



NAILBITER FOOTBALL

Nailbiter Football is a unique simulation designed for the solo player. Instead of resolving a game through an extended play-by-play process, you will experience all the scoring, drama, tension, and heartbreak of a pro contest through a series of game highlights and crucial turning points. A familiarity with the rules and general strategies of football is assumed.

Game components

- 1 rule booklet
- 7 double-sided game play charts
- 2 six-sided dice
- 4 chart stands
- 10 scoresheets

Setup

Select two teams to play against each other and prepare the scoresheet. Choose which team will use the Ghost Coach system, and which team you yourself will coach.

In every game, one team will be considered the FAVORED team, and the other will be the UNDERDOG. In general, if a team had 2-3 more wins during a standard 16 game NFL season than the other team, they are considered the FAVORED team.

If one team is far superior, with 4-16 more victories during a standard 16 game season than the other, they are said to be HEAVILY FAVORED and the other team is the HEAVY UNDERDOG.

If the teams were within 1 win of each other, neither team has a clear edge, though the home team will get certain subtle advantages. Make a note on the scoresheet as to the teams' ratings for the game you're about to play.

The Favored or Heavily Favored team will receive a bonus or edge from time to time throughout the game.

Method of play

Nailbiter Football is played through alternating possessions as in a standard football game. As each possession ends, you will cross out that possession on the scoresheet by drawing a line through its notation. You'll see that in the 1st quarter, the Coached team receives the kickoff (that's you), while in the 3rd quarter, the Ghost Coach receives the kickoff. Teams will have approximately the same number of possessions as they would during an actual NFL game. The difference between many football simulations and this one is that in Nailbiter Football, the bulk of most possessions is abstracted through the use of the Possession Launch chart, and there is

no need to keep track of clock time until the two minute warning at the end of each half (and overtime if necessary).

Throughout the game, you will be referring to the many play charts contained in it. The results you'll find there are explained on the Master Game Key. Take a few minutes before your first game to read over all the charts and the Master Game Key to get a better feel for what lies in store.

Sometimes the game calls for dice to be added for a result of 2-12, sometimes to be combined (reading the black die first and the white die second) for a result of 11-66. You can tell which method is required simply by looking at the proper chart.

While plays will often be resolved by a single roll of the dice, it is possible that it will take more than one. For example, you will roll the dice to resolve a Line Run from scrimmage, but if the ball carrier fumbles the ball, a separate dice roll will determine who recovers it, and a third will determine the length of the return if it's the defense. A flag might even be thrown on the play, requiring another roll to sort out the penalty.

Rules not covered in the rulebook are addressed on the game charts. The Play Chart Result Key is an all-encompassing tool to explain results that are not explained elsewhere.

This rulebook uses as an example a hypothetical game played between you, the Coached team, leading the Valiants, against the Ghost Coach, who calls the signals for the Cannons.

Kickoff

To begin the game, the ball is kicked off from the 35 yard line. Consult the Standard Kickoff chart and roll the two dice, adding them, to find the result of the kickoff. Adjust the receiving team's down and field position on the scoresheet (*Example: write VALIANTS 1st - 10 - own 20*). Down, yards, to go, and field position will be kept track of in this way throughout the game.

(Example: The Valiants, coached by you, are set to receive the opening kickoff. Two dice are rolled to produce a result of 7: touchback. The ball is brought out to the 20 yard line. If a 4 were rolled, the return would have been to the 35 yard line.)

Possession Launch

Whenever a team takes over the ball anywhere on the field **outside the defense's 30 yard line**, refer to the **Possession Launch Chart** to roll the dice and get the initial results of the offense's drive. Instead of playing out a possession normally from 1st down as in other simulations, Nailbiter initially leaps directly forward to the most key play in the possession.

If the progression of the offense's drive ever puts them **at or inside the defense's 30 yard line**, you will play on using the regular **Offense Play Result** charts. Deep in the defense's territory, Nailbiter demands more hands-on play calling.

Key Plays

Let's say that the offense started their possession outside the defense's 30, as most possessions do. The offense now refers to the **Possession Launch Chart** and rolls the dice to set up a **Key Play**. This dice roll will tell the offense where they have advanced the ball to and what the new down situation is. Then it's time for the offense to line up for the **Key Play**.

The team with possession of the ball now uses the **Offense Play Result** charts to execute plays from scrimmage **until they achieve a first down**. Once a first down is achieved, they go *back* to the Possession Launch Chart and roll for a **new** Key Play.

If the progression of their drive ever puts them **at or inside the defense's 30 yard line**, play on using *only* the Offense Play Result charts.

*Example: After a kickoff, your team, the Valiants, have a first down and 10 at your own 35. Consulting the Possession Launch Chart, you roll the dice and combine them to get a result from 11-66, reading the black die first, the white die second. The result is 23: +4 yards, 3rd down and 6. On the scoresheet, note that the Valiants now have a 3rd down and 6 from the 39. This upcoming play is said to be a **Key Play** of the drive. You now choose a run or pass from the Offense Play Results charts and then roll the dice again (adding them this time for a 2-12 result) to see if the Valiants can get a first down through passing or running.*

If, for example, you call for a Short Pass that falls incomplete, it's 4th down. You can either call another play or punt. But if that same pass goes for 10 yards, you have a new 1st down. Make a note of the new field position, then refer back to the Possession Launch chart and roll the dice to set up a new Key Play.

If the progression of the drive puts the ball at or inside the Cannons' 30 yard line, you'll play on using the Offense Play Result charts no matter what down it is, or if during the rest of the drive the line of scrimmage is ever behind the defense's 30.

Example: The Valiants' Key Play is a 3rd down & 8 from your own 20 yard line. You attempt a Line Run which gains 51 yards. It's now 1st down & 10 from the Cannons' 29. Because you're inside the defense's 30, you won't go back to the Possession Launch chart to see what the next Key Play of the drive is. You'll call plays using the Offense Play Result chart for the rest of the drive.

Gambling

You may **gamble** on possessions that begin on the Possession Launch Chart if you feel the need to crank things up on defense and play more aggressively. **Before** you roll the dice to set the Key Play, announce a number of dice roll numbers to be *subtracted* from the Possession Launch roll.

Example: The Valiants, down by 12 in the 4th quarter, want to shut down the Cannons offense, so you announce you will subtract 10 dice numbers from their dice roll on the Possession Launch Chart. A 45 is rolled. This 45 is turned into a 31. If he had rolled a 14, it would have been turned into a 11, since you cannot achieve a result lower than an 11.

Other examples of subtracting dice numbers:

Subtracting 5 would turn a result of 63 into a 54.

Subtracting 12 would turn a result of 36 into a 16.

Subtracting 2 would turn a result of 52 into a 46.

Subtracting 6 would turn a result of 13 into an 11.

You cannot gamble on offense.

Play calling on offense

There are 14 different plays on offense that can be called on each play from scrimmage, detailed mostly on the Offense Play Result charts. Some more unusual plays (Bomb, Trick Pass, and Timing Pattern) are resolved through other charts. Each is usually resolved through a simple roll of the dice.

Play calling on defense

On most plays, a team, whether it's yours or the Ghost Coach's, is said to be playing whatever style of defense is most appropriate for the situation and there is no need to call for a specific

defense. However, in certain situations you're going to want to either **Blitz**, play a **Goal Line** defense, or drop back in a **Prevent**. As coach, you will need to specifically call for these plays to make their effects active; otherwise, you need to do nothing on defense for the play to resolve itself. The effects of a Blitz, Goal Line defense, or Prevent defense are noted on the Offensive Play Call charts.

You must always call a special defense before the Ghost Coach selects his play.

Advanced play calling

A list of other play calling options, including fake kicks, drawing the defense offsides, spiking the ball, taking a safety, et cetera, are included on separate charts. In general, the Ghost Coach doesn't take advantage of these.

Two point conversions

Two point conversions after touchdowns are attempted with a separate chart, not by calling a specific play.

The Ghost Coach

If the Ghost Coach is in possession of the football, their runs and passes are called using the Ghost Coach Play Selection chart. The dice are rolled and a play is chosen automatically. They still set up their Key Plays using the normal Possession Launch chart just as you do.

The Ghost Coach's use of specific defenses are applied automatically in certain game situations. If you choose to call a specific defense against the Ghost Coach (Blitz, Goal Line, or Prevent), you must announce it **before** the selects his play.

The Ghost Coach is given some small advantages as noted on the playing charts to balance out the fact that many decisions are made for him. Nailbiter Football was designed so that you will make as few decisions as possible for the other team. However, certain situations arise that require you to evaluate the Ghost Coach's situation and make calls for him. Rather than assume what the Ghost Coach wants, always roll one die after calculating the odds of the Ghost Coach accepting or declining penalties, calling time outs to save clock time at the end of a half or overtime, spiking the ball or taking a knee, punting or kicking a field goal, punting or going for it on fourth down, going for two point conversions, et cetera. Sometimes choices for Ghost Coach will be obvious, such as having to call timeouts when trailing late in the 4th quarter, or accepting very advantageous penalties. No die roll is necessary here.

Example: The Ghost-coached Cannons, down by 14 in the beginning of the 4th quarter, have a 4th and 1 on the Valiants' 27 yard line. Chances are most likely that they would go for the first down rather than try a long field goal, about 5 chances out of 6 on a single roll of a die. Perhaps if they were down by only 7, the chances of them going for it rather than kicking a field goal would be 4 out of 6 instead.

Unless it's specifically called for on the play charts, the Ghost Coach never gambles on the Possession Launch Chart, attempts a fake punt or field goal, plays a Goal Line defense, takes a safety, calls for a measurement, tries a Quick Punt, lets a punt roll, or tries a Pooch Kick. Don't make these decisions for the Ghost Coach. They will sometimes naturally come about on the charts.

If the Ghost Coach only has one play left in the 4th quarter or overtime and absolutely needs a touchdown, do not use the Ghost Coach Play Selection chart. Instead, pick a pass play that would, if completed, almost guarantee a touchdown. For example, with one play left in the 4th quarter, the Ghost Coach, down by 6 on the defense's 12 yard line, should call a Medium Pass. Beyond the defense's 50 yard line, call a Bomb. With one play left before halftime, use your best

judgment as to what the Ghost Coach would do, rolling one die after figuring their realistic options and calculating the odds.

Special consideration should be given in determining whether the Ghost Coach would call time outs after the two-minute warning in order to conserve time so as to get better field position if they get the ball back.

Beyond the goal line

If the result shown on the Possession Launch Chart puts a team into the defense's end zone, place the ball on the 10 yard line instead and give them a 1st & goal from the 10.

Example 1: The Valiants have a 1st down & 10 at the Cannons' 32. Consulting the Possession Launch Chart, you roll the dice and combine them. The result is 11: +45 yards, 3rd down and 4. Because this places the ball inside the Cannons' end zone, give the Valiants the ball instead on the 10, 1st & goal, instead of an automatic touchdown.

Example 2: The Valiants have a 1st down & 10 at the Cannons' 17. Because you're inside the 30, you must call your plays using the Offense Play Result charts. You try a reverse, and it goes for 25 yards. That's a touchdown!!

If the result shown on the Possession Launch Chart puts a team into its **own** end zone, the result is a safety, the quarterback is sacked in the end zone, 2 points awarded to the opposing team. The team that suffered the safety then performs a safety kick and the other team takes the ball.

Possessions as the game clock

Each time a team completes a possession, cross out that possession box on the scoresheet.

There are a few instances in which a team's possession of the ball, however, is *not* crossed out:

- If a **kickoff** or **punt** is returned for a touchdown, or
- A **fumble** or **interception** is returned for a touchdown, or
- A **fumble return** or **interception return** results in the ball being coughed up back to the opponent during the play, or
- **An onside kick is recovered** by the kicking team.

In these cases, do *not* mark off the offense's possession. It's just as if it was never completed. (For this reason, it's better to cross off possessions using a pencil rather than a pen!)

When the Ghost Coach surrenders the ball after their last possession of the 1st quarter, the quarter ends. Note that some quarters feature more possessions than others. The only time the actual game clock comes into play is after the two minute warning.

Jolt and Rare possessions

Note that on the scoresheet, the word JOLT sometimes appears beside a team's possession notation. This means that this possession will begin not by referring to the Possession Launch Chart but to the **Jolt Possession Launch Chart**. When the word RARE appears, the possession will begin by referring to the **Rare Play** chart. Prepare for a little more drama than usual! Then, if the team gets a first down during the progression of the drive, go back to the regular Possession Launch Chart for their subsequent Key Plays for this drive. Essentially in these situations you're using the Jolt and Rare Play charts as you would the Possession Launch chart, so follow all its rules and procedures.

Example: The Valiants take over the ball after a punt at their own 46 yard line to begin the second possession of the 3rd quarter. The word JOLT appears in parentheses beside this possession notation on the scoresheet, so you won't use the Possession Launch chart to set up the first Key Play. Instead you roll the dice, add them, get a 6, and check the Jolt Possession Launch chart to see the result. The chart says 1st and 10 - Running back is stopped, reverses direction entirely, evades tackles, gets around the other end for 20! The ball is placed on the Cannons' 34 and play resumes using the Possession Launch chart to set the Key Play.

Example: The Cannons begin the third possession of the 2nd quarter on their own 15 yard line. The scoresheet's notation of RARE on this possession send them to the Rare Play chart, using the one for the Favored team, since they are Favored. They roll the dice, combining them, to get a result of 23: Quarterback throws over the middle, right into the hands of a linebacker....oh, he drops it! That was a guaranteed long runback! He was running before he made sure to hold onto it! That makes it 2nd & 10, and they will now call a play using the Offense Play Result charts.

Play counts

The use of Play Counts is the real test of your coaching skills. When calling plays in Nailbiter Football, you will have to think harder on offense and defense to design a scheme which does not become too predictable.

On the scoresheet, each offensive play has a number beside it; this is the **maximum** number of that kind of play that you as the Coached Team may call during the game. If you exceed that amount, the Ghost Coach is said to have learned your scheme, and you must roll the dice *twice* whenever you call that particular play, using the less favorable result every time!

Remember to reduce a particular play's availability by one on the scoresheet every time you use it.

When overtime begins, you may cease using the Play Counts rule and call any plays freely. Play Counts only apply during regulation time.

Play calls do not count if the play is called dead before the snap due to a penalty. Also, play calls do not count unless they were specifically chosen and resolved using the Offense Play Result charts (example: Rare Plays do not count).

On defense, things are a little different. All special defenses are used freely; it is the failure to use them that can make you too conservative and set you up to get burned. Make a scoresheet notation when you first use a Blitz or Goal Line defense. If you fail to call both a Blitz **and** a Goal Line defense by the beginning of the two-minute warning in the 4th quarter, all the Ghost Coach's yardage gains from scrimmage for the rest of the game are **doubled**.

The two minute warning

Note that at the end of the 2nd, 4th, and overtime quarters, you as the Coached team get the ball at the two-minute warning. When you take possession of the ball for this final drive, consult the Time Regulations chart for rules on how to proceed.

You'll never use the Possession Launch Chart to determine the result of possessions after the two-minute warning. Play entirely using the Offensive Play Result charts. It's time to make some serious play calls!

In the last two minutes of the quarter, you'll mark off time on the scoresheet using the game clock. Note that different types of play results take different amounts of time off the clock.

If you give the ball up after the two-minute warning for any reason, the Ghost Coach takes it and also has a chance to score. In the last two minutes, both teams call as many plays as the game clock allows.

Helping you beat the Ghost Coach: Game play tips

1. As you look through the play charts, you'll notice that the Ghost Coach gets some subtle advantages to offset his inability to "think" for himself. You'll also see that each play has its own unique merits. For example, a Screen Pass may get you less yardage than a Short Pass, but it can almost never be intercepted. A Draw Play only gets big yardage against a Blitz, but chances of fumbling on the play are basically nil. The Dive Play gives you a slightly better percentage of getting that all-important one yard, but it can also result in a fumble; the QB Sneak is a safer bet if you just need inches. Over the course of several plays of the game you'll get better at the nuances of play calling.
2. Be careful when gambling on defense! Note that going too far on the Possession Launch chart can cause a drastic result. (*Example: In trying to shut down the Cannons offense, you announce that 8 numbers will be subtracted from the dice roll. A 22 is rolled. This becomes the lowest total possible, an 11, which results in a quick 45 yard drive!*)
3. When you're blitzed and your receiver is covered, a complete pass will result in a big gain, but the chance of an interception goes way up. Similarly, having your quarterback run for it when under pressure can force a fumble or a tough sack.
4. Be very careful after the two-minute warning. Scoring too quickly leaves the door open for retaliation.
5. While playing a Goal Line defense against the Ghost Coach can stifle his running game, sometimes you might get burned big time if he calls for a pass. But while a 3rd or 4th down & 1 or 2 to go situation can prove just as hard for *you* to run the ball effectively, note that you as coach do *not* receive the advantage of shocking the Ghost Coach with a pass and getting any particular advantage. Chalk it up to the Ghost Coach's unusually keen defensive awareness.
6. Note that throwing a long pass on first down gives you a slight surprise factor and a longer gain on a certain dice roll. The same is true for attempting an onside kick in the 1st, 2nd, or 3rd quarters, when the opponent won't see it coming.
7. Note on the Running Plays chart that it's not so easy to run out the clock with 2 minutes or less left in the half or game by handing the football off again and again. The defense will be jacked up for it.
8. The Play Count rule is the most demanding aspect of the game for the coach. You may want to think twice before you call an obvious play in certain situations—how many of those plays do you have left? Will you have enough passing plays heading into the final Two Minute Drill? If you mismanage your play counts, you're going to have some tough times late in the game. Note that attempting a fake punt or field goal can reset your play counts. This could really help late in the game. Do you dare?

There will be lots of little decisions for the coach to make during the game to keep things interesting. Trying to field difficult punts, trying to return kicks rather than letting them roll, going for fakes, bringing in a backup quarterback, trying to strip a ball from a ball carrier's hands, calling for a video review of a close call...it's all designed to test you and put your team's destiny not in the dice but in your hands. If you find yourself winning a lot of games in Nailbiter Football, give yourself some credit. If you find yourself dropping a lot of close ones...well, the owner would like to have a word with you....

PLAY CHART RESULT KEY

▲	<p>If it's the COACHED team's ball on 3rd or 4th and 2 or less OR if the COACHED team has the ball on the defense's 1 or 2 yard line, the ball carrier is stopped for no gain by a swarming defense.</p> <p>If the Coached Team is playing a Goal Line Defense, the GHOST COACH is stopped for no gain.</p> <p>If either team is facing a Blitz, the running back goes for a 9 yard gain.</p>
2MW	The result of the play changes if the offense has the ball with two minutes or less left in the 2 nd , 4 th , or overtime quarters.
(4 + 1 = INT 24) (6 + 1 = INT 14)	The result of the play changes to an interception if the two dice that produced this roll showed the combination noted.
C1, C2, C3 GAIN	Depending on the play called, there will be a different gain as noted on the chart below the passing plays.
CHALLENGE!	<p>If the play was a fumble, the offense argues that the ball carrier was down before the ball came loose. If the play was an interception, the offense argues that the defender did not make a clean catch on the ball and that it was an incomplete pass.</p> <p>Both calls are reviewable; see the Challenge Rule at the bottom of the Rare Play charts. There is no dispute if the play was a blocked kick.</p>
CONSULT RARE PLAY CHART	Note the team's new field position and then, instead of calling a play from the Offense Play Results charts, go to the Rare Play chart to determine the result of their Key Play instead. Note that there are two Rare Play charts, one for the Favored team, one for the Underdog.
D10	The result of the play changes if the ball is at or inside the defense's 10 yard line.
FD	If the penalty is against the defense, it's an automatic first down.
FLAG DOWN	Consult the Penalty chart after the play to determine who the flag is against and what it's for.
FUMBLE!	<p>The ball comes loose! Roll two dice.</p> <ul style="list-style-type: none"> ● The defense recovers the fumble on a roll of 2 - 9. Consult the Fumble Return chart for the result of the return. ● The offense recovers on a roll of 10 - 11. (<i>Teams evenly matched: Ball goes to visiting team.</i>) They fall on the ball immediately and the play is blown dead at the spot of the fumble. ● The ball bounces out of bounds on a roll of 12, the fumbling team keeps possession. <p>As the Coached team, you have the option of falling on the ball if you recover it and having the play blown dead, or you may attempt a return by consulting the Fumble Return chart. <i>The Ghost Coach always attempts a return.</i></p>
GHOST COACH SHOWS BLITZ	The Ghost Coach <i>will</i> blitz on this Key Play. If you attempt a pass play, go directly to the Blitz chart for the result of the play. Running plays are carried out normally. Blitzes on passes tend to result in either sacks, interceptions, or larger than usual gains. If you fear the defense's blitz, you may spend a time out to keep them from calling it. Keep the same Key Play, but there will be no Blitz on the play.

GLD	The result of the play changes if the defense is playing a Goal Line Defense.
INCHES GAINED	If the offense needed only inches to go for a first down, they achieve it. If a full yard or more was necessary to achieve a first down, they are still short. 'Inches' results are not cumulative and do not mean a full yard was gained.
INCHES TO GO	<p>You may call for a measurement whenever your team has just inches to go for a first down. You must expend a time out to get the referees to bring in the chains. Then roll one die. If you roll a 1 on a single die, a first down is ruled. Otherwise, you are still inches short of the first.</p> <p>Note that some running plays on the Offense Play Results charts show 'inches' results. This means that if a team needs only inches to go for a first down, they achieve it. 'Inches' results are not cumulative and do not mean a full yard was gained.</p> <p><i>Example: The Cannons have a 3rd down and 1, and a Dive Play results in an 'inches' result, it is now 4th down and 1.</i></p> <p><i>The Ghost Coach never calls for a measurement.</i></p>
Intercepted!	<p>The ball is picked off! Move the ball the number of yards downfield shown and consult the Interception Return chart.</p> <p>If no amount of yardage is shown after the Intercepted! Result, get the yardage from the Interception Length chart</p>
LONG GAIN	A ball carrier or returner breaks it in the open field, or a receiver catches a pass deep. Consult the Long Gains chart for the yardage.
NUMBERS WITHIN ► ◀ SYMBOLS	<p>Here's an example of how the favored team has an edge over the underdog. If you roll the dice on the Possession Launch Chart and come up with a result followed by a number between ► ◀ symbols, check the team ratings. Based on who's the favorite, the dice roll is switched to the one shown between ► ◀ symbols if it hurts the underdog or if it helps the favored team.</p> <p><i>Example: The Valiants have a 1st and 10 from the 50. They roll the dice and come up with a 55. Because they are the underdog, change this instead to a 14.</i></p> <p><i>Example: The Cannons have a 1st and 10 from the 50. They roll the dice and come up with a 55. Keep the 55, because as the favored team, this helps them, rather than switching to a 14, which would hurt them.</i></p>
ob	The ball carrier goes out of bounds to end the play. This has no effect on the game unless the offense has the ball with two minutes or less left in the 2 nd , 4 th , or overtime quarters, in which case only 10 seconds of game time are used instead of 20 or 40.
PLAY CLOCK TICKING DOWN	There's trouble getting the play in from the sidelines or indecision on the quarterback's part. If the Coached team doesn't call a time out right now to regroup, you must roll the dice and let the dice choose a play for you on the Ghost Coach Play Selection chart. Calling a time out allows you to keep the ability to choose a play for yourself. <i>This rule does not affect the Ghost Coach.</i>
RARE PLAY	Note the team's new field position and then, instead of calling a play from the Offense Play Results charts, go to the Rare Play chart to determine the result of their Key Play instead. Note that there are two Rare Play charts, one for the Favored team, one for the Underdog.

<p>RUSH</p>	<p>If the two dice that produced this roll were a 6 + 3, the receiver is COVERED. If the dice were a 5 + 4, the quarterback is PRESSURED.</p> <p>When the Coached Team is PRESSURED or his receiver is COVERED, you may choose to throw the ball away for an incomplete pass rather than risk running for it or throwing into heavy coverage. If you want to take the risk, roll the dice again and consult either the PRESSURED or QB RUNS charts.</p> <p>The Ghost Coach always runs for it on PRESSURED results, always forces a throw on COVERED results.</p>
<p>(strip?)</p>	<p>The Coached team has the option of attempting a strip of the ball, causing an immediate fumble. Roll 1 die. On a roll of 1, the fumble occurs! On a 2-6, double the length of the gain instead.</p>
<p>Tough catch!</p>	<p>The ball must either be caught on the run or in a crowd. You may let the ball roll or call for a fair catch. If you want to gamble and try a return, roll two dice, and add that yardage amount to whatever return you make on the Punt Return chart.</p> <p>If doubles are rolled though, the returner FUMBLES the ball before he can begin his return! Ignore the TOUGH CATCH result if the Ghost Coach is receiving.</p>
<p>(X)</p>	<p>The quarterback goes down hard and gets up hurting. If the quarterback is sacked again on the very next play and an (X) comes up again, he is knocked out of the game! The third string quarterback must come in and stay in for the <u>rest of the game</u>. From this point forward, subtract 10 dice roll numbers from <i>all</i> of the offense's possession launches. (See the Backup Quarterback rule.)</p>

Possession Launch Chart

11	-5 yards, 4th down & 15 (If the defense is gambling: +45 yards, 3rd down and 3!)	41	+14 yards, 3rd down & 2 – UNDERDOG calls a time out. Play then resumes with this down & distance situation. (Visiting team calls the time out if the teams are evenly matched.)
12	TURNOVER! <u>1st half:</u> Running back is nailed after a 10 yard gain and is stripped of the ball, it goes to the defense , roll for a return! <u>2nd half:</u> Receiver catches pass for a 7 yard gain, then loses it! It goes to the defense , roll for a return!	42	+ 15 yards, 3rd down & 7 – Play clock ticking down!
		43	+ 16 yards, 3rd down & 5 (Ghost Coach shows blitz!)
		44	+ 17 yards, 3rd down & inches
		45	+ 19 yards, 2nd down & 10
		46	+ 21 yards, 3rd down & 4
13	-5 yards, 3rd down & 15 ▶54◀	51	+ 23 yards, 3rd down & 12
14	-2 yards, 4th down & 12 ▶55◀	52	+ 25 yards, 3rd down & 15 – Play clock ticking down!
15	No gain, 4th down & 10 ▶56◀	53	+ 27 yards, 2nd down & 20
16	No gain, 3rd down & 10 ▶61◀	54	+ 29 yards, 3rd down & 8 ▶13◀
21	No gain, 3rd down & 10	55	+ 32 yards, 3rd down & 1 ▶14◀
22	+ 2 yards, 2nd down & 8	56	+ 35 yards, 3rd down & 9 ▶15◀
23	+ 4 yards, 3rd down & 6	61	+ 38 yards, 4th down & inches ▶16◀
24	+ 6 yards, 2nd down & 4 – Consult RARE PLAY chart!	62	+ 41 yards, 3rd down & 11 (Ghost Coach shows blitz!)
25	+ 7 yards, 2nd down & 3	63	+ 45 yards, 3rd down & 3
26	+ 8 yards, 3rd down & 5	64	Short pass is caught, receiver breaks it for a LONG GAIN!
31	+ 9 yards, 4th down & 1 – UNDERDOG calls a time out. Play then resumes with this down & distance situation. (Visiting team calls the time out if the teams are evenly matched.)	65	LONG GAIN! 1st half: Long run from scrimmage! 2nd half: Long pass from scrimmage!
32	+ 9 yards, 3rd down & 1	66	+48 yards, 3rd down & 1 (Backup QB in game: - 7 yards, 4th & 17)
33	+ 10 yards, 4th down & 10		
34	+ 11 yards, 3rd down & inches		
35	+ 12 yards, 2nd down & 18 – Consult RARE PLAY chart!		
36	+ 13 yards, 3rd down & 4		

Offense Play Results: **R u s h i n g**

	<i>Line Run</i>	<i>End Run</i>	<i>Draw Play</i>	<i>Dive Play</i>	<i>QB Sneak</i>	<i>Reverse</i>
2	+11 ob (strip?)	+10 ob (strip?)	0	- 1	0	+10
3	0 - FUMBLE!	0 - FUMBLE!	+5 ▲	+1	inches gained	+22 - FUMBLE!
4	Flag Down	Flag Down	Flag Down	Flag Down	Flag Down	Flag Down
5	+12 ▲	+5 ▲	+3 ▲	0	inches gained	+9 ob ▲
6	+6 ▲	0 (2MW: -2 ob)	+4	inches gained	inches gained	- 7
7	+3	+3 ob	+1 ob	+1	+2	+25 ▲
8	+1 (2MW: -1)	- 4	+2 (2MW: 0)	0	0	- 10 ob
9	- 2	+16 ob ▲	+1 ▲	0	inches gained	+2
10	+10 (2MW: +1)	+12 (2MW: -2)	+9 (2MW: -2)	+3	+4	+19 (strip?)
11	LONG GAIN!	LONG GAIN!	+8 (2MW: 3)	0 - FUMBLE!	0	LONG GAIN!
12	+14 (2MW: +1)	+18 ob	+12 (strip?)	+2	+2	+30

	Fumble, Interception, and Blocked Kick returns/advances		Two Point Conversions
2	+10 - then FUMBLED back to the other team, they fall on it!	2	Quarterback is sacked just before he can get the pass off!
3	+20 (strip?)	3	Pass is tipped away at the last second, what a play!
4	0	4	Running back is stopped inches short!
5	LONG GAIN return! (If the offense recovered the ball, there is no advance.)	5	Pass is complete, a jumping catch in traffic, 2 points!
6	+15 ob	6	Running back is smothered immediately, no gain!
7	LONG GAIN return! (If the offense recovered the ball, there is no advance.)	7	Quarterback finds a man wide open, complete, 2 points!
8	0 - CHALLENGE!	8	Running back fights his way in, 2 points!
9	+5	9	Quarterback draw fools the defense, he goes in for 2 points!
10	+35	10	Pass is complete at the back of the end zone, 2 points!
11	0	11	Pass in the back of the end zone is too high, incomplete!
12	+3	12	Pass dropped in the end zone! Oh, my!

Offense Play Results: P a s s i n g

	Short Pass	Screen Pass	Medium Pass	Deep Pass	Long Pass
2	Intercepted! 10	INCOMPLETE	INCOMPLETE	Intercepted! 25	+50
3	+15 ob	+13	+20	+27 ob	INCOMPLETE
4	SACK - 6! (GLD: +12)	+1 (GLD: +10)	SACK - 8! (GLD: +15)	SACK -10 ! (GLD: +22)	SACK - 12! (GLD: +15)
5	INCOMPLETE	+3 (3rd/4th & 20 or more: +13)	+14 ob	INCOMPLETE (4 + 1 = INT 24)	Intercepted! 35
6	+11 (D10: INCOMPLETE)	+8 ob	+17 (D10: INCOMPLETE)	INCOMPLETE	INCOMPLETE
7	+8 (3rd/4th & 20 or more: +14)	INCOMPLETE	INCOMPLETE (6 + 1 = INT 14)	+23	LONG GAIN! (2MW: INCOMPLETE)
8	INCOMPLETE	+6 (D10: caught for no gain!)	INCOMPLETE	INCOMPLETE	INCOMPLETE
9	RUSH (GLD: +9)	RUSH (GLD: +14)	RUSH (GLD: +21)	RUSH (GLD: +29)	RUSH (GLD: +52)
10	+22	+18	+25 (UNDERDOG then calls a time out)	+33	+44 (on 1st down: +60)
11	Flag Down	Flag Down	Flag Down	Flag Down	Flag Down
12	LONG GAIN!	LONG GAIN!	LONG GAIN!	LONG GAIN!	+30

	Blitz!	Covered!	QB runs!
2	Intercepted!	TOUCHDOWN!!	+8
3	C2 gain!	Intercepted!	+3 ob
4	C1 gain! (X)	Intercepted!	SACK! -2
5	SACK - 6, quarterback loses the ball, FUMBLE!	C3 gain!	SACK! -5
6	SACK - 9! (Long Pass play: Interception 35)	C2 gain!	+30 ob
7	SACK - 5	C1 gain!	SACK! - 8
8	SACK - 8 (X)	INCOMPLETE	+16
9	C1 gain! (Deep Pass play: INCOMPLETE)	Intercepted!	+9 ob
10	C2 gain!	INCOMPLETE	- 5 FUMBLE!
11	C3 gain!	INCOMPLETE	+25
12	Intercepted!	INCOMPLETE	+20

	Short pass	Screen pass	Medium pass	Deep pass	Long pass
C1 GAIN	+14	+17	+20	+25	+50
C2 GAIN	+20	+22	+25	+30	+60
C3 GAIN	+32	+30	+35	+45	+70
Interception length	+10	0	+15	+20	+35

Passes completed or intercepted beyond the end zone are ruled COMPLETE or INTERCEPTED nine yards deep. The Ghost Coach always takes a touchback if he picks the ball off in the end zone; the Coached Team may attempt a return.

Field Goal Attempts and Extra Point Attempts

2	BLOCKED! -7, roll for fumble recovery (3rd down?)	<p>Extra points are tried from the 3 yard line.</p> <p>If a field goal is missed, spot the ball 7 yards back from the line of scrimmage, and the other team takes over there.</p> <p>The offense cannot advance a blocked kick.</p> <p>(3rd down?) If the Coached Team is kicking on third down, the snap is fumbled, but the ball is smothered and downed seven yards behind the line of scrimmage, bringing up fourth down and another kick attempt if you wish. <i>The Ghost Coach never kicks on third down.</i></p>
3	Good from the 46 yard line or closer	
4	Good from the 40 yard line or closer	
5	Good from the 35 yard line or closer	
6	Good from the 32 yard line or closer	
7	Good from the 28 yard line or closer	
8	Good from the 25 yard line or closer	
9	Good from the 20 or closer (5 + 4 on dice: Flag Down as well)	
10	Good from the 27 or closer	
11	Missed! (An extra point is good unless the game was tied before the touchdown.)	
12	Good from the 5 yard line or closer (Ghost Coach kicking a field goal: It's a fake! He runs for a 12 yard gain!)	

	Standard Kickoff		Punts from at or inside defense's 48 yard line		Punts from outside defense's 48 yard line		Punt return
2	returned to the 10	2	ball rolls dead at the 10 yard line *	2	BLOCKED 13 yards behind the line!	2	FUMBLE!
3	returned to the 22 **	3	out of bounds at the 4 yard line	3	+23 ob	3	+3
4	returned to the 35	4	ball downed at the 1!	4	+33 - tough catch!	4	- 6
5	LONG GAIN return from the 5!	5	+35	5	+53 - tough catch!	5	LONG GAIN!
6	returned to the 30	6	+40	6	+56	6	+8
7	touchback	7	fair catch at the 8	7	+35 - ball must roll	7	fair catch made
8	touchback	8	touchback	8	+39	8	+11 ob
9	touchback	9	+30	9	+45	9	+16 (strip?)
10	returned to the 18	10	out of bounds at the 12	10	+34	10	- 2
11	Flag Down on return	11	Flag Down on punt	11	Flag Down on punt	11	Flag Down on return
12	Kicked out of bounds, ball put at the 40!	12	FUMBLE! - 14	12	+64 - tough catch!	12	+19

* If the Ghost Coach is punting, it's a fake! He throws for a 10 yard completion!

** If the game is tied, the ball is FUMBLED at the 22!

A kick or punt that goes into the end zone is downed there and not returned by the Ghost Coach. The Coached team, however, may attempt a return. Any ball kicked *through* the end zone is always a touchback.

A blocked extra point is a dead ball. A blocked FIELD GOAL is a fumble. If the offense recovers it, there is no advance.

LETTING THE BALL ROLL

If the Coached team wants to forgo a return and let the ball roll instead, he can roll two dice. The number shown equals the length of the ball roll, and the ball is blown dead there.

If **doubles** are rolled, the ball rolls *backwards* that yardage amount.

The Ghost Coach always attempts a return unless the punt is taken on or inside the 5 yard line, in which case he always lets the ball roll.

Long Gains		Onsides Kicks	
2	+81	2	Kick goes for 12 yards, and it's a LONG GAIN return!
3	+70	3	Kick goes for 15 yards, offense recovers! (no advance)
4	+36 (strip?)	4	Kick goes for 9 yards, no return.
5	+ 32 ob	5	Kick goes for 18 yards, no return.
6	TOUCHDOWN, untouched!	6	Kick goes for 7 yards, returned - 3.
7	+51	7	Kick goes for 10 yards, offense recovers! (no advance)
8	+46 ob	8	Kick goes 11 yards, returned 2.
9	Runner breaks several tackles for a TOUCHDOWN!	9	Kick goes out of bounds, other team takes over at kicking team's 42.
10	+65	10	Kick goes 10 yards, offense recovers, it's advanced 5 more yards!
11	+40 ob	11	Kick goes 12 yards, returned 3. <i>If the onsides kick takes place in the 1st, 2nd, or 3rd quarters, the offense recovers! (no advance)</i>
12	+24, a lateral extends the gain!	12	Kick is touched too soon by offense. 5 yard penalty, kick again.

	Trick Play	Bomb	TIMING PATTERN (at or inside 10 yard line only)	POOCH KICK (from the 40 yard line)	SAFETY KICK (after a safety, kick from the 20)
2	+22	TOUCHDOWN!!	INCOMPLETE	40 yards, FUMBLE!	returned to the 50
3	SACK - 5	Intercepted! 40	INCOMPLETE	returned to the 15	LONG GAIN return from 20!
4	INCOMPLETE	Intercepted! 50 No return, defensive back kneels	INTERCEPTED in the end zone, downed there!	returned to the 20	returned to the 45
5	Intercepted! 20	INCOMPLETE	INCOMPLETE	returned to the 25	returned to the 42
6	LONG GAIN plus 15 additional yards!	ALMOST CAUGHT but incomplete!	TOUCHDOWN , a diving catch!	returned to the 30	returned to the 40
7	INCOMPLETE	Intercepted! 50 No return	TOUCHDOWN , a leaping catch!	returned to the 33	returned to the 36
8	INCOMPLETE	INCOMPLETE	TOUCHDOWN!	returned to the 36	returned to the 32
9	Intercepted! 25	INCOMPLETE	INCOMPLETE	returned to the 39	returned to the 28
10	INCOMPLETE	Caught on the fly at the 10 yard line!! *	INTERFERENCE FLAG, 1st & goal from the 1!	returned to the 44	returned to the 25
11	INCOMPLETE	SACK -5	INCOMPLETE	returned to the 49	returned to the 20
12	Running back tackled, -8	Tipped in the air, tipped again, then AGAIN....and it falls incomplete!	INCOMPLETE!	LONG GAIN return from the 30!	50 yard kick, FUMBLE!

* Roll two dice, add them, and that's how many yards the receiver advances after the catch!

Jolt Possession Launch Chart

2	On first down, the QB hits a wide open receiver down the field, he waltzes in for a touchdown!! What happened?!
3	QB was shaken up on the last possession, and he's headed to the locker room, done for the game! A backup quarterback comes in. See Backup Quarterback rule. Then use the Possession Launch chart to begin the drive.
4	On 3rd and 10, QB rolls out and hits the tight end right at the first down marker. Roll for a measurement, no time out assessed. On a roll of 1, 2, 3, or 4, it is 4th and literally one inch to go. On a roll of 5 or 6, it's 1st and 10.
5	QB goes deep on first down, it's incomplete but the defender is called for pass interference—a highly questionable call, it was obviously incidental contact! Penalty occurs 40 yards downfield, 1st and 10 from that spot!
6	1st and 10 - Running back is stopped, reverses direction entirely, evades tackles, gets around the other end for 20!
7	1st and 10 - Consult RARE PLAY chart to set up the first Key Play.
8	If the Ghost Coach has the ball: He calls a TRICK PLAY on first down! If the Coached team has the ball: the snap is fumbled, QB falls on it, -3 yds, it'll be 2nd and 13.
9	An egregious personal foul after a 3rd down and long play gives the offense a first down. +20 yards, 1st down.
10	An egregious personal foul wipes out a terrific gain on 1st down. -15 yards, make it 1st and 25.
11	If the Ghost Coach has the ball, he calls a REVERSE on first down! If the Coached team has it, a first down pass is batted in the air and intercepted at the line of scrimmage!
12	Disastrous possession: QB falls on a fumbled snap, offensive line jumps offsides, a run goes nowhere, a poor pass is thrown. Ugly stuff, -7 yards, 4th down and 17. (Place the ball no further backward than the 1 yard line.)

Ghost Coach Play Selection Chart

	1st down OR 2nd down and 1-6 yards to go		2nd down and 7 or more yards to go		3rd or 4th down and 1 yard to go		3rd or 4th down and 2 or 3 yards to go
2	long pass	2	long pass	2	quarterback sneak	2	deep pass
3	screen pass	3	medium pass	3	line run	3	medium pass
4	draw play	4	short pass	4	medium pass	4	screen pass
5	end run	5	end run	5	end run	5	short pass
6	line run	6	short pass	6	line run	6	draw play
7	short pass	7	line run	7	short pass	7	short pass
8	line run	8	medium pass	8	end run	8	line run
9	medium pass	9	screen pass	9	line run	9	end run
10	end run	10	deep pass	10	dive play	10	line run
11	deep pass	11	long pass	11	screen pass	11	short pass
12	long pass	12	draw play	12	draw play	12	long pass

	3rd or 4th down and 4-9 yards to go		3rd or 4th down and 10-15 yards to go		3rd or 4th down and 16-20 yards to go		3rd or 4th down and 21 or more yards to go		any down and 3+ yards to go	3rd or 4th down and 1 or 2
2	long pass	2	line run	2	draw play	2	draw play	2	long pass	end run
3	short pass	3	draw play	3	long pass	3	bomb	3	short pass	short pass
4	end run	4	screen pass	4	deep pass	4	long pass	4	deep pass	short pass
5	short pass	5	medium pass	5	medium pass	5	deep pass	5	draw play	draw play
6	medium pass	6	deep pass	6	deep pass	6	long pass	6	medium pass	line run
7	draw play	7	deep pass	7	deep pass	7	deep pass	7	short pass	short pass
8	medium pass	8	medium pass	8	deep pass	8	long pass	8	screen pass	line run
9	short pass	9	medium pass	9	long pass	9	long pass	9	medium pass	short pass
10	deep pass	10	long pass	10	deep pass	10	short pass	10	screen pass	long pass
11	screen pass	11	short pass	11	short pass	11	long pass	11	short pass	screen pass
12	long pass	12	long pass	12	deep pass	12	medium pass	12	trick play	end run

The two situation charts highlighted in green are to be used when selecting the Ghost Coach's offensive plays after the Two Minute Warning *if* his team is trailing; otherwise simply use the standard Ghost Coach Play Selection chart.

The longest pass that can be called at or inside the defense's 25 yard line is a DEEP PASS.
 The longest pass that can be called at or inside the defense's 10 yard line is a MEDIUM PASS.
 The longest pass that can be called at or inside the defense's 5 yard line is a SHORT PASS.
 Change the Ghost Coach's play call as necessary to the **next shortest route**.

Penalties

This chart shows the infraction, the team it is called against, and the yardage penalized.

There can only be one flag down on any play.

If a defensive penalty is called on an extra point, assess the yardage against the kickoff return.

Running Plays

2	unnecessary roughness, underdog, 15 yards FD (penalty is against visitors if teams are evenly matched)
3	face mask, defense, 5 yards tacked onto the gain
4, 12	illegal motion, offense, 5 yards
5	taunting call on underdog, after the play, 15 yards FD (penalty against visitors if teams are evenly matched)
6	delay of game, offense, 5 yards, no play
7, 11	holding, offense, 10 yards
8	face mask, defense, 15 yards added to the gain, first down
9	unsportsmanlike conduct, underdog, after the play, 15 yards FD (penalty against visitors if game if teams are evenly matched)
10	holding, defense, 5 yards and a first down

Passing Plays

2	pass interference, offense, 10 yards (If pass was never thrown, use dice result #9)
3	intentional grounding, offense, 10 yards, loss of down (If pass was complete or never thrown, use dice result #6)
4	unsportsmanlike conduct, underdog, after the play, 15 yards FD (penalty against visitors if game if teams are evenly matched)
5	pass interference, defense, ignore the result of the play, C2 gain FD (If pass was complete or never thrown, use dice result #12)
6	holding, offense, 10 yards
7, 8	pass interference, defense, ignore the result of the play, C2 gain FD (If pass was complete or never thrown, use dice result #11)
9	ineligible receiver, offense, 5 yards
10	holding, defense, 5 yards, first down
11	roughing the passer, defense, 15 yards added to end of gain, first down
12	passer beyond the line of scrimmage, 5 yards, loss of down

Punts and Place Kicks

2, 3	holding, offense, 10 yards
4	roughing the kicker, 15 yards, first down
5	illegal formation, underdog, 5 yards (penalty against visitors if game if teams are evenly matched)
6	running into the kicker, 5 yards
7	false start, offense, no play, 5 yards
8	encroachment, defense, 5 yards
9	offside, defense, 5 yards, no play
10	unfair leaping, defense, 5 yards
11	twelve men on the field, underdog, 5 yards (penalty against visitors if teams are evenly matched))
12	delay of game, offense, 5 yards

Returns

2, 3	face mask, kicking team, 5 yards added to the end of the return
4	face mask, kicking team, 15 yards added to the end of the return
5, 11	late hit, kicking team, 15 yards added to the end of the return
6, 7, 10	illegal use of the hands, return team, 10 yard penalty from the midpoint of the return (round yardage up) (on a kickoff play, the ball is placed on the 10 yard line)
8	holding, kicking team, 10 yards added to the end of the return
9	unsportsmanlike conduct, underdog, after the play, 15 yards FD (penalty against visitors if teams are evenly matched)
12	interfering with fair catch signal, kicking team, 10 yards (on a kickoff play: use dice result #9)

No penalty aside from defensive pass interference can move the ball closer than half the distance to the defense's goal line, and no penalty can move the ball closer to half the distance from the offense's own goal line.

Other Coached Team Options

Punt Rush

1	Punt is blocked, -10 yards, fumble recovered by the defense, roll for a return!
2	Punt is tipped, it goes 20 yards forward and is downed there!
3	35 yard punt, +12 yard roll, ball downed there.
4	40 yard punt, +13 yard roll, ball downed there.
5	48 yard punt, +12 yard roll, ball downed there.
6	50 yard punt, fair catch called, a roughing the kicker flag is thrown! 15 yards, automatic first down!

Fake Punt / Fake Field Goal

1	Pass is complete, first down plus 7 yards!
2	Kicker runs for it, he makes the first down plus 7 yards!
3	Wobbly pass is incomplete!
4	Pass is complete but the receiver is tackled 2 yards shy of a first down!
5	Kicker runs for it and goes nowhere, a loss of 3.
6	Pass is broken up!

When you try a fake punt or field goal, your risk-taking is rewarded in another way: you may erase all Play Counts on the scoresheet you have accumulated up to this point and start from scratch!

Taking a Knee

Takes 40 seconds off the clock inside the Two Minute Warning, take a 2 yard loss.

Spiking the Ball

If this is done after a complete pass or running play in bounds, that play takes only 10 seconds.

Taking a Safety

Anytime you have the ball at or inside your own 15 yard line, you may take a safety on any play.

Quick Punts

If you punt on 3rd down, consider it a 35 yard punt with no return possible, the ball rolls instead.

Bringing in a Backup Quarterback

You as the Coached team can give an extra boost to your offense anytime *after halftime* by bringing in a backup quarterback. Once he enters the game, he **must** stay in permanently. When the backup quarterback enters the game, you must **gamble** on offense by adding at least 6 dice numbers every time you roll on the Possession Launch chart for the rest of the game. If the Backup Quarterback is hurt and has to leave the game, the third string QB comes in. The third stringer is far less effective. From that point forward, *subtract* 10 dice numbers from *every* Possession Launch. This is not considered gambling. Once the third stringer comes in for ANY reason, he **MUST** stay in for the rest of the game.

Drawing the Defense Offsides

On any play, you may elect to have the quarterback do a long count, not even running a play, to try to draw the defense offsides. Roll one die.

On a roll of 1, the defense jumps, and they incur a 5 yard penalty!

On a roll of 2-6, the offense is flagged for a 5 yard delay of game penalty.

Prayer Kickoff Return

Use this Kickoff Return chart only when either team is receiving a kickoff with 10 seconds or less left in the game, and only if they are trailing by 4 points or more. It is assumed that the receiving team will attempt a series of laterals in an attempt to keep the ball moving downfield before time expires.

1 - 3	Touchback
4	The laterals go nowhere, and finally the ball is fumbled to the kicking team, which downs it at the receiving team's 30.
5 - 6	The laterals generate some excitement....with the ball at the receiving team's 30, the craziness really starts....roll two dice and keep adding them. Each roll tells you the number of yards the ball is advanced from the 30. The ball carrier is tackled if you roll doubles, but only after that number of yards is added to the return.

Rare Plays: FAVORED team on offense

(Home team if teams are evenly matched)

11	Trick play! Running back throws a wobbler downfield, caught for a gain of 25 yards! (HF: 50 yards)
12	Vicious scuffle breaks out after a 3 yard running gain! A defensive player is ejected after being slapped with a 15 yard unsportsmanlike conduct penalty, automatic first down!
13	Quarterback drops back to pass, he is nailed but at the last second he flips the ball backhanded to the running back who gallops for ten yards, it's considered a complete pass! (HF: 25 yards)
14	Miracle leaping catch by receiver over the middle, a 15 yard gain! (HF: 25 yards)
15	Miracle leaping catch by receiver on the sideline, a 15 yard gain and out of bounds! (HF: 25 yards)
16	Miracle leaping catch by receiver, drags both feet in bounds, a 15 yard gain! (HF: 25 yards)
21	Miracle diving catch by receiver, a 15 yard gain! (HF: 25 yards)
22	Miracle diving catch by receiver, a 30 yard gain! (HF: 45 yards)
23	Quarterback throws over the middle, right into the hands of a linebacker...oh, he drops it! That was a guaranteed long runback! He was running before he made sure to hold onto it!
24	Quarterback drops back and throws short near the sideline, a charging safety anticipates the throw but drops an easy interception with nothing but running room in front of him! Oh, agony!
25	Quarterback throws short, into and out of the hands of a defensive back, and it's caught by a receiver for 12 yards! (HF: 25 yards)
26	Long run from scrimmage, the ball is stripped away, it's fallen on by the offense! A 25 yard gain! (HF: 40 yards)
31	Quarterback throws, it's tipped high in the air, and caught for a 15 yard gain! (HF: 30 yards)
32	Ball is picked off ten yards downfield, but the defensive back unwisely tries to lateral the ball, it's fallen on by the offense, it winds up being a 10 yard gain! (HF: 25 yard gain)
33	Defense jumps offside and nails the quarterback! There's a scuffle, and the defense is hit with a 15 yard unsportsmanlike conduct penalty, automatic first down!
34	Blazing receiver is intentionally dragged down on his way to the end zone, and the man who tried to cover him is flagged for pass interference. It was the only way to avoid a clear touchdown! +20 yards, 1st down and 10.
35	Running back fumbles at the line of scrimmage, it bounces forward 15 yards, and is fallen on by the offense!
36	Short pass caught...before he's hit the receiver laterals it, the new ball carrier rumbles forward, all in all it's a 20 yard gain! (HF: 35 yards)
41	The defense panics upon seeing a confusing offensive setup and has to use a time out! Reset the play, no Rare Play.
42	The defense is flagged for a pass interference call in the end zone! 1st and goal from the 1!
43	The defense is flagged for a pass interference call 20 yards downfield! 1st and 10! (HF: 40 yards downfield)
44	The defense is flagged for a pass interference call 35 yards downfield! 1st and 10! (HF: 50 yards downfield)
45	The defense is flagged for a pass interference call 10 yards downfield! 1st and 10!
46	Quarterback drops back, throws quickly behind the line of scrimmage to a wide receiver, he in turn steps back and throws the ball downfield for a 20 yard gain! (HF: 40 yards)
51	Shovel pass to the running back fools the defense, a gain of 8! (HF: 15 yards)
52	3 yard running gain. Defense's star linebacker is hurt and must leave the game for good. Coached team may run unlimited running plays with no threat of exceeding play call limits. (GHOST COACH ON OFFENSE: use dice result #61)
53	3 yard passing gain. Defense's star defensive back is hurt and must leave the game for good. Coached team may run unlimited passing plays with no threat of exceeding play call limits. (GHOST COACH ON OFFENSE: use dice result #65)
54	Ball pops loose after a 5 yard run, there's a pileup...they're still fighting for it...after the smoke clears, the ref gives the ball to the offense! Oh, that is a questionable call! (CHALLENGE? See Challenge Rule.)
55-56	Quarterback nailed as he releases the ball, it's a fumble, the defense picks it up and gallops for a 20 yard return! But wait...the referee is saying the QB's arm was moving forward and it's an incompletion! (CHALLENGE? See Challenge Rule.)
61-62	15 yard gain on a passing play! The defense claims the receiver trapped the ball, but is overruled. (CHALLENGE? See Challenge Rule.)
63-64	30 yard gain on a passing play, the receiver is shoved out of bounds. The defense claims he only had one foot down, but is overruled. (CHALLENGE? See Challenge Rule.)
65-66	Running back loses the ball after a 7 yard gain, defense falls on it, but the referee rules the back's knee was down and therefore the offense retains possession. (CHALLENGE? See Challenge Rule.)

CHALLENGE RULE: If you wish to challenge the referee's call in an attempt to reverse it, roll one die.
 On a roll of 1, the call is reversed.
 On a roll of 2-6, the call stands after review and you are charged with a time out.
 No time out is charged on a successful challenge.
 The Ghost Coach always challenges if he stands to benefit at all from it.

HF: If the team is HEAVILY favored, note that the result of the play is affected.

Rare Plays: UNDERDOG on offense

(Visiting team is teams are evenly matched)

11	Quarterback drops the snap and has to fall on the ball, no gain! (HU: loss of 8 yards)
12	Quarterback drops the snap, the defense falls on it, turnover, no return! (HU: returned 15 yards)
13	Running back drops the handoff and has to fall on the ball, no gain! (HU: - 8 yards)
14	Running back drops the handoff and the defense falls on it, turnover, no return! (HU: returned 15 yards)
15	Quarterback throws 30 yards downfield to a wide open receiver, and he DROPS THE BALL!
16	Quarterback throws 50 yards downfield to a wide open receiver, WAY underthrown, intercepted!
21	Quarterback hits a receiver over the middle 10 yards downfield, the catch is made but he fumbles the ball, it's fallen on by the defense, no return! If the offense has the ball at or inside the defense's 10, use dice result #11. (HU: returned 25 yards)
22	Quarterback hits a receiver on the sidelines 15 yards downfield, the catch is made but he fumbles the ball, it's scooped up by the defense, roll for a return! If the offense has the ball at or inside the defense's 25, use dice result #11. (HU: returned 30 yards)
23	Long run from scrimmage, the runner gets to the defense's 10 but the ball is stripped loose there, fallen on by the defense at the 5, 1st & 10 going the other way! If the offense has the ball at or inside the defense's 20, use dice result #11.
24	Pass is caught, the receiver gallops toward the end zone, but the ball is batted from behind by a defensive back, it bounces through the end zone and the defense takes over at their own 20!
25	Quarterback throws, it's batted right back to him, he catches it, falls on it, it's a 3 yard gain. (HU: 5 yard loss)
26	Jail break at the line, the defense swarms the quarterback, it's a sack for a loss of 8! (HU: loss of 17)
31	Linebacker dashes around an oblivious offensive line and immediately nails the quarterback for a loss of 12!
32	Running back trips over his own lineman, no gain. (HU: loss of 5)
33	Miscommunication at the line, the quarterback drops back to hand the ball off to the back who had no idea it was coming, the QB falls on the ball, a 6 yard loss. (HU: loss of 10)
34	Faulty route causes the quarterback to throw to a man who's nowhere in sight. Botched play, incomplete.
35	Running back gains 12, twists the tackler's facemask! Mark off a 15 yard penalty from the end of the run!
36	Pass from the QB goes in and out of the hands of the receiver, intercepted 10 yards downfield! Roll for return.
41	Trick play, ball carrier takes the ball, runs toward the sideline, sets and throws downfield—oh, what an awful throw, 15 yards short of the man going deep! Almost comically awful. (HU: ball is picked off 15 yards downfield)
42	Quarterback sacked, loss of 5, and he's hurt, has to leave the game for good. See Backup Quarterback rule. (HU: loss of 13 and QB is hurt, must leave game for good)
43	Star wide receiver is hurt on an incomplete pass and he has to leave the game for good. All Long Pass plays are now exhausted and cannot be called. (GHOST COACH ON OFFENSE: use dice result #61)
44	Star running back goes for a 1 yard gain but is hurt. He has to leave the game for good. All Line Run plays are now exhausted and cannot be called. (GHOST COACH ON OFFENSE: use dice result #63)
45	Trick play is botched when the receiver near the sideline drops the initial lateral from the quarterback. He falls on it, a loss of 2 yards. (HU: loss of 10 yards)
46	A receiver is wide open deep on the sideline, but the ball slips out of the quarterback's hands and lands harmlessly at his own feet! Incomplete! (HU: ball picked off 30 yards downfield, returned 25)
51	Screen pass, the running back catches it behind the line of scrimmage and is nailed immediately, a 4 yard loss. (HU: 8 yard loss)
52	Running back finds a hole in the line and rumbles forward, but his progress is halted when he runs right into the referee. Oh, a potentially long gain is reduced to a 7 yarder! (HU: 1 yard gain)
53	Quarterback drops back to pass, the rush is heavy, he unloads it and is called for very obvious intentional grounding. A ten yard penalty and a loss of down. (If the ball was at or inside the offense's 5, it's a safety, he threw it away in the end zone!)
54	Quarterback feels his receivers are confused and must burn a time out. Oh, he's not happy about that!
55-56	Running back breaks it along the sideline, he's off to the races and for a touchdown!! But no, the referee says he stepped out of bounds after only an 8 yard gain! (CHALLENGE? See Challenge Rule.)
61-62	Receiver catches a 28 yard pass on the sideline, but the referee says he only got one foot in bounds and rules it incomplete. (CHALLENGE? See Challenge Rule.)
63-64	Receiver makes a low grab of a pass and thinks he has a 12 yard catch. But the referee rules that the ball hit the ground and was trapped, incomplete pass. (CHALLENGE? See Challenge Rule.)
65-66	Quarterback is hit from behind as he attempts a pass, it's scooped up by the defense and returned for a touchdown! It's a questionable call, the QB's arm might have been going forward! (CHALLENGE? See Challenge Rule.)

CHALLENGE RULE: If you wish to challenge the referee's call in an attempt to reverse it, roll one die. On a roll of 1, the call is reversed. On a roll of 2-6, the call stands after review and you are charged with a time out. The Ghost Coach always challenges if he stands to benefit at all from it. No time out is charged on a successful challenge.

HU: If the team is a HEAVY underdog, note that the result of the play is affected.

Time Regulations: Inside the Two Minute Warning

The Coached Team receives the ball at the Two Minute Warning at the end of the 2nd, 4th, and overtime quarters. Play out the quarter using the normal play result charts no matter where either team is on the field.
Do not use the Possession Launch chart.

**If the FAVORED team gets the ball in the 1st half, there is 1:50 left in the quarter.
In 2nd half or overtime, there's 2:00 left.**

**If the UNDERDOG gets the ball in the 1st half, there is 1:30 left in the quarter.
In 2nd half or overtime, there's 2:00 left.**

If teams are evenly matched: The ball is taken with 1:40 left in the quarter in both halves.

If this type of play occurs inside the Two Minute Warning..	...the play consumes this amount of time
running plays, completed passes, and sacks	20 seconds or 40 seconds (Offense's choice. The Ghost Coach always tries to conserve time unless he's ahead in the 4 th quarter, in which case he tries to conserve it.)
plays that go out of bounds	10 seconds
plays during which a flag is thrown	10 seconds
plays after which the ball is spiked	10 seconds
incomplete passes	10 seconds
turnovers and changes of possession	10 seconds
field goal attempts	10 seconds
extra points, two point conversion attempts, touchbacks on kickoffs	0 seconds

teams	1	2	3	4	overtime	FINAL

Time left after the Two Minute Warning

1 st half	2:00	1:50	1:40	1:30	1:20	1:10	1:00	0:50	0:40	0:30	0:20	0:10	0:00
2 nd half	2:00	1:50	1:40	1:30	1:20	1:10	1:00	0:50	0:40	0:30	0:20	0:10	0:00
OT	2:00	1:50	1:40	1:30	1:20	1:10	1:00	0:50	0:40	0:30	0:20	0:10	0:00

time outs left	GHOST COACH	1st half	3	2	1	0	2nd half	3	2	1	0	overtime	2	1	0
	COACHED TEAM	1st half	3	2	1	0	2nd half	3	2	1	0	overtime	2	1	0

Play Counts

line run (7)	short pass (8)	timing pattern (1)
end run (4)	screen pass (3)	reverse (1)
draw play (3)	medium pass (6)	bomb (1)
dive play (1)	deep pass (4)	trick play (1)
QB sneak (1)	long pass (3)	BLITZ – 1 GOAL LINE DEFENSE – 1

Possession Tracker

1st quarter	2nd quarter	3rd quarter	4th quarter
Coached team's ball	Ghost Coach's ball	Ghost Coach's ball	Ghost Coach's ball
	Coached team's ball		Coached team's ball
Ghost Coach's ball	Ghost Coach's ball (RARE)	Coached team's ball (JOLT)	Ghost Coach's ball
Coached team's ball	Coached team's ball	Ghost Coach's ball	Coached team's ball
Ghost Coach's ball (JOLT)	Ghost Coach's ball	Coached team's ball (RARE)	Ghost Coach's ball
	Coached team's ball (TWO MINUTE WARNING!)		
Coached team's ball		Ghost Coach's ball	Coached team's ball (TWO MINUTE WARNING!)
		Coached team's ball	

For overtime, use the same possession pattern as in the 4th quarter—the Ghost Coach wins the toss and receives the kickoff.

(JOLT) Refer to the Jolt Possession Launch chart. (RARE) The first play of the drive is a RARE Play.

Field Position