

DriveFootball Game Charts

PASSING AND RECEIVING DRIVES

Starting Wide Receiver						
	1	2	3	4	5	6
1	2	3	4	5	6	1
2	3	4	5	6	7	2
3	4	5	6	7	8	3
4	5	6	7	8	9	4
5	6	7	8	9	10	5
6	1	2	3	4	5	0

Number of Receptions x Player Skill = Yards

All Other Receivers						
	1	2	3	4	5	6
1	1	1	1	1	1	1
2	1	2	2	2	2	2
3	1	2	3	3	3	3
4	1	2	3	4	4	5
5	1	2	3	4	0	0
6	1	2	3	5	0	0

Number of Receptions x Player Skill = Yards

RUSHING DRIVES

Starting Running Back						
	1	2	3	4	5	6
1	12	13	14	15	16	17
2	13	14	15	16	17	18
3	14	15	16	17	18	19
4	15	16	17	18	19	20
5	16	17	18	19	20	21
6	17	18	19	20	21	22

Number of Carries x Player Skill = Yards

All Other Rushing Players						
	1	2	3	4	5	6
1	1	1	1	1	1	1
2	1	2	2	2	2	2
3	1	2	3	3	3	3
4	1	2	3	4	4	4
5	1	2	3	4	0	0
6	1	2	3	4	0	0

Number of Carries x Player Skill = Yards

REDZONE EFFICIENCY (+ 2 Point Conversion)

PASSING: Quarterback Skill						
	1	2	3	4	5	6
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	18
4	19	20	21	22	23	24
5	25	26	27	28	29	30
6	31	32	33	34	35	36

Success = Touchdown

Failure = Interception (Defenders Choice)

RUSHING: Offensive Line Skill						
	1	2	3	4	5	6
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	18
4	19	20	21	22	23	24
5	25	26	27	28	29	30
6	31	32	33	34	35	36

Success = Touchdown

Failure = Turnover on Downs

OTHER PLAYS

Hail Mary Pass (4th Down)						
	1	2	3	4	5	6
1	TD	Incomplete	Incomplete	Incomplete	Incomplete	Incomplete
2	Incomplete	TD	Incomplete	Incomplete	Incomplete	Incomplete
3	Incomplete	Incomplete	TD	Incomplete	Incomplete	Incomplete
4	Incomplete	Incomplete	Incomplete	TD	Incomplete	Incomplete
5	Incomplete	Incomplete	Incomplete	Incomplete	TD	Incomplete
6	Incomplete	Incomplete	Incomplete	Incomplete	Incomplete	TD

Success = Touchdown

Failure = Incomplete (Turnover on downs)

Quarterback Kneel						
	1	2	3	4	5	6
1	No roll required.					
2						
3						
4						
5						
6						

DriveFootball Game Charts

KICK OFF & RETURNS / FIELD GOALS / EXTRA POINTS

KICK OFF: Kickers Skill

	1	2	3	4	5	6
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	18
4	19	20	21	22	23	24
5	25	26	27	28	29	30
6	31	32	33	34	35	36

Success = Touchback **Failure** = Returnable Kick

Punt Returns

	1	2	3	4	5	6
1	FC	FC	FC	FC	FC	FC
2	FC	Return	Return	Return	Return	Return
3	FC	Return	Return	Return	Return	Return
4	FC	Return	Return	Return	Return	Return
5	FC	Return	Return	Return	Return	Return
6	FC	Return	Return	Return	Return	TD

You may also choose to Fair Catch any ball
unt = Punter's skill or if close enough - the 10 yard lin

Kick Returns

	1	2	3	4	5	6
1	Return	Return	Return	Return	Return	Return
2	Return	Return	Return	Return	Return	Return
3	Return	Return	Return	Return	Return	Return
4	Return	Return	Return	Return	Return	Return
5	Return	Return	Return	Return	Return	Return
6	Return	Return	Return	Return	Return	TD

Return Yards = Player's Skill

Field Goal Attempt and Extra Point Attempt

	1	2	3	4	5	6
1	10	20	30	40	50	60
2	20	20	30	40	50	60
3	30	30	30	40	50	60
4	40	40	40	40	50	60
5	50	50	50	50	50	60
6	60	60	60	60	60	60

Field Goal Attempt: Field Position + 17 Yards
Yards + Skill Level

DEFENSIVE PLAYS

Defensive Sack/Intercept/Forced Fumble

	1	2	3	4	5	6
1	1	2	3	4	5	6
2	7	8	9	10	11	12
3	13	14	15	16	17	0
4	1	2	3	4	5	6
5	7	8	9	10	11	12
6	13	14	15	16	17	0

Success of attempt based on player's skill

Intercept / Fumble (Defence only) Return

	1	2	3	4	5	6
1	TD	0	0	0	0	0
2	0	TD	0	0	0	0
3	0	0	TD	0	0	0
4	0	0	0	TD	0	0
5	0	0	0	0	TD	0
6	0	0	0	0	0	TD

All turnovers magically end at the line of
scrimmage except for Touchdowns

Fumble Recovery

	1	2	3	4	5	6
1	Offense	Defense	Defense	Defense	Defense	Defense
2	Offense	Offense	Defense	Defense	Defense	Defense
3	Offense	Offense	Offense	Defense	Defense	Defense
4	Offense	Offense	Offense	Offense	Defense	Defense
5	Offense	Offense	Offense	Offense	Offense	Defense
6	Offense	Offense	Offense	Offense	Offense	Offense

No Yards gained or lost on Fumble recoveries

Loss of yards on a Sack

	1	2	3	4	5	6
1	5	5	5	5	5	5
2	5	10	10	10	10	10
3	5	10	10	10	10	10
4	5	10	10	15	15	15
5	5	10	10	15	10 & FF	10 & FF
6	5	10	10	15	10 & FF	10 & FF