Generating "Quick & Dirty" Player Stats

This document describes a basic system for calculating reasonable offensive player stats resulting from a game of *Masters of the Gridiron*.

Default Stats

Some stats are awarded to each player automatically, based on ratings, regardless of how the game played out. For all calculations, truncate all decimals. For example: 97 / 10 = 9.7 = 9 (after rounding).

Position	Default Stats		
QB	Completions	Pass Attempts	Passing Yards
	Passing / 10	(*Passing* / 10) + 4	*Passing*
QB	Rush Attempts		Rushing Yards
	(*Rushing* − 45) / 5		*Rushing* − 50
WR / TE	Receptions		Receiving Yards
	(*Receiving* − 40*)* / 10		*Receiving* − 50
RB	Rush Attempts		Rushing Yards
	(*Rushing* − 45) / 5		*Rushing* − 50
RB	Receptions		Receiving Yards
	(*Receiving* − 40) / 10		*Receiving* − 50

Game Stats

In addition to the "default stats", stats are awarded to players based on game events.

Use the following rules to determine the "key skill player" on each play:

Stat Used	Position	Key Skill Player
Rushing, Goal Line, Receiving or Red Zone	WR/TE/RB/FB	Current Player Card
Rushing or Goal Line	QB	Current Player Card (QB)
Passing or Red Zone	QB	Most recently played WR/TE*
Pass Blocking	Any	Most recently played WR/TE*
Run Blocking	Any	Most recently played RB*

*If the specified position (WR/TE or RB) hasn't been played yet, don't assign "Key Skill Player" stats for this play. (It is assumed that such stats accrued to a player that is not in your deck, such as a 3rd wide receiver).

Then, award the following stats, depending on the play type and result:

Play Type	Result	Stats (Quarterback)	Stats (Key Skill Player)
Passing TD	Successful	6-for-7, 80 yards, 1 TD	5 receptions for 70 Yards and 1 TD
Passing FG	Successful	2-for-3, 20 yards	2 receptions for 20 yards
Rushing TD	Successful	—	7 rushes for 50 yards and 1 TD
Rushing FG	Successful	—	3 rushes for 20 yards
Passing TD [1]	Failed	0-for-3, 1 interception	—

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[1] Also, whenever an offensive lineman's *Pass Blocking* rating is defeated, record a sack.

Passing FG [1]	Failed	0-for-3	—
Rushing TD [2]	Failed	—	3 rushes for 3 yards
Rushing FG [2]	Failed	—	3 rushes for 3 yards

Example of Stat Generation

First, we record the default stats for each player. These are the same for each player for each game, simplifying the record-keeping:

Player (Season)	Key Rating	Default Stats
Russell Wilson (2013)	79 (*Passing*)	7 completions in 11 attempts for 79 yards
Russell Wilson (2013)	75 (*Rushing*)	6 rushes for 25 yards
Golden Tate (2013)	73 (*Receiving*)	3 receptions for 23 yards
Doug Baldwin (2013)	70 (*Receiving*)	3 receptions for 20 yards
Jermaine Kearse (2013)	57 (*Receiving*)	1 reception for 7 yards
Luke Willson (2013)	57 (*Receiving*)	1 reception for 7 yards
Marshawn Lynch (2013)	79 (*Rushing*)	6 rushes for 29 yards
Marshawn Lynch (2013)	61 (*Receiving*)	2 receptions for 11 yards

Next, we record the results of each scoring attempt when we play the game. If we place each player card with each offensive play, we don't need to use pencil and paper until after the game is over.

#	Player	Pos	Play	Success	Stats Awarded
1	Breno Giacomini	T	Pass TD	No	Wilson: 0-for-3, 1 interception
2	James Carpenter	G	Rush FG	Yes	Lynch: 3 rushes for 20 yards
3	Golden Tate	WR	Pass TD	Yes	Wilson: 6/7, 80 yds, 1 TD; Tate: 6 rec, 80 yds, 1 TD
4	Russell Wilson	QB	Rush FG	Yes	Wilson: 3 rushes for 20 yards
5	J. R. Sweezy	G	Rush TD	No	Lynch: 3 rushes for 3 yards
6	Doug Baldwin	WR	Pass FG	No	Wilson: 0-for-3
7	Jermaine Kearse	WR	Pass TD	Yes	Wilson: 6/7, 80 yds, 1 TD; Kearse: 6 rec, 80 yds, 1 TD
8	Paul McQuistan	T	Rush FG	No	Lynch: 3 rushes for 3 yards
9	Marshawn Lynch	RB	Rush TD	Yes	Lynch: 7 rushes for 50 yards, 1 TD

Finally, we add these stats to the *Default Stats*:

	Total Stats	Notes
Russell Wilson (Passing)	19/31 for 239 yards, 2 TD, 1 Int	Passer Rating: 93.6
Russell Wilson (Rushing)	9 rushes for 45 yards	5.0 Yards / Rush
Golden Tate	9 receptions for 103 yards, 1 TD	
Doug Baldwin	3 receptions for 20 yards	
Jermaine Kearse	7 receptions for 87 yards, 1 TD	
Luke Willson	1 receptions for 7 yards	
Marshawn Lynch (Rushing)	25 rushes for 115 yards, 1 TD	4.6 Yards / Rush

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[2] And, if a running back's rating (*Rushing* or *Goal Line*) is exactly matched by the defense, record a fumble.

Marshawn Lynch (Receiving)	2 receptions for 11 yards	

Stat Randomization

For anyone played with a running play, flip one playbook card. Add 3 rushes for a FG, 7 for a TD, plus 3 yards per rush. Then add the bonus (if any) as rushing yards.

For any skill player played with a passing play, flip two playbook cards and add a reception for each TD. Then add the bonuses (if any) as receiving yards.

Advanced Stat Randomization (Dice-Based)

The above system generates realistic statistics for a 16-game season, but can produce repetitive stats on a game by game basis. For example, Marshawn Lynch will have exactly 2 receptions and 16 receiving yards in any game in which he is not directly involved in a pass play.

Rushes, receptions, rushing yards and receiving yards can be randomized using two six-sided dice. Find the current stat total in the left column and adjust it using the table below.

Stat Total	Die Roll (2d6)										
	2	3	4	5	6	7	8	9	10	11	12
1-4	−2	−1	−1	—	—	—	—	—	+1	+1	+2
5-9	−2	−2	−1	−1	—	—	—	+1	+1	+2	+2
10-29	−5	−4	−3	−2	−1	—	+1	+2	+3	+4	+5
30+	−10	−7	−5	−3	−1	—	+1	+3	+5	+7	+10

Error Checking

If you use this system, you may need to "sanity check" your results. For example:

- Stats for "Rushes" and "Receptions" cannot be reduced below zero
- If a player has zero Rushes, he must have zero Rush Yards