

Goal Line Defense

When the Offense has the ball on the 3, 2 or 1 the Defense has the option to call a Goal Line Defense Play. The Goal Line Defense play gives the Defense an extra advantage against Offense Run plays and slightly improves the Defense's chances against Short Pass plays. Goal Line Defense also applies to 2-point conversion opportunities. Here's how it works.

- 1 The Defense player hides and both and in his hand. This is the Goal Line Defense Play Call.
- 2 The Offense player will call **Run, Short Pass or Long Pass** (Out Loud, as usual)
- 3 The Defense player will roll , and together. Add to the higher of or to get your Defense Effect roll result (2-12).
- 4 Read the Run Defense column vs. the Offense Play called. Apply any Defense Effect to the Offense Play rolls.

Long Pass Bomb Play

When the Offense is desperate to gain a lot of yard and only has a little time, we offer a Long Pass Bomb Play. This play may be called at any time in the game. Defense Effect vs. Long Pass still applies to the Long Pass Bomb Play roll. Here's how it works.

- 1 The Defense player hides , or along with in his hand. (as usual)
- 2 The Offense player will call **Long Pass Bomb Play** (Out Loud)
- 3 The Defense player will show the hidden die (, or) to reveal his Play Call and roll the color die along with (add for results 2-12). Read the Defense Effect column vs. Offense Long Pass Play.
- 4 Apply any Defense Effect to the Offense Play roll. See Long Pass Bomb Play result chart (below).

	BOMB PLAY	RESULT
3-7	Double Coverage	Interception ^a
8-9	Sack	Lose 2 + Lose
10-11	Pass Defended	Incomplete
12-15	Up for Grabs	Roll lowest again ^b
16	Completion	Gain 25 +
17	Completion	Gain 40 +
18	Completion	Touchdown

^a Roll 20 + for interception location. Defense rolls return.

^b Read + new for new Bomb Play result. New results 12-15 are incompletions.

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Home Field Advantage

If you want to create a Home Field Advantage in your league, we have created the following easy-to-use method.

Home Field Advantage applies on all Recovery rolls. Whenever the recovery roll is a tie ($\blacksquare - \square = 0$), the ball is recovered by the home team. The home team does not get to advance the ball after recovering the loose ball.

The Recoveries chart, therefore, will look like this:

Apply to fumbles and blocked kicks. Offense rolls \square . Defense rolls \blacksquare . Read $\blacksquare - \square$ for result.		
FUMBLE / BLOCKED KICK RECOVERIES		
$\square - \blacksquare$	RECOVERED BY	PLAY RESULT
<0	Offense	Offense keeps the ball
0	Home Team	Recovered by Home Team (No Return)
1-2	Defense	No Return
3	Defense	Defense returns $\square \square$
4	Defense	Defense returns 10 + $\square \square$
5	Defense	Defense returns 20 + $\square \square$

QB Sneak

When the Offense chooses, they can execute a QB sneak play. The play can gain 1 yard when it succeeds. It gains 0 when it fails. No defense (including Goal Line Defense) can be used against a QB sneak.

To determine the success of a QB Sneak:

Offense rolls \square . Defense rolls \blacksquare . Read $\blacksquare - \square$ for result. If $\blacksquare - \square$, is 3 or more, the offense gains 0. Any other result is a success for the offense, and the offense gains 1.*

* In the 2023 Predict the Winner Event for the Big Game, the Defense for KANSAS CITY must win the roll by 4 or more, otherwise the PHILADELPHIA QB sneak will gain 1 yard.