



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	11	11	82	90	0	0	0	82
11	41	41	41	31	31	21	21	21	21	21	11	11	11	0	82	90	0	0	0
10	31	31	31	21	21	11	11	11	11	11	11	11	11	0	82	90	0	0	0
9	31	31	31	21	21	11	11	11	11	11	11	11	11	0	82	90	0	0	0
8	21	21	21	21	21	11	11	11	11	11	11	11	11	0	82	90	0	0	0
7	21	21	21	21	21	11	11	11	11	11	11	11	11	0	82	90	0	0	0
6	31	21	21	21	21	21	21	21	21	21	21	21	11	11	11	11	11	11	0
5	41	41	31	31	31	31	31	31	31	21	21	21	21	11	11	11	11	11	0
4	51	51	41	41	41	31	31	31	31	21	21	21	21	21	21	21	21	11	0
3	61	51	51	41	41	41	31	31	31	21	21	21	21	21	21	21	21	11	0
2	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L

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

Roll all 4 dice to determine the length of the return. On d10 and d20 matches of 1 through 9, a fumble may have occurred (use usual fumble procedures) at the end of the return.

On d10 rolls of 0 or 9, a penalty has occurred. Re-roll the d10 and use the table below to identify the infraction.

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

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

- 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 opp 10 yard line, half (round up) the distance to the goal.
- 11** 10 + d10 yard gain
- 12** yds + d10 roll + clipping, offense
- 13** d10 yard punt OB
- 15** illegal motion, Off (5 yds)
- 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 OB
- 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...1-15 defense, 16-20 offense)
- 29** 10 + d10 yard gain. Personal foul (15 yds...1-15 defense, 16-20 offense)
- 30** incomplete pass. Personal foul (15 yds...1-15 defense, 16-20 offense)
- 31** 30 + d10 yard gain
- 32** 30 + d10 yard punt. High (fair catch?)
- 33** 30 + d10 yard punt. Out of bounds.
- 34** blocked pass. Incomplete
- 35** d10 yards. Grasping face mask (5 yds), defense
- 36** 10 + d10 yards. Grasping face mask (5 yards), def.
- 37** d10 yards. Twisting face mask (15 yards), defense
- 38** 10 + d10 yards. Twisting face mask (15 yards), def.
- 39** encroachment, defense (5 yards)
- 40** FG or PAT hits upright. (1-10 good, 11-20 no good)
- 41** 40 + d10 yard gain
- 42** 40 + d10 yard punt. High (fair catch?)
- 43** 40 + d10 yard punt, Out of bounds.
- 44** blocked kick. Ball rolls d10 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 d10 yards
- 48** sack d10 yards + fumble
- 49** sack d10 yards, QB is injured
- 50** FG or PAT is good
- 51** 50 + d10 yard gain
- 52** 50 + d10 yard punt. High (fair catch?)
- 53** 50 + d10 yard punt, Out of bounds.
- 54** 0 yard gain. Fumble
- 55** d10 yard gain. Fumble
- 56** 10 + d10 yard gain. Fumble
- 57** 20 + d10 yard gain. Fumble
- 58** 30 + d10 yard gain. Fumble
- 59** 40 + d10 yard gain. Fumble
- 60** FG or PAT is no good
- 61** 60 + d10 yard gain
- 62** interception d10 yards behind LOS
- 63** interception d10 yards downfield
- 64** interception 10 + d10 yards downfield
- 65** interception 20 + d10 yards downfield
- 66** interception 30 + d10 yards downfield
- 67** interception 40 + d10 yards downfield
- 69** incomplete pass. Face mask penalty, Def
- 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 offensive rating is "A", 2 yard 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