

10	20	30	40	50	40	30	20	10	
9	19	29	39	49	41	31	21	11	1
8	18	28	38	48	42	32	22	12	2
7	17	27	37	47	43	33	23	13	3
6	16	26	36	46	44	34	24	14	4
5	15	25	35	45	45	35	25	15	5
4	14	24	34	44	46	36	26	16	6
3	13	23	33	43	47	37	27	17	7
2	12	22	32	42	48	38	28	18	8
1	11	21	31	41	49	39	29	19	9
1	2	3	4	:30 Rushes, Completed Passes, Sacks, Interceptions :15 Incomplete Passes, Punts, Kickoffs, Field Goals :15 All plays < 2:00 in 2nd and 4th quarters					
15:00	14:45	14:30	14:15	14:00	13:45	13:30	13:15	13:00	12:45
12:30	12:15	12:00	11:45	11:30	11:15	11:00	10:45	10:30	10:15
10:00	9:45	9:30	9:15	9:00	8:45	8:30	8:15	8:00	7:45
7:30	7:15	7:00	6:45	6:30	6:15	6:00	5:45	5:30	5:15
5:00	4:45	4:30	4:15	4:00	3:45	3:30	3:15	3:00	2:45
2:30	2:15	2:00	1:45	1:30	1:15	1:00	0:45	0:30	0:15

## Cheat Sheet

### Big plays

If the roll result on the play type roll or the defense roll is a double, check the Big Play card to see if the result is a big play. If the result is not a big play then use the roll result to find the appropriate play type (offense) or the result of the play is a defensive stop (defense).

### Explosive plays

Roll 2 d10 dice and combine ( 3 & 5 = 35). Add result to doubles roll for total yardage.

### RAC

Roll 1 d10 die and add result to doubles roll for total yardage.

### Long run

Roll 2 d10 dice and add (3 & 5 = 8). Add result to doubles roll for total yardage.

### Deep pass

Roll 2 d10 dice and add (3 & 5 = 8). Add result to doubles roll for total yardage.

### Tackle for loss

Roll 1 d10 die to get yardage lost on the play.

### Sack

Roll 1 d10 die to get yardage lost on the play.

### Fumble recovery

Ball spotted at the previous line of scrimmage.

### Interception

Roll 2 d10 dice and add (3 & 5 = 8). Add to the original line of scrimmage.

### Goal line offense

If passing yards are greater than the yards to go for a TD + 10 then the pass is incomplete.

### Team Attributes

**Clutch** = 5:00 or less in the 4th quarter if team is tied or losing by one score.

**RZ** = Inside the opponent’s 20 yard line.

**ToP** = Take one extra time block off for all plays from scrimmage.

**3rd** = Defense gets +1 on advantage roll on all third down plays.

### Hail Mary

1-95 = Incomplete  
96-100 = Complete

### Onside Kick

1-87 = Receiving team recovers  
88-100 = Kicking team recovers