

*pen &
paper*

FOOTBALL



by John M Slater

PEN & PAPER FOOTBALL

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For 1 or more players

Equipment: This rule book, a set of dice (see below), pencil and paper

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THE DICE

Pen & Paper Football makes use of the following dice:



Six-sided
d6



Ten-sided
d10



Twenty-sided
d20

Example: If the game calls for three six-sided dice to be rolled, it is abbreviated 3d6. If it calls for one twenty-sided dice to be rolled, it is abbreviated 1d20.

INTRODUCTION

The time was 1983. I was eleven years old. The U.S.F.L. had just started its existence as a professional football league. Inspired by all of these brand new football teams, I decided to invent my own football league, complete with names and helmets. Once I had a bunch of team, I figured that I need a way to play games with them, so I invented a simple way to generate game scores using a normal six-side dice.

The method was simple. Roll 1d6 to generate the number of points each team scores during each quarter. Add the points up and determine the winner. I think the old dice table looked something like this:

Roll	Points Scored
1	0
2	3
3	6
4	7
5	10
6	14

This simple game served to entertain me one summer on a long road trip from Las Vegas to Iowa. I went through several seasons and crowned many champions with such teams as the Ottumwa Hogs, New Jersey Battleships, Billings Mountaineers, Boise Diamonds, Canton Bulldogs (I always loved the classics) and Birmingham Yellowhammers.

Thirty years later, I think it's time to update and expand this concept.

These rules are designed to allow for two forms of play, League and Head-to-Head. League play works the way my old game did, allowing a referee to run several team through a whole season of football with just the roll of a dice. Head-to-head play allows two players to pit their teams against one another, play-by-play.

The rules also allow for team development. Teams that do well can expand their fan base and thus the money they have to spend on better players. Teams that suffer might have to move to a new city or even close up shop completely.

CREATING TEAMS

A *P&P Football* team is defined by six stats – Quarterback (QB), Running Backs (RB), Wide Receivers (WR), Linemen (LM), Linebackers (LB) and Defensive Backs (DB). For each statistic, roll 3d6 to determine the team’s score in that statistic. Each score translates into a bonus or penalty. Scores cannot be lower than 3 or higher than 18.

Score	Modifier
3	+0
4-5	+1
6-8	+2
9-12	+3
13-15	+4
16-17	+5
18	+6

These scores are combined to determine a team’s Offense Rating (OFF) and Defense Rating (DEF) for league play, and are used individually during head-to-head play.

A team’s OFF is a combination of its bonuses for Quarterback, Running Backs and Wide receivers bonuses. A team’s DEF is a combination of its bonuses for its Linemen, Linebackers, and Defensive Backs.

Philosophy

A team can also be built on a particular philosophy. A philosophy alters a team’s starting ability scores. Keep in mind that choosing a philosophy is completely optional.

Run and Shoot: Run and shoot offenses concentrate on passing – they are quick and agile. A run and shoot football team increases its starting WR and DB scores by 1 each, and decreasing its starting RB and LM score by 1 each.

Smash-Mouth: A smash-mouth football team concentrates on the run and building a strong defensive line. A smash-mouth football team increases its starting RB and LM scores by 1 each, and decreasing its starting WR and DB score by 1 each.

The Details

Once you have rolled a team’s statistics, you need to name the team, choose its home city, and pick a logo and team colors. More will be written below on the markets one can choose from in a game that is based in the United States.

Example Team: The San Diego Cruisers

The San Diego Cruiser’s owner rolls 3d6 for each ability score, and decides to build his team with a “run and shoot” philosophy. Unfortunately, his aims are slightly thwarted by rolling poorly for his WR score. This gives San Diego the following scores:

Ability	Score	Modifier
QB	14	+4
RB	8	+2
WR	7	+2
LM	8	+2
LB	11	+3
DB	16	+5

This gives the Cruisers an OFF of +8 and a DEF of +10.

He designs a helmet for the team keeping with the Southern California lifestyle.



THE LEAGUE

Football games take place between teams in a fantasy league that you create. The league may be as large or small as you like, with a minimum of six teams to keep it interesting. If there are enough players in your group, each player should have one team of their own. If you have fewer than six players, you can create “Non-Player Teams” (NPTs) to fill out the league. Games against NPT’s are always decided using league play rules (see below).

A small football league of six teams might look as follows.

WEST DIVISION



DALLAS LONESTARS



LOS ANGELES FURIES



SAN DIEGO CRUISERS

EAST DIVISION



CHICAGO TIGERS



GEORGIA DEVILS



NEW YORK TYCOONS

LEAGUE PLAY

League play simulates an entire football game with just eight dice rolls. Each roll of the dice determines the number of points a team scores during a quarter of football. Roll 4 times for each team, total the results and you have your winner.

A team's scoring is determined by rolling a twenty-sided dice. The roll is modified by the difference between a team's OFF and their opponent's DEF. In addition, the home team adds +1 to its dice rolls to represent home field advantage. This is why the table below goes beyond 20. A negative roll indicates 0 points are scored.

D20	Points
Up to 8	0
9-12	3
13	6
14-19	7
20-21	10
22	13
23	14
24	17
25+	21

A game that ends in a tie can either count as a tie, or the Referee can rule that an over-time quarter (or quarters) is held to determine the winner. Many different tie-breaking schemes have been used in professional and college football, so feel free to draw up whatever rules you prefer for your league.

Example: New York Tycoons at San Diego Cruisers

In this game, the Cruisers have an OFF of +8 and a DEF of +9. The Tycoons have an OFF of +11 and a DEF of +10. When the Cruisers roll their dice to determine points, they add the difference between their OFF and the Tycoons' DEF. The difference between +8 and +11 is -3. So, the Cruisers subtract 3 from each of their rolls. When the Tycoons roll their dice to determine points, they add the difference between their OFF and the Cruiser's DEF. The difference between +11 and +9 is +2. The Tycoons will add +2 to each roll.

Since the game is being played in San Diego, the Cruisers get to modify their rolls by an additional +1, so in fact they'll only be subtracting two from their dice rolls.

In the first quarter, the Cruisers roll 11, modified to 9. This equals 3 points, so the Cruisers manage to score a field goal in the first quarter of the game. The Tycoons roll 17,

modified to 19. This equals 13 points, so the Tycoons manage to score two field goals and a touchdown during the first quarter.

Repeating this process for the second, third and fourth quarters, we get the following results:



Team	Q1	Q2	Q3	Q4	Total
Cruisers	3	0	3	3	9
Tycoons	13	0	0	3	16

So by the end of the game, the Tycoons have defeated the Cruisers 16 to 9.

HEAD-TO-HEAD PLAY

In head-to-head play, games work like real football games. Each team takes turns on offense, running plays, trying to gain yardage and ultimately score points. As plays are run, time is run off the clock.

Exploding Dice and Action Dice

Before we get into the rules for moving the ball (or stopping that movement), you need to understand two terms used in these rules.

Exploding Dice: When you roll a dice to determine how many yards are gained or lost on a play and you roll a 6, you may roll an additional d6 and add it to the total. If you keep rolling 6’s, you keep adding d6 to your yardage. If you gain more than 25 yards in this way, the ball carrier gets behind the defense and might run for a touchdown.

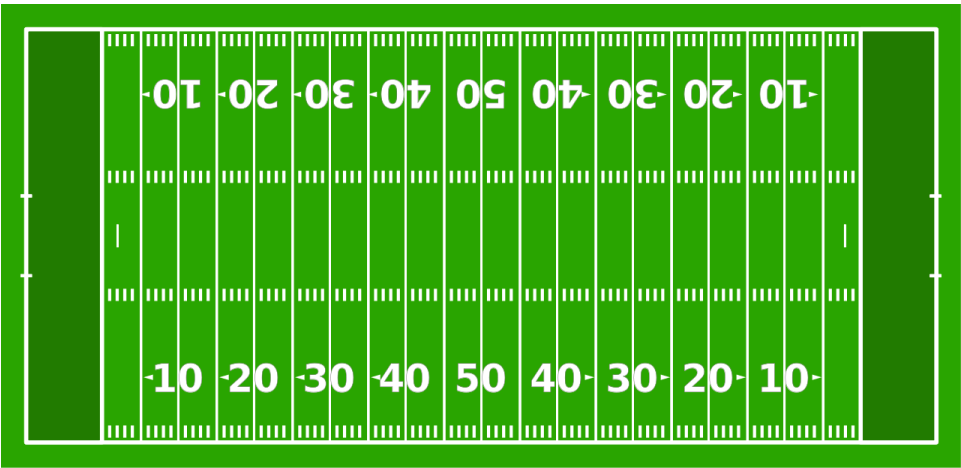
Action Dice: Each team gets 3 action dice to use in a game. When an action dice is deployed on an offense attack roll, a d6 roll is added to the d20 roll. When an action dice is deployed by the defense, the DC on a play is increased by the roll of 1d6. In either case, the use of the action dice must be declared before the attack roll is rolled.

Basic Football Rules

For those who are new to the game of American Football, here is a quick rundown of the rules of the game:

- 1) The object of the game is to carry the ball over the opponent's goal line to score a touchdown, which is worth 6 points or to kick the ball through the opponent's goal posts for a field goal, which is worth 3 points.
- 2) To accomplish this, teams run or pass the ball. When an offense first takes control of the ball, they have 4 "downs" to advance the ball 10 yards from the line of scrimmage (i.e. the yard line where the ball is received). If in four downs they do not advance the ball at least 10 yards, the ball is turned over to the other team. Most teams opt on fourth down to punt the ball to the other team to give them the ball further away from their own goal line, or if they are close enough, they attempt to kick a field goal.
- 3) When a team does advance the ball at least 10 yards they get another 4 downs to advance another 10 yards from the new line of scrimmage. In this way, a team moves the ball down the field little by little (or all at once, if they're lucky) until they can score.

An American football field is 100 yards long. Yardage is marked starting at each end, in 10-yard increments to the 50-yard line in the middle of the field. At each end of the field there is a goal line and behind it the "end zone", which is 10 yards deep. At the back of the end zone are goal posts. The space between the goal line and the 20-yard line is called the "red zone". Passing is more difficult in the "red zone".



Time

A game of *Pen & Paper Football* consists of four quarters of play, each quarter consisting of 40 rounds. Each play during a game, whether pass, rush, kick or punt uses up one round of the game. The first and second quarter constitute the first half of the game, the third and fourth quarter constitution the second half of the game. Each half of play is started by one team kicking off to the other. The team that kicked off to start the first half receives the kickoff to start the second half.

Home Field Advantage

Home field advantage is a term applied to the team that is playing at home in their own stadium and in front of their own fans. The team with home field advantage gets one extra action dice to roll during the game.

The Coin Toss

The game begins by the Referee tossing a coin. The visiting team gets to call the coin toss in the air. The winner of the coin toss can choose to begin the game on offense or defense. The team that starts on defense must kickoff the ball to the offense. After halftime, the team that began the game on defense starts on offense.

Kicking and Punting

Although rushing and passing now dominate the game, the name of the game is football. There are three times that contacting the ball with a foot occurs in the game: Kickoffs, punts and kicking field goals and points-after-touchdowns.

Kickoffs

Every game of football begins with the kickoff. The second half of a game is also started with a kickoff, and every touchdown and field goal is followed by a kickoff.

A standard kickoff can be kicked from a team's 30, 35 or 40 yard line, depending on what era of football you are emulating. In modern times, teams kickoff from the 35 yard line. The kicking team rolls 2d6 and consults the table below to find how far they kick:

The receiving team can choose to return the ball (i.e. run with it) or make a *fair catch*. If they make a fair catch in the field of play, they begin on offense where they received the ball. If the fair catch is made in the

Roll	Kickoff Distance
2	45 yards
3	50 yards
4	55 yards
5-6	60 yards
7-9	65 yards
10-11	70 yards
12	75 yards

end zone, it is called a *touchback*, and they begin play on their own 20 yard line.

If they choose to return the ball, roll 5d6 for the number of yards they run. If the runner runs at least 30 yards it becomes a foot race for the end zone (see Foot Race below). If a return is made, roll 1d20. A roll of “1” indicates that the ball is fumbled halfway through the return. See the rule for fumbles below.

There two special kinds of kickoffs a team can attempt: Onside kicks and squib kicks.

An *onside kick* is made by the kicking team in an attempt to get the ball back. With this gamble, the kicker attempts to kick the ball at least 10 yards so one of his team mates can recover the ball. For an onside kick, the kicking player must roll a 12 or higher on 1d20. If successful, the kicking team gets the ball on their opponent’s 40 yard line. If not, the receiving team gets the ball on their own 40 yard line.

When making a *squib kick*, the kicking team rolls 1d6 instead of 2d6 to determine the distance of the kick and the returning team rolls 3d6 to return the ball.

Punts

When a team cannot move the ball 10 yards after three downs, they might choose on fourth down to punt the ball. A punt works like a kickoff, with the kicking team rolling 2d6 for the punt distance, and the receiving team rolling 3d6 (instead of 5d6) to return the ball if they do not make a fair catch. Use the table below to determine distance.

A punt is also made by a team after they have had a safety scored on them by the opposing defense.

Roll	Punt Distance
2	35 yards
3	40 yards
4	45 yards
5	45 yards
6-7	50 yards
8-9	55 yards
10	60 yards
11	65 yards
12	70 yards

Field Goals and Points-After-Touchdowns

A field goal (FG) or point-after-touchdown (PAT) is scored by kicking the ball through the opponent’s goal posts. When kicking, you must roll 1d20 higher than the number on the table below to succeed. The distance of the field goal is equal to the yard line from which it is kicked +17 yards, since the goal posts are at the back of the end zone and the kicker is 7 yards behind the line of scrimmage. A PAT is kicked from the 10-yard line, and thus a PAT is always a 27 yard kick.

Distance	Roll over ...	Distance	Roll over ...
1-29 yards	1	50-59 yards	13
30-39 yards	5	60-69 yards	16
40-49 yards	9	70-80 yards	19

If a FG is successful, the offense scores 3 points and kicks off to the other team. If it fails, the other team takes over on offense at a point 7 yards behind the line of scrimmage.

If a PAT is successful, the offense scores 1 additional point and kicks off to the other team. If it fails, no additional point is scored, and the offense still kicks off.

Fake Punts and Kicks

On fourth down, a team might want to fake a punt or field goal kick in order to get a first down. The first fake punt or kick succeeds on a roll of 4 to 6 on 1d6. The second attempt by a team only succeeds on a 5 or 6. Thereafter, fakes succeed on a 6 on 1d6. Roll 2d6 (no exploding dice) for the yards gained on the fake. If the fake does not succeed or does not gain enough yards for the first down, the other team takes over on offense from the line of scrimmage.

Executing Plays

When a team is trying to execute a play, follow these steps:

- 1) The offensive player writes down the play he is going to run on a scrap of paper, keeping it secret. Usually this play is a “pass” or “rush”, but it might also be a special passing or rushing play or a fake punt. If the player is going to punt or attempt to kick a field goal, he simply announces this – there is no need to be secretive.
- 2) The defensive player writes down the kind of defense he is going to run. Usually this is “pass defense” or “rush defense”, but it could also be a special defense.
- 3) Each player reveals what they wrote. This has an impact on the offense’s chances of success at executing their play (see below).
- 4) The offensive player rolls 1d20 to see if they are successful, while the Referee (or the defensive player if there is no referee) rolls 1d6 to see if there is a mishap on the play.



Defense

To be successful on a play, the offense must roll 1d20, with bonuses, higher than the defense’s Defense Class (DC). The DC against a rushing play is equal to 6 + the Lineman bonus. The DC against a passing play is equal to 8 + the Defensive Back bonus.

If the defense chose a rush defense against a rushing play, they also add their Linebacker bonus to their DC. If they chose a pass defense against a passing play, they also add their Linebacker bonus to the DC.

If an offense is attempting to pass while in their opponent's red zone (i.e. within 20 yards of the end zone), the DC is increased by +2.

Passing Plays

To complete a pass, the offense rolls an attack against the defense's DC. A pass attack is a roll of 1d20 + the offense's QB bonus and WR bonus. The play is success if this roll is equal to or higher than the DC. Otherwise it is a failure. On a natural roll of 1 (regardless of any bonuses to the roll), it is a critical failure.

1	Critical failure (see below)
Failure	Incomplete pass, no gain or loss
Success	Gain 3d6 yards
20	As success, plus additional 10 yards

If the pass gains 25 or more yards, it becomes a foot race to the end zone (see below).

Critical Failures

If a critical failure is indicated, roll 1d6. If the defense's DB bonus is higher than the offense's QB bonus, then the ball is intercepted on a roll of 1 or 2. Otherwise, the quarterback is tackled behind the line (i.e. "sacked") for a loss of 1d6 yards. If the QB bonus is equal to or higher than the DB bonus, then an interception only occurs on a roll of 1.

Interceptions

If the ball is intercepted, the offensive player rolls 2d6 to determine how far the pass was thrown and the defensive player rolls 3d6 to determine how far they return the ball. If the interceptor rolls three 1's on their return dice, they fumble the ball midway through their interception return (see Fumbles). The defense now takes over on offense.

Special Pass Plays

There are a few special pass plays that the offense can choose to run. They must make this decision before running the play. Special plays are often harder to run than normal pass plays and thus may use a different base DC than normal passing plays (i.e. DC 8).

Special Play	DC	Effect
Audible	-	A star QB can change the play from a pass to a run at the last moment; the DC is increased by 1d6
Double Pass*	10	Gain 4d6 yards on a success, lose 1d6 yards on a failure
Flea Flicker*	12	Gain 4d6 yards on a success
Hail Mary*	18	Automatic touchdown
Hook	6	Gain 2d6 yards on success
Hook & Lateral*	10	Gain 4d6 yards on success, automatic fumble on failure
Hurry Up	10	Normal pass play, but if successful, this does not count as a round of play; this play cannot be used on consecutive plays
Long Bomb	14	Gain 6d6 yards on a success
Play-Action	10	Gain 4d6 yards against a run defense, or suffer DC 12 against a pass defense
Screen Pass	10	Gain 4d6 yards against a blitz; an interception on a screen play is run back for 4d6 yards
Shotgun	9	Negates a blitz defense, which is treated as a normal defense
West Coast	8	Gain 2d6 yards on a success, or 3d6 against a run defense

Plays marked with an asterisk are trick plays. A trick play has the DC indicated the first time it is used. Thereafter, each use of the trick play adds a cumulative +2 to the DC.

Rushing Plays

On a rush, the offense rolls an attack against the defense's DC. A run attack is a roll of 1d20 + the offense's RB bonus and QB bonus. The play is success if this roll is equal to or higher than the DC. Otherwise it is a failure. On a roll of 1, the play is a critical failure.

1	Critical failure
Failure	No gain or loss
Success	Gain 2d6 yards
20	As success, plus gain additional 5 yards

If the run gains 25 or more yards, it becomes a foot race to the end zone (see below).

Critical Failures

If a critical failure is indicated roll 1d6. If the defense's LB bonus is higher than the offense's RB bonus, then the ball is fumbled on a roll of 1 or 2 (see Fumbles). Otherwise, the rusher is tackled behind the line for a loss of 1d6 yards. If the RB bonus is equal to or higher than the LB bonus, then a fumble only occurs on a roll of 1.

Special Rushing Plays

There are a few special run plays that the offense can choose to run. They must make this decision before running the play. Special plays are often harder to run than normal rush plays, and thus may use a different base DC than normal rushing plays (i.e. DC 6).

Special Play	DC	Effect
Blast	4	Gain 1d6 yards on a success
Draw	7	Gain 3d6 yards vs. blitz defense, or 2d6 yards against other defenses
End Run	7	Gain 3d6 yards vs. a pass defense, or 1d6 yards against a run defense
Halfback Option*	8	Rush against a pass defense or pass against a rush defense, rolling 1d20 + the team's WR bonus
Option	8	Gain 3d6 yards on a success, lose 1d6 yards on a failure
QB Sneak*	4	Roll 1d20 + QB to attack, defense only adds LM to DC; gain 1d6 yards on a successful play
Reverse*	8	Gain 3d6 yards on a success; a roll of 1 results always results in a fumble
Statue of Liberty*	10	Gain 4d6 yards on a success
Sweep	8	Gain 3d6 yards on a success

Plays marked with an asterisk are trick plays. A trick play has the DC indicated the first time it is used. Thereafter, each use of the trick play adds a cumulative +2 to the DC.

Special Defenses

Defenses have some special plays of their own. If a special defense is called, the defensive player still has to indicate whether he is mainly defending against a pass or rush.

Special Play	DC	Effect
Blitz	-2	On failed attack the offense loses 2d6 yards
Goal Line Stand	*	+2 DC vs. most runs, but -2 DC vs. sweep and all passes
Prevent	-2	No exploding dice permitted for offense

Foot Races to the End Zone

In a foot race, the runner has gotten through most of the defense and now only needs to outrun one or two defensive players to get into the end zone. Each player rolls 1d6. If the runner rolls equal to or higher than the defense, he gains another 10 yards. If the defensive player rolls higher than the runner, the runner is tackled.

Scoring

There are three ways to score in American football, touchdowns, field goals (which are covered under kicking above) and safeties.

Touchdown: If the ball is advanced beyond the opponent’s goal line, a touchdown is scored for 6 points. The scoring team can now attempt a kick from the 10 yard line to score an extra point, or in some rules can attempt a pass or run from the 3 yard line for two extra points. The scoring team then kicks off to their opponents.

Safety: A safety is scored when the defense tackles the ball carrier in their own end zone. A safety is worth 2 points. The team that was tackled in their end zone then must kick the ball off to their opponents, but uses the punting rules to kick the ball.

Mishaps

On each passing and rushing play, roll 1d6 at the same time the offense rolls the attack. On a roll of 1 there is a mishap – a penalty or injury. Handle the results of the play before you check and see what actual mishap occurs.

Once the play is handled, roll 2d6 to determine what mishap occurred.

Roll	Mishap
2-8	Penalty (see below)
9-11	Injury - random stat bonus is lowered by 1 point for remainder of game
12	Major injury – random stat bonus is lowered by 1 point for the remainder of the season

Penalties

If a penalty occurs, roll 1d20 to determine what penalty is called on the play. If a randomly determined penalty does not make sense on a given play (for example, pass interference on a rushing play), ignore that penalty and roll on the table again.

The victim of the penalty can choose to ignore it if they wish to let the play stand as it happened. For example, a team that just gained 20 yards on a pass might want to ignore a penalty that would instead only advance the ball 5 yards.

Roll	Foul	Penalty
1	Offense – Delay of Game	5 yard penalty, replay down
2-3	Offense – False Start	5 yard penalty, replay down
4	Offense – Illegal Formation	5 yard penalty, replay down
5-10	Offense – Holding	10 yard penalty, replay down
11	Offense – Unnecessary Roughness	15 yards penalty, loss of down
12	Offense – Pass Interference	10 yard penalty, loss of down
13	Defense – Pass Interference	Pass automatically complete; roll 3d6 to determine how far the ball was thrown with no exploding dice
14	Defense – Roughing the Passer	15 yard penalty plus whatever was gained on the play, automatic first down
15	Defense – Unnecessary Roughness	15 yard penalty, automatic first down
16	Defense – Face Mask	15 yard penalty, automatic first down
17	Defense – Illegal Use of Hands	5 yard penalty, automatic first down
18	Defense – Holding	5 yard penalty, automatic first down
19	Defense – Offsides	5 yard penalty
20	Defense – Neutral Zone	5 yard penalty

If a down is replayed, it means the play that just occurred does not count. No yards are gained or lost and the down remains the same.

Injuries

Roll 1d6 to determine which stat suffers the injury. If the injury is to an offensive stat, then apply it to the offense that is currently on the field. If the injury is to a defensive stat, then apply it to the defense that is currently on the field. If the stat that is injured is tied to a star player, then the injury is to that star player.

At halftime, one minor injury on each team can be erased.

Roll	Injured Position	Star Player
1	QB	Quarterback, center
2	RB	Running back, fullback
3	WR	Wide receiver, tight end
4	LM	Defensive tackle, defensive end
5	LB	Linebacker
6	DB	Cornerback, safety

Other Special Rules

Hard Counts

A hard count is an attempt by a quarterback to trick a defensive lineman into jumping offside. With a hard count, the offense rolls $1d6 + QB$ and the defense rolls $1d6 + LM$. If the offense rolls higher, the defense is drawn offside for a 5 yard penalty. Otherwise, the offense suffers a 5-yard delay of game penalty. Each successive time this trick is used by a team during a game, the defense adds another +1 to their roll.

Kneeling

Sometimes, the offense just wants to use up game time without really running a play. In these cases, the quarterback can kneel with the ball. The offense loses 2 yards, but also use up one round of play with no chance of a mishap.

Fumbles

When a ball is fumbled, each player rolls $1d6$. The high roll recovers the fumble. If the high roll is a 6, the team that recovers the fumble also gets to run with the ball, rolling $1d6$ to see how many yards they advance it.

Example of Play: San Diego Cruisers vs. New York Tycoons



The San Diego Cruisers win the toss and decide they want to start the game on offense. This means New York will kick off and San Diego will receive.

New York rolls an 11 for the kickoff, so the ball is kicked 70 yards. This puts the ball in end zone, so San Diego gets a touchback and starts with the ball on their 20 yard line. To get a first down, they must advance the ball to or beyond the 30 yard line.

On their first down, San Diego decides to run. New York decides to defend against the run. This means New York adds their LM bonus (+3) and LB bonus (+2) to 6 to get their DC. This gives them a DC of 11. San Diego rolls $1d20$ and +6 for their QB and RB bonuses. They get a $10 + 6 = 16$, and thus succeed. They roll $2d6$ to find how many yards were gained and get a 3. So, San Diego advances the ball to their 23 yard line. San Diego still

needs 7 yards to get a new first down. The Referee rolled a 1d6 at the same time to see if there is a mishap. The roll is not a 1, so no mishap occurs on the play.

On second down, San Diego decides to pass. New York decides to defend against the run again. They only add their LM bonus to their base DC of 8, giving them a DC of 11. San Diego rolls a 6 and adds +7 for their QB and WR bonus, giving them an attack roll of 13 and another success. They roll 3d6 for yards and only get 6. They have now gained a total of 9 yards on this series of downs, and need 1 more to get a new first down. The Ref again rolls 1d6 to see if there was a mishap and none is indicated.

On third down, San Diego has the ball on their 29 yard line. They decide on a special run play, a blast. New York decides to defend against the run this time, so they have a DC 9. San Diego's luck holds, and they roll a total of 23. They gain 5 yards, bringing them to the 33 yard line. Since they have gained a total of 14 yards, they get a new first down. Except ... this time there is a mishap on the play.

The Referee rolls a 2d6 and gets a 4, indicating a penalty. Rolling a d20, the Referee gets an 8, indicating offensive holding. This cancels out the play and the ball is marched back 10 yards. San Diego will now replay third down on their 23 yard line. San Diego still needs to advance the ball to the 30 yard line to get a new first down.

On third down the Cruisers choose to pass, and New York not only defends against the pass but also attempts a blitz. The DC is 11 (base 8 + 5 for defense -2 for a blitz). San Diego rolls a 5 + 7 (QB+WR) for a 12. This is a success, and San Diego rolls 6 for yards gained. There is no mishap on this play.

It is now fourth down, and San Diego needs 1 yard for a first down. Because they are on their own 29 yard line, they decide not to risk it and punt. San Diego rolls a 7, so they punt the ball 50 yards. New York catches the ball on their 21 yard line and rolls 3d6 for the return. They get a 2 + 1 + 6 for 9 yards. Since one of the dice was a '6', they roll another d6 and get a 3, so their total run back is 12 yards. They now start on offense with a first down on the New York 33 yard line.

So far, there have been 6 plays in the first quarter, taking up 6 rounds. There are 34 rounds left in the first quarter.

THE OFF-SEASON

When the season is over and the championship has been determined, teams enter the off-season. During the off-season, teams have a chance to grow or shrink their fan base (i.e. the number of markets in which they are most popular). The team’s fan base determines their income and it is by spending their income that teams improve.

Markets

The United States are divided into major and minor markets. On the map included in this book (page 43), red zones are major markets and blue zones are minor markets.

Each team begins play with one market in its fan base, this being the market they call home. If a team does well during the season, it may expand its fan base into adjacent markets. Teams that do poorly might see their fan base contract, though they do not lose their home market until they actually lose their franchise (see below).

At the end of the season, each team rolls a d6 to determine whether they expand their fan base into a new market, or lose a market from their fan base. Their chances of growth or contraction depend on how well they did during the season.

The table below shows the results of the team’s dice roll based on their record of wins and losses during the season.

Season Record	Grow Fan Base	No Change	Shrink Fan Base
Best in League	1-4	5-6	-
Best in Division	1-3	4-6	-
Winning Record	1-2	3-6	-
Even Record	1	2-5	6
Losing Record	-	1-4	5-6
Worst in Division	-	1-3	4-6
Worst in League	-	1-2	3-6

Example: Let us say that the San Diego Cruisers end the season with a record of 8-3-1 (i.e. eight wins, three losses and one tie). They were the best team in their division, but they were not the best team in the league. The Cruisers roll one dice and get a 3. Looking at the “Best in Division” row, we see that a 3 means that the S.D. Cruisers expand their fan base. They are already in the San Diego market, and so they decide to expand into the Southern California market.

Major Markets

Code	Market	Major Cities
ATL	Atlanta	Atlanta
AZ	Arizona	Phoenix
BAL	Baltimore	Baltimore
BIR	Birmingham	Birmingham, Huntsville
BOS	Boston	Boston, Hartford, Providence
CHA	Charlotte	Charlotte
CHI	Chicago	Chicago
CIN	Cincinnati	Cincinnati
CLE	Cleveland	Cleveland
DAL	Dallas	Dallas-Fort Worth
DEN	Denver	Denver
DET	Detroit	Detroit
HOU	Houston	Houston
IND	Indianapolis	Indianapolis
KC	Kansas City	Kansas City
LA	Los Angeles	Los Angeles
MIA	Miami	Miami
MIN	Minneapolis	Minneapolis-St. Paul
MS	Mississippi	Jackson
NCA	Northern California	Sacramento
NJ	New Jersey	Newark
NO	New Orleans	New Orleans
NOR	Norfolk	Norfolk
NSH	Nashville	Nashville, Chattanooga
NY	New York	New York City
OH	Ohio	Columbus
ORL	Orlando	Orlando
PHI	Philadelphia	Philadelphia
PIT	Pittsburgh	Pittsburgh
POR	Portland	Portland
SD	San Diego	San Diego
SEA	Seattle	Seattle
SF	San Francisco	San Francisco, Oakland
SLC	Salt Lake City	Salt Lake City
STL	St Louis	St Louis
TB	Tampa Bay	Tampa

Minor Markets

Code	Market	Major Cities
AL	Alabama	Mobile
ARK	Arkansas	Little Rock
BUF	Buffalo	Buffalo, <i>Toronto</i>
CAR	Carolina	Charleston, Raleigh
DAK	Dakota	Fargo
DC	District of Columbia	Washington, D.C.
GA	Georgia	Savannah
IA	Iowa	Iowa City
ID	Idaho	Boise
JAX	Jacksonville	Jacksonville
KEN	Kentucky	Lexington
KNX	Knoxville	Knoxville
KS	Kansas	Wichita
LOU	Louisville	Louisville
MEM	Memphis	Memphis
MI	Michigan	Fort Wayne, Grand Rapids
MIL	Milwaukee	Milwaukee, Green Bay
MT	Montana	Billings
NB	Nebraska	Omaha, Lincoln
NE	New England	Portland, <i>Montreal</i>
NM	New Mexico	Albuquerque
NTX	North Texas	Amarillo, Lubbock
NV	Nevada	Las Vegas, Reno
OKC	Oklahoma City	Oklahoma City
OR	Oregon	Salem
PEN	Pennsylvania	Harrisburg
SA	San Antonio	San Antonio
SCA	Southern California	Fresno
SHR	Shreveport	Shreveport
SUP	Superior	-
SYR	Syracuse	Syracuse, Albany
TAL	Tallahassee	Tallahassee
TUL	Tulsa	Tulsa
VA	Virginia	Roanoke
WA	Washington	Spokane
WTX	West Texas	El Paso
WV	West Virginia	Wheeling

When a team expands its fan base, it adds one market that is adjacent to any of the markets in its current fan base. A minor market added to a fan base is controlled by the team. This market cannot be taken away from the team unless its fan base shrinks due to poor play, or unless it is challenged by another team attempting to take that market and it loses the challenge match.

Major markets can be added to a team’s fan base, but cannot be controlled by the team. This means that other teams can also add the major market to their fan base. If multiple teams share a major market, treat it as a minor market for purposes of determining income they derive from it.

A team can “conquer” a minor market controlled by another player by challenging them to a pre-season contest. This game can be handled per league play or head-to-head rules. The winner takes control of the market in question. A team cannot challenge for another team’s home market.



Income

Money is the name of the game in professional sports. A team’s income depends on how well it did in the season, and by the number and type of markets in its fan base.

For each team, find the row that corresponds to their performance, and then add up the revenue for each major and minor market in their fan base.

Team Record	Major Market	Minor Market
Best in League	\$20 million	\$12 million
Best in Division	\$15 million	\$9 million
Winning Record	\$10 million	\$6 million
Even Record	\$8 million	\$4 million
Losing Record	\$6 million	\$2 million
Worst in Division	\$3 million	\$1 million
Worst in League	\$1 million	-

This revenue is spent on the team’s off-season development (see below). Money not spent in the off-season can be banked for future seasons.

Off-Season Events

Losing teams have to deal with the consequences of failure. Each team that ends a season the worst in their division or worst in the league must roll two dice on the table below:

Roll	Consequence
2	Team folds due to lack of fans
3-5	Team moves to a random minor market unless it can come up with \$30 million dollars for stadium improvements and public relations
6-12	No consequences – the fans are patient

Team Development

The goal of a team is to procure more talent and thus build a team that cannot be beat. Teams do this by drafting new talent (players and coaches), improving existing players, concocting new offensive and defensive schemes and retaining star players.

At the same time, team rosters suffer setbacks. Current players may be injured or grow old (by football standards), newly drafted college stars may prove to be unworthy professionals and once brilliant coaches might grow too conservative.

At the end of each season, all teams 1d20 to represent negative developments suffered by their team. The number of points indicated must be deducted from the team’s ability scores (i.e. QB, RB, K, LM, LB, DB) in whatever way the player wishes. The player might take all of the points from one ability score or distribute them among several.

Roll	Team Development
1-10	-1 points
11-15	-2 points
16-18	-3 points
19	-4 points
20	-5 points

Each team can attempt to improve one ability score during the off-season for free. Additional ability scores can be developed by spending money (see table below). Teams that were the worst in their division may attempt to improve two ability scores for free.

Team Development	Cost
One additional ability score	\$50 million
Two additional ability scores	\$150 million
Three additional ability scores	\$500 million

To increase an ability score, the player rolls 1d20 on the table below. No team can increase a score over 18; if an improvement would do this, cap the ability score at 18.

Roll	Team Development
1	Bad development, reduce ability score by 1
2-9	No change to ability score
10-15	Increase ability score by +1
16-19	Increase ability score by +2
20	Recruit (or steal) star player

If “recruit (or steal) star player” comes up, roll 1d6 to determine the position the star player plays based on the score you were trying to improve.

Roll	QB	RB	WR	LM	LB	DB
1-3	QB	FB	WR	DE	LB	DB
4-6	C	RB	TE	DT	LB	S

Defense Star Player

Position	Benefit
Defensive Back (DB)	+2 DB; extra action dice per game on pass defense only
Defensive End (DE)	+2 LM; extra action dice per game on run defense only
Defensive Tackle (DT)	+2 LM; extra action dice per game on run defense only
Linebacker (LB)	+3 LB; extra action dice per game on defense only
Safety (S)	+2 DB; extra action dice per game on pass defense only

Offense Star Player

Position	Benefit
Center (C)	+1 QB; avoid sacks on a roll of 1 on 1d6
Fullback (FB)	+2 RB; extra action dice per game for a run attack only
Quarterback (QB)	+3 QB; extra action dice per game for a pass attack only
Running Back (RB)	+2 RB; extra action dice per game for a run attack only
Tight End (TE)	+2 WR; extra action dice per game for a pass attack only
Wide Receiver (WR)	+2 WR; extra action dice per game for a pass attack only

The star player represents the top player in that position in the league, so there is only one star player permitted in each position. If a team rolls a star player already possessed by another team, they steal the star designation from that team. This might represent a star player leaving one team for another or one player getting old and losing his edge and another player becoming the league’s new star in that position.

Example Off-Season: San Diego Cruisers

Above, we established that the San Diego Cruisers finished the season with a winning record and were the best team in their division. Their winning record allowed them to expand their fan base into Southern California.

Next, they roll a d6 and get a 4. They must deduct four points from their ability scores.

As a division leader with one major and one minor market in their fan base, their base income is \$24 million. They roll a d6 and get a 4, so they multiple their base income by 4 and get a total income of \$96 million.

The Cruisers get one free roll to develop their team, and spend \$50 million to get one more development roll. They bank the additional \$46 million.

The Cruisers decide to develop their RB and LM scores. On their RB score, they roll get a +1 to the ability score. On the LM roll, they get a +2 to the ability score.

Once they have applied these bonuses, they're ready for their next season of play, and maybe this time they will win the championship.



SAMPLE TEAMS

What follows are numerous pre-generated teams. Each one was generated as a new team with two development rolls to give them a little history.

ALBUQUERQUE INVADERS



Home Market **New Mexico**
Other Markets **None**
Stadium **University Stadium**
Stars **None**

OFF			DEF		
+10			+8		
QB	9	+3	LM	6	+2
RB	14	+4	LB	9	+3
WR	10	+3	DB	9	+3

BALTIMORE PACHYDERMS



Home Market **Baltimore**
Other Markets **None**
Stadium **Memorial Stadium**
Stars **None**

OFF			DEF		
+8			+11		
QB	11	+3	LM	9	+2
RB	6	+2	LB	8	+3
WR	11	+3	DB	18	+6

BIRMINGHAM YELLOWHAMMERS



Home Market **Birmingham**
Other Markets **None**
Stadium **Legion Field**
Stars **None**

OFF			DEF		
+9			+7		
QB	5	+1	LM	10	+3
RB	9	+3	LB	7	+2
WR	16	+5	DB	7	+2

BOSTON SHAMROCKS



Home Market **Boston**
Other Markets **None**
Stadium **Foxboro Stadium**
Stars **None**

OFF			DEF		
+7			+7		
QB	9	+3	LM	6	+2
RB	9	+3	LB	8	+2
WR	5	+1	DB	11	+3

CAROLINA SPEED DEMONS



Home Market **Charlotte**
Other Markets **None**
Stadium **American Legion Mem**
Stars **None**

OFF		+10	DEF		+9
QB	13	+4	LM	12	+3
RB	10	+3	LB	9	+3
WR	10	+3	DB	10	+3

CHICAGO TIGERS



Home Market **Chicago**
Other Markets **None**
Stadium **Soldier Field**
Stars **None**

OFF		+10	DEF		+9
QB	12	+3	LM	10	+3
RB	9	+3	LB	11	+3
WR	13	+4	DB	10	+3

CINCINNATI CHEETAHS



Home Market **Cincinnati**
Other Markets **None**
Stadium **Riverfront Stadium**
Stars **None**

OFF		+9	DEF		+9
QB	13	+4	LM	11	+3
RB	12	+3	LB	11	+3
WR	7	+2	DB	10	+3

CLEVELAND BULLDOGS



Home Market **Cleveland**
Other Markets **None**
Stadium **Cleveland Stadium**
Stars **None**

OFF		+10	DEF		+7
QB	7	+2	LM	11	+3
RB	14	+4	LB	12	+3
WR	13	+4	DB	4	+1

COLUMBUS OWLS



Home Market **Ohio**
Other Markets **None**
Stadium **Ohio Stadium**
Stars **None**

OFF		+10	DEF		+8
QB	10	+3	LM	8	+2
RB	14	+4	LB	14	+4
WR	11	+3	DB	8	+2

CONNECTICUT YANKEES



Home Market **New England**
Other Markets **None**
Stadium **Dillon Stadium**
Stars **None**

OFF		+6	DEF		+9
QB	11	+3	LM	10	+3
RB	4	+1	LB	12	+3
WR	7	+2	DB	9	+3

DALLAS LONESTARS



Home Market **Dallas**
Other Markets **None**
Stadium **Texas Stadium**
Stars **None**

OFF		+10	DEF		+11
QB	14	+4	LM	16	+5
RB	14	+4	LB	8	+2
WR	8	+2	DB	15	+4

D.C. DESTROYERS



Home Market **Washington**
Other Markets **None**
Stadium **RFK Memorial Stadium**
Stars **None**

OFF		+11	DEF		+8
QB	9	+3	LM	11	+3
RB	16	+5	LB	7	+2
WR	10	+3	DB	9	+3

DENVER MOUNTAINEERS



Home Market **Denver**
Other Markets **None**
Stadium **Mile High Stadium**
Stars **None**

OFF		+5	DEF		+9
QB	10	+3	LM	11	+3
RB	5	+1	LB	9	+3
WR	5	+1	DB	10	+3

DETROIT GEAR HEADS



Home Market **Detroit**
Other Markets **None**
Stadium **Pontiac Silverdome**
Stars **None**

OFF		+11	DEF		+11
QB	13	+4	LM	9	+3
RB	14	+4	LB	15	+4
WR	10	+3	DB	14	+4

GEORGIA DEVILS



Home Market **Atlanta**
Other Markets **None**
Stadium **Atlanta Stadium**
Stars **None**

OFF		+11	DEF		+9
QB	10	+3	LM	9	+3
RB	11	+3	LB	12	+3
WR	17	+5	DB	11	+3

HONOLULU DOLPHINS



Home Market **Hawaii**
Other Markets **None**
Stadium **Aloha Stadium**
Stars **None**

OFF		+9	DEF		+7
QB	9	+3	LM	8	+2
RB	14	+4	LB	12	+3
WR	7	+2	DB	8	+2

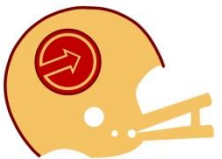
HOUSTON WILDCATS



Home Market **Houston**
Other Markets **None**
Stadium **Astrodome**
Stars **None**

OFF		+9	DEF		+9
QB	14	+4	LM	10	+3
RB	8	+2	LB	10	+3
WR	11	+3	DB	9	+3

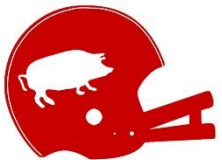
INDIANAPOLIS ARROWS



Home Market **Indianapolis**
Other Markets **None**
Stadium **RCA Dome**
Stars **None**

OFF		+8	DEF		+11
QB	7	+2	LM	11	+3
RB	11	+3	LB	16	+5
WR	9	+3	DB	9	+3

IOWA HOGS



Home Market **Iowa**
Other Markets **None**
Stadium **Kinnick Stadium**
Stars **None**

OFF		+11	DEF		+12
QB	14	+4	LM	18	+6
RB	14	+4	LB	16	+5
WR	10	+3	DB	4	+1

JACKSONVILLE ORANGES



Home Market **Jacksonville**
Other Markets **None**
Stadium **Gator Bowl Stadium**
Stars **None**

OFF		+9	DEF		+9
QB	11	+3	LM	8	+2
RB	11	+3	LB	16	+5
WR	10	+3	DB	7	+2

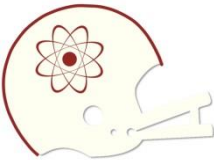
KANSAS CITY MAVERICKS



Home Market **Kansas City**
Other Markets **None**
Stadium **Arrowhead Stadium**
Stars **None**

OFF		+9	DEF		+9
QB	12	+3	LM	6	+2
RB	11	+3	LB	13	+4
WR	10	+3	DB	10	+3

KNOXVILLE ATOMS



Home Market **Knoxville**
Other Markets **None**
Stadium **Neyland Stadium**
Stars **WR**

OFF		+9	DEF		+9
QB	11	+3	LM	12	+3
RB	7	+2	LB	11	+3
WR*	13	+4	DB	10	+3

LAS VEGAS ACES



Home Market **Nevada**
Other Markets **None**
Stadium **Silver Bowl**
Stars **None**

OFF		+8	DEF		+12
QB	8	+2	LM	13	+4
RB	14	+4	LB	11	+3
WR	7	+2	DB	16	+5

LOS ANGELES FURIES



Home Market **Los Angeles**
Other Markets **None**
Stadium **L.A. Coliseum**
Stars **None**

OFF		+8	DEF		+7
QB	6	+2	LM	5	+1
RB	14	+3	LB	9	+3
WR	10	+3	DB	9	+3

LOS ANGELES ROCKERS



Home Market **Los Angeles**
Other Markets **None**
Stadium **L.A. Coliseum**
Stars **None**

OFF		+10	DEF		+6
QB			LM		
RB			LB		
WR			DB		

LOUISIANA PANTHERS



Home Market **New Orleans**
Other Markets **None**
Stadium **Superdome**
Stars **None**

OFF		+9	DEF		+10
QB	10	+3	LM	11	+3
RB	12	+3	LB	9	+3
WR	11	+3	DB	13	+4

MEMPHIS TRUCKERS



Home Market **Memphis**
Other Markets **None**
Stadium **Memphis Memorial**
Stars **None**

OFF		+11	DEF		+7
QB	9	+3	LM	9	+3
RB	13	+3	LB	5	+1
WR	16	+5	DB	10	+3

MIAMI STINGRAYS



Home Market **Miami**
Other Markets **None**
Stadium **Joe Robbie Stadium**
Stars **None**

OFF		+10	DEF		+10
QB	12	+3	LM	12	+3
RB	13	+4	LB	13	+4
WR	9	+3	DB	9	+3

MILWAUKEE STAGS



Home Market **Milwaukee**
Other Markets **None**
Stadium **Milwaukee County**
Stars **None**

OFF		+10	DEF		+10
QB	10	+3	LM	11	+3
RB	12	+3	LB	13	+4
WR	13	+4	DB	12	+3

MINNEAPOLIS COMETS



Home Market **Minneapolis**
Other Markets **None**
Stadium **Metrodome**
Stars **None**

OFF		+9	DEF		+8
QB	10	+3	LM	10	+3
RB	9	+3	LB	10	+3
WR	11	+3	DB	8	+2

MISSISSIPPI LIGHTNING



Home Market **Mississippi**
Other Markets **None**
Stadium **MS. Veterans Memorial**
Stars **None**

OFF		+9	DEF		+8
QB	12	+3	LM	7	+2
RB	9	+3	LB	9	+3
WR	9	+3	DB	9	+3

NASHVILLE GRITS



Home Market **Nashville**
Other Markets **None**
Stadium **Vanderbilt Stadium**
Stars **None**

OFF		+10	DEF		+9
QB	13	+4	LM	13	+4
RB	12	+3	LB	7	+2
WR	12	+3	DB	12	+3

NEW YORK ROCKETS



Home Market **New York**
Other Markets **None**
Stadium **Shea Stadium**
Stars **None**

OFF		+8	DEF		+8
QB			LM		
RB			LB		
WR			DB		

NEW YORK TYCOONS



Home Market **New York**
Other Markets **None**
Stadium **The Meadowlands**
Stars **None**

OFF		+8	DEF		+8
QB	6	+2	LM	10	+3
RB	12	+3	LB	6	+2
WR	11	+3	DB	9	+3

NORFOLK ADMIRALS



Home Market **Norfolk**
Other Markets **None**
Stadium **William Price Stadium**
Stars **None**

OFF			DEF		
		+9			+9
QB	4	+1	LM	14	+4
RB	13	+4	LB	7	+2
WR	15	+4	DB	10	+3

OAKLAND LASERS



Home Market **San Francisco**
Other Markets **None**
Stadium **Oakland Coliseum**
Stars **None**

OFF			DEF		
		+10			+6
QB	8	+2	LM	5	+1
RB	14	+4	LB	4	+1
WR	15	+4	DB	13	+4

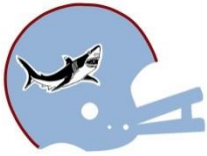
OKLAHOMA MARSHALS



Home Market **Oklahoma City**
Other Markets **None**
Stadium **Gaylord Memorial**
Stars **None**

OFF			DEF		
		+11			+10
QB	7	+2	LM	13	+4
RB	17	+5	LB	7	+2
WR	15	+4	DB	15	+4

ORLANDO SHARKS



Home Market **Orlando**
Other Markets **None**
Stadium **Florida Citrus Bowl**
Stars **None**

OFF			DEF		
		+12			+12
QB	13	+4	LM	16	+5
RB	16	+5	LB	12	+3
WR	11	+3	DB	13	+4

PHILADELPHIA QUAKERS



Home Market **Philadelphia**
Other Markets **None**
Stadium **Veterans Stadium**
Stars **LB**

OFF			DEF		
		+11			+11
QB	16	+5	LM	16	+5
RB	10	+3	LB*	10	+3
WR	10	+3	DB	11	+3

PHOENIX FIREBIRDS



Home Market **Arizona**
Other Markets **None**
Stadium **U. of Phoenix Stadium**
Stars **RB**

OFF			DEF		
		+8			+10
QB	7	+2	LM	13	+4
RB	15	+4	LB	9	+3
WR	7	+2	DB	12	+3

PITTSBURGH PALADINS



Home Market **Pittsburgh**
Other Markets **None**
Stadium **Three Rivers Stadium**
Stars **None**

OFF			DEF		
		+11			+8
QB	10	+3	LM	11	+3
RB	13	+4	LB	9	+3
WR	13	+4	DB	8	+2

PORTLAND SASQUATCH



Home Market **Portland**
Other Markets **None**
Stadium **Providence Park**
Stars **None**

OFF			DEF		
		+9			+11
QB	10	+3	LM	15	+4
RB	9	+3	LB	13	+4
WR	11	+3	DB	10	+3

SACRAMENTO TITANS



Home Market **N. California**
Other Markets **None**
Stadium **Hornet Stadium**
Stars **None**

OFF			DEF		
		+10			+10
QB	14	+3	LM	9	+3
RB	7	+2	LB	16	+5
WR	16	+5	DB	8	+2

SALT LAKE CITY BUMBLEBEES



Home Market **Salt Lake City**
Other Markets **None**
Stadium **Rice Stadium**
Stars **None**

OFF			DEF		
		+8			+13
QB	11	+3	LM	18	+6
RB	6	+2	LB	10	+3
WR	11	+3	DB	14	+4

SAN DIEGO CRUISERS



Home Market **San Diego**
Other Markets **None**
Stadium **San Diego Stadium**
Stars **None**

OFF			DEF		
QB	14	+4	LM	11	+3
RB	9	+3	LB	11	+3
WR	9	+3	DB	18	+6

SAN FRANCISCO HIPPIES



Home Market **San Francisco**
Other Markets **None**
Stadium **Candlestick Park**
Stars **None**

OFF			DEF		
QB	11	+3	LM	15	+4
RB	13	+4	LB	6	+2
WR	12	+3	DB	9	+3

SEATTLE WHALES



Home Market **Seattle**
Other Markets **None**
Stadium **Kingdome**
Stars **None**

OFF			DEF		
QB	7	+2	LM	6	+2
RB	14	+3	LB	9	+3
WR	10	+3	DB	9	+3

ST LOUIS GRIZZLIES



Home Market **St Louis**
Other Markets **None**
Stadium **Sportsman's Park**
Stars **None**

OFF			DEF		
QB	13	+4	LM	11	+3
RB	8	+2	LB	15	+4
WR	11	+3	DB	6	+2

TAMPA BAY BULLS



Home Market **Tampa Bay**
Other Markets **None**
Stadium **Tampa Stadium**
Stars **None**

OFF			DEF		
QB	13	+4	LM	11	+3
RB	11	+3	LB	9	+3
WR	10	+3	DB	13	+4

TRENTON TERROR



Home Market **New Jersey**
Other Markets **None**
Stadium **Meadowlands**
Stars **None**

OFF			DEF		
		+11			+11
QB	13	+4	LM	9	+3
RB	12	+3	LB	13	+4
WR	14	+4	DB	13	+4

WICHITA CROWS



Home Market **Kansas**
Other Markets **None**
Stadium **Cessna Stadium**
Stars **None**

OFF			DEF		
		+11			+10
QB	17	+5	LM	9	+3
RB	9	+3	LB	10	+3
WR	10	+3	DB	13	+4

APPENDIX A — LEAGUE SCHEDULES

By Jerry Linscott

If you are going to play pen & paper football, you will need a schedule. What follows are schedules for 6, 8, 10, 12 and 16 team leagues.

Six Team Schedule

East Division (Teams 1-3), West Division (Teams 4-6)

Two teams (Division Champions) qualify for the Play-Offs.

Regular Season

WK 1	WK 2	WK 3	WK 4	WK 5	WK 6	WK 7	WK 8
1@6	2@1	2@6	1@5	1@4	Byes: 1,4	Byes: 2,5	Byes: 3,6
4@3	3@5	3@1	4@2	2@3	3@5	3@1	2@4
5@2	6@4	5@4	6@3	5@6	6@2	4@6	5@1
WK 9	WK 10	WK 11	WK 12	WK 13	WK 14	WK 15	
1@2	1@6	3@4	1@3	1@2	3@2	2@5	
4@3	2@3	5@1	2@4	4@6	5@4	3@6	
6@5	4@5	6@2	6@5	5@3	6@1	4@1	

League Championship

2nd Best Division Champion @ Best Division Champion

Eight Team Schedule

East Division (Teams 1-4), West Division (Teams 5-8)

Four teams qualify for the Play-Offs.

Division Champions each play the runner-up (Wild Card) from their Division in the first round.

Regular Season

WK 1	WK 2	WK 3	WK 4	WK 5	WK 6	WK 7
2@4	3@2	1@2	2@5	3@7	1@8	1@5
3@1	4@1	4@3	3@6	4@5	2@6	6@4
6@7	5@6	5@7	7@1	6@1	4@7	7@2
8@5	7@8	6@8	8@4	8@2	5@3	8@3
WK 8	WK 9	WK 10	WK 11	WK 12	WK 13	WK 14
2@1	1@7	1@6	3@5	2@7	1@4	1@3
3@4	4@8	2@8	6@2	3@8	2@3	4@2
7@5	5@2	5@4	7@4	4@6	6@5	5@8
8@6	6@3	7@3	8@1	5@1	8@7	7@6

Playoffs

Week 15: First Round (Division Championships)

East Division Wild Card @ East Division Champion

West Division Wild Card @ West Division Champion

Week 16: Second Round (League Championship)

2nd Best Division Championship Winner @ Best Division Championship Winner

Ten Team Schedule

East Division (Teams 1-5), West Division (Teams 6-10)

Four teams qualify for the Play-Offs.

Division champions each play the runner-up (wild card) from their division in the first round.

Regular Season

WK 1	WK 2	WK 3	WK 4	WK 5	WK 6	WK 7
1@2	1@8	2@4	3@2	1@5	1@4	2@10
3@4	4@7	3@1	4@9	2@6	3@6	4@5
6@5	5@3	7@5	5@8	8@4	5@2	6@8
7@8	6@10	8@10	6@7	9@7	7@10	7@3
10@9	9@2	9@6	10@1	10@3	8@9	9@1
WK 8	WK 9	WK 10	WK 11	WK 12	WK 13	WK 14
1@7	4@3	1@6	2@5	1@3	2@1	2@7
3@9	5@1	2@3	3@8	4@2	3@5	4@10
6@4	7@2	5@4	4@1	5@10	7@6	5@9
8@2	9@8	8@7	6@9	7@9	9@4	6@1
10@5	10@6	9@10	10@7	8@6	10@8	8@3

Playoffs

Week 15: First Round (Division Championships)

East Division Wild Card @ East Division Champion

West Division Wild Card @ West Division Champion

Week 16: Second Round (League Championship)

2nd Best Division Championship Winner @ Best Division Championship Winner

Twelve Team Schedule

East Division (Teams 1-4), Central Division (Teams 5-8), West Division (Teams 9-12)

Six teams qualify for the Play-Offs.

The best division champion is seeded 1 and the second best is seeded 2. Both teams receive a first round bye in the playoffs. The other division champion is the 3 seed, who plays in the first round with the wild cards, who are seeded 4-6.

Regular Season

WK 1	WK 2	WK 3	WK 4	WK 5	WK 6	WK 7
1@4	1@3	2@10	1@2	4@1	1@5	4@11
2@3	4@2	3@8	3@4	5@2	2@6	5@10
5@8	7@5	4@6	6@5	6@3	3@7	6@1
6@7	8@6	5@9	8@7	7@12	8@12	7@2
11@10	9@11	11@7	9@10	10@8	9@4	9@8
12@9	10@12	12@1	12@11	11@9	10@11	12@3
WK 8	WK 9	WK 10	WK 11	WK 12	WK 13	WK 14
1@7	3@10	1@9	2@12	1@11	2@4	2@1
2@8	6@11	5@3	4@5	3@2	3@1	4@3
3@9	7@4	7@10	6@8	7@6	5@7	5@6
4@12	8@1	8@4	9@7	8@5	6@9	7@8
10@6	9@2	11@2	10@1	9@12	8@11	10@9
11@5	12@5	12@6	11@3	10@4	12@10	11@12

Playoffs

Week 15: First Round (Wild Card Playoffs)

#6 Seed @ #3 Seed

#5 Seed @ #4 Seed

Week 16: Second Round (League Semi-Finals)

2nd Best Wild Card Play-Off Winner @ #1 Seed

Best Wild Card Play-Off Winner @ #2 Seed

Week 17: Third Round (League Championship)

2nd Best Semi-Final Winner @ Best Semi-Final Winner

Sixteen Team Schedule

American Conference: East Division (1-4), West Division (5-8)

National Conference: East Division (9-12), West Division (13-16)

Eight teams qualify for the playoffs. Division champions from each conference play the runner-up (wild card) from their division in the first round.

Regular Season

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

Playoffs

Week 15: First Round (Division Play-Offs)

American Conference East Wild Card @ American Conference East Champion

American Conference West Wild Card @ American Conference West Champion

National Conference East Wild Card @ National Conference East Champion

National Conference West Wild Card @ National Conference West Champion

Week 16: Second Round (Conference Championships)

2nd best AC Division Play-Off Winner @ Best AC Division Play-Off Winner

2nd best NC Division Play-Off Winner @ Best NC Division Play-Off Winner

Week 17: Third Round (League Championship)

2nd Best Conference Champion @ Best Conference Champion

Determining Play-Off Teams:

At the completion of the regular season, a select amount of teams qualify for the playoffs (refer to the appropriate schedule). Sometimes, there may be a tie for the last playoff spot or seeding. In the event this should occur, here are the suggested determinants:

DIVISION	NON-DIVISION
1) Best overall record	1) Best overall record
2) Best Division record	2) Head-to-head competition
3) Head-to-head competition	3) Total regular season points scored
4) Total regular season points scored	4) Longest absence*
5) Longest absence*	

* In the interest of fair competition, a team that has never qualified for the playoffs, or hasn't made the playoffs in the longest period of time is given the opportunity.

Avoiding Schedule Redundancy

The schedules above can easily accommodate several seasons' worth of games without repeats. For your inaugural season, perhaps you designate the teams accordingly:

East Division		West Division	
1	New York	4	Denver
2	Chicago	5	Los Angeles
3	Miami	6	Honolulu

In the second year, you simply adjust the teams' numbers to have a new schedule.

East Division		West Division	
1	Miami	4	Los Angeles
2	New York	5	Honolulu
3	Chicago	6	Denver

Keep switching team numbers every season until all of the different combinations have happened. West Division then becomes 1-3, and East Division 4-6 each season until dissimilarity lacks again.

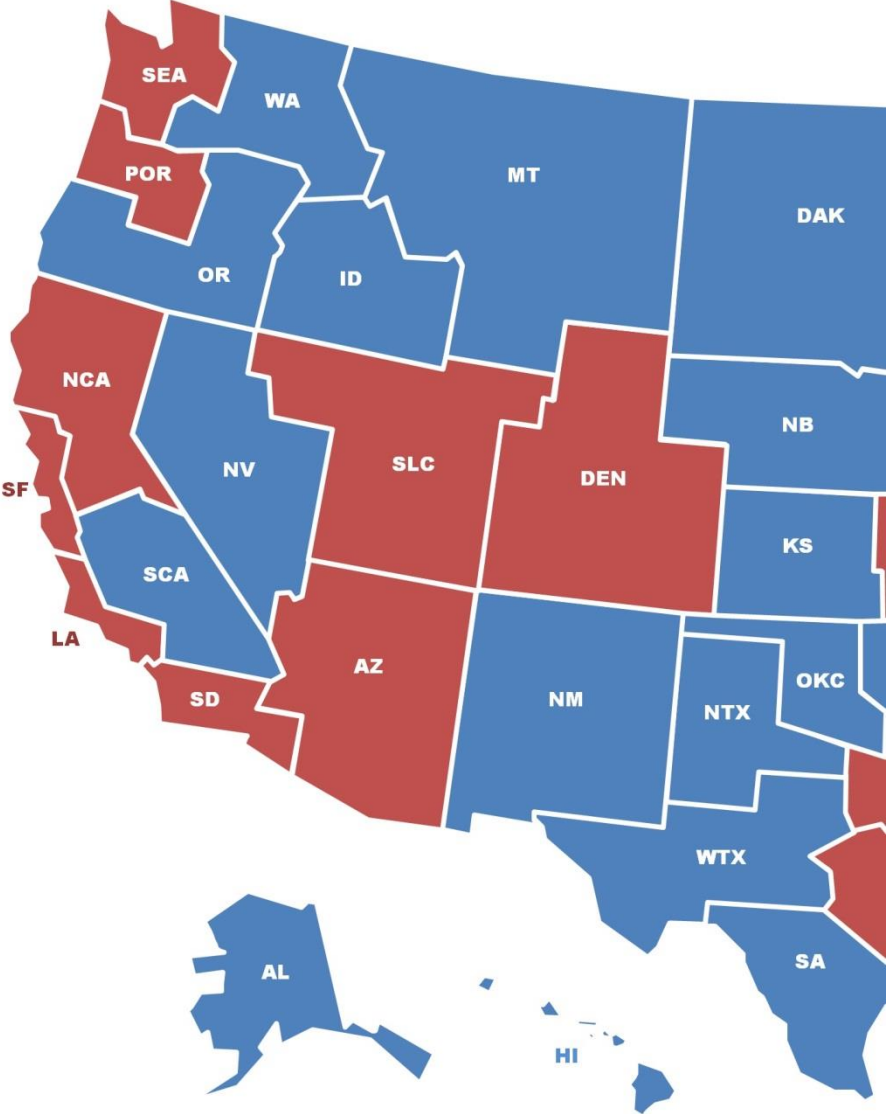
Eventually, you will run out of different match-ups after playing enough seasons. When this happens, make one of the following tweaks and run with it until another is needed:

Alternate A: Reverse all weeks, so that week 15 games are now week 1 games, etc.

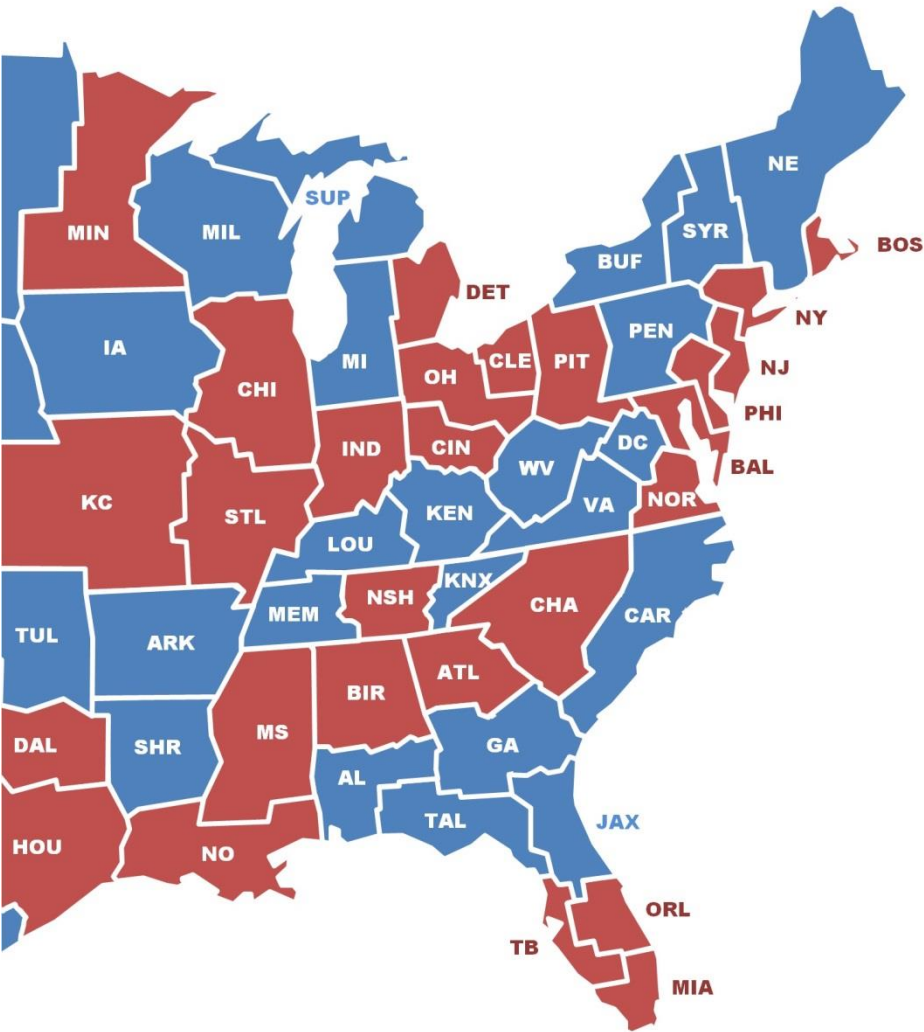
Alternate B: Reverse home and visitor in each game.

Alternate C: Reverse all weeks AND home field.

MEDIA MARKETS – WEST



MEDIA MARKETS – EAST



LEAGUE RECORD SHEET

EAST DIVISION

	W	L	T	PF	PA

WEST DIVISION

	W	L	T	PF	PA

NORTH DIVISION

	W	L	T	PF	PA

SOUTH DIVISION

	W	L	T	PF	PA

W = Wins; L = Losses; T = Ties; PF = Points For (i.e. points scored by the team); PA = Points Against (i.e. points scored against the team)

TEAM RECORD SHEET

Name:
Home Market:
Other Markets:
Star Players:

SCORE		BONUS		SCORE		BONUS	
OFF				DEF			
QB				LM			
RB				LB			
WR				DB			

SEASON	League Record			Division Record			PF	PA
	W	L	T	W	L	T		

GAME RECORD SHEET

First Quarter

PLAY	OFF	DWN	YDLN	PASS	RUN	KICK	PUNT	RTRN	SCORE	T/O	INJ	PEN
1												
2												
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Second Quarter

PLAY	OFF	DWN	YDLN	PASS	RUN	KICK	PUNT	RTRN	SCORE	T/O	INJ	PEN
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OFF: Current Offense; DWN: Current Down; YDLN: Current Yard Line; PASS: Passing Yards; X if pass failed; RUN: Running Yards; KICK: Kicking Yards; PUNT: Punting Yards; RTRN: Kick Return Yards; SCORE: Score on play; T/O: Turn-over (fumble or interception) on play; INJ: Injury on play; PEN: Penalty on play

Third Quarter

PLAY	OFF	DWN	YDLN	PASS	RUN	KICK	PUNT	RTRN	SCORE	T/O	INJ	PEN
1												
2												
3												
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OFF: Current Offense; DWN: Current Down; YDLN: Current Yard Line; PASS: Passing Yards; X if pass failed; RUN: Running Yards; KICK: Kicking Yards; PUNT: Punting Yards; RTRN: Kick Return Yards; SCORE: Score on play; T/O: Turn-over (fumble or interception) on play; INJ: Injury on play; PEN: Penalty on play

Fourth Quarter

PLAY	OFF	DWN	YDLN	PASS	RUN	KICK	PUNT	RTRN	SCORE	T/O	INJ	PEN
1												
2												
3												
4												
5												
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OFF: Current Offense; DWN: Current Down; YDLN: Current Yard Line; PASS: Passing Yards; X if pass failed; RUN: Running Yards; KICK: Kicking Yards; PUNT: Punting Yards; RTRN: Kick Return Yards; SCORE: Score on play; T/O: Turn-over (fumble or interception) on play; INJ: Injury on play; PEN: Penalty on play

Overtime

PLAY	OFF	DWN	YDLN	PASS	RUN	KICK	PUNT	RTRN	SCORE	T/O	INJ	PEN
1												
2												
3												
4												
5												
6												
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OFF: Current Offense; DWN: Current Down; YDLN: Current Yard Line; PASS: Passing Yards; X if pass failed; RUN: Running Yards; KICK: Kicking Yards; PUNT: Punting Yards; RTRN: Kick Return Yards; SCORE: Score on play; T/O: Turn-over (fumble or interception) on play; INJ: Injury on play; PEN: Penalty on play

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