

17 SUPPLEMENTAL RULES AND NOTES FOR “CLASSIC GREAT TEAMS” CHARTS.

1 ALL OFFENSIVE PARENTHESIS ARE VOID (DO NOT EXIST) ON TWO POINT CONVERSION ATTEMPTS AND FOURTH DOWN PLAYS. THEY ARE ALSO VOID ON RUNNING PLAYS WHEN THE OFFENSE HAS THE BALL AT OR INSIDE THE OPPONENTS 10 YARD LINE, IF THE OFFENSIVE DICE TOTAL IS AN EVEN NUMBER.

2 WHEN ATTEMPTING A TWO POINT CONVERSION, SUBTRACT 2 YARDS FROM A RUNNING PLAY (A QT IS A RUNNING PLAY) AND 3 YARDS FROM A PASS PLAY.

3 A BK RESULT ON A PUNT OR FIELD GOAL ATTEMPT REPRESENTS EITHER A FUMBLED SNAP OR A BLOCKED KICK. MUTUAL AGREEMENT OR A ROLL OF THE DICE WILL DECIDE WHO GETS TO CHOOSE WHAT OCCURRED.

4 THE WILD CARD DEFENSE IS NOT ALLOWED.

5 AN OFFENSIVE RESULT IN PARENTHESIS COMBINED WITH A DEFENSIVE FUMBLE EQUALS A NO GAIN.

6 AN OFFENSIVE RESULT IN PARENTHESIS COMBINED WITH A DEFENSIVE INTERCEPTION EQUALS AN INCOMPLETE PASS.

7 IF THE OFFENSE HAS A RESULT IN PARENTHESIS AND THE DEFENSE HAS A GAIN IN PARENTHESIS, THE LARGER GAIN IS USED.

#8 A DEFENSIVE GAIN (GREEN BOX) WITHOUT PARENTHESIS IS COMBINED WITH AN OFFENSIVE RESULT IN PARENTHESIS.

9 AN OFFENSIVE RESULT IN PARENTHESIS OVERRULES ALL DEFENSIVE RESULTS. (THE ONLY EXCEPTIONS ARE SUPPLEMENTAL RULES #5, # 6, # 7, AND # 8).

10 A COMPLETION OR INTERCEPTION BEYOND THE END LINE IN THE END ZONE ACTUALLY OCCURS NINE YARDS DEEP IN THE END ZONE. EXAMPLE: THE QB ROLLED OUT OR SCRAMBLED AND THREW THE PASS FROM ONE SIDE OF THE FIELD TO THE OTHER SIDE.

11 A KO RESULT ON A PUNT INDICATES A BOOMING PUNT. ROLL THE DICE AGAIN AND USE THE RESULTS ON THE KICKOFF COLUMN.

#12 VARIABLE YARDAGE RESULTS:

DS = DIRECT SUM OF THE NUMBERS ON THE THREE OFFENSIVE DICE (ADD THE THREE NUMBERS UP).

X = 40 MINUS ONE ROLL OF THE OFFENSIVE DICE.

T1 = ONE ROLL OF THE OFFENSIVE DICE.

T2 = TWO SEPARATE ROLLS OF THE DICE ADDED TOGETHER.

T3 = THREE SEPARATE ROLLS OF THE DICE ADDED TOGETHER.

EXAMPLE # 1: YOU ROLL A 3 ON THE BLACK DIE AND A 2 AND 5 ON THE WHITE DICE. THE OFFENSIVE DICE TOTAL IS 37; DS = 10; X = 3; T1 = 37. EXAMPLE 2: YOU ROLL A ONE ON THE BLACK DIE AND A ZERO AND THREE ON THE WHITE DICE. THE DICE TOTAL IS 13; DS = 4; X = 27; T1 = 13. IN COMBINATION WITH EXAMPLE #1, A T2 WOULD EQUAL 50.

13 AN OFFENSIVE OR DEFENSIVE PENALTY WITH AN “R” OR “S” NEXT TO IT WILL REQUIRE YOU TO ROLL THE OFFENSIVE DICE AGAIN AND REFER TO THE VARIABLE PENALTY YARDAGE CHART. # 14 WITH A “B” RESULT YOU ROLL THE DICE AGAIN ON THE “B” COLUMN. # 15 THE LET THE BALL ROLL RULE IS NOT ALLOWED ON PUNT RETURNS OR KICKOFF RETURNS. # 16 AN * NEXT TO THE PUNT MAY ALSO INDICATE THAT A RETURN WAS ATTEMPTED BUT THE PUNT RETURNER WAS TACKLED WITH NO GAIN. # 17 THE FUMBLE RETURN IS AN OPTIONAL RULE. IF THE DEFENSE RECOVERS A FUMBLE THERE IS THE POSSIBILITY OF A RETURN. THE DEFENSE IS ALLOWED A ROLL OF THE DICE IF THEY RECOVER THE FUMBLE. IF A DICE ROLL BETWEEN 20-29 OCCURS, THE DEFENSE IS ALLOWED ANOTHER ROLL OF THE DICE ON THE FUMBLE RETURN COLUMN.