

Hard Count Rule

This is a house rule I developed after watching Aaron Rodgers continually winning free throws after working his fantastic hard count. The Hard Count rule cross references the relative discipline of the Offensive and Defensive linemen to determine whether one of them jumps the count. The outcomes are either a free throw, Offside penalty, False Start penalty or a Delay of Game penalty.

Determining Offensive and Defensive Line Discipline

To determine each team's Offensive Line's discipline rating, you combine the number of Offsides it won against the opposing Defensive line with the number of False Starts it conceded to them. Conversely, to determine the Defensive Line's discipline you combine the Offsides it conceded with the False Starts it won. The discipline ratings go from A to F, with A representing the best teams at avoiding snap count penalties and F the worst. (The stats from which the ratings are derived are available from <http://www.nflpenalties.com>).

How it works

Each team can use the hard count up to 3 times per half in a 4th and short (less than 5 yards) situation. The Offensive coach declares a Hard Count play, then cross references the Offense's Discipline Rating with that of the Defense, locates the appropriate table on the Hard Count Chart and rolls 2D6 (11-66). The result will be a free play for the QB, a line penalty against the Offense or Defense, or a Delay of Game penalty.

Notes

- A free play is an Offside penalty which is not blown dead, allowing play to continue
- A free play is the choice of the Offensive coach, though will usually be an attempted LONG PASS. At the conclusion of the free play, the offensive coach will have the choice of accepting the result, or a 5-yard Offside penalty
- An Offensive coach can opt to take a Timeout, if available, in the event of a Delay of Game penalty.
- Replacement QBs reduce the Offense's Discipline rating by 2 (shifting down two rows on the chart).
- A Blitzing Defense has its Discipline Rating reduced by 2 (shifting right two columns on the chart).
- Some QBs may have special rules affecting the Hard Count, these will be displayed on the team sheet

2016 NFL LINE DISCIPLINE RATINGS

| Team | Offensive Line Discipline Rating | Defensive Line Discipline Rating |
|-------------|---|---|
| ARI | A | C |
| ATL | A | C |
| BAL | F | D |
| BUF | A | C |
| CAR | C | C |
| CHI | C | C |
| CIN | F | C |
| CLE | B | D |
| DAL | A | B |
| DEN | C | D |
| DET | A | C |
| GB | A | D |
| HOU | A | C |
| IND | B | A |
| JAX | B | D |
| KC | B | C |
| LARM | B | C |
| MIA | C | C |
| MIN | C | B |
| NE | A | A |
| NO | A | C |
| NYG | B | C |
| NYJ | F | B |
| OAK | C | D |
| PHI | C | C |
| PIT | A | B |
| SD | B | B |
| SEA | C | E |
| SF | C | F |
| TB | B | C |
| TEN | A | C |
| WAS | A | C |

| OFFENSIVE LINE DISCIPLINE | DEFENSIVE LINE DISCIPLINE (BLITZ DEFENSE SHIFT RIGHT ->) | | | | | | RESULT |
|---------------------------|--|-------|-------|-------|-------|-------|---------------|
| | A | B | C | D | E | F | |
| A | 11-14 | 11-16 | 11-21 | 11-23 | 11-24 | 11-25 | FREE PASS |
| | 15-35 | 21-42 | 22-44 | 24-51 | 25-52 | 26-55 | OFFSIDE |
| | 36-55 | 43-56 | 45-61 | 52-62 | 53-62 | 56-63 | FALSE START |
| | 56-66 | 61-66 | 62-66 | 63-66 | 63-66 | 64-66 | DELAY/TIMEOUT |
| B | 11-14 | 11-15 | 11-16 | 11-21 | 11-23 | 11-24 | FREE PASS |
| | 15-33 | 16-35 | 21-41 | 22-42 | 24-45 | 25-51 | OFFSIDE |
| | 34-54 | 36-54 | 42-54 | 43-54 | 46-55 | 52-56 | FALSE START |
| | 55-66 | 55-66 | 55-66 | 55-66 | 56-66 | 61-66 | DELAY/TIMEOUT |
| C | 11-13 | 11-14 | 11-14 | 11-15 | 11-16 | 11-21 | FREE PASS |
| | 14-25 | 15-26 | 15-31 | 16-32 | 21-34 | 22-35 | OFFSIDE |
| | 26-51 | 31-46 | 32-45 | 33-45 | 35-45 | 36-44 | FALSE START |
| | 52-66 | 51-66 | 46-66 | 46-66 | 46-66 | 45-66 | DELAY/TIMEOUT |
| D | 11-12 | 11-12 | 11-13 | 11-14 | 11-14 | 11-15 | FREE PASS |
| | 13-21 | 13-22 | 14-23 | 15-24 | 15-24 | 16-26 | OFFSIDE |
| | 22-44 | 23-43 | 24-42 | 25-41 | 25-36 | 31-35 | FALSE START |
| | 45-66 | 44-66 | 43-66 | 42-66 | 41-66 | 36-66 | DELAY/TIMEOUT |
| E | 11 | 11 | 11-12 | 11-12 | 11-13 | 11-13 | FREE PASS |
| | 12-14 | 12-15 | 13-16 | 13-16 | 14-21 | 14-21 | OFFSIDE |
| | 15-42 | 16-41 | 21-36 | 21-34 | 22-33 | 22-31 | FALSE START |
| | 43-66 | 42-66 | 41-66 | 35-66 | 34-66 | 32-66 | DELAY/TIMEOUT |
| F | 11 | 11 | 11 | 11 | 11 | 11 | FREE PASS |
| | 12 | 12 | 12-13 | 12 | 12-13 | 12-13 | OFFSIDE |
| | 13-41 | 13-35 | 14-34 | 13-31 | 14-25 | 14-23 | FALSE START |
| | 42-66 | 36-66 | 35-66 | 32-66 | 26-66 | 24-66 | DELAY/TIMEOUT |