

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.
B	Breakaway (Offensive Team rolls the dice again and uses its B column).
TD	Touchdown.
(#)	Defense Allows Completed Pass or Run with Number of Offensive Yards Gained. (Do not combine with offensive result.)
(TD)	Defense Allows Completed Pass for Touchdown.
# †	Distance Punt Travels from Line of Scrimmage with No Return.
#	Number of Offensive Yards Lost.
QT	Quarterback Trapped — Offensive Team rolls the dice again and uses its QT column.
INT #	Intercepted Pass — Distance pass travels before interception occurs. Intercepting team rolls dice again and uses INTERCEPTION RETURN column.
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.)

PI #	Defensive Pass Interference with Number of Penalty Yards.
DEF #	Penalty on Defensive Team with Number of Penalty Yards.
OFF #	Penalty on Offensive Team with Number of Penalty Yards.

Incomplete Pass.

No Gain or No Change.

POINT AFTER TOUCHDOWN

# ON DICE	RESULT
16	OFF 5
17	NG
18	DEF 15
19	OFF 15
20	DEF 5

All other numbers thrown on the dice indicate the Point After Touchdown attempt is successful. Consult the rule for the procedure when a penalty occurs.

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 not Out of Bounds.

PRIORITY CHART

DEFENSIVE PLAY RESULT

	Offensive Yards Gained or B	Offensive Yards Lost	NO CHANGE	(#)	(#)	(TD)	QT	INT
Offensive Yards Gained or B	Combine OFF & DEF Results	Combine OFF & DEF Results	Offensive Yards Gained or B	(#)	(#)	(TD)	QT	INT
Offensive Yards Lost	Combine OFF & DEF Results	Combine OFF & DEF Results	Offensive Yards Lost	(#)	(#)	(TD)	QT	INT
NO GAIN	Offensive Yards Gained or B	Offensive Yards Lost	NO GAIN	(#)	(#)	(TD)	QT	INT
TD	TD	TD	TD	(#)	(#)	(TD)	QT	INT
QT	QT	QT	QT	(#)	(#)	(TD)	QT	INT
				(#)	(#)	(TD)	QT	INT
INT	INT	INT	INT	(#)	(#)	(TD)	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

OFF 5

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	14
12	17
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	5
31	15
32	11
33	10
34	OFF 5
35	OFF 5
36	15
37	12
38	18
39	20

OFFENSIVE PLAY RESULT