

Dice Football

The game of football played with a pair of dice.

Requirements: 2 standard six sided dice (different colors) and the play and team sheets provided.

Note: The dice should be read together to determine which chart to read and separately for the play result.

How to play:

Kickoff: The game is started by a kickoff, which is assumed to be caught at the 5 yard line. The Kickoff Return chart determines where the runner is tackled. You will see a line next to the Kickoff Return which reads something like: A+ Pass*2 or A+ Pass B+ Run. In the first case, roll the dice and read the number on the A+ Pass chart. Multiply that by two and add five to determine where the runner is tackled. In the second case, roll the dice and read the result in the A+ Pass column. Then roll the dice a second time and read the result in the B+ Run column. Add the two together and add five yards to determine where the runner was tackled.

Defense: Before the game, read the number next to each team's Run and Pass Defense. If a team is ranked as a 0 Defense, no change is required, however a negative number requires the other team to move to the next chart to the left, while a positive number requires the other team to move the next chart to the right. This will apply for each play during the game.

Play calling: For 1st Down plays, roll the dice to determine what type of play is called. Then roll the dice a second time and read which chart to use. Finally, roll the dice a third time and read the result of the play. For all other plays, the roller can call his/her own plays.

Pass: If a Pass is called, roll the dice to determine if it was completed. If it was, roll the dice again to determine whether the Pass is short or long. Once that has been determined, roll the dice again to read which chart to use. Long passes tend to read like: A+ B+ or B- +6. In the first case, roll the dice and read the result in the A+ Pass chart. Then roll the dice again and read the result in the B+ Pass chart. Add the two together to get the final result. In the second case, roll the dice and read the B- Pass Chart. Add six yards to the reading for the final result of the play.

Punts and Field Goals: Punts are read like kickoffs using the Punt and Punt Return charts. Punts and Field Goals are determined by rolling the dice and reading the chart called for and adding it to the first number. For example, a Field Goal chart may read: 22 A+ Pass. Roll the dice and read the A+ Pass chart and add 22 to the result to determine whether or not the kick was successful.

Penalties: If a play results in a Flag, roll the dice and read the Penalty chart for the appropriate play.

Fumbles: If a play results in a Fumble, roll the dice twice. The first number is for the Offense and the second number is for the Defense. The higher number gets the ball, however, a tie goes to the Offense.

Interceptions: If a play results in an Interception, roll the dice and read the same chart to determine how far from the line of scrimmage the ball was intercepted. Then roll the dice and read the same chart to determine how far the ball was returned.

Out of bounds: Each team has three out of bounds plays per quarter. The player simply calls "out of bounds" to end the play.

The + sign in the play charts: If a roll results in a play with a plus sign next to the number, then the dice must be rolled a second time. Read the same chart and add the two numbers together to determine the result of the play.

Timing: For Dice Football, each play takes the following amount of time off the game clock:

Regular plays – 45 seconds

Plays after time outs – 30 seconds

Plays in the final two minutes of a half – 30 seconds run / 15 seconds pass

Plays after or resulting in penalties (other than offsides) – 30 seconds

Out of bounds plays – 30 seconds.

Offsides penalties – 0 seconds

Extra points: In the NFL, extra points are scored about 97% of the time, therefore, roll the dice after a touchdown. All but a 2 scores the PAT.

Two point conversions: Roll the dice and read the E Run chart. The result must equal or be greater than 3 to score the conversion.

Game clock: The NFL and college games use 15 minute quarters, while high schools use 12 minute quarters. Choose the correct amount of time for the game you wish to play.

Teams: I have rated five generic teams and the 2007 NFLE teams. The NFLE teams are rated based on the percentage of plays called and their results. Teams can be generated on this basis for any league you wish.

RUN	E	D	C	C+	B	B+	A	A+
1-1	FUMBLE	FUMBLE	FUMBLE	FUMBLE	FUMBLE	FUMBLE	FUMBLE	FUMBLE
1-2	3	3	6	6	7	3	3	3
1-3	2	2	2	4	6	4	5	5
1-4	3	2	4	4	5	5	6	6
1-5	1+	4+	6+	6+	8+	6	6	6
1-6	2	0	0	0	-1	4	5	5
2-1	6	5	3	5	5	6	7	7
2-2	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG
2-3	5	2	1	2	2	3	4	4
2-4	3	3	2	4	4	0	0	0
2-5	2	-2	-2	-1	-2	5	5	5
2-6	-2	11	8	11	11	12	11	12
3-1	1	5	7+	5+	6+	4+	5+	6+
3-2	1	-2	-2	-2	-1	-2	1	2
3-3	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG	0
3-4	4	8	4	11	15	10	9	10
3-5	-4	2	5	2	3	4	4	4
3-6	7	9	10	10	11	10	10	11
4-1	8	-1	-1	-1	-1	-2	-1	1
4-2	10	2	2	2	2	4	5	4
4-3	-3	-1	0	0	0	0	1	3
4-4	1+	8+	9+	8+	8+	9+	9+	7+
4-5	-5	10	12	12	14	16	15	18
4-6	3	-2	-2	-2	-2	-2	-1	-1
5-1	-3	2	3	2	2	3	5	6
5-2	2	-1	-1	-1	-1	-1	-1	-1
5-3	7	3	2	4	5	6	6	7
5-4	-1	4	5	9	9	9	10	8
5-5	3	-3	-5	-5	-5	-5	-5	-2
5-6	-1	2	3	2	2	2	3	3
6-1	5	7	7	7	7+	13+	12+	12+
6-2	3	-3	-3	-3	-2	-3	-3	-1
6-3	11	4	8	8	8	12	11+	15+
6-4	-2	10	13	13	12	15	16	12
6-5	3	-3	-1	-2	-2	0	2	3
6-6	FUMBLE	FUMBLE	FUMBLE	FUMBLE	FUMBLE	FUMBLE	0	0

Penalties

2	12 Men on the Field	10 Yards
3	Unnecessary Roughness	15 Yards and First Down
4	Illegal Formation	10 Yards
5	Illegal Block	10 Yards
6	Holding	10 Yards
7	Offsides	5 Yards
8	Holding	10 Yards
9	Defensive Offsides	5 Yards
10	Illegal Block	10 Yards
11	Defensive Holding	10 Yards
12	Unsportsmanlike Conduct	15 Yards

PASS	E	D	C-	C	B-	B	B+	A-	A	A+
1-1	INT	INT	INT	INT	INT	INT	INT	INT	INT	INT
1-2	12	12	10	10	8	8	8	9	9	11
1-3	15	18	12	12	11	13	13	11	11	10
1-4	9+	6+	9+	10+	10+	12+	12+	12+	12+	12+
1-5	8	9	8	9	9	8	8	9	8	9
1-6	5	3	3	4	7	10	10	12	11	14
2-1	16	17	14	12	15	16	16	16	18	18
2-2	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG
2-3	15	14	12	11	13	12	14	15	21	22
2-4	8+	9+	8+	10+	12+	10+	12+	13+	13+	15+
2-5	12	13	15	16	14	16	18	18	18	16
2-6	7	5	8	8	9	9	8	9	9	11
3-1	12	16	13	14	15	15	16	17	17	17
3-2	11	10	12	11	11	11	12	12	12	13
3-3	INT	INT	INT	INT	INT	INT	INT	INC	INC	INC
3-4	4	6	8	7	10	12	17	15	18	20
3-5	-1	5	4	8	8	7	6	8	8	6
3-6	7	7	10	12	12	12	10+	12+	12+	15+
4-1	8	8	9	9	11	11	12	11	11	16
4-2	10	10	10	10	10	12	12	14	15	12
4-3	12+	12+	15+	15+	15+	15+	16+	15+	14+	15+
4-4	13	13	11	11	11	11	11	12	12	13
4-5	11	12	12	14	14	14	12	11	13	14
4-6	4	6	5	7	5	8	7	8	8	8
5-1	15	15	16+	13+	11+	11+	12+	12+	14+	14+
5-2	10	10	8	9	10	12	12	12	12	12
5-3	18	18	20	20	22	21	25	25	27+	30+
5-4	6	6	7	7	7	9	10	10	10	10
5-5	4	4	6	6	8+	11+	11+	11+	12+	11+
5-6	11	11	12	12	10	9	9	11	11	10
6-1	5	5	7	9	11	12	12	14	14	13
6-2	12	10	15	18	18	17	18	18	18	18
6-3	11	9	11	10	10	10	10	10	9	8
6-4	10	10	12	12	13	12	12	13	13	12
6-5	6	6	8	9	10	9	9	10	10	10
6-6	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG	FLAG	0	0

Penalties

2	Unsportsmanlike Conduct	15 Yards and First Down
3	Pass Interference	Result of Play or 15 Yards and First Down
4	Roughing the Passer	5 Yards
5	Illegal Block	10 Yards
6	Offsides	5 Yards
7	Holding	10 Yards
8	Offsides	5 Yards
9	Holding	10 Yards
10	Defensive Offsides	5 Yards
11	Defensive Holding	10 Yards
12	Roughing the Passer	15 Yards

Team A

Run Defense	0 Punt	32 C+ RUN
Pass Defense	0 Punt Return	E Pass -2
	FG	33 A+ Pass
Play Call	Kickoff Ret	A+ Pass*2
Run	2,3,4,5,6,11,12	
Pass	7,8,9,10	

Passing

Complete	3,5,7,8,9,11
Short	4,5,6,7,8,9,10
Long	2,3,11,12

Run Result	Short Pass	Long Pass
2 B+ *2 +C	E	E +10
3 B+ -C	E	E +10
4 B	A+ +2	A+ +2 *2
5 B	A+ +2	A+ +2
6 B+	E (3-3 *2)	E (3-3 *2 +5)
7 B+	C	C *2
8 B+	E (4-4 *2)	E (4-4 *2 +5)
9 B+	E -2	E +8
10 B+ /2	E -2	E +8
11 E /2 -2	E -1	E +9
12 B +C-	A+ +3	A+ +3 *2

Team B

Run Defense	0 Punt	34 C+ RUN
Pass Defense	1 Punt Return	E Pass -2
	FG	23 A+ Pass
Play Call	Kickoff Ret	A+ Pass*2
Run	2,3,4,5,6,11,12	
Pass	7,8,9,10	

Passing

Complete	3,5,7,8,9,11
Short	4,5,6,7,8,9,10
Long	2,3,11,12

	Run Result	Short Pass	Long Pass
2	C	A+	A+ +C
3	C+	B- -1	B- + E
4	C+	A+	A+ +D
5	C	A	A +1 *2
6	E	E -1	E +7
7	C+	A	A *2
8	C	B-	B- +6
9	C	A+	A+ +E
10	C	B- -1	B- +5
11	C	B-	B- +6
12	C	B-	B+ *2

Team C

Run Defense	1 Punt	35 C+ RUN
Pass Defense	0 Punt Return	E Pass
	FG	28 A+ Pass
Play Call	Kickoff Ret	A+ Pass A Run
Run	3,5,6,7	
Pass	4,8,9,10,11,12	

Passing	
Complete	2,3,5,8,9,10,11
Short	4,5,6,7,8,9,10
Long	2,3,11,12

Run Result	Short Pass	Long Pass
2 D	A	A+ *2 + 3
3 D	A	A+ +3
4 D	E	E *2
5 D	B-	B
6 D	B- (3-3 +1)	B *2
7 D	B-	B- *2
8 C+ (4-4 +1)	B- (4-4 +1)	B- *2
9 C+	E -4	E +5
10 E -2	C+	C+ * 2
11 C+	E -2	E + 7
12 E	E -3	E + 8

Team D

Run Defense	2 Punt	38 C+ RUN
Pass Defense	1 Punt Return	C+ Run
	FG	31 A+ Pass
Play Call	Kickoff Ret	A+ Pass B+ Run
Run	3,5,6,7	
Pass	4,8,9,10,11,12	

Passing

Complete	2,3,4,5,6,8,10
Short	4,5,6,7,8,9,10
Long	2,3,11,12

Run Result	Short Pass	Long Pass
2 C+	C+ RUN	C+ RUN *2
3 C+	E -2	D + 5
4 C+	E	E *2
5 C+	E -3	E + 2 *2
6 C+ (3-3 -1)	A+ (3-3 +1)	A+ +2 *2
7 C	A+	A *2
8 C+ (4-4 -1)	C+	B- *2
9 C+	E -3	E +6
10 C+	B+	B+ * 2
11 C+	E -2	E + 8
12 C	E -2	E + 9

Team E

Run Defense	-1 Punt	33 C+ RUN
Pass Defense	0 Punt Return	A+ Run
	FG	22 A+ Pass (10)
Play Call	Kickoff Ret	A Pass
Run	6,8,9	
Pass	2,3,4,5,3-3,7,10,11,12	

Passing

Complete	4,5,6,8,9	(2-2 INC)
Short	4,5,6,7,8,9,10	
Long	2,3,11,12	

	Run Result	Short Pass	Long Pass
2	C+	B	B +E
3	E-1	E -2	E *2
4	E	C+	C+ +7
5	E	B-	B- +E
6	E (3-3 +1)	B-	B- +E
7	E -3	B	B +E
8	E (4-4 +1)	E -3	E + 6
9	E	E	E +8
10	C+	E -2	E +9
11	E-1	B-	B- *2
12	C+	E -3	E *2

Amsterdam	Admirals	7W 3L	
Run Defense		-1 Punt	38 C+ RUN
Pass Defense		0 Punt Return	A+ Run +1
		FG	31 A+ Pass
Play Call		Kickoff Ret	A+ Pass + E Pass
Run	8,9,10,11,12		
Pass	2,3,4,5,6,7		

Passing	
Complete	2,3,4,5,6,7,12
Short	4,5,6,7,8,9,10
Long	2,3,11,12

Run Result	Short Pass	Long Pass
2 C+	A+ +3	A+ +10
3 E -1	E	E +10
4 E-1	E -3 (5-5 E-4)	E +2
5 C+	A+ +3	A+ +10
6 C+ (3-3 +1)	A-	A- *2
7 C+	A+ +3	A+ + B
8 C+	A+ +2	A+ + B
9 C+	B	B + 6
10 C+	E -3 (5-5 E-4)	E +2
11 C+	E	E +9
12 C+	A+ +2	A+ +3 *2

Cologne	Centurions	4W 6L	
Run Defense		-1 Punt	37 C+ RUN
Pass Defense		-1 Punt Return	E Pass -1
		FG	21 A+ Pass
Play Call		Kickoff Ret	A+ Pass + 4
Run	2,3,4,5,9,10,11,12		
Pass	6,7,8		

Passing	
Complete	2,3,4,5,9,10,11,12 (5-5 INC)
Short	4,5,6,7,8,9,10
Long	2,3,11,12

	Run Result	Short Pass	Long Pass
2 C		E-2	E+5
3 C		E-2	E+8
4 C		E-2 (2-2 E)	E*2
5 C		D	D + 10
6 C		C	C +8
7 C+		C-	C + 11
8 A+ +1 (4-4 +2)		C-	C- + A+
9 B		C	C *2
10 C		D	D +6
11 D		D	D +10
12 C		D	D *2

Frankfurt	Galaxy	7W 3L	
Run Defense		-1 Punt	33 C+ RUN
Pass Defense		-1 Punt Return	A+ Run +3
		FG	26 A+ Pass
Play Call		Kickoff Ret	A+ Pass + A+ Run
Run	2,3,4,5,6,10,12		
Pass	7,8,9,11		

Passing	
Complete	2,3,4,5,6,10,11
Short	4,5,6,7,8,9,10
Long	2,3,11,12

	Run Result	Short Pass	Long Pass
2 B	E -2	E+5	
3 A+ +3	E -2	E+8	
4 B	E -2	E*2	
5 B	A-	A- + 10	
6 C	A-	A- +8	
7 B	E -1	E + 7	
8 B	C	C +8	
9 B	A+ +1	A+ B	
10 B	A+ +1	A+ B+	
11 B	C	C +E	
12 B	A+	A+ *2	

Rhein	Fire	6W 4L	
Run Defense		0 Punt	34 C+ RUN
Pass Defense		-1 Punt Return	A+ Run +2
		FG	22 A+ Pass
Play Call		Kickoff Ret	A+ Pass + A+ Run
Run	2,3,4,5,6,10,12		
Pass	7,8,9,11		

Passing	
Complete	2,3,4,5,6,10,11
Short	4,5,6,7,8,9,10
Long	2,3,11,12

Run Result	Short Pass	Long Pass
2 B	B-	B- +10
3 B	E -1	E *2
4 C	B-	B- +8
5 E -2	B- (2-2 +1)	B- +6
6 C (3-3 C+)	E -2 (3-3 E-1)	E + 7
7 B	A+ + E	A+ +5 *2
8 B	C	C + E
9 B	C	C + E + 2
10 C (5-5 C+)	C-	C + E + 5
11 B	E -1	E + 7
12 B	E -3	E*2

Hamburg	Sea Devils	3W 6L 1T	
Run Defense		0 Punt	36 C+ RUN
Pass Defense		0 Punt Return	C- Pass
		FG	24 A+ Pass
Play Call		Kickoff Ret	A+ Pass + A+ Run
Run	2,6,7,8		
Pass	3,4,5,9,10,11,12		

Passing	
Complete	4,6,7,8,12 (2-2 INC)
Short	4,5,6,7,8,9,10
Long	2,3,11,12

	Run Result	Short Pass	Long Pass
2	E -1	C	C *2
3	D	E-3	E +5
4	D	E-1	E +7
5	E	C+	C+ *2
6	D	C (3-3 -1)	C + A-
7	D	C	C + E
8	C	E-2	E + 6
9	C	C-	C- + E
10	A+	E-1	E + 4
11	C	E-2	E + 6
12	D	C-	C *2

Berlin	Thunder	2W 7L 1T	
Run Defense		1 Punt	35 C+ RUN
Pass Defense		1 Punt Return	D Pass
		FG	17 A+ Pass
Play Call		Kickoff Ret	A+ Pass + A+ Run +2
Run	3,4,6,7		
Pass	2,2-2,5,8,9,10,11,12		

Passing	
Complete	4,6,7,8,12 (2-2 INC)
Short	4,5,6,7,8,9,10
Long	2,3,11,12

	Run Result	Short Pass	Long Pass
2	E	C-	C*2
3	E-1	A+ +1	A+ +1 +E
4	E (2-2 E-1)	E -2 (2-2 E)	E +5
5	C	C-	C +E
6	C (3-3 +1)	C (3-3 -1)	C -1 +E
7	C	C	C +E
8	C	E -2 (4-4 E)	E +7
9	C	A+ +1	A+ +1 +E
10	E-1	C	C + 8
11	C	E -5	E
12	E-1	C	C*2