

## **Inside Blitz Rule Additions and Optional Rules January 2006**

After listening to our customers, we wanted to issue an addendum to the Inside Blitz Rule Book, as well as offer some optional methods of play. The tone of this document will be rather informal, and any options marked as optional, is just that; completely optional.

### **Rule Clarifications**

#### **Field Goals**

On page 8 of the rule book for field goals it states to add 7 yards to the line of scrimmage to determine the distance. This is a typographical error. It should read, "*Remember to add 17 yards from the line of scrimmage for the actual distance of kick.*"

Also omitted from the Official Rule Book are FG Blocks. Use this rule for Blocked FG's: *Anytime you roll for a field goal roll 3d6 and if ALL the dice are the same it is a block.*

#### **Blocked Kick Yardage and Returns**

When a punt or field goal is blocked roll 3d6 to get where the ball is recovered and by who. Add the red and white die together to get the distance BEHIND the line of scrimmage where the kick is recovered (for punts add and extra 10).

Using the blue die to determine which team recovers.

1-2 Kicking team recovers, no advance.

3-6 Defense recovers; flip a FAC and refer only to the card number. These numbers are from 1-100. Use the MAIN defense chart of a team that has 20 players on it. Give each player a number starting from top to bottom 1-20, 21-40, 41-60, 61-80 and 81-100. This is the player who recovers the blocked kick. Use the turnover return chart to determine the distance of the return. Return rates depend on the position of the player recovering.

DL: 3

LB: 6

DB: 9

#### **QB Scrambles**

Regarding Scrambles for zero yards: *In the game all 0 yard scrambles are NOT to be considered sacks. I look at these as the QB scrambling and just getting beyond the original line of scrimmage. For statistical reasons 1/2 yard gains sometimes don't get credit for a 1 yarder. How many times have you seen a 3rd and inches where the plays leading up to this only total 9 yards while the QB sneaks the ball 6 inches and he gets a yard.*

*Consider this a statistical anomaly.*

### **Offensive Lineman Injury Ratings**

For the 2004 Season, consider all linemen as an injury rating of 1. All other seasons have individual injury ratings for linemen.

### **Fumbles During Fumble Returns**

When a team fumbles and the defense recovers you flip another FAC to find out who recovered. If you draw another fumble card you consider this a fumble by the defender running back the fumble. Give all these defensive players an average rating of a 3.

### **Solitaire System with Injured Players**

If the solitaire range points to a player that is hurt use the same prior FAC that you would have used, but refer to the SEC REC numbers starting with SHORT pass and going down until you get a number that gets you a good player.

### **Quarterback Fumbles**

QB FUM? type fumbles should be returnable on all even numbered fumble checks against the QB's card.

### **Solitaire Passing and a Shortened Field**

When using the Solitaire Play calling, convert all Long Passes to Medium Passes at the 15 yard line and all Passes to Short Passes at the 5 yard line.

### **Optional Punt Return Judgment**

On returnable punts inside the 10(1-9) here is what I do. Depending on the yard line that the ball comes down on I roll what I call a return judgment roll. Roll 2d6 added together and if the roll is BELOW the yard line he attempts the return, if equal or higher he lets it go. If let go, roll 2d6 and add these numbers to the distance of the kick.

EX. Punt carries to the 6 yard line. Judgment roll of 2-5 the return man attempts a return, 6-12 he lets it go. If he let it go, a roll of 6-12 means a touchback while 2-5 places the ball from the 1-4 yard line.

### **Free Kicks Following a Safety**

After a safety, use your punter from your own 20 yard line. Add 10 yards to the distance for the free kick and add 1 to the coverage rating.

## **Going for the Sidelines**

With less than 5 minutes left in a game a team may choose to go for the sidelines to stop the clock. As stated in the Official Rule Book, no inside run can go out of bounds. Also any play that is denoted as normally going OoB is not subject to the following penalties.

**Running outside:** A player is deemed to have gotten OoB on all even rolls of the blue rating check die on a play. Results of S (short gain) or B (breakaway) are halved as the player gives up yardage to get OoB.

**Passing:** On a completed pass a player is deemed to have gotten OoB on all even rolls of the blue rating check die on a play. Add one (+1) to all defender ratings for all passes. Subtract one (-1) from all receivers ratings for all passes.

On any pass play where the player ends OoB using the above rule (even numbered blue die) disregard all M and L results. Instead use these yardages for these passes.

Quick and Short: 5 yards

Medium: 12 yards

All plays that stay in bounds using the above rules (odd numbered blue die) and OoB off the FAC cards use all M and L results as normal play.

## **New Team Sack and Interception Ranges**

The new ranges are designed as an option for those who want to get more accurate individual performances by players as far as these stats go. Blitz was designed to give accurate team results in this area but to simplify the defensive substitution patterns in the real NFL some players won't see enough time to get their opportunities for these plays.

The way the ranges work is simple and should not take much extra game time at all.

**Sacks:**

When a sack occurs due to the pressure of a player who won a rating check you simply flip the next FAC and use the card number to check the range on the teams' SACK RANGE chart for the player getting credit for the sack. Only use the card number of the FAC, disregard all fumble and penalties from this extra FAC.

Top pass rushers will remain just as important in the game applying the needed pressure that forces a sack. In using this option it is important to note that the player getting credit for the sack will not always be shown in the defensive alignment on the field. Consider him a sub for one of the regulars and give him a sack.

**Interceptions:**

When an interception occurs due to a player winning a rating check on a possible interception flip the next FAC and use the card number to check the range on the teams' INTERCEPTION RANGE chart for the player intercepting. Only use the card number of the FAC, disregard all fumble and penalties from the extra FAC.

The interception chart is broken up by position. You will check the ranges depending on the position of the player who won the interception rating check in the first place. If the interception was caused by a DB then check the ranges under DB, LB for LB, DL for DL. Even if in the dime alignment a DB is playing in one of the LB boxes still check the DB range for the interceptor.

After determining who the player intercepting is continue with the normal interception process getting the distance downfield of the pick and any return that is made. Be sure to use the intercepting players RET rating for all returns.

### **Optional Hurry-Up Offense and Milk-the-clock Offense Timing**

Some customers have expressed concern with the timing system and number of offensive plays in Inside Blitz. Firstly, let me state the timing system "out of the box" works very well, and is very close to the actual number of plays run in the NFL.

However, having said that, as a gamer, I wanted to replicate the "feel" of an NFL team hurrying at the end of the half, or the end of a game to mount one last drive. Using the standard method of timing, I personally didn't get that "feel" that I wanted as a gamer. Using this optional system, I not only get the "feel" I was striving for, but it also brings the average number of total plays to within a fraction of real-life counts.

The system works simply, and is easy to implement whether playing the game manually or with the Excel Helper. If you do use this method, it supercedes the Official Timing rules.

With three (3) minutes left in the first half, you have the option of using a "hurry up" mode for either team. Conversely, you also have the option of "milking the clock" for the leading team to run down the clock in the first half.

In the 4<sup>th</sup> quarter with five (5) minutes remaining, you have the option of using the "hurry up" timing for the trailing team. Conversely, you also have the option of using the "milk the clock" timing method for the team leading. While it's not mandatory, I strongly suggest that if one team is using the "hurry up" timing, the other should use the "milk the clock" timing method.

Both methods only change the timing of the game. Neither method changes offensive or defensive ratings.

### **Hurry-Up Mode Timing:**

Rushing attempt In Bounds: **30 seconds**  
Rushing attempt Out of Bounds: **10 seconds**  
Completed Pass In Bounds: **20 seconds**  
Completed Pass Out of Bounds: **10 seconds**

Incomplete Passes: **10 seconds**

Spiking the Ball on the next play makes any in-bounds play **10 seconds**. (*This is directly contrary to the official rules*)

Time Outs bring any in-bounds play to **10 seconds** as well. (*Again, this is contrary and supercedes the Official Rules*)

### **Milk the Clock Mode Timing:**

Rushing attempt In Bounds: **40 seconds**  
Rushing attempt Out of Bounds: **20 seconds**  
Completed Pass In Bounds: **40 seconds**  
Completed Pass Out of Bounds: **20 seconds**

Incomplete Passes: **10 seconds**

*All inside runs remain in-bounds as the Official Rules state.*

### **Advanced Hurry-Up Method**

*(This is the method that Jeff uses. Use of this system may skew your INT or Sack statistics; DO NOT USE IN CONJUNCTION WITH THE SIDELINE RULE ABOVE)*

**Throwing for the Sidelines-** *This is another optional Hurry-Up method. It can be used in conjunction with the timing above, or by itself. Or not at all!*

When throwing for the sidelines, any result that doesn't end up Out of Bounds on the FAC, during a completed pass, the play will still end out of bounds on blue die rolls of 1, 2 and 3. Blue die rolls of 4; result in the play ending in-bounds.

A blue die roll of 5 is an incomplete pass regardless of the normal result. A blue dice roll of 6 is a possible interception; check the INT rating of the Key Defender on the play. If there is no Interception, resolve the play as normal. If the pass was completed, the play remains in-bounds.

If the offensive team declares they are throwing for the sidelines, all defensive players add one (1) to their Pass Rush (PR) rating.

### **SCRAMBLE RULE:**

If during a scramble run an S event is rolled from the QBs scramble section you will now go to the special QB **S** section of the lookup chart. This section has yardages broken down like any other run play with High/Low yardages.

Rolling 3d6 use the red and white combined to get a number from 11-66 and the blue die will be used for a rating check. **Using the upturned FAC** check the SP section to find the key player who's RUN rating (no adjustments for strategy) will be checked. If the rating check roll is less than or equal to RD of the key defender (found from the SP section of the FAC), the defender was successful at stopping the play for the shorter yardage. Otherwise the higher yardage is used.

**\*\*\*This is ONLY used on S events from the SCRAMBLE section of the QB card. Any S result coming from the QBs RUN section is treated as before.**