

Diggin Deep Football - Check the Deck Chart (Page 1)

Roll	Name	Penalty	Description
901	Block in the Back	Offense	Block in the back penalty called on the offense. Ten yard penalty, and replay the down.
902	Block in the Back	Defense	Block in the back penalty called on the defense. Ten yard penalty, and replay the down. First down awarded if penalty yardage is enough.
903	Chop Block	Offense	Chop block penalty called on the offense. Fifteen yard penalty, and replay the down.
904	Chop Block	Defense	Chop block penalty called on the defense. Fifteen yard penalty, and automatic first down.
905	Clipping	Offense	Clipping penalty called on the offense. Fifteen yard penalty, and replay the down.
906 - 908	Defensive Pass Interference		Pass Play - Pass Interference called against the defense, spot penalty from the point of the infraction, and automatic first down.
			Run Play - Holding called against the offense. Ten yard penalty, and replay the down.
909 - 910	Delay of Game	Offense	Delay of game penalty called against the offense. Five yard penalty and replay the down.
911	Delay of Game	Defense	Delay of game penalty called against the defense. Five yard penalty and replay the down. First down awarded if penalty yardage is enough.
912 - 913	Encroachment	Defense	Encroachment called against the defense. Five yard penalty and replay the down. First down awarded if penalty yardage is enough.
914	Personal Foul - Grabbing the Face Mask	Offense	Personal foul. Grabbing the face mask called against the offense. Fifteen yard penalty and replay the down.
915	Personal Foul - Grabbing the Face Mask	Defense	Personal foul. Grabbing the face mask called against the defense. Fifteen yard penalty and an automatic first down.
916 - 919	False Start	Offense	False start called against the offense. Five yard penalty and replay the down.
920	Holding	Defense	Holding called against the defense. Five yard penalty and automatic first down.
921 - 923	Holding	Offense	Holdings called against the offense. Ten yard penalty and repeat the down.
924	Illegal Contact	Defense	Illegal contact called against the defense. Five yard penalty and automatic first down.
925	Illegal Formation	Offense	Illegal formation called against the offense. Five yard penalty and repeat the down.
926	Illegal Formation	Defense	Illegal formation called against the defense. Five yard penalty and repeat the down. First down is awarded if penalty yardage is enough.
927	Illegal Forward Pass	Offense	Pass Play - Illegal forward pass called against the offense. Five yard penalty and loss of down.
			Run Play - Holding called against the offense. Ten yard penalty, and replay the down.
928	Illegal Hands	Defense	Illegal hands called against the defense. Five yard penalty and automatic first down.
929	Illegal Hands	Offense	Illegal hands called against the offense. Ten yard penalty and replay the down.
930	Illegal Motion	Offense	Illegal motion called against the offense. Five yard penalty and replay the down.
931	Illegal Shift	Offense	Illegal shift called against the offense. Five yard penalty and replay the down.

Roll	Name	Penalty	Description
932	Ineligible Receiver Downfield	Offense	Pass Play - Ineligible receiver downfield called against the offense. Five yard penalty and replay the down.
			Run Play - Holding called against the offense. Ten yard penalty, and replay the down.
933	Intentional Grounding	Offense	Pass Play - Intentional grounding called against the offense. Ten yard penalty (five yards from the line of scrimmage) and loss of down.
			Run Play - Holding called against the offense. Ten yard penalty, and replay the down.
934	Neutral Zone Infraction	Defense	Neutral Zone Infraction called on the defense. Five yard penalty, and replay the down. First down awarded if penalty yardage is enough.
935	Neutral Zone Infraction	Offense	Neutral Zone Infraction called on the offense. Five yard penalty, and replay the down.
936	Offensive Pass Interference		Pass Play - Pass Interference called against the offense, ten yard penalty and replay the down.
			Run Play - Holding called against the offense. Ten yard penalty, and replay the down.
937 - 938	Offsides	Offense	Offsides called on the offense. Five yard penalty, and replay the down.
939 - 940	Offsides	Defense	Offsides called on the defense. Five yard penalty, and replay the down. First down awarded if penalty yardage is enough.
941 - 942	Personal Foul	Offense	Personal Foul called on the offense. Fifteen yard penalty, and replay the down.
943 - 944	Personal Foul	Defense	Personal Foul called on the defense. Fifteen yard penalty, and automatic first down.
945 - 946	Roughing the Passer		Pass Play - Roughing the passer called against the defense, fifteen yard penalty and automatic down.
			Run Play - Holding called against the offense. Ten yard penalty, and replay the down.
947	Too Many Men on the Field	Offense	Too many men on the field called on the offense. Five yard penalty, and replay the down.
948	Too Many Men on the Field	Defense	Too many men on the field called on the defense. Five yard penalty, and replay the down. First down awarded if penalty yardage is enough.
949	Unsportsmanlike Conduct	Offense	Unsportsmanlike conduct called on the offense. Fifteen yard penalty, and replay the down.
950	Unsportsmanlike Conduct	Defense	Unsportsmanlike conduct called on the defense. Fifteen yard penalty, and automatic first down.
951	Minor Bolstered Confidence	-	The offensive player targeted for this play gains one diggin deep opportunity. If the result of this play is a QB sack, interception, or fumble lost, no diggin deep opportunities are awarded.
952	Major Bolstered Confidence	-	The offensive player targeted for this play gains two diggin deep opportunities. If the result of this play is a QB sack, interception, or fumble lost, no diggin deep opportunities are awarded.
953	Minor Deflated Confidence	-	The offensive player targeted for this play loses one diggin deep opportunity. If the result of this play is a touchdown or a first down, no diggin deep penalties are assessed.
954	Major Deflated Confidence	-	The offensive player targeted for this play loses two diggin deep opportunities. If the result of this play is a touchdown or a first down, no diggin deep penalties are assessed.
955 - 956	Quarter Under Pressure	-	The home team quarterback currently in the game gains three diggin deep opportunities. The opposing team's quarterback loses three diggin deep opportunities.
957 - 958	Potential Injury to Offensive Line	-	After play is resolved, the clock is stopped due to an injury on the field. Check for injury to your offensive linemen.

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Roll	Name	Audible?	Description
959 - 960	Potential Injury to Defensive Line	-	After play is resolved, the clock is stopped due to an injury on the field. Check for injury to your defensive linemen.
961 - 962	Potential Injury to Linebacker	-	After play is resolved, the clock is stopped due to an injury on the field. Check for injury to your linebackers.
963 - 964	Potential Injury to Secondary	-	After play is resolved, the clock is stopped due to an injury on the field. Check for injury to your secondary.
965 - 967	Blown Assignment	-	Blown coverage assignment at the line of scrimmage leads to the QB being sacked hard. Clock is stopped and check for injury to quarterback.
968	Winded Quarterback	Audible Allowed	The quarterback currently on the field becomes winded and must be replaced for this play. He can return to the huddle after this play. Both teams may call an audible and change the play call.
969	Winded Running Back	Audible Allowed	The running back on the field with the highest fatigue number becomes winded and must be replaced for this play. He can return to the huddle after this play. Both teams may call an audible and change the play call.
970	Winded Wide Receiver	Audible Allowed	The wide receiver on the field with the highest fatigue number becomes winded and must be replaced for this play. He can return to the huddle after this play. Both teams may call an audible and change the play call.
971	Heart of a Champion	-	The quarterback currently on the field feels like he can do anything. For the remainder of the game, this QB gets a three grade bonus to his PASS rating and gains five to his Fatigue.
972	Timidness on the Field	-	The quarterback currently on the field is unsure about his play and is afraid of the defense. For the remainder of the game, this QB loses three grads to his PASS rating and loses five to his Fatigue.
973	Red Zone Pressure	-	If this play is starting inside the red zone (the offense is within 20 yards of the endzone), anyone from the offense can dig deep for free this play. If this play starts outside the redzone, anyone from the defense can dig deep for free this play.
974	Got em Pinned Back	-	If the offense starts this play between their own end zone and their own 20 yard line, anyone from the defense can dig deep for free this play. If the offense starts this play from anywhere else on the field, anyone on the offense can dig deep for free this play.
975 - 977	Nerves of Steel	-	For the remainder of the game, the team currently playing defense is labeled 'Nerves'. Any kicker playing on a team with 'Nerves' is immune to the effects of being 'Iced' for any kick.
978 - 979	The Twelfth Man	-	Any one player from the home team can dig deep for free this play.
980 - 981	You can Hear the Crickets	-	Any one player from the visiting team can dig deep for free this play.
982	Running Back: Option Pass	-	The team on offense is labeled 'RB Option'. This team, for one play, can call a run play, but have the running back pass the ball to another eligible receiver. If the running back is rated for the option pass, he gains a one grade bonus to his PASS rating.
983 - 984	Stuffing the Box	-	The team on defense is labeled 'Run Stuff'. For any one play, this defense can call a run stuff play and crowd the box. If a run play was called by the offense, the running back given a five grade penalty to his RUN rating this play. If a pass play is called, the targeted receiver gets a five grade bonus to his REC rating.
985 - 986	Nickel Package	-	The team on defense is labeled 'Nickel'. For any one play, this defense can call a nickel package to stop a passing play. If any pass play is called, a long pass must be completed in order to complete the pass. Yardage from the pass play does not change. If a run play is called, give the running back a five grade bonus to his RUN rating.

Roll	Name	Audible?	Description
987	Flea Flicker	-	The team on offense is labeled 'Flea Flicker'. For any one play, this offense can call a flea flicker. The flea flicker pass is considered a long pass. If the defense calls a run, the QB gets a three grade bonus to his PASS rating, and the targeted receiver gets a three grade bonus to his REC rating. If the defense calls a pass, no penalties are assessed. This play cannot be called in the red zone.
988	Coming Across the Middle	-	If a pass play is called, the receiver is met with a vicious legal hit as he crosses the middle of the field. The ball is dropped, and check for injury to receiver. If a run play is called, a linebacker is crushed by a guard creating a run gap. Give the running back a two grade bonus to his Run rating for this play. Check for injury to your linebackers.
989 - 990	Quarterback Flushed	-	Play breaks down and QB is forced to scramble. Trying for the extra yard, the QB slides and is hit hard in the head. Add fifteen yards onto the end of the play for the collision and check for injury to QB.
991	We Need to Move the Chains	-	If this is third down, any one player on the offense can dig deep for free this play. That player also gets a three grade bonus to his PASS, RUN, and REC ratings. If not third down, re-roll this play.
992	We Need a Stop	-	If this is third down, any one player on the defense can dig deep for free this play. Also for this play, all offensive players lose three grades to their PASS, RUN, and REC ratings. If not third down, re-roll the play.
993	Bringing out the Chains	-	The team on offense is labeled 'Chains'. For any one instance when the chains are rolled out, the outcome is automatically called in favor of the team labeled 'Chains'. After one use, the 'Chains' label is removed.
994	Off Balanced Collision	-	If a pass play is called, after the play is resolved, two members of the secondary collide with each other awkwardly. Check for injury, twice, to the secondary. If a run play was called, two defensive linemen collide with each other. Check for injury, twice, to the defensive line.
995	Enhanced Challenge	-	The team on offense is labeled 'Challenge'. For any one challenge, the team labeled 'Challenge' can choose to have three added or subtracted from the challenge call. Remove this label afterwards.
996	Staunch Defense	-	Both team's defensive lines gain one diggin deep opportunity. The same applies to both team's linebackers and secondary.
997	Defensive Gameplay is Lacking	-	Both team's defensive lines loses one diggin deep opportunity. The same applies to both team's linebackers and secondary.
998	The Meek Shall Inherit the Earth	-	If the quarterback on the field has a natural zero listed in his diggin deep box, he now gains eight diggin deep opportunities. The same also applies to the targeted player on this play, assuming he has a zero listed as well.
999	Burning a Timeout	-	If the offense on the field has a timeout available, the quarterback is forced to call a timeout. He is unsure about the defensive package on the field. If no timeouts are available, the QB has a pass rating of F for this play.
1,000	Miscommunication on Defense	-	If the defense on the field has a timeout available, the head coach is forced to call a timeout as there are twelve men on the field for the defense. If no timeouts are available, the defense is penalized five yards for too many men on the field.