

LOOKUP CHART

	QB										INJ	
	S	S/2	3	4	5	6	7	8	9	10		
11	5/1	10	20	20	20	20	20	20	20	20	20	BC
12	5/1	10	20	20	21	21	21	21	21	21	22	BC
13	5/1	10	20	21	21	22	22	22	22	23	23	BC
14	5/1	11	21	21	22	22	23	24	24	24	25	BC
15	6/1	11	21	22	22	23	24	25	26	27	27	BC
16	6/1	11	21	22	23	24	25	26	27	28	28	BC
21	6/1	11	21	23	24	25	26	28	29	30	30	BC
22	6/1	11	21	23	24	26	27	29	30	32	32	LT
23	6/1	12	22	23	25	27	29	30	32	34	34	LG
24	7/1	12	22	24	26	28	30	32	34	36	36	C
25	7/2	12	22	24	27	29	31	33	35	38	38	RG
26	7/2	12	22	25	27	30	32	35	37	39	39	RT
31	7/2	13	23	25	28	31	33	36	39	41		
32	8/2	13	23	26	29	32	35	38	41	43		
33	8/2	13	23	26	30	33	36	39	42	46		
34	8/2	13	23	27	30	34	37	41	44	48		
35	9/2	14	24	27	31	35	39	42	46	50		
36	9/2	14	24	28	32	36	40	44	48	52		
41	10/2	14	24	29	33	37	41	46	50	54	KEY	
42	10/3	15	25	29	34	38	43	47	52	57	KEY	
43	11/3	15	25	30	35	39	44	49	54	59	KEY	
44	11/3	15	25	30	35	41	46	51	56	61	LDE	
45	12/3	15	25	31	36	42	47	53	58	64	LDT	
46	12/3	16	26	32	37	43	49	55	60	66	NT	
51	13/3	16	26	32	38	44	50	57	63	69	RDT	
52	13/3	16	26	33	39	46	52	58	65	71	RDE	
53	14/3	17	27	33	40	47	54	60	67	74	LOLB	
54	14/4	17	27	34	41	48	55	62	69	77	LILB	
55	15/4	17	27	35	42	50	57	64	72	79	MLB	
56	15/4	18	28	36	43	51	59	67	74	82	RILB	
61	16/4	18	28	36	44	52	61	69	77	85	ROLB	
62	16/4	18	28	37	45	54	62	71	79	88	LCB	
63	17/4	19	29	38	47	55	64	73	82	91	SS	
64	18/4	19	29	38	48	57	66	75	85	94	NB	
65	19/5	20	30	39	49	58	68	78	87	97	FS	
66	20/5	20	30	40	50	60	70	80	90	100	RCB	

TURNOVER RETURN

	0	1	2	3	4	5	6	7	8	9
11-13	-5	0	0	0	0	0	0	0	0	0
14-16	-4	1	1	1	1	2	2	2	3	3
21-23	-3	2	2	3	4	5	5	6	7	8
24-26	-2	2	4	5	6	8	9	10	12	13
31-33	-1	4	5	7	9	11	13	15	17	18
34-36	0	5	7	9	12	14	17	19	22	24
41-43	1	6	9	12	15	18	21	24	27	30
44-46	2	7	11	14	18	22	25	29	32	36
51-53	3	8	12	17	21	25	30	34	38	43
54-56	4	9	14	19	24	29	34	39	44	49
61-62	5	11	17	22	28	34	39	45	51	TD
63	6	12	19	25	32	38	45	51	TD	TD
64	7	14	21	28	36	43	50	TD	TD	TD
65	8	15	23	32	40	48	TD	TD	TD	TD
66	9	19	29	39	49	TD	TD	TD	TD	TD

PENALTY CHART	RUN PLAYS		PASS PLAYS		PUNTS		KICKOFFS		FIELD GOALS
	OFF	DEF	OFF	DEF	RETURN	KICK	RETURN	KICK	
DELAY OF GAME									5(LOS)
OFFSIDES	11-15	11-21	11-13	11-14	11-21	11-16	11-12	11-16	5(LOS)
ILLEGAL MOTION	16-23		14-16						5(LOS)
INTENTIONAL GROUNDING			21-23						SCK(D+1)
OFF HOLDING	24-45		24-51			21-24	13-14		10(LOS)
DEF HOLDING		22-26		15-22					5(LOS)1D
ILLEGAL BLOCK	46-53				22-42		15-54		10(SOF)
ILLEGAL CONTACT		31-36		23-26					10(SOF)1D
DEF PASS INTERFERENCE				31-46					SOF(1D)
OFF PASS INTERFERENCE			52-54						10(LOS)
RUNNING INTO KICKER					43-52				5(LOS)
ROUGHING KICKER					53-54				15(LOS)
SIMULATED ROUGHING						25-26			15(LOS)
CATCH INTERFERENCE						31-41			5(EOR)
INCIDENTAL FACE MASK	54-55	41-46	55	51	55	42-45	55-56	21-25	5(EOP)
PER FOUL-FACE MASK	56	51-56	56	52-53	56	46-53	61-61	26-32	15(EOP)
ROUGHING PASSER				54-62					15(EOP\$)
PER FOUL-DEF-LIVE PLAY		61-63		63-64		54-61		33-51	15(EOP\$)
PER FOUL-OFF-LIVE PLAY	61-63		61-63		61-63		62-63		15(LOS)
PER FOUL-DEF-DEAD BALL		64-66		65-66		62-66		52-66	15(EOPX)
PER FOUL-OFF-DEAD BALL	64-66		64-66		64-66		64-66		15(EOP)

APPENDIX	LOS	LINE OF SCRIMMAGE
PENALTIES MARKED	LOS\$	LINE OF SCRIMMAGE (MAY USE TIMEOUT TO AVOID)
OFF FROM:	1D	1ST DOWN
	D+1	DOWN +1 (e. 3RD DOWN BECOMES 4TH DOWN)
Point of Interception determination	SCK	DETERMINE POINT OF SACK (2 6-SIDED DICE ADDED TOGETHER)
	SOF	SPOT OF FOUL (ROLL 1 DIE, ODD IS END OF PLAY, EVEN IS HALF WAY POINT)
Quick : 0 minus 1d6	EOR	END OF RETURN
Short: 2d6 added minus 2	EOP	END OF PLAY
Medium: 2d6 added plus 8	EOPX	END OF PLAY (1D, CHANGE OF POSSESSION MARKED FROM THAT POINT)
Long: 2d6 multiplied plus 20	EOP\$	END OF PLAY (1D, CHANGE OF POSSESSION OFFENSE BALL, MARK PENALTY FROM LOS)

INJURY CHART

1. First roll 2d6 and check who potentially gets hurt from the INJ section of the LOOKUP CHART

- * BC - Ball Carrier or Receiver or QB if incomplete pass
- * KEY - Key blocker on a run or defender
- * Blank - No Injury

2. Roll versus players injury rating

- * If roll is higher player is not injured
- * If roll is less than or equal to player is hurt

3. If injury roll 1d6 to check duration

		INJURY RATE					
ROLL #		1	2	3	4	5	6
1	S	S	S	S	S	S	H
2	S	S	S	H	H	G	G
3	S	H	H	G	G	G	G
4	H	G	G	G	G+	G+	G+
5	G	G	G+	G+	G+	G+	G+
6	Roll on 2	Roll on 3	Roll on 4	Roll on 5	Roll on 6	G+	

- S-Series
- H- Half
- G- Game
- G+- Game plus (1d6)

Short*
Down times
distance plus
OFF index=
Below 0

	1	2	3	4	5	6
1	SL	SL	SL	SL	IL	QP
2	IL	SL	SL	IL	IL	SP
3	IL	IL	IL	IL	IL	SP
4	IR	IR	IR	IR	IR	SP
5	IR	SR	SR	IR	IR	MP
6	SR	SR	SR	SR	IR	MP
Strategy	1	2	3	4	5	6
	Key	Key	Run	Run	No	No

* Short Defense only on 3rd and 4th and 1 or 1 or 2 yard line
* Otherwise use Run Defense Alignment and Strategy

Run
Down times
distance plus
OFF index=
9-0

	1	2	3	4	5	6
1	SL	SL	SL	SL	(QP)	QP
2	IL	SL	SL	IL	SP	SP
3	IL	IL	IL	IL	SP	SP
4	IR	IR	IR	IR	MP	MP
5	IR	SR	SR	IR	MP	MP
6	SR	SR	SR	SR	LP	LP
Strategy	1	2	3	4	5	6
	Key	Run	No	No	Man	Zone

Starters
Down times
distance plus
OFF index=
10-19

	1	2	3	4	5	6
1	SL	SL	SL	(QP)	(QP)	QP
2	IL	SL	SL	SP	SP	SP
3	IL	IL	IL	SP	SP	SP
4	IR	IR	IR	MP	MP	MP
5	IR	SR	SR	MP	MP	MP
6	SR	SR	SR	LP	LP	LP
Strategy	1	2	3	4	5	6
	Key	Run	No	Blitz	Man	Zone

Nickel
Down times
distance plus
OFF index=
20-29

	1	2	3	4	5	6
1	SL	IL	SP	(QP)	(QP)	QP
2	IL	IR	SP	SP	SP	SP
3	IL	SP	SP	SP	SP	SP
4	IR	MP	MP	MP	MP	MP
5	IR	MP	MP	MP	MP	MP
6	SR	LP	LP	LP	LP	LP
Strategy	1	2	3	4	5	6
	No	No	Blitz	Man	Zone	Pre

Dime
Down times
distance plus
OFF index=
30-up

	1	2	3	4	5	6
1	IL	SP	SP	(QP)	(QP)	QP
2	IR	SP	SP	SP	SP	SP
3	MP	MP	MP	SP	SP	SP
4	MP	MP	MP	MP	MP	MP
5	MP	MP	MP	MP	MP	MP
6	LP	LP	LP	LP	LP	LP
Strategy	1	2	3	4	5	6
	No	Blitz	Man	Zone	Pre	Pre

Defensive Calls : Possible adjustments based on plays called.
Read as the adjustment to key players/receivers rating (DEF player/ OFF player)

	None	Run/w key	Run / wrong key	Run	Pass/ Man to Man	Pass/ Zone	Pass/ Prevent	Blitz
Run play	0	+2/-2	0	+1/-1	-1/+1	-1/+1	-2/+2	-3/+3
Quick pass	0	+1/-1	0	0	+1/-1	-1/+1	-1/+1	0
Short pass	0	0	0	0	+2/-2	0	0	0
Medium pass	0	-1/+1	-1/+1	-1/+1	0	+1/-1	+1/-1	0
Long pass	0	-2/+2	-2/+2	-1/+1	-1/+1	+1/-1	+2/-2	0
Pass Rush	0	0	0	0	0	0	0	+3

SCORE / TIME ADJUSTMENT CHART

	TIME	DOWN BY # OF SCORES				
QRT	LEFT	1	2	3	4	5
3rd	15-0	0	0	0	10	20
4th	15-10	0	0	10	20	30
4th	10-5	0	10	20	30	30
4th	5-2	10	20	30	30	30
4th	2-0	20	30	30	30	30

* Plus if behind / minus if ahead

SL: Sweep Left
IL: Inside Left
IR: Inside Right
SR: Sweep Right
QP: Quick Pass
(QP): Quick Pass (pro)
Short Pass (college)
SP: Short Pass
MP: Medium Pass
LP: Long Pass

Key: Run w/key
Run: Run defense
No: No strategy
Blitz: Blitz
Man: Pass / Man-to-man
Zone: Pass / Zone
Pre: Pass/ Prevent

ALIGNMENTS FOR PLAYCALLING
(Down times Distance) +/- Offense playcalling adjustment, +/- Score/ Time adjustment

RB	LE	RE	OFF	DEF
BEST	TE1	TE2	Below 0	Short
BEST	TE2	TE1	0-9	Run
BEST	WR1	TE1	10-19	Starters
RB2	WR2	WR1	20-29	Nickel
RB1	WR1	WR2	30-up	Dime
				Any 3rd/4th and 1, all on 1 or 2 yardline
				9-down
				10-19
				20-29
				30-up

* when asked for certain blockers on offense use these above based on the alignment
** using the receivers chart the players are numbered from left to right
*** if runner is also blocker use next in line

Position Matrix
Exceptional players (#) players for PR and INT are allowed to fill in for players directly in front, back or beside them on the matrix. Check exceptions below

LDE also can fill for the LIB	LDE	LDT	NT	RDT	RDE	RDE also can fill for the RIB
	LOB	LIB	MLB	RIB	ROB	
LCB also can fill for the LIB	LCB	SS	NB	FS	RCB	RCB also can fill for the RIB