

# Drive Football

## Introduction

Thank you for purchasing Drive Football.

I truly hope you enjoy playing this game as much as I do.

I encourage you to read through all the instructions and quick start guide so you can fully understand how the game works.

*This game makes an assumption that you know the basics of American Football. If you do not, please visit Wikipedia or <http://www.nfl.com/rulebook/beginnersguidetofootball> to familiarize yourself with the game.*

If you do have any questions please contact me via email

[email@boxscorediceports.com](mailto:email@boxscorediceports.com) or my website forum at [www.boxscorediceports.com](http://www.boxscorediceports.com)

## Basic Concepts

Understanding the underlying concepts of the game will help you grasp the game quickly.

Most dice games play at a 'play by play' level, Drive Football however operates at the 'Drive' level. This means in one roll a team will (hopefully) progress the ball downfield either to attempt to score or will turn the ball over on downs, though punting, or by a defensive play from the opposition.

## You will need

- A Pen
- 2 Dice (preferably different colors)
- A printer
- Calculator (to make your life easy)

# Positions and Roles

There are 34 roles that players can fill for each team in this game.

Usually the same player will fill multiple positions.

- 5 Linemen
- 1 Quarterback
- 4 Rushing roles
- 9 Receivers roles
- 11 in defense
- 4 special teams

## Choosing a team

### Replay (Historic) Team/Game

- When replaying a historic game, the roles are usually self-explanatory.
- The main historical players for that game or season will fill the available roles.

### Custom Team

When choosing an '**all-star**' team or a '**custom**' team (using real players) the following guidelines are advised to produce realistic results.

1. The 2 main receiver roles and running back role should only be filled by 'regular starters' who would normally play major roles in real life.
2. The quarterback will normally fill one of the rushing roles (unless it's someone like Payton Manning ;-)
3. Defensive players should reflect real formations. (i.e. 4-3 or 3-4 formations)
4. Linemen should play in their normal position (i.e. A *Tackle* should not play *Center*)
5. If both teams agree, then any of these rules can be customized in any way.

# Player Skills / Ratings

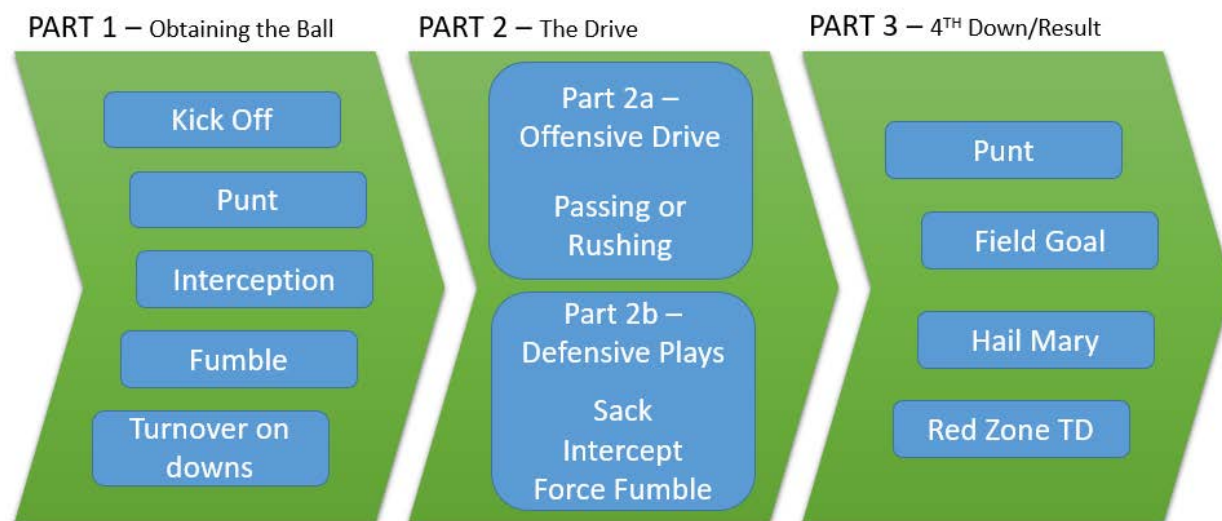
The following chart outlines how to find skills and how they play out in the game.

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

NOTE ABOUT SKILLS: You might either play one year (i.e. 2014) using the statistics from that season, or you might use a player's career seasonal average (this might take slightly longer to work out)

# Flow of the game

Each Drive is split into 3 basic Parts



## Part 1 – Obtaining the ball



This will generally be from a kickoff, intercept, fumble recovery, turnover on downs, missed field goal or punt.

## Part 2a – Drive (Part 2a will either end in a 4<sup>th</sup> down or a TD)



One offensive receiver or rushing player is chosen to represent the drive.

If during this drive the ball passes over the goal line (into the End Zone) a **Touchdown** is automatically scored and the **Drive** is over.

If the ball pass over the **End Zone**, it is still a **Touchdown**

## Part 2b – Defensive play(s)



If the **Drive** has not ended in a **Touchdown**, the defense can attempt the following plays:

- **Forced Fumble** and attempted **fumble recovery**
- Quarterback Sack (with the opportunity for a safety)
- Interception (and attempt to return for a touchdown)

## Part 3 – Result



Part 3 other name could be 4<sup>th</sup> Down as that is what it always is

If the offensive team still retains the ball after the defense has '*done its worst*' then at this point they need to choose an appropriate '4<sup>th</sup> down' play.

They can choose from the following:

- **RED ZONE Touchdown** Attempt via a **Throw** (Risk interception)
- **RED ZONE Touchdown** Attempt via a **Rush** (Risk turnover on downs)
- **HAIL MARY Touchdown** Attempt via a **Throw** (Risk interception)
  - Outside of the Red Zone
- **Field Goal** Attempt (if in range)
- **Punt** (Risk a punt return Touchdown)

The following table (see PDF labeled 'Types of Plays') is a great 'go to' reference of different plays and what can happen in each.

DriveFootball Types of Plays

		Drive will end with:		* Defensive plays if 4th Down				Notes
TYPES OF DRIVES	Description of Drive	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	✓	✓	✗	✗	✓	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.

# Game Play

## Kick Off (and Return)

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 = TouchbackFailure = Returnable Kick

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

A **kick off** occurs at the start of each half and after each scoring drive.

Unless the kicking team is choosing an **onside** kick, this part of the game is designed to play out fast.

The Kicker's skill determines whether one of two results happen

1. **Touchback** (The receiving teams starts at its own Touchback 20 Yard Line)
2. **Returnable Kick** (and chance of a kickoff touchdown return)

**Returnable kicks** are magically caught on the goal line each time and can result in one of two results

1. A kick return to the kick returner's skill (usually slightly better than a touchback).
2. A return for a touchdown.

**Force Fumble:** The kicking team can attempt a forced fumble on a returnable kick (unless it's a touchdown).

**Onside Kicks** – will be explained later.

## The Offensive Drive and Defensive Plays

The offensive team must choose a player to represent the drive.

This will be represented by either a:

1. Passing Drive
2. Running Drive
3. *Quarterback Kneel (rare)*

# Passing Drive

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

- A receiver is chosen (Starters have more catching opportunities)
- *Roll Dice*
- The result is written recorded in the receiver's individual player stats area.

## RESULT ONE

- If the Drive (at this point) passes the goal line into the End Zone it is a **Touchdown**. It is important to note that the defense does not get an opportunity in this situation.

EG: Own20 Yard Line: Passing play results in 88 Yards from 7 catches.

This play results in a Touchdown.

## RESULT TWO

- If the Drive (at this point) has not yet reached the End Zone, then the defense can now have **3 attempts (Part 2b in the diagram)** at any of the following defensive plays.
  1. Sack the Quarterback.
  2. Intercept the Ball
  3. Force a Fumble on the Receiver

In all, the **Defense** has a total of **3 opportunities** (they can choose less) after a Passing play.

EG: Own20: Passing play results in 38 Yards in 3 catches

This play will potentially result in a 4<sup>th</sup> Down at the Opposition 42 Yard Line, but...

In the above example the **Defense** can now attempt up to 3 defensive plays first:

1. They might choose an Interception attempt
2. They might choose a Sack
3. They might choose a **Forced Fumble**

The result may mean a turnover or a loss of yards.

# Running Drive

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						

- A ball carrier is chosen (Starting Running back will have more carries)
- Roll Dice
- The result is written recorded in the Runner's individual player stats area.

## RESULT ONE

- If the Drive (at this point) passes the goal line into the End Zone it is a **Touchdown**. It is important to note that the defense does not get an opportunity in this situation.

EG: Own20 Yard Line: Running play results in 108 Yards from 22 carries.

This play results in a Touchdown.

## RESULT TWO

- If the Drive (at this point) has not yet reached the End Zone, then it is officially a fourth down and the defense now has one attempt at a Forced Fumble.
  1. Force a Fumble on the Runner

*NOTE: Defense has limited choices on Running Plays.*

AGAIN: In all the **Defense** has a total of **1 opportunity** (they can choose not to use it) after a Running play.

EG: Own20: Running play results in 59 Yards in 13 carries.

This play will potentially result in a 4<sup>th</sup> Down at the Opposition 21 Yard Line, but...

In the above example the **Defense** can now attempt **1** defensive play

1. They can only choose **1 Forced Fumble attempt**



## The 4<sup>th</sup> Down

As explained above, when the drive has stopped without reaching the End Zone, and the offense survived the onslaught of the defense, it is now a **4<sup>th</sup> down situation**.

The following options are available for the offense

1. Punt the ball
2. Field Goal
3. Go for the End Zone (if in Red Zone)
  - a. **Touchdown** Attempt via a **Rush** (if the Drive was a running play)
  - b. **Touchdown** Attempt via a **Throw** (if the Drive was a passing play)
4. Hail Mary Pass (Outside the Red Zone) for a Touchdown
5. QB Kneel.

## Punting the Ball

- A punt is very simple, you will need the player's punting average (NOT Net AVG).
- ROLL TWO DICE = the distance will usually be the maximum of the punter's average.
- HOWEVER: If the Punter's maximum kick will put the ball into the End Zone, the punter can choose to kick to the 10 Yard line only, otherwise it will be a Touchback.

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

### EXAMPLE of the 10 Yard Rule:

The Punt is taken from the 45 Yard Line. The Punters Skill is 46 Yards, so a full punt will result in a **Touchback**. They can choose to kick a 35 Yard Punt to the 10 yard Line instead. *The receiving team then rolls for a return as normal.*

- The roll of the dice determines whether the ball is a **Fair catch**, returnable (for the punt returner average) or a Return for a **Touchdown**.
- The punting team may attempt a **Forced Fumble** attempt if the receiving team is attempting a return (unless it is a **Touchdown** return).
- The receiving team can choose a Fair Catch instead of a returnable punt (eliminating any chance of a **Forced Fumble** attempt).

**Drive Football currently does not have Block Punts – I am happy to receive feedback on this.**

## Field Goal Attempt

**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

A Kicker's Skill + the chart determines their accuracy over distance.

- The distance of the **Field Goal** is the line of scrimmage to the *Goal line* plus 17 yards.
- The Kickers skill is combined with the (chart result) to determine accuracy over the required distance.
- ROLL TWO DICE and consult the chart to determine if the **Field Goal** is 'Good' or 'Missed'.

EXAMPLE:

- The kickers skill is 29.
- The Field Goal Attempt is 45 Yards (28+17). Kicker rolls a 2 and a 3. The Charts says 30.
- So the kick is accurate for 59 Yards (Chart result (30) + Kicker Skill (29))
- **Result:** FIELD GOAL! The 45 Yard attempt is easily within 59 Yards.

**Extra Points** use the same chart (see Extra Points description below)

## Red Zone Touchdown Attempt

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

### When the Drive was a Pass

- The Quarterback Skill determines the success rate for this play
- ROLL TWO DICE (see Chart) for a successful **Touchdown** pass.

#### SUCCESS: Touchdown

- The **Touchdown** is awarded to the current receiving player. However, no additional Yards are recorded for individual player stats in this play.

#### INTERCEPTION

- If the pass is not successful it WILL ALWAYS be an interception. The defense can choose any defensive player for this interception.
- Defense can attempt to return the interception for a **Touchdown**, otherwise it is a Touchback.

### When the Drive was a Rush

- The Linemen Skill determines the success rate for this play
- ROLL TWO DICE (see Chart) for a successful **Touchdown** Run.

#### SUCCESS: Touchdown

The **Touchdown** is awarded to the current rushing player. However, no additional Yards are recorded for individual player stats in this play.

#### TURNOVER ON DOWNS

If the run is not successful it WILL ALWAYS be a turnover on downs.

## Hail Mary Pass: Touchdown Attempt outside of the Red Zone

*There is no chart for this play: Any Double equals a Touchdown*

- This can only be attempted after a passing play.
- This is a gamble Hail Mary Pass resulting in either a touchdown or an interception.
- ROLL TWO DICE
- Any Double = Touchdown
- Any other combination = Incomplete Pass

### SUCCESS: Touchdown

- The **Touchdown** can be awarded to any one of the receiving players on the offense. *This is the only opportunity for a player to get more than 1 receiving TD per game.*
- No Yard are recorded for individual player stats in this play (optional).

### Incomplete Pass

- Defense can have up to two defensive play attempts on an incomplete pass.

## Quarterback Kneel

*There is no chart for this play.*

- A QB kneel can be used at any time.
- This normally happens at the end of a half otherwise the result is a turnover on downs.
- No individual player stats are recorded for this.

## Quarterback Sack attempt

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

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

- A Sack attempt can be made on any passing play/drive that has not yet resulted in a Touchdown.
- ROLL DICE (see Charts for success and Yards Lost)

## Safety

- If the Quarterback is sacked in their own End Zone, a safety is scored for the defensive team (2 Points).
- The team who was sacked in the End Zone must then take a free kick from their 20 Yard Line.
- The Free Kick after the safety is calculated the same as a punt (see punt description).

## Interception attempt

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

- An interception attempt can be made on any passing play/drive that has not yet resulted in a Touchdown.
- ROLL DICE (see Charts for success and return for Touchdown)

## Forced Fumble attempt

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

- A Forced Fumble attempt can be made on most passing or rushing play/drive that have not yet resulted in a Touchdown.
- ROLL DICE (see Charts for success and Yards Lost)

## Fumble Recovery attempt

Fumble Recovery							Intercept / Fumble (Defence only) Return						
	1	2	3	4	5	6		1	2	3	4	5	6
1	Offense	Defense	Defense	Defense	Defense	Defense	1	TO	0	0	0	0	0
2	Offense	Offense	Defense	Defense	Defense	Defense	2	0	TO	0	0	0	0
3	Offense	Offense	Offense	Defense	Defense	Defense	3	0	0	TO	0	0	0
4	Offense	Offense	Offense	Offense	Defense	Defense	4	0	0	0	TO	0	0
5	Offense	Offense	Offense	Offense	Offense	Defense	5	0	0	0	0	TO	0
6	Offense	Offense	Offense	Offense	Offense	Offense	6	0	0	0	0	0	TO

No Yards gained or lost on Fumble recoveries

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

- The Fumble Recovery determines who wins the ball after a fumble.
- ROLL DICE (see Charts for result)
- Fumble recoveries can be awarded to any player on the field at the time.  
(I like to award offensive recoveries to my offensive line)
- Only fumble recoveries that result in a turn over (defensive) can be returned for a touchdown.

IMPORTANT: All turnovers and recoveries that don't get returned for a Touchdown magically end at the original line of Scrimmage.

## Extra Point Attempts

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

**Extra Points** use the same chart and rules as **Field Goals** Attempts

- Up to 2014 season from the 2 yard line (19 Yard attempt)  
*Most Kickers will automatically make a Extra Point because their skill is already greater than the 19 yards required, so no DICE ROLL is required.*
- 2015 Season: XPA from 15 Yard line (33 Yard attempt).

## 2 Point Attempt

REDZONE EFFICENCY (+ 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

Two point attempts use the same chart rules as **Red Zone Touchdown attempts**.

- Choose a Pass or Run (Usually the stronger skill)
- ROLL TWO DICE
- If the chart result is equal or less then the skill it is a success.

## Onside Kicks

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	6	1	Offense	Defense	Defense	Defense	Defense	Defense
2	7	8	9	10	11	12	2	Offense	Offense	Defense	Defense	Defense	Defense
3	13	14	15	16	17	0	3	Offense	Offense	Offense	Defense	Defense	Defense
4	1	2	3	4	5	6	4	Offense	Offense	Offense	Offense	Defense	Defense
5	7	8	9	10	11	12	5	Offense	Offense	Offense	Offense	Offense	Defense
6	13	14	15	16	17	0	6	Offense	Offense	Offense	Offense	Offense	Offense
Success of attempt based on player's skill							No Yards gained or lost on Fumble recoveries						

An onside kick is automatically kicked to the 50 yard line.

For the kicking team to recover the ball they must:

1. Force a Fumble and then;
2. Recover the fumble successfully.
3. They can attempt up to three forced fumble attempts per onside kick.

See Force Fumble and Fumble Recovery descriptions.

# OTHER ELEMENTS

## Home Ground Advantage

The Home ground advantage is that the home team receives 13 Drives to the Visiting teams 12.

NOTE: Home team always kicks off to start the game to facilitate this the home ground advantage.

Ball Possession and Drive Chart									
#	TIME	How Ball Obtained	Drive began	Yards	Result	#	TIME	How Ball Obtained	Drive began
1	15:00					1	12:00		
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
13	OT					14	OT		



## 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 RECEIVING						
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						

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

12	2 MIN				
13	00:30				
#	TIME	How Ball Obtained	Drive began	Yards	Result
14	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 you will need to find a winner.

**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.*

**NOW: Please check out the QUICK START GUIDE for an actual game in action.**