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**Running the Clock--**

After each play, right click on the red arrow and choose the clock adjustment from the menu to move the clock.  To make the correct choice you must know whether the clock was stopped or running after the ***previous play***.

**Generally** (see exceptions below)

If the clock is *running* before a play, then after the play the clock will be moved

(approx) 4 lines, or 40 seconds.

If the clock is *stopped* before a play, then after the play the clock will be moved (approx) 1 line, or 10 seconds.

**Determining whether clock is stopped or running before a play…**

**The Clock is always stopped after...**

1. An incomplete pass-- including a spiked ball

2. A kick-off, FG try, extra point try, 2 point conversion try, or punt

3. A TD or safety

4. A change of possession– fumble, interception, or turnover on downs

5. A penalty– accepted or declined

6. A called time-out

7. The end of a period

8. The two minute warning

9. A team chooses to run out of bounds with the ball

**If none of the above apply, the clock continues to run...**

1. After a running play

2. After a complete pass

3. After kneeling the ball

**Exceptions**

1. **Hurry-up offense--** If the clock is running before the play, then after the play the clock will be moved (approx.) 2 lines, 20 seconds. Hurry up offense is only an option in the last three minutes of each half, and overtime.

2. **Kneeling the ball--** If the clock is stopped after the previous play, then after kneeling the clock will not be moved.  (If the clock is *running* before the play, then after kneeling the clock will be moved 4 lines.)

3. **Spiking the ball--** This only takes place when the clock is running-- the clock does not move on a spike.

4. **Extra point and 2 point conversion--**These always take place when the clock is stopped and the clock is not moved.

5. **A kick-off out of bounds or which results in a touch back**-- These always take place when the clock is stopped, and the clock is not moved.

6. **A play which results in an "auto-5" penalty—**

If the clock is stopped before the play, then after the play the clock will not be moved.

If the clock is running before the play, then after the play the clock will move 3 lines.

(**Note:** If Hurry Up offense is in effect, and the clock is running, move clock one line.)

**Other Clock Variations**

1. As in #6 above, a play with an auto-5 penalty on which the clock is running, can not consume the rest of the time before a two minute warning, or the end of a period.  There is always time for one more play before the warning and before the period ends.  After this final play, the clock would be moved one line past the two minute warning, or the period would end.

2. There is always time for one more play after a successful onside kick.

3. Letting time run-- If the clock is running with three of less lines remaining before the two minute warning, or the end of a period.  The offense may choose to let the clock run out to two minutes, or the end of the period.  However, the defense may prevent this by calling time out to stop the clock.

4.  If the clock is running with one or two lines remaining until the two minute warning and the offense chooses to run a play, then the play will end one line after two minutes

**Related Notes:**

**Running out of Bounds:**If a play *ends in either the black or blue color zones*, then the player may run out of bounds to stop the clock for the next play. If a player does this, 5 yards are subtracted from the gain on the play.

**Spiking the Ball-**If the clock is running, once per half a player may “spike the ball” to stop the clock for the next play. The spiking takes no time.

**Special Teams Plays (and 2 pt Conversions):**

**Kick-Offs and Punts**

**Regular Kick-offs:**Kicking team rolls for kick, receiving team rolls for return. If a kick-off goes OB, receiving team takes over 30 yards from the spot of the kick-off. A kick-off going to the back line of the end zone is a touchback.

**Onside Kicks:**

1. All onside kicks are in play, unless it goes OB.  In which case the receiving team takes over at that spot.

2. If the return is “0F", the returning team flips the coin. If it is heads, kicking team recovers.

**Punts:**All punts are marked from the line of scrimmage.

**The “Touch Punt”** may only be used from the 50 yd line or closer.

**Extra Points:**If a penalty moves the extra point back, use the FG section of the card to kick the extra point from the new line of scrimmage.  If an extra point is blocked it may be returned for a 2 pt score for the defense.

**2 pt Conversions:**These are attempted from the two yard line.  If a turnover occurs on a 2 pt conversion the defense may be able to return it the length of the field for 2 pts.

**Field Goals:**

Kicker Rating: Any time before his/her first FG for any game is attempted, the player rolls for a kicker rating. A lower number is better. This rating is used on FG’s from the line of scrimmage of the 36 yd line or further. If a kicker’s rating is higher than the ratings on the FG card for a specific distance, a team may not attempt a FG of that distance or further. A kicker’s rating changes every game.

A missed FG may not be returned**.**After a missed FG the defense takes over eight yards back from the line of scrimmage.

**Free Kick after a Safety:**This kick is from the 20 yd line.  The kicking team may use the punt card or kick card and may try an onside kick as well. Whichever card the kicking team uses, the return team uses the same.

**Free Kick after Fair Catch:**A field goal may be tried immediately after a fair catch. Subtract 14 yds from the distance between the ball and the opponent’s endzone and use that number for the line of scrimmage on the FG card. If the kick is missed, the defense gets the ball at the point of the kick.

**Blocked Kick/Punt:**A blocked punt or FG may be returned for a TD. If it is ***not*** put the ball 5 yds behind the line of scrimmage for a FG and 10 yards behind the line of scrimmage for a punt.

**Fumbles**

On fumbles (except as specified on special teams plays) the offensive team flips the coin to determine which team recovers.  If the result is tails the offense recovers, if it is heads the defense recovers.

**Fumble Returns—**On plays from scrimmage, if the defense recovers, the defense rolls the dice to determine whether the defense returns the fumble for a TD.  On each card there are one or two “FR” numbers. If there are two, one of them is for fumbles that are on negative runs, the other on runs of zero or positive runs. If the number rolled is equal to or less than the appropriate “FR” # on the card—it is a TD return.

**Fumble Notes:**If a play carries to or over the goal line on a fumble (for example, 10F from the defense's 10 yard line), then it is a touchdown. The fumble is deemed to have occurred after the runner broke the plane of the goal line. And, a fumble at the offense’s own goal line is a safety if the offense recovers, a touchdown if the defense recovers.

**Interceptions**

When an interception is indicated on a card, refer to the original die roll. If the number is odd, the defense has intercepted the pass and may try to return it for a TD (see exception below). If it is even, it is normally an incomplete pass. However, if the Long Yardage defense was played, some results indicate either an interception or a sack (ie. 24i, -7).

**Interception Returns—**When the defense intercepts a pass, they roll for a chance to return the interception for a “pick six” TD.  On each pass play card there is a “P6” number. And, on some cards there is a number with a strike through it. If the interception is as long, or longer than the strike thru #, it may not be returned. Otherwise, any roll equal to or less than the “P6” number is an interception returned for a TD.

**Notes:**13i indicates an interception and return to within 13 yards of the line of scrimmage.  Likewise, -17i indicates an interception and return 17 yards beyond the line of scrimmage toward the offense's goal.

Exception Note, a pass which is intercepted ten yards or more beyond the goal line is considered intercepted in the end zone and downed, it may not be returned for a TD**.**

**Extra Yards Rule:**

If a 22,44,66,77, or 88 is rolled and the result of the play is the best of the 5 boxes on the card, then the player rolls again for “extra yards”. If an odd number is rolled, no extra yards are gained. If an even number is rolled, that amount is added to the gain, up to the amount of the original gain. In other words, at most the original gain may be doubled by the extra yards. **Note:** The “best” result must be the only box with that result. It can’t be tied for the best result.

**Penalties:**

On most plays (exceptions below) when a 20, 30, 60, or 90 is rolled, then there is a penalty. In these cases, the number rolled is used for the play result. Then, after the full result of the play has been determined (see penalty procedure on scoreboard) the offense shakes to determine the penalty.

No penalties on on-side kicks and returns.

No penalties occur on the kicking portion of a kick-off.

No penalties result from the shake of the punting team.

However, if a penalty occurs on a punt return roll, it is possible that the penalty was running into the kicker during the kick portion of the play.  See special teams portion of penalty card for details.

**Enforcing Penalties on Kick-Off Returns:**

On a penalty on the kick-off team on the return add the result of the penalty to the end of the return.  There is no option for a re-kick.

A penalty on the kick-off return team is deemed to have occurred at the mid way point of the run back. For example, on a return of 22 yards the penalty on the offense is enforced from the point 11 yards ahead of where the return began.

**Enforcing Penalties on the Punt itself:**Though a penalty can’t result from the punt teams’ roll, there can be a running into the kicker penalty on the receiving team as a result of penalty roll on the punt*return* portion of the play. The penalty is 5 yds. The kicking team may choose to enforce the penalty by subtracting 5 yds from the end of the punt return, or they may advance the ball five yds from the original line of scrimmage and re-play 4th down. It is possible the penalty will gain them a first down.

**Note:** There can't be a penalty on the offense while they are punting.

**Enforcing Penalties on Punt Returns:**

Penalties on the punting team are added to the end of the return.

Penalties on the return team are deemed to have occurred at the mid-way point of the run back.  For example, on a return of 6 yards the penalty on the offense is enforced from the point 3 yards ahead of where the return began.

**Penalties Enforced on Ensuing Kick-Off:**15 yard penalties on the defense on a field goal or touchdown, or any penalty by the defense on a successful extra point, or 2 pt conversion are enforced on the ensuing kick-off.

**Penalties Leading to a Safety:**There are two penalties which lead to a safety, if they happen on a *pass play*which starts on the offense's three, two or one yd line. The defense may decline the penalty.

1) O10 on a pass play

2) O10 loss dwn inc on a pass play that is incomplete.

**Penalty Notes:**

**"D15"**means a 15 yard penalty against the defense.

**"O5"**means a 5 yard penalty against the offense.

Penalties that require half-the distance to the goal and penalties enforced on returns may produce ½ yard results. In these cases, the penalty should be reduced ½ yd and the ball set on a whole yard.

**Overtime Rules**

* At the end of regulation, the visiting team will call the toss.
* Overtime is 10-mins maximum.
* If on the first possession the team who receives scores a TD, or the defense scores a TD or safety the game is over. Otherwise, each team must possess, or have the opportunity to possess, the ball.
* After each team has had at least one possession, the game becomes sudden death play — where the game ends on any score (safety, field goal or touchdown).
* Each team gets two timeouts.
* The point after try is not attempted if the game ends on a touchdown.
* If the score is still tied at the end of the 10 minute overtime period, the result of the game will be recorded as a tie. Except in the play-offs
* In the play-offs, the same rules apply except there is no 10 minute time limit and the game continues until someone scores.

**Miscellaneous**

**The five long passes**(X Fly, Z Fly, Z Post, U Fly, Flea Flicker and 54 Y Go) may not be used on the opponent's 25 yard line or closer.

**Short yardage defense--**Can be used only on third or fourth down and one or two yards to go for a first down; or anytime on defense's three yard line or closer.

**Long Yards Defense—** May only be used on 3rd or 4th down and 12+ yds to go.

**Too many yards?**If a play gains more yards than needed to score a touchdown, it is ruled a touchdown even if the gain on a pass puts the ball out of end zone.