	K
10	A	F	L	M
11	J	L	N	M
12	F	M	M	L

### 6.8 Interception Return Table

The result numbers indicate the number of yards the interception was returned. TD is a touchdown. Before using this tabel, first determine the point of interception, then obtain a RN an determine the return yardage.

RN Linemen Linebacker Def.Back

1	15	20	TD
2	10	20	50
3	6	15	30
4	3	10	20
5	1	8	15
6	0	5	10
7	0	4	8
8	0	3	6
9	0	0	4
10	0	0	2
11	0	0	0
12	0	0	0

### 6.9 Big Play Table

RN vs Run vs Pass

- 1 -4 yards QB Sacked, -13 yards
- 2 -3 yards QB Sacked, -10 yards
- 3 -2 yards QB Sacked, -7 yards
- 4 -1 yard Incomplete Pass
- 5-7 No Gain Incomplete Pass
- 8-12 Card Fails Card Fails

### 6.10 Fake Kicks Table

An intercepted pass is returned for a touchdown by the linebacker of the defensive team's choice and the return is scored from the original line of scrimmage. The QB in this case is considered to be the "B" player

RN Field Goal Play Result	Punt Play Result
1 Pass to LE for 25 yards	Pass to LE for 30 yards
2 Pass to FL for 18 yards	Pass to FL for 20 yards
3 Pass to RE for 15 yards	Pass to RE for 10 yards
4 Pass to BK#1 for 10 yards	Pass to BK#1 for 8 yards
5 Pass to BK#2 for 9 yards	Pass to BK#2 for 6 yards
6 QB runs for 15 yards	Punter runs for 15 yards
7 Pass is incomplete	Punter runs for 7 yards
8 Pass is incomplete	Punter runs for 6 yards
9 Pass is incomplete	Punter runs for 3 yards
10 Pass is incomplete	Punter runs for 1 yard
11 Pass is incomplete	Punter runs for 0 yards
12 Pass is incomplete	Punter runs for -5 yards

### Solitaire Play

While the best way to enjoy Statis-Pro football is with another gamer, too often circumstances do not allow this. In the following system, the single coach takes the role of both coaches in selection of personnel but makes decisions for the offense only. All standard rules apply to solitaire play except the following

- S1 *Card Deck*: Remove one Z-card from the FAC deck before play
- S2 *Set-up*: The solitaire coach will set the Displays for both sides. In doing so, it must be remembered that the coach is trying to be as fair as possible to both teams. He will also make any shifts desired.
- S3 *Offensive Play Selection*: Offensive plays [play selection, strategy and player - [7.1](#)] are chosen by the coach. The only restriction is that he may not choose two screen passes or quick passes in succession
- S4 *Defensive Play Selection*: Defenses are determined by random draw from the FAC deck. Before resolving each play, flip a FAC and refer to the 'Solitaire' section. This area has five defenses listed, one of which will be the one used, depending on the game situation
  - S4.1 *Number 1*: Use that for any play that is run on 1st down
  - S4.2 *Number 2*: Use for any play that is run on 2nd down with less than 6 yards to go for a 1st down, or any play when the ball is on the opponents 3,4 or 5 yard line regardless of down
  - S4.3 *Number 3*: Use for any play that is run on 2nd down with 7 or more yards needed for a 1st down
  - S4.4 *Number 4*: Use for any play that is run on 3rd or 4th downs with 7 or more yards needed for a 1st down
  - S4.5 *Number 5*: Use for any play that is run on 3rd or 4th down with 6 or less yards needed for a 1st down, or when the ball is on the opponent's 1 or 2 yard regardless of down
  - S4.6 *Defense Abbreviations*:
    - R[NK] - Run No Key
    - R[BC] - Run with Ball Carrier Keyed
    - P - Pass Defense
    - PR - Prevent Defense
    - P[x2] - Pass Defense with double coverage to the directed receiver if formation permits
    - PR[x2] - Prevent Defense with double coverage to the directed receiver if formation permits
  - S4.7 *Inside the 20*: When the scrimmage line is within the 20 yard line of the defense's goal line, convert all Prevent Defenses to Pass Defense
  - S4.8 *Blitz*: If a blitz is called for, look at the PN on the same FAC. If this number is between 1 and 26, remove the players in boxes F and J from the display. These are the blitzing players. If the number is between 27 and 35, remove the players in boxes F,J and M. If the number is between 36 and 48, remove the players in boxes F,G,H,I,J. If an indicated box is empty, then choose any other eligible player on the display to blitz. Remember to return the blitzing players to the display after the current play has been resolved.
- S5 *Play Resolution*: After the defense has been determined, flip and new FAC and begin to resolve the play normally

- *S6 Timing*: Once again, the solitaire coach should run the clock in the best interest of each team while on offense.

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