

Chris Robinson's COLD SNAP "Cheat Sheet" and House Rules

CHEAT SHEET

TWO POINT CONVERT: CFL teams are allowed to return a failed convert; if they run it back to their opponent's end zone, it's two points for the defending team.

SINGLES FROM KICKOFFS are only scored when a team concedes the single by declining/failing to run the kick out of the end zone. Kicking teams do NOT score singles when the ball is kicked out of bounds in the end zone, or beyond the end line. If that happens, the receiving team gets the ball at the 25 yard line.

SINGLES FROM FIELD GOAL ATTEMPTS can be scored by concession, or if the ball travels out of the end zone out of bounds, or beyond the end line. NOTE that if the field goal attempt hits the upright, no single is scored. The receiving team gets the ball at the 25 yard line.

SINGLES FROM PUNTS are scored either by the single being conceded, or the ball going through the end zone or out of bounds in the end zone.

CONVERSIONS are from the five-yard line, whether kicking or putting the ball in play with a run or pass.

OVERTIME rules have varied over the years. Here's a summary...

Playoff Overtime to 1985: two ten-minute halves, no sudden death.

Regular Season, Playoff Overtime 1986 to 2006(?): two five-minute halves, no sudden death.

CURRENT Overtime Rules

- A coin toss determines which team gets the ball first, and at which end zone the scores shall be attempted.
- Each team in turn will receive one possession, starting with first and ten from the opponent's 35 yard line.
- The game clock does not run during overtime; however, the play clock rules are enforced.
- A team's possession ends when it scores (touchdown or field goal), misses a field goal, fails to gain a first down, or turns the ball over. If a touchdown is scored, the team may opt for one or two-point conversion.
- If the score remains tied at the end of the overtime procedure, an additional overtime is played. The team which had the first possession in the previous overtime will have the second possession in the subsequent overtime.
- In the regular season, if the score remains tied after a second overtime, it is recorded as a tie game. In playoffs, overtimes continue until a winner is determined.

HOUSE RULES

CONCEDED SAFETIES: With this rule, teams within their own fifteen yard line can concede a safety on a punt. If desired, for clock-killing purposes, you can have the punter scramble around the end zone, and use up a full play. If beyond the fifteen yard line, a team may take "time count" penalties("delay of game, play clock expires" in NFL), five yards at a time, until inside the fifteen.

EMERGENCY KICKER/PUNTER/RETURN GRADES

For punting, an unskilled player should be given these grades: AVG=30; RET=F; BLK=F; SDL=F

For place kicking, an unskilled player should be given these grades: CONV=F; FG=F; KO=F

If a player with no RET grades is called upon to return a kickoff, use these grades: linemen=10; all others=15

INCOMING INJURIES

In one-team season replays, or in projects that incorporate "quick play" results to speed completion of some games, roll a ten-sided dice before the game to determine the number of players on the opposing team who are injured. The roll is modified by the number of games a team has played:

0-2 games (-5)

3-6 games (-3)

6-9 games (-1)

+9 games (no adjustment)

To determine the injured player(s) and extent of injury, roll as per normal on the injury tables, ignoring any results of less than "game+□." For long injuries, check schedule to see if it impacts future "full-play" games.