Forty Nine Football North
Running Play Sequence

1. Choose RB and Location (In, Off Tackle, Out). Teams can select Draw as an option

- Either use solitaire charts, or select your RB and location (In, OT, Out). Place a token over the RB's run location
- ** O can select Draw for In or Out runs only. Put a token on Draw
- ** When human coaching Off, a player is limited to their attempts. Eg. Johnson "Att = 15". *** See rules for exceptions

#24 Jeremiah Johnson	3	RB1	15	56	52	56
#46 Rollie Lumbala*	5	FB1	1	1-8*92 9-20*30	26	26
#28 Chris Rainey	5	RB2	4	35	35	1-12*85 -20*30
#35 S. Murray-Lawrence*	5	RB3	4	29	26	29

2. Determine if Off & or Def has Influence on the play

- Roll a D12 for Off and one for Def. If the roll is equal to or less than the teams ability to influence, then they gain influence on the play
  - BC's Off Influence starts at 8 at home and 7 on the road, same for their Def
  - Factors happen throughout the game that change these numbers

BC 2016	Off	1	2	3	4	5	6	R-7	H-8	9	10	11	12
	Def	1	2	3	4	5	6	R-7	H-8	9	10	11	12

| Fumble Recovery: 1-8 First Down: H:1-13 R:1-11 O-Clutch: H+1 : R+1 D-Clutch: H+1 : R+1 | Pl-Action Run+10 Basic: 5 Pass-12 | Draw Run Blitz:+10 Run/Basic Run: -5 Pass Blitz+20 | Screen Pass Run Blitz: +5 / +10 Basic Pass & Pass: -5 Pass Blitz: +12 / +15 | Extra Pass Block Pass block:-2 QB Rate: -10 | Stay In: PY-8 last 3 min Go OB PY-12 last 3 min | Def - Double Correct: -20 Wrong: +8 |

3. If O has influence

- Add the O-Lines Run Block # for the run location

4. D called Pass, Basic Pass or Basic Run

- Pass/Basic Pass, use Run row along bottom
- Basic Run is not affected by Influence, apply appropriate run location

5. D has influence & plays Run Defense

- Subtract the result of their chosen play
- ** Blitzing works only with Influence, roll a D20 to determine extra effect on play
- If D called the wrong location, the adjacent location is half the value, two locations away is a -5. See rules for detailed description

Run Defense						Basic		Pass Defense						
	4-3	Nickle	Dime	Prevent	Blitz Run	Run	Pass		4-3	Nickle	Dime	Prevent	Bl Rush	Blitz PDef
In	-25	-20	-15	+3	1-11: -15 15-20: +15	-5	-5	Short	-22	-20	-18	-15	+3	1-11:-8 15-20:+8
OT	-20	-15	-10	+5	1-8: -8 14-20: +8	-5	-5	Interm	-20	-20	-18	-18	+3	1-11:-10 15-20:+10
Out	-25	-20	-10	+3	1-11: -15 15-20: +15	-5	-5	Med	-15	-20	-25	-20	+3	1-9:-10 15-20:+10
							-5	Long	-12	-18	-20	-25	+3	1-9:-12 14-20:+12
Int	-3	-2	-2	-1		-3	-2	Int	-2	-2	-1	-1		1-8:+1 9-20:-1
Rush	1-11	1-10	1-9	1-8		1-8	1-10	Rush	1-13	1-12	1-11	1-10		1-4:+1 9-20:+2
Pass	+10	+8	+5	+10	1-11: +5 12-20: +12	+3	+3	Run	+5	+8	+15	+25		1-11: +5 12-20:+12

6. Determine Game Factors

- Flip a Game Action to determine if there is a Penalty, Fumble, Odd Play, or a reviewable Play
- Flip a second GAC apply the modifier for Run In-Out or OT. Apply this to the Running #

7. Determine Yards Gained / Lost

- Off calls an In run with Jeremiah Johnson. His In Running # is 56
- If O has influence, add 12 for the Offensive line from the Team Chart
- If D called Pass, modify using Run row and formation called (+5 +8 ...)
- If D called Basic run, modify based on run location or Basic Pass (+3)
- If D plays Run Def & has influence, subtract result from the Running #
- Modify Running # with Game Influence. Example to right is 15
- Check final Running # result on the next GAC
  - RB run # + Off Influence + Def Basic Pass + Game = 56+12+3+15=86 (10yd gain)
  - RB run # + No Off Inf + Def Inf playing Nickel In + Game = 56+0-20+15=51 (3.5yd gain)

Run In-Out	15 [25]	
Run Off Tackle	10	P

0-9	1 0-19	2 0-29	3 0-39	SA
-1	-1	-0.5	0	13.5
4 0-49	5 0-59	6 0-69	7 0-79	SB
1	3.5	5	6	20.5
8 0-89	9 0-99	100		D12
10	SA	SA		9