

CHART LEGEND

This legend applies to all Offensive Play Charts, Defensive Play Charts, Special Team Charts and the Priority Chart.
NOTE: All yardage, gained or lost, is measured from the line of scrimmage.

#	Number of Offensive Yards Gained, or Number of Yards the Ball Traveled on a Kick.	PI #	Defensive Pass Interference with Number of Penalty Yards.
B	Breakaway (Offensive Team rolls the dice again and uses its B column).	DEF #	Penalty on Defensive Team with Number of Penalty Yards.
TD	Touchdown.	OFF #	Penalty on Offensive Team with Number of Penalty Yards.
(#)	Defense Allows Completed Pass or Run with Number of Offensive Yards Gained. (Do not combine with offensive result.)		Incomplete Pass.
(TD)	Defense Allows Completed Pass for Touchdown.		No Gain or No Change.
# †	Distance Punt Travels from Line of Scrimmage with No Return.	QR	Quarterback Run – Offensive Team rolls the dice again and uses its QR column.
#	Number of Offensive Yards Lost.	SOP	Sprint-out Pass off the Option Play – Offensive Team rolls the dice again and uses its Sprint-out Pass column. Defensive Team finds result of its dice roll under its Sprint-out Pass column.
QT	Quarterback Trapped – Offensive Team rolls the dice again and uses its QT column.	BLP	Bootleg Pass off the Option Play – Offensive Team rolls the dice again and uses its Bootleg Pass column. Defensive Team finds result of its dice roll under its Bootleg Pass column.
INT #	Intercepted Pass – Distance pass travels before interception occurs. Intercepting team rolls dice again and uses INTERCEPTION RETURN column.	Wherever an asterisk (*) appears next to a number or in a white box, it indicates that the Ball is Out of Bounds, and the time for the play is only 10 seconds. If the asterisk occurs and the Defensive play has priority over the Offensive play, the Ball is <i>not</i> Out of Bounds.	
F	Fumble – Consult Rules.		
BK #	Blocked Punt or Blocked Field Goal Attempt and Number of Yards Lost – Consult Rules.		
NG	Field Goal Attempt No Good – Consult Rules.		
(#)	Defense Allows Completed Pass or Run with Number of Offensive Yards Lost (Do not combine with offensive result.)		

PRIORITY CHART

← DEFENSIVE PLAY RESULT →

	Offensive Yards Gained or B	Offensive Yards Lost	NO CHANGE	(#)	(#)	(TD)	QR	QT	INT
Offensive Yards Gained or B	ADD	ADD	Offensive Yards Gained or B	(#)	(#)	(TD)	QR	QT	INT
Offensive Yards Lost	ADD	ADD	Offensive Yards Lost	(#)	(#)	(TD)	QR	QT	INT
NO GAIN	Offensive Yards Gained or B	Offensive Yards Lost	NO GAIN	(#)	(#)	(TD)	QR	QT	INT
TD	TD	TD	TD	(#)	(#)	(TD)	QR	QT	INT
QR	ADD	ADD	QR	(#)	(#)	(TD)	QR	QT	INT
QT	QT	QT	QT	(#)	(#)	(TD)	QR	QT	INT
INT	INT	INT	INT	(#)	(#)	(TD)	QR	QT	INT Shortest Yards
F or BK	A FUMBLE OR BLOCKED KICK TAKES PRIORITY OVER ANY RESULT EXCEPT A PENALTY.								
DEF, OFF or PI	PENALTIES ALWAYS TAKE PRIORITY.								

Kicking Team Recovers



Receiving Team Recovers



Penalty—5 Yards against Kicking Team



Onside Kickoff: If a team wants to attempt an Onside Kickoff (to retain possession of the ball), the ONSIDE KICKOFF COLUMN is used. Throw the same dice as used for finding an Offensive result. There is no return of this kickoff.

ONSIDE KICKOFF

	# ON DICE	DISTANCE OF KICK
	10	22
	11	4
	12	5
	13	6
	14	7
	15	8
	16	9
	17	30
	18	35
	19	33
	20	27
	21	20
	22	17
	23	14
	24	13
	25	12
	26	16
	27	19
	28	25
	29	22
	30	18
	31	15
	32	11
	33	10
	34	OFF 5
	35	OFF 5
	36	15
	37	12
	38	18
	39	20

NOTE: For SOP and BLP, first read explanations under CHART LEGEND.