

RED ZONE RULES

I. DESCRIPTION OF THE GAME:

RED ZONE! Is a pro football replay game. Color-coded team charts have been prepared for each pro team, using comprehensive statistics based on actual season play. Each team's performance has been analyzed in great detail by mathematical statistics and computer programs, the results encoded in easy-to-use Team Charts. Thus, each team chart reflects with accuracy and details the performance of that particular team in the year it portrays.

The depth of analysis used in preparing the charts, plus extensive play testing, has produced a replay game which we are sure you will find unrivaled for excitement and true to life results!

II. PLAY OF THE GAME:

Basically the sequence of play follows just as in actual pro football. Each player secretly chooses one of the plays or formations from his card, then the choices are revealed. Each player throws his special game dice, determines the total, and looks up the result of the play on his Team Chart. These offensive and defensive results are then combined according to the Priority Chart to determine the final result. Special situation such as penalties, kicks, and changes of possession are explained in a separate section.

III. HOW TO USE THE GAME EQUIPMENT:

Before explaining in step-by-step detail the play of the game, we will first explain how to read the results from the special dice, the team charts and the priority chart, and how to operate the scoreboard and playing field.

1. GAME DICE:

- (A) **OFFENSIVE DICE** (1 Black, 2 White): to determine the total on these dice, add ten times the number on the black die to the sum of the numbers on the white dice. The offensive dice total can be any number from 10 through 30
- (B) **EXAMPLES:**

1	1	2	=Dice total of 13
2	0	0	=Dice total of 20
3	5	4	=Dice total of 39

(B) DEFENSIVE DICE (1 Red 1 Green):

The defensive dice total is simply the sum of the numbers on the two dice. The defensive dice total can be any number from 1 through 5. **EXAMPLES:**

0	1	=Dice total of 1
2	1	=Dice total of 3
2	3	=Dice total of 5

ADVANCED RULES

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Rules in red are changes or my personal rules.

TIMING: STATISTICAL ANALYSIS has shown that the following chart gives the actual time consumed by the various plays of pro football more accurately.

40 Seconds

All plays other than the ones listed below.

30 Seconds

Hurry up plays

20 Seconds

Any 40-second play, whenever it is followed by a throwaway or hurried play

10 Seconds

Plays out of bounds inside 2:00 in first half or 5:00 at end of game. All plays out of bounds have a *; incomplete passes; any play involving a penalty, accepted or not; any play followed by a Timeout; any scoring play; touchbacks; all change of possession plays; any 30-second play, whenever it is followed by a throwaway or hurried play.

0 Seconds

O=5 on running or passing plays

Kickoffs not returned

Not returned in last 2 minutes of each half

FUMBLES AND BLOCKED KICKS:

Move the ball backward (-) or forward (+) the number of yards shown with fumbles or blocked kick. The team last in possession now rolls the offensive dice again and refers to the fumble line on right of offensive chart to see whether they recover the ball or lose it team then **the defensive team refers to the fumble line on defensive chart between defense and special teams charts. Defense result all ways over rules offensive result. If defensive recovers the ball then use fumble return column in the special teams chart.**

If a fumble puts the ball on or beyond the opponents' goal line it is a touchdown no fumble actually occurs, and there is no recovery rolls

PUNTING OPTIONS;

Coffin corner punts are called before kick. **Subtract multiples of number under PUNT on special teams chart.** All punts reduced more than -10 are then considered not returnable and must **follow punt return options.** For old charts reduce any amount. Amounts more than -10 results in punt return options.

All punt results with a * by a number are not returnable and receiving team must use punt return options.

BLOCK KICK OPTIONS;

Defensive team on any punt or field goal attempt may try to block the kick. To do so, the defensive team must announce this intention in advance, before any commitments. By kicking team the team going for the block must bear the following disadvantages
Receiving team must fair catch or let ball roll DEF=5 running into kicker

# On dice	Block option	Free block option
1		
2		
3		
4	DEF=5	
5	BLK -10	BLK -10

FREE BLOCK OPTION

There are **three** situations in which the defensive team receives a FREE block option on 4th down punts when inside kicking teams 5-yard line, on field goal attempts with time conserved, **and any field goal attempt 50+ yards**

PUNT RETURN OPTIONS;

On punts with asterisk (*) receiving cannot return kick and must call for fair catch or let ball roll if calling for fair catch **consult fair catch column or for older charts use this table.**

Fair catch column	# ON DICE
Fumble	10-12
Penalty D=15	13
Fair catch	14-36
Let ball roll	37-39

All penalties are D=15 interference with return man.

Let ball roll option-Use defense dice for result

#1	#2	#3	#4	#5
+5	+8	+12	-2	F-5

SPECIAL TEAMS DEFENSE;

Combine special teams defense located under special teams, with opponents special teams result. **Don't combine punt return defense when fair catch is called.**

FIELD GOAL ATTEMPTS;

To attempt a field goal, the offense simply announces its intention, rolls the offensive dice and consults its field goal column and opponents field goal defense. The kick is good 3 points are awarded if the yardage shown equal or exceeds the distance from the line of scrimmage to the opponents' goal line other wise, the kick fails. **If the field goal misses the receiving team can return kick 50 yards down field from line of scrimmage using interception return, combined with opponents interception defense.** If not returned then receiving team gets the ball 1st and 10 **either 7 yards behind line of scrimmage** or they're own 20, whichever they choose. For statistical purposes add 17 from line of scrimmage for length of kick.

FREE KICK;

A team may attempt a free kick after any none returned kick or fair catch. **Use field goal column plus add 7 yards to the length of the kick, kicks are from line of scrimmage. No block option can be used or field goal defense.**

RED ZONE DEFENSE;

To reflect the factor of a shorter field all passing plays that would carry to or beyond the defenders' end line (either with or without added defensive yardage) are ruled incomplete passes. Interceptions on or beyond the end line result in touchback. Any passes completed throw from outside 20-yard line and go beyond the end line result in Touchdown. Any Interceptions throw from outside 20-yard line and go beyond the end line result in incomplete pass. All runs inside the 10- yard including QR receive -1 reduction accept line plunge play.

PENALTIES;

All penalties of 15 yards are marked at the end of the play. All penalties with X result in them result in automatic first down. All penalties on special teams plays are marked at the end of the play. Penalties O=5 on run or pass plays are automatic pre snap. All other penalties can be accepted or declined reroll offensive dice for result of play if another penalty occurs on same team decline one penalty and accept the other. If penalties occur against both team no play offsetting 10 seconds off clock. No penalty can result in more than half the distances to the goal accept pass interference. Penalties with O=10* and loss of down.

PRIORITY CHART;

Defense							
	#	#	QT		Int	F	(#)
#B	Add	Add	QT		Int	F	(#)
#	Add	Add	QT		Int	F	(#)
QT	QT	QT	QT		Int	F	(#)
			QT		Int	F	(#)
Int	Int	Int	QT	Int	Int	F	(#)
F	F	F	QT		Int	F	F
	Add	Add	QT		Int	F	(#)
Penalties always take priority							

QUARTERBACK TRAP;

On QT that results in positive yardage use opponents QR defense under defense chart and combine results.

QUARTERBACK SNEAK:

When a sneak is called look at QT column if result white or red box no gain. If box green then result 1 yard. Then combine with QR. If result F+# then result F.

SAFETIES:

A safety is scored when the dead-ball spot is on or behind a team's own goal line and the team itself provided the impetus. The other team scores 2 points and the victims of the safety must punt from there own 20 a free kick from line of scrimmage, add an additional 12+ yards to the length of the punt. Punts cannot be blocked if block occurs rekick for result. Use kickoff return and kickoff return defense for the return.

KICKOFF OPTIONS:

When kicking 3 options are used regular, squib or onside.

KICKOFF RETURN OPTIONS;

When returning kickoffs 2 option are used regular or hands. If hands are used subtract 10 yards to regular or 5 yards from squib return.

KICKOFF CHARTS:

Kicking team must decide on kick regular, squib or onside.

Receiving team must decide on regular blocking or hands team

*Receiving team recovers if hands team.

Subtract 5 yards to squib, 10 yards to regular return if hands team in.

(40) On kickoffs receiving team starts on there 40 1st & 10

O=5 on onside inside 1 minute = (40)

Dice	Onside	Return	Squib	Return
10	22		25	
11	14		23	KR
12	17		21	KR
13	6		33	6
14	7		38	DEF=15
15	8		42	OFF=15
16	9		51	KR
17	30		40	KR
18	35		39	KR
19	33		57	B
20	27		52	4
21	20		O=5	17
22	11*		(40)	5
23	14	8	50	7
24	13	3	48	8
25	12	1	45	13
26	16	TD	46	F+10
27	19		43	16
28	25		36	F
29	22		35	F
30	5		53	18
31	15	12	49	14
32	11	5	47	9
33	10		41	11
34	O=5		42	10
35	(40)		37	10
36	15	31	37	12
37	12		54	15
38	18		44	19
39	20		39	2

DEFENSE dice for those that don't have original special dice.

USE TWO 6 SIDE DICE FOR DEFENSE

Dice	1	2	3	4	5	6
1	1	1	1	1	1	2
2	1	1	1	2	2	3
3	1	1	2	2	3	3
4	1	2	2	3	3	2
5	1	2	3	3	4	4
6	2	3	3	2	4	5

OFFENSE dice for those that don't have original special dice.

USE 1 BLACK AND 2 WHITE 6 SIDE DICE FOR OFFENSE RESULT

Dice	1	2	3	4	5	6
2	15	25	25	35	35	35
3	10	20	20	30	30	30
4	11	21	21	31	31	31
5	12	22	22	32	32	32
6	13	23	23	33	33	33
7	14	24	24	34	34	34
8	15	25	25	35	35	35
9	16	26	26	36	36	36
10	17	27	27	37	37	37
11	18	28	28	38	38	38
12	19	29	29	39	39	39

Paydirt Pro Football-Solitaire Play Calling

Use two regular 6-side dice

DEFENSE

Dice	Standard	Pass	Short	Prevent
2	D-Chart			
3	F	C	A	C
4	A	D	B	E
5	C	F	C	A
6	F	D	B	F
7	D	F	F	E
8	A	A	B	F
9	A	E	B	D
10	C	D	C	E
11	B	D	A	E
12	D-Chart			

D-Chart is the home advantage field chart

Standard;

All other

Pass;

Ahead by 9-16 points with less than 4:00 left in 4th quarter.

Ahead by 1-8 points with less than 2:00 left in 4th quarter.

Ahead by 17+ points in 4th quarter.

Use on 2nd down and 14+

Use on 3rd or 4th down and 6-15 yards.

Short;

Use on 3rd or 4th down and 1-2 yards to go.

Use inside 5-yard line.

Behind by 9 or more points with 4:00 left in the 4th quarter

Prevent;

Do not use inside the 20-yard line

Ahead by 9+ points with less than 2:00 left in 4th quarter

Use on 3rd or 4th down and 16+ yards.

DEFENSE dice for those that don't have original special dice.

USE TWO 6 SIDE DICE FOR DEFENSE

DICE	RESULT
2	4
3	3
4	1
5	1
6	1
7	2
8	2
9	3
10	3
11	4
12	5

SEE MY PAYDIRT WEB PAGE;

<http://www.tc.umn.edu/~hunte006/paydirt.htm>