

Box Score **Dice** Sports



Drive Football

Quick Start Guide

Drive Football plays out at a Drive by Drive level.
It can be broadly broken up into the following Parts

PART 1 — Obtaining the Ball

Kick Off

Punt

Interception

Fumble

Turnover on
downs

PART 2 — The Drive

Part 2a —
Offensive Drive

Passing or
Rushing

Part 2b —
Defensive Plays

Sack
Intercept
Force Fumble

PART 3 — 4TH Down/Result

Punt

Field Goal

Hail Mary

Red Zone TD

Choosing Teams and Rating players

Most player skills are players actual game stats. Only the Quarterback, Kicker & Offensive Line need slight modification.

OFFENSIVE ROLES	HOW TO FIND SKILL	DETAILS
Receiving	Average Yards per Catch	Used on Running Plays. Roll dice for catches (see Charts) and multiply by the player's skill for yards.
Rushing	Average Yards per Carry	Used on Running Plays. Roll for Carry attempts (see Charts) and multiply by the player's skill for yards.
Quarterback	QB rating (NFL) divided by 4 i.e 100/4 = 25	This skill is only used on Red Zone Passing attempts on 4 th Down
Linemen (combined Skill)	Combined total of all Game Starts divided by 3 i.e 80/3 = 27 (rounded)	It's the only official stat linemen get, so this is the one I am using. This skill is only used on Red Zone Running attempts on 4 th Down.
DEFENSIVE ROLES	HOW TO FIND SKILL	DETAILS
Sacking	Exact Sacks per year	Roll dice for sack (see Charts) to see if the player's attempt is successful
Intercepting	Exact Intercepts per year	Roll dice for intercept (see Charts) to see if the player's attempt is successful
Forced Fumble	Exact FFs per year	Roll dice for Forced Fumble (see Charts) to see if the player's attempt is successful
SPECIAL TEAMS	HOW TO FIND SKILL	DETAILS
Punter	Yards per Punt	The punters average yards per punt will be the distance of every punt in Drive Football.
Kick offs and Field Goals	Overall Field Goal pct% divided by 4 i.e 82/4 = 21 (rounded)	The Kicker, Linemen and QB are the only skills that involve a little extra calculation.
Punt/Kick Returner	Average yards per Punt/Kick Return	The average yards per punt/kick return is the distance of every punt/kick return in this game.

Drive Football

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Indianapolis Colts						
Final Individual						
LT	Castonzo	CENTER	RT	Thornton	O-LINE SKILL	
LG	Mewhort	Harrison	RG	Cherilus	20	
POS	QUARTERBACK	SKILL	ATT	YDS	TD	INT
QB	Luck	24				
POS	RUSHING	SKILL	ATT	YDS	TD	FUM
RB	Bradshaw	4.7				
RB	Richardson	3.3				
RB	Herron	4.5				
QB	Luck	4.3				
POS	RECEIVING	SKILL	REC	YDS	TD	FUM
WR	Wayne	12.2				
WR	Hilton	16.4				
TE	Allen	13.6				
TE	Fleener	15.2				
RB	Herron	8.2				
WR	Nicks	10.7				
RB	Tipton	11.3				
TE	Doyle	6.6				
WR	Moncrief	13.9				

Offensive Line

Total of all Game Starts
divided by 3

Quarterback

NFL QB Rating divided by 4

Rushing

Yards per Carry Average

Receiving

Yards per Catch Average

POS	DEFENCE	S	I	F	SACK	-	INT	-	FF
DE	Redding	4	0	0					
NT	Chapman	0	0	1					
DT	Jones	2	0	1					
LB	Walden	6	0	1					
LB	Jackson	4	0	1					
LB	Freeman	2	0	2					
LB	Newsome	7	0	4					
CB	Toler	1	2	1					
SS	Adams	0	5	2					
FS	Butler	0	0	3					
CB	Davis	0	4	2					

POS	PUNTING	SKILL	No #	I20	PR	TD
P	McAfee	46.7				

POS	KICKING	SKILL	FGM	FGA	LG	XPM
K	Vinatieri	24				

POS	RETURNS	SKILL	No #	TD	TB	FC	FUM
KR	Cribbs	32					
PR	Whalen	7.2					

Defensive Players

Actual number of Sacks, Intercepts and Forced Fumbles in a year.

Punting

Yards per Punt Average

Kicking

Field Goal Pct% (overall) divided by 4

Returns

Yards per return for Kick Offs and Punts respectfully.

COMING SOON!

I am building a team builder in Excel that will auto populate Game books ready to print off and play.

It will be emailed to you when it is completed.

Indianapolis Colts

at

New England Patriots

Final Individual Statistics

LT Castonzo	CENTER	RT Thornton	D-LINE SKILL							LT Solder	CENTER	RT Vollmer	D-LINE SKILL						
LG Mewhort	Harrison	RG Cherilus	20							LG Connolly	Stork	RG Wendell	22						
POS	STARTERBACK	SKILL	ATT	YDS	TD	INT				POS	STARTERBACK	SKILL	ATT	YDS	TD	INT			
QB Luck	24									QB Brady	24								
POS	ROOKIE	SKILL	ATT	YDS	TD	FUM				POS	ROOKIE	SKILL	ATT	YDS	TD	FUM			
RB Bradshaw	4.7									RB Blount	4.7								
RB Richardson	3.3									RB Vereen	4.1								
RB Herron	4.5									RB Gray	4.6								
QB Luck	4.3									QB Brady	1.6								
POS	RECEIVING	SKILL	REC	YDS	TD	FUM				POS	RECEIVING	SKILL	REC	YDS	TD	FUM			
WR Wayne	12.2									WR Edelman	10.6								
WR Hilton	16.4									WR LaFell	12.9								
TE Allen	13.6									TE Gronkowski	13.7								
TE Fleener	15.2									RB Vereen	8.6								
RB Herron	8.2									TE Wright	10								
WR Nicks	10.7									WR Amendola	7.4								
RB Tipton	11.3									WR Tynes	16.4								
TE Doyle	6.6									TE Hoonanawani	14.7								
WR Moncrief	13.9									RB Develin	7.2								
POS	DEFENSE	S	I	I	SACK	INT	FF			POS	DEFENSE	S	I	I	SACK	INT	FF		
DE Redding	4	0	0							DE Hinkovich	8	0	1						
NT Chapman	0	1	0							DT Wilfork	0	0	1						
DT Jones	2	1	0							DT Silga	3	0	0						
LB Walden	6	1	0							DE Cha.Jones	6	2	0						
LB Jackson	4	1	0							LB Collins	4	4	2						
LB Freeman	2	2	0							LB Hightower	6	1	0						
LB Newsome	7	4	0							DB Arington	1	2	0						
CB Toler	1	1	2							CB Revis	0	1	2						
SS Adams	0	2	5							CB Browner	0	0	1						
FS Butler	0	3	0							S McCourty	0	1	2						
CB Davis	0	2	4							S Chung	0	0	1						
POS	PUNTING	SOB	N#	OS	PR	TD				POS	PUNTING	SOB	N#	OS	PR	TD			
P McAfee	46.7									P Allen	46.4								
POS	KICKING	SOB	FUM	FG	LG	SPN				POS	KICKING	SOB	FUM	FG	LG	SPN			
K Vinatier	24									K Gostkowski	23								
POS	RETURN	SOB	N#	TD	TD	FC	FUM			POS	RETURN	SOB	N#	TD	TD	FC	FUM		
WR Cribbs	32									WR Amendola	24.1								
PR Whalen	7.2									PR Edelman	12								

Game Charts – I recommend printing in color and laminating them.

DriveFootball Game Charts

PASSING AND RECEIVING DRIVES

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

Number of Receptions x Player Skill = Yards

Number of Receptions x Player Skill = Yards

RUSHING DRIVES

Starting Running Back						All Other Rushing Players					
1	2	3	4	5	6	1	2	3	4	5	6
1	12	13	14	15	16	1	1	1	1	1	1
2	13	14	15	16	17	2	1	2	2	2	2
3	14	15	16	17	18	3	1	2	3	3	3
4	15	16	17	18	19	4	1	2	3	4	4
5	16	17	18	19	20	5	1	2	3	4	0
6	17	18	19	20	21	6	1	2	3	4	0

Number of Carries x Player Skill = Yards

Number of Carries x Player Skill = Yards

REDZONE EFFICIENCY (+ 2 Point Conversion)

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

Success = Touchdown

Success = Touchdown

Failure = Interception (Defenders Choice)

Failure = Turnover on Downs

KICK OFF & RETURNS / FIELD GOALS / EXTRA POINTS

KICK OFF: Kickers Skill						Kick Returns					
1	2	3	4	5	6	1	2	3	4	5	6
1	1	2	3	4	5	1	Return	Return	Return	Return	Return
2	7	8	9	10	11	2	Return	Return	Return	Return	Return
3	13	14	15	16	17	3	Return	Return	Return	Return	Return
4	19	20	21	22	23	4	Return	Return	Return	Return	Return
5	25	26	27	28	29	5	Return	Return	Return	Return	Return
6	31	32	33	34	35	6	Return	Return	Return	Return	TD

Success = Touchback Failure = Returnable Kick

Return Yards = Player's Skill

Punt Returns

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

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

Field Goal Attempt and Extra Point Attempt

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

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

DriveFootball Game Charts

DEFENSIVE PLAYS

Defensive Sack/Intercept/Forced Fumble						Fumble Recovery					
1	2	3	4	5	6	1	2	3	4	5	6
1	1	2	3	4	5	1	Defense	Defense	Defense	Defense	Defense
2	7	8	9	10	11	2	Defense	Defense	Defense	Defense	Defense
3	13	14	15	16	17	3	Defense	Defense	Defense	Defense	Defense
4	1	2	3	4	5	4	Defense	Defense	Defense	Defense	Defense
5	7	8	9	10	11	5	Defense	Defense	Defense	Defense	Defense
6	13	14	15	16	17	6	Defense	Defense	Defense	Defense	Defense

Success of attempt based on player's skill

Intercept / Fumble (Defense only) Return

1	2	3	4	5	6
1	TO	0	0	0	0
2	0	TO	0	0	0
3	0	0	TO	0	0
4	0	0	0	TO	0
5	0	0	0	0	TO
6	0	0	0	0	0

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

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
2	5	10	10	10	10
3	5	10	10	10	10
4	5	10	10	15	15
5	5	10	10	15	10
6	5	10	10	15	10

Types of Plays Table

This is a quick overview of the plays available to you.

DriveFootball Types of Plays

TYPES OF DRIVES	Description of Drive	Drive will end with:		* Defensive plays if 4th Down				Notes
		Touchdown	4TH down*	SACK	INT	FF	Opportunities	
Passing Drives	1. Choose Player, 2. Roll two dice for the number of	✓	✓	✓	✓	✓	3	Any combination of the three defensive plays can be used.
Rushing Drives	1. Choose Player, 2. Roll two dice for the number of attempts.	✓	✓	✗	✗	✓	1	
Quarterback Kneel:	This play simply uses up one of your Drives. Usually to end a half or a game.	✗	Turnover on Downs	✗	✗	✗	0	Loss of 3 Yards
TYPES OF 4TH DOWN PLAYS		RESULT		SACK	INT	FF	Opportunities	Notes
Field Goal Attempt	1. Add 17 yards to Scrimmage, 2. Roll two dice based on Kicker's Skill	Field Goal	Missed Field Goal	✗	✗	✗	0	
RedZone Pass (Passing Drive)	Roll Two dice for result. Based on Quarterback Skill	Touchdown	Interception	✗	✗	✗	0	
RedZone Rush (Rushing Drive)	Roll Two dice for result. Based on Offensive line's Skill	Touchdown	Turnover on Downs	✗	✗	✗	0	
Hail Mary Pass	Roll 2 dice. Any Double = Touchdown.	Touchdown	Incomplete Pass	✓	✓	✗	2	A desperate pass attempt for a Touchdown from anywhere outside the Redzone.
Punt	No Roll - Max distance is Punter's skill	Max Punt	Opposition's 10 Yard line	✗	✗	✗	0	Punter can choose to punt ball for Touchback if within range.
KICK OFFS		RESULT		SACK	INT	FF	Opportunities	Notes
Kick off	Roll 2 dice. Based on Kicker's Skill	Touchback	Returnable	✗	✗	✗	0	On Returnable Kicks. Receiving team can choose a Touchback
Onside Kick	Ball is automatically kicked to the 50 yard line	Kicking team must attempt to force a fumble and recover the		✗	✗	✓	3	Onside Kicks end at the 50 Yard Line.
RETURNS		RESULT		SACK	INT	FF	Opportunities	Notes
Punt Returns:	Roll 2 dice. Double Six = Touchdown	Touchdown	Yards FC	✗	✗	✓	1*	No Defensive Opportunity on a Fair Catch
Kick Returns:	Roll 2 dice. Double Six = Touchdown	Touchdown	Yards	✗	✗	✓	1	
Fair Catch on Punt Return	No Roll: Choose a Fair catch instead of Return	Fair Catch (FC)		✗	✗	✗	0	Safe Return option for Receiving Team
Interception and Fumble Recover	Roll 2 dice. Double Six = Touchdown	Touchdown	Line of Scrimmage	✗	✗	✗	0	All turnovers and recoveries that don't get returned for a Touchdown magically end at the original line of Scrimmage.

COLTS Vs PATRIOTS

The following game will go through selected Drives to give you a working understanding of the game.



PART 1: Kick Off – 1Q Receiving Team - Colts

Kick Off: Roll 2 Dice



POS	KICKING	SKILL
K	Gostkowski	23

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

Gostkowski's skill is 23,
so a Roll that equals 23 or less is a Touchback.
RESULT: 17 = Touchback (no return)

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20		
2	08:00				
3	03:00				
4	12:00				
5	06:00				
6	2 MIN				
SECOND HALF >>>					
7	12:00				
8	06:00				
9	03:00				
10	12:00				
11	06:00				
12	03:00				
13	2 MIN				
14	00:30				
#	TIME	How Ball Obtained	Drive began	Yards	Result
1	OT				

PART 2: Colt's 1st Drive

Running Drive: Roll 2 Dice

Starting Running Back

POS	RUSHING	SKILL
RB	Bradshaw	4.7

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

Number of Carries x Player Skill = Yards

COLTS choose their Starting Running back

Bradshaw's skill is **4.7**, so **18** Carries x **4.7** = **85** (rounded).

RESULT: **TOUCH DOWN** Only 80 Yards are required for a Touch down.

Defense does not get any opportunities in this Drive.

Extra Point

Extra Points before 2014 are automatically 1 Point

Extra Points for 2015 use the same rules as a Field Goal.

We will see an example of a Field Goal later.

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	Colt	80	TD+1	1	12:00				
2	09:00					2	06:00				
3	08:00					3	15:00				
4	12:00					4	09:00				
5	06:00					5	03:00				
6	2 MIN					6	01:00				
SECOND HALF >>>						7	15:00				
7	12:00					8	09:00				
8	06:00					9	03:00				
9	15:00					10	12:00				
10	09:00					11	06:00				
11	03:00					12	2 MIN				
12	01:00					13	00:30				
#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
13	OT					14	OT				

POS	RUSHING	SKILL	ATT	YDS	TD	FUM
RB	Bradshaw	4.7	18	85	1	0

Note: The Drive Chart only records the 80 Yards needed for the TD, but Bradshaw gets all 85.

PART 1: Kick Off – Receiving Team - Patriots

Kick Off: Roll 2 Dice



POS	KICKING	SKILL
K	Vinatieri	24

	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

Vinatieri's skill is 24, so a roll that equals 24 or less is a touchback.

RESULT: 32 = Returnable Kick

Kick Return: Roll 2 Dice



POS	RETURNS	SKILL
KR	Amendola	24.1

	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

Amendola's skill is 24.1, so a return will be 24 Yards
NOTE: a double 6 is a Touchdown Return

RESULT: return = 24 yards

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1	1	12:00	Kick Off	P24		
2	09:00					2	06:00				
3	03:00					3	15:00				
4	12:00					4	09:00				
5	06:00					5	03:00				
6	2 MIN					6	01:00				
SECOND HALF >>>											
7	12:00					7	15:00				
8	06:00					8	09:00				
9	15:00					9	03:00				
10	09:00					10	12:00				
11	03:00					11	06:00				
12	01:00					12	2 MIN				
13	OT					13	00:30				
14	OT					14	OT				

On any kick that the receiving team returns, the kicking team can choose to attempt 1 Forced Fumble on this play (to try and create a turnover)

PART 1: Kick Off – Attempt to Force a Fumble

Force Fumble: Roll 2 Dice

		Defensive Sack/Intercept/Forced Fumble					
		1	2	3	4	5	6
1	3	1	2	3	4	5	6
2	3	7	8	9	10	11	12
3	3	13	14	15	16	17	0
4	3	1	2	3	4	5	6
5	3	7	8	9	10	11	12
6	3	13	14	15	16	17	0

Success of attempt based on player's skill

Newsome is attempting to **Force a fumble** on the kick return.

Newsome skill is **4** so a roll that equals **4 or less** will be successful.

RESULT: 15 = Not successful.

A **zero** goes against **Newsome's** name under 'FF'

Newsome (and all defensive players) only receive one attempt at each defensive play per game.

Newsome cannot attempt another Forced Fumble this game, but he can still attempt an interception or a sack later in the game.

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1	1	12:00	Kick Off	P24		
2	09:00					2	06:00				
3	03:00					3	15:00				
4	12:00					4	09:00				
5	06:00					5	03:00				
6	2 MIN					6	01:00				
SECOND HALF >>>						7	15:00				
7	12:00					8	09:00				
8	06:00					9	03:00				
9	15:00					10	12:00				
10	09:00					11	06:00				
11	03:00					12	2 MIN				
12	01:00					13	00:30				
#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
13	OT					14	OT				

POS	DEFENCE	S	I	F	SACK	-	INT	-	FF
DE	Redding	4	0	0					
NT	Chapman	0	0	1					
DT	Jones	2	0	1					
LB	Walden	6	0	1					
LB	Jackson	4	0	1					
LB	Freeman	2	0	2					
LB	Newsome	7	0	4					0
CB	Toler	1	2	1					
SS	Adams	0	5	2					
FS	Butler	0	0	3					
CB	Davis	0	4	2					

PART 2: Patriot's 1st Drive

Passing Drive: Roll 2 Dice

Roll 2 Dice: **5** and **6**

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	6

Number of Receptions x Player Skill = Yards

WR Edelman Skill: 10.6

New England choose their Starting WR
Edelman's skill is 10.6, so 5 Catches x 10.6 = 53.
RESULT: Patriots are at the Colts23 (for now).

Fill in Edelman's Personal Stats with 5 Rec and 53 Yds

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1
2	09:00				
3	03:00				
4	12:00				
5	06:00				
6	2 MIN				
SECOND HALF >>>					
7	12:00				
8	06:00				
9	15:00				
10	09:00				
11	03:00				
12	2 MIN				
13	00:30				
14	OT				

POS	RECEIVING	SKILL	REC	YDS	TD	FUM
WR	Edelman	10.6	5	53		

PART 2b: Defensive Plays

Because the ball is still in play and this is a passing play, The **Colt's Defense** has up to three defensive attempts to either Sack, Intercept or Force a fumble.

PART 2b: Defensive Plays (1 of 3)

Sack Attempt: Roll 2 Dice

		Defensive Sack/Intercept/Forced Fumble					
		1	2	3	4	5	6
1	1	1	2	3	4	5	6
2	2	7	8	9	10	11	12
3	3	13	14	15	16	17	0
4	4	1	2	3	4	5	6
5	5	7	8	9	10	11	12
6	6	13	14	15	16	17	0

Success of attempt based on player's skill

The **Colts** first attempt a **QB Sack** with **Walden**.
Walden skill is **6** so he needs a result of **6 or less**
 from the chart for success.

RESULT: 2 = SACK

Yards Lost: Roll 2 Dice

		Loss of yards on a Sack					
		1	2	3	4	5	6
1	1	5	5	5	5	5	5
2	2	5	10	10	10	10	10
3	3	5	10	10	10	10	10
4	4	5	10	10	15	15	15
5	5	5	10	10	15	10 & FF	10 & FF
6	6	5	10	10	15	10 & FF	10 & FF

Roll again for Yards Lost on the Sack

RESULT: 10 yards Lost

The **Patriots** are pushed back to the **Colts 33**

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1	1	12:00	Kick Off	P24		
2	09:00					2	06:00				
3	03:00					3	15:00				
4	12:00					4	09:00				
5	06:00					5	03:00				
6	2 MIN					6	01:00				
SECOND HALF >>>											
7	12:00					7	15:00				
8	06:00					8	09:00				
9	03:00					9	03:00				
10	15:00					10	12:00				
11	09:00					11	06:00				
12	03:00					12	2 MIN				
13	01:00					13	00:30				
#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
13	OT					14	OT				

POS	DEFENSE	S	I	F	SACK	-	INT	-	FF
DE	Redding	4	0	0					
NT	Chapman	0	0	1					
DT	Jones	2	0	1					
LB	Walden	6	0	1	1				

The **Colt's Defense** still have another two defensive attempts to either Sack again, Intercept or Force a fumble.

PART 2b: Defensive Plays (2 of 3)

Sack Attempt: Roll 2 Dice

		Defensive Sack/Intercept/Forced Fumble					
		1	2	3	4	5	6
1	6	1	2	3	4	5	6
2	6	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

The Colts second attempt is another QB Sack. This time with Jackson.

Jackson's skill is **4** so he needs a result of **4 or less** from the chart for success.

RESULT: 0 = SACK

Yards Lost: Roll 2 Dice

		Loss of yards on a Sack					
		1	2	3	4	5	6
1	6	5	5	5	5	5	5
2	4	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

Roll again for Yards Lost on the Sack

RESULT: 15 yards Lost

The **Patriots** are pushed back to the **48**

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1	1	12:00	Kick Off	P24		
2	09:00					2	06:00				
3	03:00					3	15:00				
4	12:00					4	09:00				
5	06:00					5	03:00				
6	2 MIN					6	01:00				
SECOND HALF >>>											
7	12:00					7	15:00				
8	06:00					8	09:00				
9	15:00					9	03:00				
10	09:00					10	12:00				
11	03:00					11	06:00				
12	01:00					12	2 MIN				
13	OT					13	00:30				

POS	DEFENCE	S	I	F	SACK	INT	FF
DE	Redding	4	0	0			
NT	Chapman	0	0	1			
DT	Jones	2	0	1			
LB	Walden	6	0	1	1		
LB	Jackson	4	0	1	1		

The **Colt's Defense** still have one more defensive attempts to either Sack again, Intercept or Force a fumble.

PART 2b: Defensive Plays (3 of 3)

Interception Attempt: Roll 2 Dice

		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	18	
4	1	2	3	4	5	6	
5	7	8	9	10	11	12	
6	13	14	15	16	17	18	

Success of attempt based on player's skill

The Colts third attempt is a interception. This time with Toler.

Toler's skill is **2** so he needs a result of **2 or less** from the chart for success.

RESULT: 5 = Unsuccessful

The **Colts** have successfully pushed the **Patriots** back **25 yards** and outside of safe **Field Goal Range**

NEXT: It is now **4th Down** at the **Colts48**

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1
2	09:00				
3	03:00				
4	12:00				
5	06:00				
6	2 MIN				
SECOND HALF >>>					
7	12:00				
8	06:00				
9	15:00				
10	09:00				
11	03:00				
12	01:00				
13	OT				

#	TIME	How Ball Obtained	Drive began	Yards	Result
1	12:00	Kick Off	P24	28	
2	08:00				
3	15:00				
4	09:00				
5	03:00				
6	01:00				
7	15:00				
8	09:00				
9	03:00				
10	12:00				
11	06:00				
12	2 MIN				
13	00:30				
#	TIME	How Ball Obtained	Drive began	Yards	Result
14	OT				

NOTE: Total Yards for the Drive were reduced to 28 Yards

POS	DEFENCE	S	I	F	SACK	-	INT	-	FF
DE	Redding	4	0	0					
NT	Chapman	0	0	1					
DT	Jones	2	0	1					
LB	Walden	6	0	1	1				
LB	Jackson	4	0	1	1				
LB	Freeman	2	0	2					
LB	Newsome	7	0	4					0
CB	Toler	1	2	1			0		

PART 3: Punting (4th Down)

Punt the Ball: Roll 2 Dice

	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

POS	PUNTING	SKILL
P	Allen	46.4

You may also choose to Fair Catch any ball

Punt = Punter's skill or if close enough - the 10 yard line.

The Patriots are forced to Punt the ball.

RESULT: FC = Fair Catch

Allen has a skill of 46.4 so his punt is 46 yards.

The ball is caught at the Colts2.

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1
2	09:00	Punt FC	C2		
3	03:00				
4	12:00				
5	06:00				
6	2 MIN				
SECOND HALF >>>					
7	12:00				
8	06:00				
9	15:00				
10	09:00				
11	03:00				
12	01:00				
13	OT				

#	TIME	How Ball Obtained	Drive began	Yards	Result
1	12:00	Kick Off	P24	25	Punt
2	06:00				
3	15:00				
4	09:00				
5	03:00				
6	01:00				
7	15:00				
8	09:00				
9	03:00				
10	12:00				
11	06:00				
12	2 MIN				
13	00:30				
14	OT				

PART 2: Colt's 2nd Drive

Passing Drive: Roll 2 Dice

		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

COLTS choose their Starting Wide Receiver
Hilton's skill is **16.4**, so **4** Carries x **16.4** = **66** (rounded).

RESULT: **Colts** are at the **P32**.

Fill in **Hilton's** personal stats

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1
2	09:00	Punt FC	C2		
3	03:00				
4	12:00				
5	06:00				
6	2 MIN				
SECOND HALF >>>					
7	12:00				
8	06:00				
9	15:00				
10	09:00				
11	03:00				
12	2 MIN				
13	00:30				
#	TIME	How Ball Obtained	Drive began	Yards	Result
1	12:00	Kick Off	P24	28	Punt
2	06:00				
3	15:00				
4	09:00				
5	03:00				
6	01:00				
7	15:00				
8	09:00				
9	03:00				
10	12:00				
11	06:00				
12	2 MIN				
13	00:30				
#	TIME	How Ball Obtained	Drive began	Yards	Result
13	OT				
14	OT				

WR	Hilton	16.4	4	66
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PART 2b: Defensive Plays

Because the ball is still in play and this is a passing play, The **Patriot's Defense** has up to three defensive attempts to either Sack, Intercept or Force a fumble.

PART 2b: Defensive Plays (1 of 3)

Sack Attempt: Roll 2 Dice

		Defensive Sack/Intercept/Forced Fumble					
		1	2	3	4	5	6
1	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

The **Patriot's** first attempt at a **QB Sack** is with **Siliga**. **Siliga's** skill is **3** so he needs a result of **3 or less** from the chart for success.

RESULT: 2 = SACK

Yards Lost: Roll 2 Dice

		Loss of yards on a Sack					
		1	2	3	4	5	6
1	5	5	5	5	5	5	5
2	5	10	10	10	10	10	10
3	5	10	10	10	10	10	10
4	5	10	10	15	15	15	15
5	5	10	10	15	10 & FF	10 & FF	10 & FF
6	5	10	10	15	10 & FF	10 & FF	10 & FF

Roll again for Yards Lost on the Sack

RESULT: 10 yards Lost

The **Colts** are pushed back to the **P42**

Total Yards on the Drive are reduced to 56.

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1
2	09:00	Punt FC	C2	56	
3	03:00				
4	12:00				
5	06:00				
6	2 MIN				
SECOND HALF >>>					
7	12:00				
8	06:00				
9	15:00				
10	09:00				
11	03:00				
12	2 MIN				
13	01:00				
14	00:30				
#	TIME	How Ball Obtained	Drive began	Yards	Result
1	12:00	Kick Off	P24	28	Punt
2	06:00				
3	15:00				
4	09:00				
5	03:00				
6	01:00				
7	15:00				
8	09:00				
9	03:00				
10	12:00				
11	06:00				
12	2 MIN				
13	01:00				
14	00:30				

POS	DEFENCE	S	I	F	SACK	-	INT	-	FF
DE	Ninkovich	8	1	0					
DT	Wilfork	0	1	0	0				
DT	Siliga	3	0	0	1				
DE	Cha.Jones	6	0	2	0				

In all, the Patriots attempt three sacks. The other two are unsuccessful.

PART 3: Punting (4th Down)

Punt the Ball: Roll 2 Dice

2

3

POS	PUNTING	SKILL
P	McAfee	46.7

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

POS	PUNTING	SKILL
P	McAfee	46.7

The Colts Punt the ball.

RESULT: Return = A returnable Punt

McAfee has a skill of 46.7 so his punt is 47 yards.
The ball is caught at the **Colts2**.

POS	RETURNS	SKILL
KR	Amendola	24.1
PR	Edelman	12

Edelman is returning the ball for the Patriots.

Edelman's skill is 12, therefore is return is 12 Yards to the **P22**.

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1
2	09:00	Punt FC	C2	50	Punt
3	03:00				
4	12:00				
5	06:00				
6	2 MIN				
SECOND HALF >>>					
7	12:00				
8	06:00				
9	15:00				
10	09:00				
11	03:00				
12	01:00				
13	OT				

Because the **Patriots** have returned the ball, the **Colts** can attempt 1 **Forced Fumble** on **Edelman**.

PART 3: Punt return (Forced Fumble Attempt)

1. Forced Fumble: Roll 2 Dice

		Defensive Sack/Intercept/Forced Fumble					
		1	2	3	4	5	6
1	1	1	2	3	4	5	6
2	2	2	3	4	5	6	7
3	3	3	4	5	6	7	8
4	4	4	5	6	7	8	9
5	5	5	6	7	8	9	10
6	6	6	7	8	9	10	11

Success of attempt based on player's skill

The **Colts** attempt a Forced Fumble on **Edelman** using **Butler**.
Butler needs a chart result of **3 or less** for success.
RESULT: 2 = Forced Fumble

2. Fumble Recovery: Roll 2 Dice

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

No Yards gained or lost on Fumble recoveries

Colts Force the fumble and recover the ball at the **P22**

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1	1	12:00	Kick Off	P24	28	Punt
2	09:00	Punt FC	C2	56	Punt	2	08:00	Punt RT	P22		Fumble
3	03:00	Fumble Rec	P22			3	15:00				
4	12:00					4	09:00				
5	06:00					5	03:00				
6	2 MIN					6	01:00				
SECOND HALF >>>											
7	12:00					7	15:00				
8	06:00					8	09:00				
9	15:00					9	03:00				
10	09:00					10	12:00				
11	03:00					11	06:00				
12	01:00					12	2 MIN				
13	OT					13	00:30				
#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
13	OT					14	OT				

3. Fumble Return: Roll 2 Dice

		Intercept / Fumble (Defence Only) Return					
		1	2	3	4	5	6
1	TO	0	0	0	0	0	0
2	0	TO	0	0	0	0	0
3	0	0	TO	0	0	0	0
4	0	0	0	TO	0	0	0
5	0	0	0	0	TO	0	0
6	0	0	0	0	0	TO	0

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

There is no gain.

PART 2: Colt's 3rd Drive

Passing Drive: Roll 2 Dice

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	5	6
6	1	2	3	5	6	6

Number of Receptions x Player Skill = Yards

COLTS choose Herron on a Passing Drive
Herron's skill is 8.2, so **3 Carries x 8.2 = 25** (rounded).

RESULT: **TOUCHDOWN**

Fill in **Herron's** personal stats

NOTE: Herron is not a starting Wide Receiver, so the '**All other receivers**' chart is used.

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1
2	09:00	Punt FC	C2	56	Punt
3	03:00	Fumble Rec	P20	22	TD+1
4	12:00				
5	06:00				
6	2 MIN				
SECOND HALF >>>					
7	12:00				
8	06:00				
9	15:00				
10	09:00				
11	03:00				
12	01:00				
13	OT				

RB	Herron	8.2	3	25	1	0
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NOTE: Colts only needed 22 Yards for a touchdown, but Herron is still awarded all 25 for his personal stats

This ends the first Quarter.

	1	2	3	4	OT	
14						
0						

End of 1st Quarter. Colts 14, Patriots 0

Indianapolis Colts

at

New England Patriots

Final Individual Statistics

LT	Castonzo	CENTER	RT	Thornton	D-LINE SKILL
LG	Mewhort	Harrison	RG	Cherilus	20

POS	QUARTERBACK	SKILL	ATT	YDS	TD	INT
QB	Luck	24				

POS	RUSHING	SKILL	ATT	YDS	TD	FUM
RB	Bradshaw	4.7	18	85	1	0
RB	Richardson	3.3				
RB	Herron	4.5				
QB	Luck	4.3				

POS	RECEIVING	SKILL	REC	YDS	TD	FUM
WR	Wayne	12.2				
WR	Hilton	16.4	4	66	0	0
TE	Allen	13.6				
TE	Fleener	15.2				
RB	Herron	8.2	3	25	1	0
WR	Nicks	10.7				
RB	Tipton	11.3				
TE	Doyle	6.6				
WR	Moncrief	13.9				

LT	Solder	CENTER	RT	Vollmer	D-LINE SKILL
LG	Connolly	Stork	RG	Wendell	22

POS	QUARTERBACK	SKILL	ATT	YDS	TD	INT
QB	Brady	24				

POS	RUSHING	SKILL	ATT	YDS	TD	FUM
RB	Blount	4.7				
RB	Vereen	4.1				
RB	Gray	4.6				
QB	Brady	1.6				

POS	RECEIVING	SKILL	REC	YDS	TD	FUM
WR	Edelman	10.6	5	53	0	0
WR	LaFell	12.9				
TE	Gronkowski	13.7				
RB	Vereen	8.6				
TE	Wright	10				
WR	Amendola	7.4				
WR	Tyms	16.4				
TE	Hoomanawanui	14.7				
RB	Develin	7.2				

End of 1st Quarter. Colts 14, Patriots 0

Indianapolis Colts									
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POS	DEFENCE	S	I	F	SACK	-	INT	-	FF
DE	Redding	4	0	0					
NT	Chapman	0	0	1					
DT	Jones	2	0	1					
LB	Walden	6	0	1	1				
LB	Jackson	4	0	1	1				
LB	Freeman	2	0	2					
LB	Newsome	7	0	4					0
CB	Toler	1	2	1			0		
SS	Adams	0	5	2					
FS	Butler	0	0	3					1
CB	Davis	0	4	2					

POS	PUNTING	SKILL	No #	I20	PR	TD
P	McAfee	46.7				

POS	KICKING	SKILL	FGM	FGA	LG	XPM
K	Vinatieri	24				

POS	RETURNS	SKILL	No #	TD	TB	FC	FUM
KR	Cribbs	32					
PR	Whalen	7.2					

at

New England Patriots									
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POS	DEFENCE	S	I	F	SACK	-	INT	-	FF
DE	Ninkovich	8	1	0					
DT	Wilfork	0	1	0	0				
DT	Siliga	3	0	0	1				
DE	Cha.Jones	6	0	2	0				
LB	Collins	4	2	4					
LB	Hightower	6	0	1					
DB	Arrington	1	0	2					
CB	Revis	0	2	1					
CB	Browner	0	1	0					
S	McCourty	0	2	1					
S	Chung	0	1	0					

POS	PUNTING	SKILL	No #	I20	PR	TD
P	Allen	46.4				

POS	KICKING	SKILL	FGM	FGA	LG	XPM
K	Gostkowski	23				

POS	RETURNS	SKILL	No #	TD	TB	FC	FUM
KR	Amendola	24.1					
PR	Edelman	12					

NOTE: Special Teams stats are filled in at the end of the game.

**WE WILL JUMP AHEAD TO DIFFERENT
PLAYS IN THE GAME.**

NE's 3rd Drive

It is now 4th Down.

1

2

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

POS	KICKING	SKILL
K	Gostkowski	23

Gostkowski's skill is combined with the result from the dice. In this case it is **[Dice Result] 20 + [Skill] 23 = 43 Yards.** 43 is more (or can be equal to) the 36 Yard attempt. Therefore the result is **GOOD!**

Effectively, **Gostkowski's** kick was accurate up to 43 Yards.

#	TIME	How Ball Obtained	Drive began	Yards	Result
1	12:00	Kick Off	P24	28	Punt
2	06:00	Punt	NE22	0	Fumble
3	15:00	Kick Off	P20	61	FG 3pts

Patriot's 5th Drive in the RED ZONE on 4th down

It is now 4th Down.

Passing Drive

It is 4th Down and the Patriots are at the Colts9.

3

4

Brady (skill 24) will go for a Red Zone Touchdown attempt.

REDZONE EFFICIENCY (+ 2 Point Conversion)											
PASSING: Quarterback Skill						RUSHING: Defense Skill					
	1	2	3	4	5	6		1	2	3	4
1	1	2	3	4	5	6	1	1	2	3	4
2	7	8	9	10	11	12	2	7	8	9	10
3	13	14	15	16	17	18	3	13	14	15	16
4	19	20	21	22	23	24	4	19	20	21	22
5	25	26	27	28	29	30	5	25	26	27	28
6	31	32	33	34	35	36	6	31	32	33	34
Success = Touchdown						Success = Touchdown					
Failure = Interception (Defenders Choice)						Failure = Turnover on Downs					

POS	QUARTERBACK	SKILL
QB	Brady	24

NOTE: Failure will result in an interception.

For the pass to be successful, Brady needs a **24 or less**. The Result is a **Touchdown**. The TD is awarded to the current Passing Player, but no additional yards are added to their stats.

TE	Gronkowski	13.7	5	69	1	0
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This works the same for Running 4th Downs in the Red Zone, except the Linemen skill is used instead of the Quarterback.

End of Half. Colts 17, Patriots 10

Indianapolis Colts			at	New England Patriots		
	1	2	3	4	OT	
	14	3				
	0	10				

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1	1	12:00	Kick Off	P24	28	Punt
2	09:00	Punt	C2	56	Punt	2	06:00	Punt	P22	0	Fumble
3	03:00	Fumble Rec	P22	22	TD+1	3	15:00	Kick Off	P20	61	36y FG 3pts
4	12:00	Kick Off	C32	31	54y FG 3pts	4	09:00	Kick Off	P20	39	Interception
5	06:00	Intercept	C41	17	Punt	5	03:00	Punt	P22	78	Red Zone TD+1
6	2 MIN	Kick Off	C20	11	Punt	6	01:00	Punt	P22	5	End of Half
SECOND HALF >>>						7	15:00				

At the end of the Half we can see that the Patriots have some points on the board, but the Colts are still leading.

NOTE: This is where the Home team advantage is made (The away team loses one drive)

NE's 13th Drive

It is now 4th Down.

Last play of the Game.

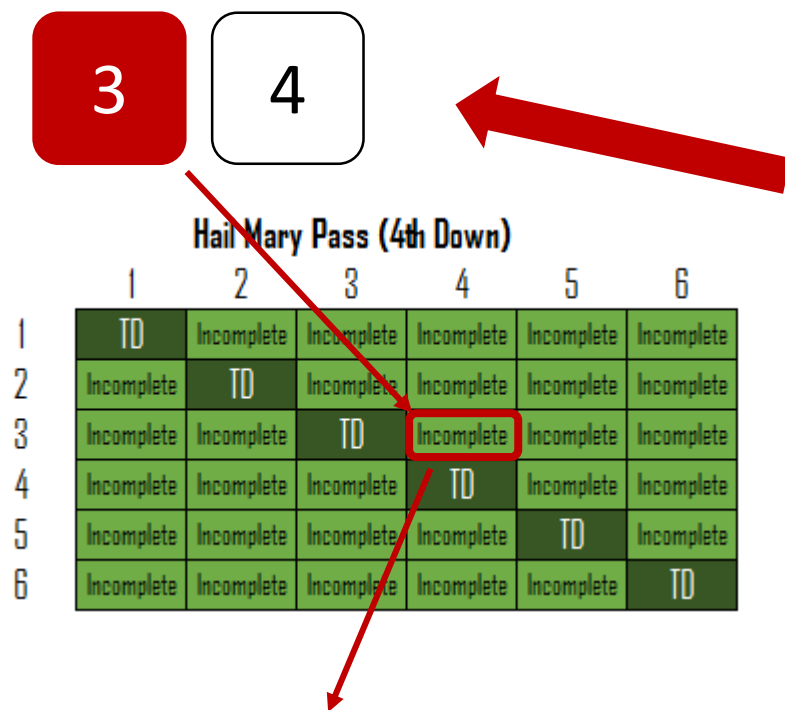
The **Patriots** are at their **own 36** and it is now 4th Down.

The **Patriots** are still trailing by **7** so Brady will attempt a **Hail Mary Pass**.

There is no skill level to check.
This is simply 'pot luck'.

Any double = **Touchdown**

This could send the game into overtime!



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

Incomplete Pass!

GAME OVER: Colts WIN 24-17

End of Game. Colts 24, Patriots 17

DriveFootball Game Book

Page: 1

Date:	TODAY	Start Time:	6:50 PM	Stadium:	Gillette Stadium	
Indianapolis Colts			at	New England Patriots		
24	1	2	3	4	OT	17
	14	3	7	0		
	0	10	0	7		

Ball Possession and Drive Chart

#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
1	15:00	Kick Off	C20	80	TD+1	1	12:00	Kick Off	P24	28	Punt
2	09:00	Punt FC	C2	56	Punt	2	06:00	Punt Rt	P22	0	Fumble
3	03:00	Fumble Rec	P22	22	TD+1	3	15:00	Kick Off	P20	61	36y FG 3pts
4	12:00	Kick Off	C32	31	54y FG 3pts	4	09:00	Kick Off	P20	39	Interception
5	06:00	Intercept	C41	17	Punt	5	03:00	Punt Rt	P22	78	Red Zone TD+1
6	2 MIN	Kick Off	C20	11	Punt	6	01:00	Punt FC	P23	5	End of Half
SECOND HALF>>>						7	15:00	Kick Off	P20	0	Punt
7	12:00	Punt Rt	C41	59	TD+1	8	09:00	Kick Off	P24	29	Punt
8	06:00	Punt Rt	C8	14	Punt	9	03:00	Punt FC	P31	17	Punt
9	15:00	Punt Rt	C30	22	Interception	10	12:00	Intercept			Rt for TD+1
10	09:00	Kick Off	C32	5	Punt	11	06:00	Punt Rt	P28	10	Punt
11	03:00	Punt FC	C16	18	Punt	12	2 MIN	Punt Rt	P31	15	Turnover on downs
12	01:00	On Downs	P46	4	Punt	13	00:30	Punt Rt	P15	21	END OF GAME
#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
13	OT					14	OT				

End of Game. Colts 24, Patriots 17

DEFENSE & SPECIAL TEAMS STATS

Indianapolis Colts	at	New England Patriots
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Final Team Statistics

420	Total Net Yards	319
107	Rushing Yards	66
313	Net Passing Yards	253
3	Sacks	2
1	Interceptions	1
1	Fumbles	1
3	Touchdowns	2
3	Extra Points	2
0	2 Point Conversions Made-Attempts	0
1 - 1	Field Goals Made-Attempts	1 - 1
0	Safeties	0

You can now fill in the Final Team Statistics.

End of Game. Colts 24, Patriots 17

OFFENSE STATS

Note:

Quarterback Attempts are calculated by the following:

All completed catches + 3 additional attempts per Starting receiver + 1 additional attempt for each other receiver used.

Brady threw 23 completed passes, used 2 starting receivers and 7 other receivers. $23 + (2 \times 3) + 7 = 36$

Luck threw 25 completed passes, used 2 starting receivers and 7 other receivers. $25 + (2 \times 3) + 7 = 38$

Indianapolis Colts

at

New England Patriots

Final Individual Statistics

LT Castonzo	CENTER Harrison	RT Thornton	D-LINE SKILL			
LB Mewhort		RB Cherilus	20			
POS	QUARTERBACK	SKILL	ATT	YDS	TD	INT
QB Luck	24	38	313	2	1	
POS	RUSHING	SKILL	ATT	YDS	TD	FUM
RB Bradshaw	4.7	18	85	1	0	
RB Richardson	3.3	0				
RB Herron	4.5	4	18	0	0	
QB Luck	4.3	1	4	0	0	
POS	RECEIVING	SKILL	REC	YDS	TD	FUM
WR Wayne	12.2	9	110	1	0	
WR Hilton	16.4	4	66	0	0	
TE Allen	13.6	2	27	0	0	
TE Fleener	15.2	2	31	0	0	
RB Herron	8.2	3	25	1	0	
WR Nicks	10.7	1	11	0	0	
RB Tipton	11.3	2	22	0	0	
TE Doyle	6.6	1	7	0	0	
WR Moncrief	13.9	1	14	0	1	

LT Solder	CENTER Stork	RT Vollmer	D-LINE SKILL			
LB Connolly		RB Wendell	22			
POS	QUARTERBACK	SKILL	ATT	YDS	TD	INT
QB Brady	24	36	233	1	1	
POS	RUSHING	SKILL	ATT	YDS	TD	FUM
RB Blount	4.7	13	61	0	0	
RB Vereen	4.1	0				
RB Gray	4.6	0				
QB Brady	1.6	3	5	0	0	
POS	RECEIVING	SKILL	REC	YDS	TD	FUM
WR Edelman	10.6	5	53	0	0	
WR LaFell	12.9	3	39	0	0	
TE Gronkowski	13.7	5	69	1	0	
RB Vereen	8.6	2	17	0	0	
TE Wright	10	1	10	0	0	
WR Amendola	7.4	2	15	0	0	
WR Tynes	16.4	0	0	0	0	
TE Koomanawanu	14.7	2	29	0	0	
RB Develin	7.2	3	21	0	0	

End of Game. Colts 24, Patriots 17

DEFENSE & SPECIAL TEAMS STATS

Indianapolis Colts									
POS	DEFENCE	S	I	F	SACK	-	INT	-	FF
DE	Redding	4	0	0	1		0		0
NT	Chapman	0	0	1	0		0		0
DT	Jones	2	0	1	0		0		0
LB	Walden	6	0	1	1		0		0
LB	Jackson	4	0	1	1		0		0
LB	Freeman	2	0	2	0		0		0
LB	Newsome	7	0	4	0		0		0
CB	Toler	1	2	1	0		0		0
SS	Adams	0	5	2	0		1		0
FS	Butler	0	0	3	0		0		1
CB	Davis	0	4	2	0		0		0
POS	PUNTING	SKILL	No#	YDS	PR	TD			
P	McAfee	46.7	7	2	5	0			
POS	KICKING	SKILL	FGM	FGA	LG	XPM			
K	Vinatieri	24	1	1	54	3			
POS	RETURNS	SKILL	No#	TD	TB	FC	FUM		
KR	Cribbs	32	2	0	2	-	0		
PR	Whalen	7.2	3	0	0	2	0		

at

New England Patriots									
POS	DEFENCE	S	I	F	SACK	-	INT	-	FF
DE	Ninkovich	8	1	0	1		1		0 TD
DT	Wilfork	0	1	0	0		0		0
DT	Siliga	3	0	0	1		0		0
DE	Cha. Jones	6	0	2	0		0		0
LB	Collins	4	2	4	0		0		0
LB	Hightower	6	0	1	0		0		1
DB	Arrington	1	0	2	0		0		0
CB	Revis	0	2	1	0		0		0
CB	Browner	0	1	0	0		0		0
S	McCourty	0	2	1	0		0		0
S	Chung	0	1	0	0		0		0
POS	PUNTING	SKILL	No#	YDS	PR	TD			
P	Allen	46.4	5	3	3	0			
POS	KICKING	SKILL	FGM	FGA	LG	XPM			
K	Gostkowski	23	1	1	36	2			
POS	RETURNS	SKILL	No#	TD	TB	FC	FUM		
KR	Amendola	24.1	2	0	3	-	0		
PR	Edelman	12	5	0	0	3	1		

You can now fill
in the
Special Teams
stats

What if it is a Tied Game?

Indianapolis Colts			at	New England Patriots		
24	1	2	3	4	OT	24
	14	3	7	0		
	0	10	0	14		

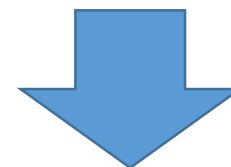
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9	15:00	Punt Rt	C30	22	Interception	10	12:00	Intercept			Rt for TD+1
10	09:00	Kick Off	C32	5	Punt	11	06:00	Punt Rt	P28	10	Punt
11	03:00	Punt FC	C16	18	Punt	12	2 MIN	Punt Rt	P31	15	Turnover on downs
12	01:00	On Downs	P46	4	Punt	13	00:30	Punt Rt	P15	21	TD+1
#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began	Yards	Result
13	OT					14	OT				

Lets say **Brady** completed a successful **Hail Mary Pass**, Scoring a **TD** and the game is tied.

We now need to move into **Over time**.

The following is a simple way of completing this.



Tied Games (Overtime)

RUSHING

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

PASSING AND RUSHING

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

#	TIME	How Ball Obtained	Drive began	Yards	Result
11	03:00				
12	01:00				
13	OT				

The rules are basically the same as the NFL.

NOTE: This is played as per a usual drive, except the starting running back chart and/or passing chart is used no matter which player is representing.

- Toss a coin (or dice) to see who will kick off first
- Each team must have a turn with the ball unless the first team scores a Touchdown.
- If the first team scores a Field Goal, the second team still has an opportunity to score also (and any score will win).
- If each team fails to score (or both score a field goal) it is a tie.

Playoffs (and if it is still tied after the initial OT drive)

In playoffs a tied game is obviously no good!!!

You could either:

Grab a new drive sheet and keep playing over with all players available again, until there is a winner.

Or

Have a Field Goal shootout until there is a clear winner (but only the winning field goal is actually recorded).