

CHANGES

Timing:

1st downs: When a team gets a 1st down that would normally take 40 sec (inbounds) use only 20 sec.

Change of Possession: Plays that result in change of possession (punt, kick, turnover) use 20 sec instead of 10sec.

Play Calling Index:

Each team now has a defensive index that is added to the other teams offensive index to get a play calling index.

(EX. If a OFF team with a +4 plays a team with a DEF index of +3 for this game the OFF teams index is +7)

Chart Changes:

The solitaire play calling chart has been changed to the new chart included here.

QB Secondary Receivers

Each QB now has a range that is used when a QB gets a FAILED PR from his card. After a failed PR by the defense you need to roll the red and white die to get a number in the 11-66 range. This number corresponds to a range on the QBs card that shows where he is looking for a secondary receiver. Use the number on the FAC under SEC REC to find who at that distance is the target.

Exception is a Quick Pass, on these use the SEC REC from the FAC to get a INC or ORG. No roll for a secondary receiver is used on these.

(EX. The play is a medium pass, the QB gets a PR that the defense fails at from the medium pass matrix. Rolling the red(2) and white(4) die you roll a 24. This falls in the SHORT range on the QBs card. Using the SEC REC section of the FAC next to EDIU use that number to find the receiver.)

Punt Blocks

Each team has a punt block rate that is used when a * comes up in punting. Some exceptional teams have rating such as 6(3) which means they get a 6 rating on all * punts and use a 3 rating on all + results. Otherwise use the + punts as the original rules say.