CONSOLIDATED ERRATA & ADDENDA
(as of 31 July 73)
S&T #37 (Scrimmage)

[3.2] (Superfluity): Players should ignore all references to the Scrimmage Turn Record. This play-aid is not necessary to Scrimmage and is not included in the Game Inventory.

[3.31] (Clarification): In the Sample Unit Diagram the lower left hand number on the OB counter is referred to as the Physical Value number. In all other rules and cases this number is referred to as a Player's Contact Strength.

[4.4] (Correction): The text of this rule is incorrect. All passes, whether forward or lateral, may only be executed during a Pass Game-Turn. There may be more than one Pass Game-Turn per play, although only one forward pass may be thrown in a single play.

[5.12] (Omission): During the Defensive Player-Turn of the Snap Game-Turn the explanation of the Hit Recovery Phase was omitted. The explanation may be found in the appropriate sub-heading in the Contact and Pass Game-Turn rules (see case 5.131.

[5.13] (Correction): In the Defensive Player-Turn, during the Movement/Contact Phase, omit the reference to "hand-off." This option is not open to the Defense.

[7.0] (Correction): There is a discrepancy between the Movement Points Expenditure Chart and several Movement rules cases. The total cost to enter an occupied hex, whether performing a Passive Contact or Hurdling another man, is three Movement Points. This represents the total expenditure required to enter an occupied hex and it is not additional to the normal cost to enter the hex, i.e. the cost to enter an occupied hex can be regarded as two additional Movement Points.

[8.2] D (Correction): During each Hit Recovery Phase all "hit" markers on the Phasing Players are removed. Thus it is impossible for a man to be contacted while under a "hit" marker from a previous Movement/Contact Phase. Neither "neutralized" nor "injured" men may be hit while under a neutralization marker.

[8.3] E (Correction): Defensive Players when attempting to contact a ball-carrier (whether a real or fake ball) are exempted from this sighting requirement. A contacting man need not have sighted a ball-carrier at the beginning of the Movement/Contact Phase. There is no sighting restriction for contacting a ball-carrier, although the normal and special rules for contacting a ball-carrier are applicable.

[8.5] H (Omission): A ball-carrier may never participate in a double team action.

[8.6] L (Omission): No Movement Point expenditure is required to voluntarily down the ball.

[9.0] Procedure (clarification): The sighting requirements for transferring the ball are as follows:

1) Snap - When transferring the ball by snapping only the ball recipient need see the ball-releasing man. The ball-recipient must see the ball-releasing man in the Contact/Sighting segment of the Offensive Player-Turn of the Snap Game-Turn.

2) Hand-Off - When transferring the ball through a hand-off only, the ball releasing man must see the ball-recipient at the instant of the hand-off (whether or not the ball is actually transferred)

3) Pass - When transferring the ball by Passing only the ball-releasing man need see the ball-recipient. The ball-releasing man must see the receiver at the instant the ball is passed.

[9.1] E. Snapping Diagram (correction): The Snapping diagram portrays an impossible situation. During the Snap Game-Turn all of the Offensive Players (except the man in motion) have their Movement Allowance halved. Any remaining fraction should be rounded up. The diagram is improper because the snap cost of one Movement Point per hex of snap (6) exceeds the halved Movement Allowances of the two Players involved. In this Snap Game-Turn the OB and the Center would each have a Movement Allowance of "5." NOTE - It is not mandatory that the Center snaps the ball or that the Quarterback receives the snap.

[9.3] N (2) (Correction): The ball-releasing and ball-receiving men must move adjacent to transfer the ball by a hand-off. The ball-releasing man must have the recipient in his line of sight at the instant the ball is transferred.

[9.4] T (Correction): Men suffering from a "hit" may pass, receive, or possess the ball. Men suffering a "hit" may not physically move, although a "hit" man may expend Movement Points in any manner other than physical movement from the hex in which he received the "hit" result. Men who are "neutralized" or "injured" may not expend any Movement Points and may not pass, receive, or possess the ball. In a Pass, the ball-releasing man must have the receiver in his line of sight at the instant the ball is transferred.

[9.4] X. (Clarification): An eligible receiver is any Offensive man who was not adjacent to the Line of Scrimmage at the instant of the snap, except for the single man on either end of the Offensive line who may also act as eligible pass receivers. A Pass receiver must have sufficient remaining Movement Points to receive the pass. He may not advance the ball after receiving the pass until the next Offensive Movement/Contact Phase, regardless of whether or not he has remaining Movement Points after the pass is completed.

[12.0] C (Clarification): The Defensive Player may never move more than one man into an occupied hex to attempt to gain possession of the ball following a fumble. Moving into an opponent's hex to recover a fumble does not constitute a Passive Contact. There is no Movement Point cost to enter an occupied hex solely for the purpose of recovering a fumble.

[13.1] The Offensive Player (Correction): The text explaining the "Option Right" play contains an error. A lateral may only be executed during a Pass Game-Turn, not during the Snap Game-Turn.

[14.2] Offense Positions (Correction): The rules sequence outline is misprinted. After (14.1) The Line Up, should come (14.12) Offense Positions. Defense Positions should be (14.13). The case that is designated (14.13) should in fact be (14.14). NOTE - The Offensive Running Backs normally deploy within two hexes of the Quarterback. This is not mandatory.

IMPORTANT NOTE - This Scrimmage Errata supersedes both the original rules manuscript, and the Play Examples. In all instances in which a Play Example contradicts either the rules (unmodified by errata) or any portion of this errata, assume the Play Example to be incorrect.