



15:00	9:50	4:40
14:50	9:40	4:30
14:40	9:30	4:20
14:30	9:20	4:10
14:20	9:10	4:00
14:10	9:00	3:50
14:00	8:50	3:40
13:50	8:40	3:30
13:40	8:30	3:20
13:30	8:20	3:10
13:20	8:10	3:00
13:10	8:00	2:50
13:00	7:50	2:40
12:50	7:40	2:30
12:40	7:30	2:20
12:30	7:20	2:10
12:20	7:10	2:00
12:10	7:00	1:50
12:00	6:50	1:40
11:50	6:40	1:30
11:40	6:30	1:20
11:30	6:20	1:10
11:20	6:10	1:00
11:10	6:00	0:50
11:00	5:50	0:40
10:50	5:40	0:30
10:40	5:30	0:20
10:30	5:20	0:10
10:20	5:10	0:00
10:10	5:00	
10:00	4:50	

Returns Table

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
12	51	51	51	41	31	31	21	21	21	21	21	21	21	21	21	21	21	21	82
11	41	41	41	41	31	31	21	21	21	21	21	21	21	21	21	21	21	21	0
10	31	31	31	31	21	21	21	21	21	21	21	21	21	21	21	21	21	21	0
9	31	31	31	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	0
8	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	0
7	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	0
6	31	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	21	0
5	41	41	31	31	31	31	31	21	21	21	21	21	21	21	21	21	21	21	0
4	51	51	41	41	41	31	31	31	31	31	21	21	21	21	21	21	21	21	0
3	61	51	51	41	41	41	31	31	31	31	21	21	21	21	21	21	21	21	0
2	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	0

Note: "L" means "Long". Refer to return man's rating for result.

On KO return results of "90" and "0" ONLY, add 10 to the return if the kickoff was fielded inside the 10 yard line.

On turnover returns, roll all 5 dice to determine the length of the return. A d12 roll of 12 indicates a possible fumble (use the usual fumble procedures), at the end of the return. On d12 rolls of 10 or 11, a penalty has occurred. Re-roll the d10 and use the table below to identify the infraction.

Return Penalties	
0-5	Illegal block, return team (10 yds)
6	Roughing, defenders (15 yds)
7	Roughing, return team (15 yds)
8	Offsides, defenders (5 yds. no penalty on int, fumble returns)
9	Offsides, return team (5 yds. no penalty on int, fumble returns)

Result Codes

- 00 – 09 yard gain (00 = no gain, 01 = 1 yard gain, etc.)
10 if d10 is even, first down, max of 10 yards. If d10 is odd, first down minus 1 yard, minimum of 1 yard, max of 10 yards. If inside opponent's 10 yard line, half (round up) the distance to the goal.
11 10 + d10 yard gain
12 10 + d10 yards and clipping, offense
13 d10 yard punt. Out of bounds
15 illegal motion (5 yds), offense
16 pass interference, offense (10 yds)
17 Pass interference, defense (90, 21, 31 result from LOS, 1st down)
18 delay of game, offense (5 yds) OR timeout, offense
19 holding, offense (10 yds)
20 holding, defense (5 yds, 1st down)
21 20 + d10 yard gain
22 no gain. Player injured
23 20 + d10 yard punt. Out of bounds
24 0 + d10 yard gain. Player injured
25 10 + d10 yard gain. Player injured
26 incomplete pass. Player injured
27 20 + d10 yard gain. Player injured
28 0 + d10 yard gain. Personal foul (15 yds...1-6 defense, 7-10 offense, 11-12 off-setting on d12)
29 10 + d10 yard gain. Personal foul (15 yds...1-6 defense, 7-10 offense, 11-12 off-setting on d12)
30 incomplete pass. Personal foul (15 yds...1-6 defense, 7-10 offense, 11-12 off-setting on d12)
31 30 + d10 yard gain
32 30 + d10 yard high punt (check for fair catch)
33 30 + d10 yard punt. Out of bounds
34 blocked pass. Incomplete
35 d10 yards. Grasping face mask (5 yds...1-8 defense, 9-12 offense on d12)
36 10 + d10 yards. Grasping face mask (5 yards), defense
37 d10 yards. Twisting face mask (15 yds...1-8 defense, 9-12 offense on d12)
38 10 + d10 yards. Twisting face mask (15 yards), defense
39 encroachment OR offsides (5 yards), defense
40 FG or PAT hits upright (1-10 good, 11-20 no good)
41 40 + d10 yard gain
42 40 + d10 yard high punt (check for fair catch)
43 40 + d10 yard punt. Out of bounds
44 blocked kick. Ball rolls d20 yards behind LOS. Use fumble recovery system to determine who recovers. Ball may be returned.
45 QB is forced to run on a passing play
46 incomplete pass
47 sack 1 + d10 yards
48 sack 1 + d10 yards plus a fumble
49 sack 1 + d10 yards, QB is injured
50 FG or PAT is good
51 50 + d10 yard gain
52 50 + d10 yard high punt (check for fair catch)
53 50 + d10 yard punt. Out of bounds
54 0 yard gain. Possible fumble
55 d10 yard gain. Possible fumble
56 10 + d10 yard gain. Possible fumble
57 20 + d10 yard gain. Possible fumble
58 30 + d10 yard gain. Possible fumble
59 40 + d10 yard gain. Possible fumble
60 FG or PAT is no good
61 60 + d10 yard gain
62 possible interception d10 yards behind LOS
63 possible interception d10 yards downfield
64 possible interception 10 + d10 yards downfield
65 possible interception 20 + d10 yards downfield
66 possible interception 30 + d10 yards downfield
67 possible interception 40 + d10 yards downfield
68 possible interception 50 + d10 yards downfield
69 incomplete pass. Face mask penalty (15 yards), defense
70 KO Out of Bounds penalty (30 yards from kick)
71 70 + d10 yard gain
72 touchback
81 80 + d10 yard gain
82 d10 yard loss. If off rating is "A", 2 yd loss.
83-87 yard loss (83 = 1 yard loss, 84 = 2 yard loss, etc.)
88 weird play (consult weird play chart)
89 TOUCHDOWN!!!
90 d10 yard gain
91 90 + d10 yard gain